LAPORAN TUGAS KASUS 3

Teknik Pemrograman

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KASUS 3

Before:

Rikudo.java
```java
package Naruto;

public class Rikudo {
    protected String Dojutsu = "Rinnegan";
    protected String Senjutsu = "Sage Mode";
}
```

Itachi.java
```java
package Naruto;

public class Itachi extends Rikudo {
    private String KekkeiGenkai = "Susanoo";
    private String Dojutsu = super.Dojutsu;
    void printKekkeiGenkai() {
    System.out.println(this.KekkeiGenkai);
    }
    void printDojutsu() {
    System.out.println(this.Dojutsu);
    System.out.println(this.Dojutsu);
    }
    private void setDojutsu() {
    this.Dojutsu = "Mangekyou Sharingan";

    }
}
```

Sasuke.java
```java
package Naruto;

public class Sasuke extends Itachi {
    String Dojutsu = "Sharingan";
    void printDojutsu() {
    System.out.println(this.Dojutsu);


    }
}
```

NarutoAnime.java
```java
package Naruto;

public class NarutoAnime {

    public static void main(String[] args) {
        Sasuke s = new Sasuke();
        s.printDojutsu();
```

```
        Itachi i = new Sasuke();
        i.printKekkeiGenkai();

    }

}
```

Hasil:

```
Sharingan
Susanoo
```

After:

Rikudo.java
```java
package Naruto;

public class Rikudo {
    protected String Dojutsu = "Rinnegan";
    protected String Senjutsu = "Sage Mode";

}
```

Itachi.java
```java
package Naruto;

public class Itachi extends Rikudo {
    private String KekkeiGenkai = "Susanoo";
    private String Dojutsu = super.Dojutsu;

    void printKekkeiGenkai() {
        System.out.println(this.KekkeiGenkai);
    }

    void printDojutsu() {
        System.out.println(this.Dojutsu);
        setDojutsu();
        System.out.println(this.Dojutsu);
    }

    private void setDojutsu() {
        this.Dojutsu = "Mangekyou Sharingan";

    }
}
```

Sasuke.java
```java
package Naruto;

public class Sasuke extends Itachi {
    String Dojutsu = "Sharingan";

    public void printDojutsu() {
```

```java
        // TODO Auto-generated method stub
        super.printDojutsu();
        System.out.println(this.Dojutsu);
    }
}
```

NarutoAnime.java

```java
package Naruto;

public class NarutoAnime {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        Sasuke s = new Sasuke();
        s.printDojutsu();
        Itachi i = new Sasuke();
        i.printKekkeiGenkai();

    }

}
```

Hasil:

```
Rinnegan
Mangekyou Sharingan
Sharingan
Susanoo
```

Pertanyaan :

Bagaimana cara agar Sasuke dapat menguasai Dojutsu & kekkeiGenkai?
Menampilkan output sebagai berikut :
Rinnegan
Mangekyou Sharingan
Sharingan
Susanoo

Itachi.java

```java
package Naruto;

public class Itachi extends Rikudo {
    private String KekkeiGenkai = "Susanoo";
    private String Dojutsu = super.Dojutsu;

    void printKekkeiGenkai() {
        System.out.println(this.KekkeiGenkai);
    }

    void printDojutsu() {
        System.out.println(this.Dojutsu);
        setDojutsu();
        System.out.println(this.Dojutsu);
```

```java
    }

    private void setDojutsu() {
        this.Dojutsu = "Mangekyou Sharingan";

    }
}
```

Perubahan ini digunakan agar saat modul "void printDojutsu()" dipanggil akan menampilkan output variabel Dojutsu yaitu "Rinnegan" selanjutnya Dojutsu diubah outputnya oleh modul "setDojutsu" jadi sekarang output Dojutsu adalah "Mangekyou Sharingan".

Sasuke.java
```java
package Naruto;

public class Sasuke extends Itachi {
    String Dojutsu = "Sharingan";

    public void printDojutsu() {
        // TODO Auto-generated method stub
        super.printDojutsu();
        System.out.println(this.Dojutsu);
    }
}
```

Output yang pertama kali ada di modul ini adalah "Rinnegan" lalu karena pada modul "printDojutsu" nilai Dojutsu diubah maka output kedua yaitu "Mangekyou Sharingan", dan output ketiga yaitu "Sharingan"