

Mata Kuliah : PBO – TI – S1

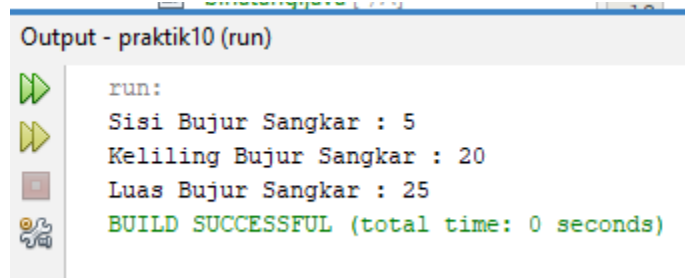
Pertemuan : 10

NIM : A11.2022.14532

Nama : Najma Aura Dias Prameswari

1. Tugas 1 : abstract class bangun2d

Hasil program :



```
Output - praktik10 (run)

run:
Sisi Bujur Sangkar : 5
Keliling Bujur Sangkar : 20
Luas Bujur Sangkar : 25
BUILD SUCCESSFUL (total time: 0 seconds)
```

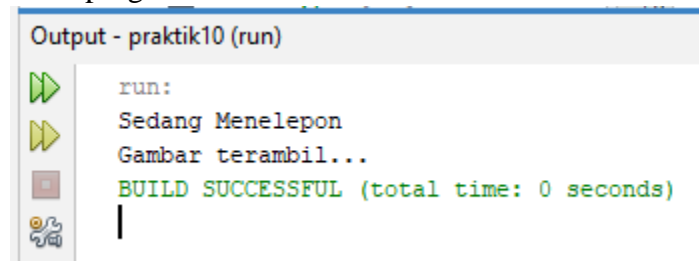
Code program :

```
public abstract class bangun2d {
    public abstract void cetakLuas();
    public abstract void cetakKeliling();
}

public class bangun2d_Demo {
    public static void main(String[] args)
    {
        bujursangkar bs=new bujursangkar(5);
        bs.cetakKeliling();
        bs.cetakLuas();
    }
}
```

2. Tugas 2 : abstract class telepon

Hasil program :



```
Output - praktik10 (run)

run:
Sedang Menelepon
Gambar terambil...
BUILD SUCCESSFUL (total time: 0 seconds)
```

Code program :

```

public interface kamera {
    public void setPixel(float pixel);
    public void ambilGambar();
}

public interface radio {
    public void setGelombang(String gel);
}

abstract class telepon {
    protected long nomer;
    public void telepon()
    {
        System.out.println("Sedang Menelepon");
    }
}

class handphone extends telepon implements kamera, radio {
    private String gelombang;
    private float pixel;

    @Override
    public void ambilGambar()
    {
        System.out.println("Gambar terambil...");
    }
    @Override
    public void setGelombang(String gel)
    {
        this.gelombang=gel;
    }
    @Override
    public void setPixel(float pixel)
    {
        this.pixel=pixel;
    }
    public void setNomor(long no)
    {
        this.nomer=no;
    }
}

```

```

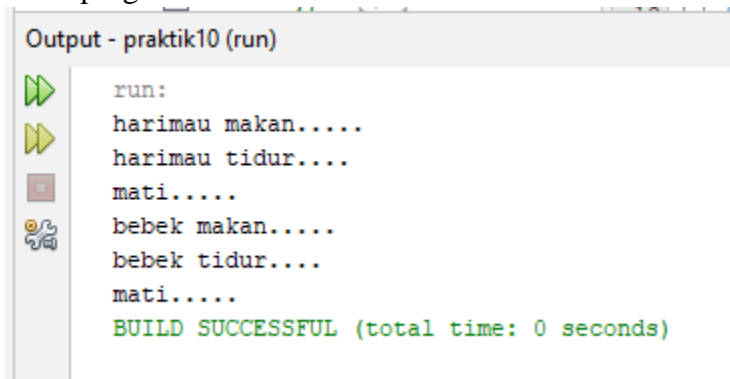
public class teleponDemo {
    public static void main(String[]args)
    {
        handphone hp=new handphone();
        hp.setNomor(8183434);

        hp.telepon();
        hp.setPixel(1024);
        hp.ambilGambar();
        hp.setGelombang("FM 101.2");
    }
}

```

3. Tugas 3 : abstract class binatang

Hasil program :



```

Output - praktik10 (run)
run:
harimau makan.....
harimau tidur....
mati.....
bebek makan.....
bebek tidur....
mati.....
BUILD SUCCESSFUL (total time: 0 seconds)

