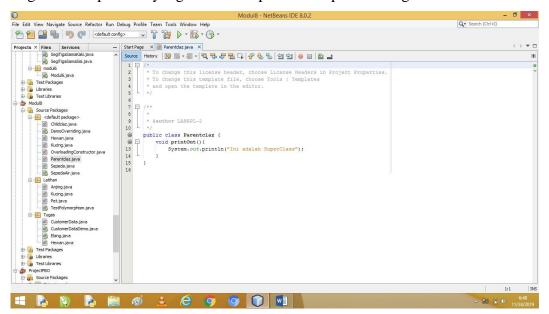
Nama: Nur Taufiq Hidayat

NIM : L200180069

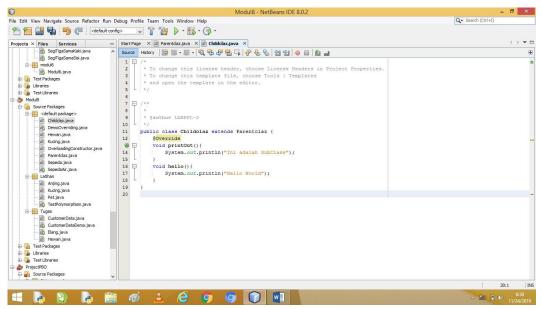
Kelas: B

LAPORAN MODUL KE-8

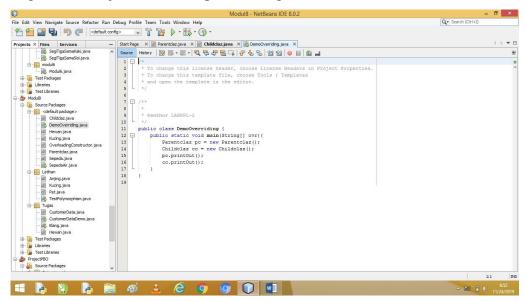
- 8.1.1. Overriding
 - Program 1. Superclass yang akan diterapkan konsep overriding



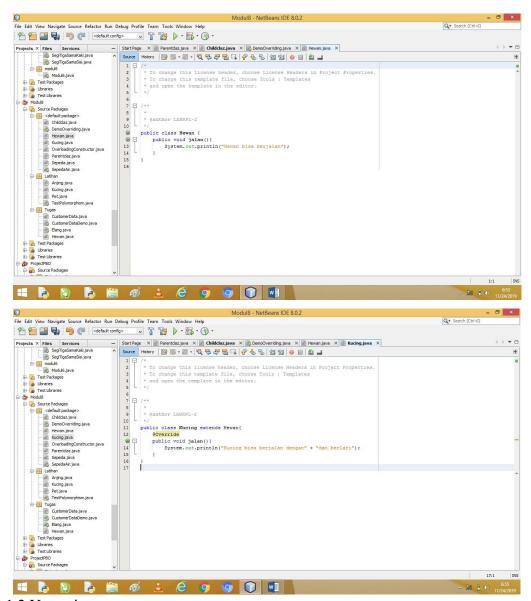
• Program 2. Penerapan overriding pada subclass



Program 3. Menjalankan konsep overriding



Program 4. Contoh overriding method



8.1.2 Upcasting

• Program 5. Superclass yang akan diterapkan konsep upcasting

```
Moduls - NetBeans IDE 8.0.2

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Program 6. Penerapan upcasting pada subclass

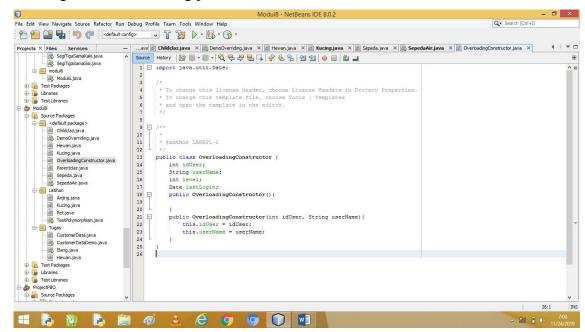
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Services
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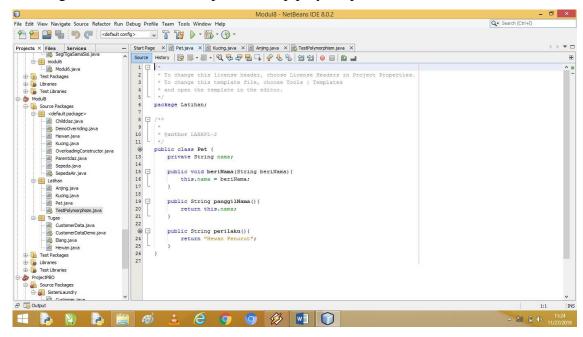
8.1.3 Overloading

• Program 7. Overloading pada constructor



8.2 LATIHAN

• Program 8. Latihan menerapkan konsep polymorphism



 Membuat class Kucing dan Anjing dimana kedua class tersebut melakukan overriding terhadap method perilaku() dan menambahkan satu method pada masing-masing class yang secara khusus hanya berlaku pada masing-masing class tersebut. ➤ Class Kucing

```
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• Class Anjing

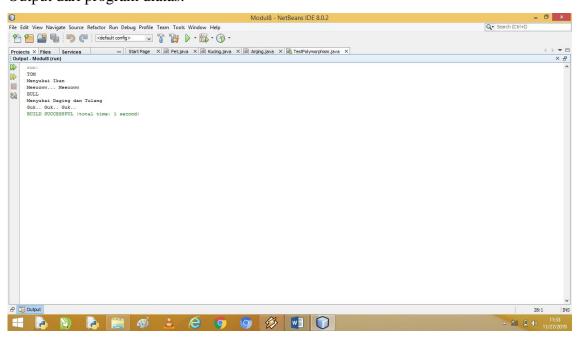
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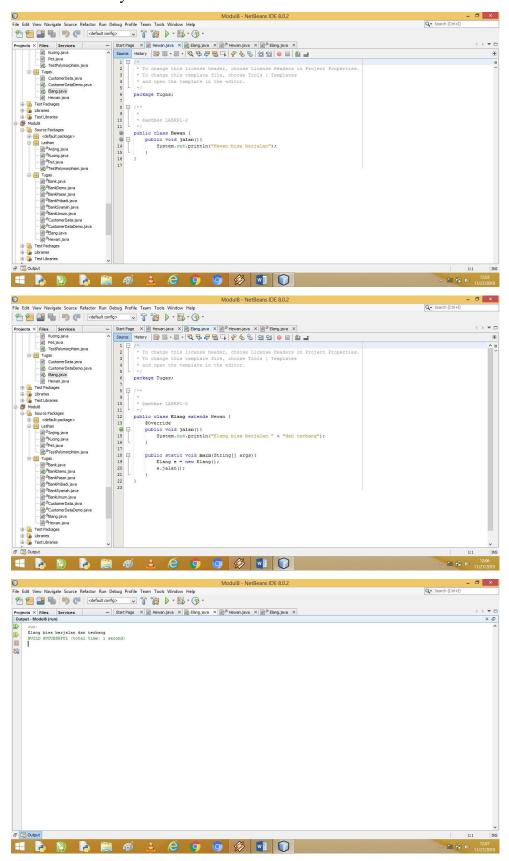
2. Membuat class TestPolymorphism

• Output dari program diatas:



8.3 TUGAS

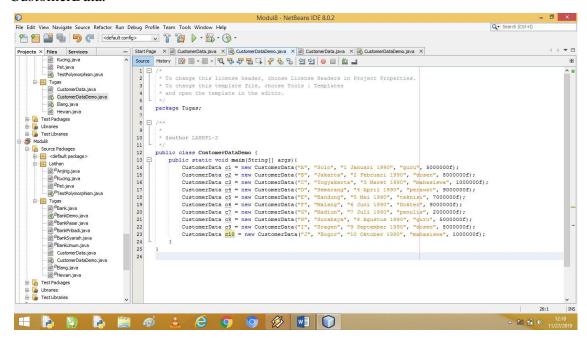
1) Membuat class Elang yang memilki method jalan() namun implementasinya berbeda dari kedua class lainnya.



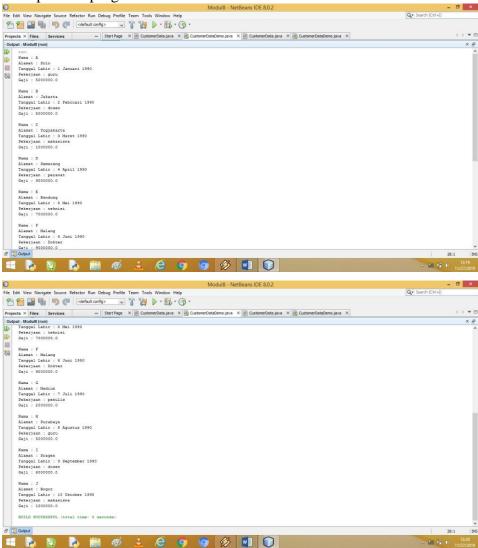
2) Membuat class baru dengan nama CustomerData, menambahkan variable nama, alamat, tanggal lahir, pekerjaan, dan gaji. Selanjutnya membuat overloading constructor dari class tersebut.

```
| Modula - NetBeans IDE 8.0.2 | Carbon College | Carbon C
```

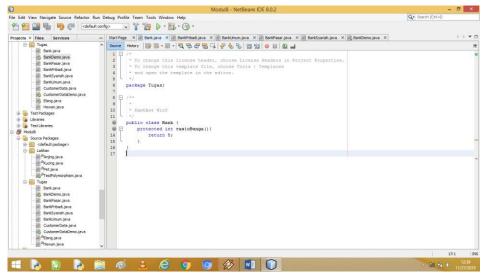
3) Membuat class baru dengan method main() yang disertai 10 object customer dari class CustomerData.



• Output dari program diatas:



- 4) Membuat class berdasarkan diagram UML. Menerapkan teknik polymorphism dan menampilkan hasil output program.
- Class Bank



• Class BankPribadi

```
Module - NetBears IDE 8.0.2

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• Class BankUmum

• Class BankPasar

```
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Bank Jon

Bank Jon
```

Class BankSyariah

Class BankDemo (main class)

• Output:

