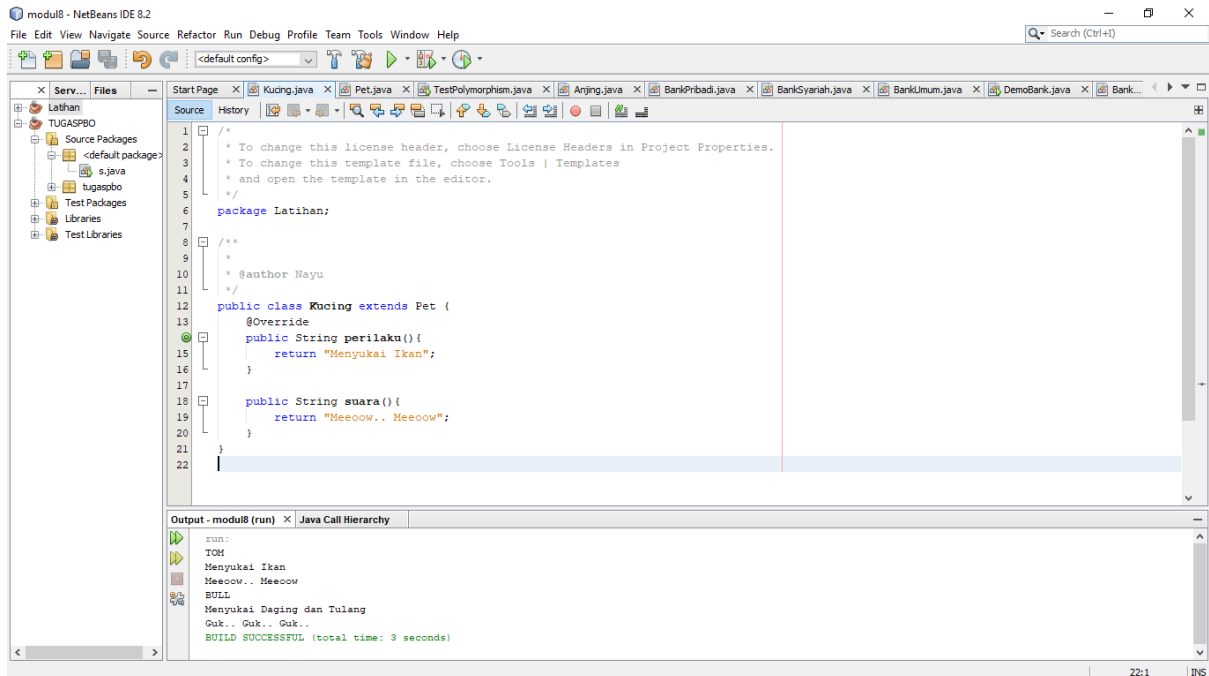


Nama : Nadya Ayu Widya

NIM : L200180099

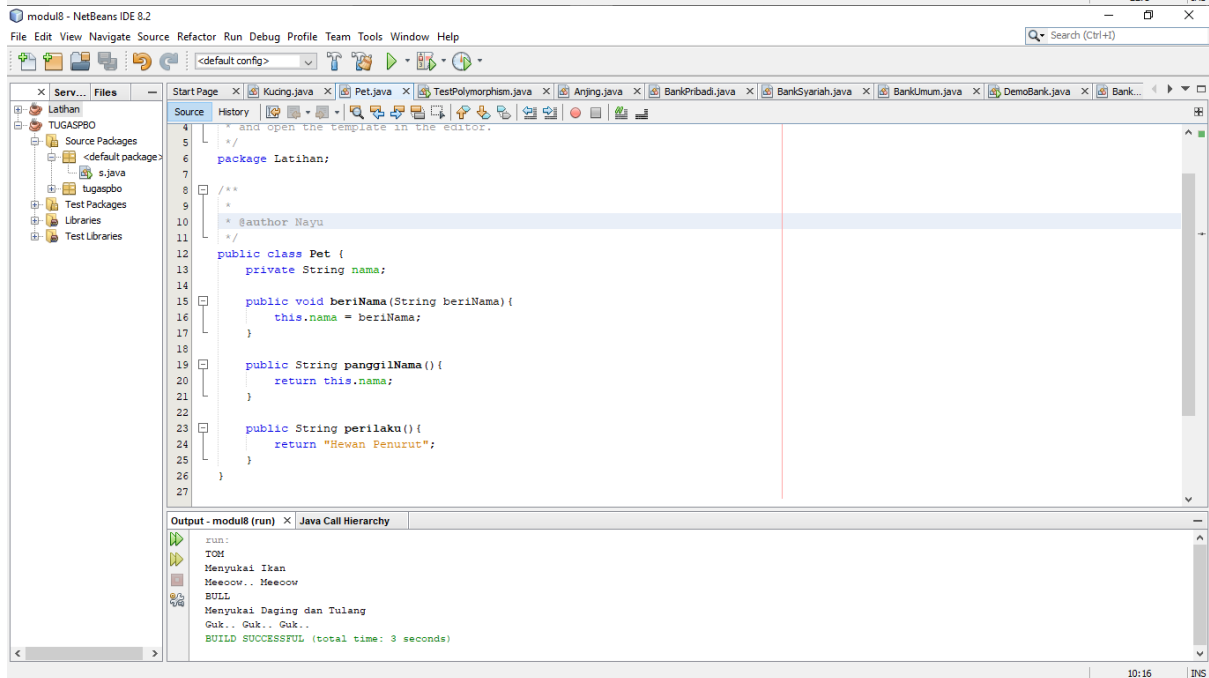
## 8.2. LATIHAN



```
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   *
10  * @author Nadya
11  */
12  public class Kucing extends Pet {
13      @Override
14      public String perilaku() {
15          return "Menyukai Ikan";
16      }
17
18      public String suara() {
19          return "Meeow.. Meeow";
20      }
21  }
```

Output - modul8 (run) x Java Call Hierarchy

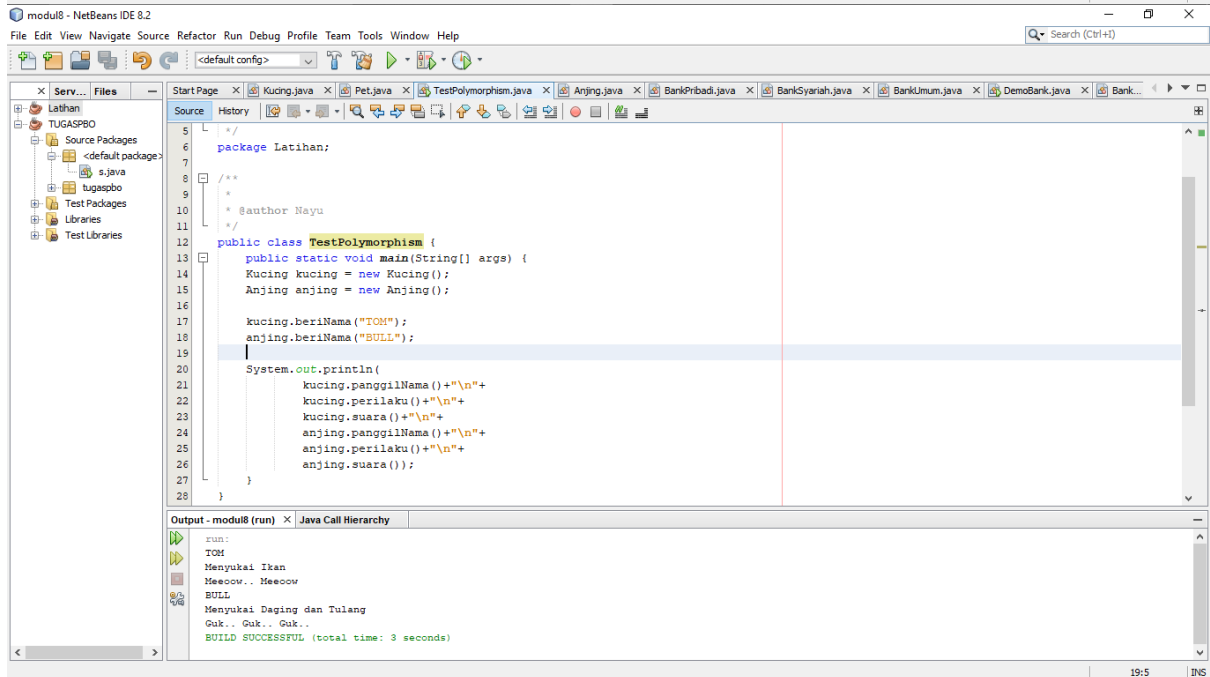
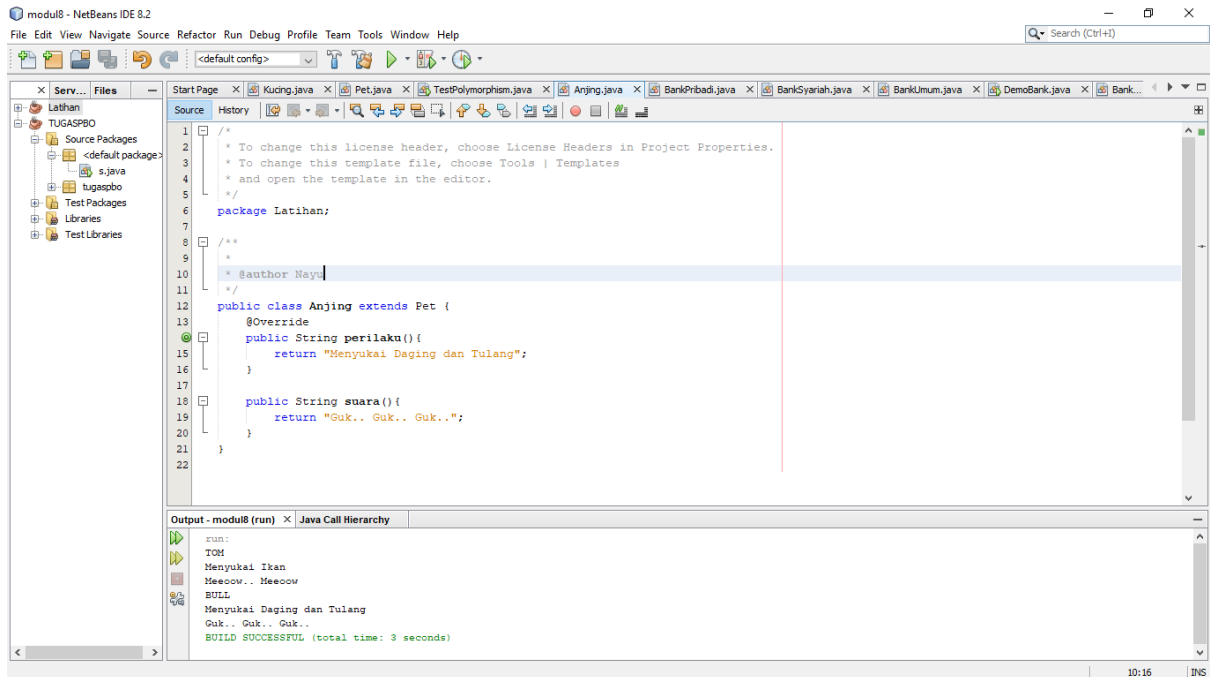
```
run:
TOM
Menyukai Ikan
Meeow.. Meeow
BULL
Menyukai Daging dan Tulang
Guk.. Guk.. Guk..
BUILD SUCCESSFUL (total time: 3 seconds)
```



```
4  /*
5  * To change this license header, choose License Headers in Project Properties.
6  * To change this template file, choose Tools | Templates
7  * and open the template in the editor.
8  */
9  package Latihan;
10
11  /**
12   *
13   * @author Nadya
14   */
15  public class Pet {
16      private String nama;
17
18      public void beriNama(String beriNama) {
19          this.nama = beriNama;
20      }
21
22      public String panggilNama() {
23          return this.nama;
24      }
25
26      public String perilaku() {
27          return "Hewan Penurut";
28      }
29  }
```

Output - modul8 (run) x Java Call Hierarchy

```
run:
TOM
Menyukai Ikan
Meeow.. Meeow
BULL
Menyukai Daging dan Tulang
Guk.. Guk.. Guk..
BUILD SUCCESSFUL (total time: 3 seconds)
```



## 8.3. TUGAS

The image displays two screenshots of the NetBeans IDE 8.2 interface, showing the development of a Java application. The top screenshot shows the 'Bank' class with a 'rasioBunga()' method. The bottom screenshot shows the 'BankPribadi' class extending 'Bank' and overriding 'rasioBunga()' to return 7. Both screenshots show the same output: Bank Pribadi: 7, Bank Umum: 9, Bank Pasar: 3, Bank Syariah: 0, BUILD SUCCESSFUL.

**Top Screenshot: Bank Class**

```
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 inibank;
7
8  /**
9   *
10  * @author Nayu
11  */
12  public class Bank {
13      protected int rasioBunga() {
14          return 5;
15      }
16  }
```

**Output - modul8 (run)**

```
run:
Bank Pribadi: 7
Bank Umum: 9
Bank Pasar: 3
Bank Syariah: 0

Bank Pasar: 3
Bank Syariah: 0
BUILD SUCCESSFUL (total time: 0 seconds)
```

**Bottom Screenshot: BankPribadi Class**

```
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 inibank;
7
8  /**
9   *
10  * @author Nayu
11  */
12  public class BankPribadi extends Bank {
13      @Override
14      protected int rasioBunga() {
15          return 7;
16      }
17  }
```

**Output - modul8 (run)**

```
run:
Bank Pribadi: 7
Bank Umum: 9
Bank Pasar: 3
Bank Syariah: 0

Bank Pasar: 3
Bank Syariah: 0
BUILD SUCCESSFUL (total time: 0 seconds)
```

