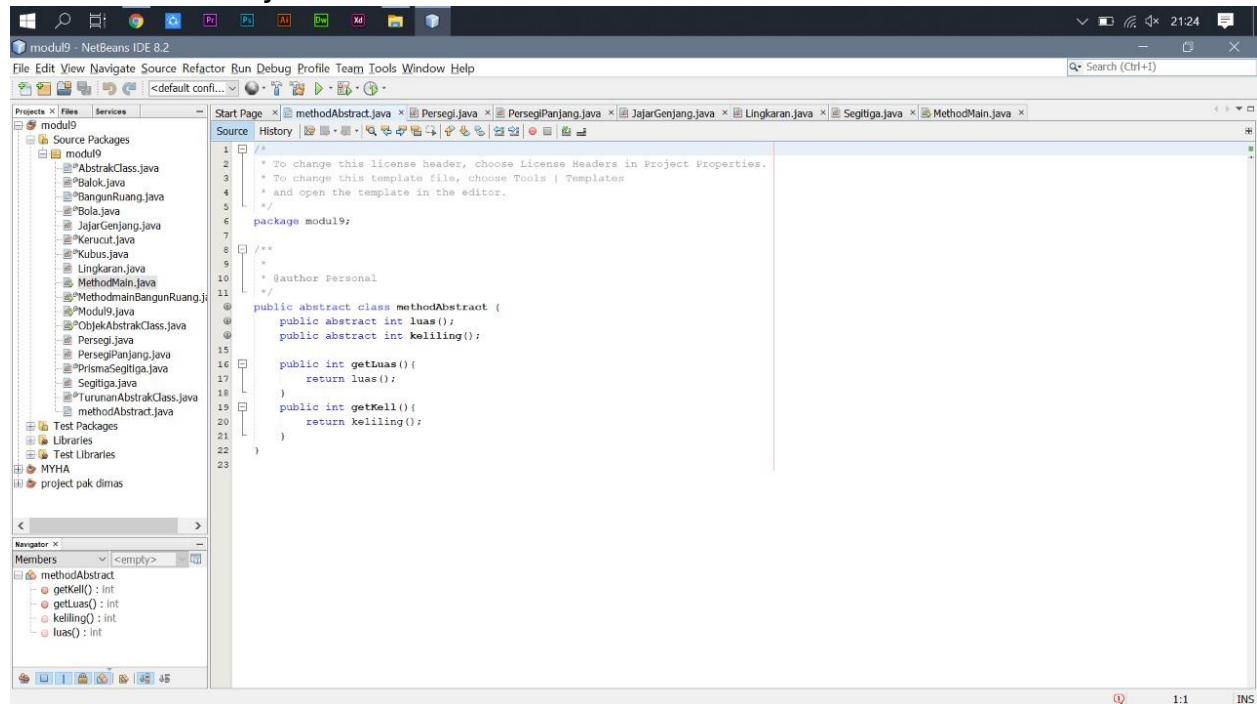


NAMA : ANANG PRASETYO

NIM : L200180063

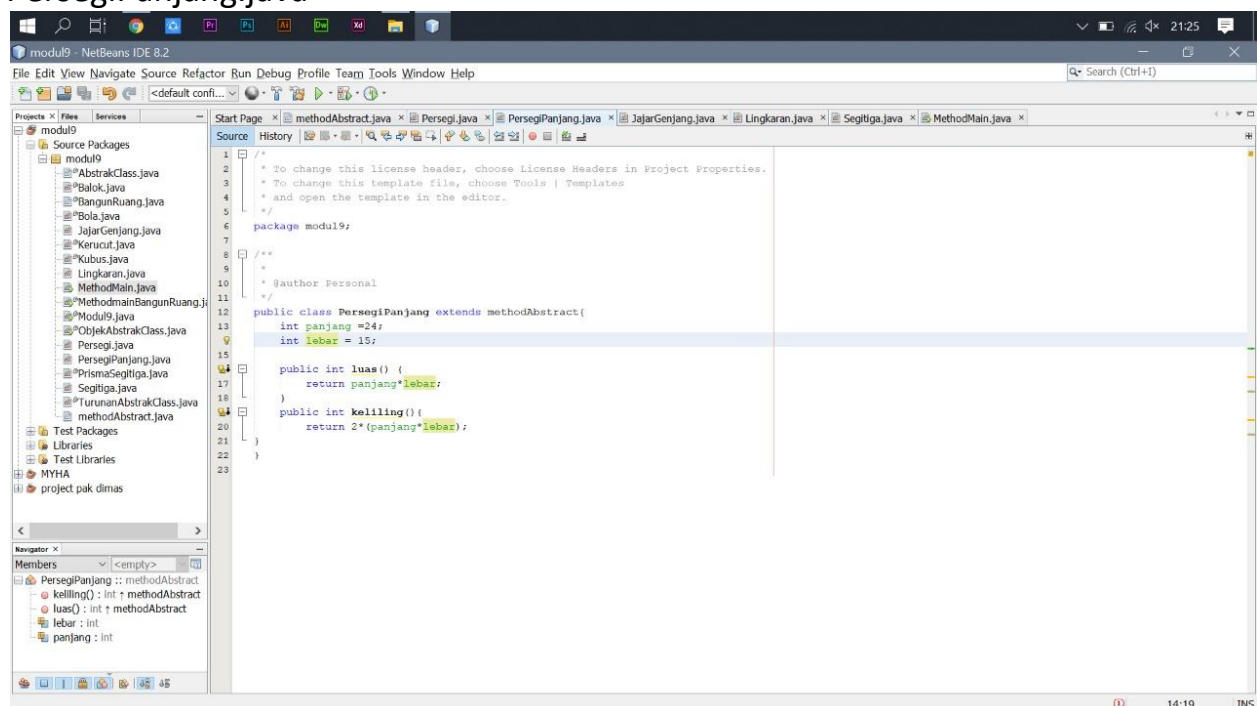
KELAS : B

## MethodAbstract.java



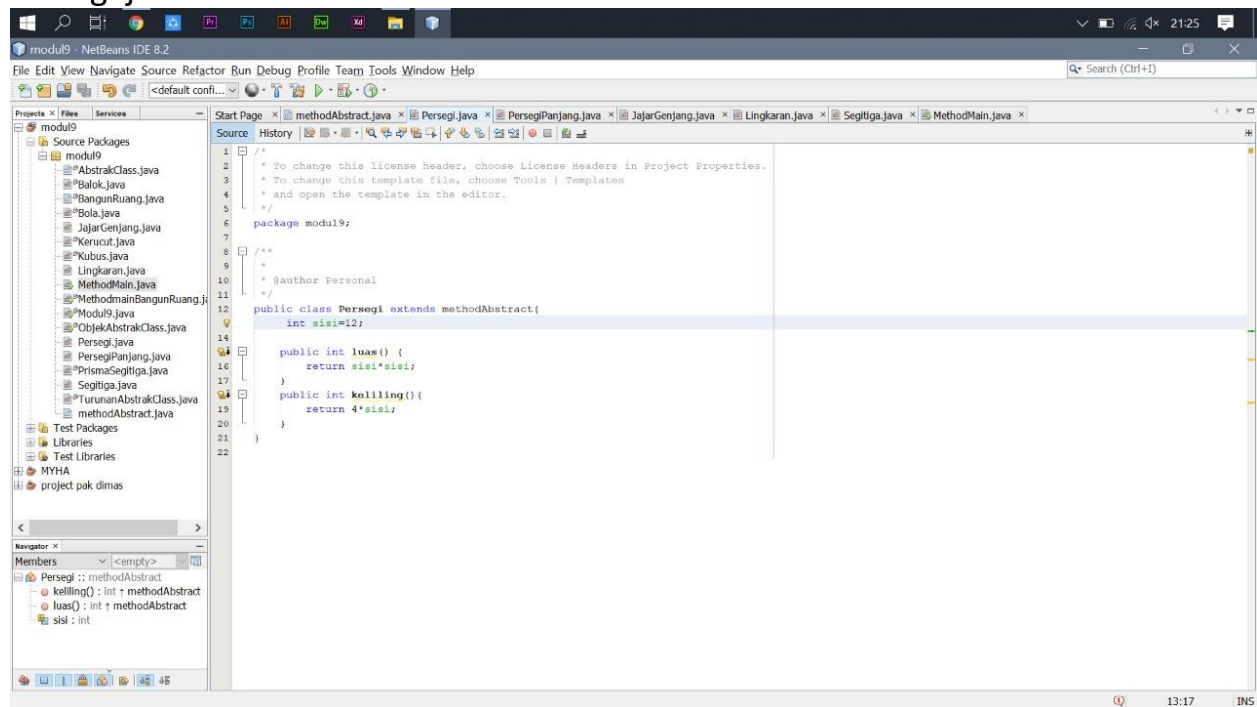
```
1  /**
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6   package modul9;
7
8   /**
9    *
10   * @author Personal
11   */
12   public abstract class methodAbstract {
13       public abstract int luas();
14       public abstract int keliling();
15
16       public int getLuas() {
17           return luas();
18       }
19       public int getKeliling() {
