**PRAKTIKUM 4**

**PEMROGRAMAN BERBASIS OBJEK**

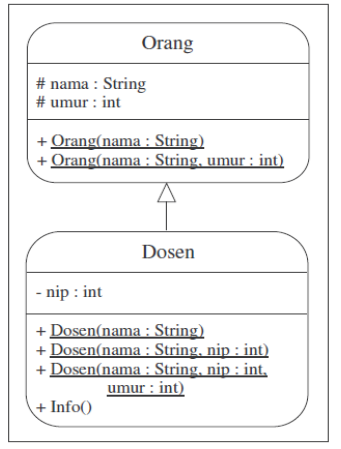


**OLEH: ZESYCA DWI ANJARSARI (21091397010)**

**D4 MANAJEMEN INFORMATIKA**

**UNIVERSITAS NEGERI SURABAYA**

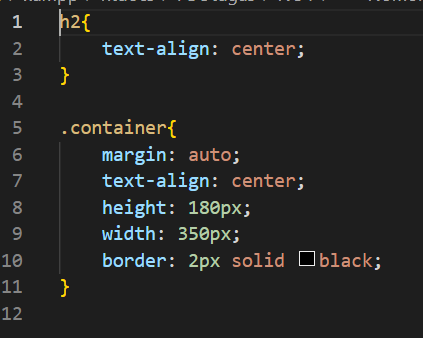
1. Membuat program berdasarkan UML berikut



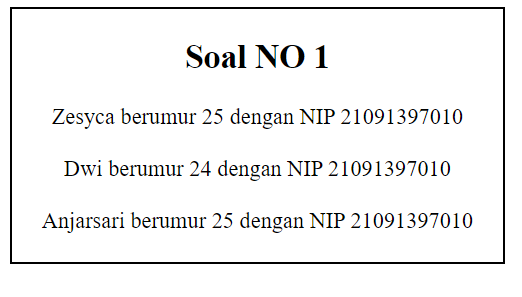




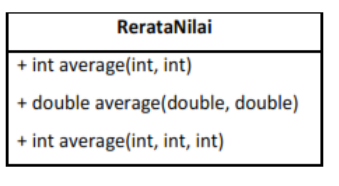
CSS

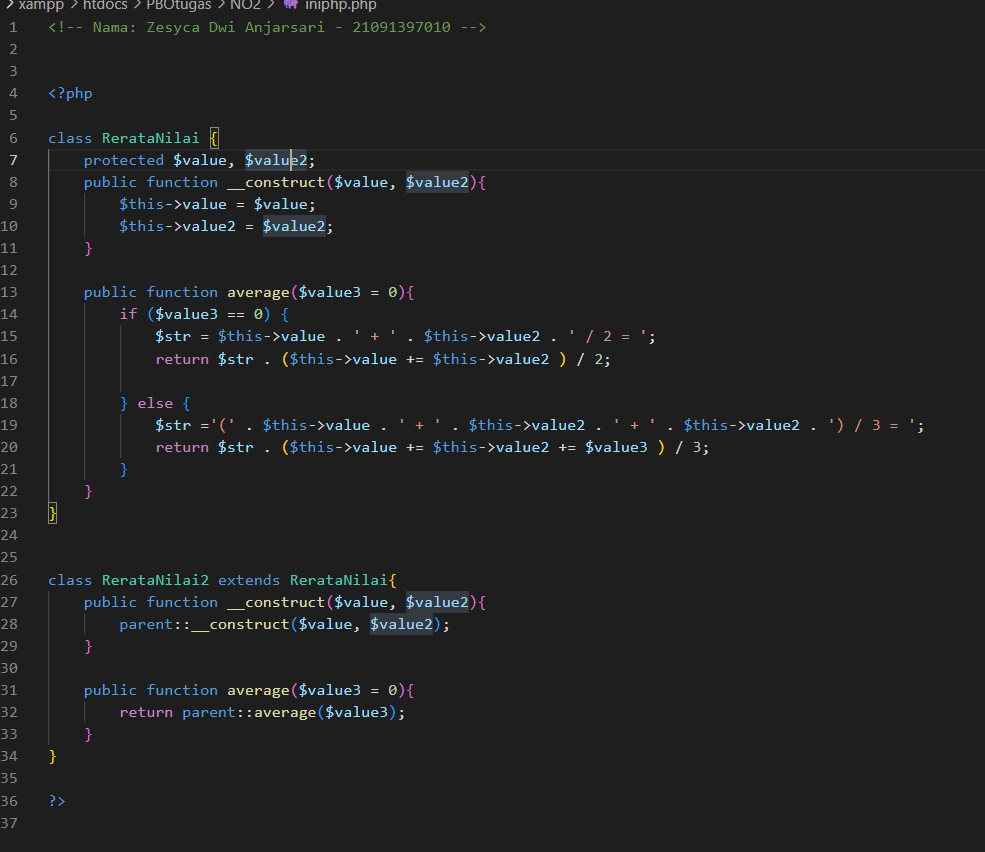


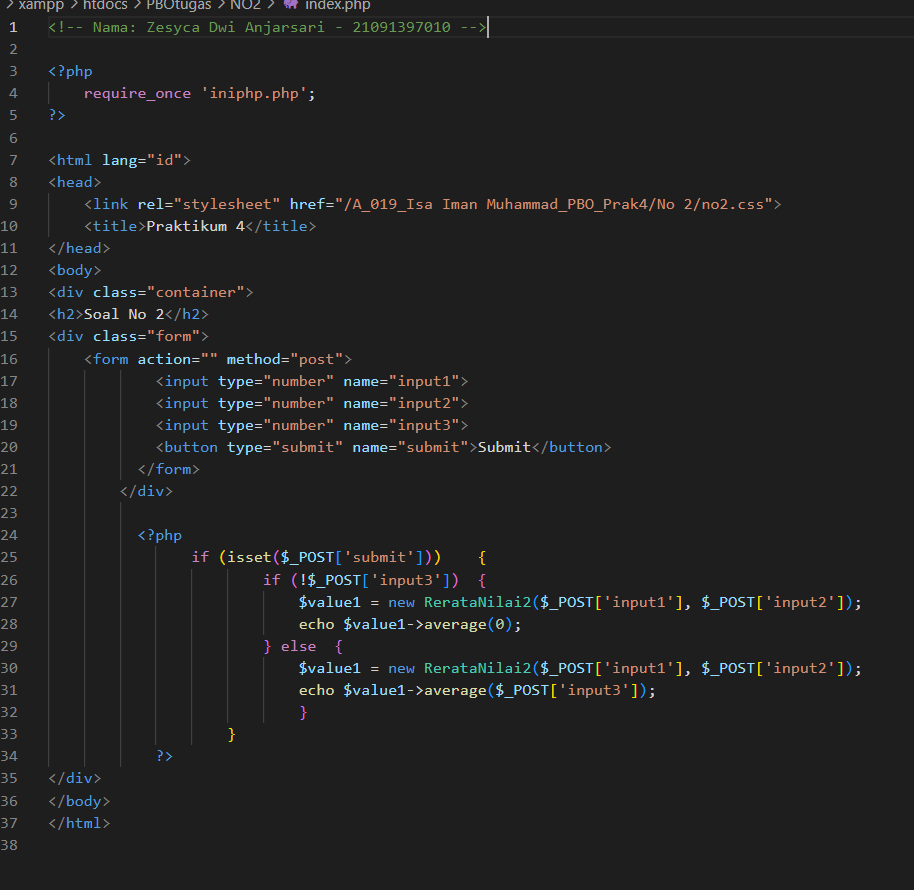
OUTPUT



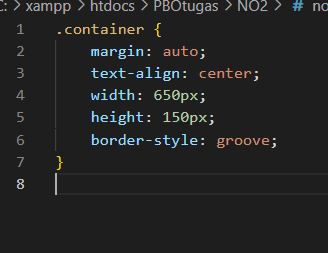
1. Membuat program berdasarkan UML berikut



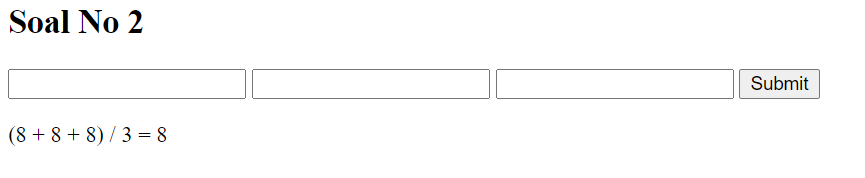




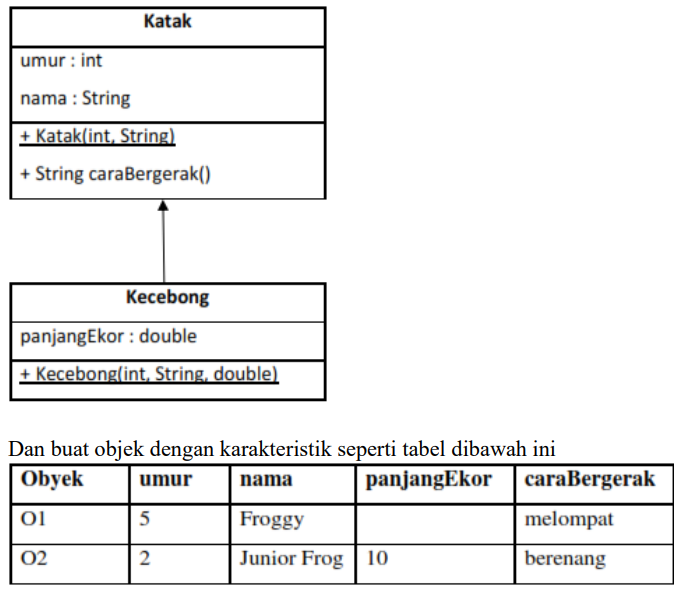
CSS

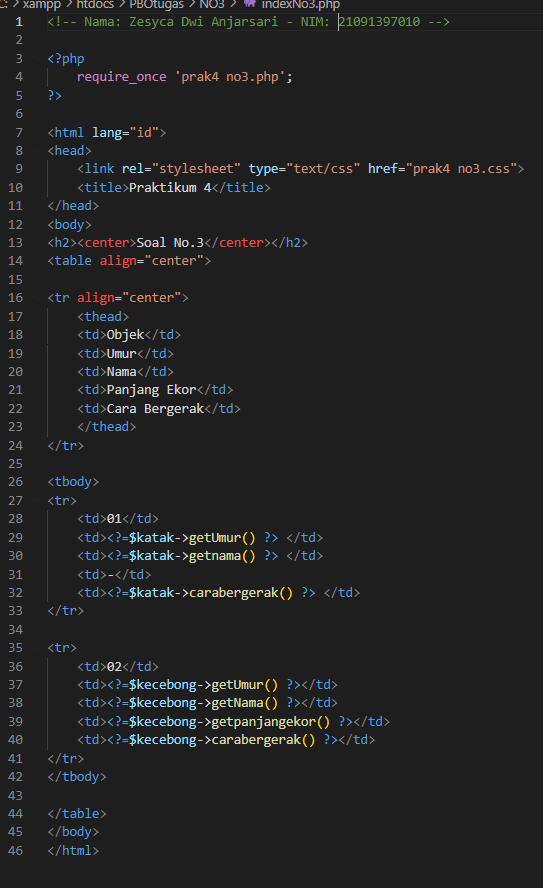


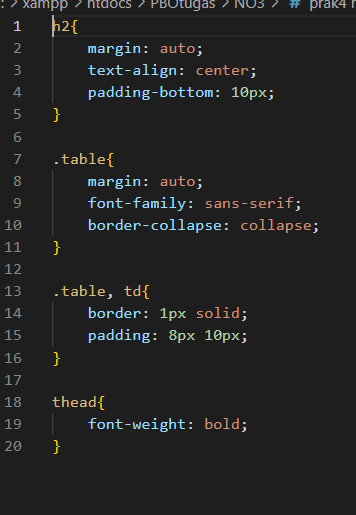
OUTPUT



1. Membuat program berdasarkan UML berikut









OUTPUT

