**LAPORAN PRAKTIKUM PEMROGRAMAN BEORIENTASI OBJEK**

“Tugas 05 – Abstract dan Interface*”*

****

Oleh:

Nama : Kyara Azwa Humayra

NPM : 4522210058

Kelas : A

Dosen:

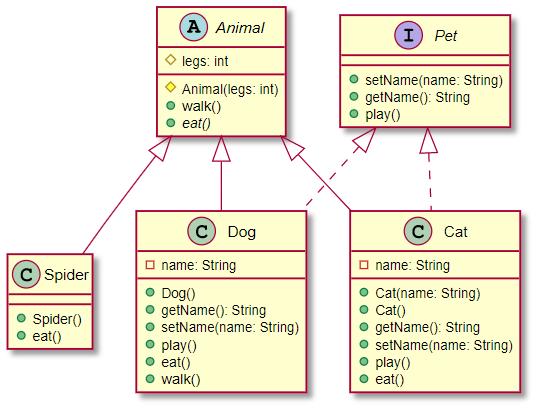
Adi Wahyu Pribadi , S.Si., M.Kom

**S1-Teknik Informatika**

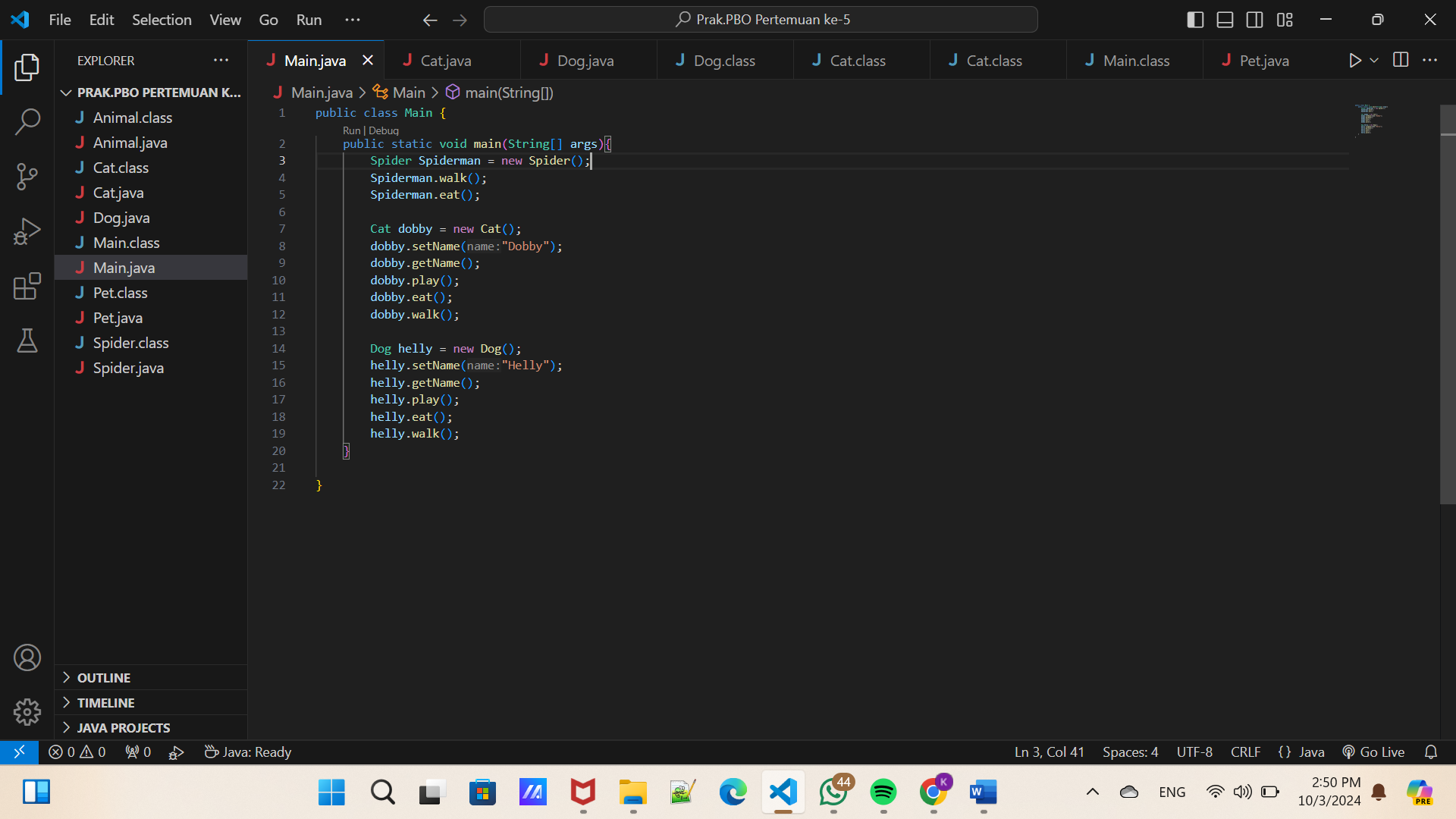
**Fakultas Teknik Universitas Pancasila**

**2023/2024**

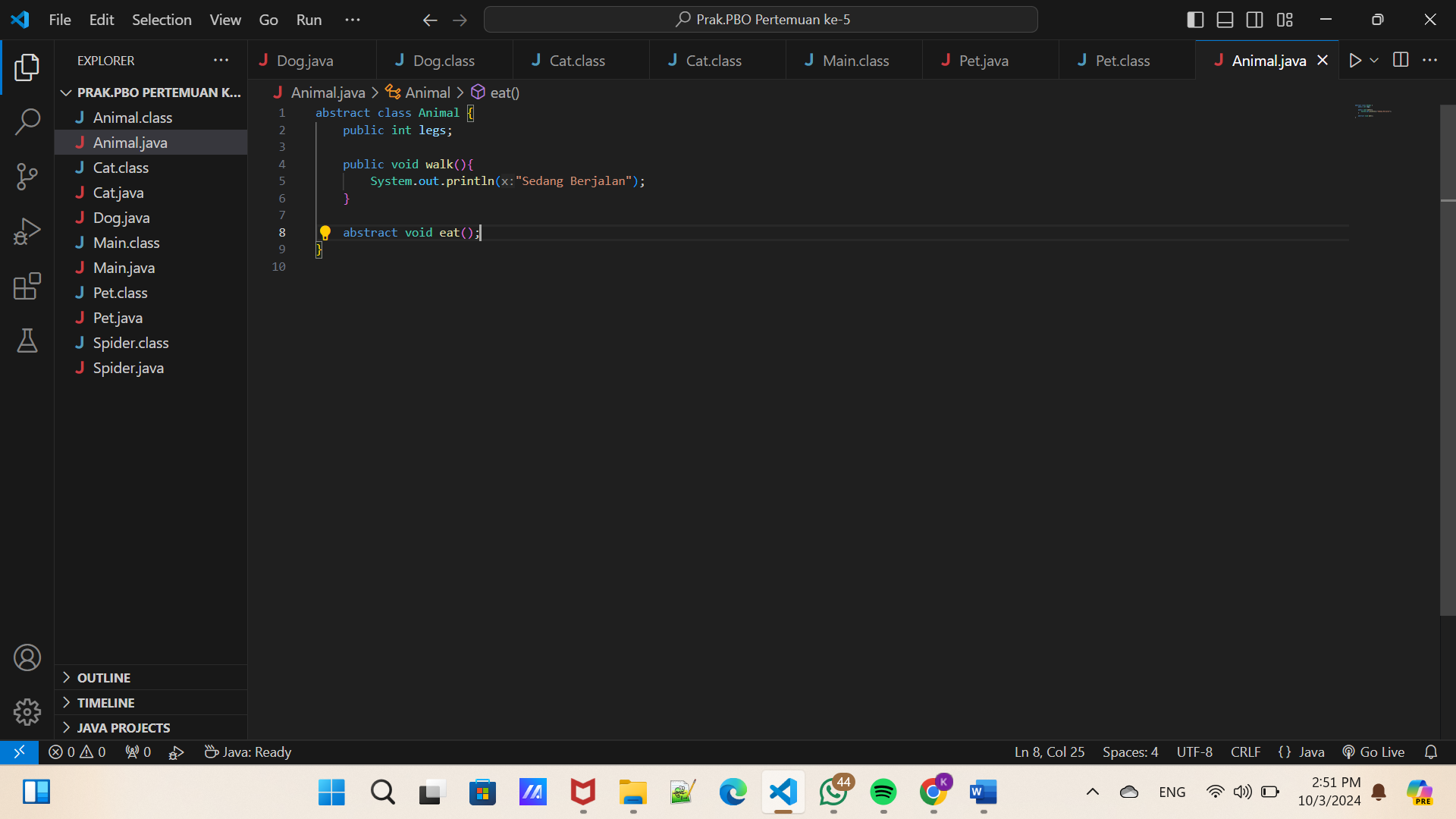
**Membuat source code bedasarkan diagram UML berikut :**



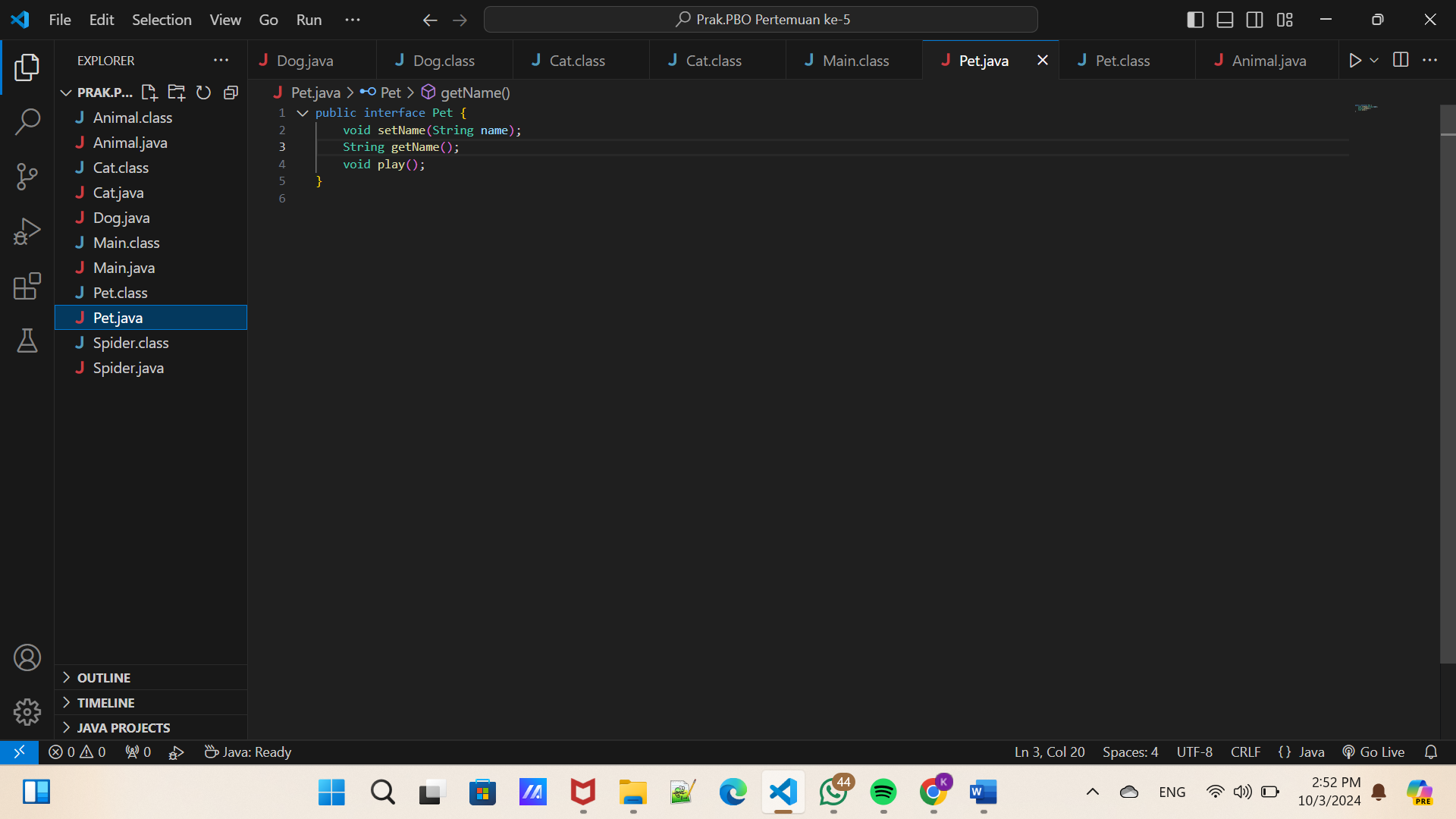
1. Main.java



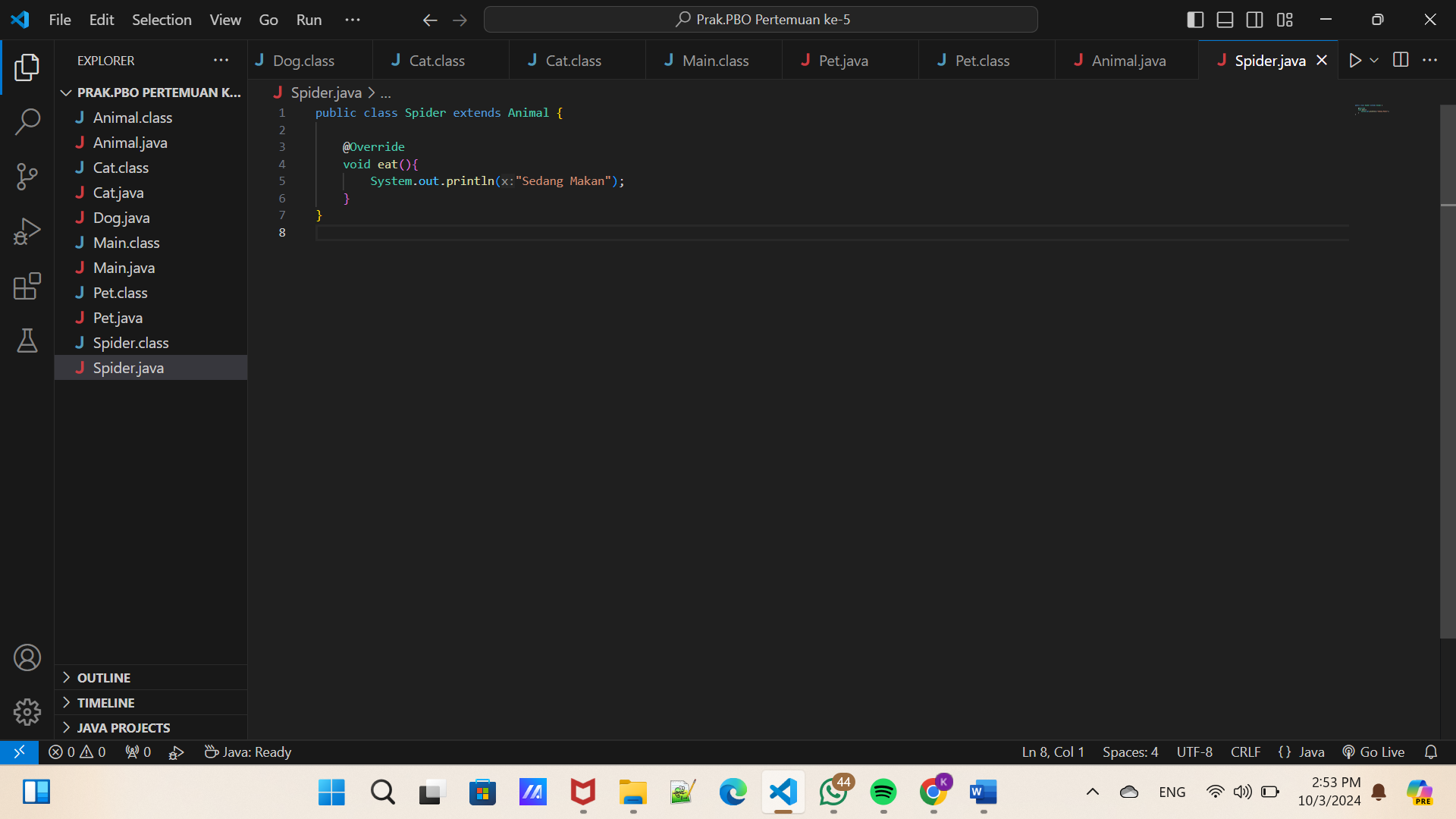
1. Animal.java (Abstract Class)



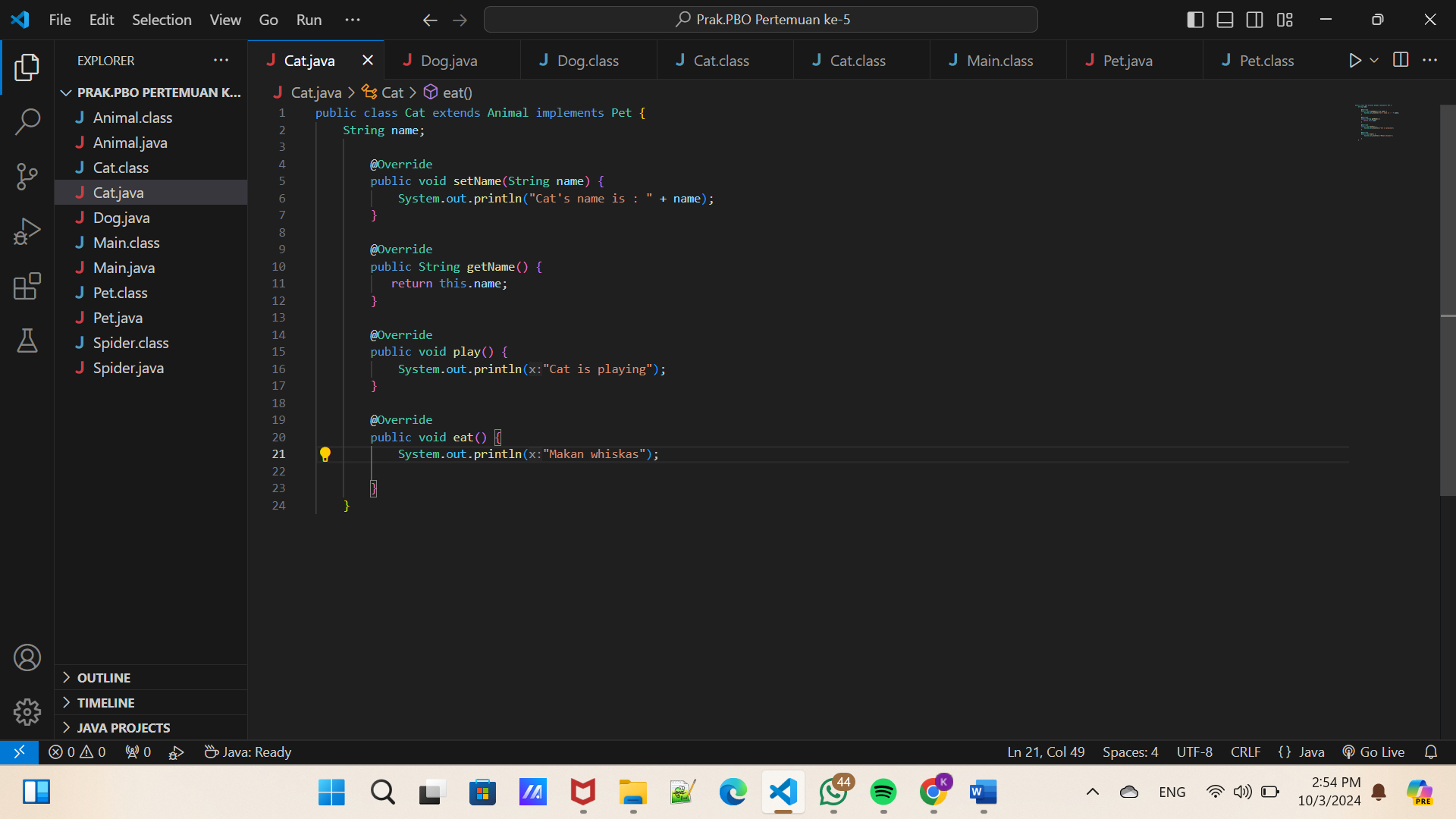
1. Pet.java (Interface)



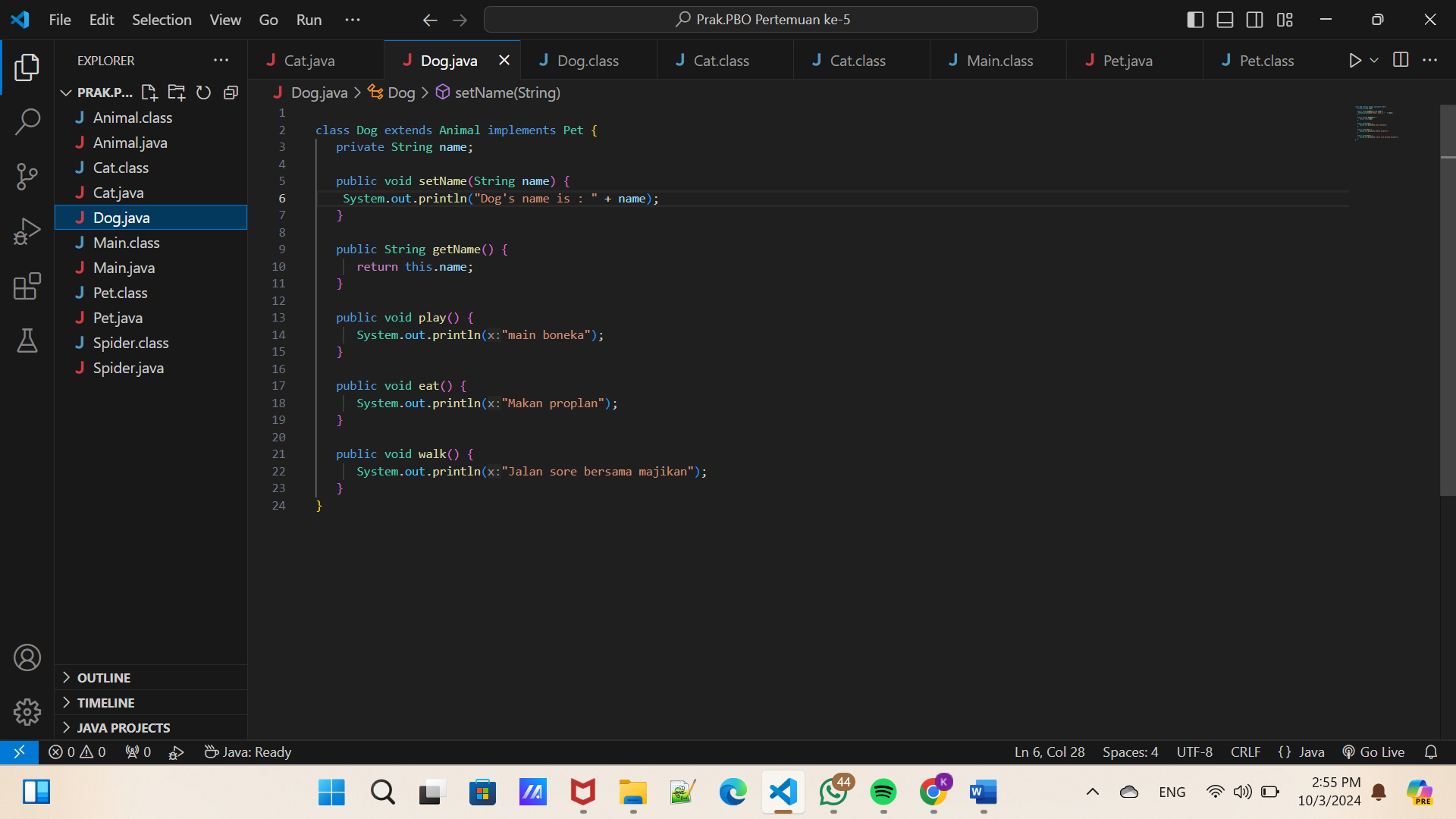
1. Spider.java



1. Cat.java



1. Dog.java



**Capture Hasil Run**

