

**PRAKTIKUM PEMROGRAMAN BERORIENTASI
OBJEK**

untuk memenuhi tugas praktikum ke-5



Dibuat oleh :

Afandi Ikhsyan Al Karim (4522210032)

Kelas A

Dosen :

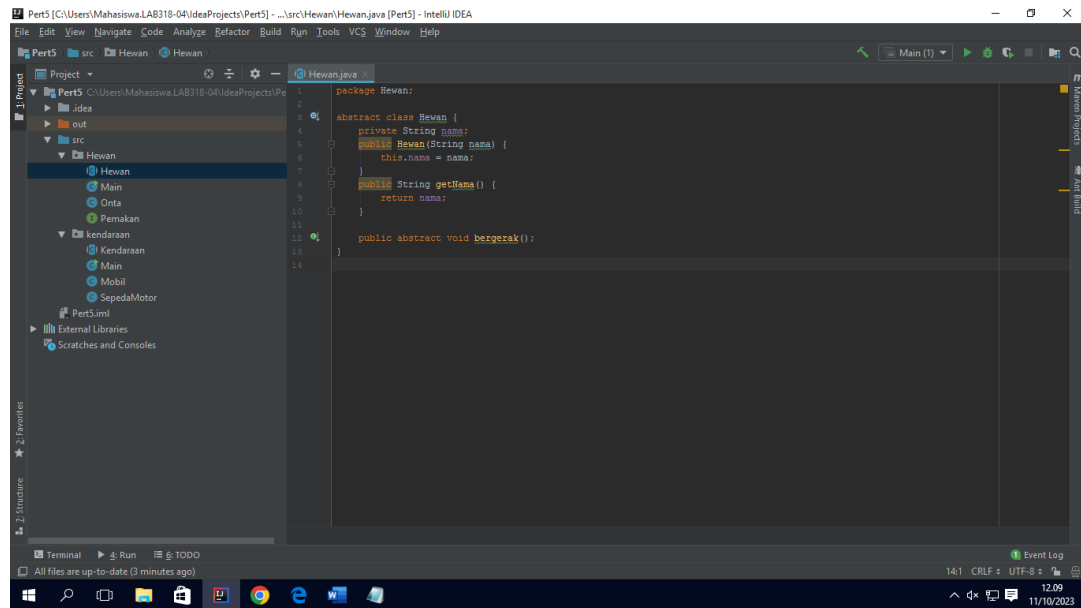
ADI WAHYU PRIBADI, S.Si., M.Kom

S-1 Teknik Informatika Universitas Pancasila

2023/2024

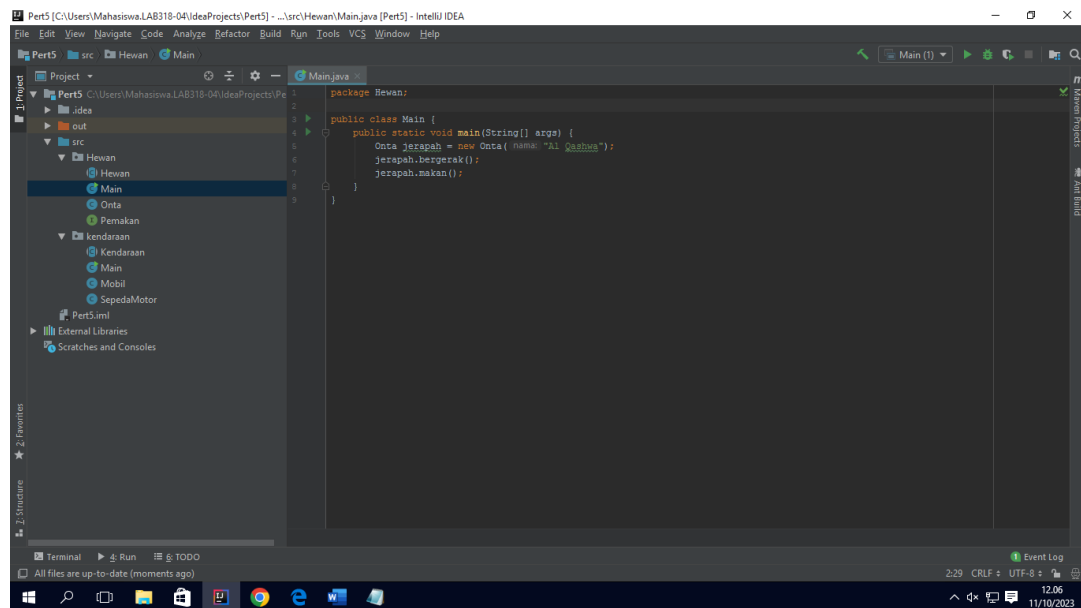
1. HEWAN

a. Hewan



```
1 package Hewan;
2
3 abstract class Hewan {
4     private String nama;
5     public Hewan(String nama) {
6         this.nama = nama;
7     }
8     public String getNama() {
9         return nama;
10    }
11
12    public abstract void bergerak();
13 }
14
```

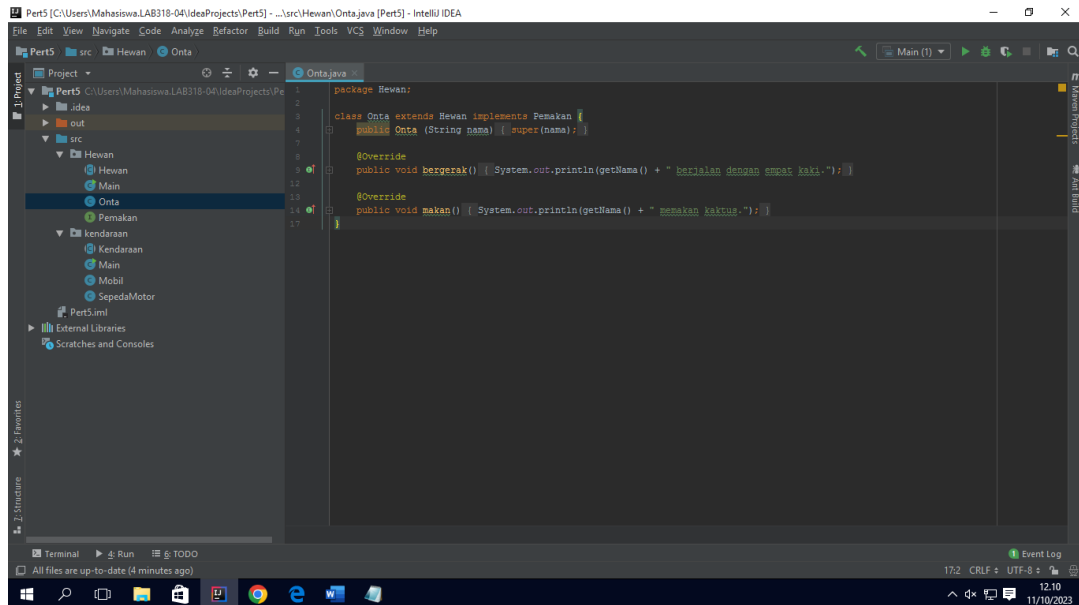
b. Main



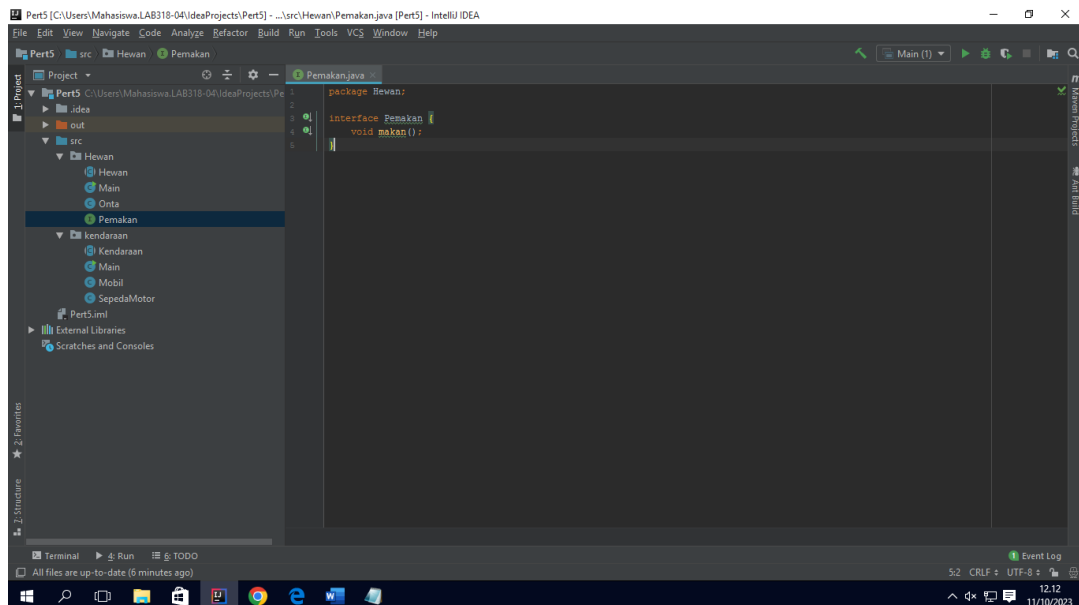
```
1 package Hewan;
2
3 public class Main {
4     public static void main(String[] args) {
5         Onta jerapah = new Onta( "nama: " + "jerapah");
6         jerapah.bergerak();
7         jerapah.makan();
8     }
9 }

```

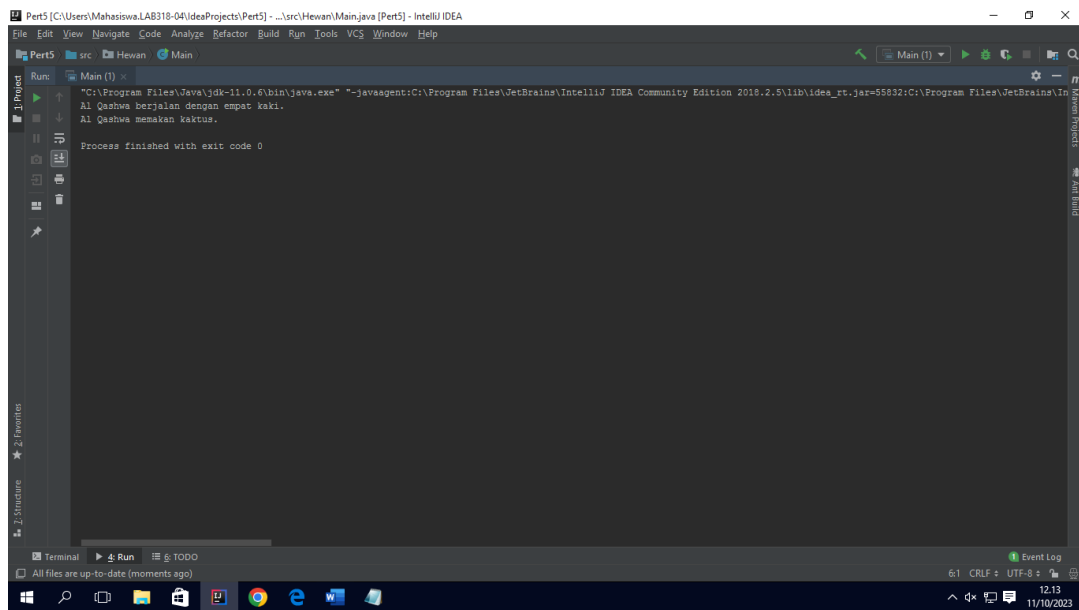
c. Onta



d. Pemakan

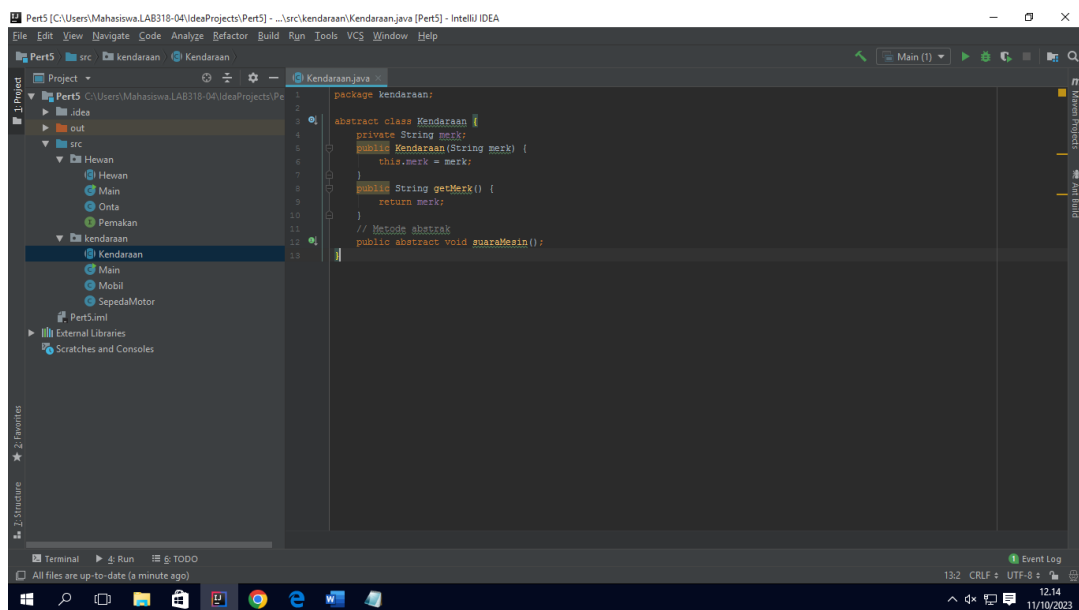


e. Hasil Run

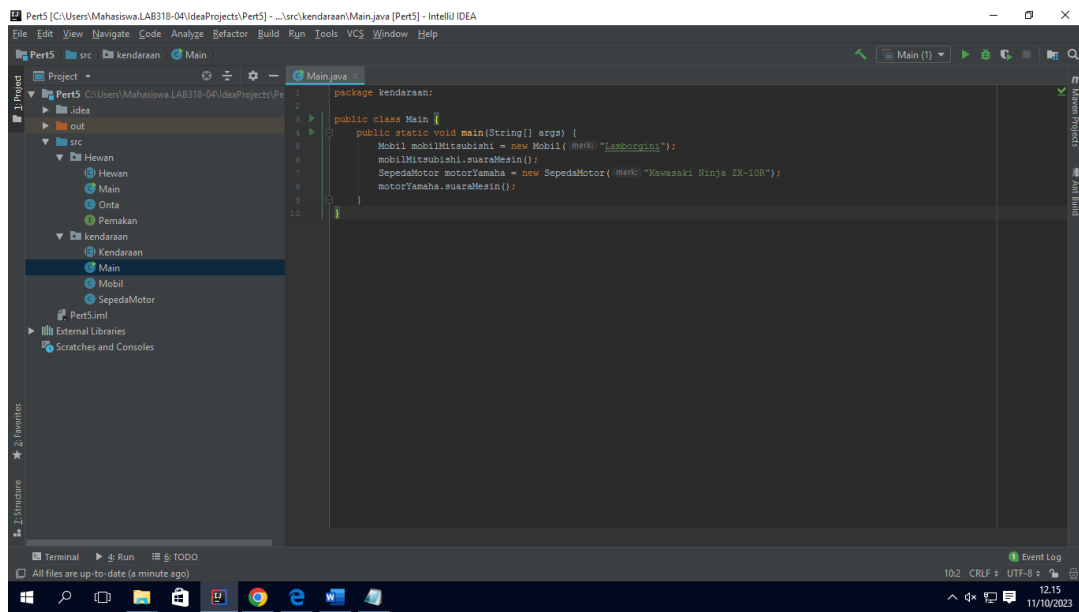


2. Kendaraan

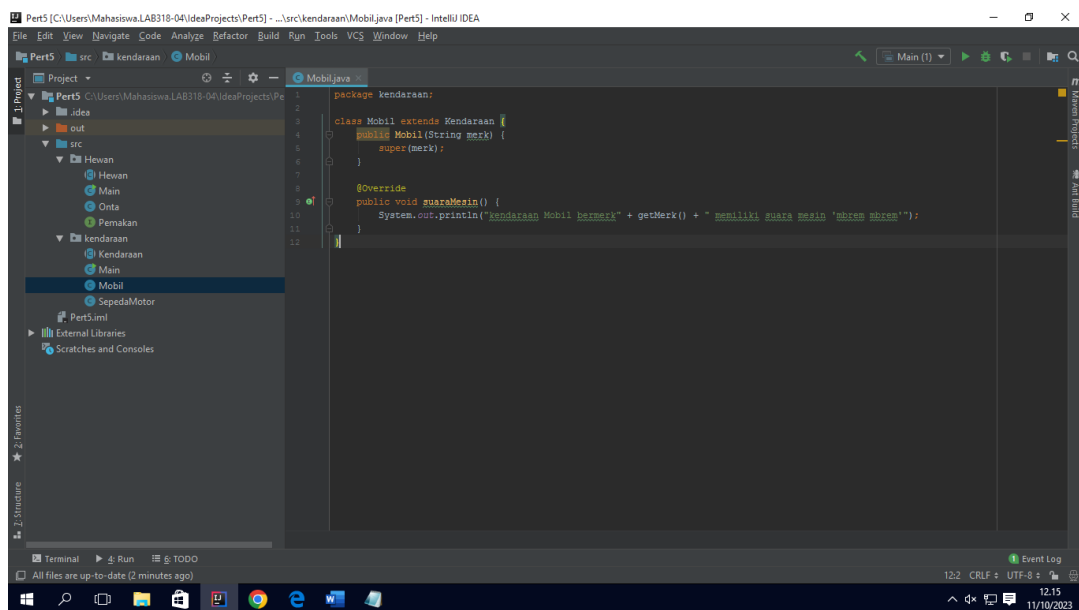
