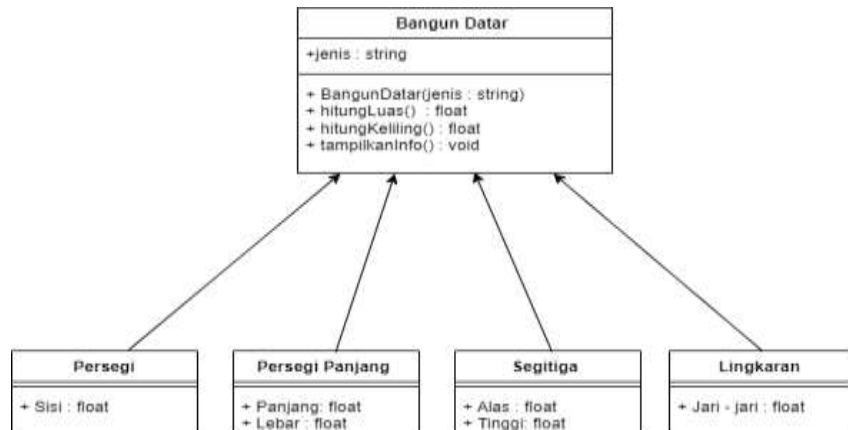


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## A. TUGAS NO 1

### ➤ UML BANGUN DATAR OUT



### ➤ OUTPUT BANGUN DATAR CPP

- Persegi

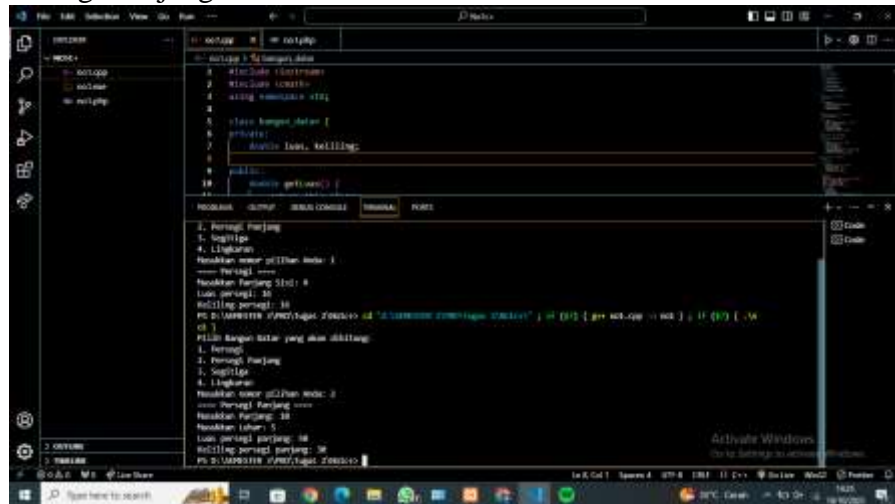
```
#include <iostream>
#include <math>
using namespace std;

class BangunDatar {
public:
    BangunDatar() {}
    BangunDatar(int sisi) {
        sisi = sisi;
    }
    virtual void hitungLuas() {
        cout << "Luas Persegi: " << sisi * sisi << endl;
    }
    virtual void hitungKeliling() {
        cout << "Keliling Persegi: " << 4 * sisi << endl;
    }
    virtual void tampilkanInfo() {
        cout << "Persegi" << endl;
    }
};

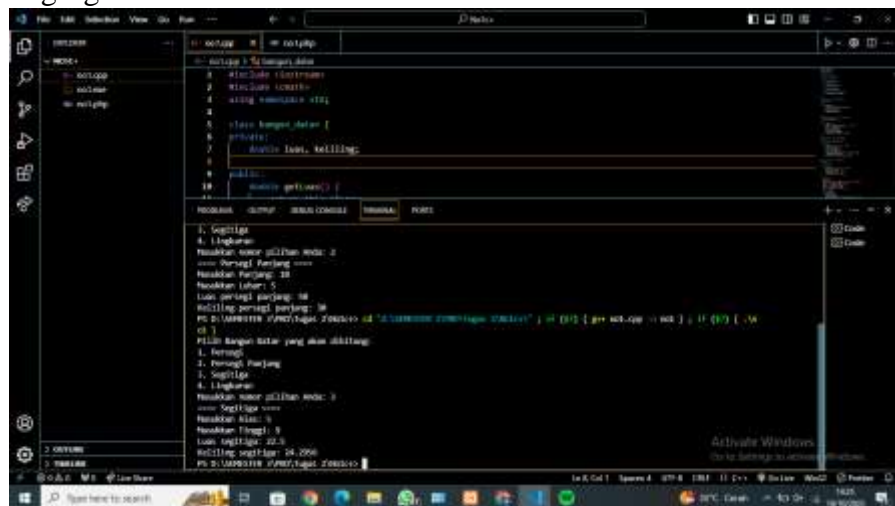
int main() {
    int sisi;
    cout << "Masukkan sisi Persegi: ";
    cin >> sisi;
    BangunDatar persegi(sisi);
    persegi.hitungLuas();
    persegi.hitungKeliling();
    persegi.tampilkanInfo();
    return 0;
}
```

The screenshot shows a C++ program in a code editor. The program defines a `BangunDatar` class with a constructor that takes a side length `sisi`. It has three virtual methods: `hitungLuas()` to calculate the area (`sisi * sisi`), `hitungKeliling()` to calculate the perimeter (`4 * sisi`), and `tampilkanInfo()` to display the shape name. In the `main` function, the user is prompted to enter the side length of a square, and the program creates a `Persegi` object to calculate and display its area, perimeter, and name.

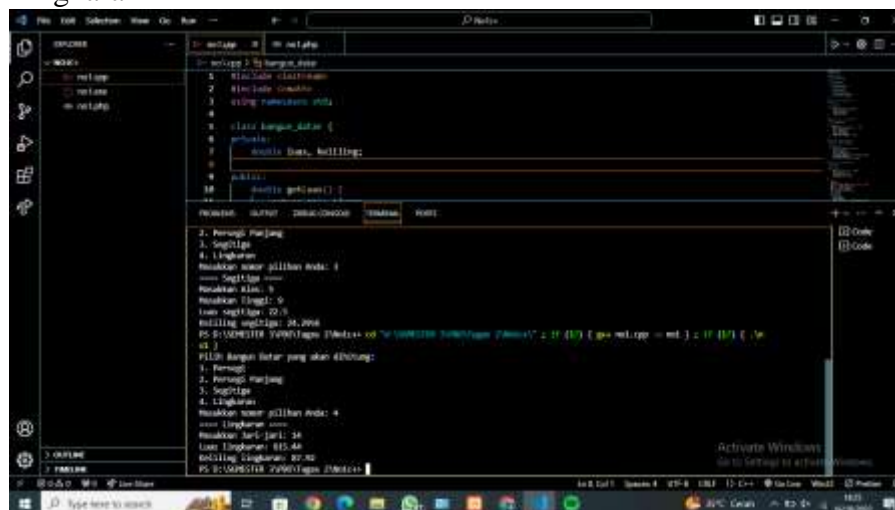
- Persegi Panjang



- Segitiga



- Lingkaran



## ➤ OUTPUT BANGUN DATAR PHP

### - Persegi

The screenshot shows a web browser window with the title 'Kalkulator Luas Bangun Datar Menggunakan Konsep Inheritance'. The page has a header with the title and a navigation bar with links: 'Home', 'Kalkulator Persegi', 'Kalkulator Persegi Panjang', 'Kalkulator Segitiga', 'Kalkulator Lingkaran', and 'Kalkulator Belah Ketupat'. The main content area contains a form with a dropdown menu labeled 'Jenis Bangun Datar:' with 'Persegi' selected, a text input field labeled 'Masukkan Nilai:' with '10' entered, and a blue 'Hitung' button. Below the button, the 'Hasil Perhitungan' section displays: 'Jenis: Persegi', 'Sisi: 10', 'Luas: 100', and 'Keliling: 40'. At the bottom right, there is a 'Support Windows' logo and a link to 'Download Windows 10'. The Windows taskbar is visible at the bottom with the search bar and several application icons.

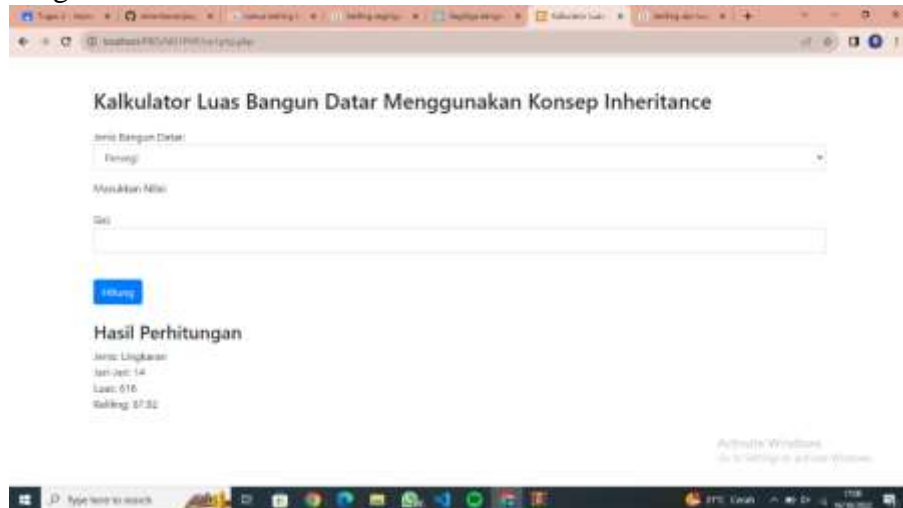
### - Persegi Panjang

The screenshot shows the same web application as above, but with the dropdown menu set to 'Persegi Panjang'. The 'Masukkan Nilai:' field contains '10' and the 'Hitung' button is clicked. The 'Hasil Perhitungan' section displays: 'Jenis: Persegi Panjang', 'Panjang: 10', 'Lebar: 2', 'Luas: 20', and 'Keliling: 24'. The 'Support Windows' logo and link are still present at the bottom right. The Windows taskbar is visible at the bottom.

### - Segitiga

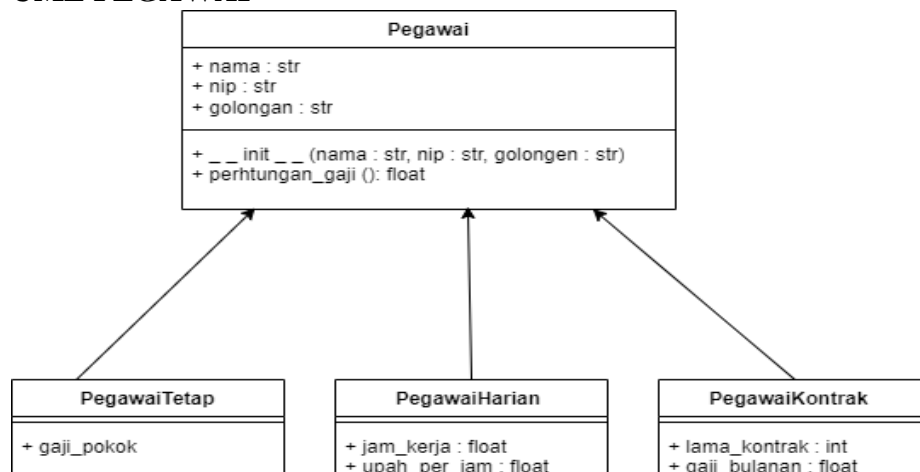
The screenshot shows the same web application as above, but with the dropdown menu set to 'Segitiga'. The 'Masukkan Nilai:' field contains '10' and the 'Hitung' button is clicked. The 'Hasil Perhitungan' section displays: 'Jenis: Segitiga', 'Alas: 10', 'Tinggi: 8', 'Luas: 40', and 'Keliling: 24.295558115651808'. The 'Support Windows' logo and link are still present at the bottom right. The Windows taskbar is visible at the bottom.

- Lingkaran



## B. TUGAS NO 2

### ➤ UML PEGAWAI



### ➤ OUTPUT PEGAWAI PYTHON

