MODUL 10

INTERFACE

PRAKTIKUM PEMROGRAMAN BERORIENTASI OBJEK

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Kelas: B

❖ 10.1 DEKLARASI INTERFACE

> Program 2. Contoh Sebuah Interface Sederhana

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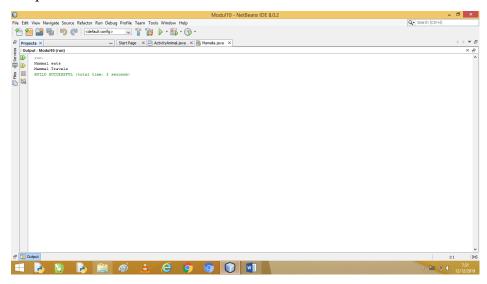
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❖ 10.2 IMPLEMENTASI INTERFACE

> Program 3. Class yang mengimplementasikan sebuah interface

➤ Output:



❖ 10.2.1 PERCOBAAN

> Program 4. Interface ActivityLampu dengan Method dan Variabelnya

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> Program 5. Class Lampu Mengimplementasikan Interface

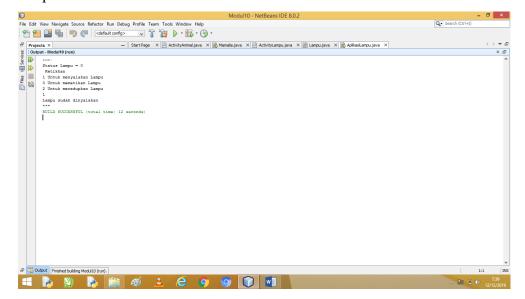
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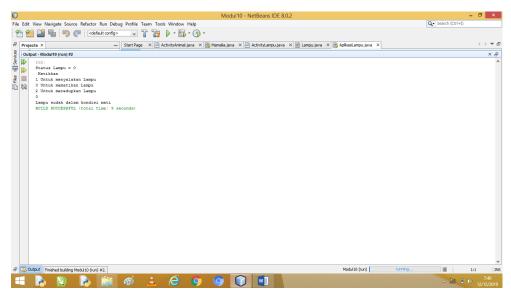
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> Program 6. Fungsi main() Untuk Menjalankan Program Interface

➤ Output:





❖ 10.3 TUGAS

➤ Class ActivityLampu (Class Interface)

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➤ Class Lampu (Class yang mengimplementasikan interface)

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➤ Class AplikasiLampu (main class)

➤ Output: