

# MODUL 10

## INTERFACE

### PRAKTIKUM PEMROGRAMAN BERORIENTASI OBJEK

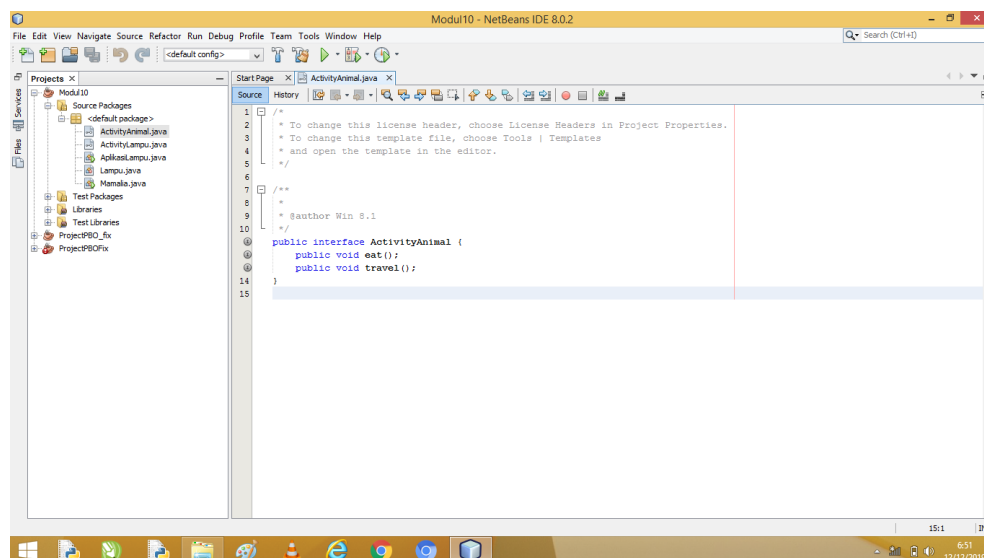
Nama : Abdillah Ahmad

NIM : L200180074

Kelas : B

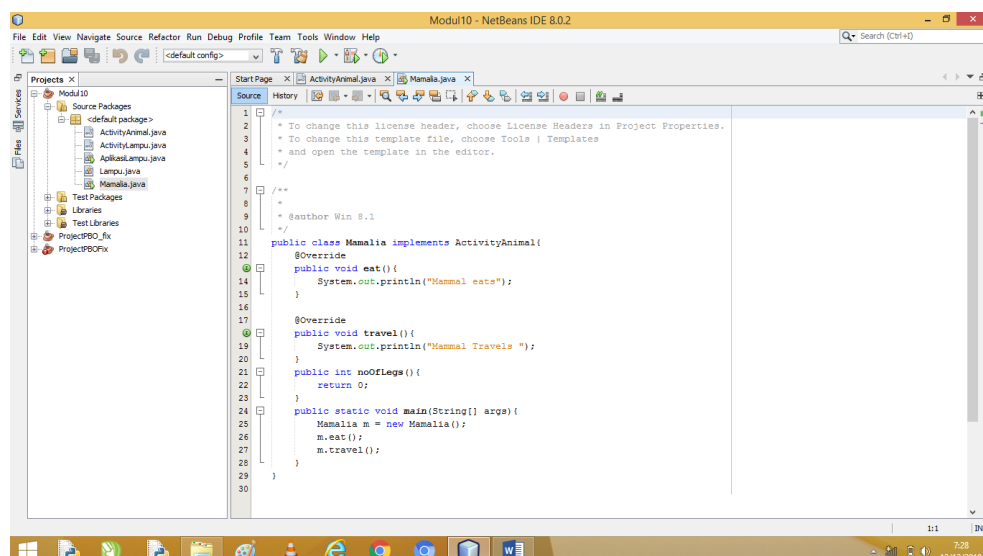
#### ❖ 10.1 DEKLARASI INTERFACE

##### ➤ Program 2. Contoh Sebuah Interface Sederhana

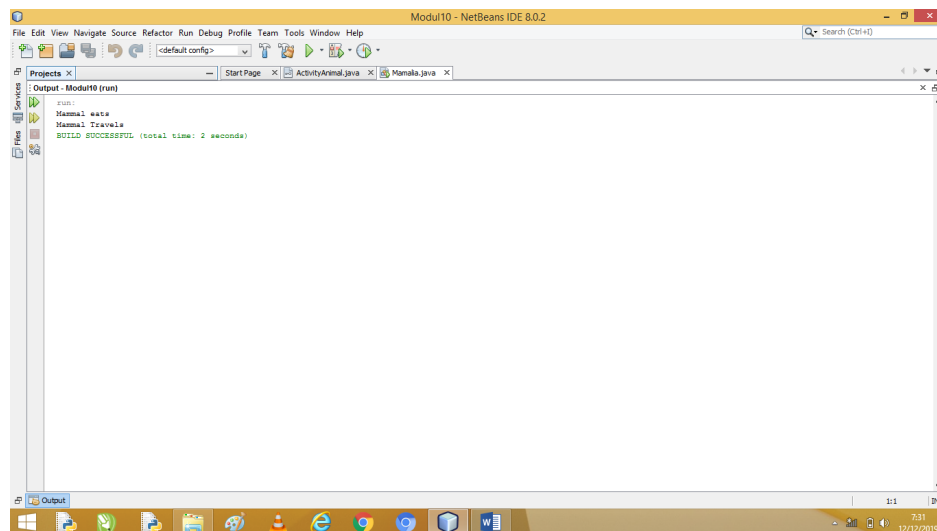


#### ❖ 10.2 IMPLEMENTASI INTERFACE

##### ➤ Program 3. Class yang mengimplementasikan sebuah interface

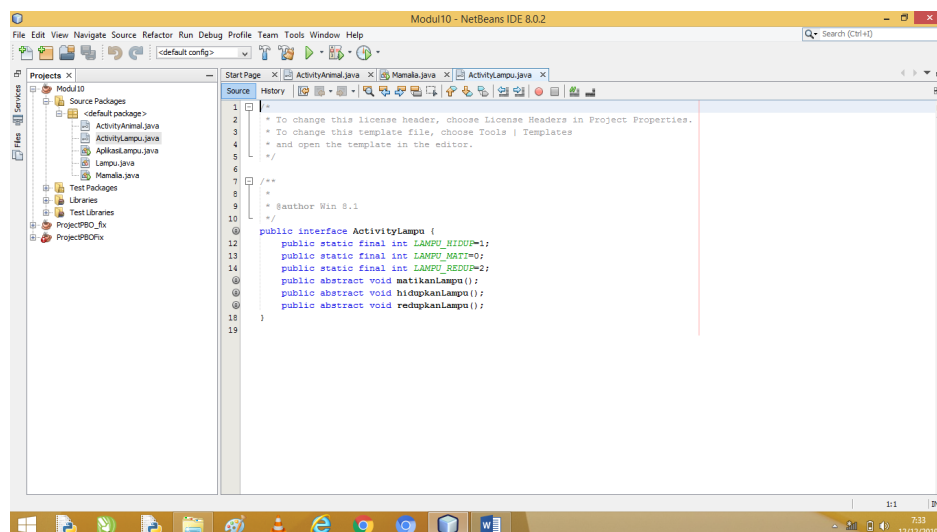


➤ Output:

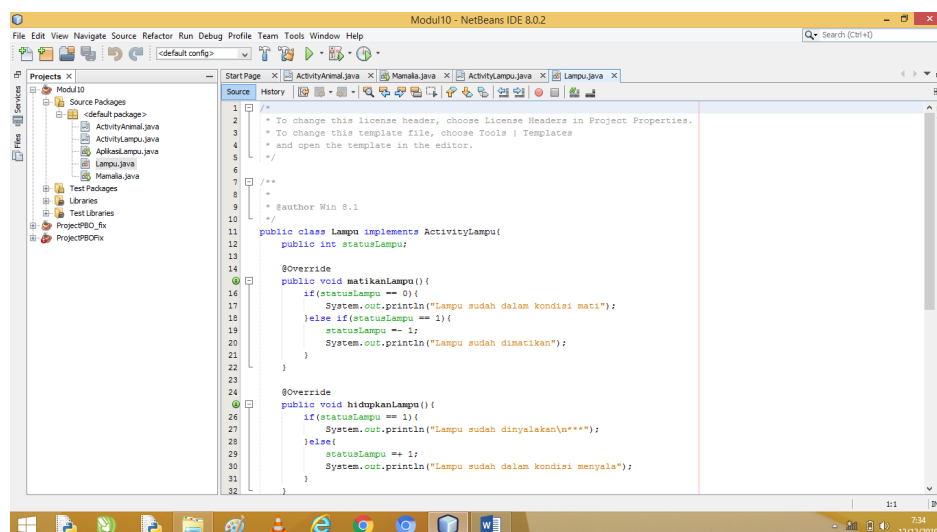


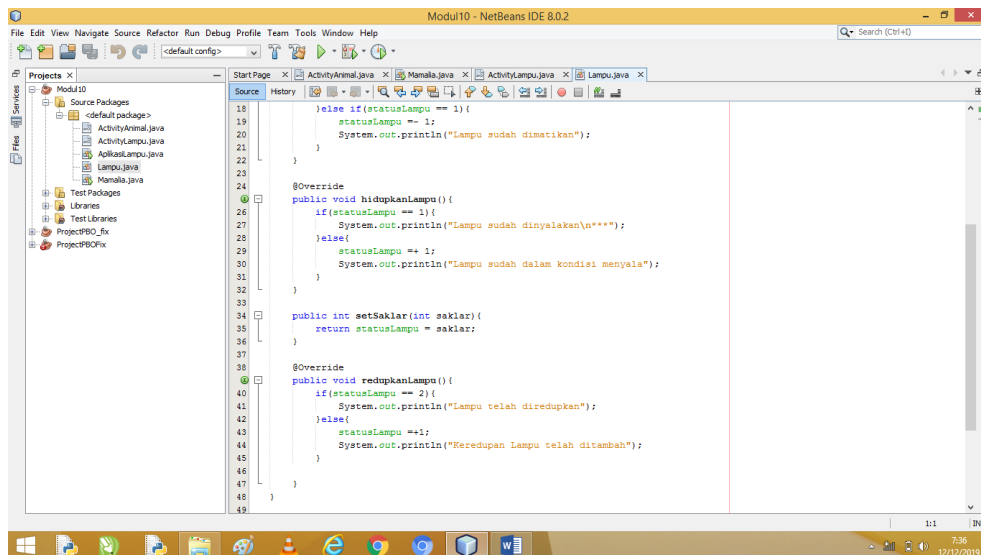
❖ 10.2.1 PERCOBAAN

➤ Program 4. Interface ActivityLampu dengan Method dan Variabelnya

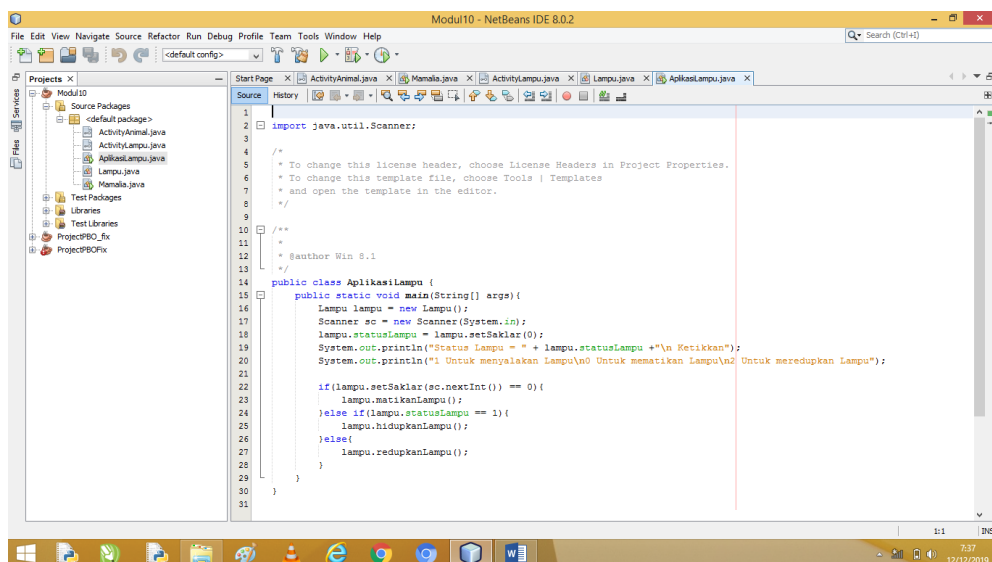


➤ Program 5. Class Lampu Mengimplementasikan Interface

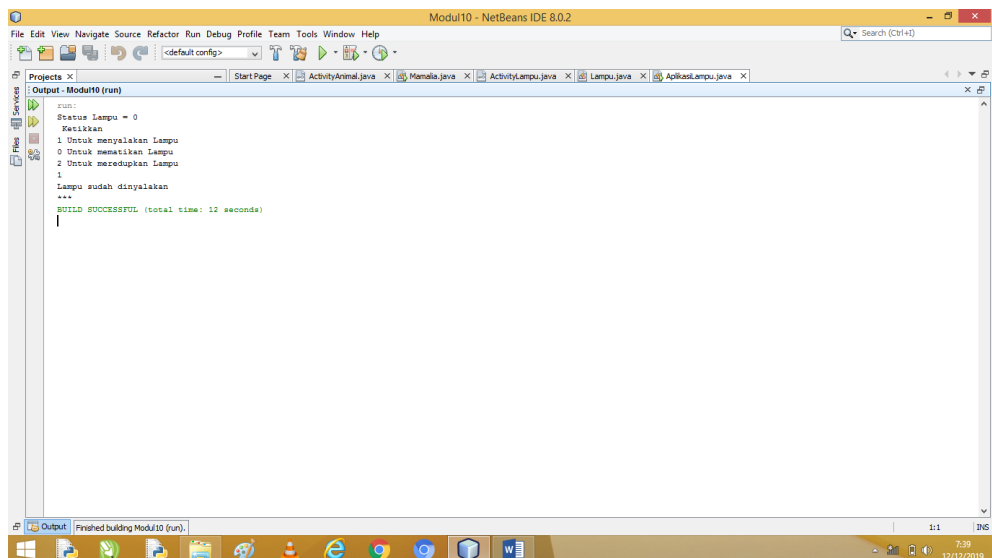


