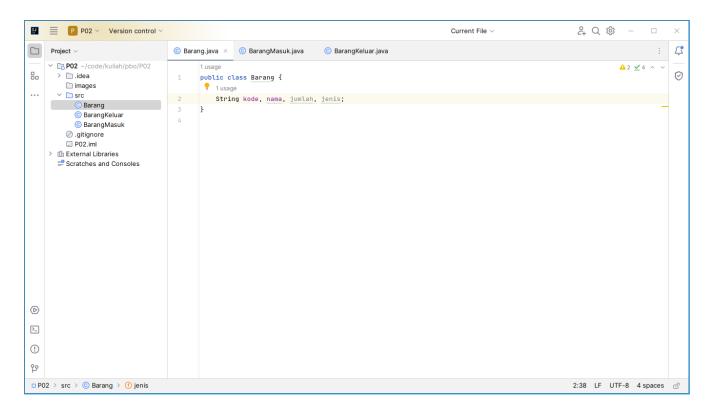
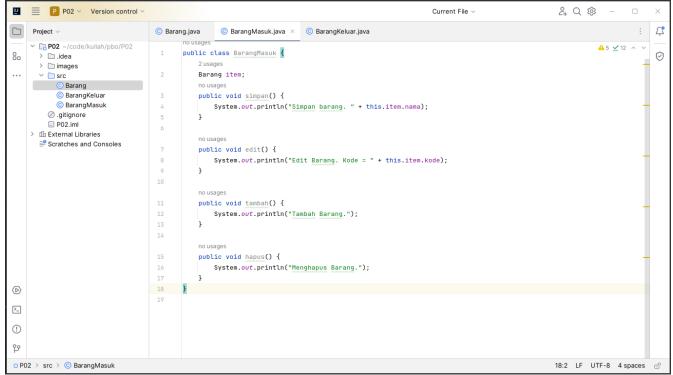
Praktikum 2 - PBO

Sri Aspari -- G.131.20.0045

Screenshot





```
P P02 Version control V
                                                                                                            Current File ~
                                                                                                                                             유Q� -
Project ~
                                    © Barang.java © BarangMasuk.java
                                                                         © BarangKeluar.java ×
                                                                                                                                                                : 4

→ P02 ~/code/kuliah/pbo/P02

                                                                                                                                                       <u>A</u> 5 <u></u> ★ 12 ^ ∨
                                           public class BarangKeluar {
                                                                                                                                                                     \odot
80
      > 🗀 .idea
> 🗀 images
                                               2 usages
                                               Barang item;
     © Barang
© BarangKeluar
© BarangMasuk
                                               no usages
                                               public void simpan() {
                                                System.out.println("Simpan barang. " + this.item.nama);
        gitignore
P02.iml
    > the External Libraries

Scratches and Consoles
                                               System.out.println("Edit Barang. Kode = " + this.item.kode);
}
                                               public void edit() {
                                     8
                                     10
                                               no usages
                                               public void tambah() {
                                              System.out.println("Tambah Barang.");
                                     14
                                               no usages
                                               public void hapus() {
                                               System.out.println("Menghapus Barang.");
                                     16
(D)
                                     18
                                     19
>_
(!)
ဗှ
□ P02 → src → © BarangKeluar
                                                                                                                                            6:1 LF UTF-8 4 spaces 🗊
```

Source Code

```
// Barang.java

public class Barang {
    String kode, nama, jumlah, jenis;
}
```

```
public class BarangMasuk {
    Barang item;
    public void simpan() {
        System.out.println("Simpan barang. " + this.item.nama);
    }

    public void edit() {
        System.out.println("Edit Barang. Kode = " + this.item.kode);
    }

    public void tambah() {
        System.out.println("Tambah Barang.");
    }

    public void hapus() {
        System.out.println("Menghapus Barang.");
    }
}
```

```
public class BarangKeluar {
    Barang item;
    public void simpan() {
        System.out.println("Simpan barang. " + this.item.nama);
    }

    public void edit() {
        System.out.println("Edit Barang. Kode = " + this.item.kode);
    }

    public void tambah() {
        System.out.println("Tambah Barang.");
    }

    public void hapus() {
        System.out.println("Menghapus Barang.");
}
```

} }