

# MODUL 6

## INHERITANCE

### PRAKTIKUM PEMROGRAMAN BERORIENTASI OBJEK

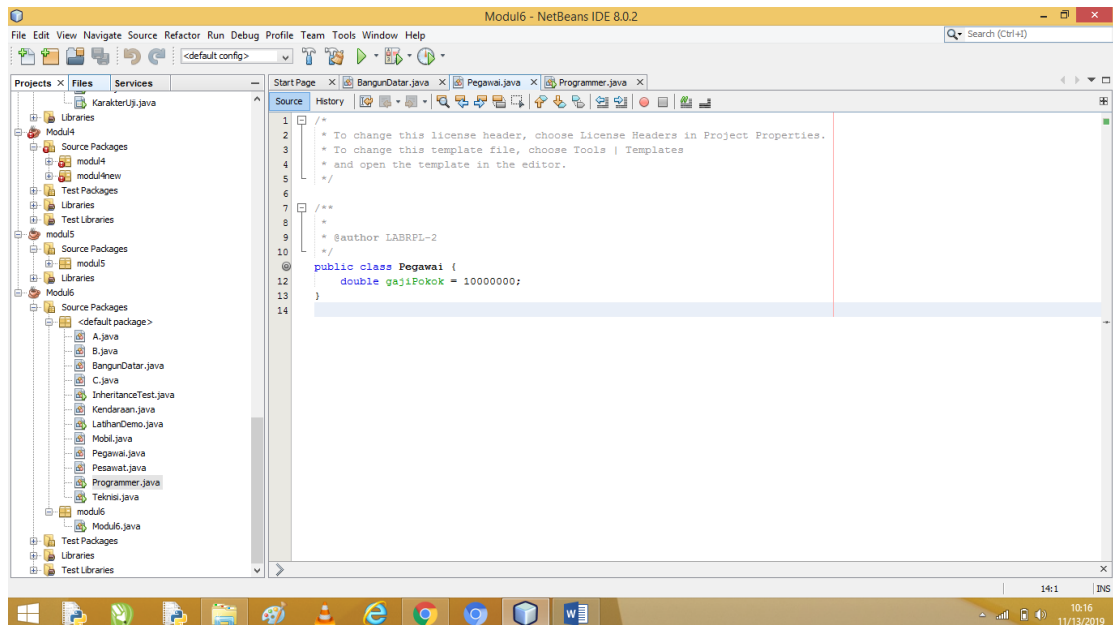
Nama : Annisa Nugraheni

NIM : L200180066

Kelas : B

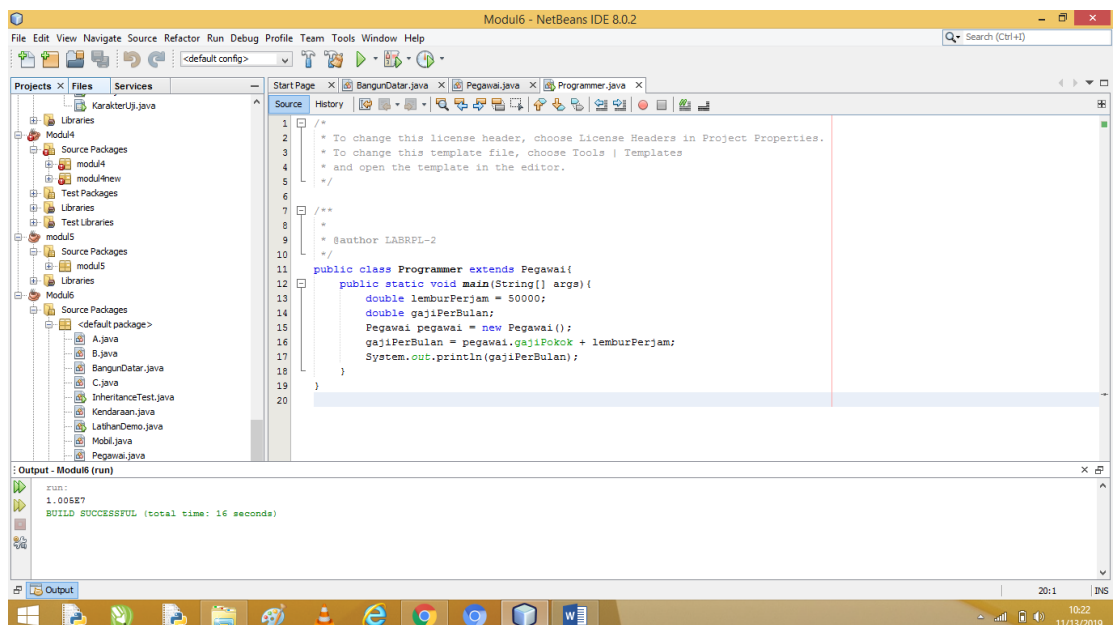
#### ❖ 6.1.1. Single Inheritance

##### ➤ Program 1. Contoh Program Single Inheritance



The screenshot shows the NetBeans IDE interface with the 'Pegawai.java' file open. The code defines a class 'Pegawai' with a private static final variable 'gajiPokok' set to 10000000. The class is located in the 'modul6' package.

```
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
7  /**
8   *
9   * @author LABRPL-2
10  */
11
12  public class Pegawai {
13      double gajiPokok = 10000000;
14  }
```



The screenshot shows the NetBeans IDE interface with the 'Programmer.java' file open. The code defines a class 'Programmer' that extends 'Pegawai'. It includes a 'main' method that creates a 'Pegawai' object, sets its 'gajiPokok' to 50000, and prints the result of 'gajiPokok + lemburPerjam'.

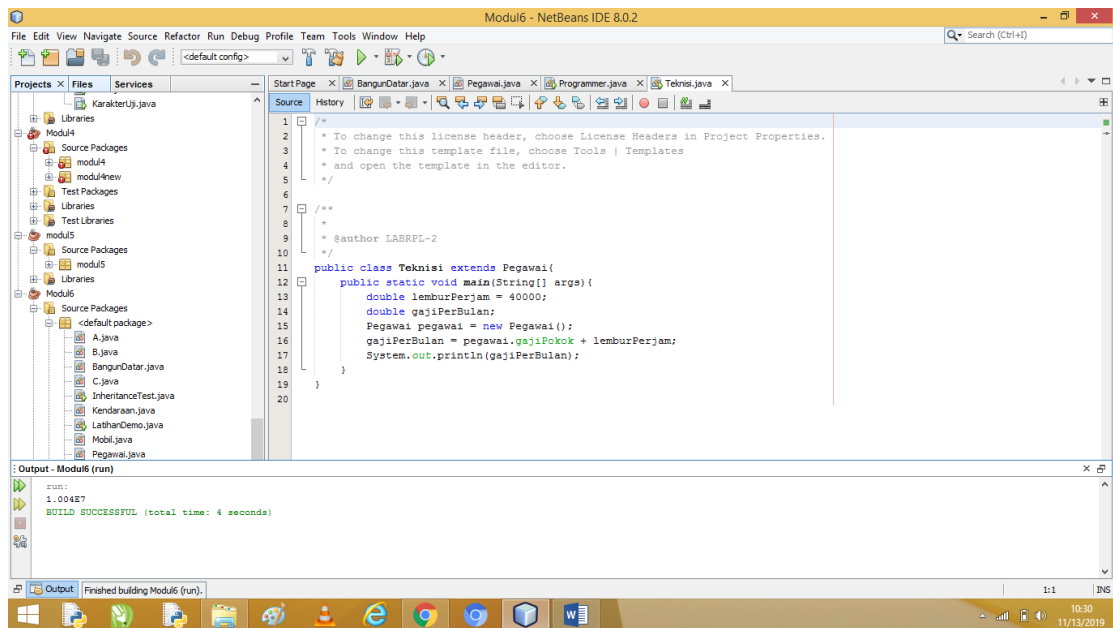
```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6
7  /**
8   *
9   * @author LABRPL-2
10  */
11
12  public class Programmer extends Pegawai {
13      public static void main(String[] args) {
14          double lemburPerjam = 50000;
15          double gajiPerBulan;
16          Pegawai pegawai = new Pegawai();
17          gajiPerBulan = pegawai.gajiPokok + lemburPerjam;
18          System.out.println(gajiPerBulan);
19      }
20  }
```

The output window shows the result of the program execution:

```
run:
1.005E7
BUILD SUCCESSFUL (total time: 16 seconds)
```

