Nama : Anang Prasetyo

NIM : L200180063

Kelas : B

MODUL 10 – INTERFACE

Tugas

Interface ActivityLampu

```
| Mondala, proper | Activity fampulates | Manuala, proper | Activity fampulates | Manuala, proper | Ma
```

Class Lampu

```
Xd 📻 📦 🚾
<u>File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help</u>
😤 🚰 👪 🌎 🏴 | <default confi... 🗸 📦 - 🚡 - 🚯 -
Projects × Files Services

Modul10
                         Modul 10
Source Packages
default package>
ActivityAnimal.java
ActivityLampu.java
                               public class Lampu implements ActivityLampu{
   public int statusLampu;
                                      AplikasiLampu.java
 Lampu.java

Mamalia.java

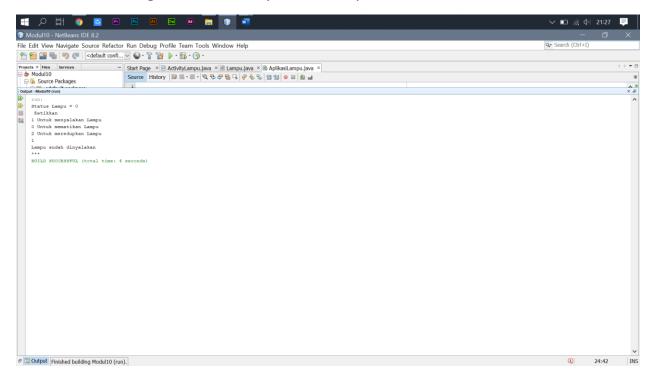
Test Packages
 @Override
                                         public void hidupkanLampu() {
   if(statusLampu == 1) {
                                             System.out.println("Lampu sudah dinyalakan\n***");
)else(
                                                 System.out.println("Lampu sudah 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");
4 I I A 8 I I E
                                                                                                                                                                    4 19:30 INS
```

Class AplikasiLampu

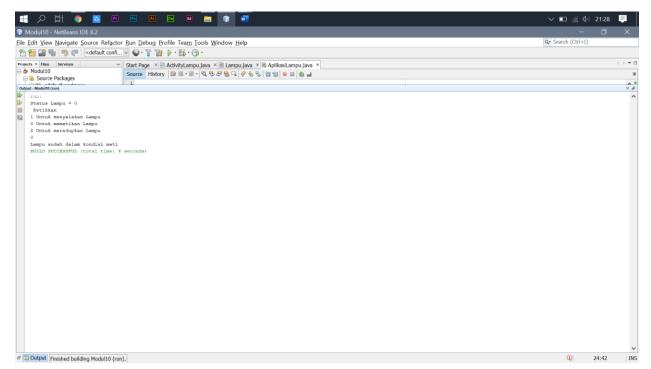
```
| Modello - Netherons (DE 22) | Modello - Netherons (DE 22) | Modello - Netherons (DE 23) | Modello - Netherons (DE 24) | Mode
```

Output

Saat menekan angka 1 akan menyalakan lampu.



Saat menekan angka 0 akan mematikan lampu



Saat menekan angka 2 akan meredupkan lampu

