

MODUL 10

INTERFACE

PRAKTIKUM PEMROGRAMAN BERORIENTASI OBJEK

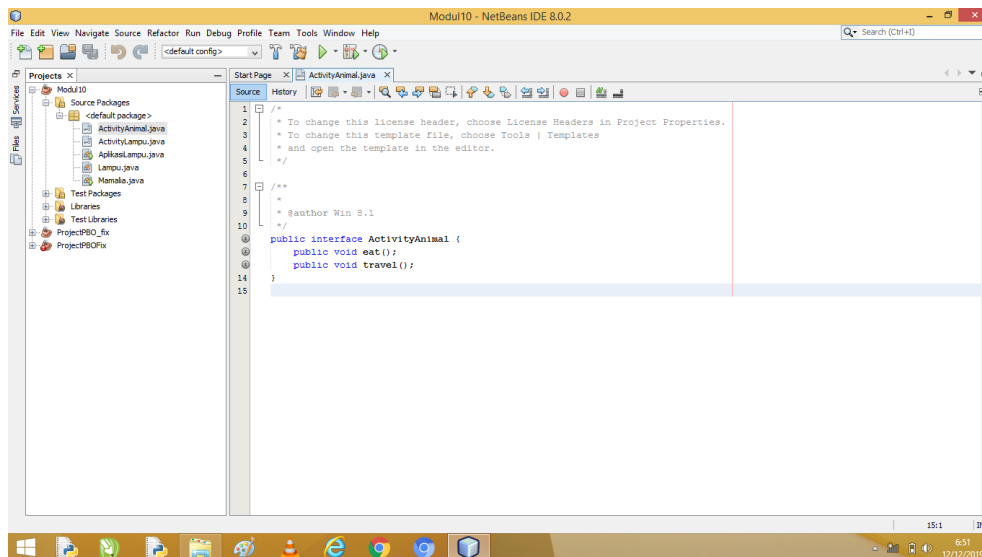
Nama : Annisa Nugraheni

NIM : L200180066

Kelas : B

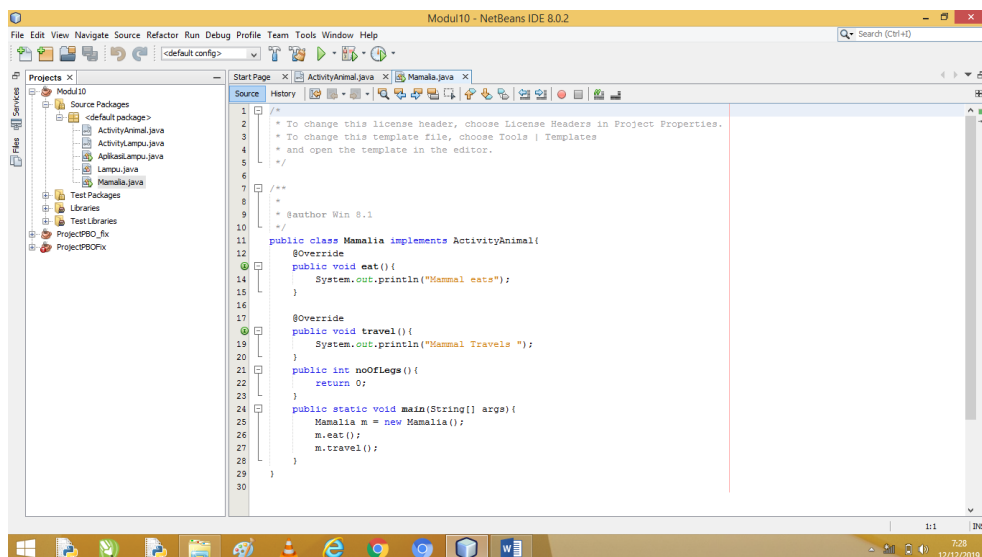
❖ 10.1 DEKLARASI INTERFACE

