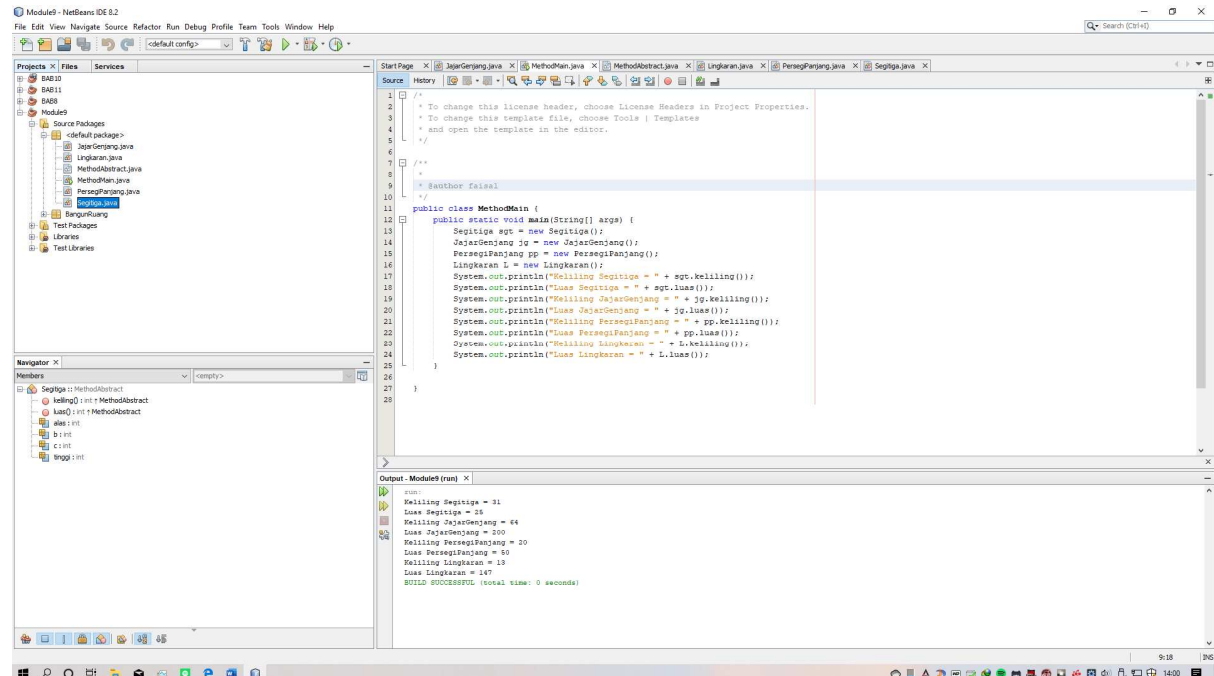


Nama : W. Faisal Hari Dewanto
NIM : L200180046
Kelas : B

Modul 9

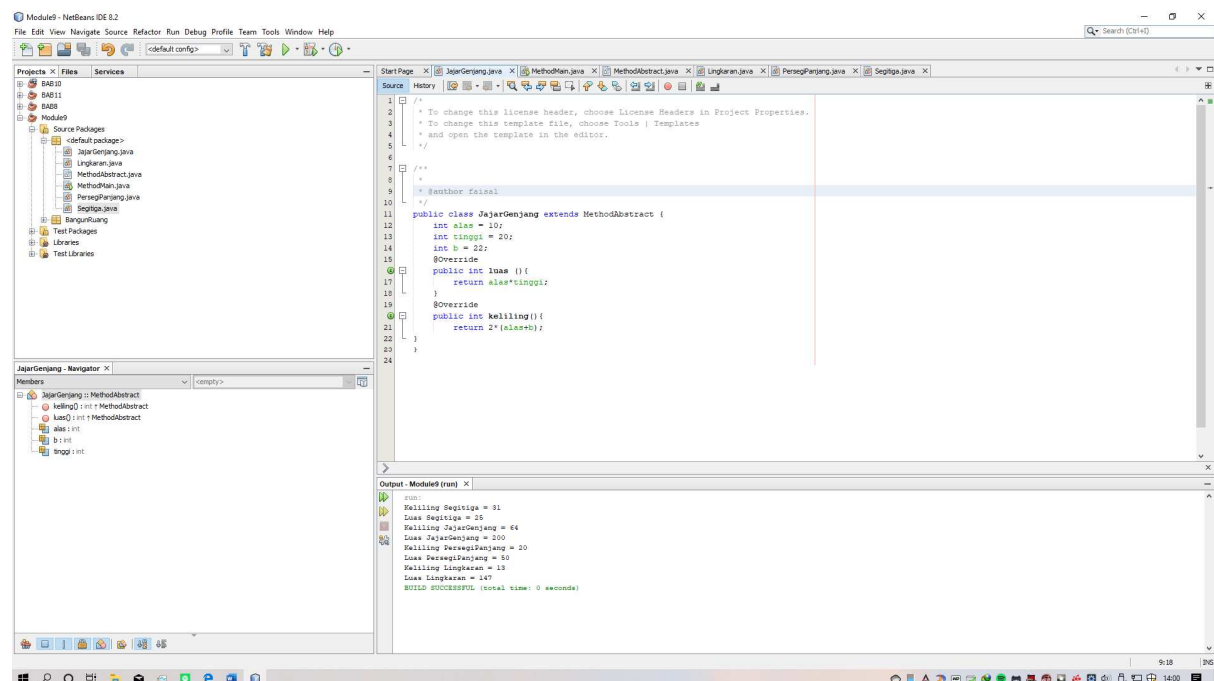
Latihan



```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7  /**
8   *
9   * @author Faisal
10  */
11
12  public class MethodMain {
13
14      public static void main(String[] args) {
15          Segitiga sgt = new Segitiga();
16          JajarGenjang jg = new JajarGenjang();
17          PersegiPanjang pp = new PersegiPanjang();
18          Lingkaran l = new Lingkaran();
19          System.out.println("Keliling Segitiga = " + sgt.keliling());
20          System.out.println("Luas Segitiga = " + sgt.luas());
21          System.out.println("Keliling JajarGenjang = " + jg.keliling());
22          System.out.println("Luas JajarGenjang = " + jg.luas());
23          System.out.println("Keliling PersegiPanjang = " + pp.keliling());
24          System.out.println("Luas PersegiPanjang = " + pp.luas());
25          System.out.println("Keliling Lingkaran = " + l.keliling());
26          System.out.println("Luas Lingkaran = " + l.luas());
27      }
28  }
```

Output - Module9 (run)