```

Code program :

```

abstract class binatang {
    abstract void makan();
    abstract void tidur();
    void mati(){
        System.out.println("mati.....");
    }
}

class harimau extends binatang{
    @Override
    void makan(){
        System.out.println("harimau makan.....");
    }
    @Override
    void tidur(){

```

```

        System.out.println("harimau tidur....");
    }
}

class bebek extends binatang{
    @Override
    void makan(){
        System.out.println("bebek makan.....");
    }
    @Override
    void tidur(){
        System.out.println("bebek tidur....");
    }
}

public class zoo3abstract {
    static void test(binatang a){
        a.makan();
        a.tidur();
        a.mati();

    }

    public static void main(String[]args){
        harimau macan = new harimau();
        bebek donald = new bebek();
        test(macan);
        test(donald);

    }
}

```

4. Tugas 4 : class diagram
Hasil program :

```
Output - praktik10 (run)

run:
Almari Makan:
Harga: 4500
Bahan: kayu jati
Jumlah Roda: 4

Almari Pakaian:
Harga: 6300
Bahan: kayu mahoni
Jumlah Pintu: 3

Meja Makan:
Harga: 3000
Bahan: kayu pinus
Jumlah Kaki: 4
Jumlah Kursi: 6

Meja Tamu:
Harga: 1800
Bahan: kayu merbau
Jumlah Kaki: 4
Bentuk Kaca: bulat
BUILD SUCCESSFUL (total time: 0 seconds)
```

Code program :

```
public class mebel {
    protected int harga;
    protected String bahan;
}

public class meja extends mebel {
    protected int jmlkaki;
}

public class mejamakan extends meja{
    protected int jmlkursi;
}

public class mejatamu extends meja implements discountable{
    protected String bentuk_kaca;

    @Override
    public void discount(int harga){
```

```
        this.harga = this.harga - harga;
    }
}
```

```
public class almari extends mebel{
    protected boolean roda;
}
```

```
public class almarimakan extends almari implements discountable {
    protected int jmlroda;
```

```
    @Override
    public void discount(int harga){
        this.harga = this.harga - harga;
    }
}
```

```
public class almaripakaian extends almari implements discountable{
    protected int jmlpintu;
```

```
    @Override
    public void discount(int harga){
        this.harga = this.harga - harga;
    }
}
```

```
public class demo_latihan3 {
    public static void main(String[]args){
        almarimakan almkn = new almarimakan();
        almkn.harga = 5000;
        almkn.bahan = "kayu jati";
        almkn.roda = true;
        almkn.jmlroda = 4;

        almaripakaian almpki = new almaripakaian();
        almpki.harga = 7000;
        almpki.bahan = "kayu mahoni";
        almpki.roda = false;
        almpki.jmlpintu = 3;

        mejamakan mj = new mejamakan();
        mj.harga = 3000;
        mj.bahan = "kayu pinus";
```

```
mj.jmlkaki = 4;  
mj.jmlkursi = 6;
```

```
mejatamu mjtm = new mejatamu();  
mjtm.harga = 2000;  
mjtm.bahan = "kayu merbau";  
mjtm.jmlkaki = 4;  
mjtm.bentuk_kaca = "bulat";
```

```
almkn.discount(500);//nama alias  
almpki.discount(700);//nama alias  
mjtm.discount(200);// nama alias
```

```
// Display information  
System.out.println("Almari Makan:");  
System.out.println("Harga: " + almkn.harga);  
System.out.println("Bahan: " + almkn.bahan);  
System.out.println("Jumlah Roda: " + almkn.jmlroda);  
System.out.println();
```

```
System.out.println("Almari Pakaian:");  
System.out.println("Harga: " + almpki.harga);  
System.out.println("Bahan: " + almpki.bahan);  
System.out.println("Jumlah Pintu: " + almpki.jmlpintu);  
System.out.println();
```

```
System.out.println("Meja Makan:");  
System.out.println("Harga: " + mj .harga);  
System.out.println("Bahan: " + mj .bahan);  
System.out.println("Jumlah Kaki: " + mj .jmlkaki);  
System.out.println("Jumlah Kursi: " + mj .jmlkursi);  
System.out.println();
```

```
System.out.println("Meja Tamu:");  
System.out.println("Harga: " + mjtm.harga);  
System.out.println("Bahan: " + mjtm.bahan);  
System.out.println("Jumlah Kaki: " + mjtm.jmlkaki);  
System.out.println("Bentuk Kaca: " + mjtm.bentuk_kaca);
```

```
    }  
}
```