➤ Program 2. Contoh Sebuah Interface Sederhana

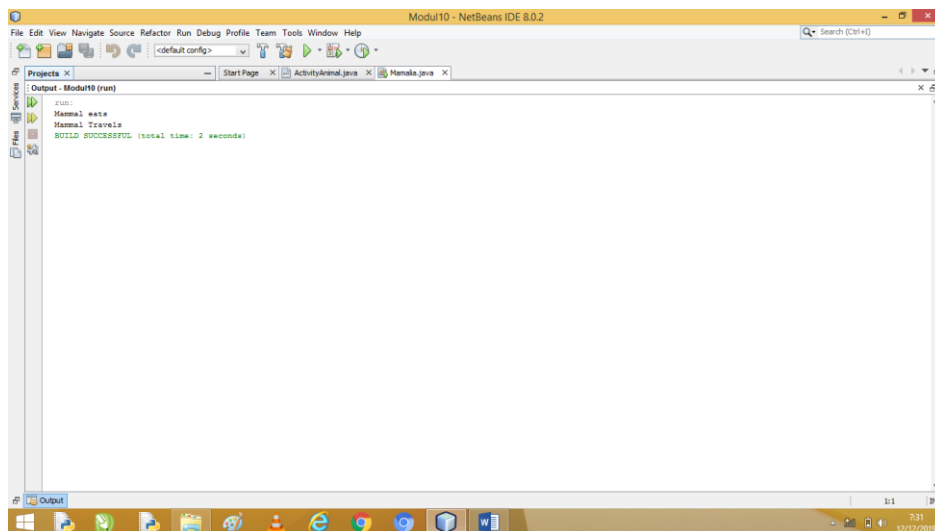


❖ 10.2 IMPLEMENTASI INTERFACE

➤ Program 3. Class yang mengimplementasikan sebuah interface

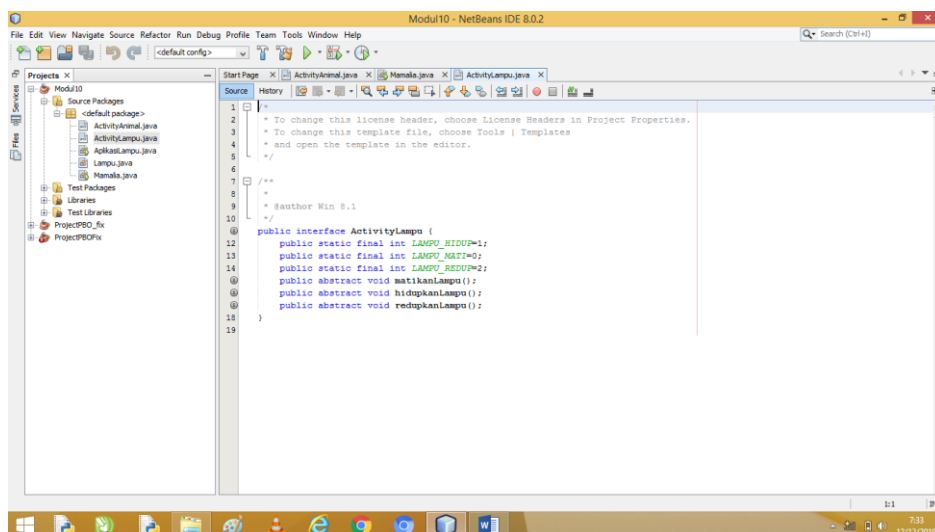


➤ Output:

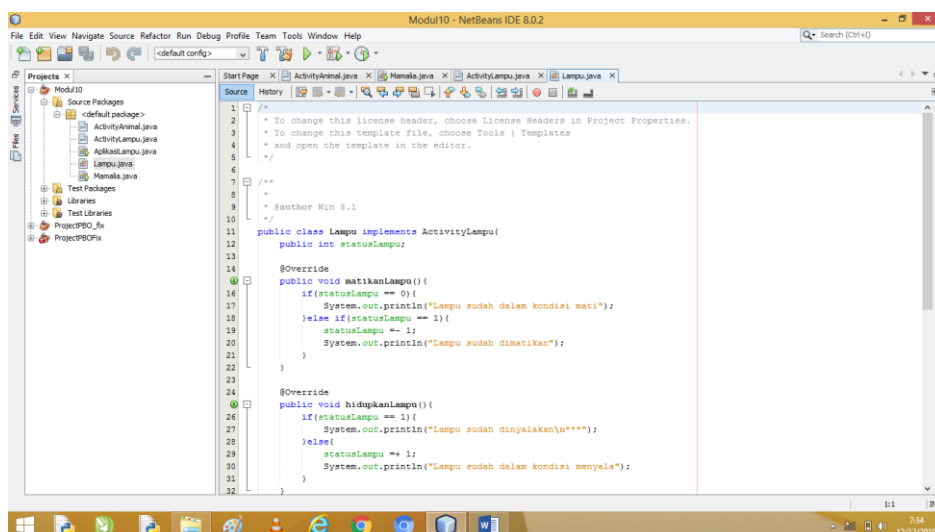


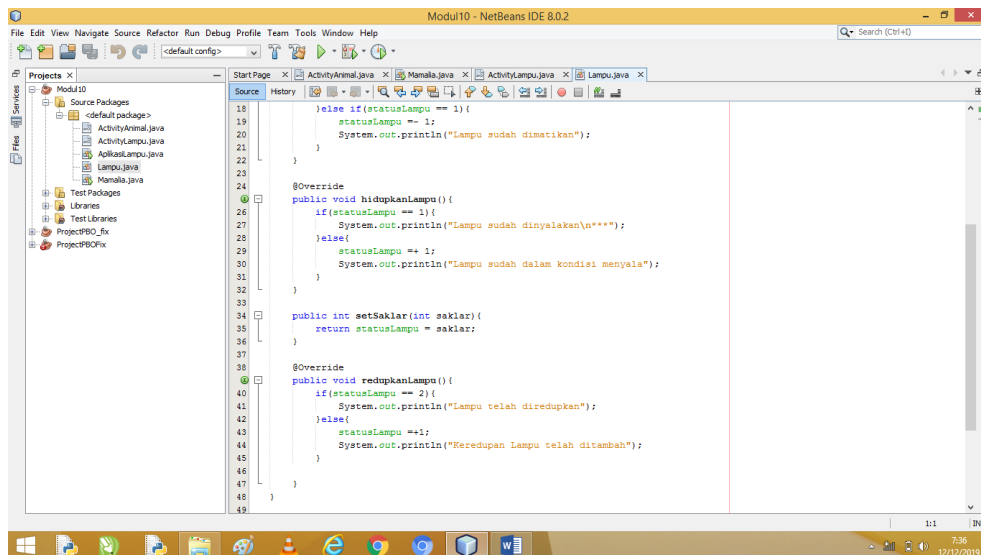
❖ 10.2.1 PERCOBAAN

➤ Program 4. Interface ActivityLampu dengan Method dan Variabelnya

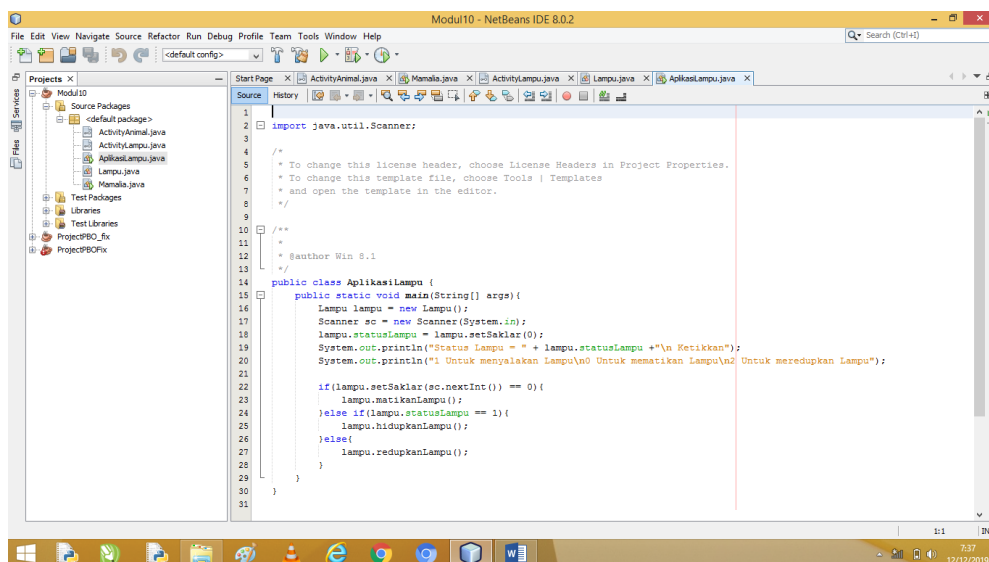


➤ Program 5. Class Lampu Mengimplementasikan Interface

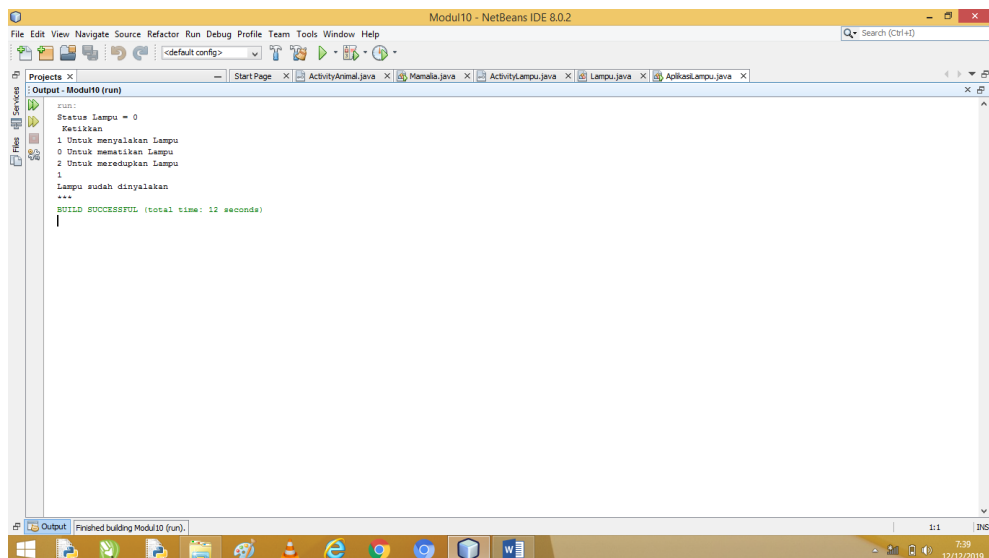


