-Pertemuan 9

|  |
| --- |
| class Hero: |
|  |  | def \_\_init\_\_(self, name, health, attack): |
|  |  | self.\_\_name = name |
|  |  | self.\_\_health = health |
|  |  | self.\_\_attack = attack |
|  |  |  |
|  |  | # getter |
|  |  | def getName(self): |
|  |  | return self.\_\_name |
|  |  |  |
|  |  | def getHealth(self): |
|  |  | return self.\_\_health |
|  |  |  |
|  |  | # setter |
|  |  |  |
|  |  | def diserang(self, attackPower): |
|  |  | self.\_\_health -= attackPower |
|  |  |  |
|  |  | def setAttPower(self, nilaibaru): |
|  |  | self.\_\_attack = nilaibaru |
|  |  |  |
|  |  | # awal dari game |
|  |  | earthshaker = Hero("earthshaker", 50, 5) |
|  |  |  |
|  |  | # game berjalan |
|  |  |  |
|  |  | print(earthshaker.getName()) |
|  |  | print(earthshaker.getHealth()) |
|  |  | earthshaker.diserang(5) |
|  |  | print(earthshaker.getHealth()) |

-Pertemuan 10

|  |
| --- |
| class Hero: |
|  |  |  |
|  |  | # private class variabel |
|  |  | \_\_jumlah = 0 |
|  |  |  |
|  |  | def \_\_init\_\_(self, name): |
|  |  | self.\_\_name = name |
|  |  | Hero.\_\_jumlah += 1 |
|  |  |  |
|  |  | # method ini hanya berlaku untuk objek |
|  |  | def getJumlah(self): |
|  |  | return Hero.\_\_jumlah |
|  |  |  |
|  |  | # method ini tidak berlaku untuk objek tapi berlaku untuk class |
|  |  | def getJumlah1(): |
|  |  | return Hero.\_\_jumlah |
|  |  |  |
|  |  | # method static (decorator) nempel ke objek dan class |
|  |  | @staticmethod |
|  |  | def getJumlah2(): |
|  |  | return Hero.\_\_jumlah |
|  |  |  |
|  |  | @classmethod |
|  |  | def getJumlah3(cls): |
|  |  | return cls.\_\_jumlah |
|  |  |  |
|  |  | sniper = Hero('sniper') |
|  |  | print(Hero.getJumlah2()) |
|  |  | rikimaru = Hero('rikimaru') |
|  |  | print(sniper.getJumlah2()) |
|  |  | drowranger = Hero('drowranger') |
|  |  | print(Hero.getJumlah3()) |

-Pertemuan 11

|  |
| --- |
| class Hero: |
|  |  |  |
|  |  | def \_\_init\_\_(self, name, health, armor): |
|  |  | self.name = name |
|  |  | self.\_\_health = health |
|  |  | self.\_\_armor = armor |
|  |  | # self.info = "name {} : \n\thealth: {}".format(self.name, self.\_\_health) |
|  |  |  |
|  |  | @property |
|  |  | def info(self): |
|  |  | return "name {} : \n\thealth: {}".format(self.name, self.\_\_health) |
|  |  |  |
|  |  | @property |
|  |  | def armor(self): |
|  |  | pass |
|  |  |  |
|  |  | @armor.getter |
|  |  | def armor(self): |
|  |  | return self.\_\_armor |
|  |  |  |
|  |  | @armor.setter |
|  |  | def armor(self, input): |
|  |  | self.\_\_armor = input |
|  |  |  |
|  |  | @armor.deleter |
|  |  | def armor(self): |
|  |  | print('armor di delete') |
|  |  | self.\_\_armor = None |
|  |  |  |
|  |  | sniper = Hero('sniper', 100, 10) |
|  |  |  |
|  |  | print('merubah info') |
|  |  | print(sniper.armor) |
|  |  | sniper.name = 'dadang' |
|  |  | print(sniper.info) |
|  |  |  |
|  |  | print('getter dan setter untuk \_\_armor') |
|  |  | print(sniper.armor) |
|  |  | sniper.armor = 50 |
|  |  | print(sniper.armor) |
|  |  |  |
|  |  | print('delete armor') |
|  |  | del sniper.armor |
|  |  | print(sniper.\_\_dict\_\_ |

-Pertemuan 12

|  |
| --- |
| class Hero: |
|  |  |  |
|  |  | # private class variabel |
|  |  | \_\_jumlah = 0 |
|  |  |  |
|  |  | def \_\_init\_\_(self, name, health, attPower, armor): |
|  |  | self.\_\_name = name |
|  |  | self.\_\_healthStandar = health |
|  |  | self.\_\_attPowerStandar = attPower |
|  |  | self.\_\_armorStandar = armor |
|  |  | self.\_\_level = 1 |
|  |  | self.\_\_exp = 0 |
|  |  |  |
|  |  | self.\_\_healthMax = self.\_\_healthStandar \* self.\_\_level |
|  |  | self.\_\_attPower = self.\_\_attPowerStandar \* self.\_\_level |
|  |  | self.\_\_armor = self.\_\_armorStandar \* self.\_\_level |
|  |  |  |
|  |  | self.\_\_health = self.\_\_healthMax |
|  |  |  |
|  |  | Hero.\_\_jumlah += 1 |
|  |  |  |
|  |  | @property |
|  |  | def info(self): |
|  |  | return "{} level {}: \n\thealth = {}/{} \n\tattack = {} \n\tarmor = {}".format(self.\_\_name, self.\_\_level, self.\_\_health, self.\_\_healthMax, self.\_\_attPower, self.\_\_armor) |
|  |  |  |
|  |  | @property |
|  |  | def gainExp(self): |
|  |  | pass |
|  |  |  |
|  |  | @gainExp.setter |
|  |  | def gainExp(self, addExp): |
|  |  | self.\_\_exp += addExp |
|  |  | if (self.\_\_exp >= 100): |
|  |  | print(self.\_\_name, "level up") |
|  |  | self.\_\_level += 1 |
|  |  | self.\_\_exp -= 100 |
|  |  |  |
|  |  | self.\_\_healthMax = self.\_\_healthStandar \* self.\_\_level |
|  |  | self.\_\_attPower = self.\_\_attPowerStandar \* self.\_\_level |
|  |  | self.\_\_armor = self.\_\_armorStandar \* self.\_\_level |
|  |  |  |
|  |  | def attack(self, musuh): |
|  |  | self.gainExp = 50 |
|  |  |  |
|  |  | slardar = Hero("slardar", 100, 5, 10) |
|  |  | axe = Hero("axe", 100, 5, 10) |
|  |  | print(slardar.info) |
|  |  |  |
|  |  | slardar.attack(axe) |
|  |  | slardar.attack(axe) |
|  |  | slardar.attack(axe) |
|  |  |  |
|  |  | print(slardar.info) |

-Pertemuan 13

|  |
| --- |
| class Hero: |
|  |  |  |
|  |  | def \_\_init\_\_(self, name, health): |
|  |  | self.name = name |
|  |  | self.health = health |
|  |  |  |
|  |  | class Hero\_intelligent(Hero): |
|  |  | pass |
|  |  |  |
|  |  | class Hero\_strength(Hero): |
|  |  | pass |
|  |  |  |
|  |  | lina = Hero("lina", 100) |
|  |  | techies = Hero\_intelligent('techies', 50) |
|  |  | axe = Hero\_strength('axe', 200) |
|  |  |  |
|  |  | print(lina.name) |
|  |  | print(techies.name) |
|  |  | print(axe.name) |

-Pertemuan 14

|  |
| --- |
| class Hero: |
|  |  | def \_\_init\_\_(self, name, health): |
|  |  | self.name = name |
|  |  | self.health = health |
|  |  |  |
|  |  | def showInfo(self): |
|  |  | print("{} dengan health: {}".format(self.name, self.health)) |
|  |  |  |
|  |  | class Hero\_intelligent(Hero): |
|  |  | def \_\_init\_\_(self, name): |
|  |  | #Hero.\_\_init\_\_(self, name, 100) |
|  |  | super().\_\_init\_\_(name, 100) |
|  |  | super().showInfo() |
|  |  |  |
|  |  | class Hero\_strength(Hero): |
|  |  | def \_\_init\_\_(self, name): |
|  |  | super().\_\_init\_\_(name, 200) |
|  |  | super().showInfo() |
|  |  |  |
|  |  | lina = Hero\_intelligent('lina') |
|  |  | axe = Hero\_strength('axe') |

-Pertemuan 15

|  |
| --- |
| class Hero: |
|  |  | def \_\_init\_\_(self, name, health): |
|  |  | self.name = name |
|  |  | self.health = health |
|  |  |  |
|  |  | def showInfo(self): |
|  |  | print("showInfo di class Hero") |
|  |  | print("{} dengan health: {}".format( |
|  |  | self.name, |
|  |  | self.health |
|  |  | ) |
|  |  | ) |
|  |  |  |
|  |  |  |
|  |  | class Hero\_intelligent(Hero): |
|  |  | def \_\_init\_\_(self, name): |
|  |  | super().\_\_init\_\_(name, 100) |
|  |  |  |
|  |  | # override |
|  |  | def showInfo(self): |
|  |  | print("showInfo di subclass Hero\_intelligent") |
|  |  | print("{} \n\tTipe: intelligent, \n\thealth: {}".format( |
|  |  | self.name, |
|  |  | self.health |
|  |  | ) |
|  |  | ) |
|  |  |  |
|  |  |  |
|  |  | class Hero\_strength(Hero): |
|  |  | def \_\_init\_\_(self, name): |
|  |  | super().\_\_init\_\_(name, 200) |
|  |  |  |
|  |  |  |
|  |  | lina = Hero\_intelligent('lina') |
|  |  | axe = Hero\_intelligent('axe') |
|  |  |  |
|  |  | lina.showInfo() |