```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
using System.Threading.Tasks;

namespace Tugas_Pratikum
{
    public class Processor
    {
        public string merk, tipe;
    }
    public class Intel : Processor
    {
        public Intel()
        {
            base.merk = "Intel";
        }
    }
    public class Amd : Processor
    {
        public Amd()
        {
            base.merk = "AMD";
        }
    }
    public class CoreI3 : Intel
    {
        public CoreI3()
        {
            base.tipe = "Core I3";
    }
}
public class CoreI5 : Intel
{
    public CoreI5()
    {
        base.tipe = "Core I5";
    }
}
public class CoreI7 : Intel
{
    public CoreI7()
    {
        base.tipe = "Core I7";
    }
}
public class Ryazen : Amd
{
    public Ryazen()
    {
        base.tipe = "RAYZEN";
    }
}
public class Athlon : Amd
{
    public Athlon()
    {
        base.tipe = "ATHLON";
    }
}
```

```
public class Vga
{
    public string merk;
}
public class Nvidia : Vga
{
    public Nvidia()
    {
        base.merk = "Nvidia";
    }
}
public class AMD : Vga
{
    public AMD()
    {
        base.merk = "AMD";
    }
}

public class Laptop
{
    public string merk, tipe;
    public Vga vga;
    public Processor processor;

    public void LaptopDinyalakan()
    {
        Console.WriteLine($"Laptop {merk} {tipe} meneyala");
    }
    public void LaptopDimatikan()
    {
        Console.WriteLine($"Laptop {merk} {tipe} mati");
    }
}
public class Asus : Laptop
{
    public Asus()
    {
        base.merk = "ASUS";
    }
}
public class Acer : Laptop
{
    public Acer()
    {
        base.merk = "ACER";
    }
}
public class Lenovo : Laptop
{
    public Lenovo()
    {
        base.merk = "Lenovo";
    }
}
public class Rog : Asus
{
    public Rog()
    {
        base.tipe = "ROG";
    }
}
```

```
public class Vivobook : Asus
{
   public Vivobook()
   {
      base.tipe = "Vivobook";
   }
   public void Ngoding()
   {
      Console.WriteLine("Ctak Ctak Ctak, error lagi!!");
   }
}
public class Swift : Acer
{
   public Swift()
   {
      base.tipe = "Swift";
   }
}
public class Predator : Acer
{
   public Predator()
   {
      base.tipe = "Predator";
   }
   public void BermainGame()
   {
      Console.WriteLine($"Laptop {merk} {tipe} sedang bermain game");
   }
}
public class Ideapad : Lenovo
{
    public Ideapad()
    {
        base.tipe = "Ideapad";
    }
}
public class Legion : Lenovo
{
    public Legion()
    {
        base.tipe = "Legion";
    }
}
internal class program
{
    private static Laptop laptop1;
    private static Laptop laptop2;
    private static Predator predator;
    private static Acer acer;

    static void Main(string[] args)
    {
        laptop1 = new Vivobook();
        laptop1.vga = new Nvidia();
        laptop1.processor = new CoreI5();

        laptop2 = new Ideapad();
        laptop2.vga = new AMD();
        laptop2.processor = new Ryazen();

        predator = new Predator();
        predator.vga = new AMD();
    predator.processor = new CoreI7();

    // soal 1 laptop 2
    Console.WriteLine("soal 1");
    laptop2.LaptopDinyalakan();
    laptop2.LaptopDimatikan();

    // soal 2 laptop 1
    Console.WriteLine("soal 2");
    //laptop1.Ngoding(); // error mungkin berusaha mengakses class anaknya sedangkan udah di
dibuat dengan tipe laptop

    // soal 3
    Console.WriteLine("soal 3");
    Console.WriteLine(laptop1.vga.merk);
    Console.WriteLine(laptop1.processor.merk);
    Console.WriteLine(laptop1.processor.tipe);

    // soal 4
    Console.WriteLine("soal 4");
    predator.BermainGame();

    // soal 5
    acer = new Predator();
    //acer.BermainGame(); // error jugak karena berusaha mengakses class anaknya sedangkan
dia udah di dibuat dengan tipe laptop

    // soal 6
    // sepertinya kalau variable yang dibuat diubah sama tipe yang diatas dari anak2nya itu ngga
bisa akses method anaknya
    // tetapi jika variable dibuat sama dengan tipe data anak seperti predator itu dapat manggil
method yang dimiliki emaknya
```

```
        }
    }
}
```