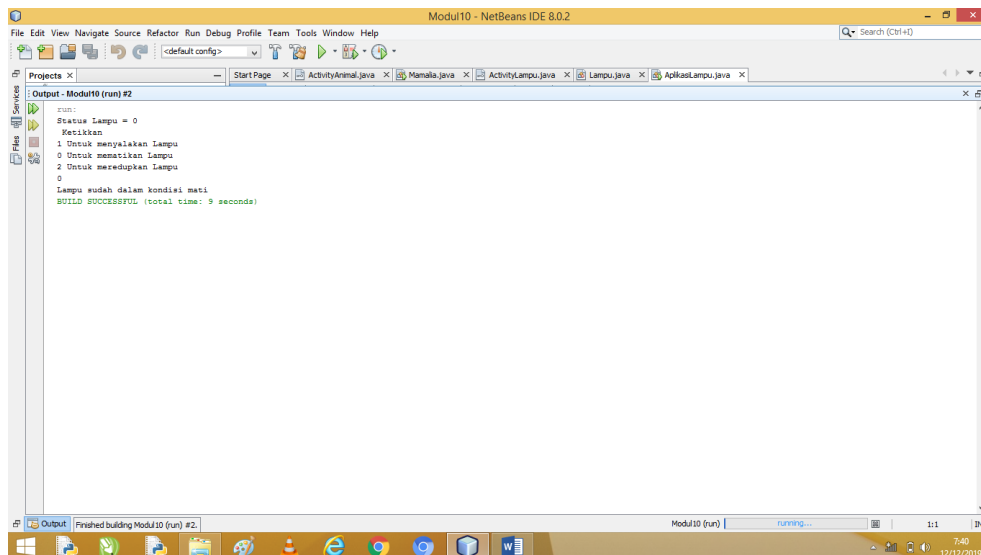


➤ Program 6. Fungsi main() Untuk Menjalankan Program Interface



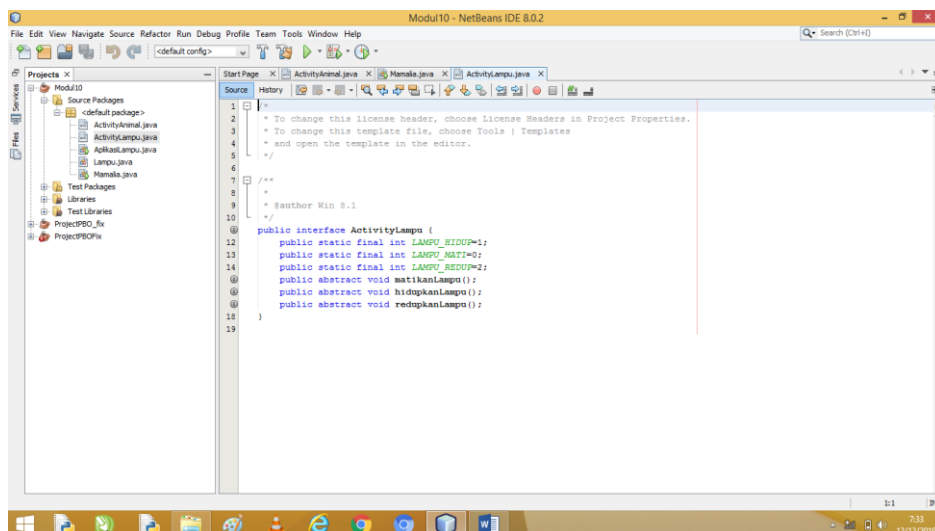
➤ Output:



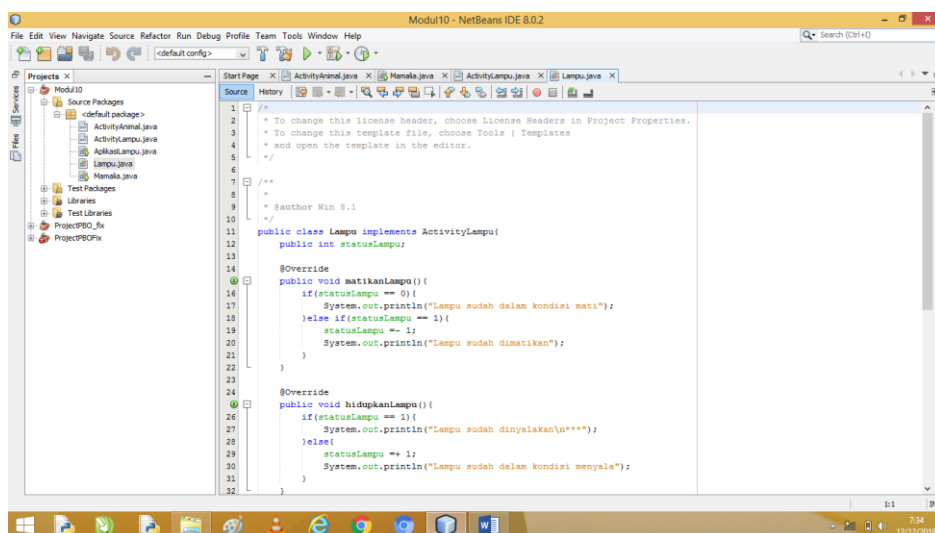


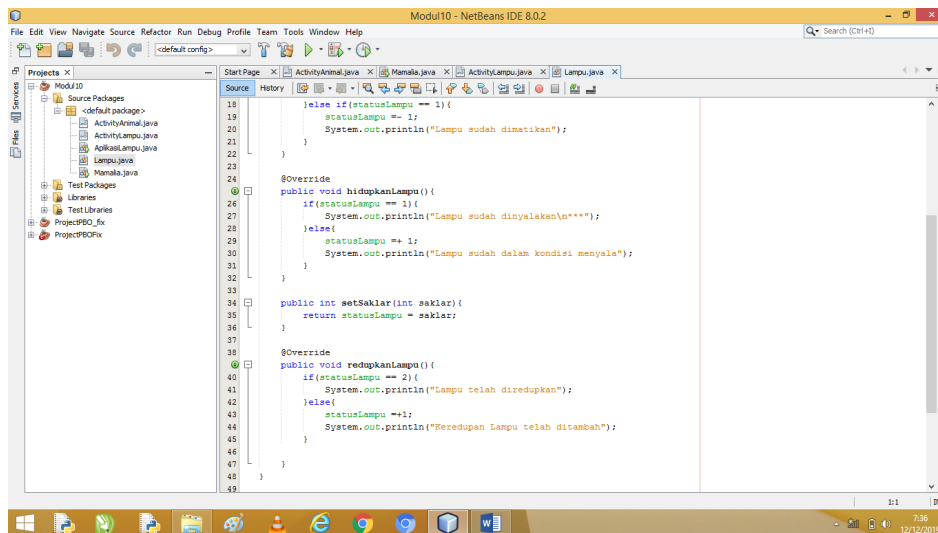
❖ 10.3 TUGAS

➤ Class ActivityLampu (Class Interface)

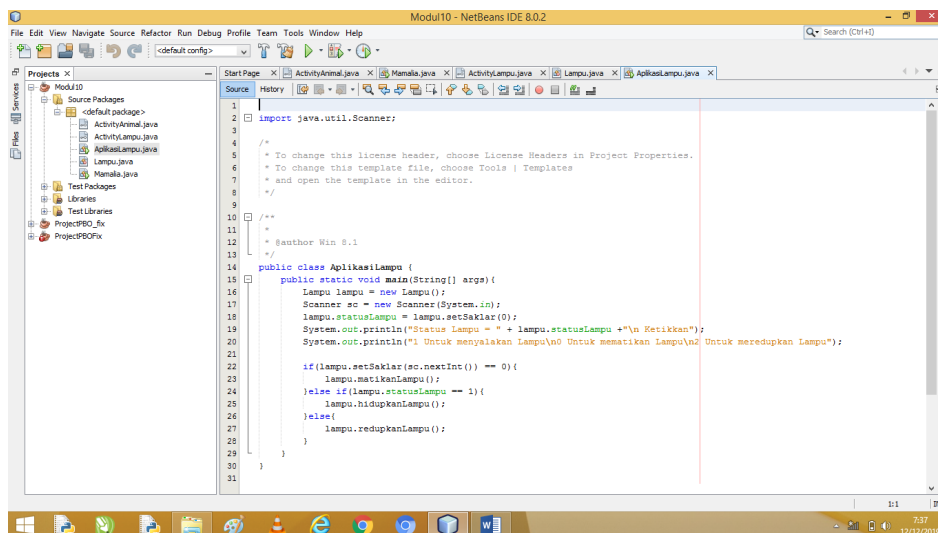


➤ Class Lampu (Class yang mengimplementasikan interface)





➤ Class AplikasiLampu (main class)



➤ Output:

