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MATKUL : PEMROGRAMAN BERORIENTASI OBJEK

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### 1. Kode

```
<?php
```

```
// ===== CLASS LINGKARAN =====
```

```
class Lingkaran {  
    public $panjang; // digunakan sebagai jari-jari  
    public $lebar;  
  
    // Constructor  
    public function __construct($panjang, $lebar=0){  
        $this->panjang = $panjang;  
        $this->lebar = $lebar;  
    }  
  
    // Method luas  
    public function hitungLuas(){  
        return 3.14 * $this->panjang * $this->panjang;  
    }  
  
    // Method keliling  
    public function hitungKeliling(){  
        return 2 * 3.14 * $this->panjang;  
    }  
}
```

```
// ===== CLASS TRAPESIUM =====
```

```
class Trapesium {  
    public $panjang;
```

```

public $lebar;
public $sisiMiring;

// Constructor
public function __construct($panjang, $lebar, $sisiMiring){
    $this->panjang = $panjang;
    $this->lebar = $lebar;
    $this->sisiMiring = $sisiMiring;
}

// Method luas
public function hitungLuas(){
    return 0.5 * ($this->panjang + $this->lebar) * $this->sisiMiring;
}

// Method keliling
public function hitungKeliling(){
    return $this->panjang + $this->lebar + ($this->sisiMiring * 2);
}
}

// ===== CLASS PERSEGI =====
class Persegi {
    public $panjang;
    public $lebar;

    // Constructor
    public function __construct($panjang, $lebar){
        $this->panjang = $panjang;
        $this->lebar = $lebar;
    }
}

```

```

// Method luas
public function hitungLuas(){
    return $this->panjang * $this->lebar;
}

// Method keliling
public function hitungKeliling(){
    return 2 * ($this->panjang + $this->lebar);
}
}

// ===== MEMBUAT OBJEK =====

// Objek Lingkaran
$lingkaran = new Lingkaran(7);

echo "<h3>Lingkaran</h3>";
echo "Jari-jari : ".$lingkaran->panjang."<br>";
echo "Luas : ".$lingkaran->hitungLuas()."<br>";
echo "Keliling : ".$lingkaran->hitungKeliling()."<br><br>";

// Objek Trapesium
$trapesium = new Trapesium(12,8,6);

echo "<h3>Trapesium</h3>";
echo "Panjang : ".$trapesium->panjang."<br>";
echo "Lebar : ".$trapesium->lebar."<br>";
echo "Sisi Miring : ".$trapesium->sisiMiring."<br>";
echo "Luas : ".$trapesium->hitungLuas()."<br>";

```

```
echo "Keliling : ".$trapesium->hitungKeliling()."<br><br>";
```

```
// Objek Persegi
```

```
$persegi = new Persegi(10,5);
```

```
echo "<h3>Persegi</h3>";
```

```
echo "Panjang : ".$persegi->panjang."<br>";
```

```
echo "Lebar : ".$persegi->lebar."<br>";
```

```
echo "Luas : ".$persegi->hitungLuas()."<br>";
```

```
echo "Keliling : ".$persegi->hitungKeliling();
```

```
?>
```

2. Hasil

← → ↻ ⓘ localhost/oop%20fitri/persegi.php

## **Lingkaran**

Jari-jari : 7

Luas : 153.86

Keliling : 43.96

## **Trapesium**

Panjang : 12

Lebar : 8

Sisi Miring : 6

Luas : 60

Keliling : 32

## **Persegi**

Panjang : 10

Lebar : 5

Luas : 50

Keliling : 30