20           return keliling();
21       }
22   }
23
```

## PersegiPanjang.java

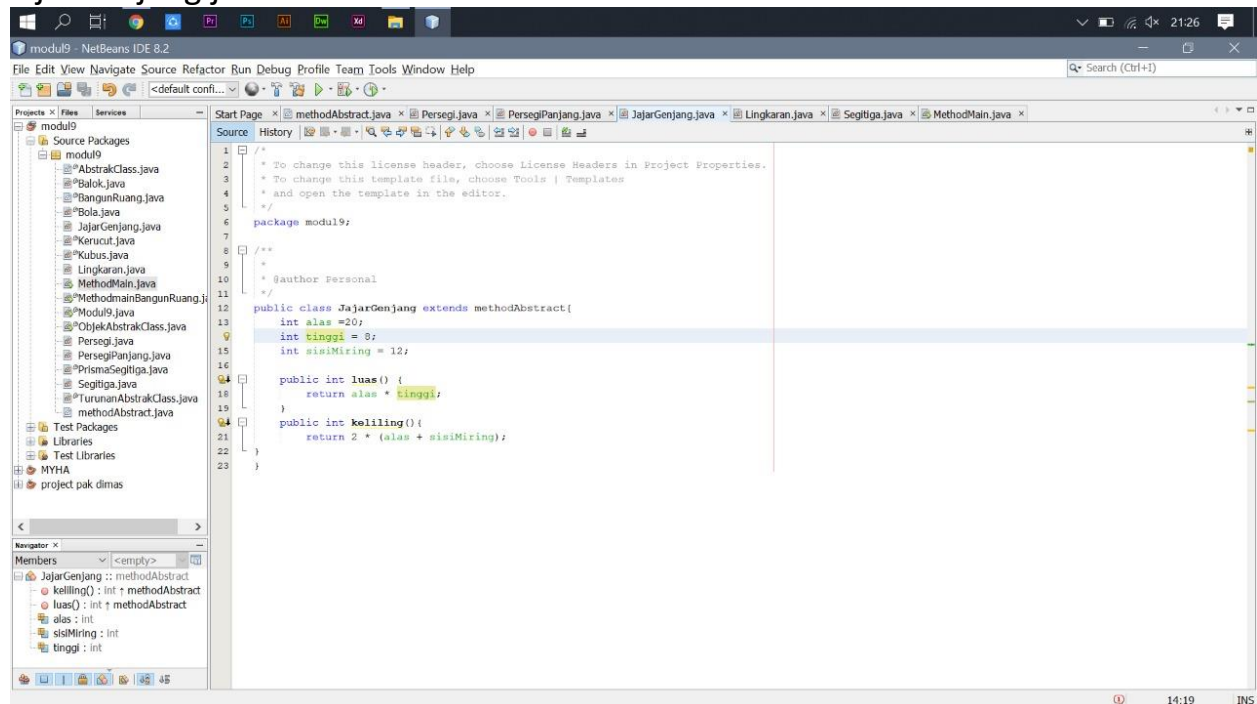


```
1  /**
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6   package modul9;
7
8   /**
9    *
10   * @author Personal
11   */
12   public class PersegiPanjang extends methodAbstract {
13       int panjang = 24;
14       int lebar = 15;
15
16       public int luas() {
17           return panjang * lebar;
18       }
19       public int keliling() {
20           return 2 * (panjang + lebar);
21       }
22   }
23
```

