UNIVERSITAS MUHAMMADIYAH CIREBON

LAPORAN PRAKTIKUM

PEMROGRAMAN BERORIENTASI OBJEK LANJUT

2023

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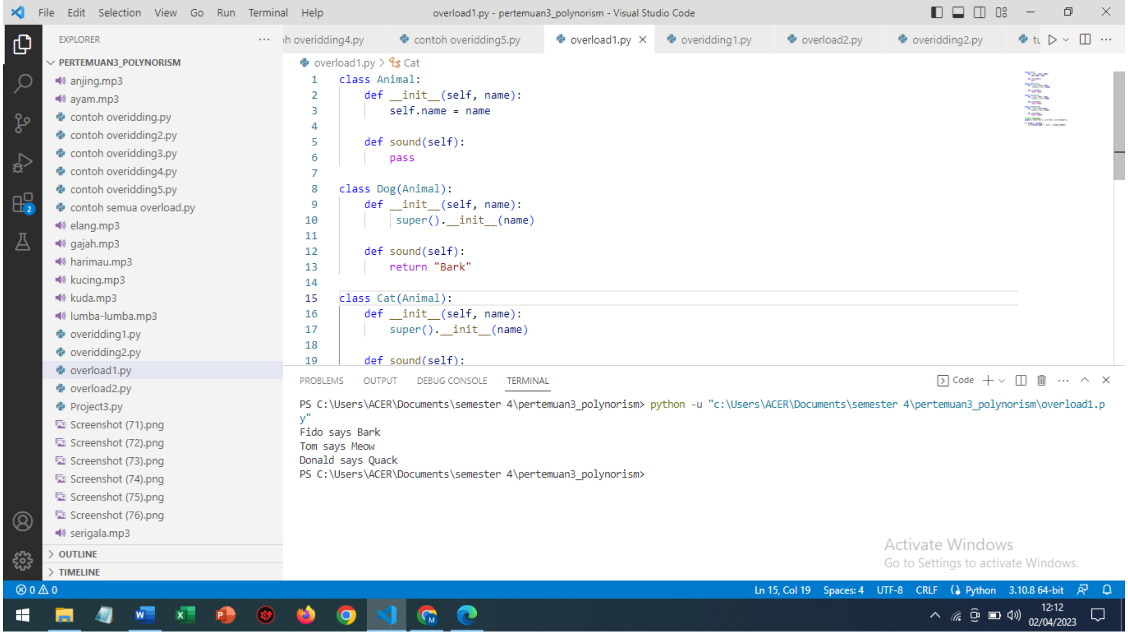
Kelas: R3(C) Teknik Informatika

Overload1.py

```python
class Animal:
    def __init__(self, name):
        self.name = name

    def sound(self):
        pass

class Dog(Animal):
    def __init__(self, name):
         super().__init__(name)

    def sound(self):
        return "Bark"

class Cat(Animal):
    def __init__(self, name):
        super().__init__(name)

    def sound(self):
        return "Meow"

class Duck(Animal):
    def __init__(self,name):
        super().__init__(name)

    def sound(self):
        return "Quack"

# Contoh penggunaan
animals = [Dog("Fido"), Cat("Tom"), Duck("Donald")]

for animal in animals:
    print(animal.name + " says " + animal.sound())
```

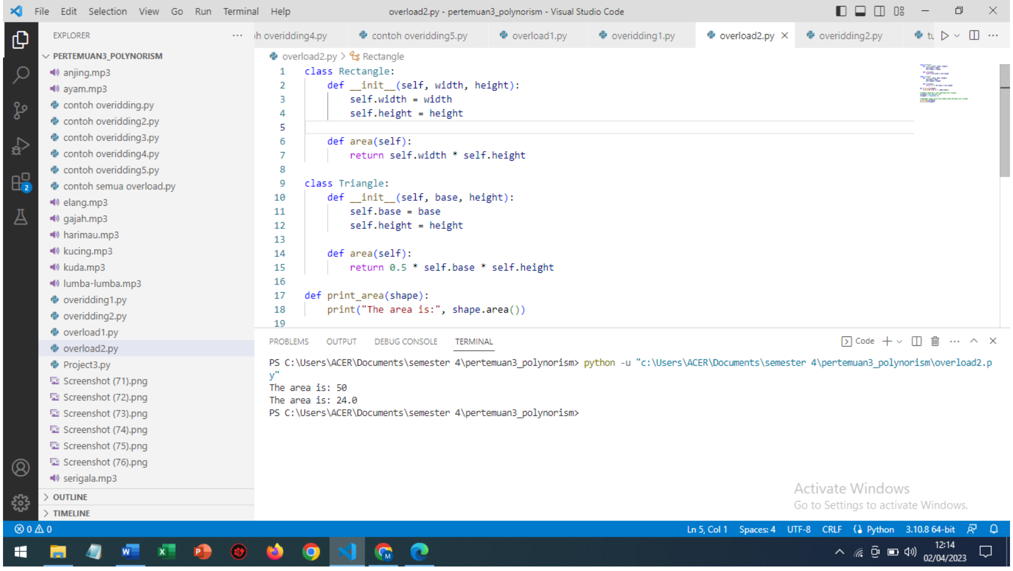


```
class Animal:
    def __init__(self, name):
        self.name = name

    def sound(self):
        pass

class Dog(Animal):
    def __init__(self, name):
        super().__init__(name)

    def sound(self):
        return "Bark"

class Cat(Animal):
    def __init__(self, name):
        super().__init__(name)

    def sound(self):
```

```
PS C:\Users\ACER\Documents\semester 4\pertemuan3_polynorism> python -u "c:\Users\ACER\Documents\semester 4\pertemuan3_polynorism\overload1.p
y"
Fido says Bark
Tom says Meow
Donald says Quack
PS C:\Users\ACER\Documents\semester 4\pertemuan3_polynorism>
```

2. overload2.py

```
class Rectangle:
    def __init__(self, width, height):
        self.width = width
        self.height = height

    def area(self):
        return self.width * self.height

class Triangle:
    def __init__(self, base, height):
        self.base = base
        self.height = height

    def area(self):
        return 0.5 * self.base * self.height

def print_area(shape):
    print("The area is:", shape.area())

# Membuat objek dari class Rectangle dan Triangle
rectangle = Rectangle(5, 10)
triangle = Triangle(6, 8)

# Memanggil fungsi print_area dengan objek Rectangle dan Triangle
print_area(rectangle)
print_area(triangle)
```



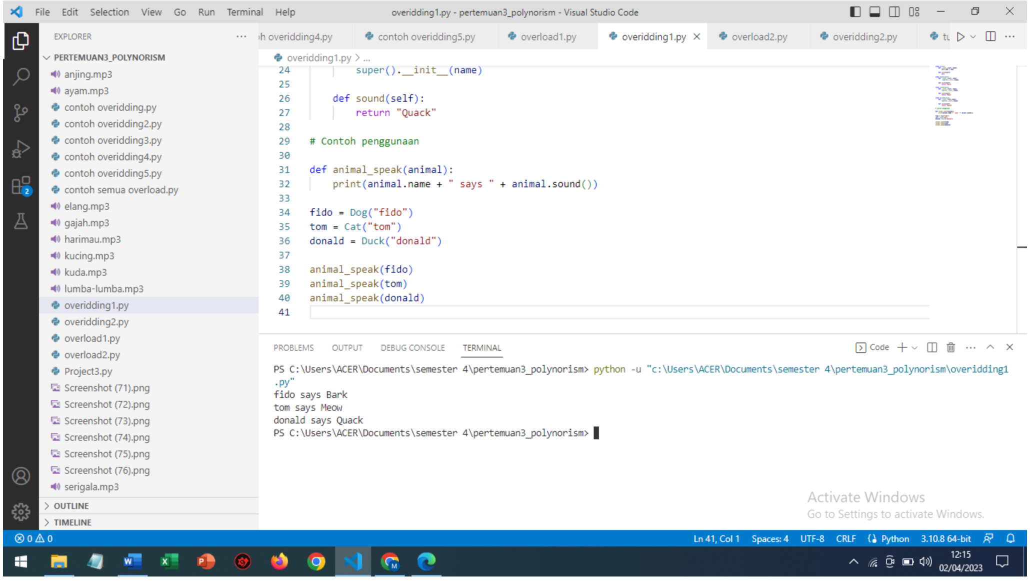
```
class Rectangle:
    def __init__(self, width, height):
        self.width = width
        self.height = height

    def area(self):
        return self.width * self.height

class Triangle:
    def __init__(self, base, height):
        self.base = base
        self.height = height

    def area(self):
        return 0.5 * self.base * self.height

def print_area(shape):
    print("The area is:", shape.area())
```

```
PS C:\Users\ACER\Documents\semester 4\pertemuan3_polynorism> python -u "c:\Users\ACER\Documents\semester 4\pertemuan3_polynorism\overload2.p
y"
The area is: 50
The area is: 24.0
PS C:\Users\ACER\Documents\semester 4\pertemuan3_polynorism>
```

3. overidding1.py

```
class Animal:
    def __init__(self, name):
        self.name = name

    def sound(self):
        pass

class Dog(Animal):
    def __init__(self, name):
         super().__init__(name)

    def sound(self):
        return "Bark"

class Cat(Animal):
    def __init__(self, name):
        super().__init__(name)

    def sound(self):
        return "Meow"

class Duck(Animal):
    def __init__(self,name):
        super().__init__(name)

    def sound(self):
        return "Quack"

# Contoh penggunaan
```

```
def animal_speak(animal):
    print(animal.name + " says " + animal.sound())

fido = Dog("fido")
tom = Cat("tom")
donald = Duck("donald")

animal_speak(fido)
animal_speak(tom)
animal_speak(donald)
```



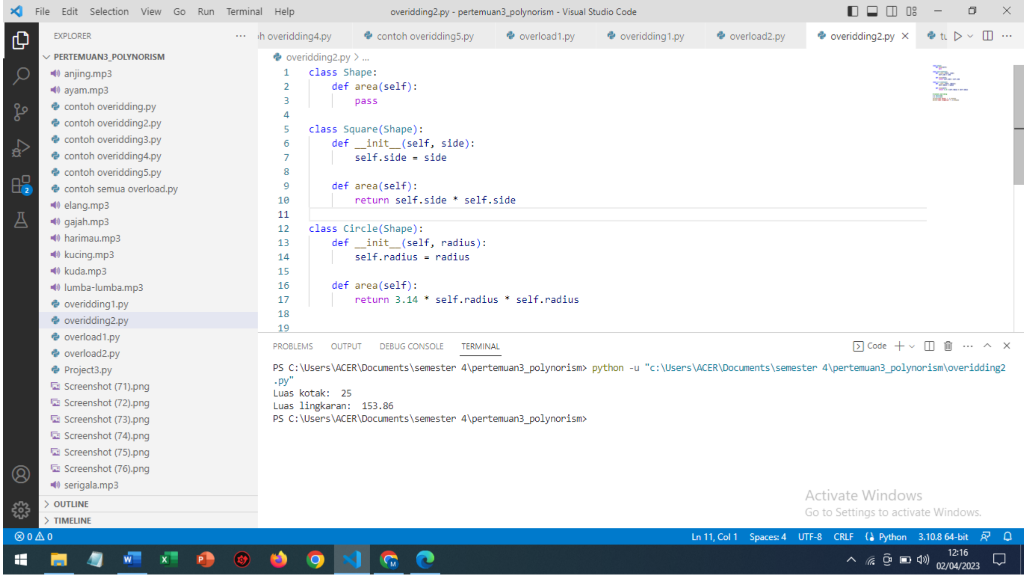
```
        super().__init__(name)

    def sound(self):
        return "Quack"

# Contoh penggunaan

def animal_speak(animal):
    print(animal.name + " says " + animal.sound())

fido = Dog("fido")
tom = Cat("tom")
donald = Duck("donald")

animal_speak(fido)
animal_speak(tom)
animal_speak(donald)
```

```
PS C:\Users\ACER\Documents\semester 4\pertemuan3_polynorism> python -u "c:\Users\ACER\Documents\semester 4\pertemuan3_polynorism\overidding1
.py"
fido says Bark
tom says Meow
donald says Quack
PS C:\Users\ACER\Documents\semester 4\pertemuan3_polynorism>
```

4. overidding2.py

```
class Shape:
    def area(self):
        pass

class Square(Shape):
    def __init__(self, side):
        self.side = side

    def area(self):
        return self.side * self.side

class Circle(Shape):
    def __init__(self, radius):
        self.radius = radius

    def area(self):
        return 3.14 * self.radius * self.radius
```

```
# Contoh overriding
s = Square(5)
c = Circle(7)
print("Luas kotak: ", s.area())
print("Luas lingkaran: ", c.area())
```



```
class Shape:
    def area(self):
        pass

class Square(Shape):
    def __init__(self, side):
        self.side = side

    def area(self):
        return self.side * self.side

class Circle(Shape):
    def __init__(self, radius):
        self.radius = radius

    def area(self):
        return 3.14 * self.radius * self.radius
```

```
PS C:\Users\ACER\Documents\semester 4\pertemuan3_polynorism> python -u "c:\Users\ACER\Documents\semester 4\pertemuan3_polynorism\overidding2
.py"
Luas kotak:  25
Luas lingkaran:  153.86
PS C:\Users\ACER\Documents\semester 4\pertemuan3_polynorism>
```