a. Kendaraan



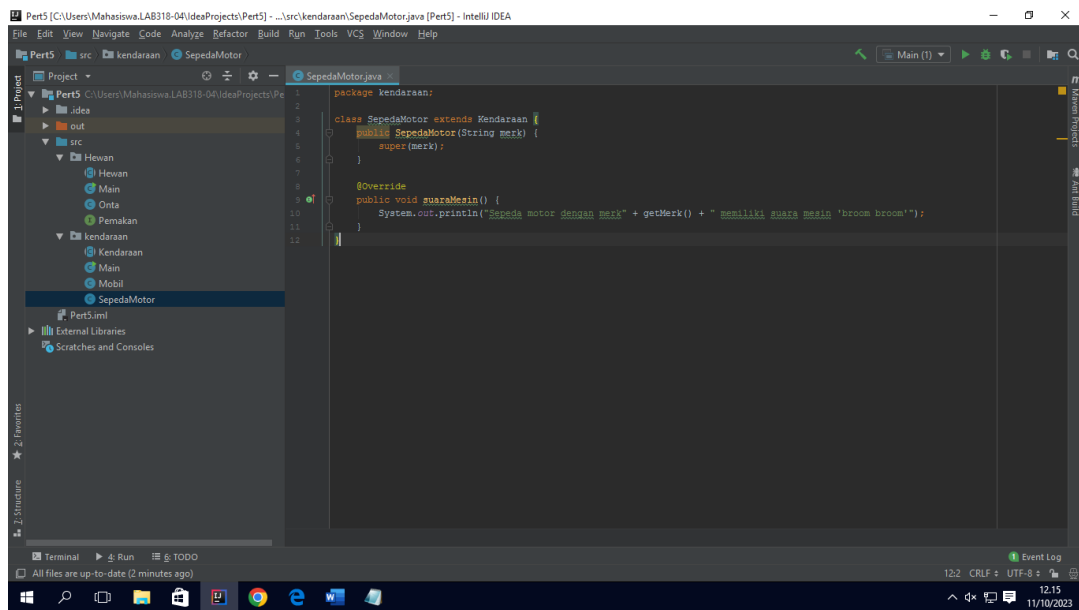
b. Main



c. Mobil



d. SepedaMotor



e. Hasil run

