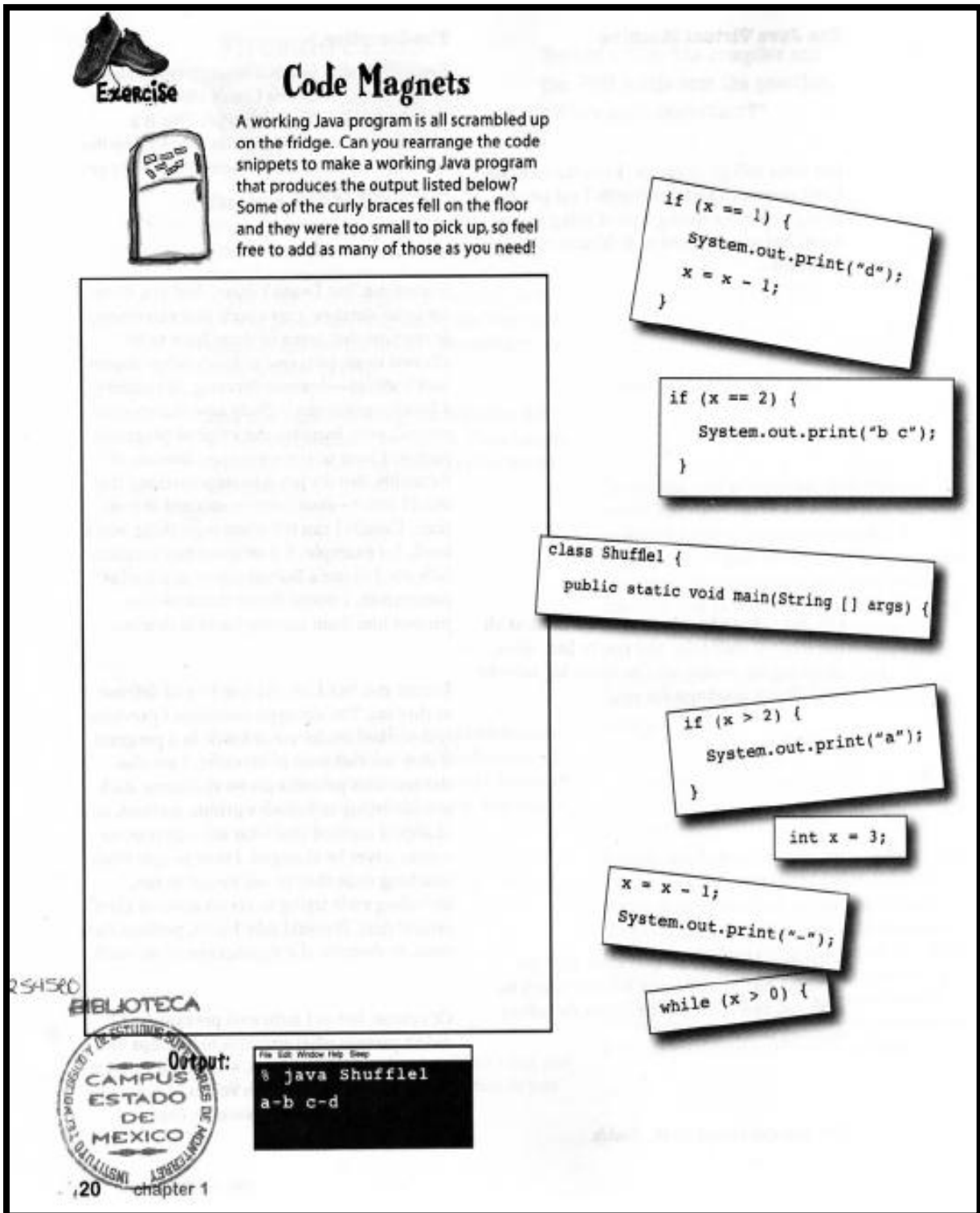# QUIZ OBJECT ORIENTED PROGRAMMING

1. Susunlah potongan sintaks-sintaks tersebut menjadi sebuah program yang utuh dan menghasilkan keluaran seperti yang diinginkan!

