

# MODUL 10

## INTERFACE

### PRAKTIKUM PEMROGRAMAN BERORIENTASI OBJEK

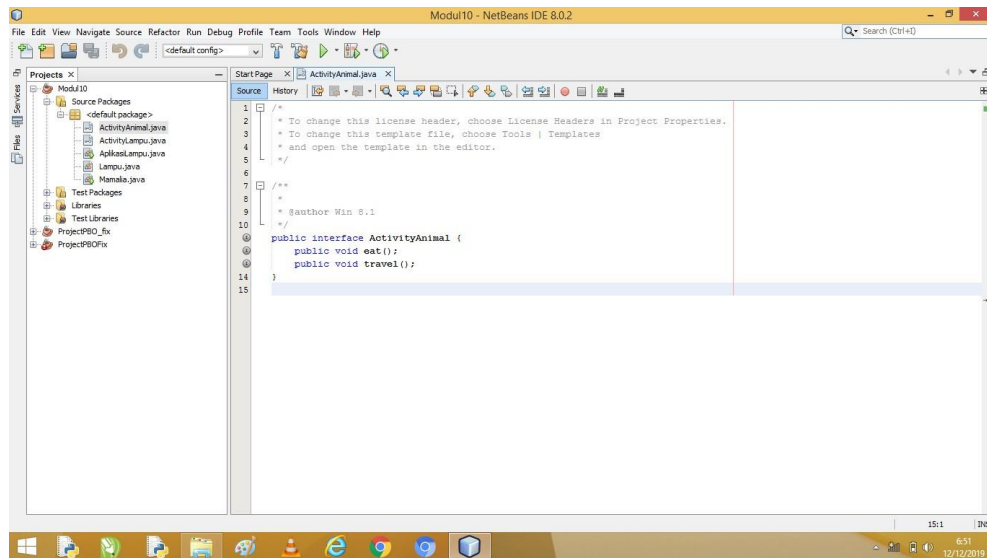
Nama : Nur Taufiq Hidayat

NIM : L200180069

Kelas : B

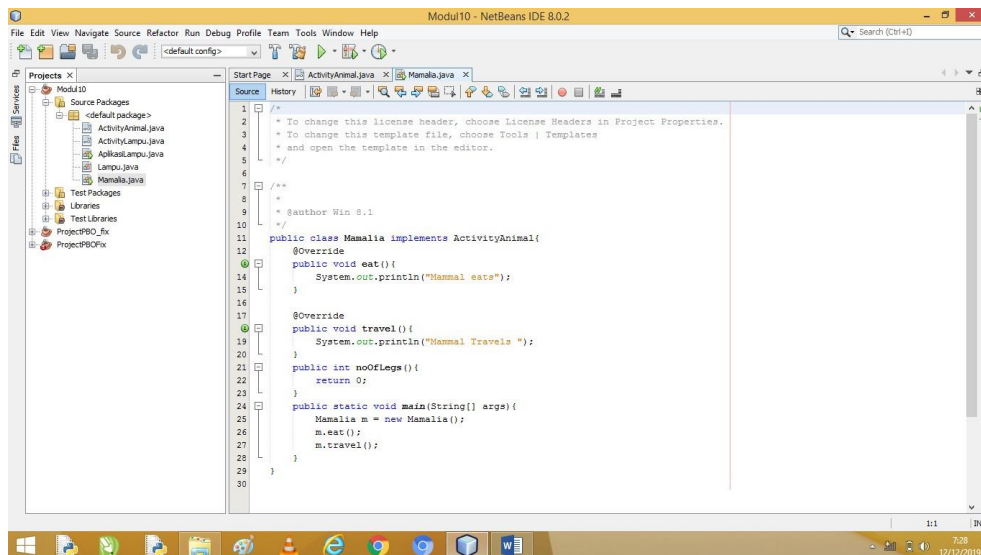
#### ❖ 10.1 DEKLARASI INTERFACE

##### ➤ Program 2. Contoh Sebuah Interface Sederhana

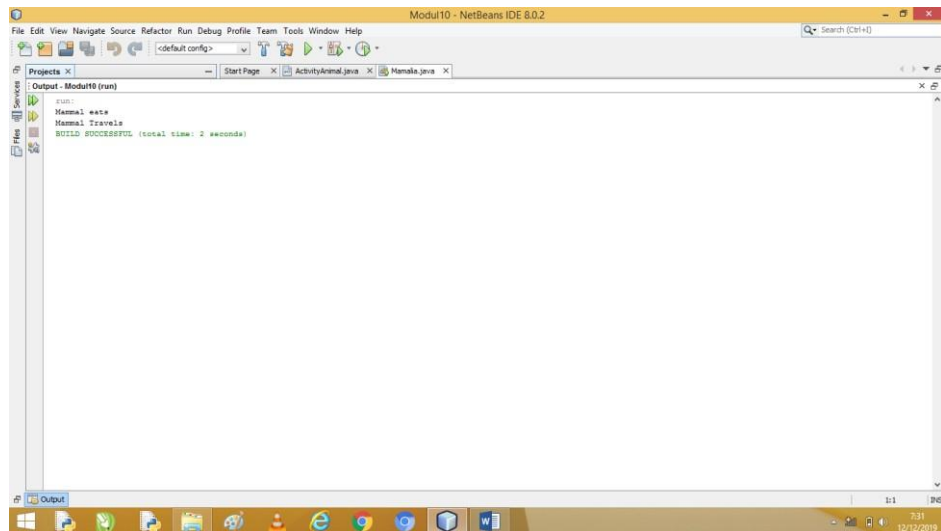


#### ❖ 10.2 IMPLEMENTASI INTERFACE

##### ➤ Program 3. Class yang mengimplementasikan sebuah interface

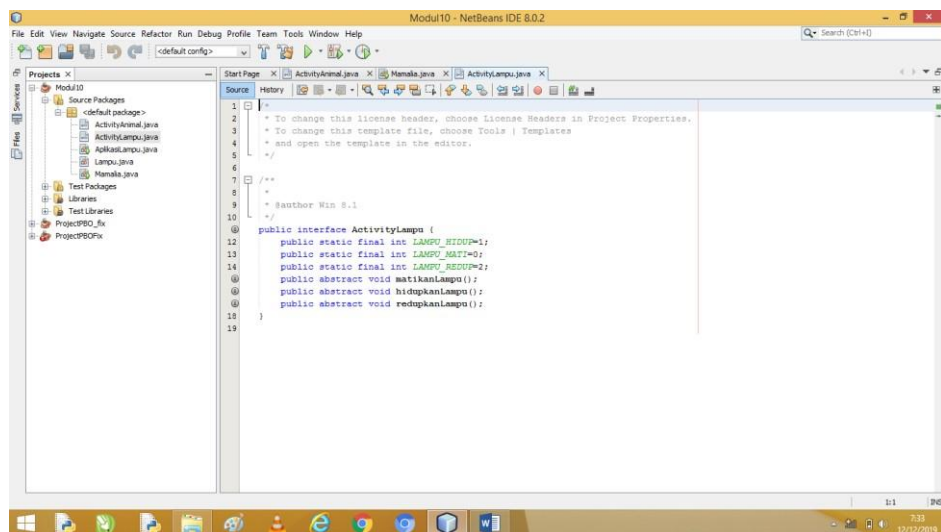


➤ Output:

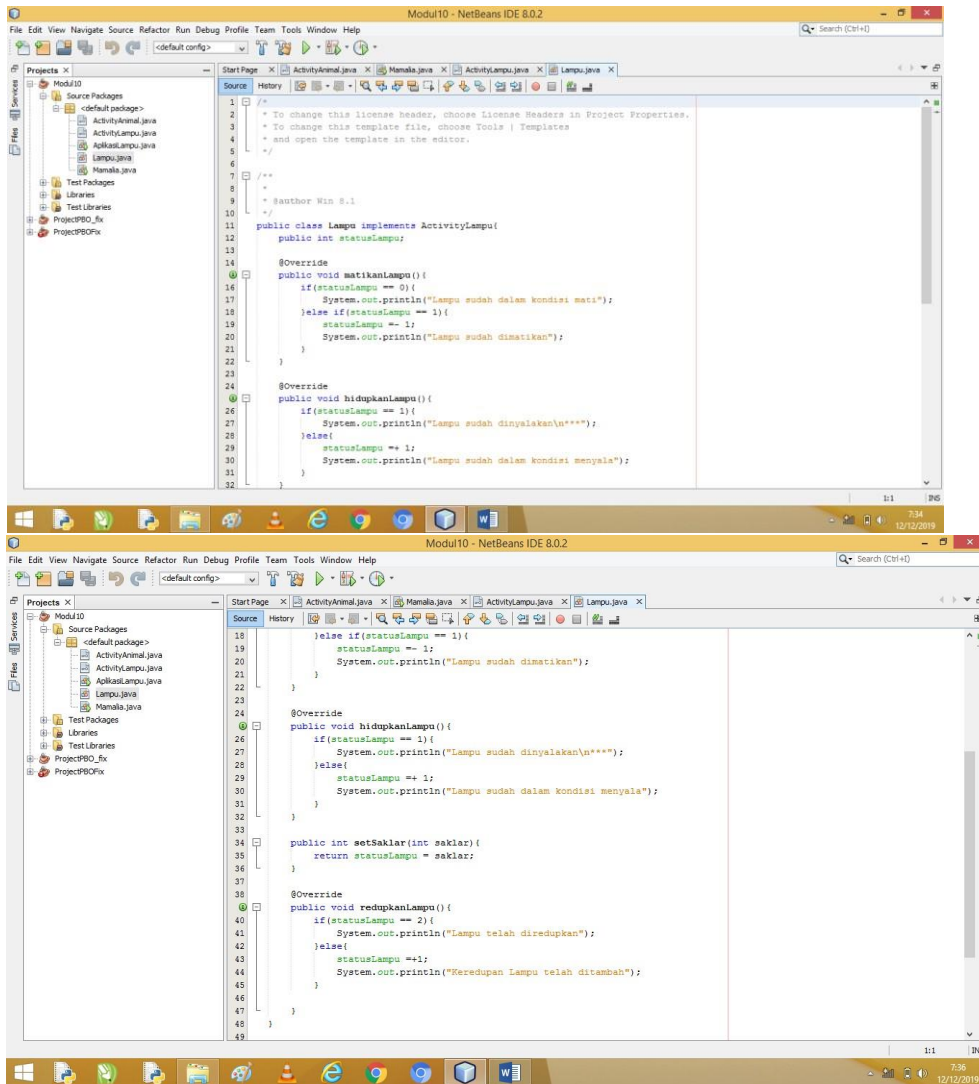


## ❖ 10.2.1 PERCOBAAN

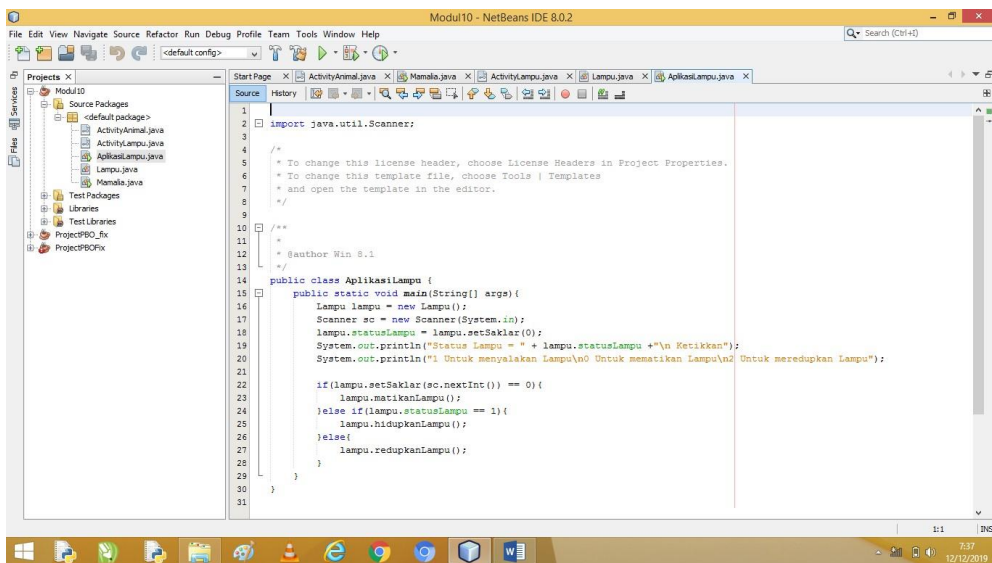
➤ Program 4. Interface ActivityLampu dengan Method dan Variabelnya



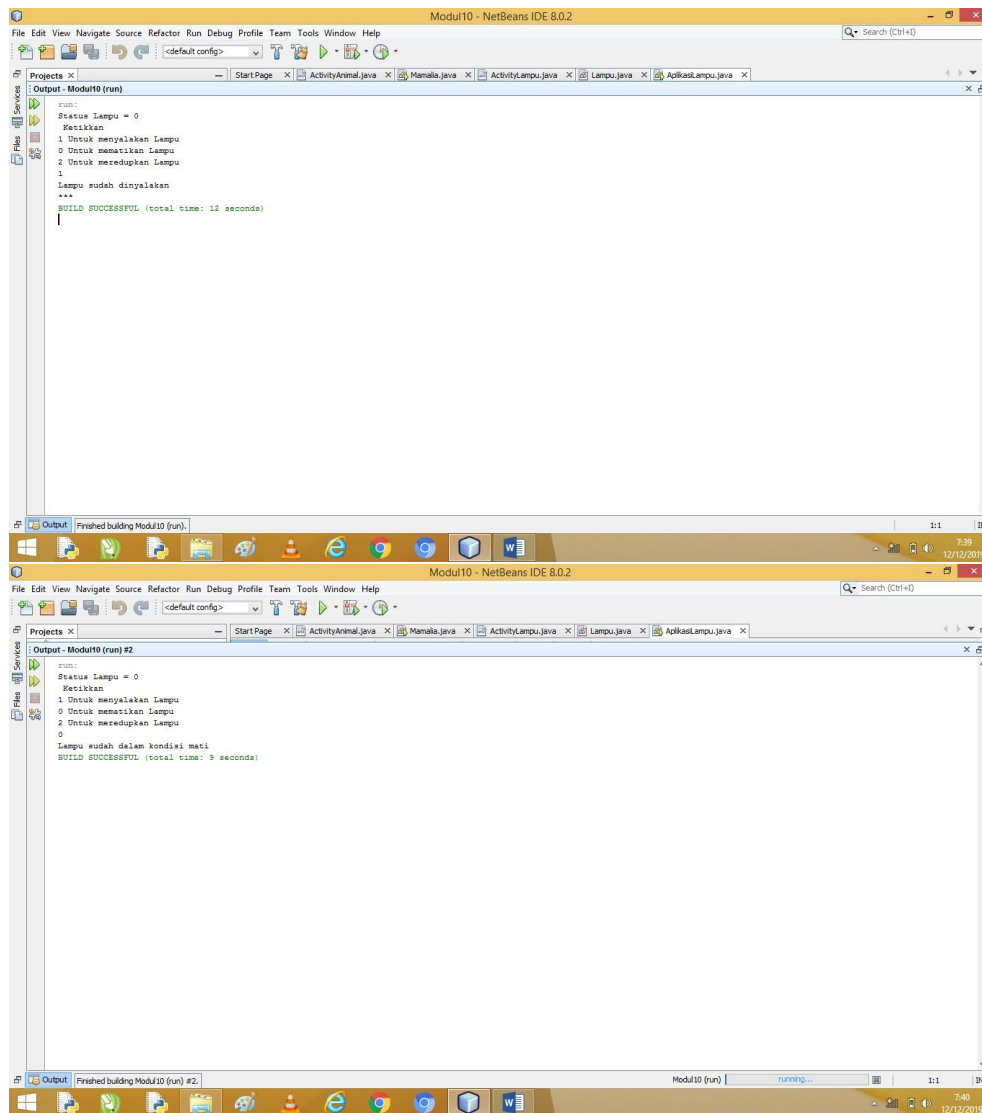
➤ Program 5. Class Lampu Mengimplementasikan Interface



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

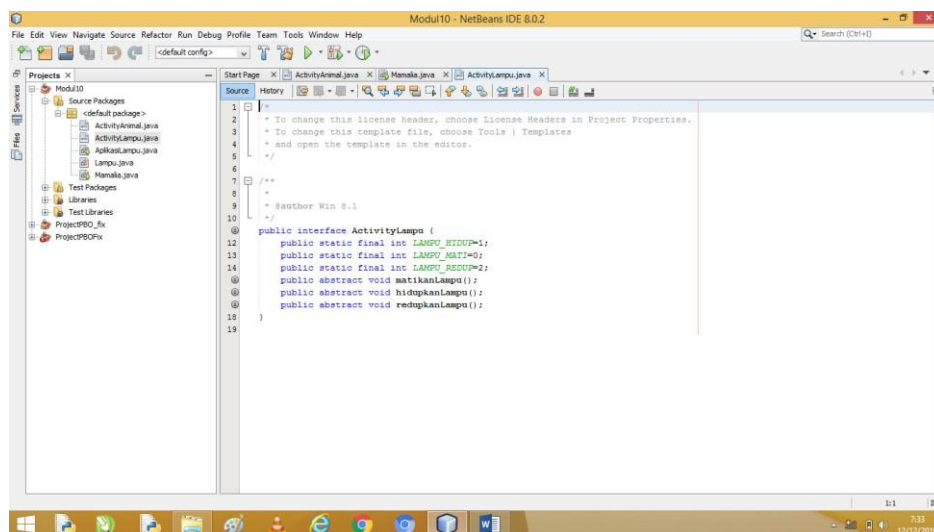


## ➤ Output:



### ❖ 10.3 TUGAS

#### ➤ Class ActivityLampu (Class Interface)



#### ➤ Class Lampu (Class yang mengimplementasikan interface)

```

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 Win S.1
10  */
11  public class Lampu implements ActivityLampu {
12      public int statusLampu;
13
14      @Override
15      public void matikanLampu() {
16          if (statusLampu == 0) {
17              System.out.println("Lampu sudah dalam kondisi mati");
18          } else if (statusLampu == 1) {
19              statusLampu = 0;
20              System.out.println("Lampu sudah dimatikan");
21          }
22      }
23
24      @Override
25      public void hidupkanLampu() {
26          if (statusLampu == 1) {
27              System.out.println("Lampu sudah dinyalakan");
28          } else {
29              statusLampu = 1;
30              System.out.println("Lampu sudah dalam kondisi menyala");
31          }
32      }
33  }

```

```

18  } else if (statusLampu == 1) {
19      statusLampu = 0;
20      System.out.println("Lampu sudah dimatikan");
21  }
22  }
23
24  @Override
25  public void hidupkanLampu() {
26      if (statusLampu == 1) {
27          System.out.println("Lampu sudah dinyalakan");
28      } else {
29          statusLampu = 1;
30          System.out.println("Lampu sudah dalam kondisi menyala");
31      }
32  }
33
34  public int setSaklar(int saklar) {
35      return statusLampu = saklar;
36  }
37
38  @Override
39  public void redupkanLampu() {
40      if (statusLampu == 2) {
41          System.out.println("Lampu telah diredupkan");
42      } else {
43          statusLampu = 2;
44          System.out.println("Weredupan Lampu telah ditambah");
45      }
46  }
47  }
48
49  }

```

## ➤ Class AplikasiLampu (main class)

```

1  import java.util.Scanner;
2
3  /*
4   * To change this license header, choose License Headers in Project Properties.
5   * To change this template file, choose Tools | Templates
6   * and open the template in the editor.
7   */
8
9  /**
10   *
11   * @author Win S.1
12   */
13
14  public class AplikasiLampu {
15      public static void main(String[] args) {
16          Lampu lampu = new Lampu();
17          Scanner sc = new Scanner(System.in);
18          lampu.statusLampu = lampu.setSaklar(0);
19          System.out.println("Status Lampu = " + lampu.statusLampu + "\n Ketikkan");
20          System.out.println("1: Untuk menyalakan Lampu\n0 Untuk mematikan Lampu\n2 Untuk meredupkan Lampu");
21
22          if (lampu.setSaklar(sc.nextInt()) == 0) {
23              lampu.matikanLampu();
24          } else if (lampu.statusLampu == 1) {
25              lampu.hidupkanLampu();
26          } else {
27              lampu.redupkanLampu();
28          }
29      }
30  }
31
32  }

```

## ➤ Output:

