**Praktikum 5  
Prak. PBO**

**Kelas A**



Oleh :

Adjie Firmansyah

4523210004

Dosen :

# **Adi Wahyu Pribadi, S.Si., M.Kom**

**S1 Teknik Informatika**

**Universitas Pancasila**

**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();**

**}**

**Pet.java**

**public interface Pet {**

**void setName(String name);**

**String getName();**

**void play();**

**}**

**spider.java**

**public class spider extends Animal {**

**public spider() {**

**super(8);**

**}**

**@Override**

**public void eat() {**

**System.out.println("Sedang makan serangga");**

**}**

**}**

**Cat.java**

**public class Cat extends Animal implements Pet {**

**private String name;**

**public Cat(String name) {**

**super(4);**

**this.name = name;**

**}**

**public Cat() {**

**super(4);**

**}**

**@Override**

**public String getName() {**

**return name;**

**}**

**@Override**

**public void setName(String name) {**

**this.name = name;**

**}**

**@Override**

**public void play() {**

**System.out.println("Main pasir");**

**}**

**@Override**

**public void eat() {**

**System.out.println("Makan ikan asin");**

**}**

**@Override**

**public void walk() {**

**System.out.println("Jalan di atas genteng");**

**}**

**}**

**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) {**

**this.name = name;**

**}**

**@Override**

**public void play() {**

**System.out.println("Bermain dengan anak-anak");**

**}**

**@Override**

**public void eat() {**

**System.out.println("Makan daging ayam");**

**}**

**@Override**

**public void walk() {**

**System.out.println("Jalan dengan temannya");**

**}**

**}**

**Main.java**

**public class Main {**

**public static void main(String[] args) {**

**spider spider = new spider();**

**spider.eat();**

**spider.walk();**

**Dog musky = new Dog();**

**musky.setName("musky");**

**System.out.println("Name dog: " + musky.getName());**

**musky.play();**

**musky.eat();**

**musky.walk();**

**// Buat objek garfill dan set namanya**

**Cat garong = new Cat("Garong");**

**System.out.println("Name cat: " + garong.getName());**

**garong.play();**

**garong.eat();**

**garong.walk();**

**}**

**}**