

Class Robot

```
public abstract class Robot {

    protected String nama;
    protected String pemilik;
    protected int tahun;

    public void setNama(String nama) {
        this.nama = nama;
    }

    public void setTahun(int tahun) {
        this.tahun = tahun;
    }

    public abstract void displayData();

}
```

Class DoraMini

```
public class DoraMini extends Robot {
    @Override
    public void displayData() {
        System.out.println(
            "nama : " + this.nama + '\n' +
            "pemilik : " + this.pemilik + '\n' +

```

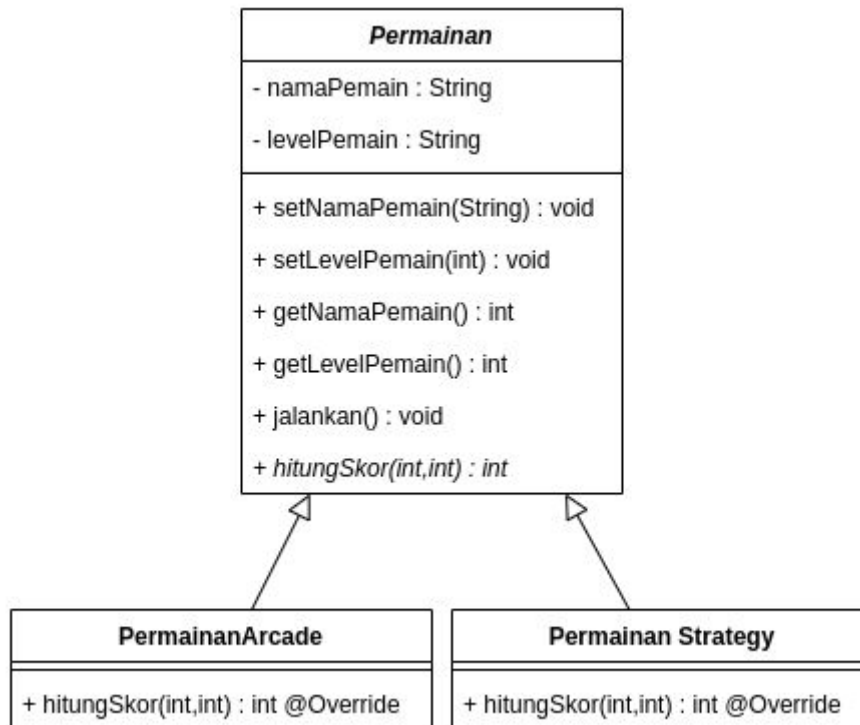
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PBO-Praktikum
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```
        "tahun Pembuatan : " + this.tahun
    );
}

public void sayDora(){
    System.out.println("Halo, Saya Dora Mini");
}

public DoraMini(String nama, String pemilik, int tahunpembuatan) {
    this.setTahun(tahunpembuatan);
    this.setNama(nama);
    this.pemilik = pemilik;
}
}
```



Class Permainan

```
import java.util.Scanner;

public abstract class Permainan {

    protected String namaPemain;
    protected int levelPemain;

    public String getNamaPemain() {
        return namaPemain;
    }

    public void setNamaPemain(String namaPemain) {
        this.namaPemain = namaPemain;
    }

    public int getLevelPemain() {
        return levelPemain;
    }

    public void setLevelPemain(int levelPemain) {
        this.levelPemain = levelPemain;
    }

    public void jalankan(){
        Scanner scn = new Scanner(System.in);
        System.out.print("masukkan nama : ");

        this.setNamaPemain(scn.nextLine());
        do {
            System.out.print("masukkan level (1-100) : ");
```

```
        this.setLevelPemain(scن.nextInt());
    } while (this.levelPemain>100 || this.levelPemain<1) ;

    String power;
    if(this.levelPemain > 80){
        power = "hard";
    }else if(this.levelPemain >20){
        power = "medium";
    }else{
        power = "normal";
    }
    System.out.print("masukkan hit : ");
    int hit = scن.nextInt();
    System.out.print("masukkan miss : ");
    int miss = scن.nextInt();
    int skor = this.hitungSkor(hit,miss);

    System.out.println(
        "Nama : " + this.namaPemain + '\n' +
        "Level : " + this.levelPemain + " - " + power + '\n' +
        "Skor : " + skor
    );
}

public abstract int hitungSkor(int hit, int miss);
}
```

Class PermainanArcade

```
public class PermainanArcade extends Permainan {
    @Override
    public int hitungSkor(int hit, int miss) {
        int skor = (hit*3) - (miss*1);
        return skor;
    }
}
```

Class PermainanStrategy

```
public class PermainanStrategy extends Permainan {
    @Override
    public int hitungSkor(int hit, int miss) {
        int skor = hit*5;
        return skor;
    }
}
```

Main Class

```
public class Main {  
    public static void main(String[] args) {  
        DoraMini dora = new DoraMini("dora", "Boots", 2020);  
        dora.displayData();  
        dora.sayDora();  
  
        PermainanArcade arcade = new PermainanArcade();  
        arcade.jalankan();  
  
        PermainanStrategy strategy = new PermainanStrategy();  
        strategy.jalankan();  
  
        //      kode dibawah ini akan membuat program error  
        //      Permainan p = new Permainan();  
    }  
}
```