

PRAKTIKUM #10

Abstract Class :

Ketik contoh program berikut :

```
package pbo;
public abstract class Bangun2D
{
    public abstract void cetakLuas();
    public abstract void cetakKeliling();
}
package pbo;
public class BujurSangkar extends Bangun2D
{
    private int sisi;
    public BujurSangkar(int sisi)
    {
        this.sisi = sisi;
        System.out.println("Sisi Bujur Sangkar      : "+sisi);
    }

    public void cetakLuas()
    {
        int luas = sisi * sisi;
        System.out.println("Luas Bujur Sangkar      : "+luas);
    }

    public void cetakKeliling()
    {
        int keliling = 4 * sisi;
        System.out.println("Keliling Bujur Sangkar : "+keliling);
    }
}
package pbo;
class Bangun2DDemo
{
    public static void main(String[]args)
    {
        BujurSangkar bs=new BujurSangkar(5);
        bs.cetakKeliling();
        bs.cetakLuas();
    }
}
```

Jalankan dan perhatikan hasilnya!

Latihan 1 :

```
package pbo;
public interface Kamera
{
    public void setPixel(float pixel);
    public void ambilGambar();
}
package pbo;
public interface Radio
{
    public void setGelombang(String gel);
}
package pbo;
abstract class Telepon
{
    protected long nomer;
    public void telpon()
    {
        System.out.println("Sedang Menelepon");
    }
}

class Handphone extends Telepon implements Kamera, Radio
{
    private String gelombang;
    private float pixel;

    public void ambilGambar()
    {
        System.out.println("Gambar terambil...");
    }

    public void setGelombang(String gel)
    {
        this.gelombang=gel;
    }

    public void setPixel(float pixel)
    {
        this.pixel=pixel;
    }

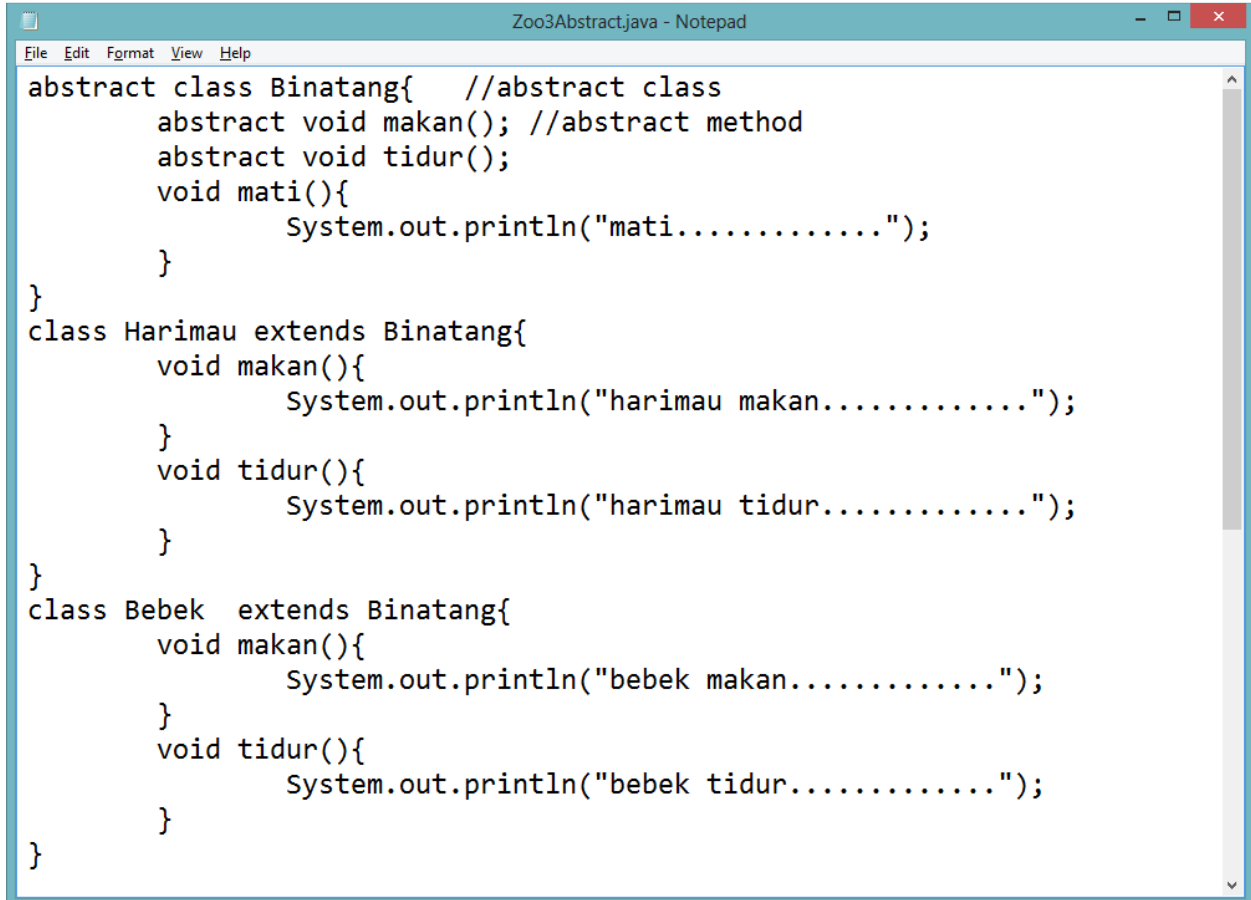
    public void setNomor(long no)
    {
        this.nomer=no;
    }
}
package pbo;
class TeleponDemo
{
    public static void main(String[] args)
    {
        Handphone hp=new Handphone();
        hp.setNomor(8183434);
    }
}
```

```

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

```

Latihan 2 :



```

Zoo3Abstract.java - Notepad
File Edit Format View Help
abstract class Binatang{ //abstract class
    abstract void makan(); //abstract method
    abstract void tidur();
    void mati(){
        System.out.println("mati.....");
    }
}
class Harimau extends Binatang{
    void makan(){
        System.out.println("harimau makan.....");
    }
    void tidur(){
        System.out.println("harimau tidur.....");
    }
}
class Bebek extends Binatang{
    void makan(){
        System.out.println("bebek makan.....");
    }
    void tidur(){
        System.out.println("bebek tidur.....");
    }
}

```

```

Zoo3Abstract.java - Notepad
File Edit Format View Help
public class Zoo3Abstract{

    static void test(Binatang a)
    {
        a.makan();
        a.tidur();
        a.mati();
    }
    public static void main(String[] a)
    {
        Harimau macan=new Harimau();
        Bebek donald=new Bebek();
        //Binatang b=new Binatang();
        //--> error abstract class tdk bisa dibuat object
        test(macan);
        test(donald);
    }
}

```

Latihan 3 :

Buat program dari class diagram berikut :

