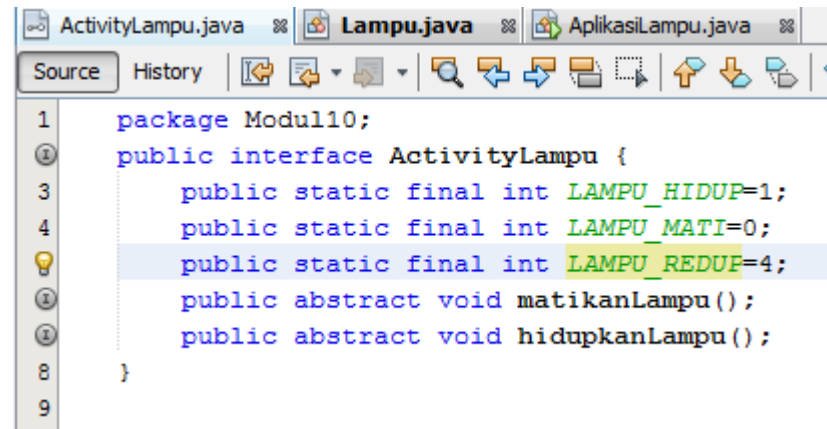


Nama : Ilham Anwar Yazied
NIM : L200180049
Kelas : B
Modul : 10 (Interface)



```
1 package Modul10;
2 public interface ActivityLampu {
3     public static final int LAMPU_HIDUP=1;
4     public static final int LAMPU_MATI=0;
5     public static final int LAMPU_REDUP=4;
6     public abstract void matikanLampu();
7     public abstract void hidupkanLampu();
8 }
9
```

```
ActivityLampu.java  Lampu.java  AplikasiLampu.java
Source  History  [Icons]

1  package Modul10;
2  public class Lampu implements ActivityLampu {
3      public int statusLampu;
4
5      public void matikanLampu() {
6          if(statusLampu==0){
7              System.out.println("Lampu sudah dalam kondisi mati");
8          }
9          else if(statusLampu==1){
10             statusLampu=-1;
11             System.out.println("Lampu sudah dimatikan");
12         }
13     }
14
15     public void hidupkanLampu() {
16         if(statusLampu==1){
17             System.out.println("Lampu sudah dalam kondisi menyala");
18         }
19         else{
20             statusLampu+=1;
21             System.out.println("Lampu sudah dinyalakan\n***");
22         }
23     }
24     public int setSaklar(int saklar){
25         return statusLampu = saklar;
26     }
27     public void redupkanLampu() {
28         if(statusLampu==2){
29             System.out.println("Lampu saat ini kondisi redup\n***");
30         }
31         else{
32             statusLampu=-1;
33             System.out.println("Lampu sudah dalam kondisi meredup");
34         }
35     }
36 }
}
```

```
ActivityLampu.java  Lampu.java  AplikasiLampu.java
Source  History  [Icons]

1  package Modul10;
2
3  import java.util.Scanner;
4
5  public class AplikasiLampu {
6      public static void main (String[] args){
7          Lampu lapu = new Lampu();
8          Scanner sc = new Scanner(System.in);
9          lapu.statusLampu = lapu.setSaklar(0);
10         System.out.println("Status Lampu = "+lapu.statusLampu+"\nKetikkan");
11         System.out.println("1 untuk menyalakan lampu\n0 untuk mematikan lampu");
12         System.out.println("2 untuk meredupkan lampu");
13
14         int a = sc.nextInt();
15         if(lapu.setSaklar(a)==0){
16             lapu.matikanLampu();
17         }
18         else if(lapu.setSaklar(a)==1){
19             lapu.hidupkanLampu();
20         }
21         else{
22             lapu.redupkanLampu();
23         }
24     }
25 }
26
```