

## Tugas Praktikum Pemrograman Berorientasi Objek



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## Animal.java

```
public abstract class Animal {  
    protected int legs;  
  
    public Animal(int legs){  
        this.legs = legs;  
    }  
  
    public void walk(){  
        System.out.println("Sedang Berjalan");  
    }  
  
    public abstract void eat();  
}
```

## Cat.java

```
public class Cat extends Animal implements Pet {  
    private String name;  
  
    public Cat(){  
        super(4);  
        this.name=name;  
    }  
  
    @Override  
    public String getName(){  
        return name;  
    }  
  
    @Override  
    public void setName(String name){  
        System.out.println("Cat's name is :" + name);  
    }  
  
    @Override  
    public void play(){  
        System.out.println("Cat is playing.");  
    }  
}
```

```
@Override
public void eat(){
    System.out.println("Cat is eating");
}

@Override
public void walk(){
    System.out.println("Cat is Walking");
}
}
```

## Dog.java

```
public class Dog extends Animal implements Pet {
    private String name;

    public Dog() {
        super(4);
    }

    @Override
    public String getName() {
        return name;
    }

    @Override
    public void setName(String name) {
        System.out.println("Dog name is :" + name);
    }

    @Override
    public void play() {
        System.out.println("Dog is Playing");
    }

    @Override
    public void eat() {
        System.out.println("Dog is Eating");
    }

    @Override
    public void walk() {
        System.out.println("Dog is Walking");
    }
}
```

```
}  
}
```

#### pet.java

```
/**  
 * Pet  
 */  
public interface Pet {  
    public String getName();  
  
    public void setName(String name);  
  
    public void play();  
}
```

#### spider.java

```
public class Spider extends Animal{  
  
    public Spider(){  
        super(8);  
    }  
    @Override  
    public void eat(){  
        System.out.println("Sedang Makan");  
    }  
}
```

#### main.java

```
public class Main {  
    public static void main (String[] args){  
        Spider labalaba = new Spider();  
        System.out.println("Spider name is : Andrew");  
        labalaba.walk();  
        labalaba.eat();  
  
        Cat kucing = new Cat() ;  
        kucing.setName("Garfil");  
        kucing.play();  
        kucing.eat();  
        kucing.walk();  
    }  
}
```

```
        Dog anjing = new Dog();
        anjing.setName("Scooby-Doo");
        anjing.play();
        anjing.eat();
        anjing.walk();
    }
}
```

### Hasil Running

```
CA Command Prompt
D:\4522210125-AgilDeriansyahHasan\TugasPrakPB05>javac Main.java Spider.java Cat.java Animal.java Pet.java
D:\4522210125-AgilDeriansyahHasan\TugasPrakPB05>java Main.java
Spider name is : Andrew
Sedang Berjalan
Sedang Makan
Cat's name is :Garfil
Cat is playing.
Cat is eating
Cat is Walking
Dog name is :Scooby-Doo
Dog is Playing
Dog is Eating
Dog is Walking
D:\4522210125-AgilDeriansyahHasan\TugasPrakPB05>_
```