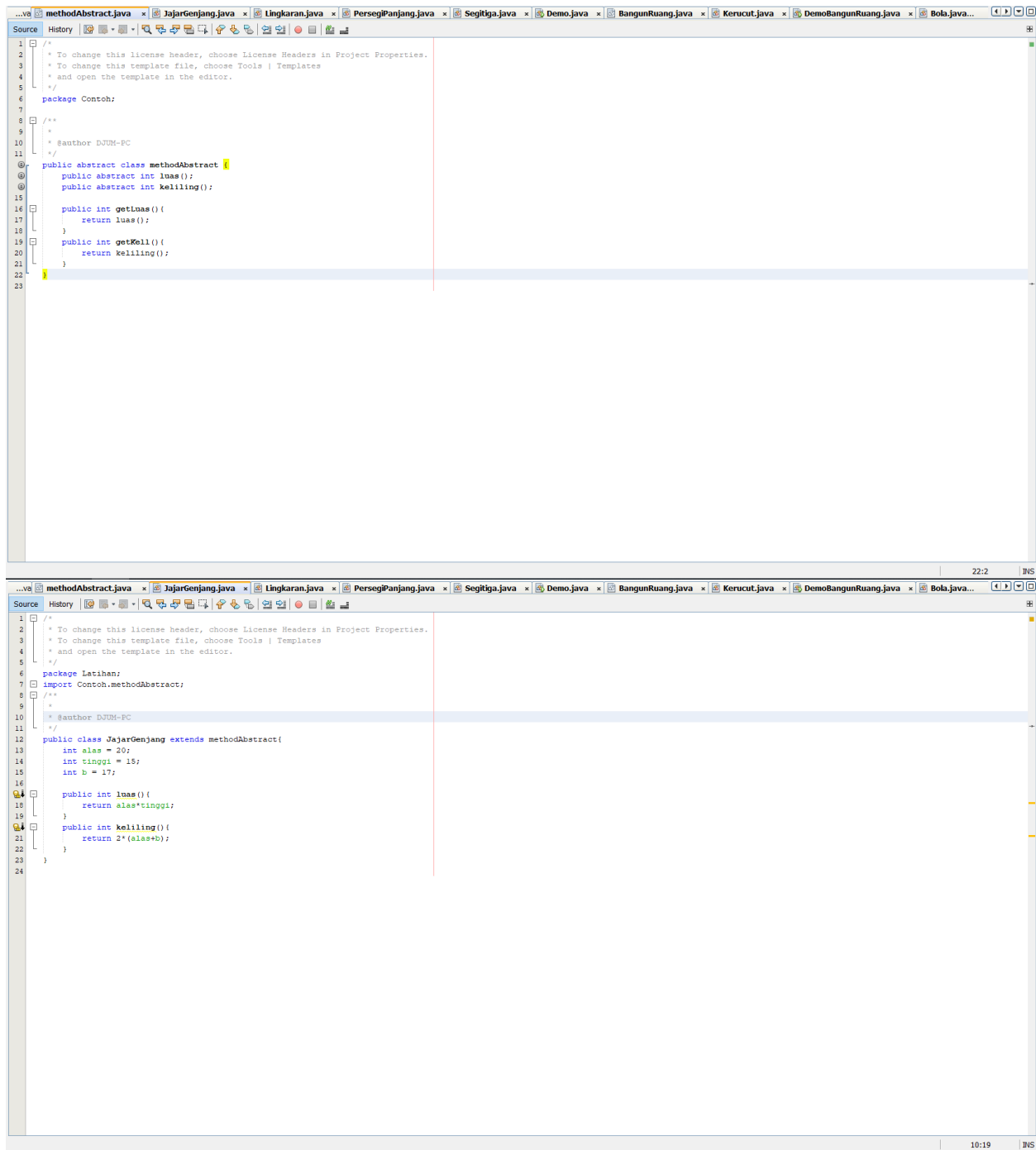


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Kelas : B

MODUL 9

Latihan



The image displays two screenshots of an IDE window showing Java code. The top screenshot shows the `methodAbstract.java` file, which defines an abstract class `methodAbstract` with two abstract methods: `luas()` and `keliling()`. The bottom screenshot shows the `JajarGenjang.java` file, which implements the `methodAbstract` class. It defines a class `JajarGenjang` that extends `methodAbstract` and implements the `luas()` and `keliling()` methods. The code in the bottom screenshot includes comments and variable declarations for `alas`, `tinggi`, and `b`.

```
1 1
2 2
3 3
4 4
5 5
6 6
7 7
8 8
9 9
10 10
11 11
12 12
13 13
14 14
15 15
16 16
17 17
18 18
19 19
20 20
21 21
22 22
23 23
24 24
```

```
1 1
2 2
3 3
4 4
5 5
6 6
7 7
8 8
9 9
10 10
11 11
12 12
13 13
14 14
15 15
16 16
17 17
18 18
19 19
20 20
21 21
22 22
23 23
24 24
```

```
...va methodAbstract.java x Jajargenjang.java x Lingkaran.java x PersegiPanjang.java x Segitiga.java x Demo.java x BangunRuang.java x Kerucut.java x DemoBangunRuang.java x Bola.java...
Source History
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
/*
 * 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 Latihan;
import Contoh.methodAbstract;
/**
 * @author DJUM-PC
 */
public class Lingkaran extends methodAbstract{
    int r = 14;
    int phi = 22/7;

    public int luas(){
        return phi*r*r;
    }
    public int keliling(){
        return 2*phi*r;
    }
}
```

```
...va methodAbstract.java x Jajargenjang.java x Lingkaran.java x PersegiPanjang.java x Segitiga.java x Demo.java x BangunRuang.java x Kerucut.java x DemoBangunRuang.java x Bola.java...
Source History
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
/*
 * 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 Latihan;
import Contoh.methodAbstract;
/**
 * @author DJUM-PC
 */
public class PersegiPanjang extends methodAbstract{
    int panjang = 12;
    int lebar = 7;

    public int luas(){
        return panjang*lebar;
    }
    public int keliling(){
        return 2*(panjang+lebar);
    }
