

Nama : Fenita Sari

Nrp : 2C1230002

Prodi : Agribisnis

Tugas pemograman modifikasi p10 dengan membagi proteksi level data menjadi public dan private.

```
#include <iostream>
#include <string>

class Baju {
private:
    std::string merk;
    std::string bahan;
    std::string warna;
    int harga;
    std::string size; //

public:
    Baju(std::string m, std::string b, std::string w, int h, std::string s) {
        merk = m;
        bahan = b;
        warna = w;
        harga = h;
        size = s;
    }

    void setMerk(std::string m) {
        merk = m;
    }
}
```

```
}
```

```
std::string getMerk() {
```

```
    return merk;
```

```
}
```

```
void setBahan(std::string b) {
```

```
    bahan = b;
```

```
}
```

```
std::string getBahan() {
```

```
    return bahan;
```

```
}
```

```
void setWarna(std::string w) {
```

```
    warna = w;
```

```
}
```

```
std::string getWarna() {
```

```
    return warna;
```

```
}
```

```
void setHarga(int h) {
```

```
    harga = h;
```

```
}
```

```
int getHarga() {
```

```
    return harga;
```

```
}

void setSize(std::string s) {
    size = s;
}

std::string getSize() {
    return size;
}

void tampilanInfo() {
    std::cout << "Merk: " << merk << ", Bahan: " << bahan << ", Warna: " << warna << ",
    Harga: " << harga << ", Size: " << size << std::endl;
}

};

int main() {
    Baju bj("Erigo", "Katun", "Hitam", 300000, "M"); //

    std::cout << "Merk: " << bj.getMerk() << std::endl;
    std::cout << "Bahan: " << bj.getBahan() << std::endl;
    std::cout << "Warna: " << bj.getWarna() << std::endl;
    std::cout << "Harga: " << bj.getHarga() << std::endl;
    std::cout << "Size: " << bj.getSize() << std::endl;

    return 0;
}
```

Hasil Running :

The screenshot shows a Windows desktop environment. At the top, there is a taskbar with several pinned icons: WhatsApp, W3Schools Tryit Editor, TugasPemrograman/Tugas, praktiklab/Tugas OOP/fenit, and New Tab. Below the taskbar is a browser window with the URL w3schools.com/cpp/trycpp.asp?filename=demo_compiler. The browser header includes a search bar, a star icon, a refresh icon, and a menu icon.

The main content of the browser is a C++ code editor and a terminal window. The code editor contains the following C++ code:

```
void setHarga(int h) {
    harga = h;
}
int getHarga() {
    return harga;
}
void setSize(std::string s) {
    size = s;
}
std::string getSize() {
    return size;
}
void tampilanInfo() {
    std::cout << "Merk: " << merk << ", Bahan: " << bahan << ", Warna: " << warna
    << ", Harga: " << harga << ", Size: " << size << std::endl;
}
int main() {
    Baju bj("Erigo", "Katun", "Hitam", 30000, "M"); //  

    std::cout << "Merk: " << bj.getMerk() << std::endl;
    std::cout << "Bahan: " << bj.getBahan() << std::endl;
    std::cout << "Warna: " << bj.getWarna() << std::endl;
    std::cout << "Harga: " << bj.getHarga() << std::endl;
    std::cout << "Size: " << bj.getSize() << std::endl;
    return 0;
}
```

To the right of the code editor is a terminal window showing the output of the program:

```
Merk: Eriko
Bahan: Katun
Warna: Hitam
Harga: 30000
Size: M
```

At the bottom right of the terminal window, there is a message: "Activate Windows Go to Settings to activate Windows." Below the terminal window, the taskbar displays a search bar with the placeholder "Type here to search" and a small icon of a mouse. To the right of the search bar are icons for File Explorer, Google Chrome, and Microsoft Word. On the far right of the taskbar, there are system status icons for battery level (28°C Cerah), signal strength, and the date/time (10:27 PM, 5/29/2024).

```
#include <iostream>
#include <string>

using namespace std;

class Tanaman {
private:
    string bunga;
    string warna;
    int tinggi;
    int umur;

public:
    // Constructor
    Tanaman(string bunga, string warna, int tinggi, int umur) {
        this->bunga = bunga;
        this->warna = warna;
        this->tinggi = tinggi;
        this->umur = umur;
    }

    // Getter untuk bunga
    string getBunga() const {
        return bunga;
    }

    // Setter untuk bunga
    void setBunga(const string& newBunga) {
```

```
bunga = newBunga;  
}  
  
// Getter untuk warna  
string getWarna() const {  
    return warna;  
}  
  
// Setter untuk warna  
void setWarna(const string& newWarna) {  
    warna = newWarna;  
}  
  
// Getter untuk tinggi  
int getTinggi() const {  
    return tinggi;  
}  
  
// Setter untuk tinggi  
void setTinggi(int newTinggi) {  
    tinggi = newTinggi;  
}  
  
// Getter untuk umur  
int getUmur() const {  
    return umur;  
}
```

```
// Setter untuk umur
void setUmur(int newUmur) {
    umur = newUmur;
}

};

int main() {
    // Membuat objek Tanaman
    Tanaman myTanaman("Mawar", "Merah, Putih, Hitam, Pink", 0.5, 9);

    // Menampilkan informasi Tanaman
    cout << "Bunga: " << myTanaman.getBunga() << endl;
    cout << "Warna: " << myTanaman.getWarna() << endl;
    cout << "Tinggi: " << myTanaman.getTinggi() << endl;
    cout << "Umur: " << myTanaman.getUmur() << " tahun" << endl;

    // Mengubah umur Tanaman
    myTanaman.setUmur(10);

    // Menampilkan informasi Tanaman setelah perubahan umur
    cout << "\nSetelah perubahan umur:" << endl;
    cout << "Umur: " << myTanaman.getUmur() << " tahun" << endl;

    return 0;
}
```

Hasil Running:

The screenshot shows a Windows desktop environment. At the top, there is a taskbar with several icons: WhatsApp, W3Schools Tryit Editor, TugasPemrograman/Tugas..., praktiklab/Tugas OOP/fenit..., New Tab, a search bar, and other standard icons.

The main window is a browser displaying a C++ code editor from w3schools.com. The code is as follows:

```
    tinggi = newTinggi;
}
// Getter untuk umur
int getUmur() const {
    return umur;
}
// Setter untuk umur
void setUmur(int newUmur) {
    umur = newUmur;
};
int main() {
    // Membuat objek Tanaman
    Tanaman myTanaman("Mawar", "Merah, Putih, Hitam, Pink", 0.5, 9);
    // Menampilkan informasi Tanaman
    cout << "Bunga: " << myTanaman.getBunga() << endl;
    cout << "Warna: " << myTanaman.getWarna() << endl;
    cout << "Tinggi: " << myTanaman.getTinggi() << endl;
    cout << "Umur: " << myTanaman.getUmur() << " tahun" << endl;
    // Mengubah umur Tanaman
    myTanaman.setUmur(10);
    // Menampilkan informasi Tanaman setelah perubahan umur
    cout << "\nSetelah perubahan umur:" << endl;
    cout << "Umur: " << myTanaman.getUmur() << " tahun" << endl;
    return 0;
}
```

To the right of the code editor, a terminal window shows the output of the program:

```
Bunga: Mawar
Warna: Merah, Putih, Hitam, Pink
Tinggi: 0
Umur: 9 tahun

Setelah perubahan umur:
Umur: 10 tahun
```

At the bottom right of the terminal window, there is a message: "Activate Windows Go to Settings to activate Windows."