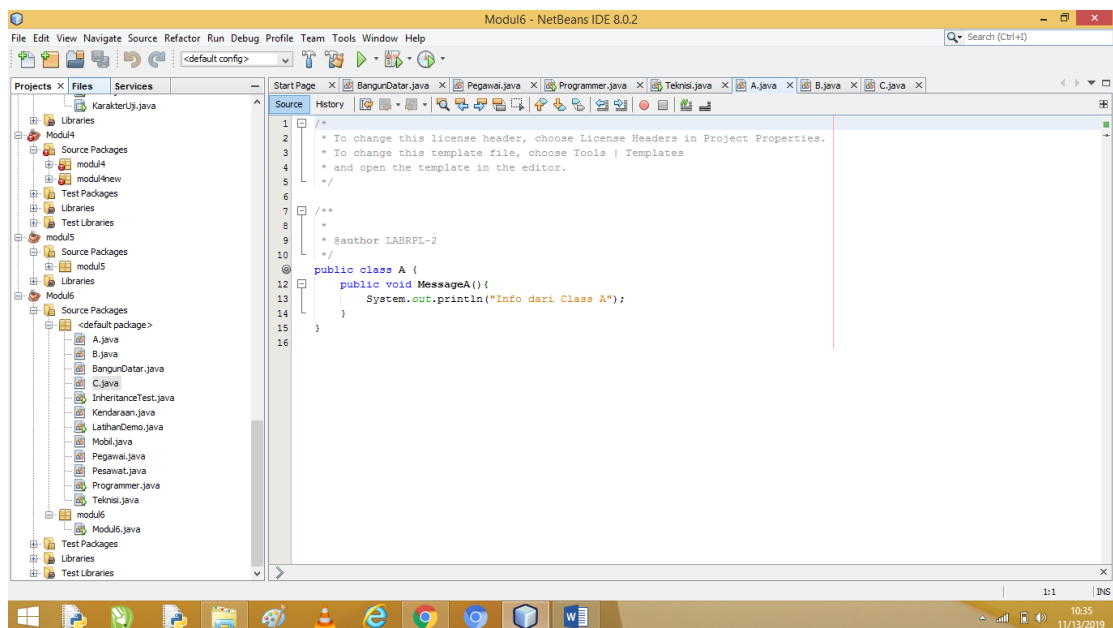
## ❖ 6.1.2 Hierarchical Inheritance

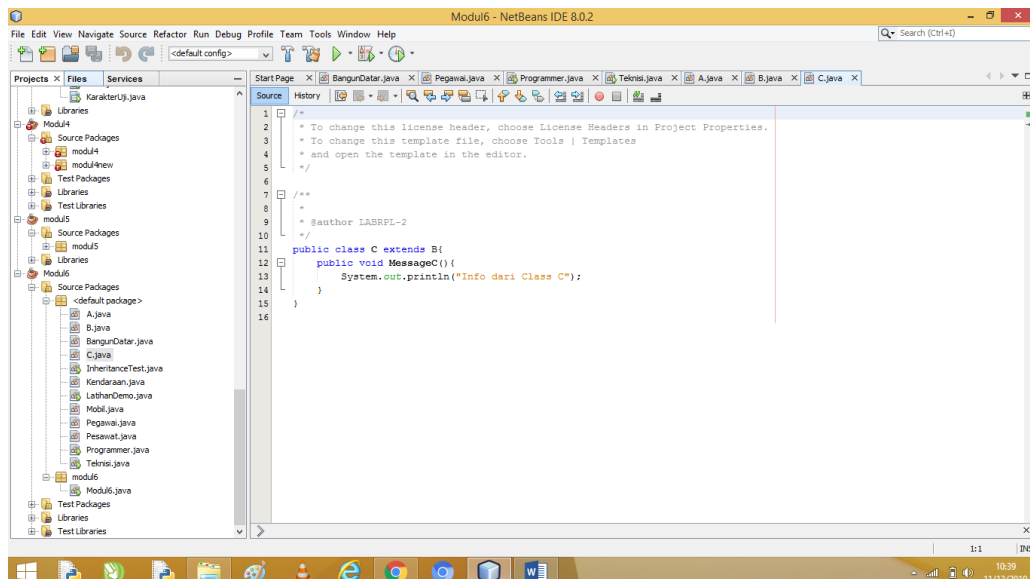
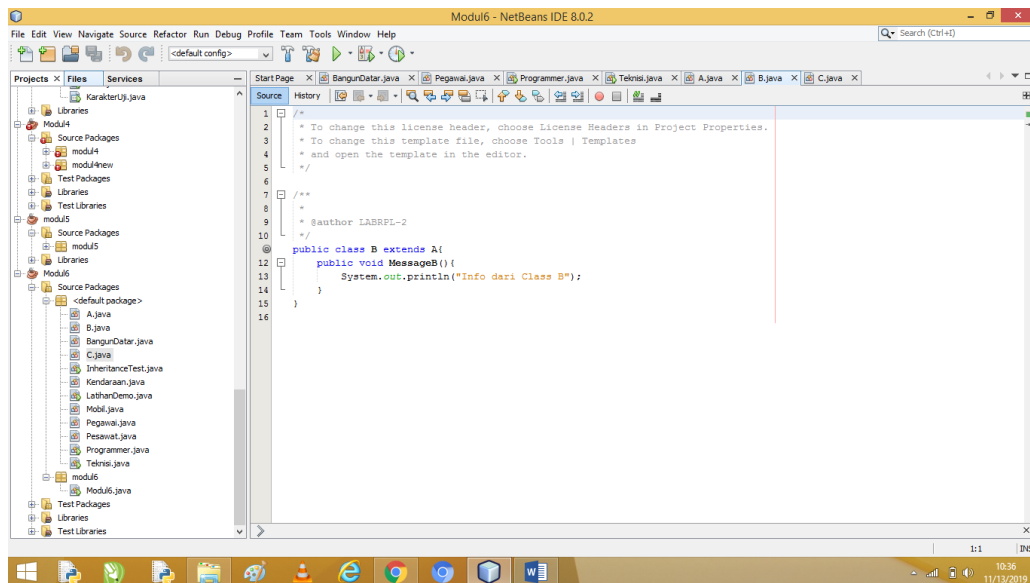
### ➤ Program 2. Contoh Program Hierarchical Inheritance



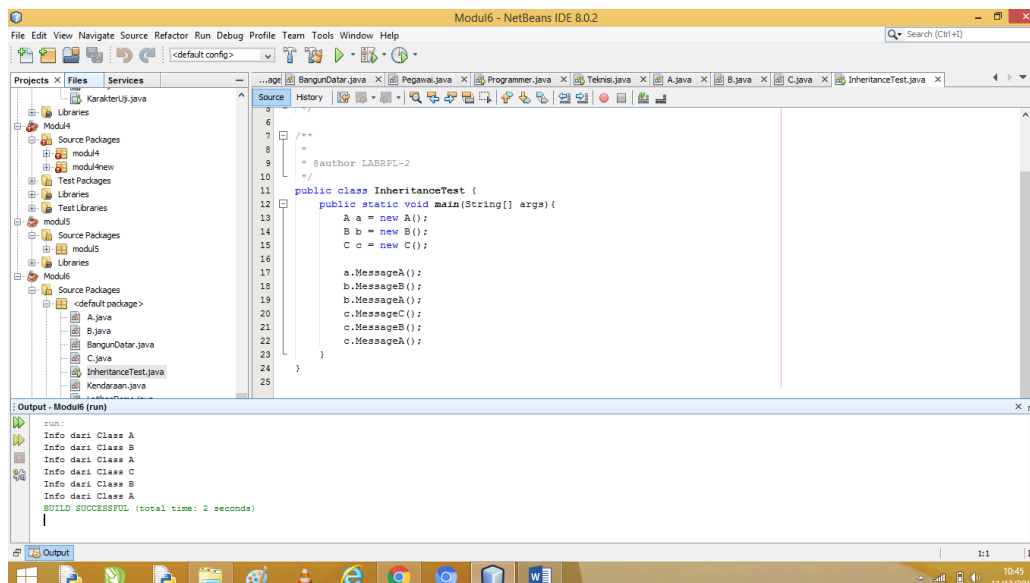
## ❖ 6.1.3 Multilevel Inheritance

### ➤ Program 3. Contoh Program Multilevel Inheritance



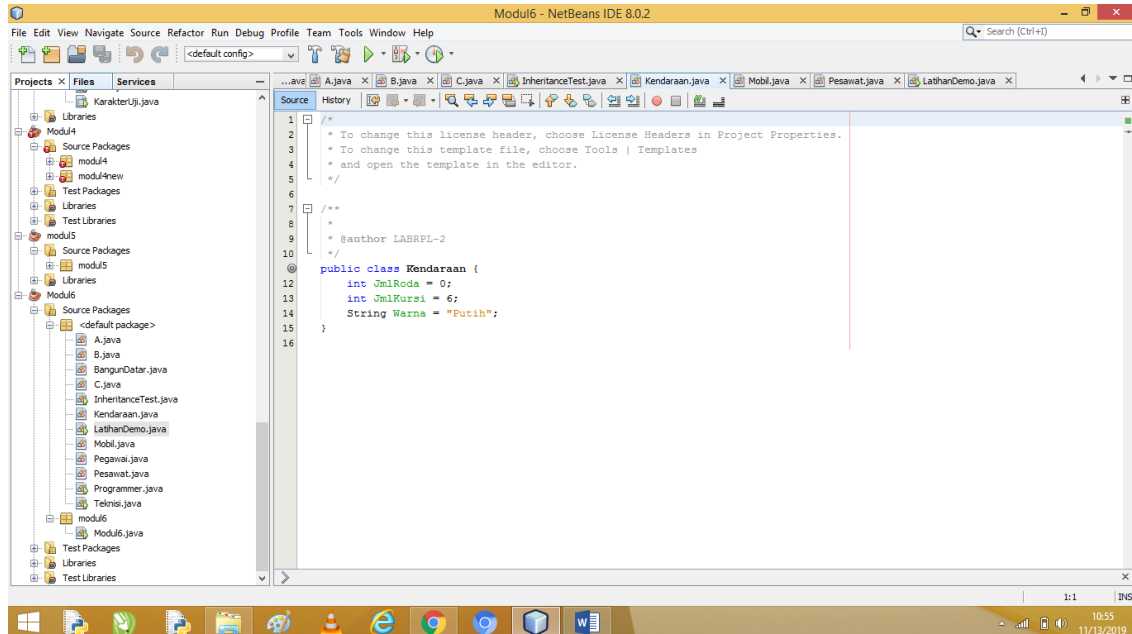


#### ➤ Program 4. Contoh Pengaksekasan Properties pada Multilevel Inheritance

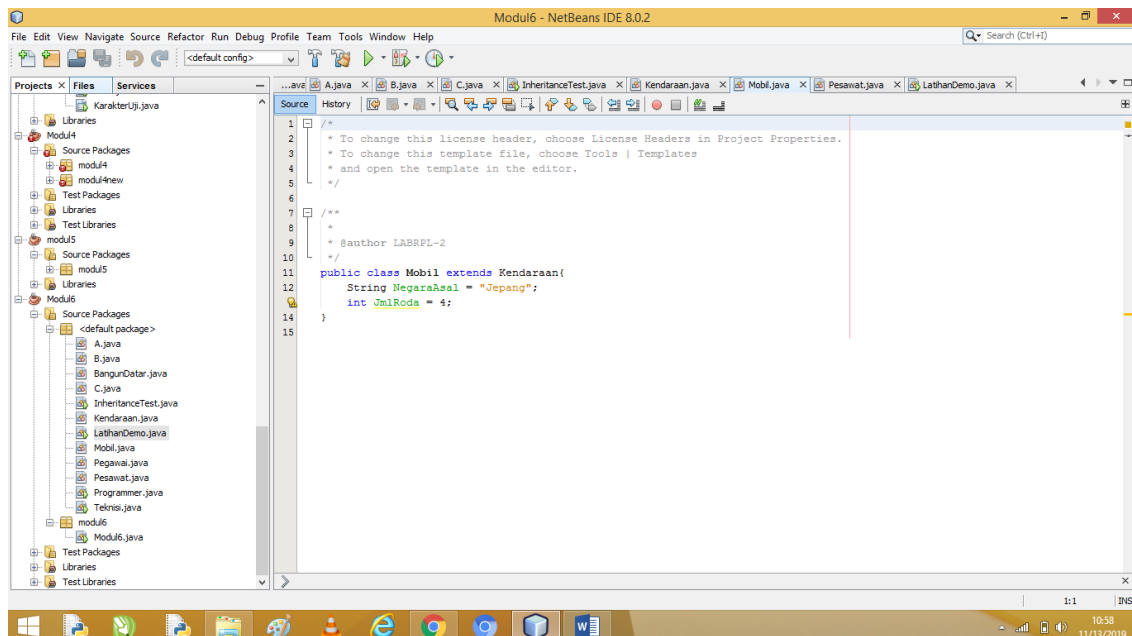


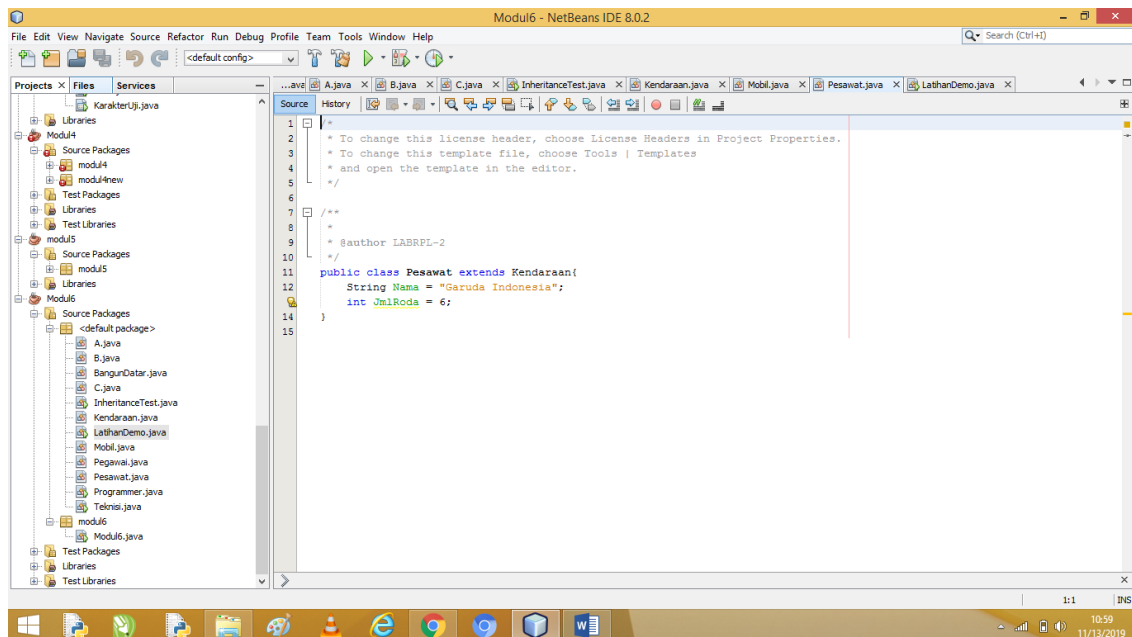
## ❖ 6.2 LATIHAN

1. Membuat suatu class Kendaraan yang memiliki minimal 3 instance variable yang memiliki nilai awal. Setelah itu, membuat class Mobil dan Pesawat yang masing-masing merupakan subclass dari Kendaraan.

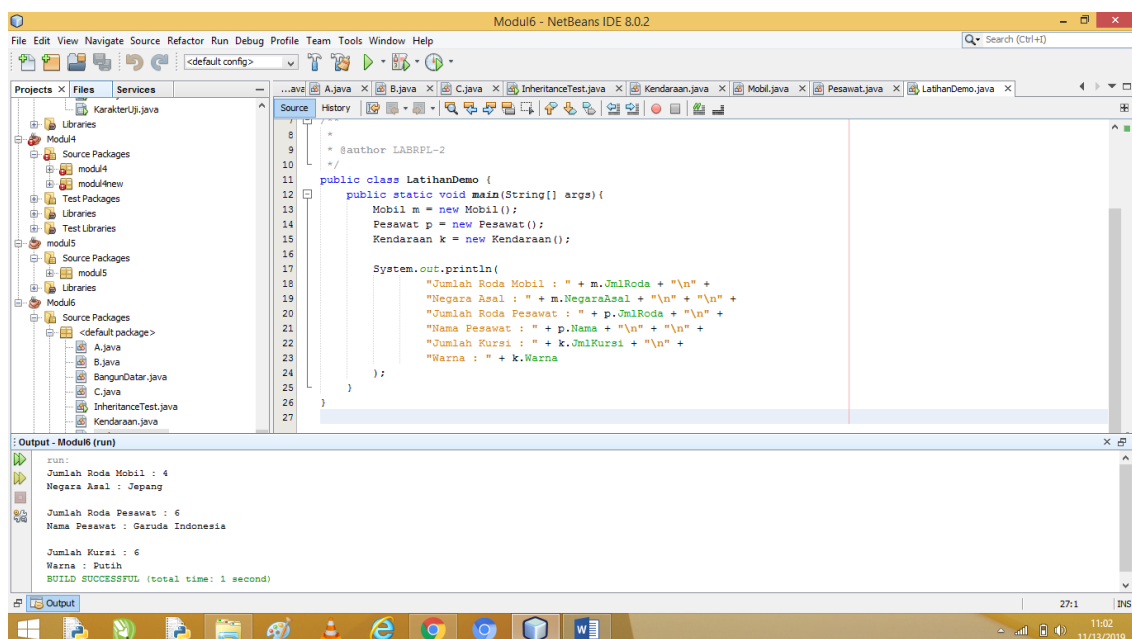


2. Dari tiap subclass, membuat 1 variable unique yang memiliki nilai awal yang tidak terdapat pada superclass dan 1 variable memiliki nilai awal, memiliki nama yang sama dengan variable yang ada pada superclassnya.



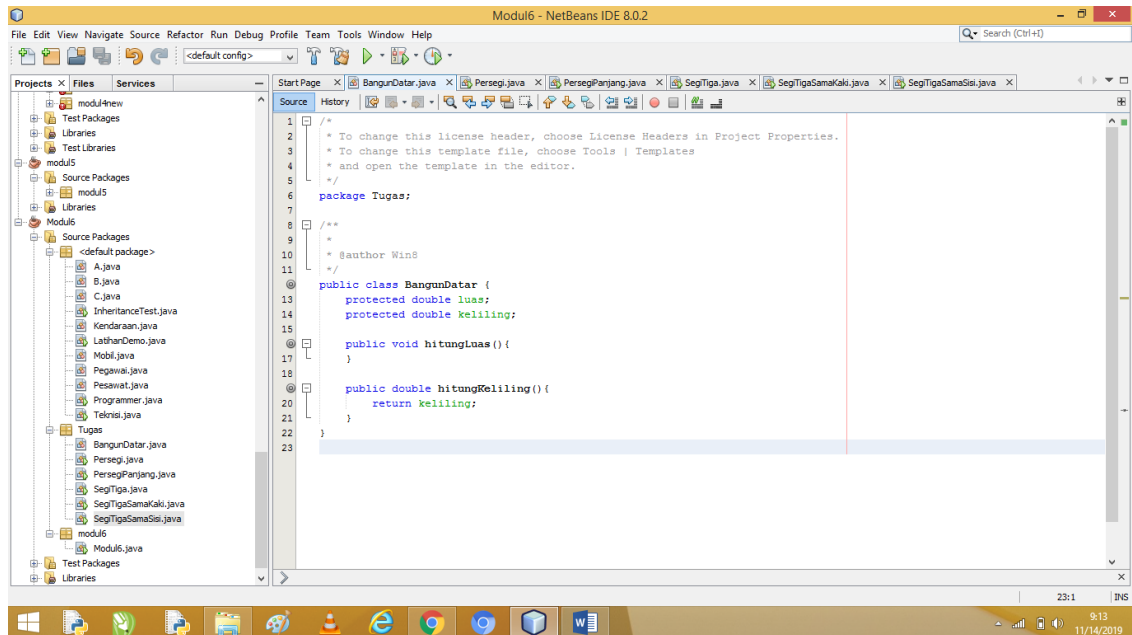


3. Membuat class dengan main method untuk menampilkan hasil dari kode diatas. Main method harus menampilkan nilai yang tersimpan pada seluruh instance variable yang terdapat pada subclass dan superclass.

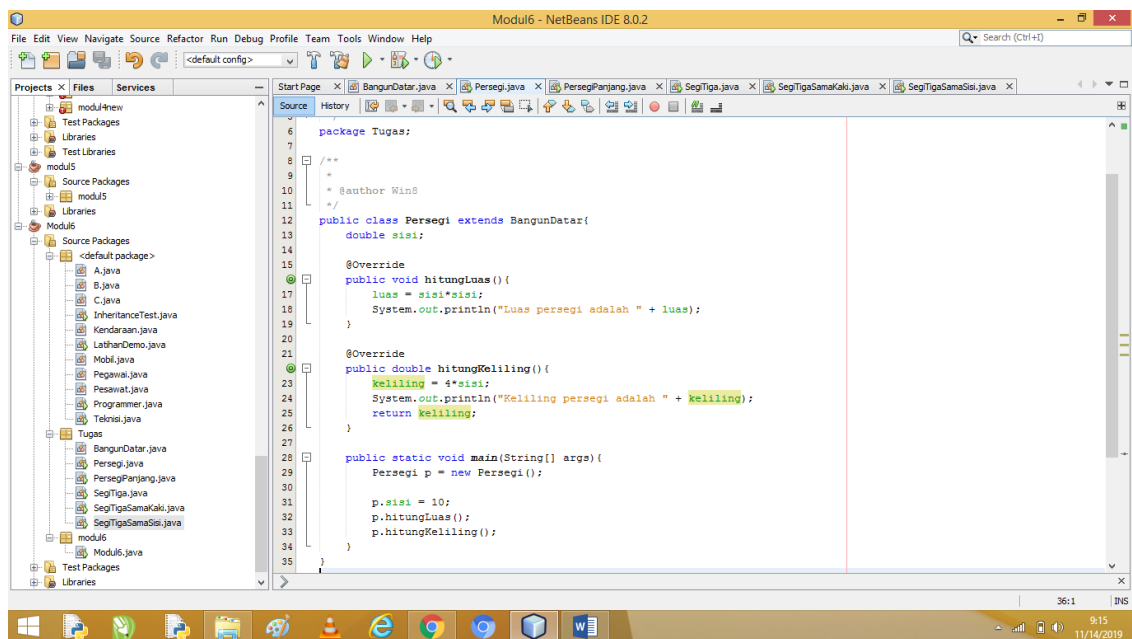


## ❖ 6.3 TUGAS

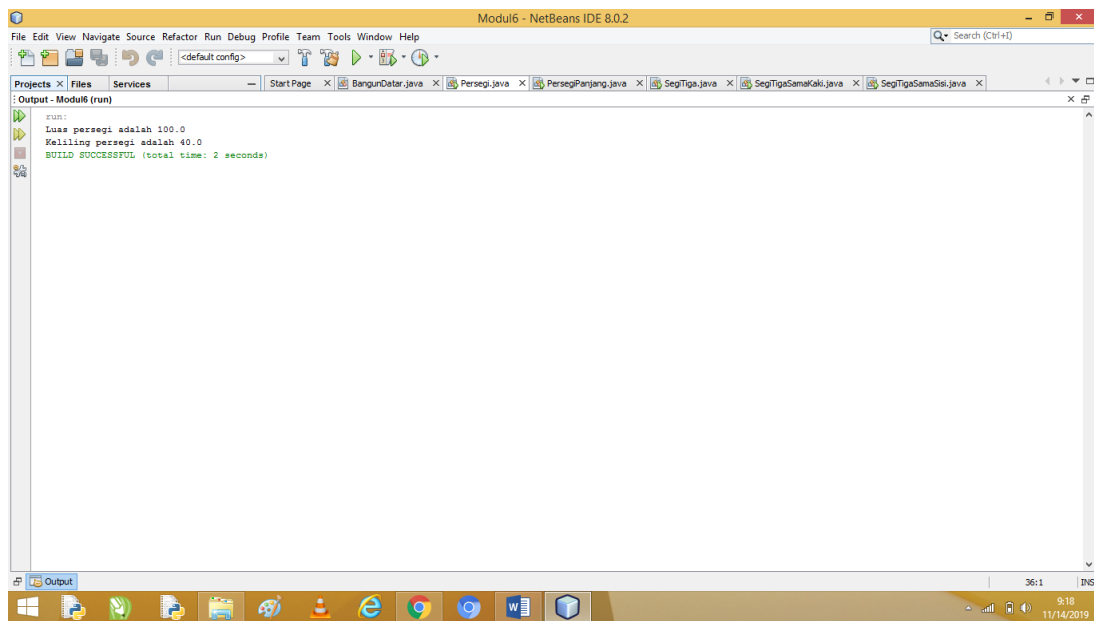
### ➤ Class BangunDatar



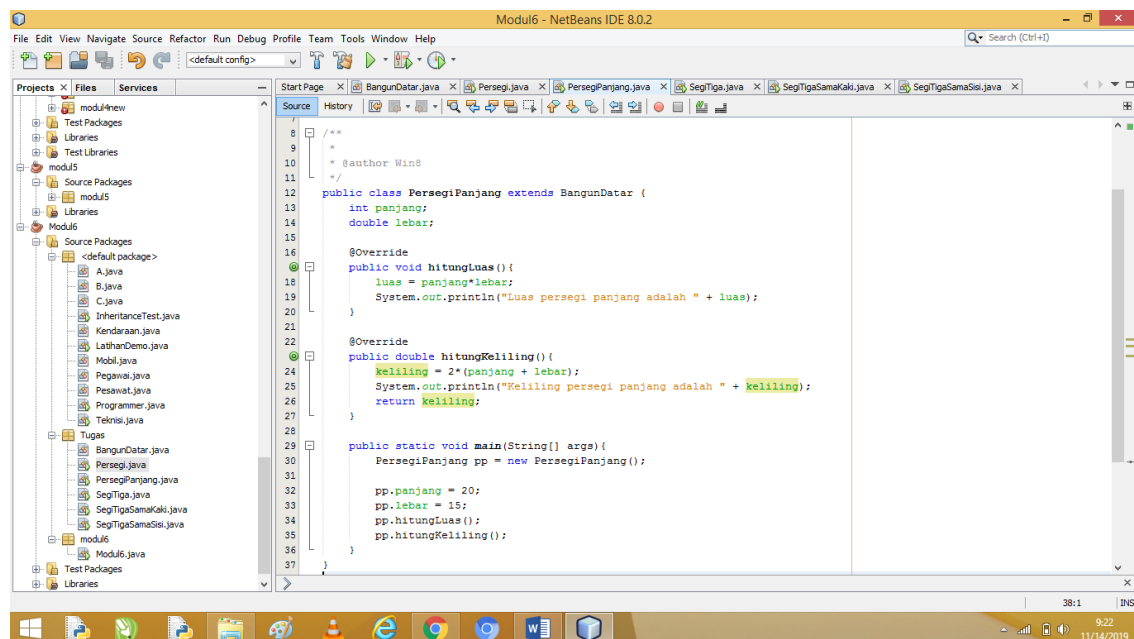
### ➤ Class Persegi



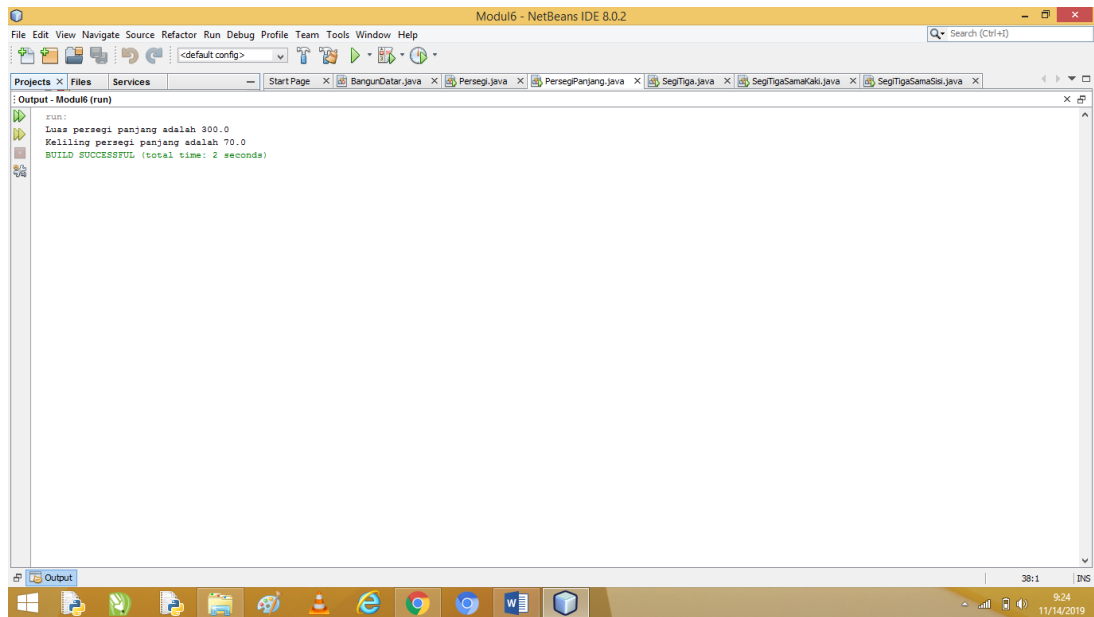
- Output Class Persegi



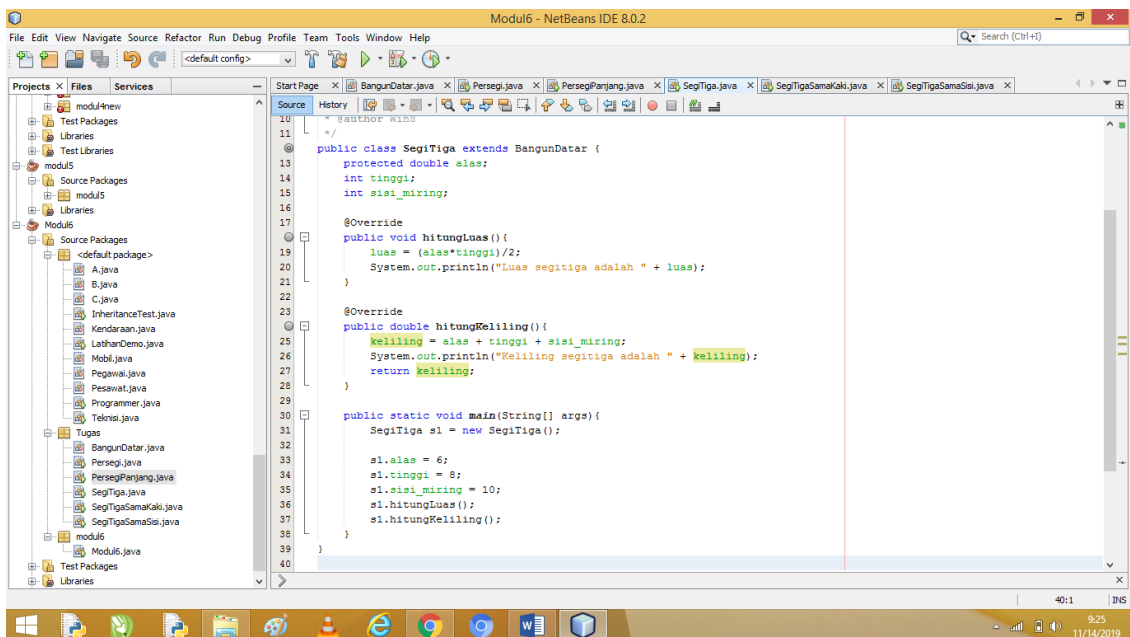
➤ Class PersegiPanjang



- Output Class PersegiPanjang

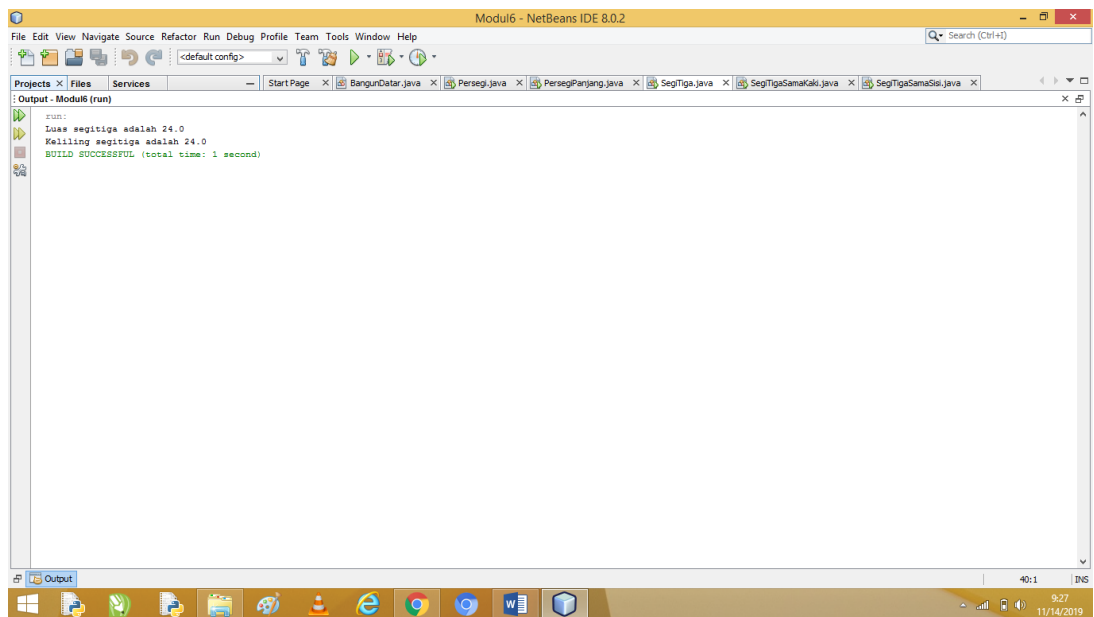


➤ Class SegiTiga

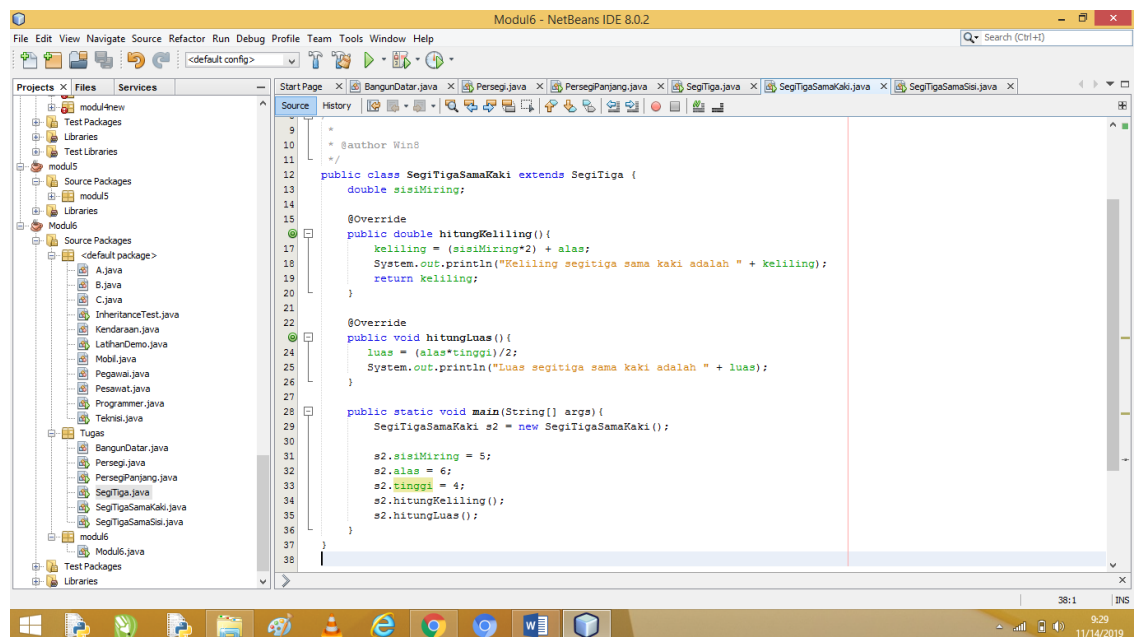