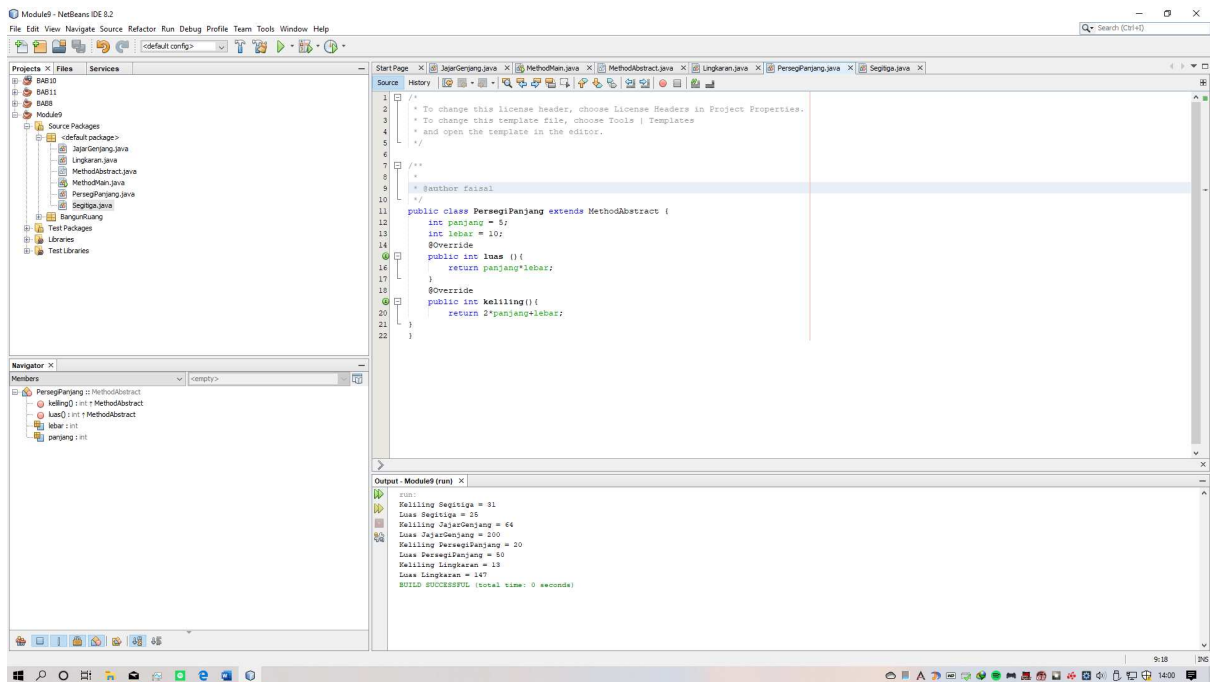
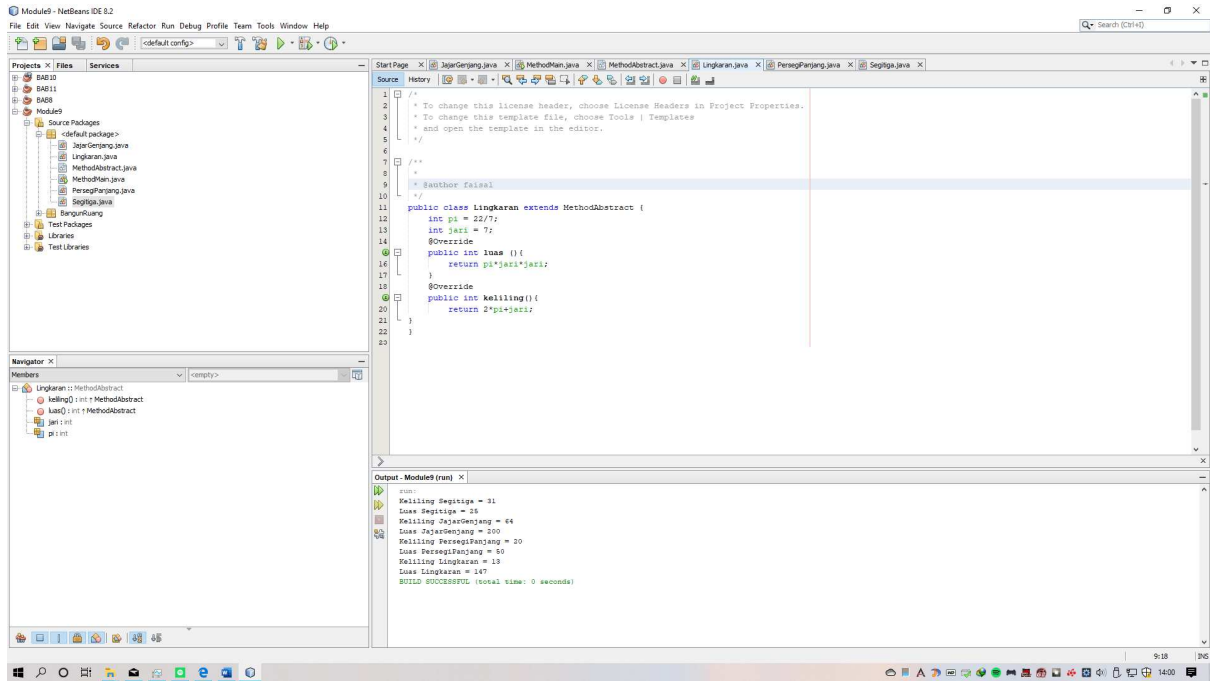
```
run
Keliling Segitiga = 31
Luas Segitiga = 25
Keliling JajarGenjang = 64
Luas JajarGenjang = 200
Keliling PersegiPanjang = 20
Luas PersegiPanjang = 50
Keliling Lingkaran = 13
Luas Lingkaran = 147
BUILD SUCCESSFUL (total time: 0 seconds)
```

