Pengantar Pemrogramman Berorientasi Object

OOP, Object, Class

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September 8, 2011

Outline

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Deskripsi Umum Mata Kuliah

- Buku Referensi
- Prosentasi Penilaian:
  1. Tugas 40%
  2. UTS 30 %
  3. UAS 30 %
- Methode Pembelajaran:
  1. Ceramah
  2. Diskusi
  3. Demo

Outline

Ketentuan Penulisan Resume

- Resume ditulis dalam sebuah weblog (blog)
- Resume akan diperiksa setiap minggu
- Resume harus dicetak dan dijilid rapi untuk dikumpulkan satu minggu sebelum UTS dan satu minggu sebelum UAS

Outline

Tools

Selama perkuliahan kita akan menggunakan beberapa alat berikut:

- Kompiler Java (Java Development Kits)
- Text Editor (Notepad++)
- IDE
  1. drJava
  2. Eclipse
  3. Netbeans
- BlueJ
- Green Foot

Definisi

Object-oriented programming (OOP) is a programming paradigm using "objects" – data structures consisting of data fields and methods together with their interactions – to design applications and computer programs

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Object-oriented programming (OOP) is a programming language model organized around "objects" rather than "actions" and data rather than logic. Historically, a program has been viewed as a logical procedure that takes input data, processes it, and produces output data

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Pemrogramman Berorientasi Objek

Subtitles are optional.

Paradigma dasar (pilar-pilar) Pemrogramman Berorientasi Objek:

- Abstraction
- Encapsulation
- Inheritance
- Polymmorph

Object vs Class

You can create overlays...

- using the `pause` command:
  - First item.
  - Second item.
- using overlay specifications:
  - First item.
  - Second item.
- using the general `uncover` command:
  - First item.
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Object vs Class

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Class

Class is blue print of object

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Isi Class

Sebuah class berisi:

1. Variable
2. Constant
3. Method

Summary

- Definisi OOP
- Konsep Dasar OOP
- Class dan Objek
- Pembuatan Class