Nama : Bayu Prayitno Aji

NIM : L200180054

Kelas : B

MODUL 10 – INTERFACE

Tugas

Interface ActivityLampu

```
| Mondala, proper | Activity famous | Secretary | Secr
```

Class Lampu

```
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                                 Modul 10
Source Packages
default package>
ActivityAnimal.java
ActivityLampu.java
                                         public class Lampu implements ActivityLampu{
   public int statusLampu;
                                                      @override
public void matikanLampu(){
   if(statusLampu == 0){
        System.out.println("Lampu sudah dalam kondisi mati");
   }else if(statusLampu == 1){
        statusLampu == 1;
        System.out.println("Lampu sudah dimatikan");
}
        AplikasiLampu.java
 Lampu.java

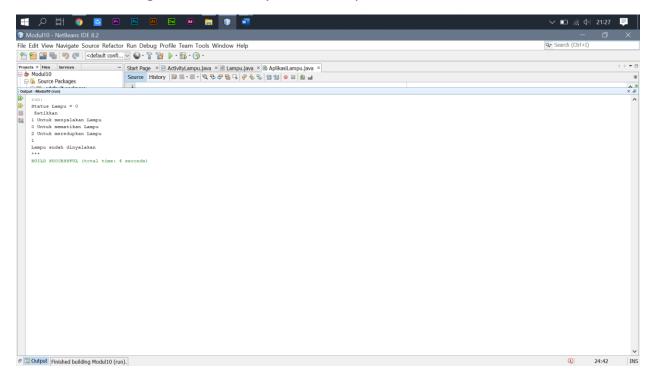
Mamalia.java

Test Packages
  project pak dimas
                                                       @Override
                                                       public void hidupkanLampu() {
   if(statusLampu == 1) {
                                                            System.out.println("Lampu sudah dinyalakan\n***");
)else(
                                                                System.out.println("Lampu sudah dalam kondisi menyala");
public int setSaklar(int saklar){
    return statusLampu = saklar;
}
                                                       if(statusLampu == 2){
    System.out.println("Lampu telah diredupkan");
)else(
    statusLampu =+1;
    System.out.println("Keredupan Lampu telah ditambah");
$ □ 1 <u>@ ⊗</u> ⊗ 88 45
                                                                                                                                                                                                                        4 19:30 INS
```

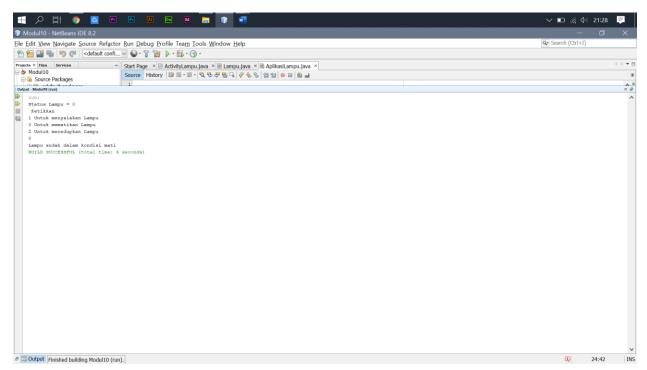
Class AplikasiLampu

Output

Saat menekan angka 1 akan menyalakan lampu.



Saat menekan angka 0 akan mematikan lampu



Saat menekan angka 2 akan meredupkan lampu