   a. Program pertama

Exercise

Code Magnets

A working Java program is all scrambled up on the fridge. Can you rearrange the code snippets to make a working Java program that produces the output listed below? Some of the curly braces fell on the floor and they were too small to pick up, so feel free to add as many of those as you need!

```
if (x == 1) {
    System.out.print("d");
    x = x - 1;
}
```

```
if (x == 2) {
    System.out.print("b c");
}
```

```
class Shuffle1 {
    public static void main(String [] args) {
```

```
if (x > 2) {
    System.out.print("a");
}
```

```
int x = 3;
```

```
x = x - 1;
System.out.print("-");
```

```
while (x > 0) {
```

Output:

```
File Edit Window Help Beep
% java Shuffle1
a-b c-d
```
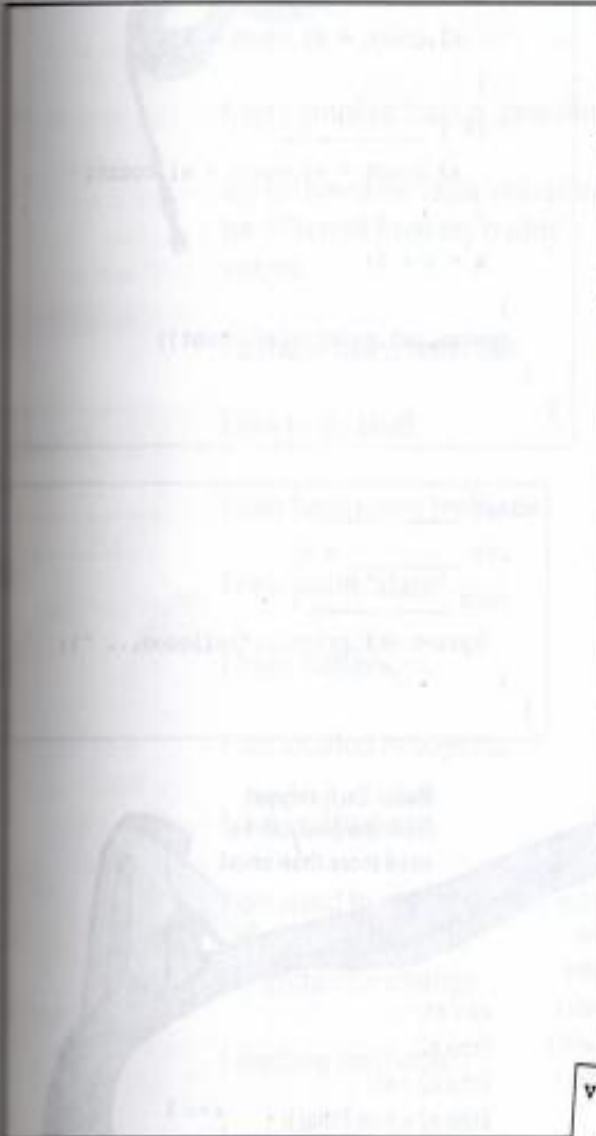
b. Program kedua

Code Magnets

A Java program is all scrambled up on the fridge. Can you reconstruct the code snippets to make a working Java program that produces the output listed below? Some of the curly braces fell on the floor and they were too small to pick up, so feel free to add as many of those as you need.

```
d.playSnare();
```

```
DrumKit d = new DrumKit();
```

```
boolean topHat = true;
boolean snare = true;
```

```
void playSnare() {
    System.out.println("bang bang ba-bang");
}
```

```
public static void main(String [] args) {
```

```
if (d.snare == true) {
    d.playSnare();
}
```

```
d.snare = false;
```

```
class DrumKitTestDrive {
```

```
d.playTopHat();
```

```
class DrumKit {
```

```
void playTopHat () {
    System.out.println("ding ding da-ding");
}
```

```
% java DrumKitTestDrive
bang bang ba-bang
ding ding da-ding
```
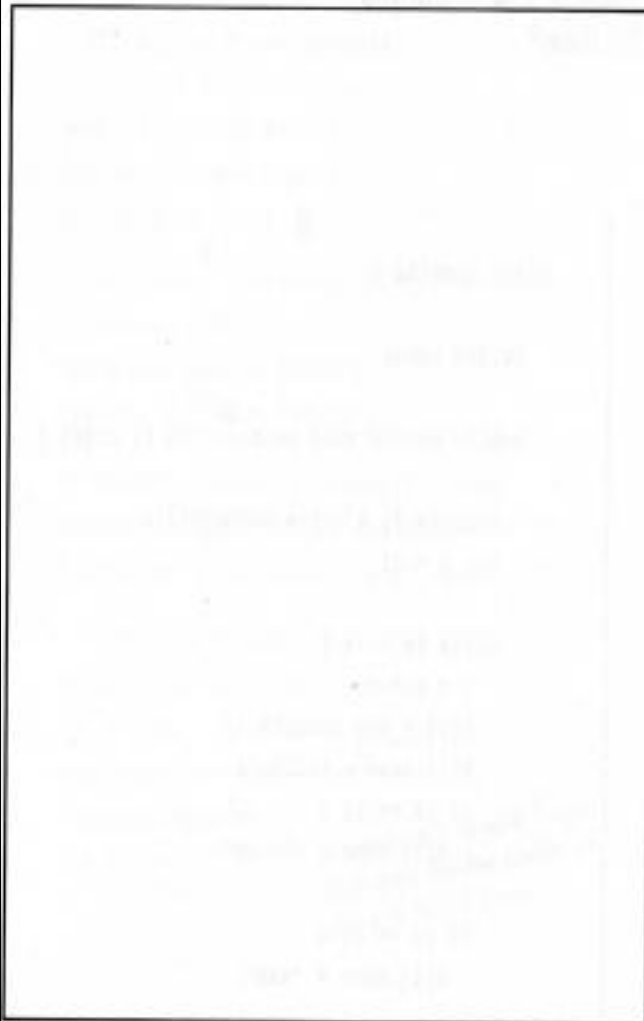
c. Program ketiga

Exercise

Code Magnets

A working Java program is all scrambled up on the fridge. Can you reconstruct the code snippets to make a working Java program that produces the output listed below? Some of the curly braces fell on the floor and they were too small to pick up, so feel free to add as many of those as you need!

```
int y = 0;
```

```
ref = index[y];
```

```
islands[0] = "Bermuda";
islands[1] = "Fiji";
islands[2] = "Azores";
islands[3] = "Cozumel";
```

```
int ref;
while (y < 4) {
```

```
System.out.println(islands[ref]);
```

```
index[0] = 1;
index[1] = 3;
index[2] = 0;
index[3] = 2;
```

```
String [] islands = new String[4];
```

```
System.out.print("island = ");
```

```
int [] index = new int[4];
```

```
y = y + 1;
```

```
class TestArrays {

    public static void main(String [] args) {
```

File Edit Window Help Bikini

```
% java TestArrays
island = Fiji
island = Cozumel
island = Bermuda
island = Azores
```

2. Isilah dengan tepat!

   a. Bagian pertama

A bunch of Java components, in full costume, are playing a party game, "Who am I?" They give you a clue, and you try to guess who they are, based on what they say. Assume they always tell the truth about themselves. If they happen to say something that could be true for more than one of them, choose all for whom that sentence can apply. Fill in the blanks next to the sentence with the names of one or more attendees. The first one's on us.

Tonight's attendees:

Class   Method   Object   Instance variable

I am compiled from a .java file.   class _____

My instance variable values can
be different from my buddy's
values.
                                                         _____

I behave like a template.   _____

I like to do stuff.   _____

I can have many methods.   _____

I represent 'state'.   _____

I have behaviors.   _____

I am located in objects.   _____

I live on the heap.   _____

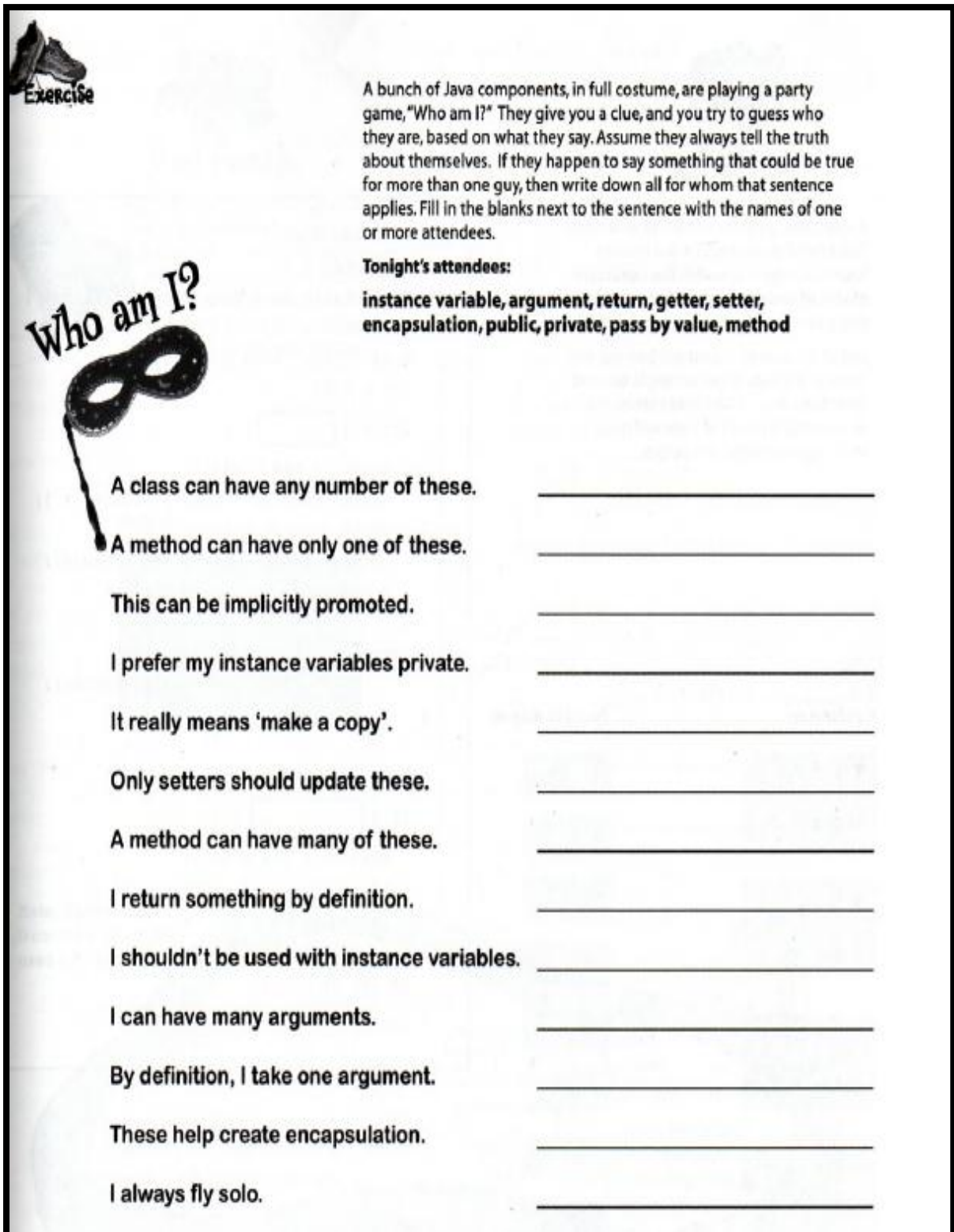I am used to create object instances.   _____

My state can change.   _____

I declare methods.   _____

I can change at runtime.   _____

b. Bagian kedua

Exercise

A bunch of Java components, in full costume, are playing a party game, "Who am I?" They give you a clue, and you try to guess who they are, based on what they say. Assume they always tell the truth about themselves. If they happen to say something that could be true for more than one guy, then write down all for whom that sentence applies. Fill in the blanks next to the sentence with the names of one or more attendees.

Tonight's attendees:

instance variable, argument, return, getter, setter, encapsulation, public, private, pass by value, method

Who am I?

A class can have any number of these. _____

A method can have only one of these. _____

This can be implicitly promoted. _____

I prefer my instance variables private. _____

It really means 'make a copy'. _____

Only setters should update these. _____

A method can have many of these. _____

I return something by definition. _____

I shouldn't be used with instance variables. _____

I can have many arguments. _____

By definition, I take one argument. _____

These help create encapsulation. _____

I always fly solo. _____

3. Buatlah satu contoh program lengkap yang mewakili seluruh bab yang sudah diajarkan (class, objek, getter dan setter, konstruktor dan destruktor, overloading method, array of objeck, kata kunci this dan static) dalam bahasa java!