

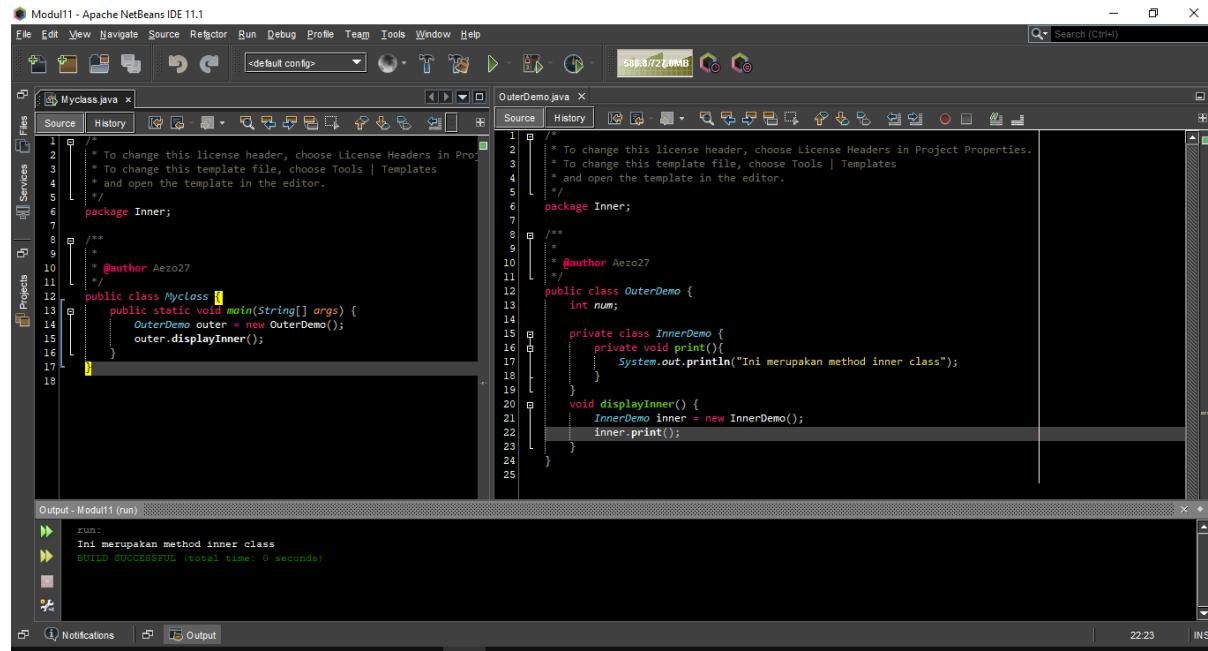
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MODUL 11

Inner Class

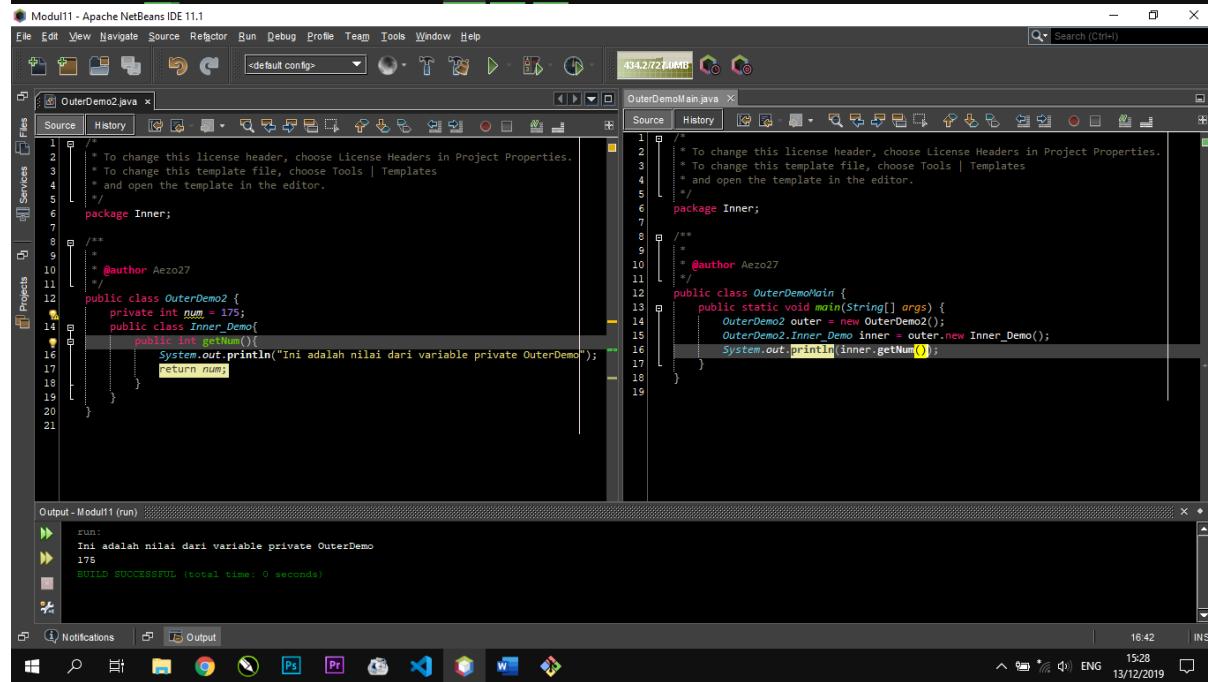


```
Myclass.java
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package Inner;
7
8  /**
9  * 
10 * @author Aezo27
11 */
12 public class Myclass {
13     public static void main(String[] args) {
14         OuterDemo outer = new OuterDemo();
15         outer.displayInner();
16     }
17 }
```

```
OuterDemo.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 Inner;
7
8  /**
9  * 
10 * @author Aezo27
11 */
12 public class OuterDemo {
13     int num;
14
15     private class InnerDemo {
16         private void print() {
17             System.out.println("Ini merupakan method inner class");
18         }
19     }
20
21     void displayInner() {
22         InnerDemo inner = new InnerDemo();
23         inner.print();
24     }
25 }
```

Output - Modul11 (run)

```
run:
Ini merupakan method inner class
BUILD SUCCESSFUL (total time: 0 seconds)
```



```
OuterDemo2.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 Inner;
7
8  /**
9  * 
10 * @author Aezo27
11 */
12 public class OuterDemo2 {
13     private int num = 175;
14
15     public class Inner_Demo{
16         public int getnum(){
17             System.out.println("Ini adalah nilai dari variable private OuterDemo");
18             return num;
19         }
20     }
21 }
```

```
OuterDemoMain.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 Inner;
7
8  /**
9  * 
10 * @author Aezo27
11 */
12 public class OuterDemoMain {
13     public static void main(String[] args) {
14         OuterDemo2 outer = new OuterDemo2();
15         OuterDemo2.Inner_Demo inner = outer.new Inner_Demo();
16         System.out.println(inner.getnum());
17     }
18 }
19 
```

Output - Modul11 (run)

```
run:
Ini adalah nilai dari variable private OuterDemo
175
BUILD SUCCESSFUL (total time: 0 seconds)
```

Static Nested Class

The screenshot shows the Apache NetBeans IDE 11.1 interface. The main window displays the code for `Outer.java`. The code defines a static nested class `NestedDemo` within the `Outer` class. The `main` method creates an instance of `NestedDemo` and calls its `myMethod` method. The output window shows the execution results: "run: Ini adalah method static nested class" and "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 package Static;
7
8 /**
9 * 
10 * @author Aezo27
11 */
12 public class Outer {
13     static class NestedDemo {
14         public void myMethod(){
15             System.out.println("Ini adalah method static nested class");
16         }
17     }
18     public static void main(String[] args) {
19         Outer.NestedDemo nested = new Outer.NestedDemo();
20         nested.myMethod();
21     }
22 }
```

Output - Modul11 (run)

```
run:
Ini adalah method static nested class
BUILD SUCCESSFUL (total time: 0 seconds)
```

Tugas

The screenshot shows the Apache NetBeans IDE 11.1 interface. It displays two files: `NestedClass.java` and `Main.java`. `NestedClass.java` contains a static nested class `StaticNestedClass` and an inner class `InnerClass`. The `StaticNestedClass` has a constructor that takes a string parameter and prints it. The `InnerClass` also has a constructor that prints a string. `Main.java` contains the `main` method which creates instances of both classes and prints their outputs. The output window shows the execution results: "Rama Sullivan : L200180065" and "Informatika".

```
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 Tugas;
7
8 /**
9 * 
10 * @author Aezo27
11 */
12 public class NestedClass {
13     String nama="Rama Sullivan";
14     String nim="L200180065";
15
16     public void printNama(){
17         System.out.println(nama+" : "+nim);
18     }
19
20     static class StaticNestedClass {
21         static String jurusan="Informatika";
22         public void nama(){
23             NestedClass aa = new NestedClass();
24             aa.printNama();
25         }
26     }
27
28     class InnerClass{
29         public void jurusan(){
30             NestedClass.StaticNestedClass bb = new NestedClass.StaticNestedClass();
31             System.out.println(bb.jurusan);
32         }
33         public void Inner(){
34             NestedClass.InnerClass cc = new NestedClass.InnerClass();
35             cc.jurusan();
36         }
37     }
38 }
```

```
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 Tugas;
7
8 /**
9 * 
10 * @author Aezo27
11 */
12 public class Main {
13     public static void main(String[] args) {
14         NestedClass aa = new NestedClass();
15         aa.nama();
16         NestedClass bb = new NestedClass();
17         bb.Inner();
18     }
19 }
```

Output - Modul11 (run)

```
run:
Rama Sullivan : L200180065
Informatika
BUILD SUCCESSFUL (total time: 0 seconds)
```