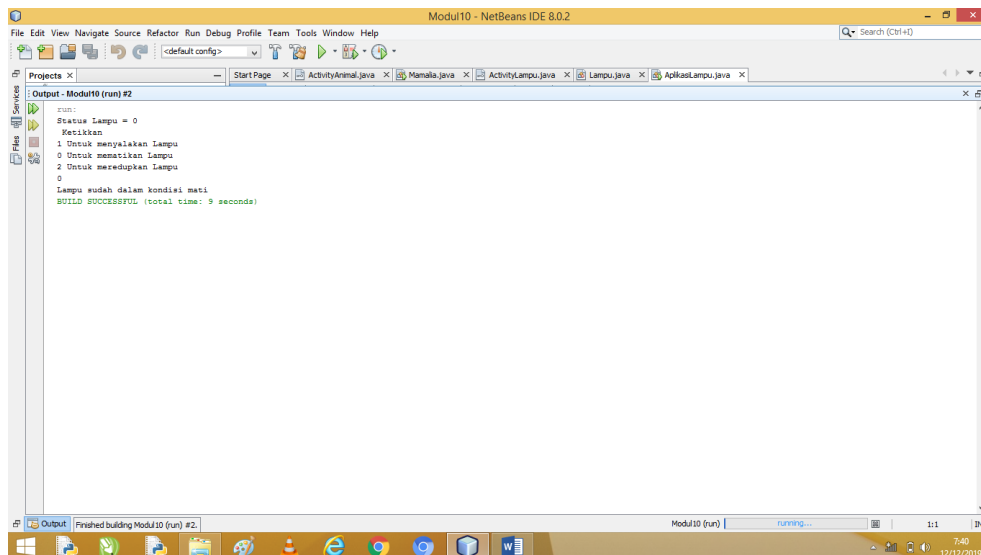


## ➤ Program 6. Fungsi main() Untuk Menjalankan Program Interface



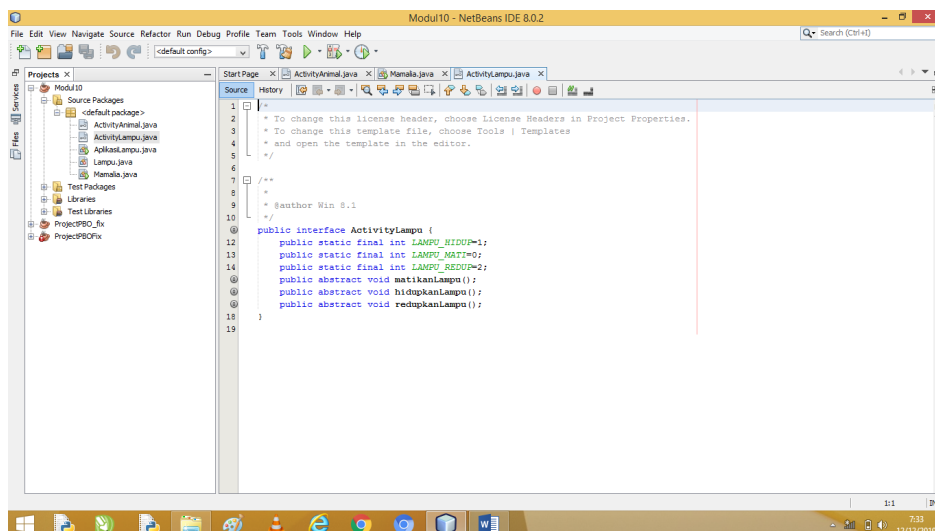
## ➤ Output:



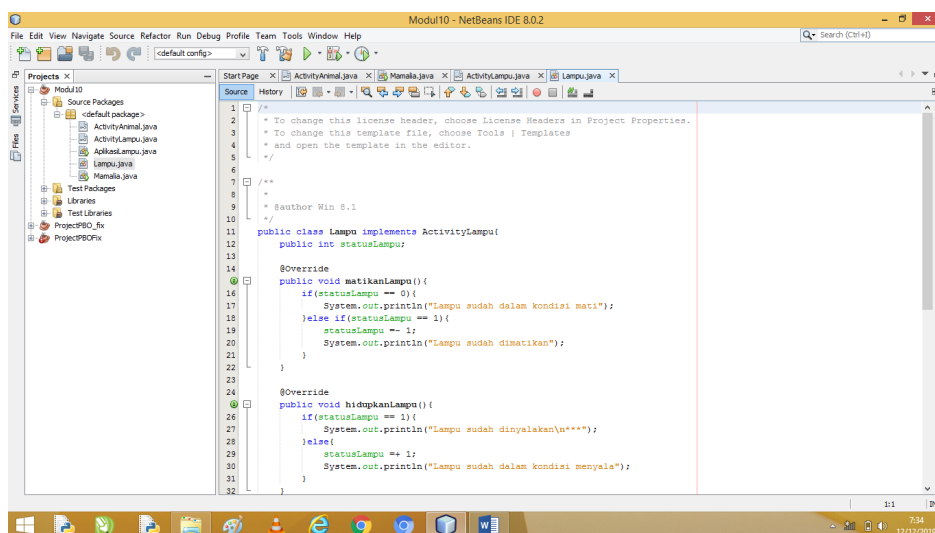


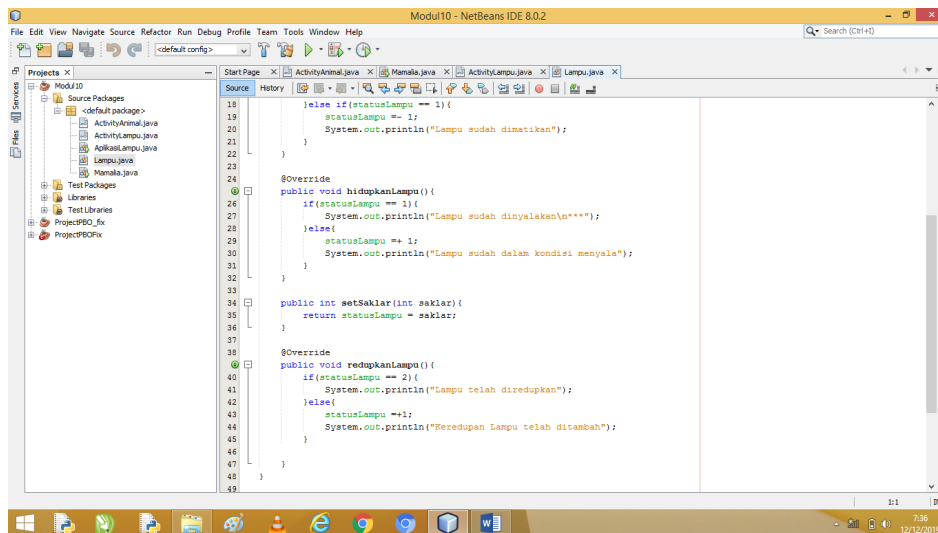
### ❖ 10.3 TUGAS

#### ➤ Class ActivityLampu (Class Interface)

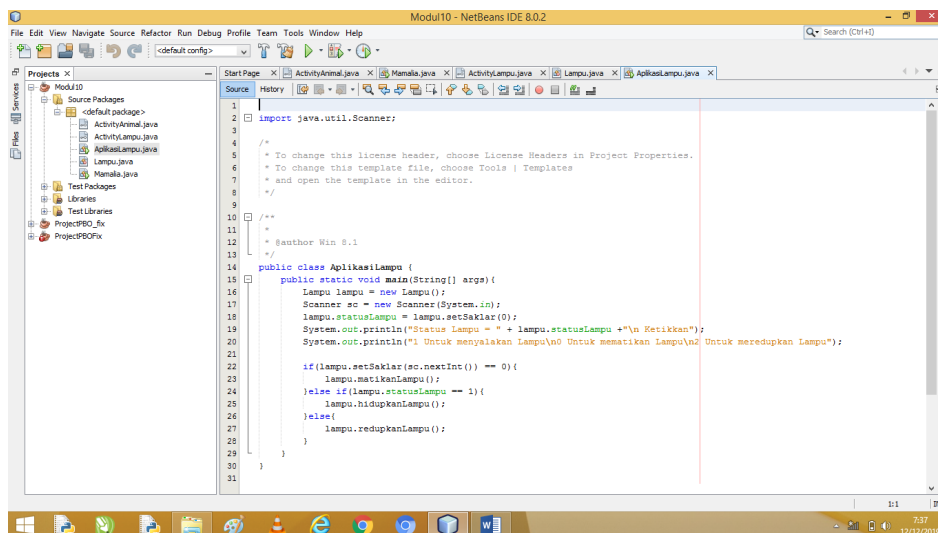


#### ➤ Class Lampu (Class yang mengimplementasikan interface)





## ➤ Class AplikasiLampu (main class)



## ➤ Output:

