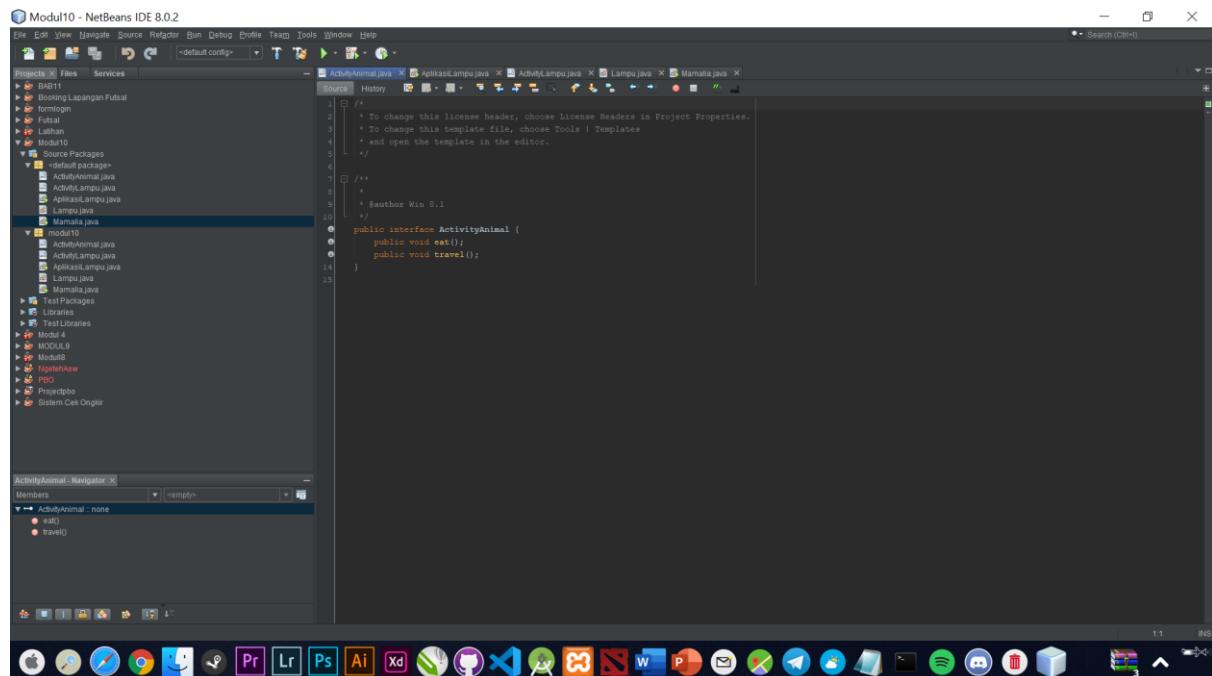


Praktikum PBO

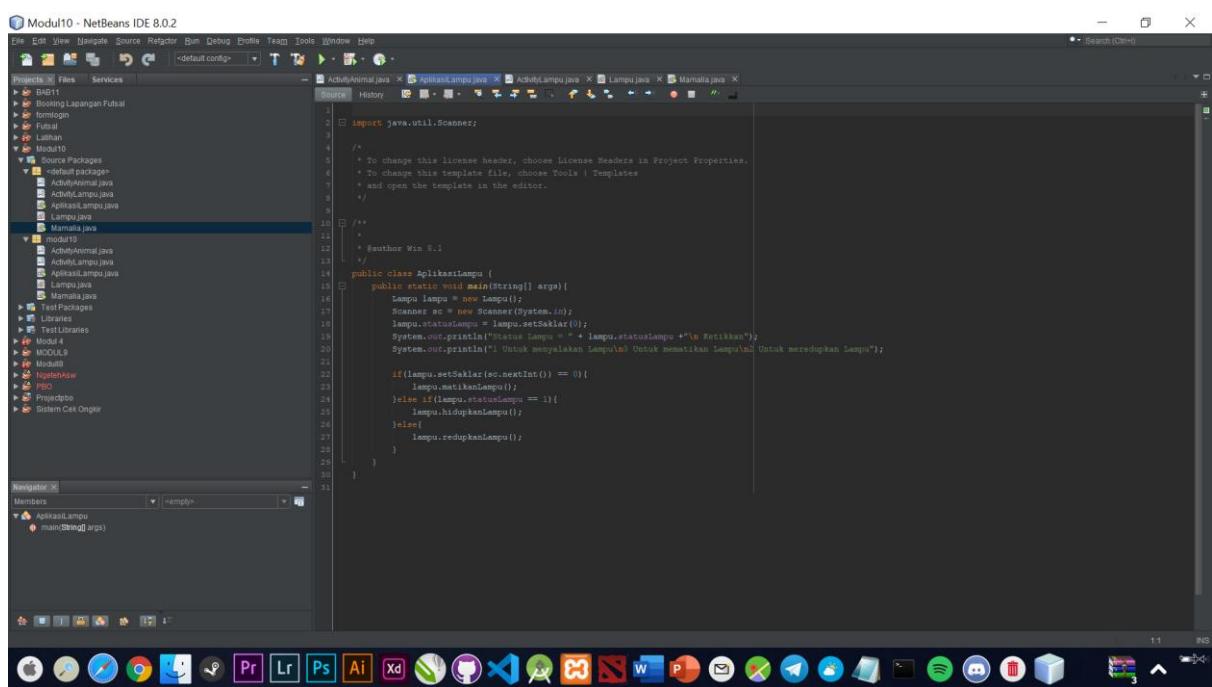
Modul 10

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```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates.
 * and open the template in the editor.
 */
public interface ActivityAnimal {
    public void eat();
    public void travel();
}
```



```
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates.
 * and open the template in the editor.
 */
import java.util.Scanner;

/**
 * Author Win S.I
 */
public class AplikasiLampu {
    public static void main(String[] args) {
        Lampu lampu = new Lampu();
        Scanner sc = new Scanner(System.in);
        lampu.setStatusLampu = lampu.setSelaku(0);
        System.out.println("Status Lampu = " + lampu.getStatusLampu + "\n Ketikan");
        if(lampu.setSelaku(sc.nextInt()) == 0){
            lampu.matiKanLampu();
        }else if(lampu.getStatusLampu == 1){
            lampu.hidupkanLampu();
        }else{
            lampu.redupkanLampu();
        }
    }
}
```

The screenshot shows the NetBeans IDE interface with the title "Modul10 - NetBeans IDE 8.0.2". The menu bar includes File, Edit, View, Navigate, Source, Refactor, Run, Debug, Profile, Team, Tools, Window, Help. The toolbar has icons for New Project, Open Project, Save, Undo, Redo, Cut, Copy, Paste, Find, Replace, and others. The Projects tab shows a tree view of packages and files, including BSB10, Latihan, Modul10, and Modul10 Test Packages. The modul10 package contains ActivityAnimal.java, ActivityLampu.java, ApilkasiLampu.java, Lampa.java, and Mammala.java. The ActivityLampu.java file is open in the editor, displaying its code:

```
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 8.1
10 */
11 public interface ActivityLampu {
12     public static final int LAMPU_HIDUP=1;
13     public static final int LAMPU_TIDAK_HIDUP=2;
14     public static final int LAMPU_REDUPU=3;
15     public abstract void matikanLampu();
16     public abstract void hidupkanLampu();
17     public abstract void redupukanLampu();
18 }
```

The Navigator tab shows the members of the ActivityLampu class, including methods like hidupkanLampu(), matikanLampu(), redupukanLampu(), and constants LAMPU_HIDUP, LAMPU_TIDAK_HIDUP, and LAMPU_REDUPU.

The screenshot shows the NetBeans IDE interface with the title "Modul10 - NetBeans IDE 8.0.2". The menu bar includes File, Edit, View, Navigate, Source, Register, Bin, Debugging, Profile, Team, Tools, Window, Help, and a search bar. The left sidebar displays the "Projects" and "Services" panes, listing various Java files and modules. The main editor pane shows the code for "ActivityLampu.java". The code implements the `ActivityLampu` interface, defining methods for turning on and off a lamp, setting a switch value, and getting the current status. The code uses `System.out.println` statements to output messages. The bottom navigation bar contains icons for file operations like Open, Save, and Print, as well as links to various tools and documentation.

```
6
7     /**
8      * 
9      * @author Win S.I.
10     */
11    public class Lampu implements ActivityLampu{
12        public int statusLampu;
13
14        public void matikanLampu(){
15            if(statusLampu == 0){
16                System.out.println("Lampu sudah dalam kondisi mati");
17            }else if(statusLampu == 1){
18                statusLampu -= 1;
19                System.out.println("Lampu sudah dimatikan");
20            }
21        }
22
23        public void hidupkanLampu(){
24            if(statusLampu == 1){
25                System.out.println("Lampu sudah dinyalakan\n***");
26            }else{
27                statusLampu += 1;
28                System.out.println("Lampu sudah dalam kondisi menyala");
29            }
30        }
31
32        public int setSaklar(int saklar){
33            return statusLampu = saklar;
34        }
35
36        public void redupkanLampu(){
37            if(statusLampu == 2){
38                System.out.println("Lampu telah diredupkannya");
39            }else{
40                statusLampu -= 1;
41                System.out.println("Teredupkan Lampu telah ditutupi");
42            }
43        }
44    }
45}
```

