MODUL 10

INTERFACE

PRAKTIKUM PEMROGRAMAN BERORIENTASI OBJEK

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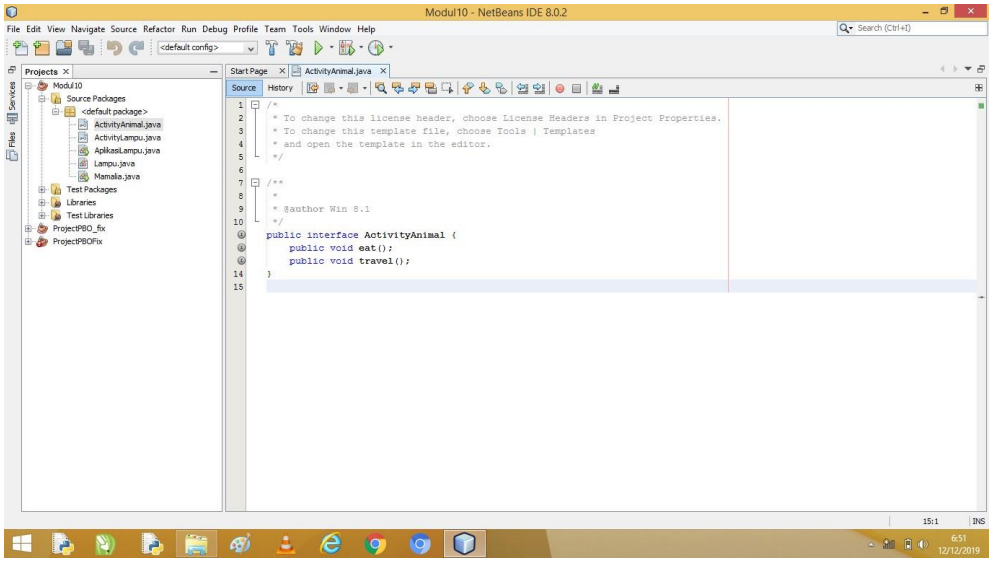
NIM : L200180069

Kelas : B

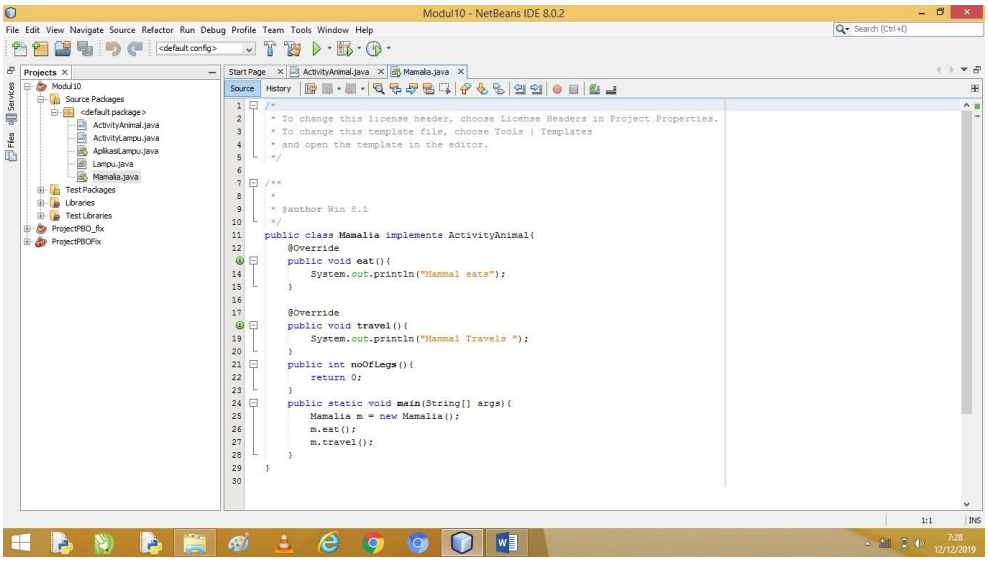
❖ 10.1 DEKLARASI INTERFACE

➢ Program 2. Contoh Sebuah Interface Sederhana

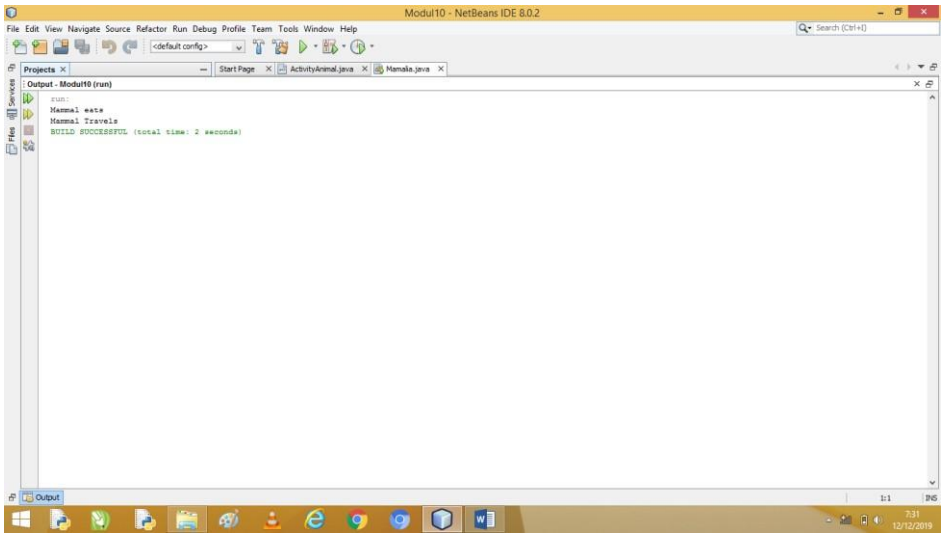


❖ 10.2 IMPLEMENTASI INTERFACE

➢ Program 3. Class yang mengimplementasikan sebuah interface

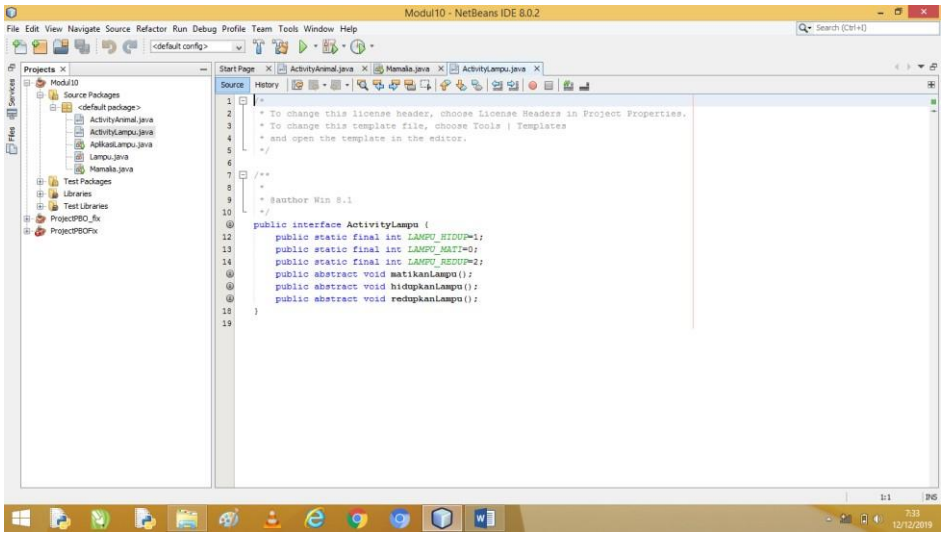


➢ Output:

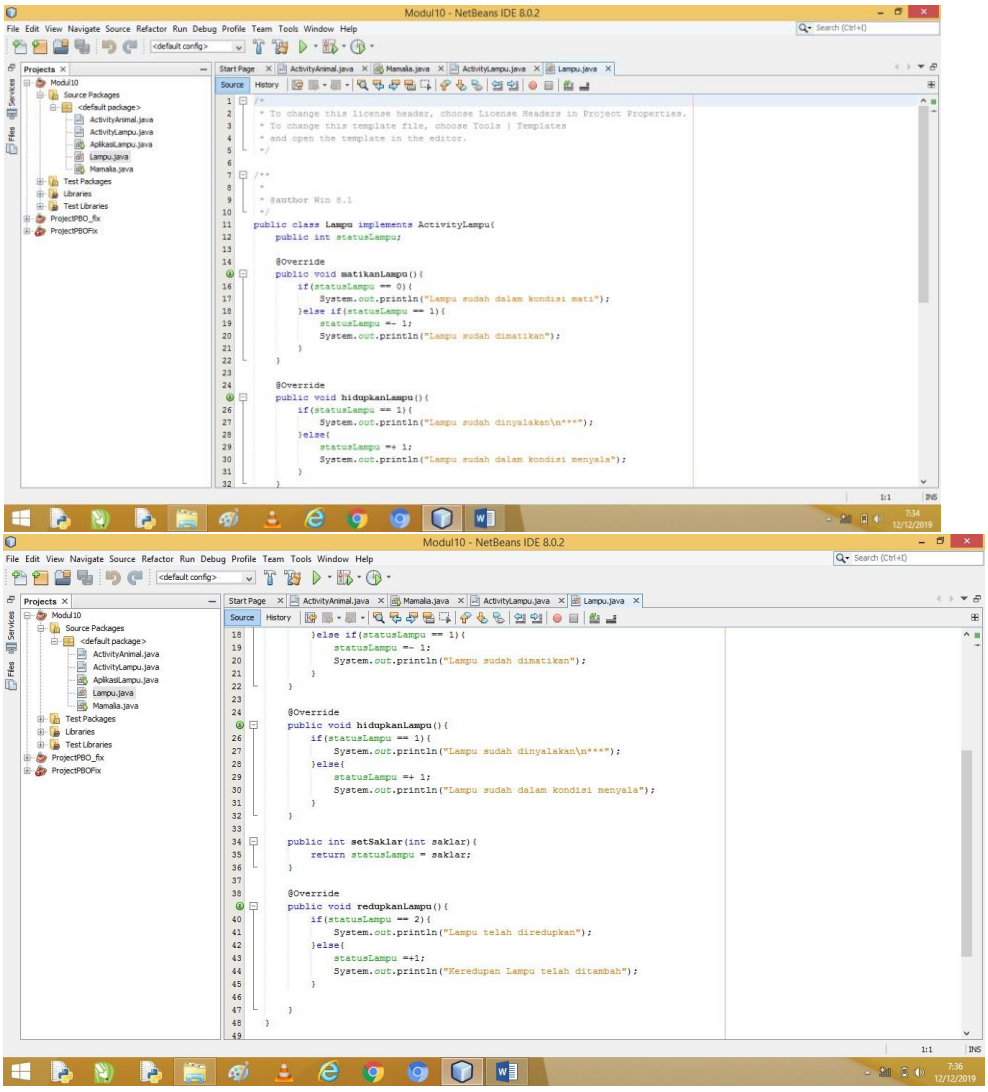


❖ 10.2.1 PERCOBAAN

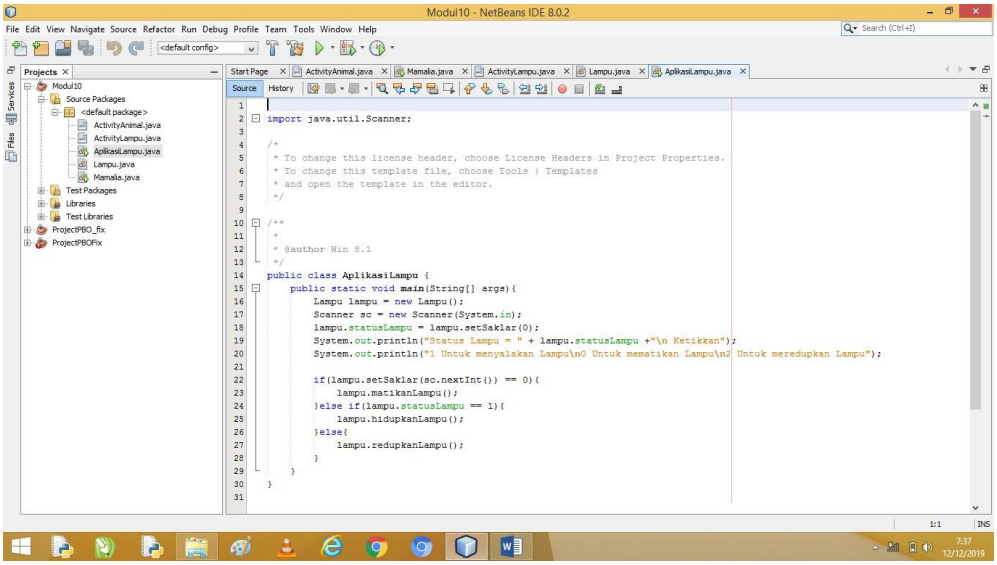
➢ Program 4. Interface ActivityLampu dengan Method dan Variabelnya



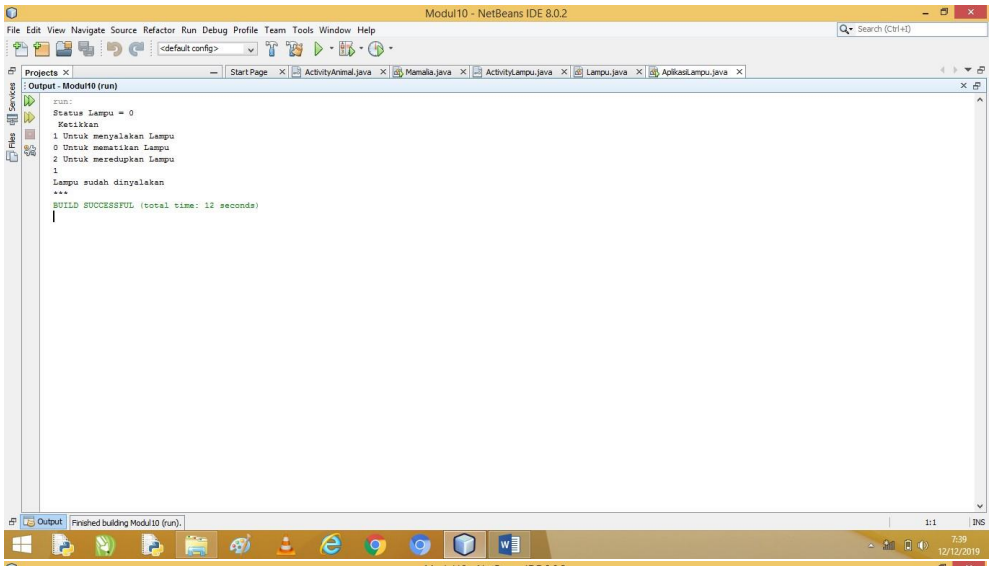
➢ Program 5. Class Lampu Mengimplementasikan Interface

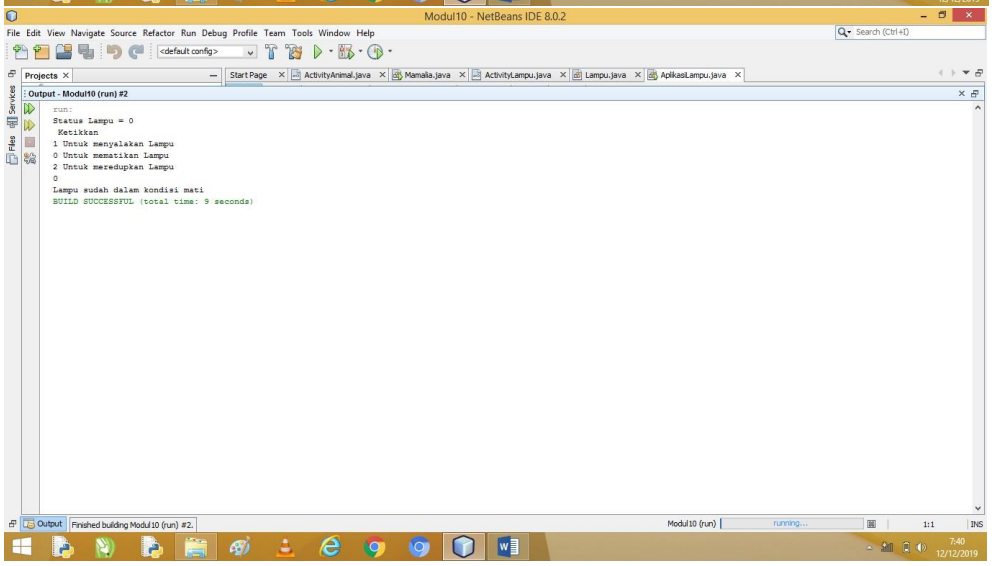


➢ Program 6. Fungsi main() Untuk Menjalankan Program Interface



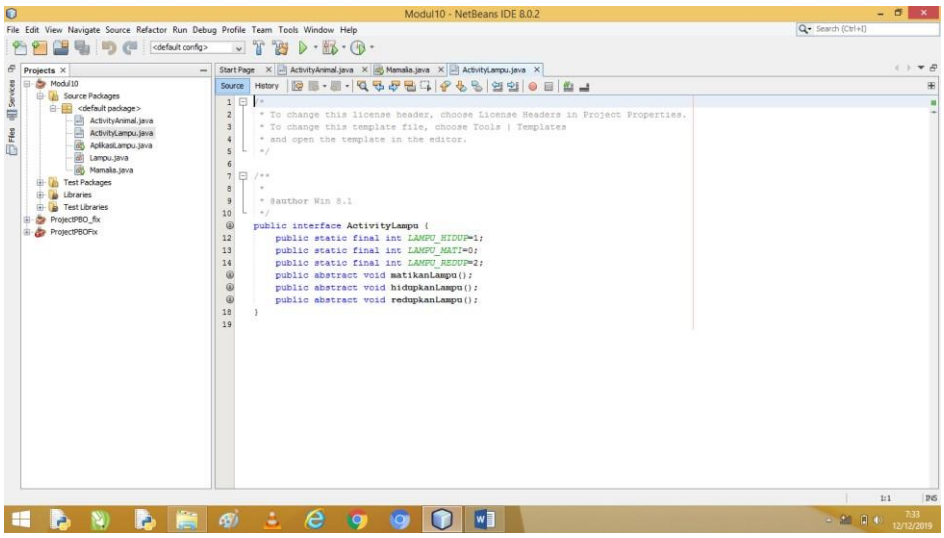
➢ Output:



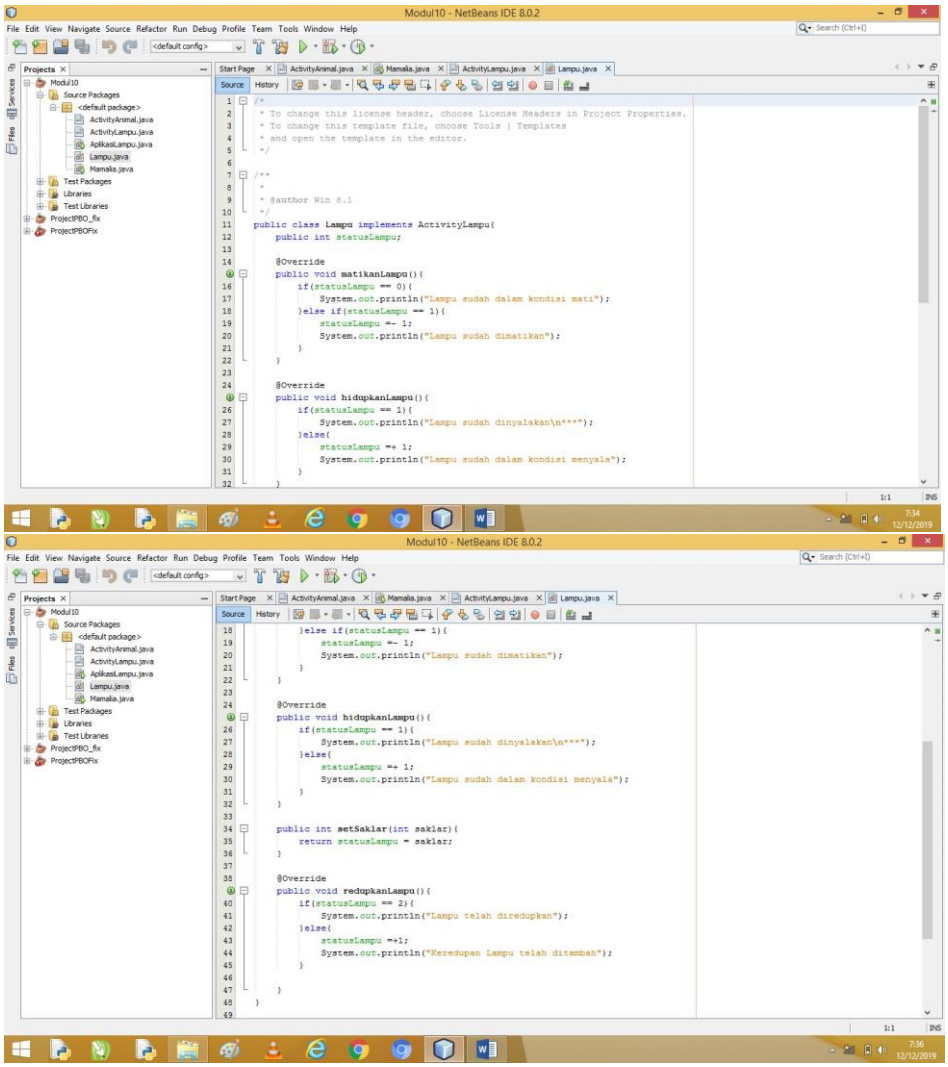


❖ 10.3 TUGAS

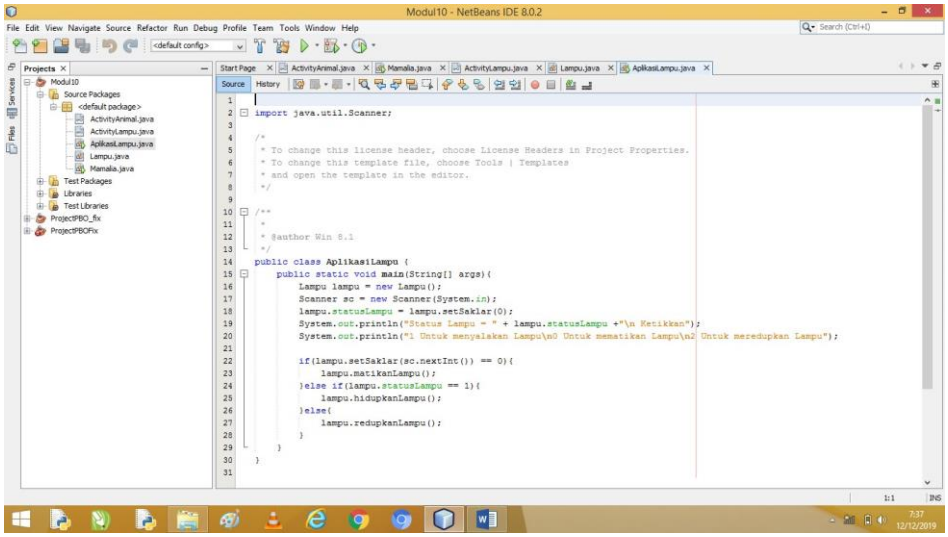
➢ Class ActivityLampu (Class Interface)



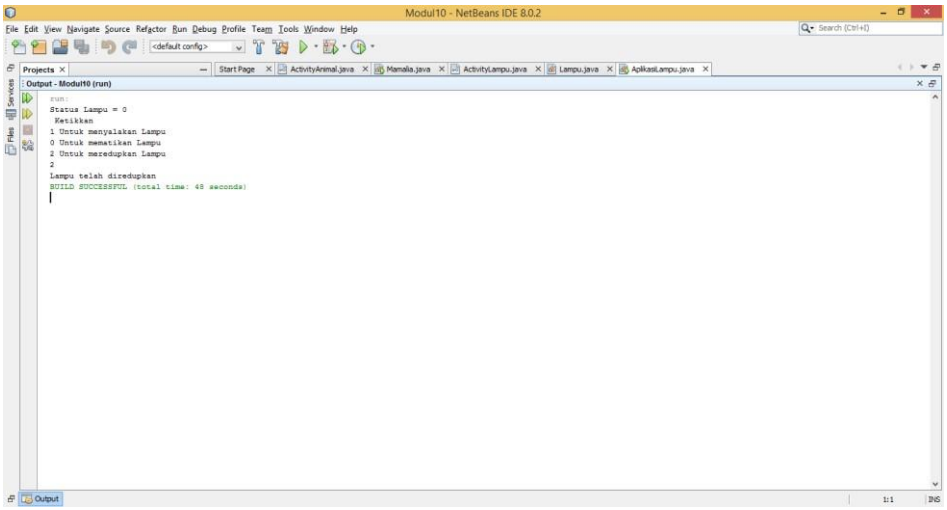
➢ Class Lampu (Class yang mengimplementasikan interface)



➢ Class AplikasiLampu (main class)



➢ Output:


Modul10 - NetBeans IDE 8.0.2
File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
Search (Ctrl+I)
<default config>
Projects
Start Page
ActivityAnimal.java
Mamalia.java
ActivityLampu.java
Lampu.java
AplikasiLampu.java
Output - Modul10 (run)
run:
Status Lampu = 0
Ketikkan
1 Untuk menyalakan Lampu
0 Untuk mematikan Lampu
2 Untuk meredupkan Lampu
2
Lampu telah diredupkan
BUILD SUCCESSFUL (total time: 48 seconds)
Output
1:1
INS