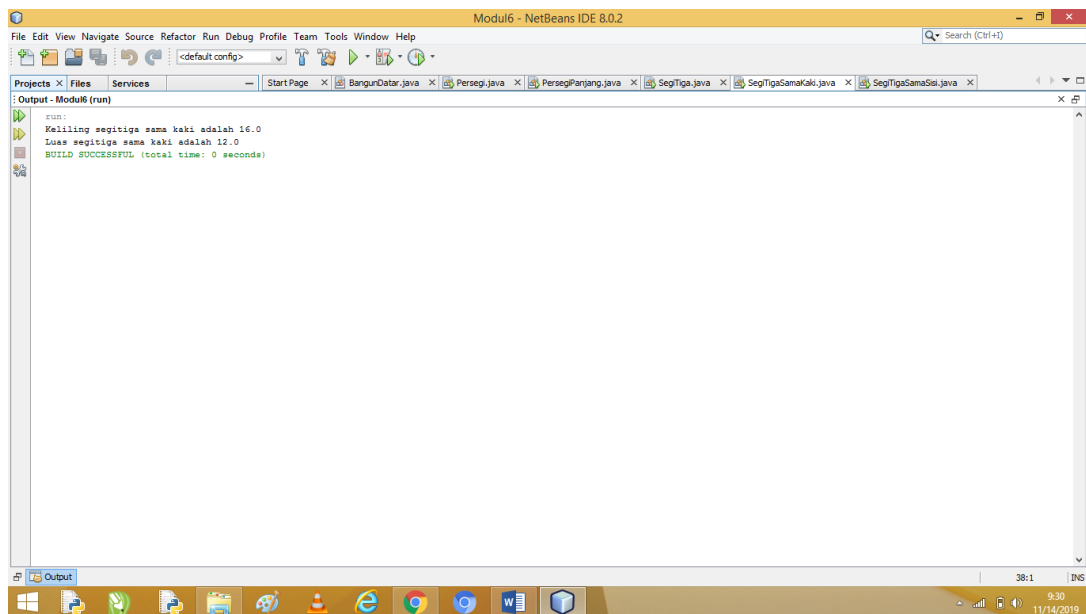
- Output Class SegiTiga



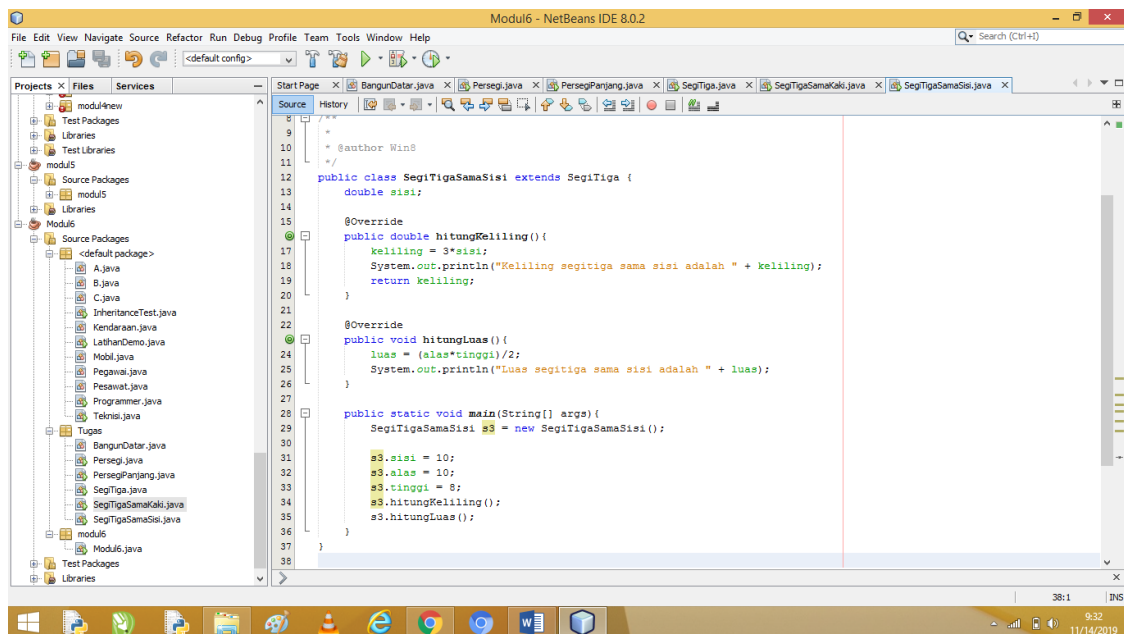
➤ Class SegiTigaSamaKaki



- Output Class SegiTigaSamaKaki



➤ Class SegiTigaSamaSisi



- Output Class SegiTigaSamaSisi

