PRAKTIKUM 19

ADVANCE CLASS DIAGRAM

A. TUJUAN PEMBELAJARAN

1. ...

B. DASAR TEORI

...

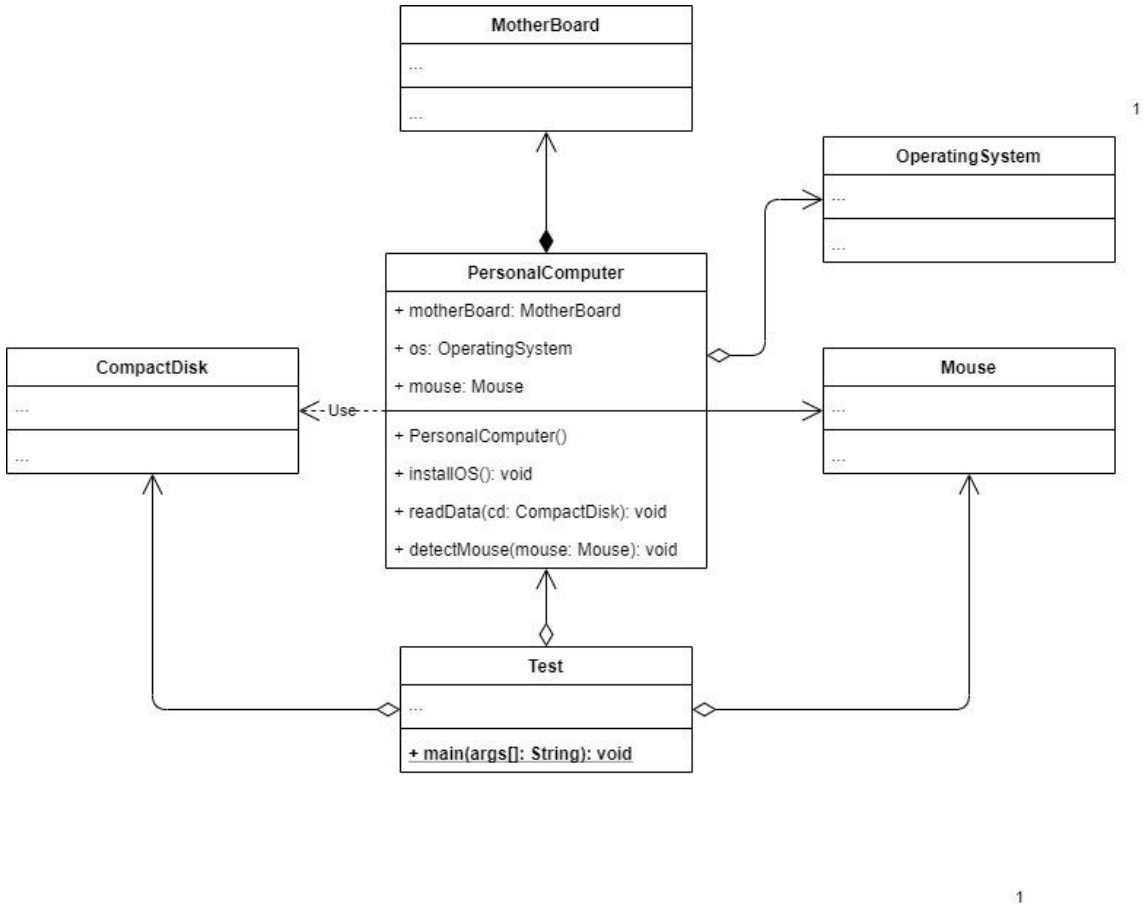
C. TUGAS PENDAHULUAN

1. ...

D. PERCOBAAN

1. Composition, Aggregation, Association, dan Dependency

Amati class diagram berikut. Perhatikan perbedaan relasi antar class. Kemudian tuliskan kode program seperti pada contoh. Amati implementasi kode program setiap relasi pada class diagram!



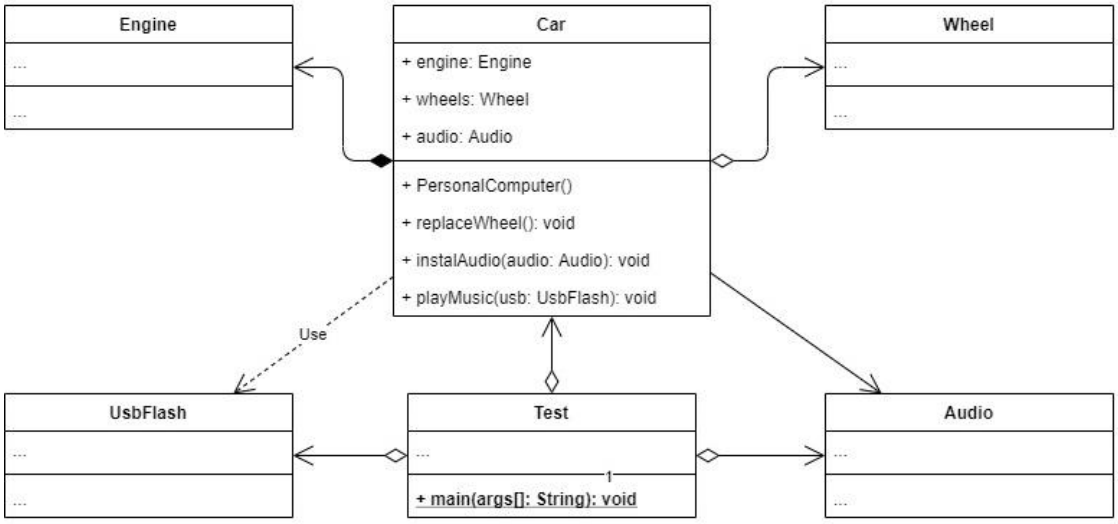
Kode Program:

```
public class CompactDisk{
}
public class Mouse{
}
public class OperatingSystem{
}
public class MotherBoard{
}

public class PersonalComputer {
        public MotherBoard motherBoard;
        public os OperatingSystem;
```

```
        public mouse Mouse;

        public PersonalComputer(){
                this.motherBoard = new MotherBoard();
        }
        public void installOS(){
                this.os = new OperatingSystem();
        }
        public void readData (cd CompactDisk){
                //cd.read();
        }
        Public void detectMouse(mouse Mouse){
                This.mouse = new Mouse();
        }
}
```

E. LATIHAN

Latihan 1. Implementasikan class diagram berikut dalam kode program!



F. TUGAS

Amatilah kode program berikut. Buatlah class diagram berdasarkan class diagram tersebut!

Kode Program:

```
public class Avatar {
}
public class Skill {
}
public class Quest {
}
public class Weapon {
}


public class Player {
        public Avatar avatar;
        public Skill skill;
```

```
    public Quest quest;

    public Player(){
        this.avatar = new Avatar();
    }
    public void learnSkill(){
            this.skill = new Skill();
    }
    public void takeQuest(Quest quest){
            this.quest = quest;
    }
    public void attack(Weapon weapon){
            //attack with weapon;
    }
}
```

G. LAPORAN RESMI

Kumpulkan hasil latihan dan tugas di atas. Tambahkan analisa dalam laporan resmi.