

# ACTIVITY PERTEMUAN 1

**NAMA : Yogi Setiawan**

**NPM : 5142648**

**KELAS : 4IA17**

**MATERI : OOP**

**MATA PRAKTIKUM : RPL 2**

---

Class adalah blueprint atau cetakan untuk membuat objek. Di dalam class, kita mendefinisikan data (disebut atribut) dan perilaku (disebut method) yang dimiliki oleh objek.

Komponen Utama Class

1. **Nama Class**  
Ini adalah identitas dari class. Biasanya ditulis dengan huruf kapital di awal, misalnya Mahasiswa.
2. **Atribut (Field)**  
Variabel yang menyimpan data milik objek. Contohnya: nama, umur, nilai.
3. **Method (Fungsi)**  
Fungsi yang mendefinisikan aksi atau perilaku objek. Misalnya: tampilkanInfo(), hitungNilai().
4. **Constructor**  
Method khusus yang dipanggil saat objek dibuat. Digunakan untuk menginisialisasi atribut.
5. **Access Modifier**  
Kata kunci seperti public, private, dan protected yang menentukan siapa yang boleh mengakses bagian dari class.

```
public class Mahasiswa {  
    // Atribut  
    private String nama;  
    private int umur;
```

```
// Constructor
public Mahasiswa(String nama, int umur) {
    this.nama = nama;
    this.umur = umur;
}

// Method
public void tampilkanInfo() {
    System.out.println("Nama: " + nama);
    System.out.println("Umur: " + umur + " tahun");
}

// Getter
public String getNama() {
    return nama;
}

// Setter
public void setNama(String nama) {
    this.nama = nama;
}
}
```

```
Rpl2_ia1718.java [-/A] X
Source History
2  /*
3   * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
4   */
5
6  package com.mycompany.rpl2_ia1718;
7
8  /**
9   *
10   * @author ASUS
11   */
12
13  public class Rpl2_ia1718 {
14
15      public static void main(String[] args) {
16          User user =new User();
17          user.login();
18          user.logout();
19
20          Buyer buyer =new Buyer();
21          buyer.login();
22          buyer.logout();
23
24          Seller seller = new Seller();
25          seller.addproduct("nasi goreng");
26
27          Admin admin =new Admin();
28          admin.login();
29          admin.logout();
30          admin.manageUser();
31      }
32  }
33  }
```

```
Rpl2_ia1718.java [-/A] X  User.java [-/A] X
Source History
2  /*
3   * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
4   * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template
5   */
6
7  package com.mycompany.rpl2_ia1718;
8
9  /**
10   *
11   * @author ASUS
12   */
13
14  public class User {
15      String nama;
16      String email;
17      String pass;
18      public void login() {
19          System.out.println("User melakukan login");
20      }
21      public void logout() {
22          System.out.println("User melakukan logout");
23      }
24  }
```

```
Rpl2_ia1718.java [-/A] X User.java [-/A] X Buyer.java [-/A] X
Source History
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22
/*
 * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
 * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template
 */
package com.mycompany.rpl2_ia1718;

/**
 *
 * @author ASUS
 */
public class Buyer extends User{

    @Override
    public void login() {
        System.out.println("Buyer melakukan login");
    }

    @Override
    public void logout() {
        System.out.println("Buyer melakukan logout");
    }

}
```

```
Rpl2_ia1718.java [-/A] X User.java [-/A] X Buyer.java [-/A] X Seller.java [-/A] X
Source History
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
/*
 * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
 * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template
 */
package com.mycompany.rpl2_ia1718;

/**
 *
 * @author ASUS
 */
public class Seller extends User{
    private String product;

    public void addproduct(String productName) {
        System.out.println("Seller menggunakan produk : " + productName);
        this.product = productName;
    }

}
```

```
Rpl2_ia1718.java [-/A] X User.java [-/A] X Buyer.java [-/A] X Seller.java [-/A] X Admin.java [-/A] X
Source History
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25
/*
 * Click nbfs://nbhost/SystemFileSystem/Templates/Licenses/license-default.txt to change this license
 * Click nbfs://nbhost/SystemFileSystem/Templates/Classes/Class.java to edit this template
 */
package com.mycompany.rpl2_ia1718;

/**
 *
 * @author ASUS
 */
public class Admin extends User{

    public void login() {
        System.out.println("Admin melakukan login");
    }

    public void logout() {
        System.out.println("Admin melakukan logout");
    }

    public void manageUser() {
        System.out.println("Admin mengelola user");
    }

}
```

```
Output - Run (Rp12_ia1718) x
cd C:\Users\ASUS\Documents\NetBeansProjects\rp12_ia1718; "JAVA_HOME=C:\Program Files\Java\jdk-23" cmd /c "%C:\Program Files\NetBeans-2
Scanning for projects...

-----< com.mycompany:rp12_ia1718 >-----
Building rp12_ia1718 1.0-SNAPSHOT
from pom.xml
-----[ jar ]-----

--- resources:3.3.1:resources (default-resources) @ rp12_ia1718 ---
skip non existing resourceDirectory C:\Users\ASUS\Documents\NetBeansProjects\rp12_ia1718\src\main\resources

--- compiler:3.11.0:compile (default-compile) @ rp12_ia1718 ---
Changes detected - recompiling the module! :source
Compiling 5 source files with javac [debug target 23] to target\classes

--- exec:3.1.0:exec (default-cli) @ rp12_ia1718 ---
User melakukan login
User melakukan logout
Buyer melakukan login
Buyer melakukan logout
Seller menggunakan produk : nasi goreng
Admin melakukan login
Admin melakukan logout
Admin mengelola user

BUILD SUCCESS

Total time: 1.497 s
Finished at: 2025-10-25T14:46:28+07:00
```