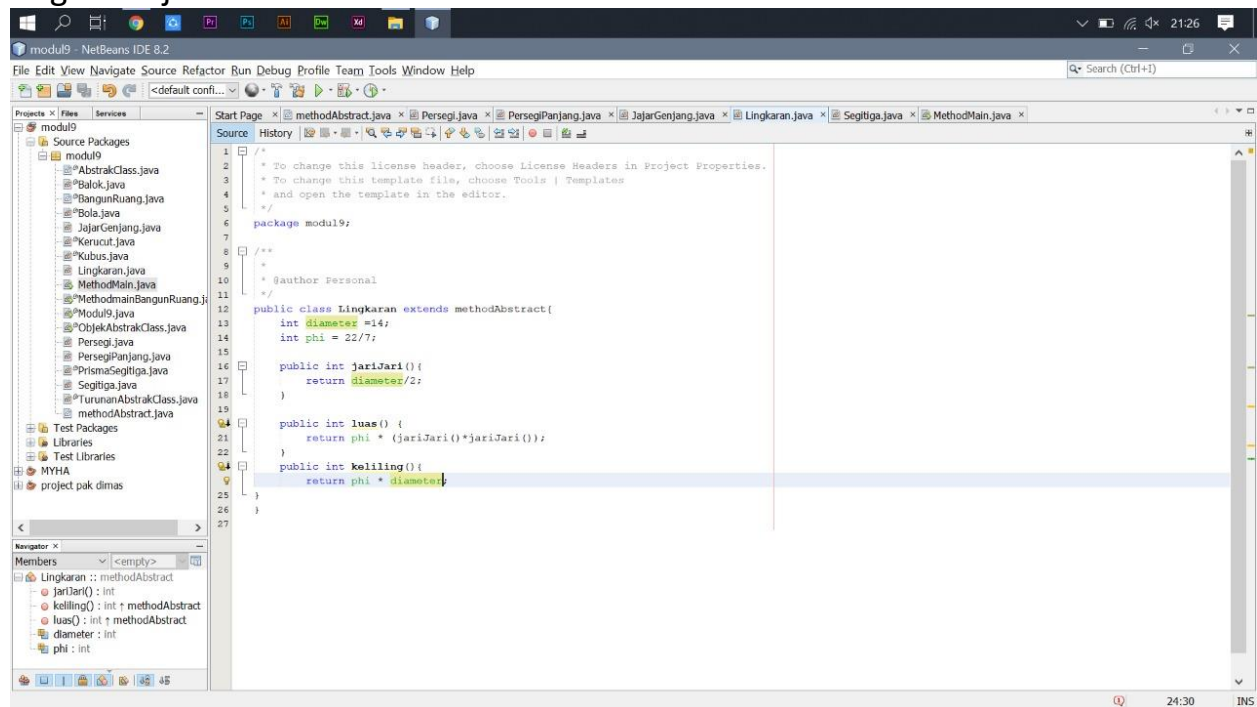
## Persegi.java



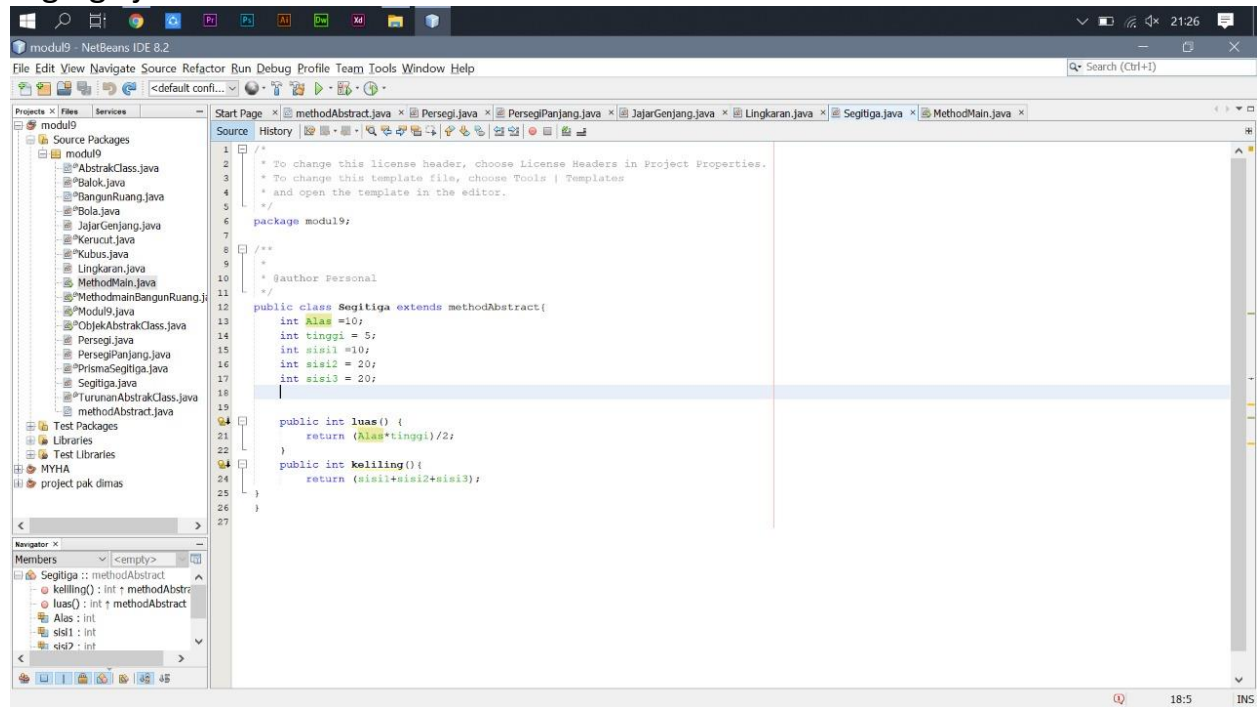
## JajarGenjang.java



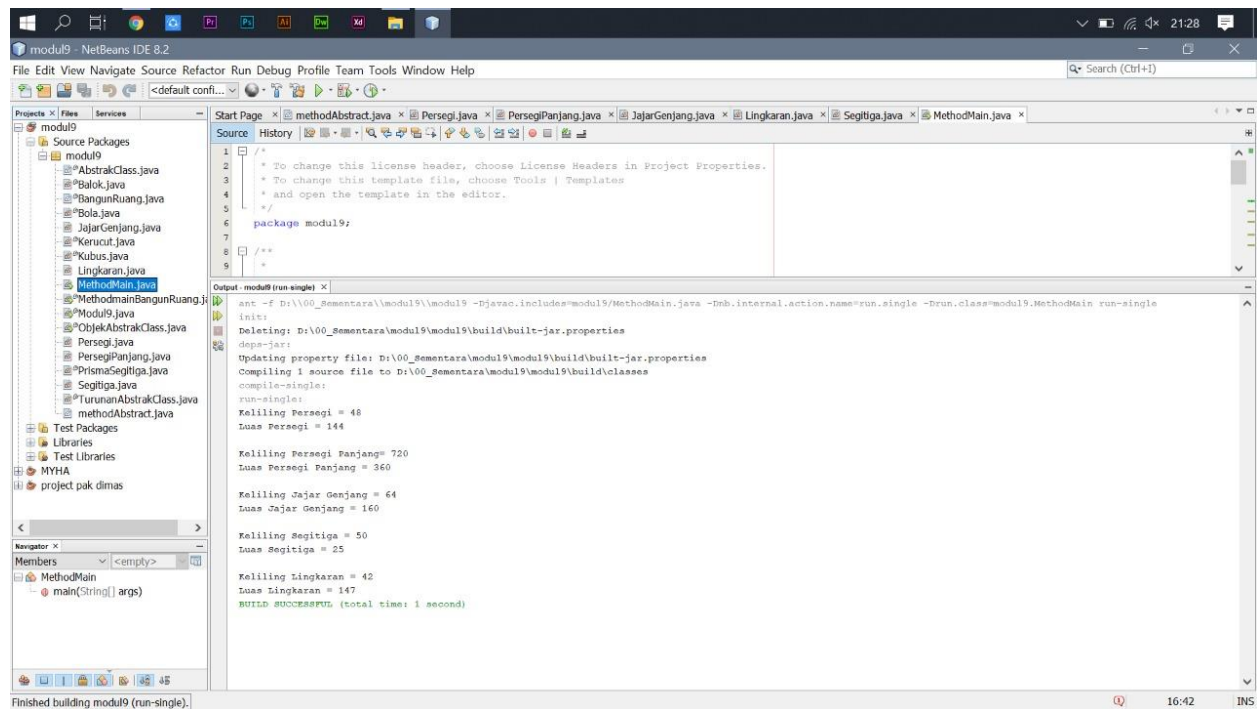
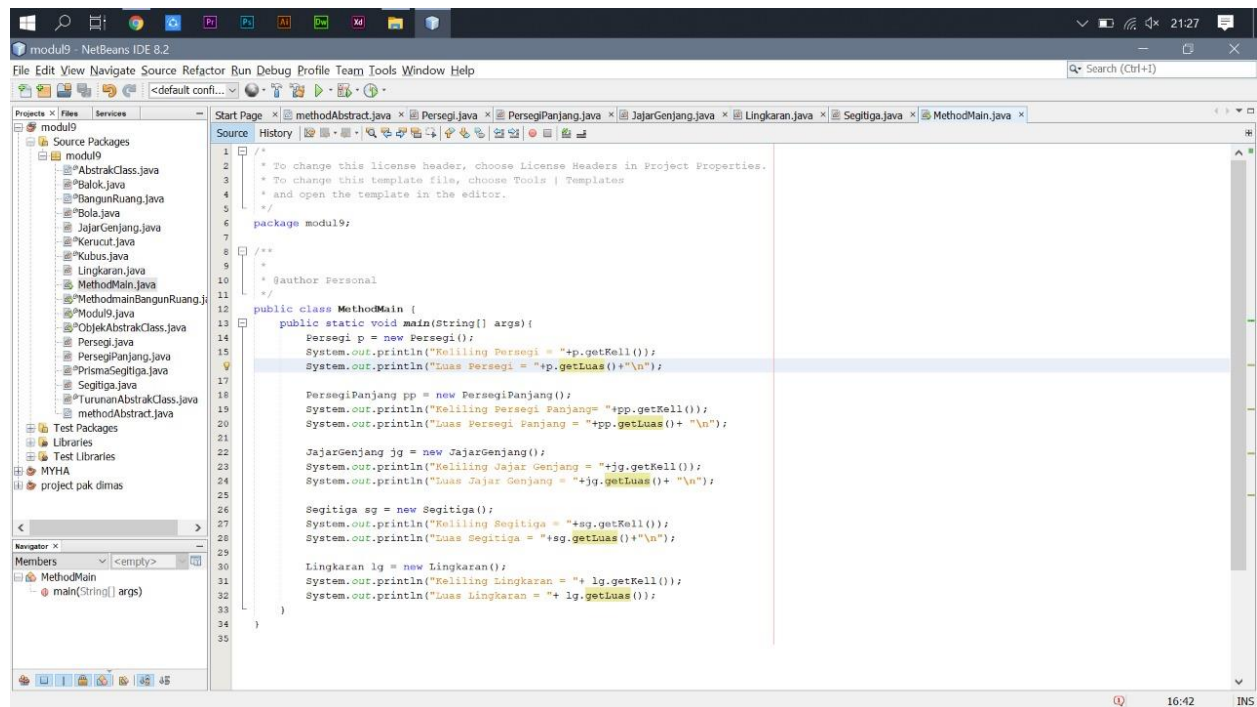
## Lingkaran.java