}
```

```
...va methodAbstract.java x JajarGenjang.java x Lingkaran.java x PersegiPanjang.java x Segitiga.java x Demo.java x BangunRuang.java x Kerucut.java x DemoBangunRuang.java x Bola.java...
Source History
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 Latihan;
7  import Contoh.methodAbstract;
8  /**
9   *
10   * @author DJUM-PC
11   */
12  public class Segitiga extends methodAbstract{
13      int a = 4;
14      int b = 3;
15      int c = 5;
16      int tinggl = 3;
17
18      public int luas(){
19          return a*tinggl/2;
20      }
21      public int keliling(){
22          return a+b+c;
23      }
24  }
25
```

```
...va methodAbstract.java x JajarGenjang.java x Lingkaran.java x PersegiPanjang.java x Segitiga.java x Demo.java x BangunRuang.java x Kerucut.java x DemoBangunRuang.java x Bola.java...
Source History
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 Latihan;
7  /**
8   *
9   * @author DJUM-PC
10   */
11  public class Demo {
12      public static void main(String[] args){
13          PersegiPanjang pp = new PersegiPanjang();
14          System.out.println("Persegi Panjang");
15          System.out.println("Keliling = " + pp.getKell());
16          System.out.println("Luas = " + pp.getLuas() + "\n");
17
18          JajarGenjang jg = new JajarGenjang();
19          System.out.println("Jajar Genjang");
20          System.out.println("Keliling = " + jg.getKell());
21          System.out.println("Luas = " + jg.getLuas() + "\n");
22
23          Lingkaran lk = new Lingkaran();
24          System.out.println("Lingkaran");
25          System.out.println("Keliling = " + lk.getKell());
26          System.out.println("Luas = " + lk.getLuas() + "\n");
27
28          Segitiga sg = new Segitiga();
29          System.out.println("Segitiga");
30          System.out.println("Keliling = " + sg.getKell());
31          System.out.println("Luas = " + sg.getLuas() + "\n");
32      }
33  }
34
35
```

...va methodAbstract.java x JajarGenjang.java x Lingkaran.java x PersegiPanjang.java x Segitiga.java x Demo.java x SangunRuang.java x Kerucut.java x DemoSangunRuang.java x Bola.java x Salok.java x Kub...

Source History

```
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 Latihan;
7  /**
8   *
9   * Santhor DJUM-PC
10  */
11
12  public class Demo {
13      public static void main(String[] args){
14          PersegiPanjang pp = new PersegiPanjang();
15          System.out.println("Persegi Panjang");
16          System.out.println("Keliling = " + pp.getKell());
17          System.out.println("Luas = " + pp.getLuas() + "\n");
18
19          JajarGenjang jg = new JajarGenjang();
20          System.out.println("Jajar Genjang");
21      }
22  }
```

Output - ModulB (run)

```
run
Persegi Panjang
Keliling = 38
Luas = 84

Jajar Genjang
Keliling = 74
Luas = 300

Lingkaran
Keliling = 84
Luas = 880

Segitiga
Keliling = 12
Luas = 6

BUILD SUCCESSFUL (total time: 1 second)
```

9:19 JNS

Tugas

```
...va methodAbstract.java x JajarGenjang.java x Lintang.java x PersegiPanjang.java x Segitiga.java x Demo.java x BangunRuang.java x Kerucut.java x DemoBangunRuang.java x Bola.java x Balok.java x Kub...
Source History
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   /**
9    *
10   * @author DJUM-PC
11   */
12   public abstract class BangunRuang {
13       public abstract float volume();
14       public abstract float luasPermukaan();
15
16       public float getVolume() {
17           return volume();
18       }
19       public float getLP() {
20           return luasPermukaan();
21       }
22   }
23
```

```
...va Lintang.java x PersegiPanjang.java x Segitiga.java x Demo.java x BangunRuang.java x Kerucut.java x DemoBangunRuang.java x Bola.java x Balok.java x Kubus.java x PrismaSegitiga.java x
Source History
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   /**
9    *
10   * @author DJUM-PC
11   */
12   public class Balok extends BangunRuang {
13       float panjang = 10f;
14       float lebar = 7f;
15       float tinggi = 12f;
16
17       public float volume() {
18           return panjang*lebar*tinggi;
19       }
20       public float luasPermukaan() {
21           return ((2f*panjang*lebar)+(2f*panjang*tinggi)+(2f*lebar*tinggi));
22       }
23   }
24
```

```
...va Lingkaran.java x PersegiPanjang.java x Segitiga.java x Demo.java x BangunRuang.java x Kerucut.java x DemoBangunRuang.java x Bola.java x Balok.java x Kubus.java x PrismaSegitiga.java x

Source History

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   /**
9    *
10   * @author DJUM-PC
11   */
12   public class Bola extends BangunRuang{
13       float r = 28f;
14       float phi = 22/7f;
15
16       public float volume() {
17           return 4/3f*phi*r*r*r;
18       }
19       public float luasPermukaan() {
20           return 4f*phi*r*r;
21       }
22   }
23
```

```
...va Lingkaran.java x PersegiPanjang.java x Segitiga.java x Demo.java x BangunRuang.java x Kerucut.java x DemoBangunRuang.java x Bola.java x Balok.java x Kubus.java x PrismaSegitiga.java x

Source History

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   /**
9    *
10   * @author DJUM-PC
11   */
12   public class Kerucut extends BangunRuang{
13       float r = 8f;
14       float s = 10f;
15       float t = 5f;
16       float phi = 22/7f;
17
18       public float volume() {
19           return (1/3f)*(phi*r*r*t);
20       }
21       public float luasPermukaan() {
22           return (phi*r*r)+(phi*r*s);
23       }
24   }
25
26
```

```
...va Lingkaran.java x PersegiPanjang.java x Segitiga.java x Demo.java x BangunRuang.java x Kerucut.java x DemoBangunRuang.java x Bola.java x Balok.java x Kubus.java x PrismaSegitiga.java x
Source History
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 /**
9  *
10  * @author DJUM-PC
11  */
12 public class Kubus extends BangunRuang {
13     float sisi = 5f;
14
15     public float volume() {
16         return sisi*sisi*sisi;
17     }
18     public float luasPermukaan() {
19         return (6f*(sisi*sisi));
20     }
21 }
22
```

21:2 INS

```
...va Lingkaran.java x PersegiPanjang.java x Segitiga.java x Demo.java x BangunRuang.java x Kerucut.java x DemoBangunRuang.java x Bola.java x Balok.java x Kubus.java x PrismaSegitiga.java x
Source History
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 /**
9  *
10  * @author DJUM-PC
11  */
12 public class PrismaSegitiga extends BangunRuang {
13     float a = 20f;
14     float t = 15f;
15     float T = 17f;
16
17     public float volume() {
18         return (2f*a*t)+(3f*a*T);
19     }
20     public float luasPermukaan() {
21         return (a*t/2f)*T;
22     }
23 }
24
```

23:2 INS

```
...va | Lingkaran.java | PersegiPanjang.java | Segitiga.java | Demo.java | BangunRuang.java | Kerucut.java | DemoBangunRuang.java | Bola.java | Balok.java | Kubus.java | PrismaSegitiga.java |
Source | History |
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 | /**
9 |  *
10 |  * @author DJUM-PC
11 |  */
12 | public class DemoBangunRuang {
13 |     public static void main(String[] args) {
14 |         Balok bl = new Balok();
15 |         System.out.println("Bangun Ruang BALOK");
16 |         System.out.println("Volumenya = " + bl.getVolume());
17 |         System.out.println("Luas Permukaannya = " + bl.getLP() + "\n");
18 |
19 |         Kubus kb = new Kubus();
20 |         System.out.println("Bangun Ruang KUBUS");
21 |         System.out.println("Volumenya = " + kb.getVolume());
22 |         System.out.println("Luas Permukaannya = " + kb.getLP() + "\n");
23 |
24 |         Bola bol = new Bola();
25 |         System.out.println("Bangun Ruang BOLA");
26 |         System.out.println("Volumenya = " + bol.getVolume());
27 |         System.out.println("Luas Permukaannya = " + bol.getLP() + "\n");
28 |
29 |         Kerucut kc = new Kerucut();
30 |         System.out.println("Bangun Ruang KERUCUT");
31 |         System.out.println("Volumenya = " + kc.getVolume());
32 |         System.out.println("Luas Permukaannya = " + kc.getLP() + "\n");
33 |
34 |         PrismaSegitiga ps = new PrismaSegitiga();
35 |         System.out.println("Bangun Ruang PRISMA SEGITIGA");
36 |         System.out.println("Volumenya = " + ps.getVolume());
37 |         System.out.println("Luas Permukaannya = " + ps.getLP() + "\n");
38 |     }
39 | }
40 |
```

```
...va | Lingkaran.java | PersegiPanjang.java | Segitiga.java | Demo.java | BangunRuang.java | Kerucut.java | DemoBangunRuang.java | Bola.java | Balok.java | Kubus.java | PrismaSegitiga.java |
Source | History |
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 | /**
9 |  *
10 |  * @author DJUM-PC
11 |  */
12 | public class DemoBangunRuang {
13 |     public static void main(String[] args) {
14 |         Balok bl = new Balok();
15 |         System.out.println("Bangun Ruang BALOK");
16 |         System.out.println("Volumenya = 240.0");
17 |         System.out.println("Luas Permukaannya = 548.0");
18 |
19 |         Kubus kb = new Kubus();
20 |         System.out.println("Bangun Ruang KUBUS");
21 |         System.out.println("Volumenya = 512.0");
22 |         System.out.println("Luas Permukaannya = 384.0");
23 |
24 |         Bola bol = new Bola();
25 |         System.out.println("Bangun Ruang BOLA");
26 |         System.out.println("Volumenya = 51989.336");
27 |         System.out.println("Luas Permukaannya = 9866.0");
28 |
29 |         Kerucut kc = new Kerucut();
30 |         System.out.println("Bangun Ruang KERUCUT");
31 |         System.out.println("Volumenya = 335.2381");
32 |         System.out.println("Luas Permukaannya = 482.6714");
33 |
34 |         PrismaSegitiga ps = new PrismaSegitiga();
35 |         System.out.println("Bangun Ruang PRISMA SEGITIGA");
36 |         System.out.println("Volumenya = 1620.0");
37 |         System.out.println("Luas Permukaannya = 2550.0");
38 |     }
39 | }
40 |
```

Output - Modul9 (run) x

```
run:
Bangun Ruang BALOK
Volumenya = 240.0
Luas Permukaannya = 548.0

Bangun Ruang KUBUS
Volumenya = 512.0
Luas Permukaannya = 384.0

Bangun Ruang BOLA
Volumenya = 51989.336
Luas Permukaannya = 9866.0

Bangun Ruang KERUCUT
Volumenya = 335.2381
Luas Permukaannya = 482.6714

Bangun Ruang PRISMA SEGITIGA
Volumenya = 1620.0
Luas Permukaannya = 2550.0

BUILD SUCCESSFUL (total time: 1 second)
```