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MATKUL : PEMROGRAMAN BERORIENTASI OBJEK

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A. Listing kode

```
1. <?php
2.
3. // CLASS PERSEGI PANJANG
4. class PersegiPanjang {
5.
6.     // PROPERTY
7.     public $panjang;
8.     public $lebar;
9.
10.    // CONSTRUCTOR
11.    public function __construct($panjang, $lebar) {
12.        $this->panjang = $panjang;
13.        $this->lebar = $lebar;
14.    }
15.
16.    // METHOD HITUNG LUAS
17.    public function hitungLuas() {
18.        return $this->panjang * $this->lebar;
19.    }
20.
21.    // METHOD HITUNG KELILING
22.    public function hitungKeliling() {
23.        return 2 * ($this->panjang + $this->lebar);
24.    }
25.}
26.
27.// CLASS TRAPESIUM
28.class Trapezium {
29.
30.    // PROPERTY
31.    public $panjang;
32.    public $lebar;
33.    public $sisiMiring;
34.
35.    // CONSTRUCTOR
36.    public function __construct($panjang, $lebar, $sisiMiring) {
37.        $this->panjang = $panjang;
38.        $this->lebar = $lebar;
39.        $this->sisiMiring = $sisiMiring;
40.    }
41.
42.    // METHOD HITUNG LUAS
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43.     public function hitungLuas() {
44.         return 0.5 * ($this->panjang + $this->lebar) * $this->sisiMiring;
45.     }
46.
47.     // METHOD HITUNG KELILING
48.     public function hitungKeliling() {
49.         return $this->panjang + $this->lebar + ($this->sisiMiring * 2);
50.     }
51. }
52.
53. // CLASS LINGKARAN
54. class Lingkaran {
55.
56.     // PROPERTY
57.     public $jariJari;
58.
59.     // CONSTRUCTOR
60.     public function __construct($jariJari) {
61.         $this->jariJari = $jariJari;
62.     }
63.
64.     // METHOD HITUNG LUAS
65.     public function hitungLuas() {
66.         return 3.14 * $this->jariJari * $this->jariJari;
67.     }
68.
69.     // METHOD HITUNG KELILING
70.     public function hitungKeliling() {
71.         return 2 * 3.14 * $this->jariJari;
72.     }
73. }
74.
75. // MEMBUAT OBJEK PERSEGI PANJANG
76. $persegi = new PersegiPanjang(20, 5);
77.
78. echo "<h2>Persegi Panjang</h2>";
79. echo "Panjang : " . $persegi->panjang . "<br>";
80. echo "Lebar : " . $persegi->lebar . "<br>";
81. echo "Luas : " . $persegi->hitungLuas() . "<br>";
82. echo "Keliling : " . $persegi->hitungKeliling() . "<br><br>";
83.
84. // MEMBUAT OBJEK TRAPESIUM
85. $trapesium = new Trapesium(20, 7, 5);
86.
87. echo "<h2>Trapesium</h2>";
88. echo "Panjang : " . $trapesium->panjang . "<br>";
89. echo "Lebar : " . $trapesium->lebar . "<br>";
90. echo "Sisi Miring : " . $trapesium->sisiMiring . "<br>";

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91.echo "Luas : " . $trapesium->hitungLuas() . "<br>";
92.echo "Keliling : " . $trapesium->hitungKeliling() . "<br><br>";
93.
94.// MEMBUAT OBJEK LINGKARAN
95.$lingkaran = new Lingkaran(10);
96.
97.echo "<h2>Lingkaran</h2>";
98.echo "Jari-jari : " . $lingkaran->jariJari . "<br>";
99.echo "Luas : " . $lingkaran->hitungLuas() . "<br>";
100. echo "Keliling : " . $lingkaran->hitungKeliling() . "<br>";
101.
102. ?>
```

B. hasil

## Persegi Panjang

Panjang : 20  
Lebar : 5  
Luas : 100  
Keliling : 50

## Trapesium

Panjang : 20  
Lebar : 7  
Sisi Miring : 5  
Luas : 67.5  
Keliling : 37

## Lingkaran

Jari-jari : 10  
Luas : 314  
Keliling : 62.8