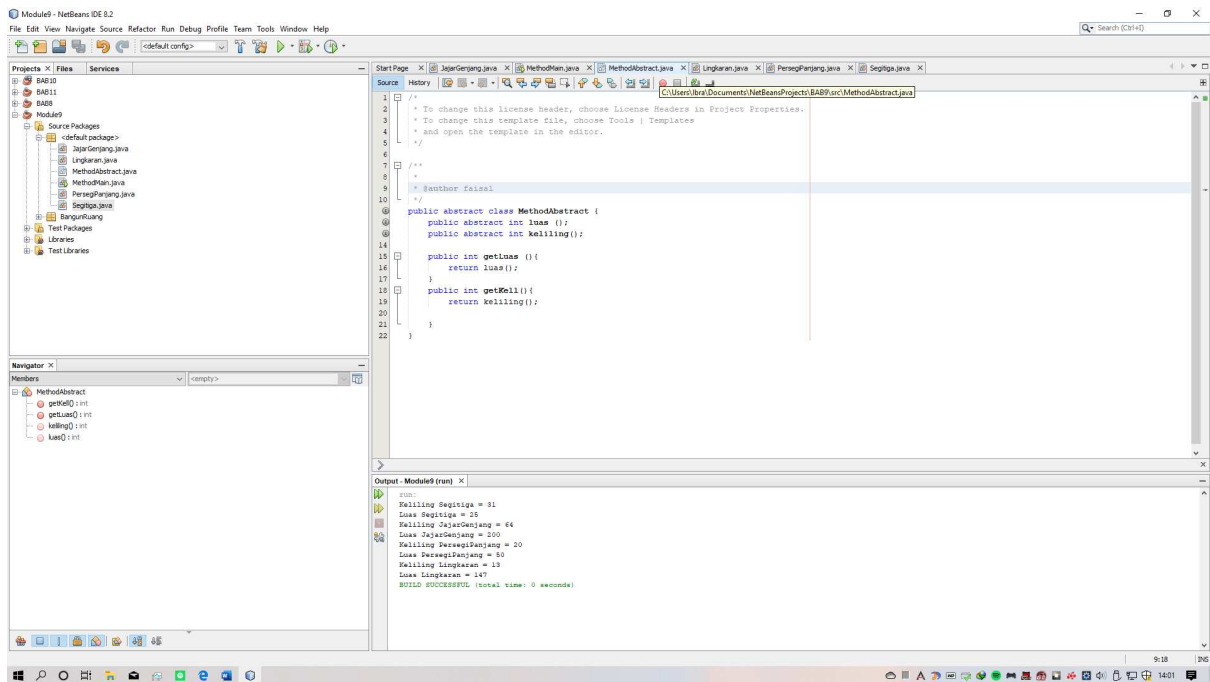
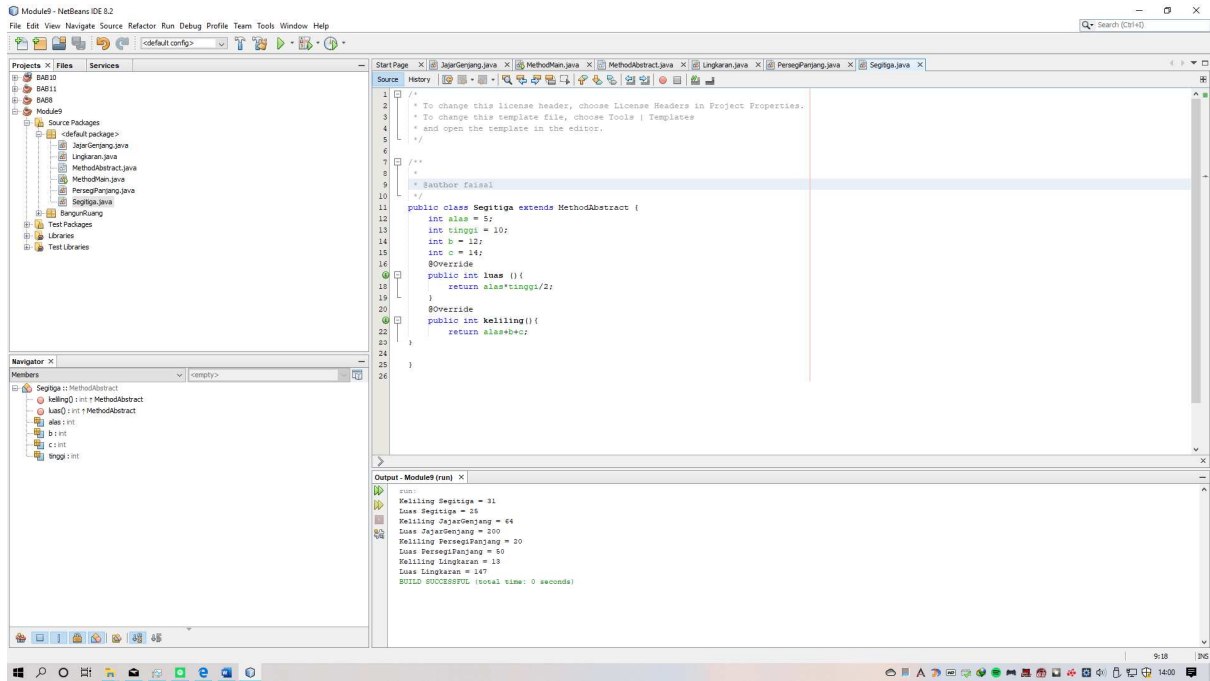


```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7  /**
8   *
9   * @author Faisal
10  */
11
12  public class JajarGenjang extends MethodAbstract {
13
14      int alas = 10;
15      int tingg = 20;
16      int b = 22;
17
18      @Override
19      public int luas () {
20          return alas*tingg;
21      }
22
23      @Override
24      public int keliling () {
25          return 2*(alas+b);
26      }
27  }
```

Output - Module9 (run)

```
run
Keliling Segitiga = 31
Luas Segitiga = 25
Keliling JajarGenjang = 64
Luas JajarGenjang = 200
Keliling PersegiPanjang = 20
Luas PersegiPanjang = 50
Keliling Lingkaran = 13
Luas Lingkaran = 147
BUILD SUCCESSFUL (total time: 0 seconds)
```





Tugas

