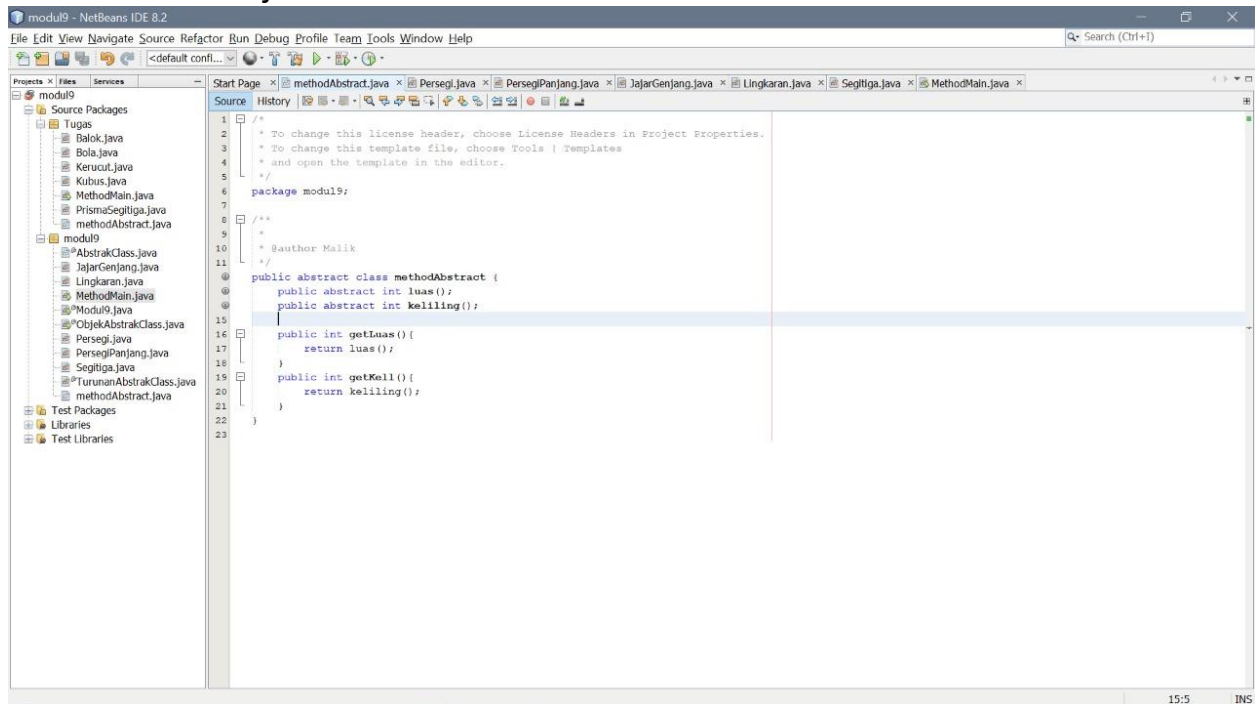


NAMA : MALIK MUHAMMAD

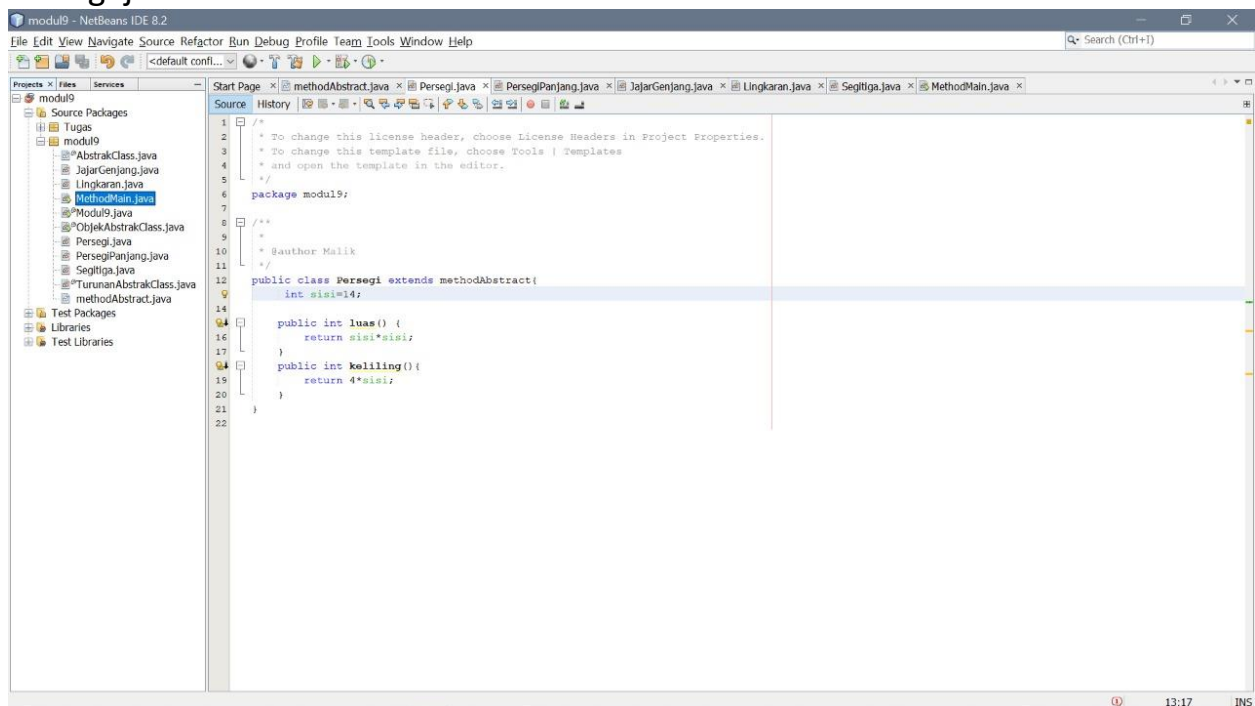
NIM : L200180072

KELAS : B

## MethodAbstract.java



## Persegi.java



## PersegiPanjang.java

```
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  package modul9;  
7  
8  /**  
9  *  
10 * @author Malik  
11 */  
12 public class PersegiPanjang extends methodAbstrak {  
13     int panjang = 26;  
14     int lebar = 17;  
15  
16     public int luas() {  
17         return panjang * lebar;  
18     }  
19     public int keliling() {  
20         return 2 * (panjang + lebar);  
21     }  
22 }  
23
```

## JajarGenjang.java

```
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  package modul9;  
7  
8  /**  
9  *  
10 * @author Malik  
11 */  
12 public class JajarGenjang extends methodAbstrak {  
13     int alas = 22;  
14     int tinggi = 10;  
15     int sisiMiring = 14;  
16  
17     public int luas() {  
18         return alas * tinggi;  
19     }  
20     public int keliling() {  
21         return 2 * (alas + sisiMiring);  
22     }  
23 }
```

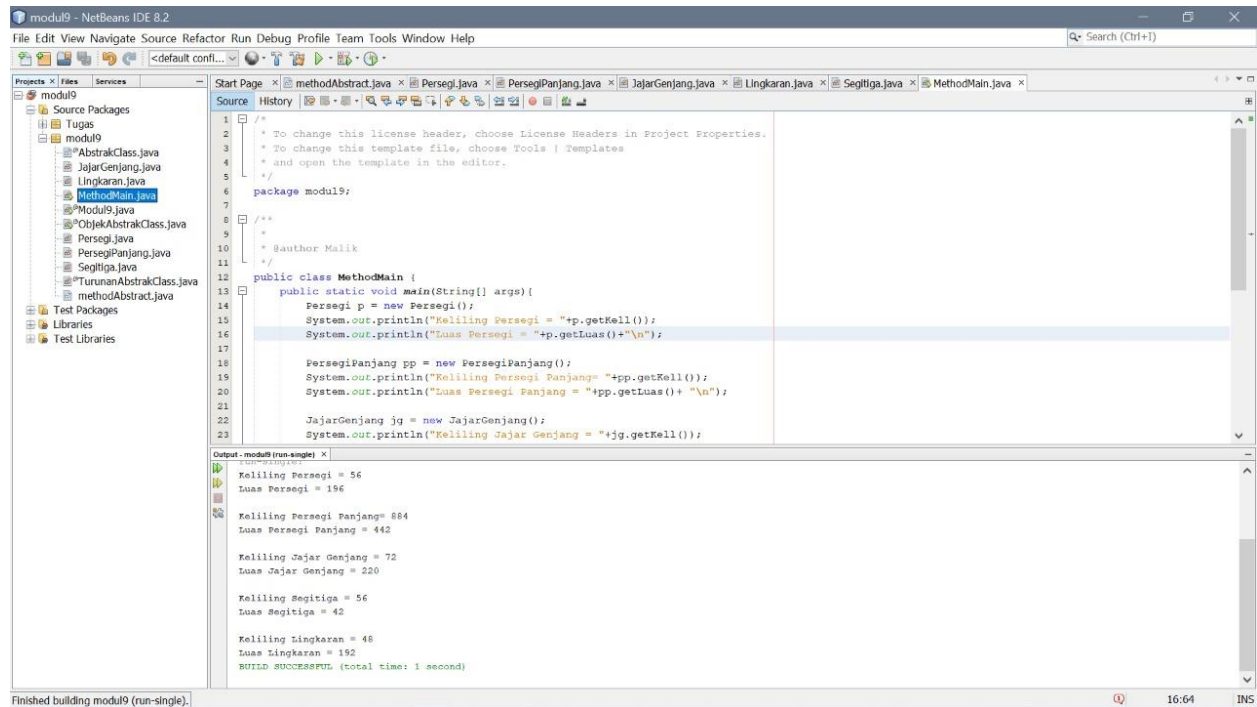
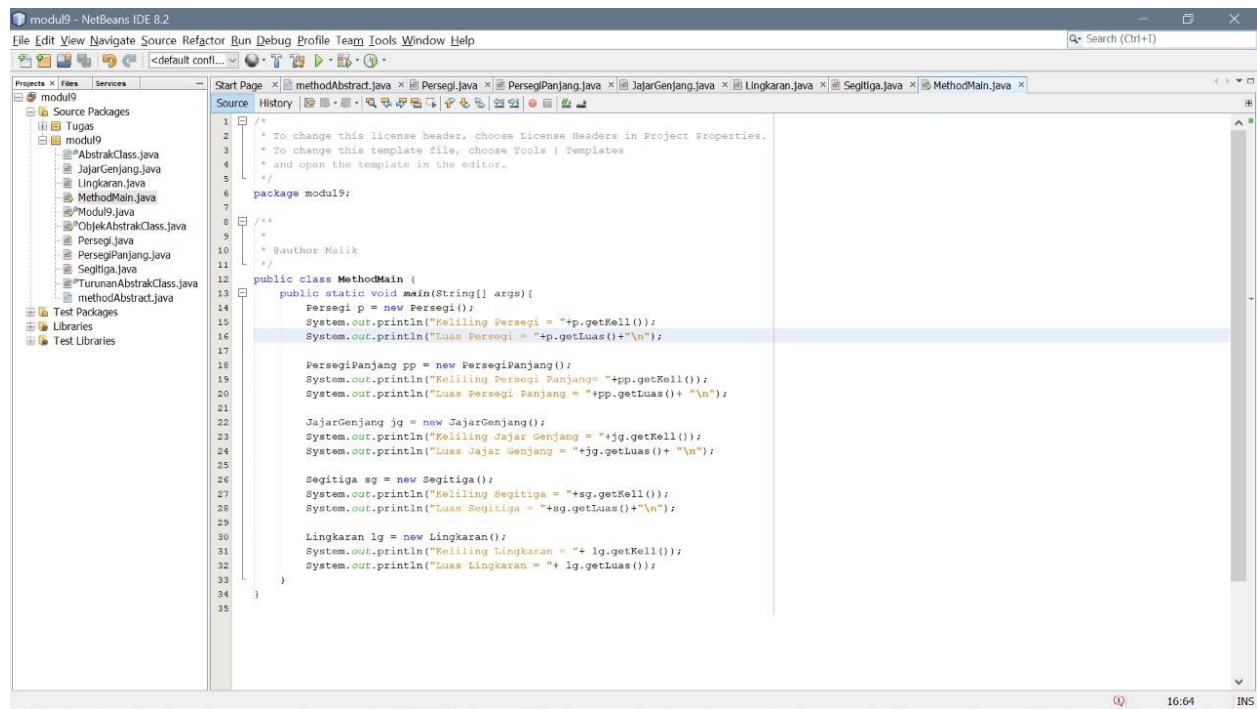
## Lingkaran.java

```
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   package modul9;
7
8   /**
9    *
10   * @author Malik
11   */
12   public class Lingkaran extends methodAbstrak{
13       int diameter =16;
14       int phi = 22/7;
15
16       public int jariJari(){
17           return diameter/2;
18       }
19
20       public int luas() {
21           return phi * (jariJari()*jariJari());
22       }
23
24       public int keliling(){
25           return phi * diameter;
26       }
27   }
```

## Segitiga.java

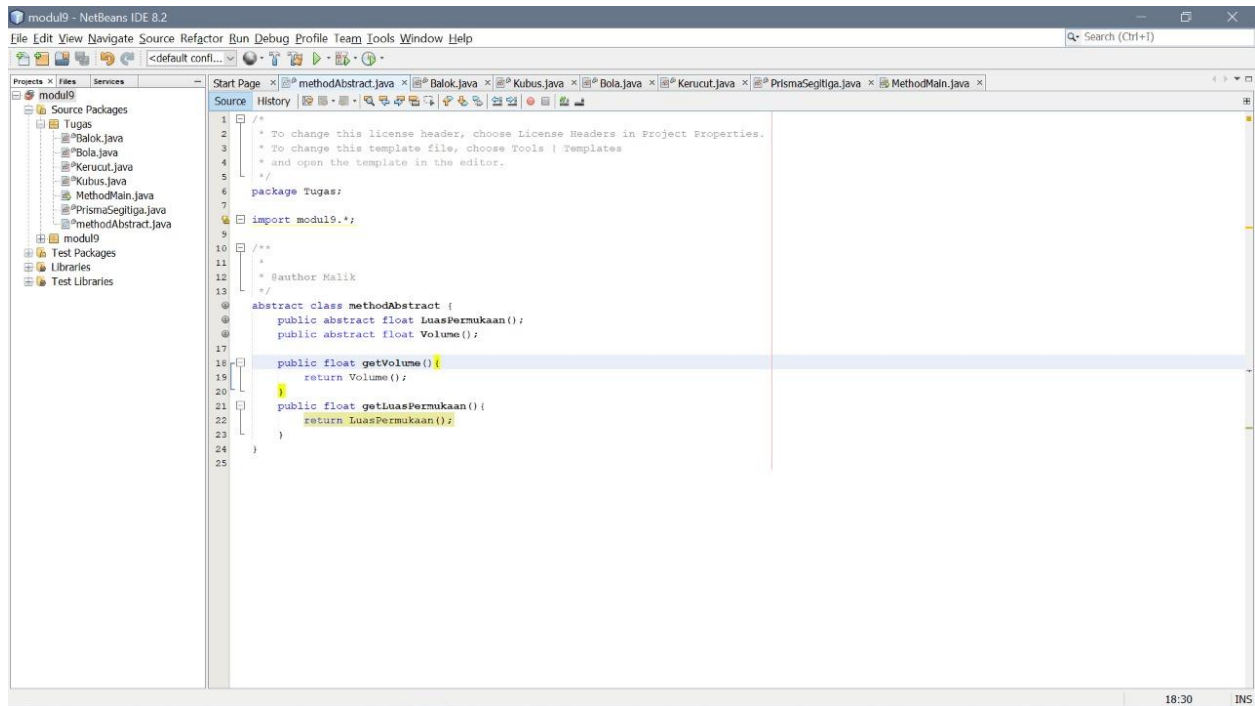
```
1  /**
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6   package modul9;
7
8   /**
9    *
10   * @author Malik
11   */
12   public class Segitiga extends methodAbstrak{
13       int Alas = 12;
14       int tinggi = 7;
15       int sisi1 = 12;
16       int sisi2 = 22;
17       int sisi3 = 22;
18
19
20       public int luas() {
21           return (Alas*tinggi)/2;
22       }
23
24       public int keliling(){
25           return (sisi1+sisi2+sisi3);
26       }
27   }
```

# Demo



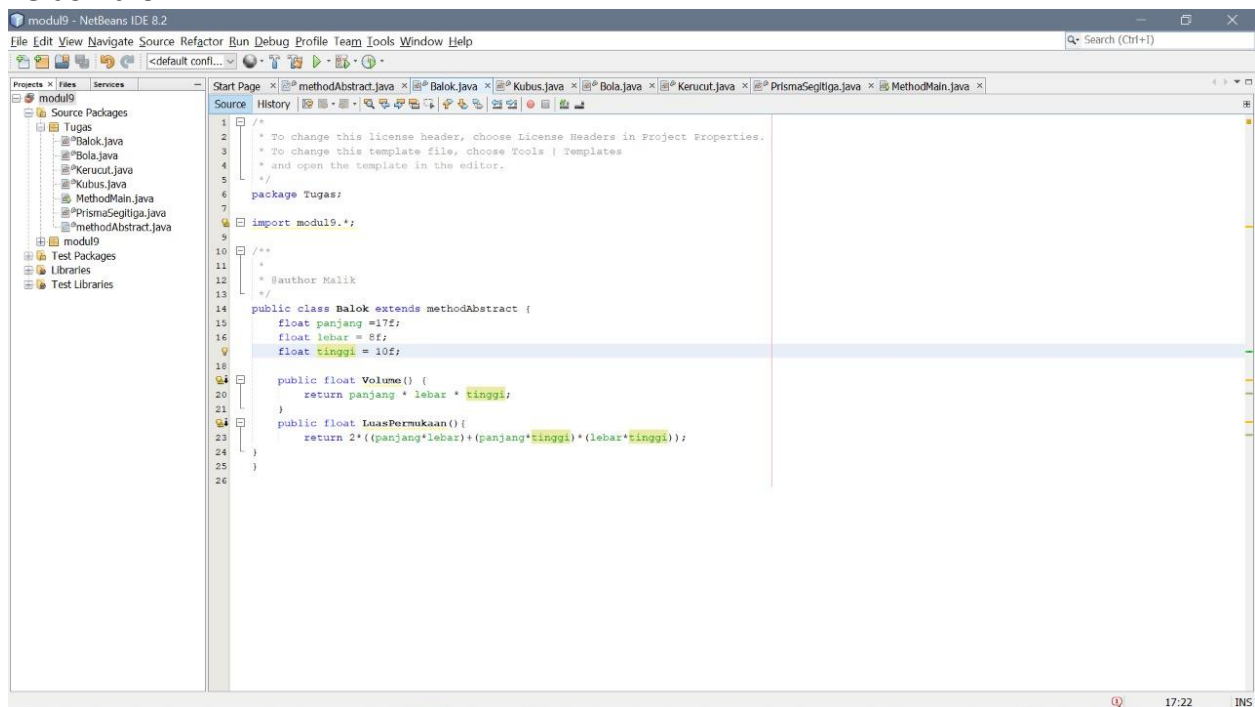
# TUGAS

## Kelas methodAbstract



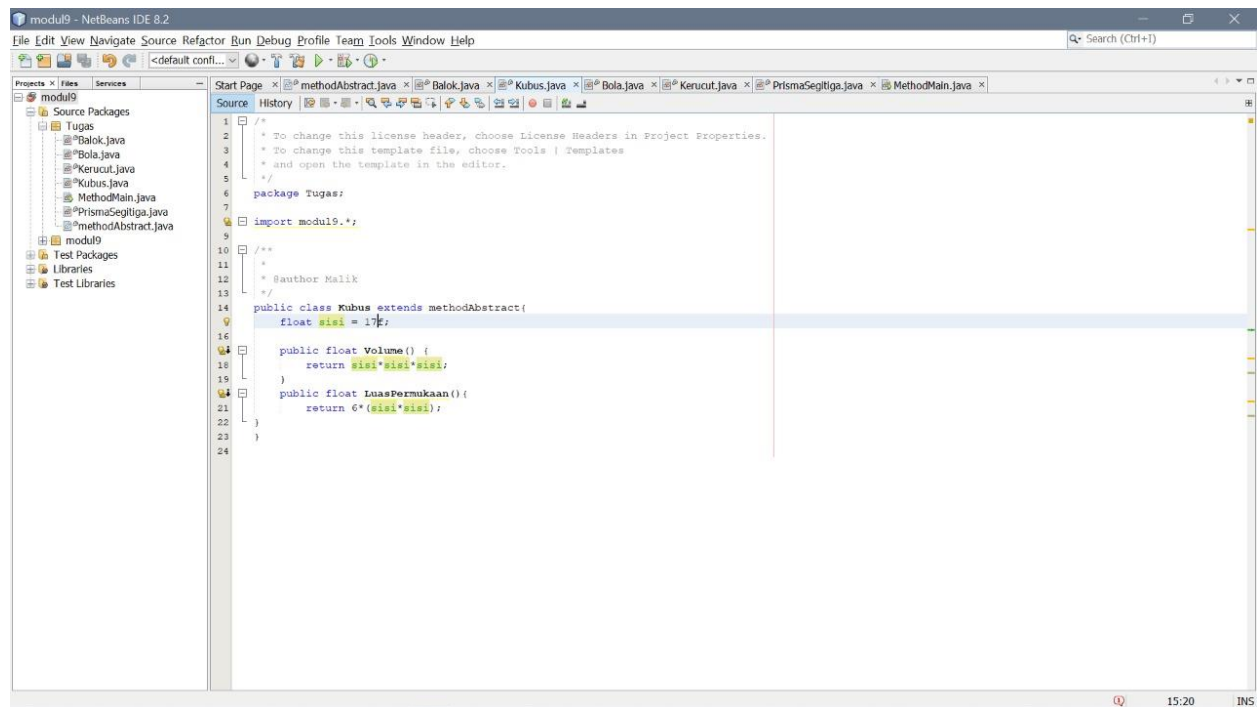
```
1  /**
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6  package Tugas;
7
8  import modul9.*;
9
10 /**
11  *
12  * @author Malik
13  */
14 abstract class MethodAbstract {
15     public abstract float LuasPermukaan();
16     public abstract float Volume();
17
18     public float getVolume() {
19         return Volume();
20     }
21     public float getLuasPermukaan() {
22         return LuasPermukaan();
23     }
24 }
25
```

## Kelas Balok

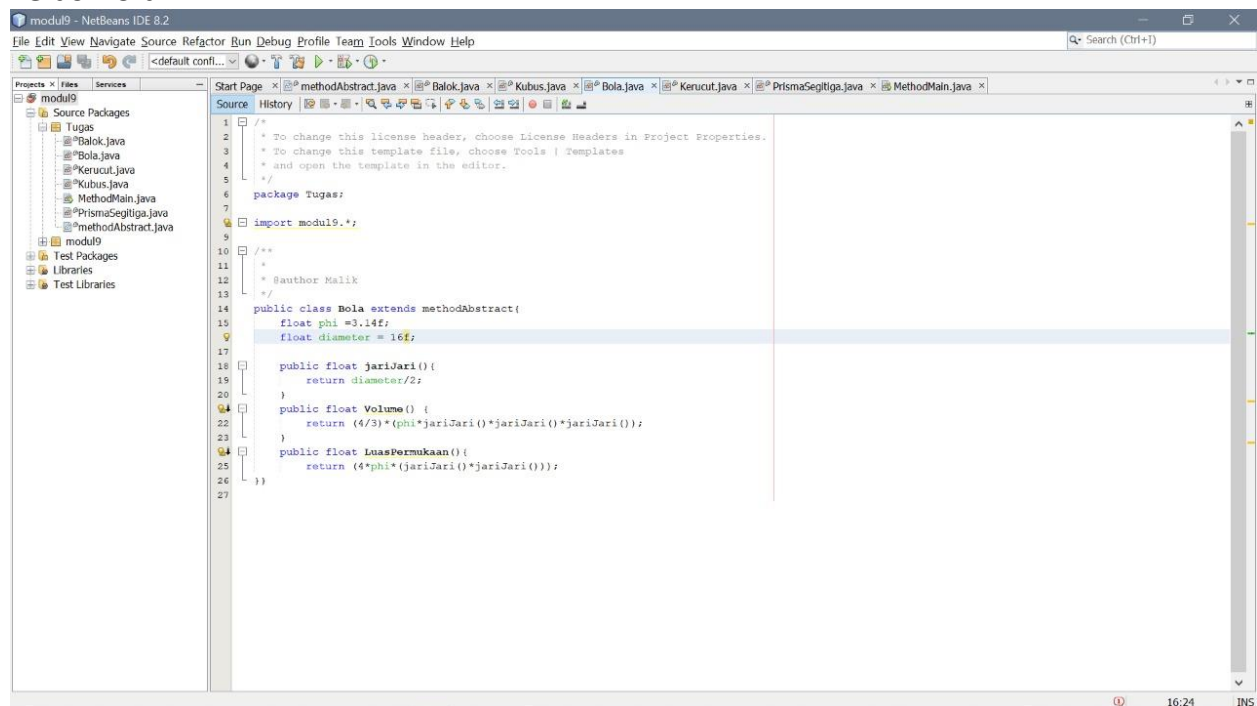


```
1  /**
2   * To change this license header, choose License Headers in Project Properties.
3   * To change this template file, choose Tools | Templates
4   * and open the template in the editor.
5   */
6  package Tugas;
7
8  import modul9.*;
9
10 /**
11  *
12  * @author Malik
13  */
14 public class Balok extends MethodAbstract {
15     float panjang = 17f;
16     float lebar = 8f;
17     float tinggi = 10f;
18
19     public float Volume() {
20         return panjang * lebar * tinggi;
21     }
22     public float LuasPermukaan() {
23         return 2 * ((panjang * lebar) + (panjang * tinggi) + (lebar * tinggi));
24     }
25 }
26
```

## Kelas Kubus

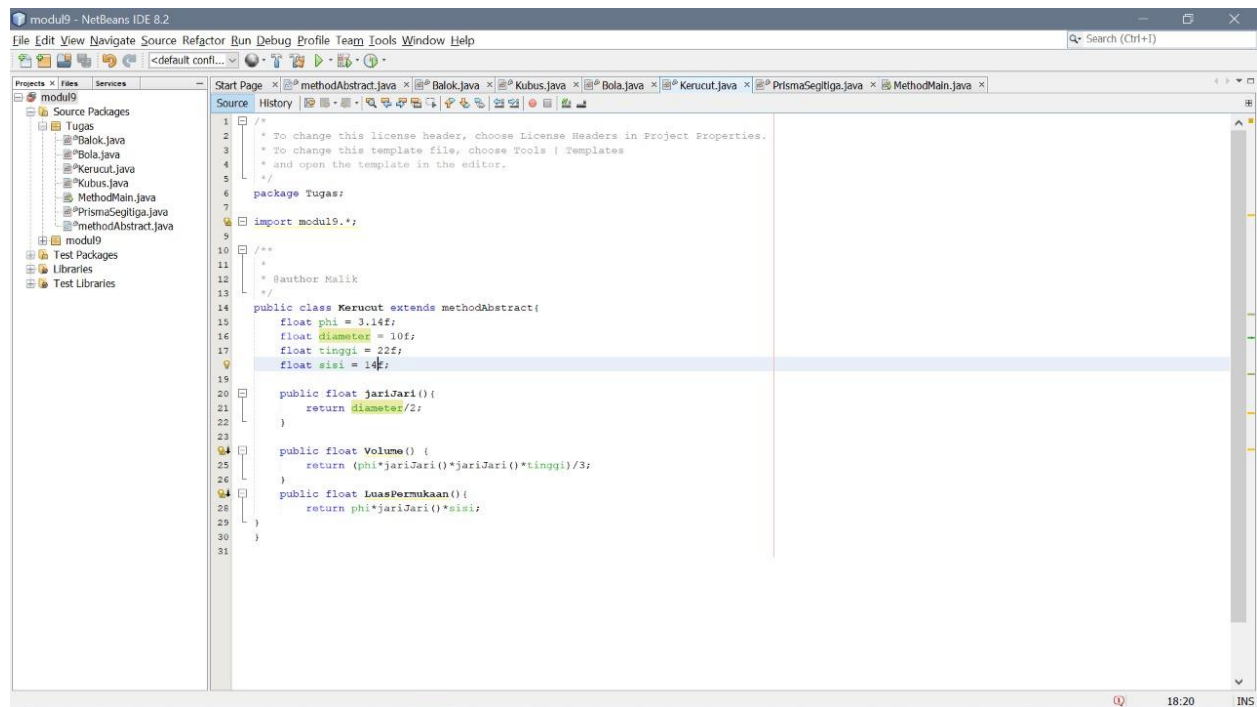


## Kelas Bola

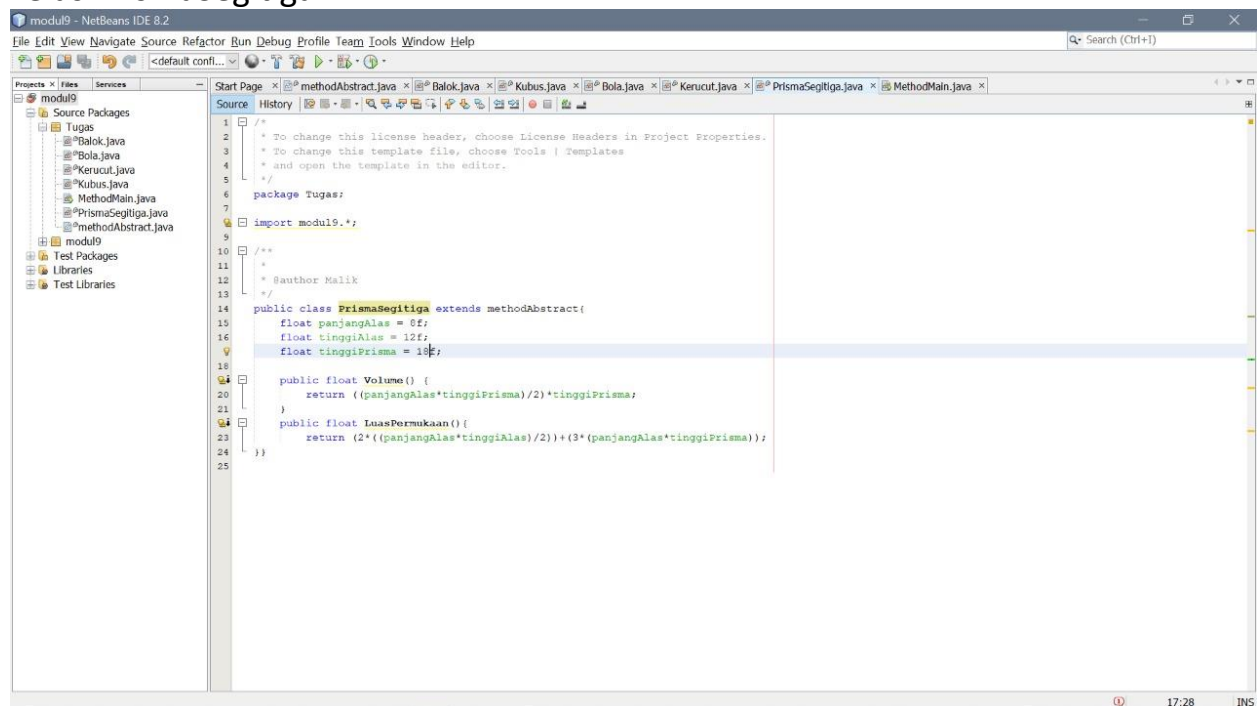




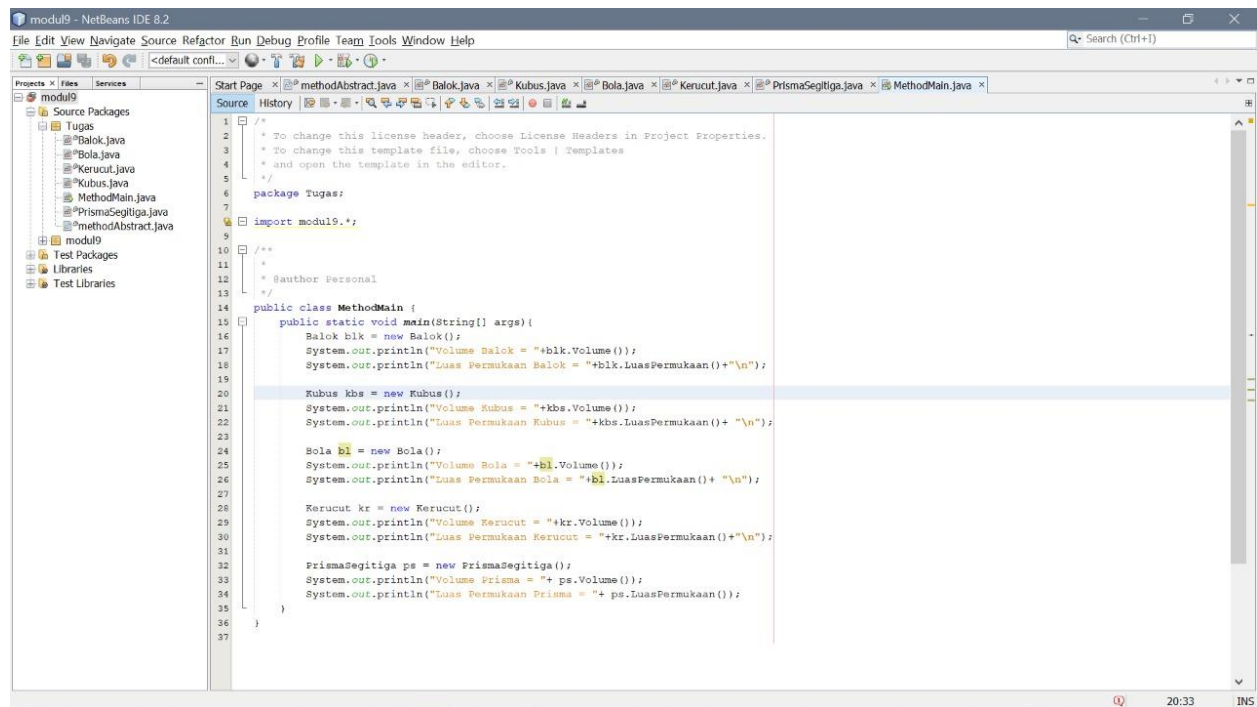
## Kelas Kerucut



## Kelas PrismaSegitiga



## Kelas MethodMain



## Output

