**LAPORAN PRAKTIKUM PEMROGRAMAN BERORIENTASI OBJEK**

“Prak 10 Studi Kasus ATM*”*

**

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Dosen Pembimbing :

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**FAKULTAS TEKNIK**

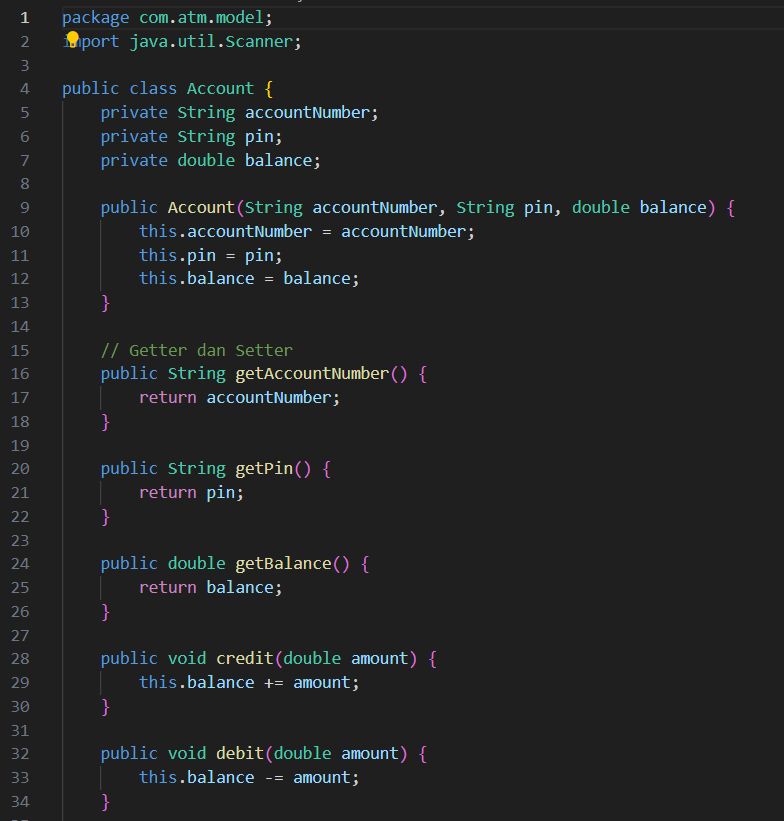
**UNIVERSITAS PANCASILA**

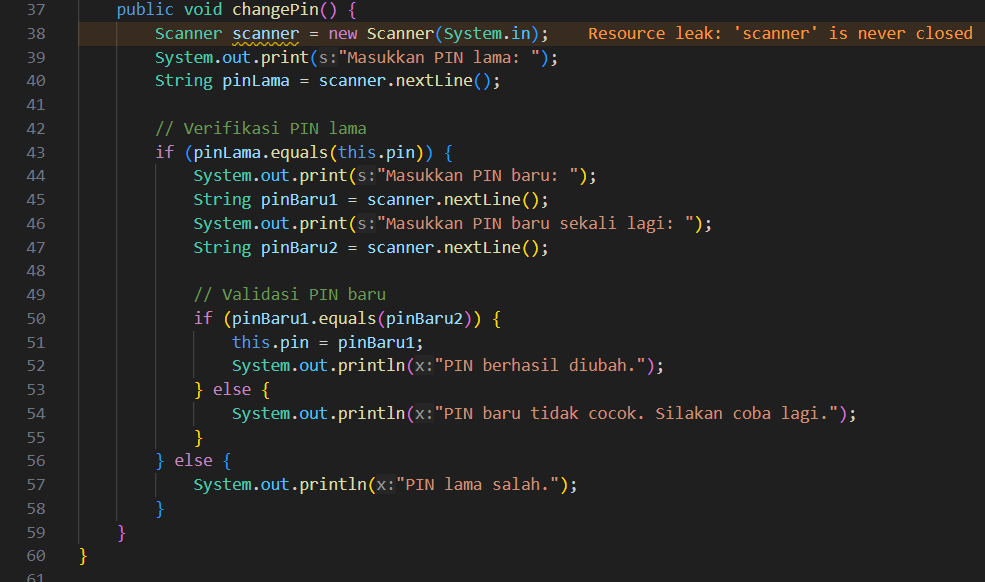
**JAKARTA**

**2024**

Membuat Kelas Account

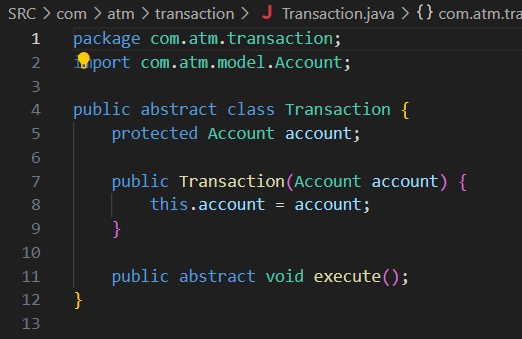
Lokasi di com/atm/model/Account.java





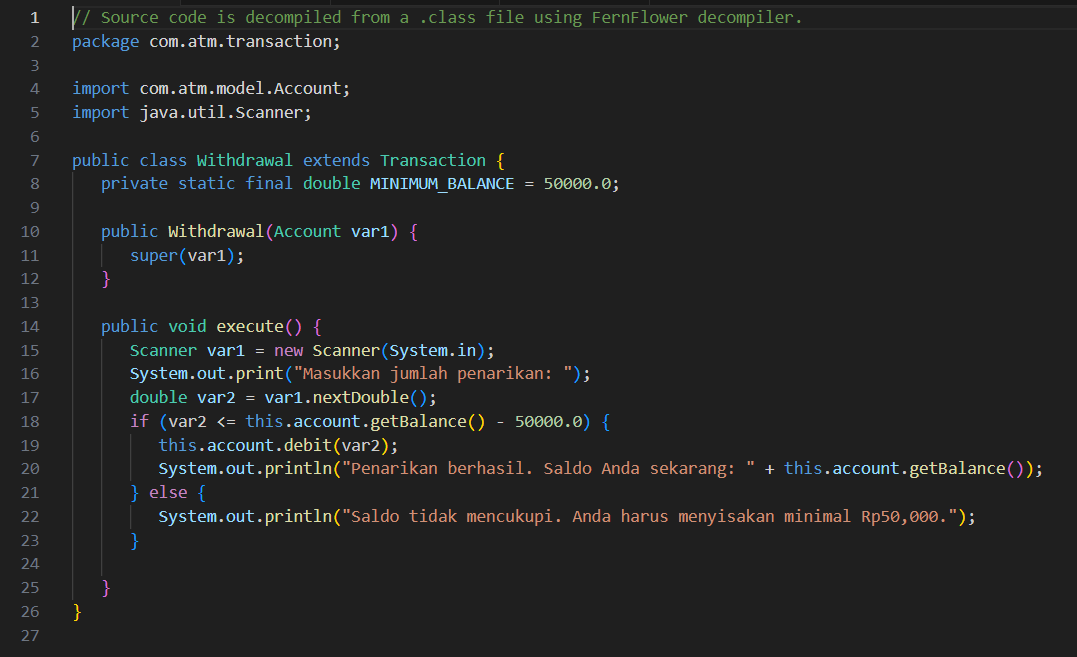
Membuat Kelas Abstract Transaction

Lokasi di com/atm/transaction/Transaction.java



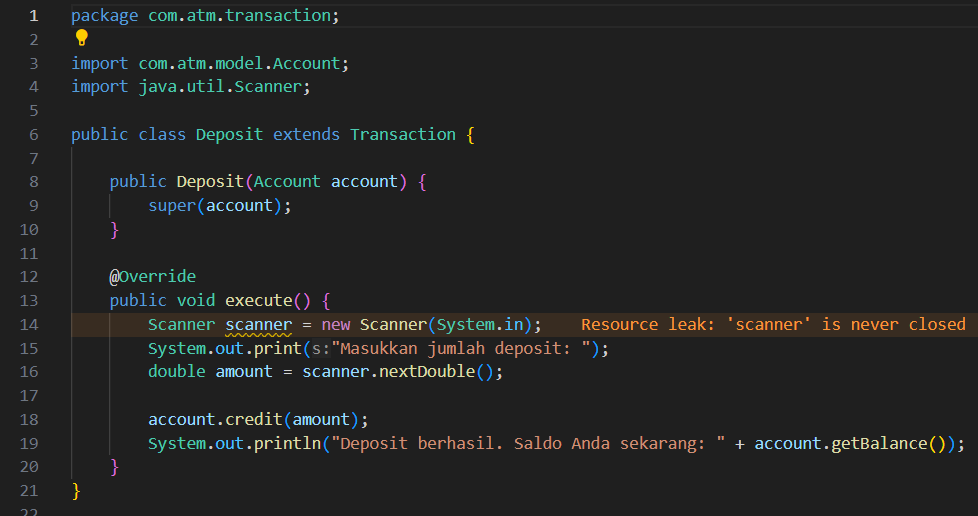
Membuat Kelas Withdrawal

Lokasi di com/atm/transaction/Withdrawal.java



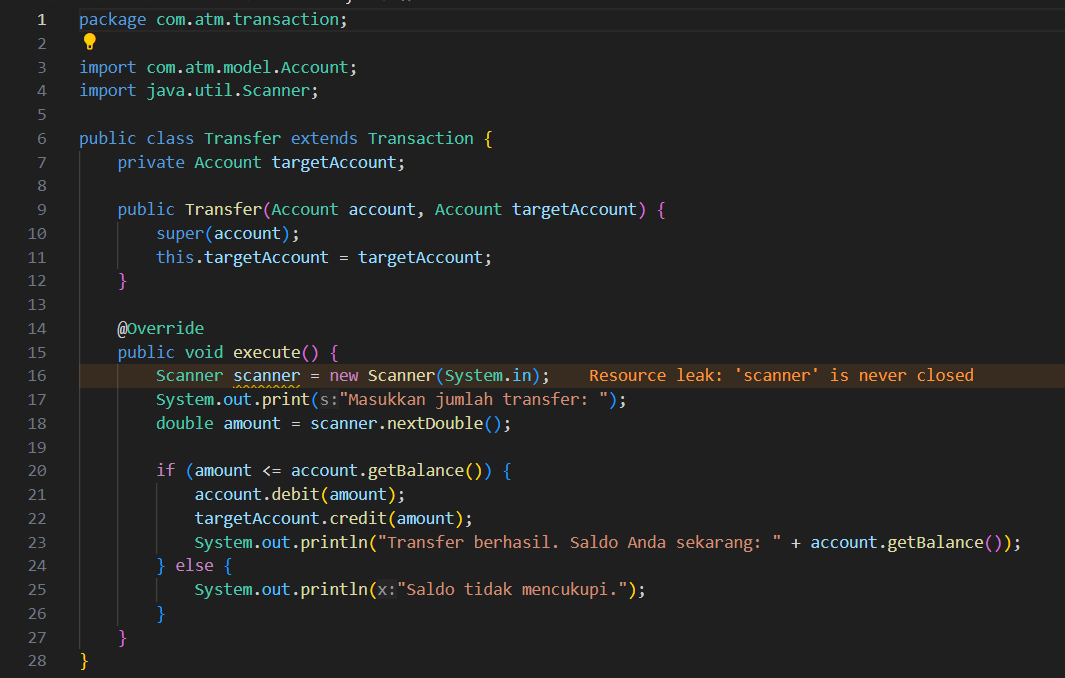
Membuat Kelas Deposit

Lokasi di com/atm/transaction/Deposit.java



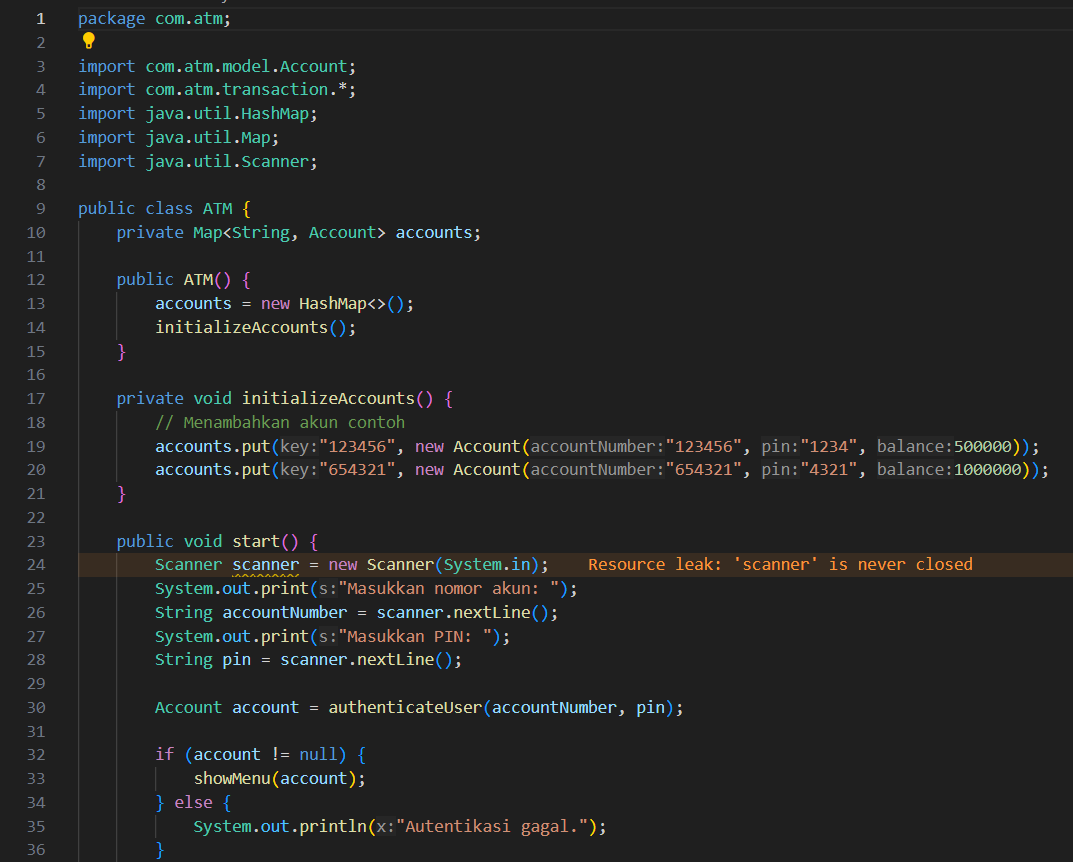
Membuat Kelas Transfer

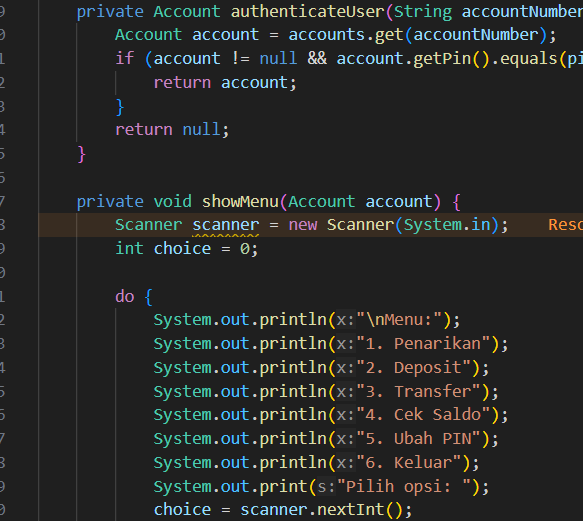
Lokasi di com/atm/transaction/Transfer.java



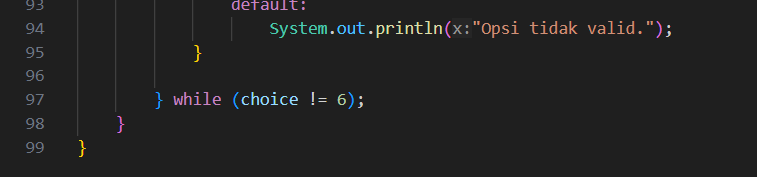
Membuat Kelas ATM

Lokasi di com/atm/ATM.java



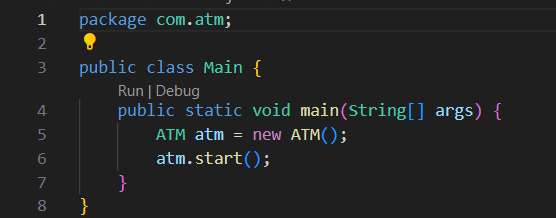






Membuat Kelas Main

Lokasi di com/atm/Main.java



Menjalankan Program

1. Buka terminal atau command prompt
2. Navigasi ke direktori src atau root project
3. Kompilasi seluruh kode java

$ javac com/atm/Main.java

1. Jalankan program

$ java com.atm.Main

Capture hasil program