## Segitiga.java

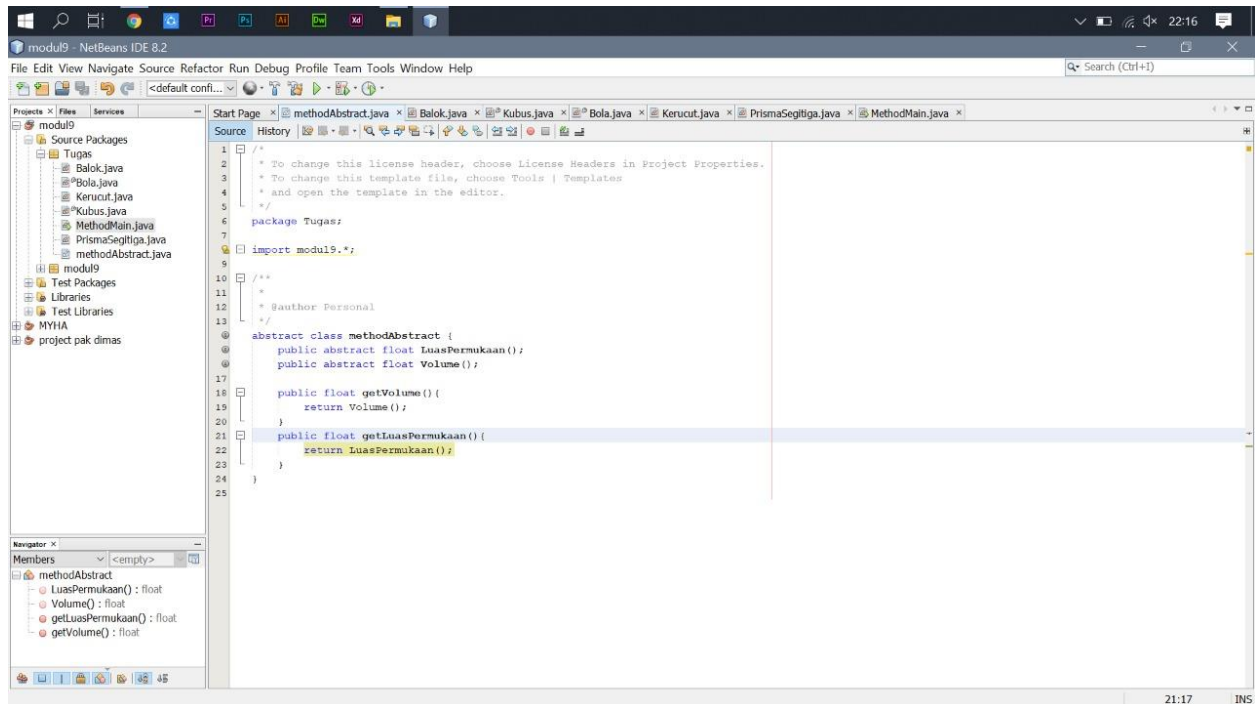


## Demo

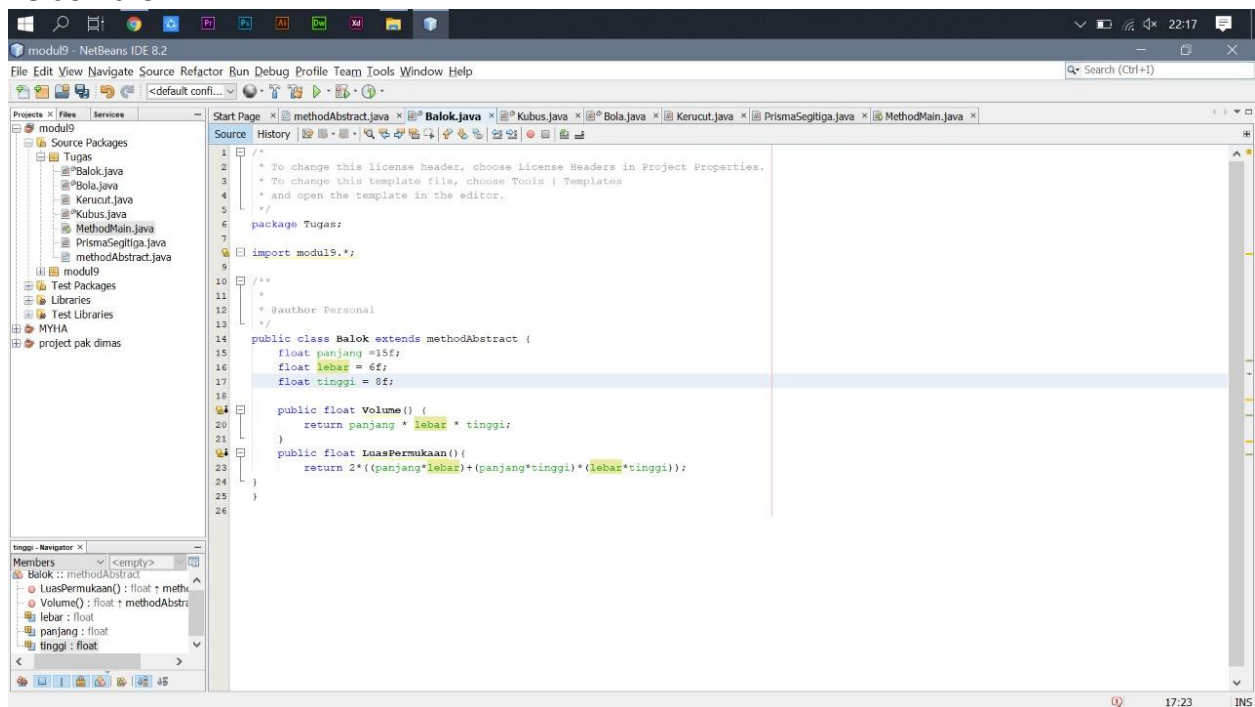


# TUGAS

## Kelas methodAbstract

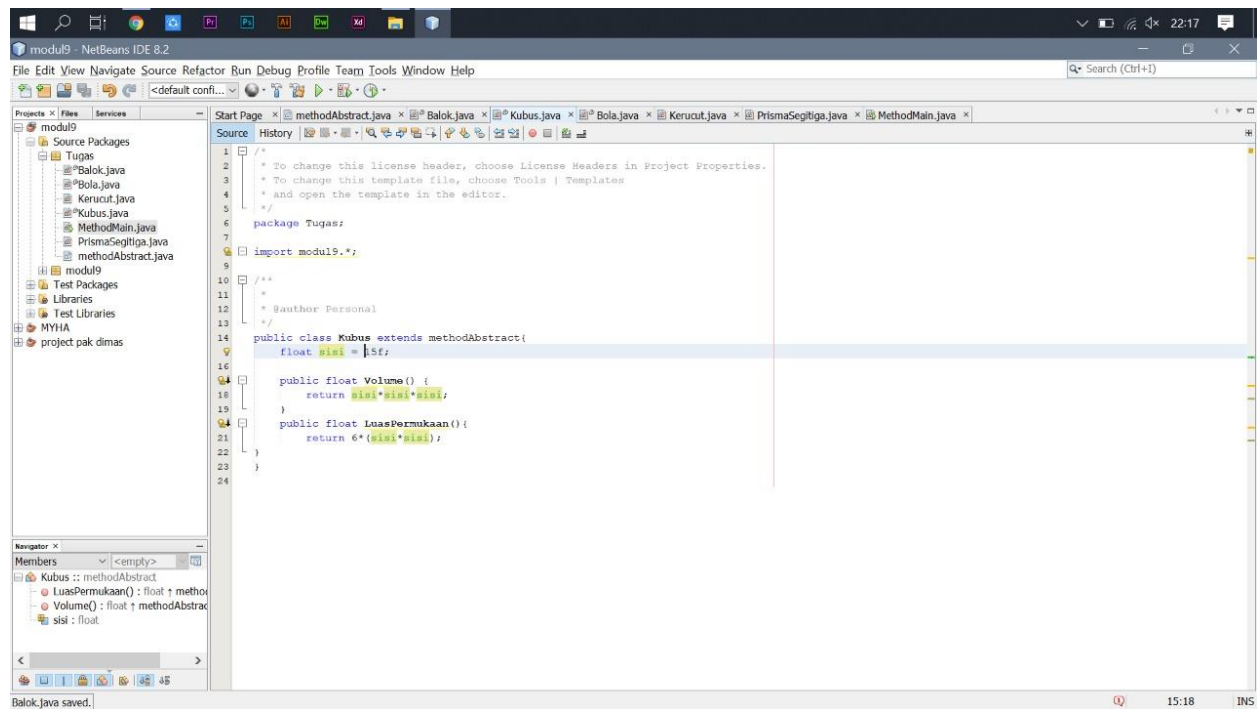


## Kelas Balok

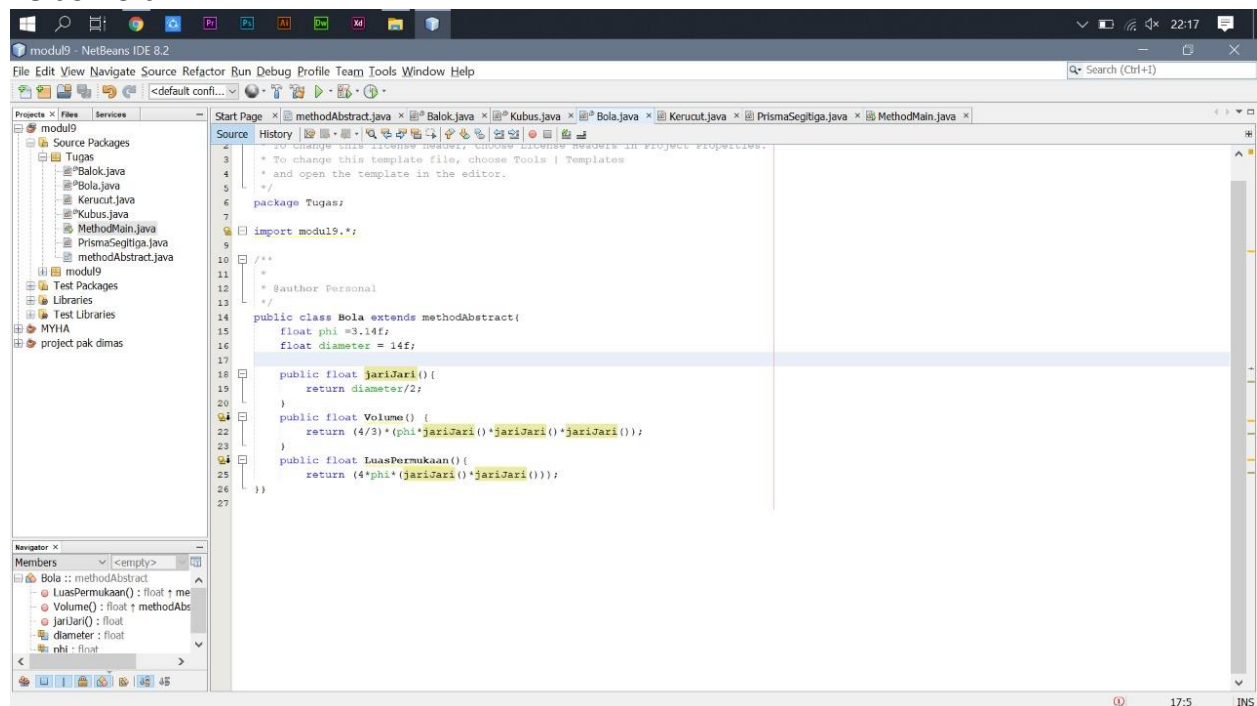




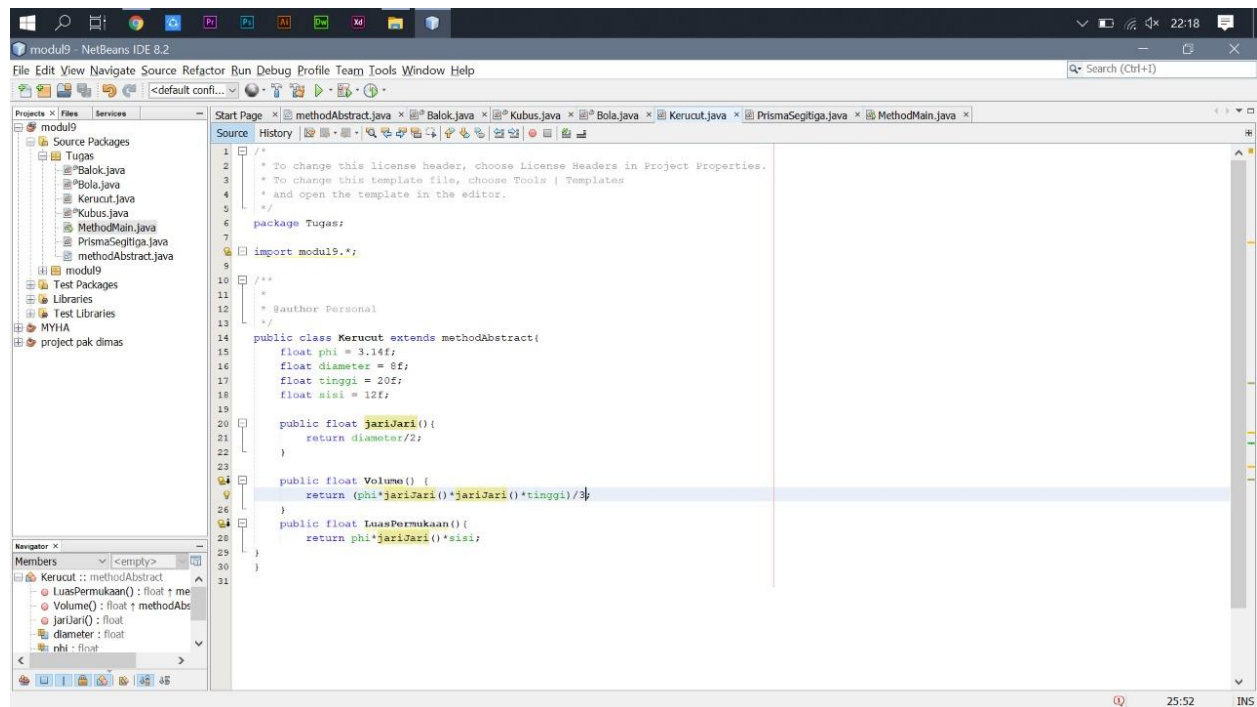
## Kelas Kubus



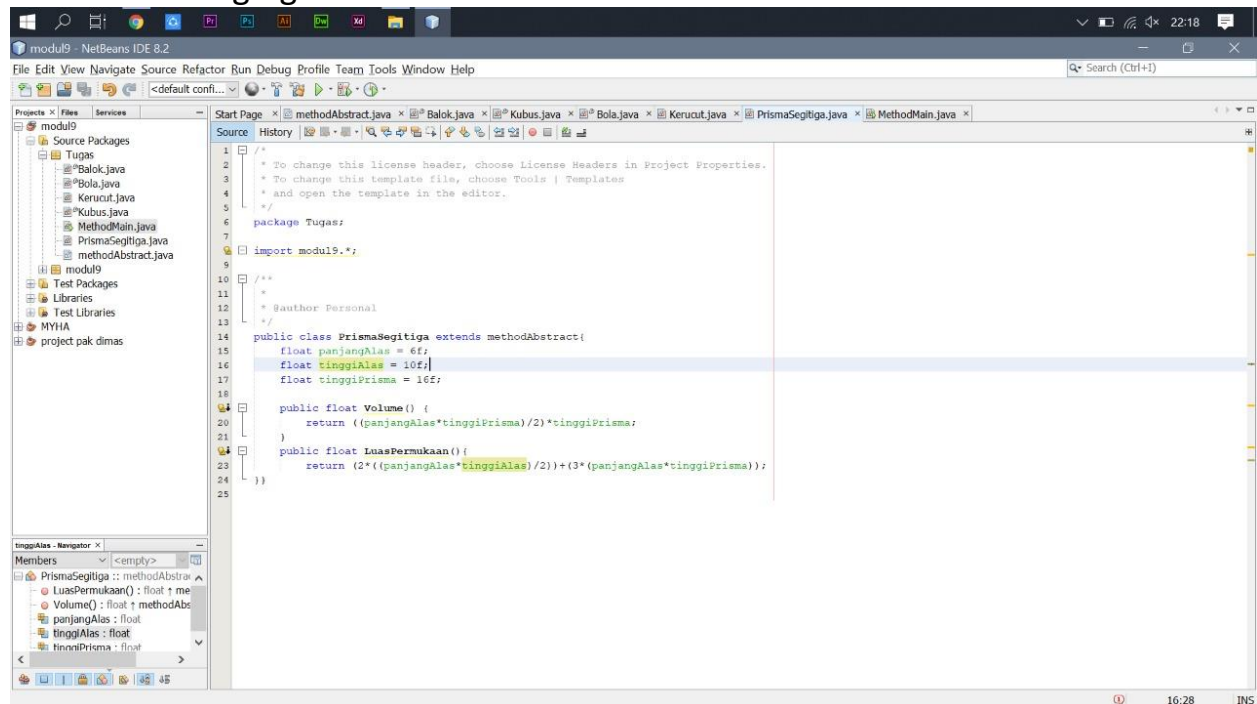
## Kelas Bola



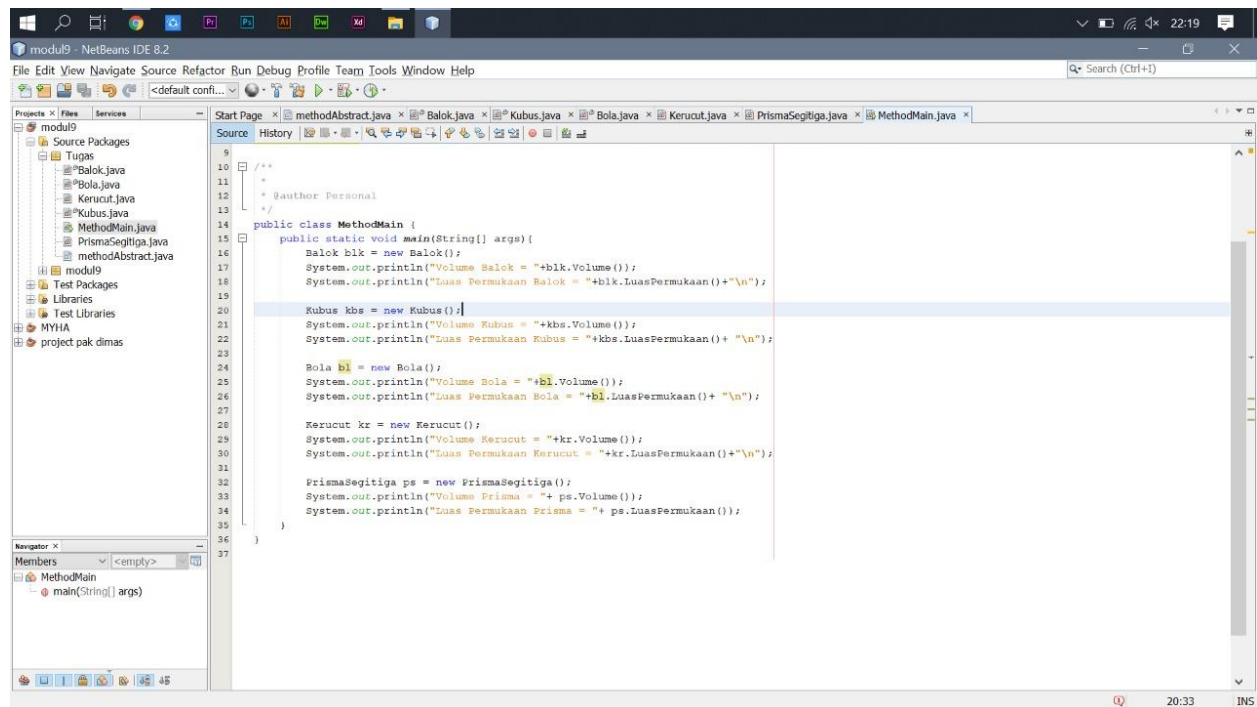
## Kelas Kerucut



## Kelas PrismaSegitiga



## Kelas MethodMain



## Output

