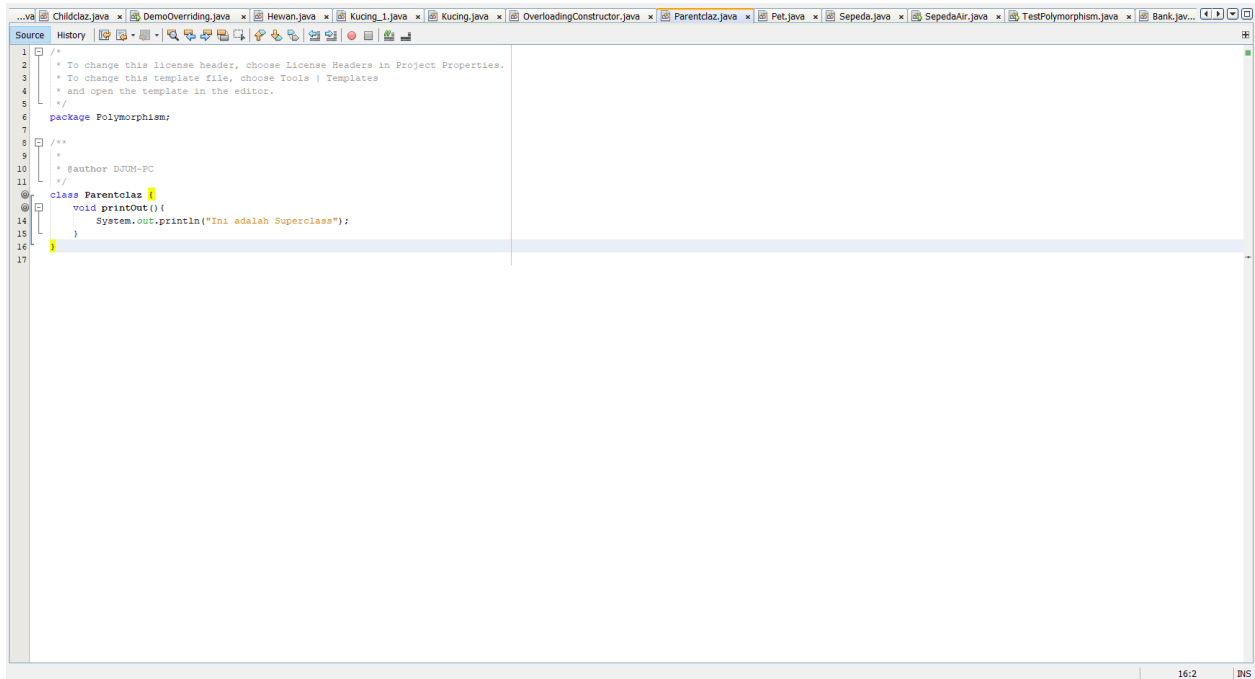Nama : Rifqi Aditya Mahendra
NIM   : L200180083
Kelas : B

Modul 8
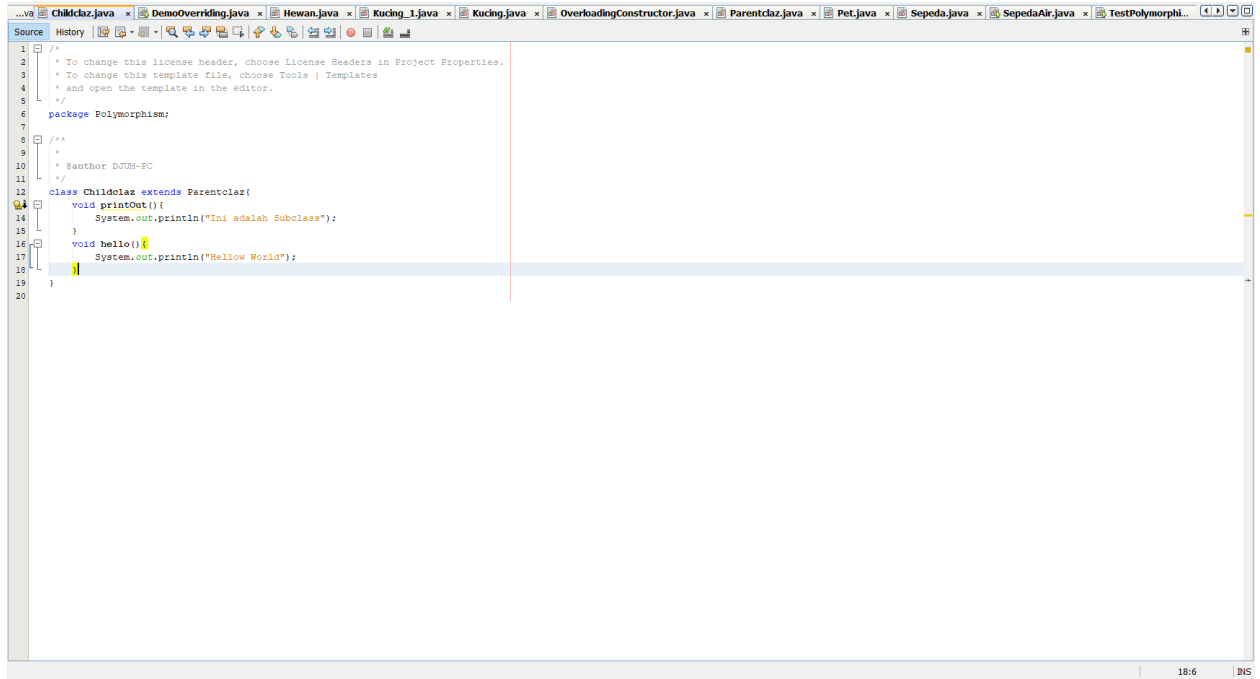
1. Parentclaz.java


```java
/*
 * 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.
 */
package Polymorphism;

/**
 *
 * @author DJUM-PC
 */
class Parentclaz {
    void printOut(){
        System.out.println("Ini adalah Superclass");
    }
}
```
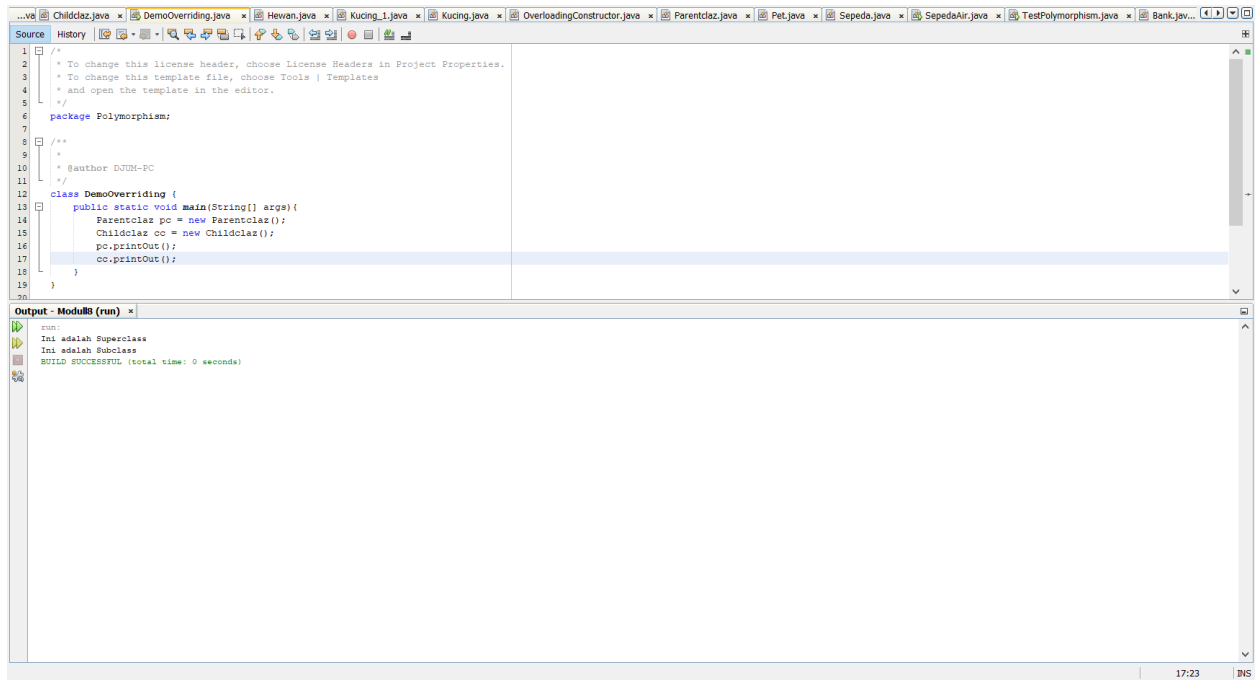
2. Childclaz.java

```java
/*
 * 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.
 */
package Polymorphism;

/**
 *
 * @author DJUM-PC
 */
class Childclaz extends Parentclaz{
    void printOut(){
        System.out.println("Ini adalah Subclass");
    }
    void hello(){
        System.out.println("Hellow World");
    }
}
```
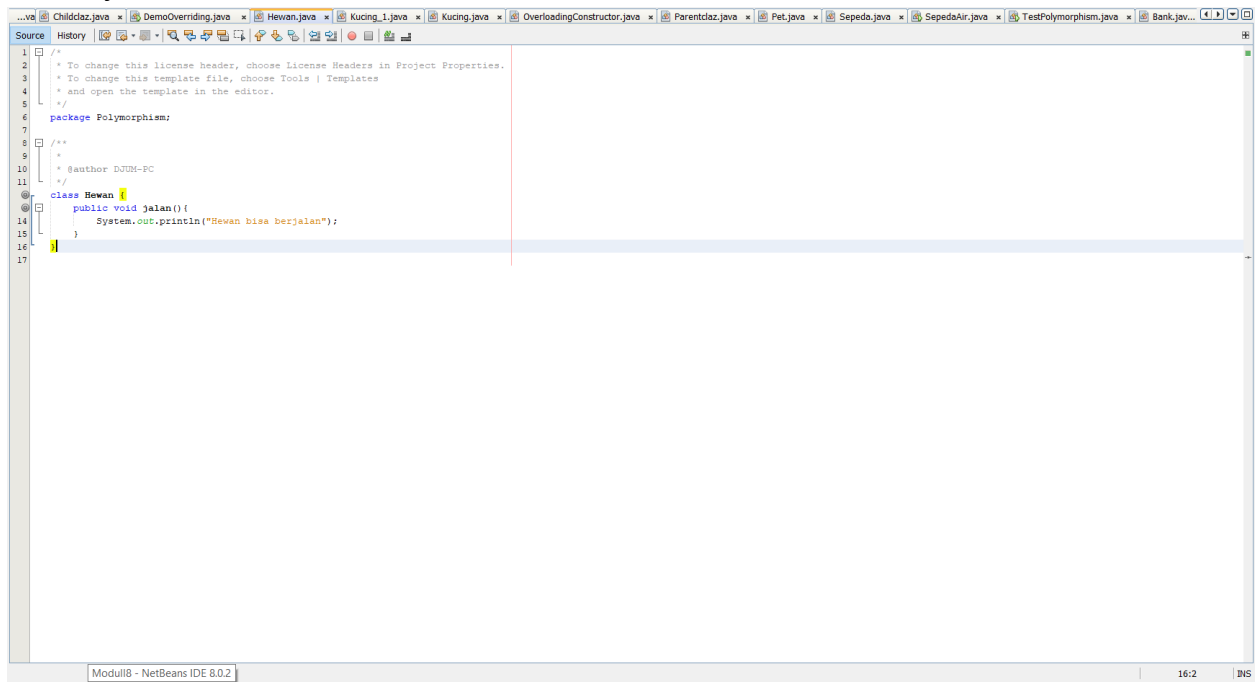
3. DemoOverriding.java

```java
/*
 * 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.
 */
package Polymorphism;

/**
 *
 * @author DJUM-PC
 */
class DemoOverriding {
    public static void main(String[] args){
        Parentclaz pc = new Parentclaz();
        Childclaz cc = new Childclaz();
        pc.printOut();
        cc.printOut();
    }
}
```
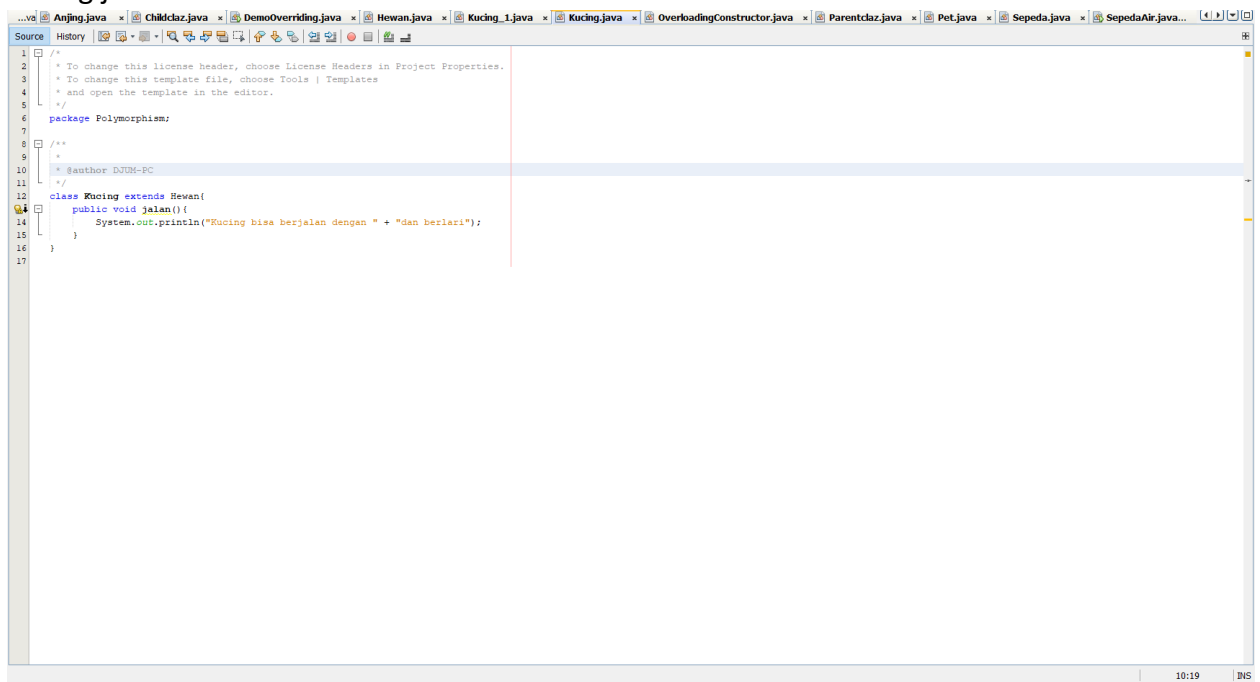
Output - Modul8 (run) ×

```
run:
Ini adalah Superclass
Ini adalah Subclass
BUILD SUCCESSFUL (total time: 0 seconds)
```

4. Hewan.java


```java
/*
 * 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.
 */
package Polymorphism;

/**
 *
 * @author DJUM-PC
 */
class Hewan {
    public void jalan(){
        System.out.println("Hewan bisa berjalan");
    }
}
```
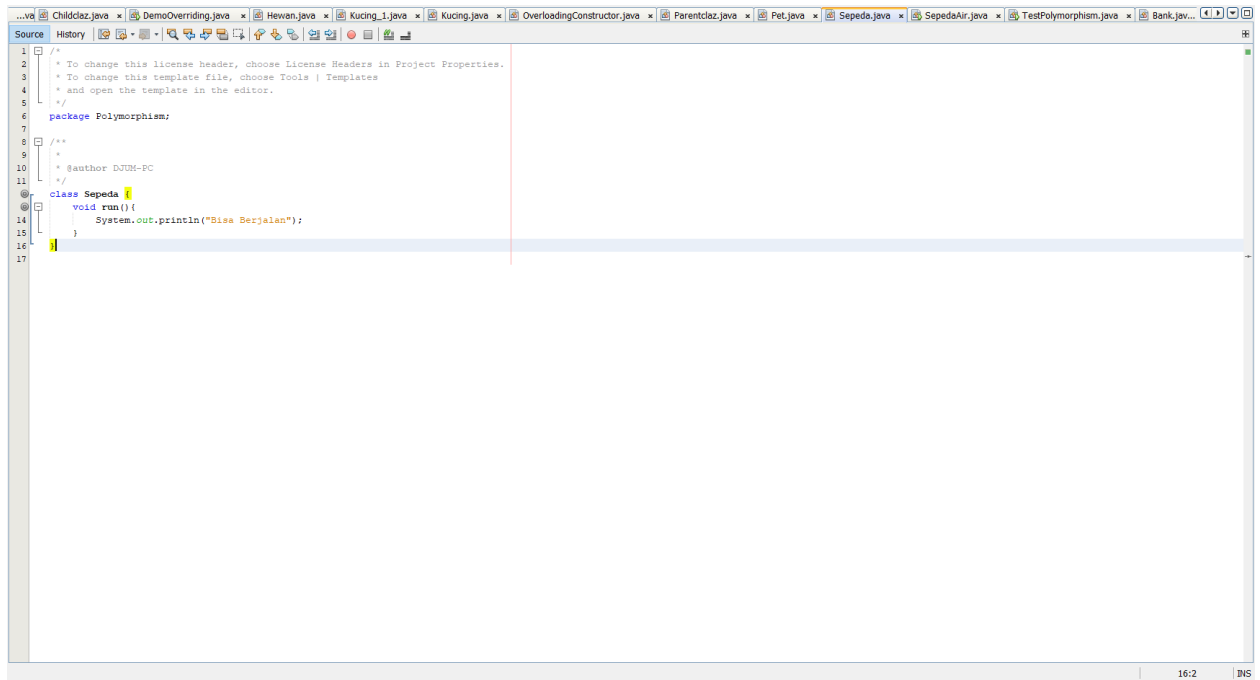
5. Kucing.java


```java
/*
 * 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.
 */
package Polymorphism;

/**
 *
 * @author DJUM-PC
 */
class Kucing extends Hewan{
    public void jalan(){
        System.out.println("Kucing bisa berjalan dengan " + "dan berlari");
    }
}
```
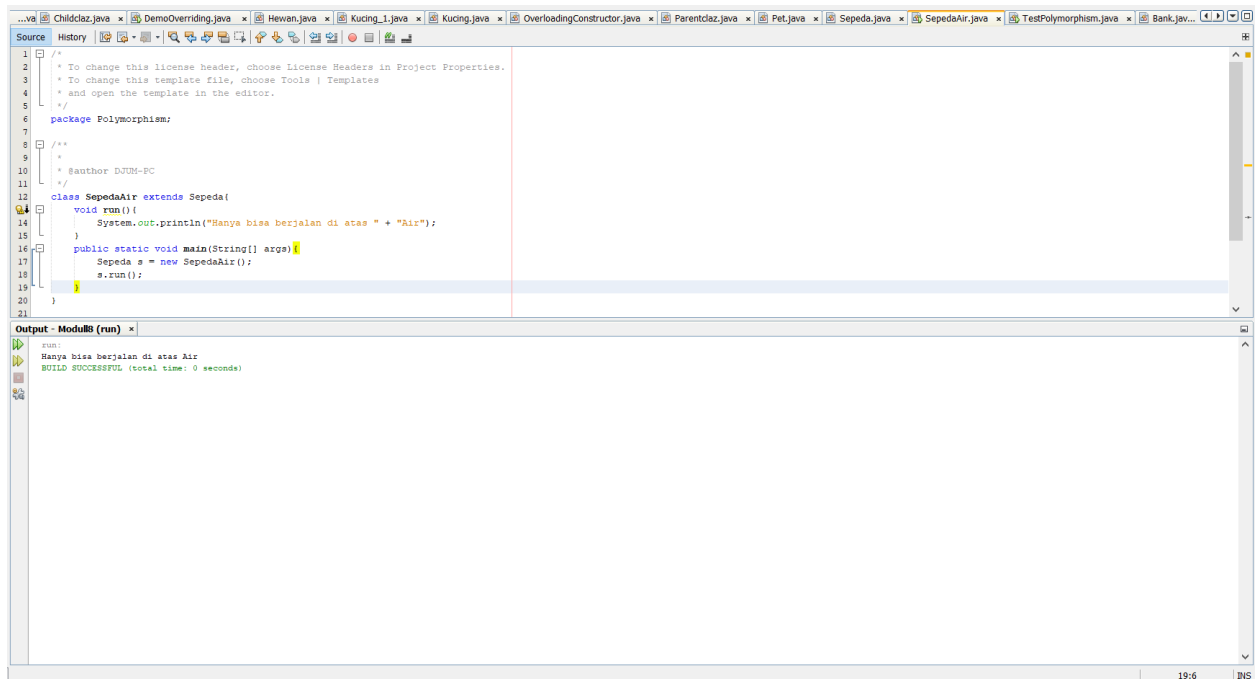
6. Sepeda.java

```java
/*
 * 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.
 */
package Polymorphism;

/**
 *
 * @author DJUM-PC
 */
class Sepeda {
    void run(){
        System.out.println("Bisa Berjalan");
    }
}
```

7. SepedaAir.java

```java
/*
 * 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.
 */
package Polymorphism;

/**
 *
 * @author DJUM-PC
 */
class SepedaAir extends Sepeda{
    void run(){
        System.out.println("Hanya bisa berjalan di atas " + "Air");
    }
    public static void main(String[] args){
        Sepeda s = new SepedaAir();
        s.run();
    }
}
```
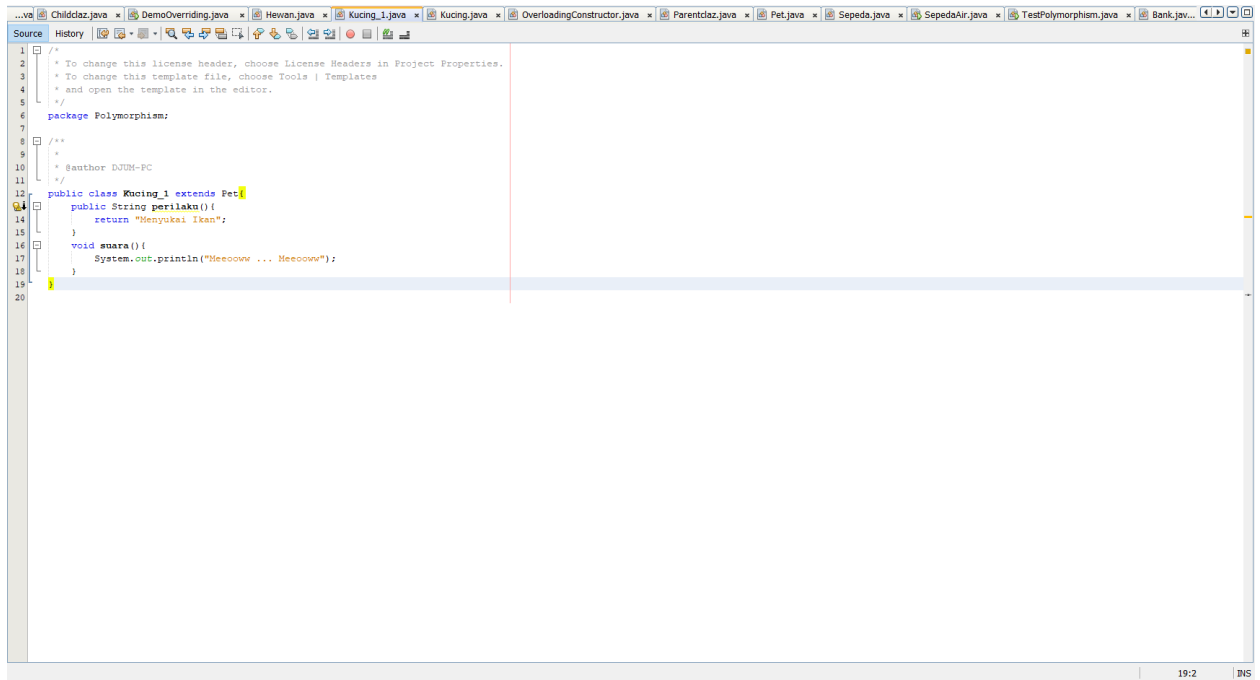
Output - Modul8 (run)

```
run:
Hanya bisa berjalan di atas Air
BUILD SUCCESSFUL (total time: 0 seconds)
```

8. Overloading

```java
/*
 * 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.
 */

package Polymorphism;

/**
 *
 * @author DJUM-PC
 */
import java.util.Date;
public class OverloadingConstructor {
    int idUser;
    String userName;
    int level;
    Date lastLogin;
    public OverloadingConstructor(){

    }
    public OverloadingConstructor(int idUser, String userName){
        this.idUser = idUser;
        this.userName = userName;
    }
}
```
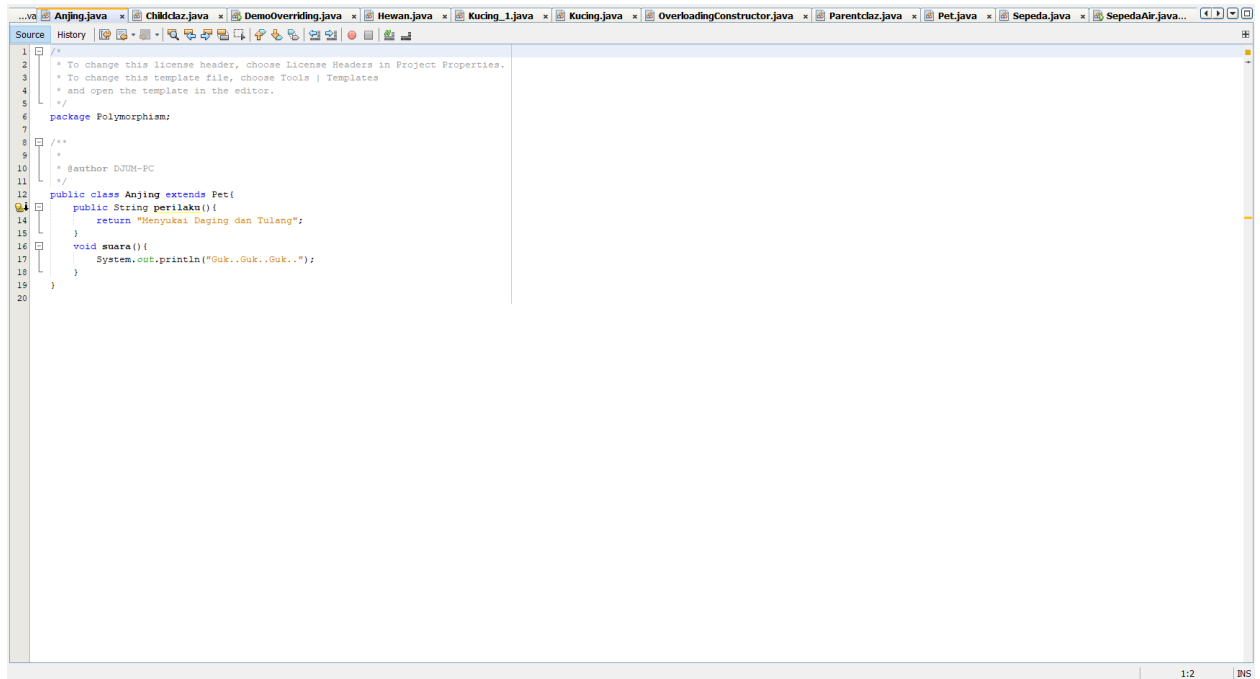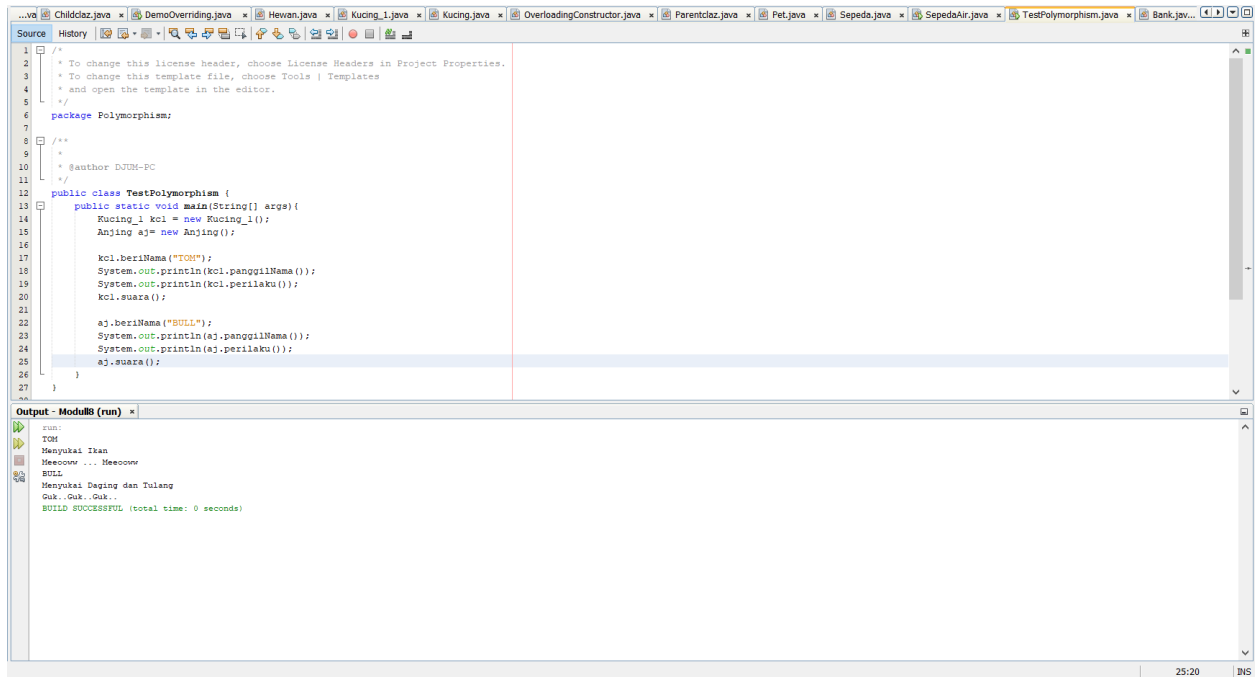
9. Pet.java

```java
/*
 * 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.
 */
package Polymorphism;

/**
 *
 * @author DJUM-PC
 */
public class Pet {
    private String nama;

    public void beriNama(String beriNama){
        this.nama = beriNama;
    }

    public String panggilNama(){
        return this.nama;
    }

    public String perilaku(){
        return "Hewan Penurut";
    }
}
```

10. Kucing_1.java


```java
/*
 * 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.
 */
package Polymorphism;

/**
 *
 * @author DJUM-PC
 */
public class Kucing_1 extends Pet{
    public String perilaku(){
        return "Menyukai Ikan";
    }
    void suara(){
        System.out.println("Meeooww ... Meeooww");
    }
}
```

11. Anjing.java


```java
/*
 * 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.
 */
package Polymorphism;

/**
 *
 * @author DJUM-PC
 */
public class Anjing extends Pet{
    public String perilaku(){
        return "Menyukai Daging dan Tulang";
    }
    void suara(){
        System.out.println("Guk..Guk..Guk..");
    }
}
```
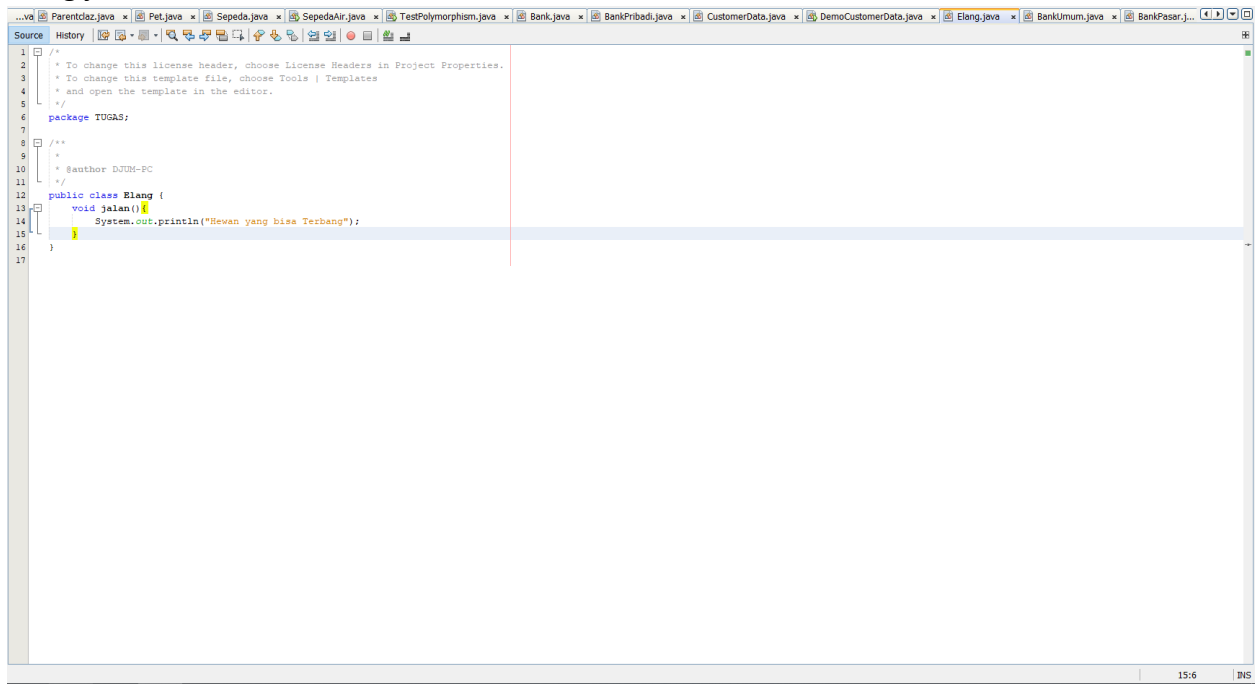
12. TestPolymorphism.java

```java
/*
 * 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.
 */
package Polymorphism;

/**
 *
 * @author DJUM-PC
 */
public class TestPolymorphism {
    public static void main(String[] args){
        Kucing_1 kcl = new Kucing_1();
        Anjing aj= new Anjing();

        kcl.beriNama("TOM");
        System.out.println(kcl.panggilNama());
        System.out.println(kcl.perilaku());
        kcl.suara();

        aj.beriNama("BULL");
        System.out.println(aj.panggilNama());
        System.out.println(aj.perilaku());
        aj.suara();
    }
}
```

Output - Modul8 (run)

```
run:
TOM
Menyukai Ikan
Meeoww ... Meeoww
BULL
Menyukai Daging dan Tulang
Guk..Guk..Guk..
BUILD SUCCESSFUL (total time: 0 seconds)
```
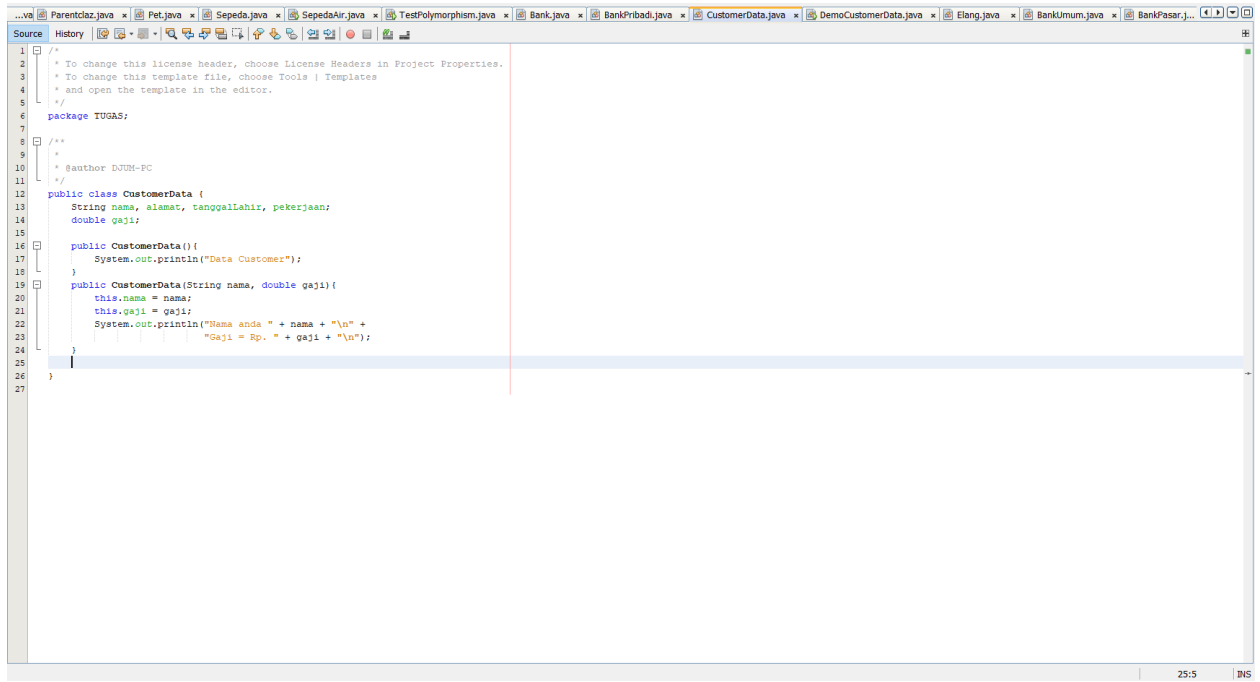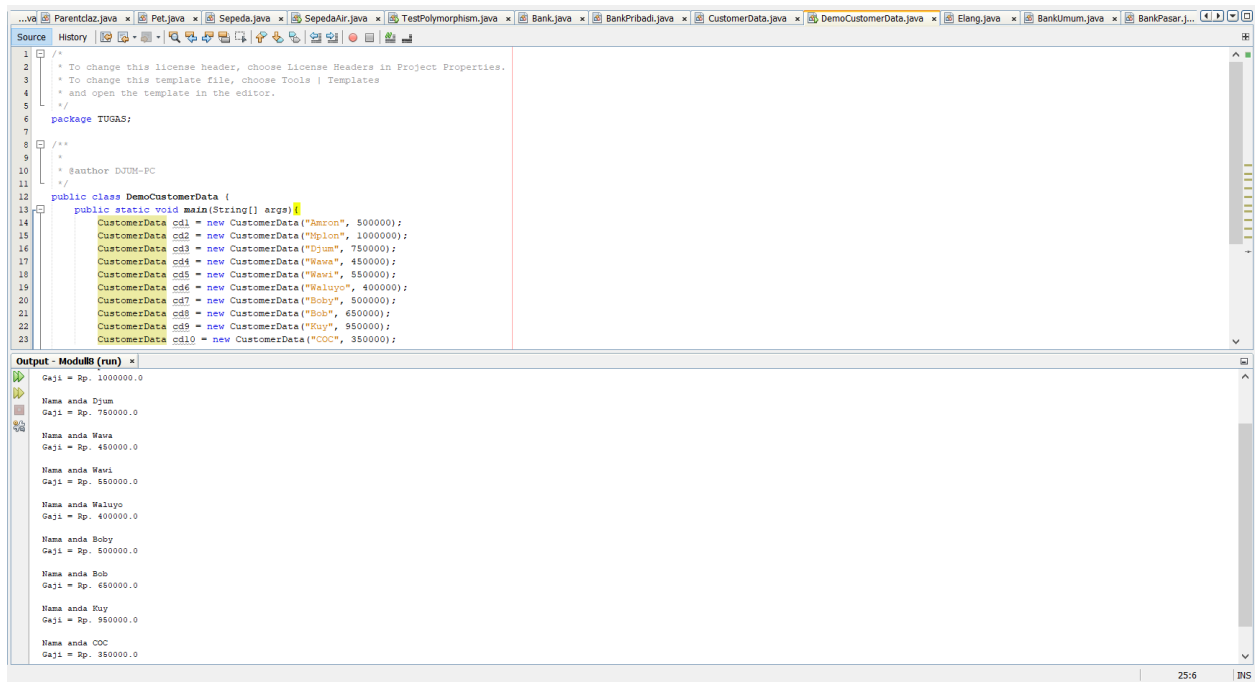
13. Elang.java

```java
/*
 * 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.
 */
package TUGAS;

/**
 *
 * @author DJUM-PC
 */
public class Elang {
    void jalan(){
        System.out.println("Hewan yang bisa Terbang");
    }
}
```

14. CustomerData.java


```java
/*
 * 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.
 */
package TUGAS;

/**
 *
 * @author DJUM-PC
 */
public class CustomerData {
    String nama, alamat, tanggalLahir, pekerjaan;
    double gaji;

    public CustomerData(){
        System.out.println("Data Customer");
    }
    public CustomerData(String nama, double gaji){
        this.nama = nama;
        this.gaji = gaji;
        System.out.println("Nama anda " + nama + "\n" +
                           "Gaji = Rp. " + gaji + "\n");
    }
}
```

15. DemoCustomerData.java
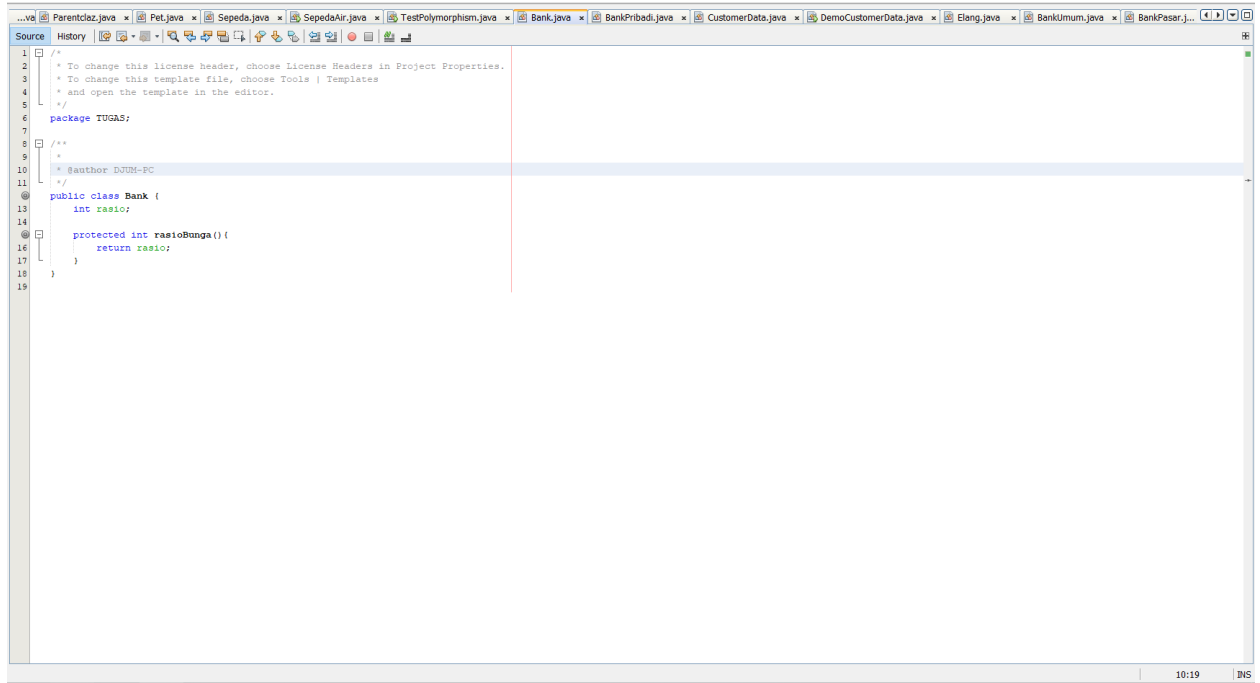


```java
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package TUGAS;

/**
 *
 * @author DJUM-PC
 */
public class DemoCustomerData {
    public static void main(String[] args){
        CustomerData cd1 = new CustomerData("Amron", 500000);
        CustomerData cd2 = new CustomerData("Mplon", 1000000);
        CustomerData cd3 = new CustomerData("Djum", 750000);
        CustomerData cd4 = new CustomerData("Wawa", 450000);
        CustomerData cd5 = new CustomerData("Wawi", 550000);
        CustomerData cd6 = new CustomerData("Waluyo", 400000);
        CustomerData cd7 = new CustomerData("Boby", 500000);
        CustomerData cd8 = new CustomerData("Bob", 650000);
        CustomerData cd9 = new CustomerData("Kuy", 950000);
        CustomerData cd10 = new CustomerData("COC", 350000);
```
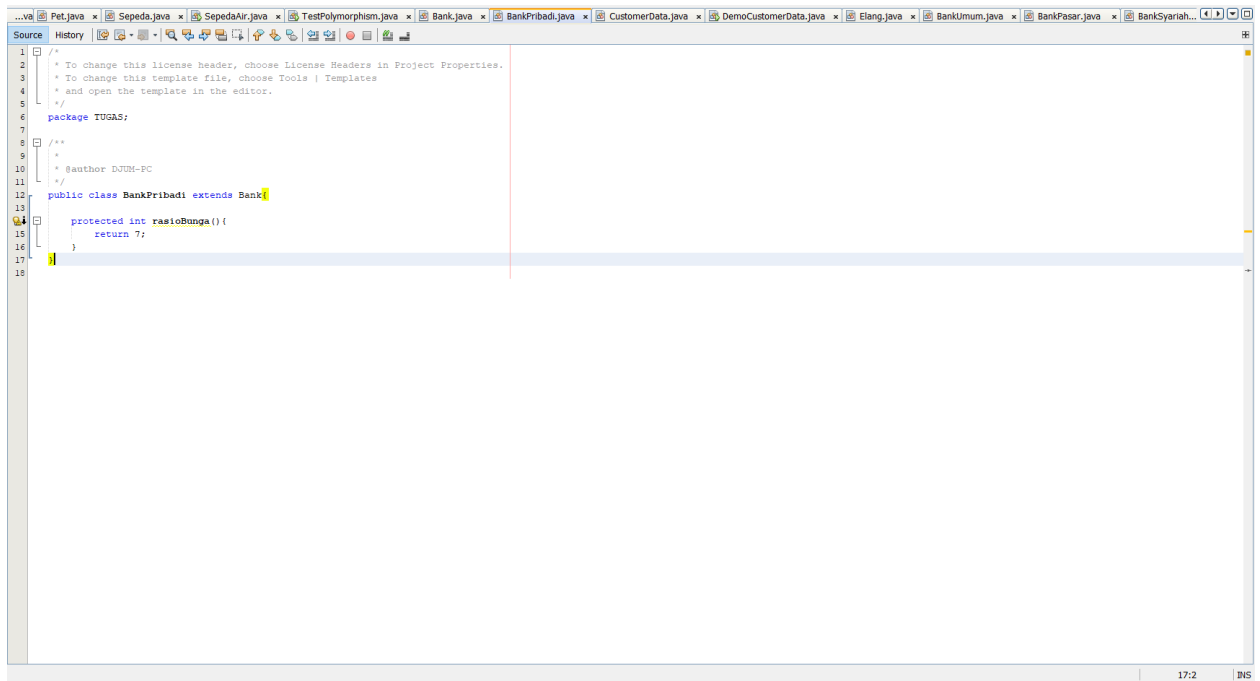
Output - Modul8 (run)

```
Gaji = Rp. 1000000.0

Nama anda Djum
Gaji = Rp. 750000.0

Nama anda Wawa
Gaji = Rp. 450000.0

Nama anda Wawi
Gaji = Rp. 550000.0

Nama anda Waluyo
Gaji = Rp. 400000.0

Nama anda Boby
Gaji = Rp. 500000.0

Nama anda Bob
Gaji = Rp. 650000.0

Nama anda Kuy
Gaji = Rp. 950000.0

Nama anda COC
Gaji = Rp. 350000.0
```
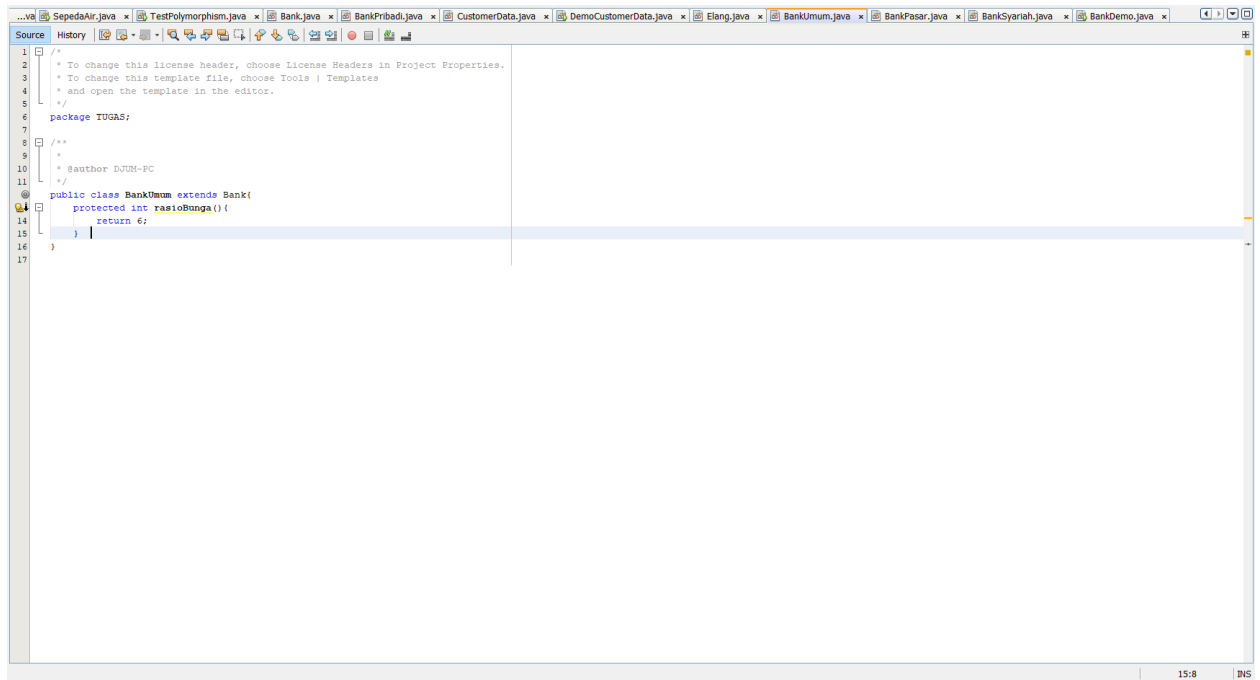
16. Bank.java

```java
/*
 * 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.
 */
package TUGAS;

/**
 *
 * @author DJUM-PC
 */
public class Bank {
    int rasio;

    protected int rasioBunga(){
        return rasio;
    }
}
```
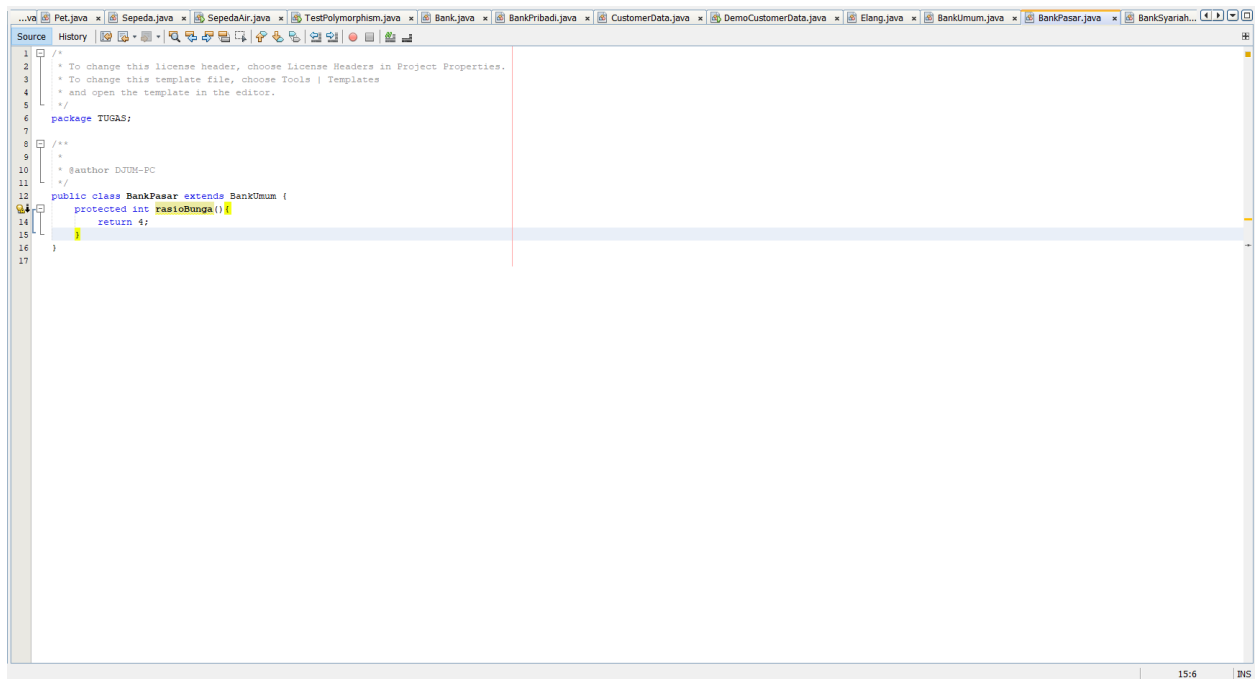
17. BankPribadi.java

```java
/*
 * 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.
 */
package TUGAS;

/**
 *
 * @author DJUM-PC
 */
public class BankPribadi extends Bank{

    protected int rasioBunga(){
        return 7;
    }
}
```

18. BankUmum.java
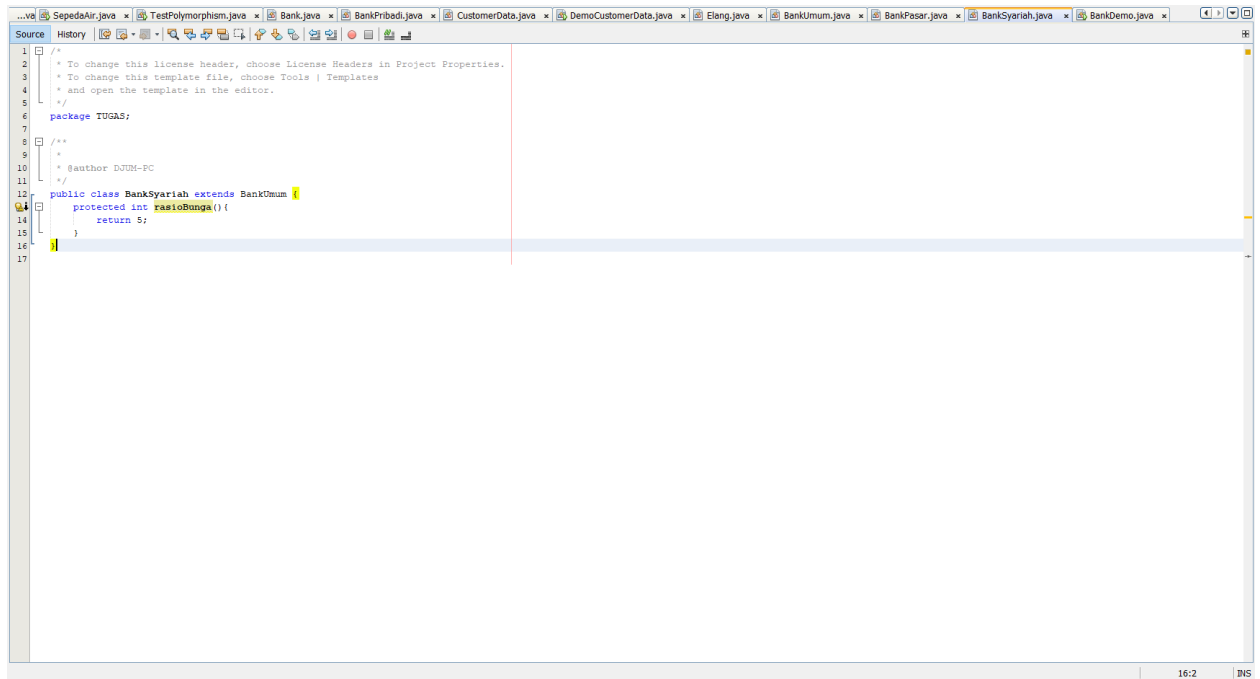


```java
/*
 * To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
 */
package TUGAS;

/**
 *
 * @author DJUM-PC
 */
public class BankUmum extends Bank{
    protected int rasioBunga(){
        return 6;
    }
}
```
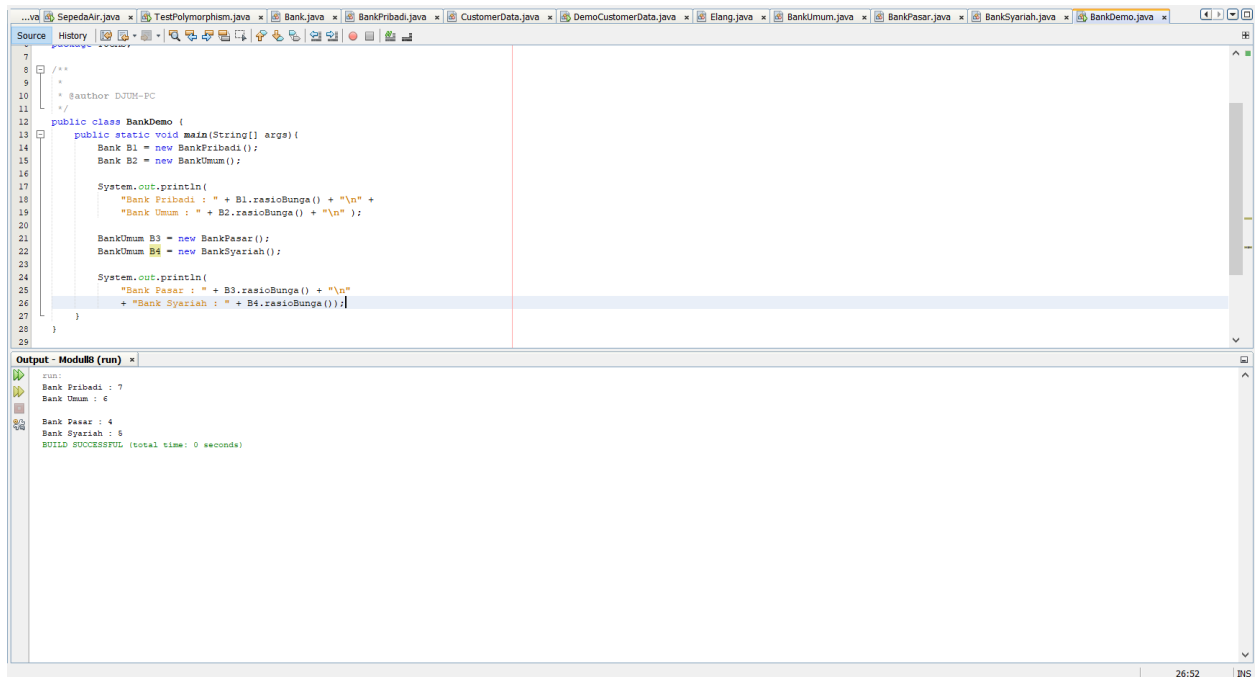
19. BankPasar.java


```java
/*
 * 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.
 */
package TUGAS;

/**
 *
 * @author DJUM-PC
 */
public class BankPasar extends BankUmum {
    protected int rasioBunga(){
        return 4;
    }
}
```

20. BankSyariah.java

```java
/*
 * 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.
 */
package TUGAS;

/**
 *
 * @author DJUM-PC
 */
public class BankSyariah extends BankUmum {
    protected int rasioBunga(){
        return 5;
    }
}
```

21. BankDemo.java

```java
/**
 *
 * @author DJUM-PC
 */
public class BankDemo {
    public static void main(String[] args){
        Bank B1 = new BankPribadi();
        Bank B2 = new BankUmum();

        System.out.println(
            "Bank Pribadi : " + B1.rasioBunga() + "\n" +
            "Bank Umum : " + B2.rasioBunga() + "\n" );

        BankUmum B3 = new BankPasar();
        BankUmum B4 = new BankSyariah();

        System.out.println(
            "Bank Pasar : " + B3.rasioBunga() + "\n"
            + "Bank Syariah : " + B4.rasioBunga());
    }
}
```

Output - Modul8 (run)

```
run:
Bank Pribadi : 7
Bank Umum : 6

Bank Pasar : 4
Bank Syariah : 5
BUILD SUCCESSFUL (total time: 0 seconds)
```