

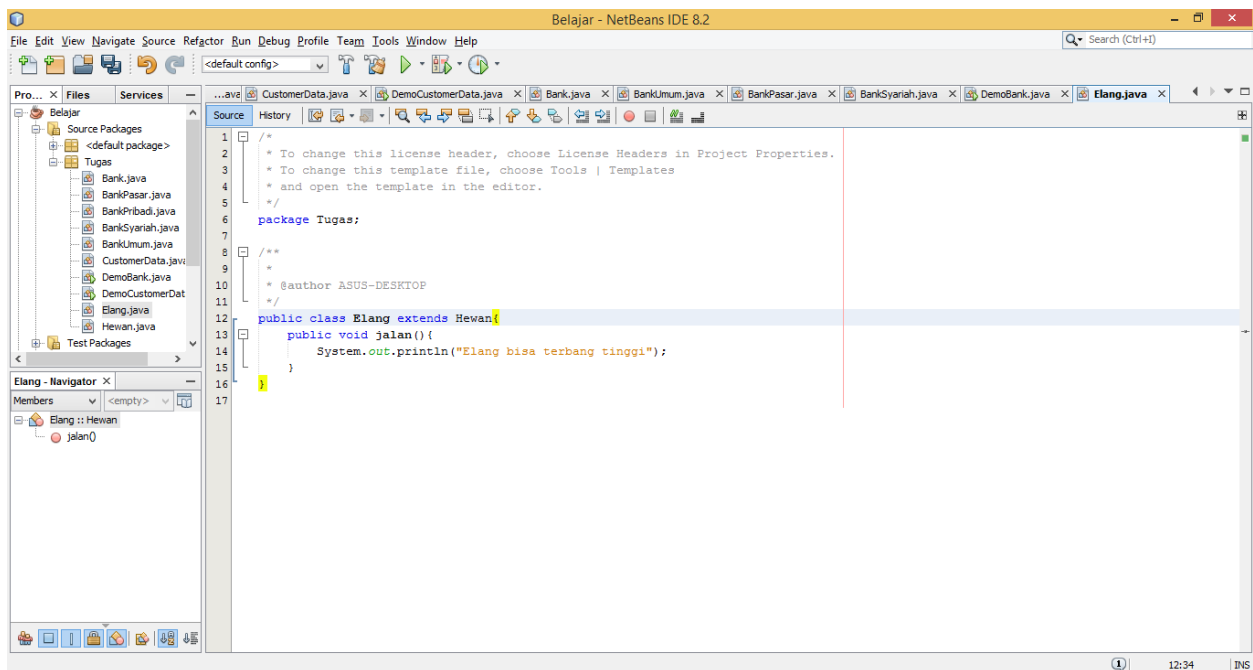
Nama : Anggit Astriani

NIM : L200180111

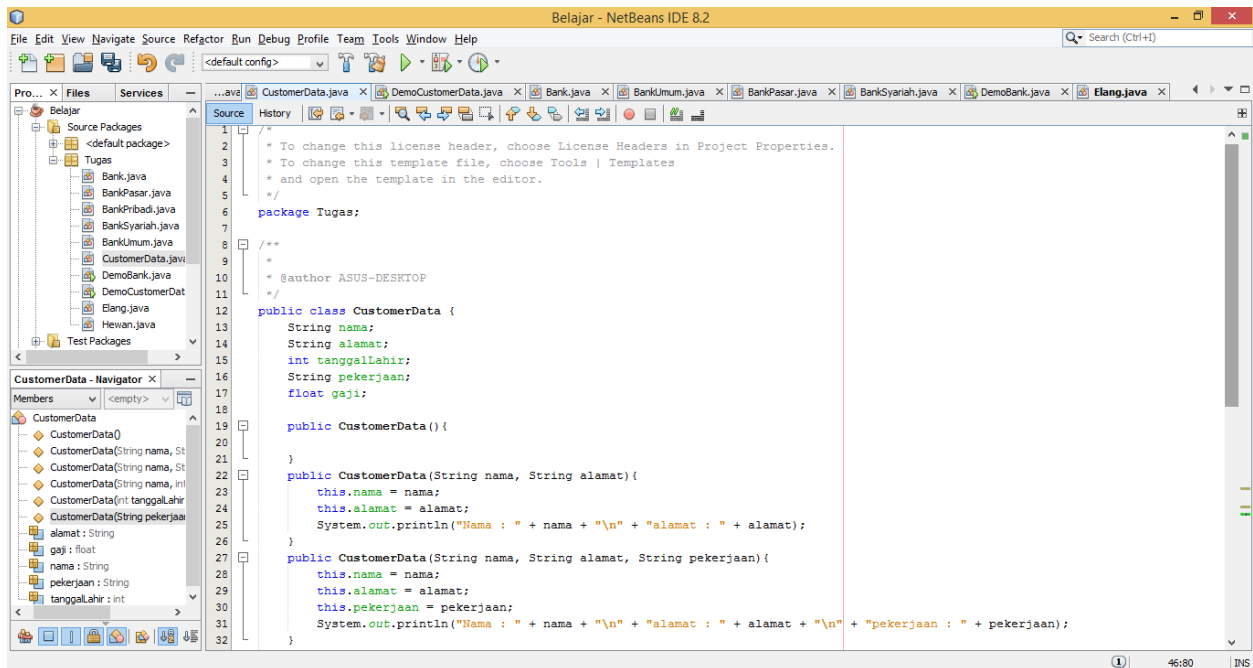
Kelas : C

Modul 8

1. Lihat kembali program 4 mengenai overriding, buatlah class Elang yang memiliki method jalan() namun implementasinya berbeda dari kedua class lainnya!



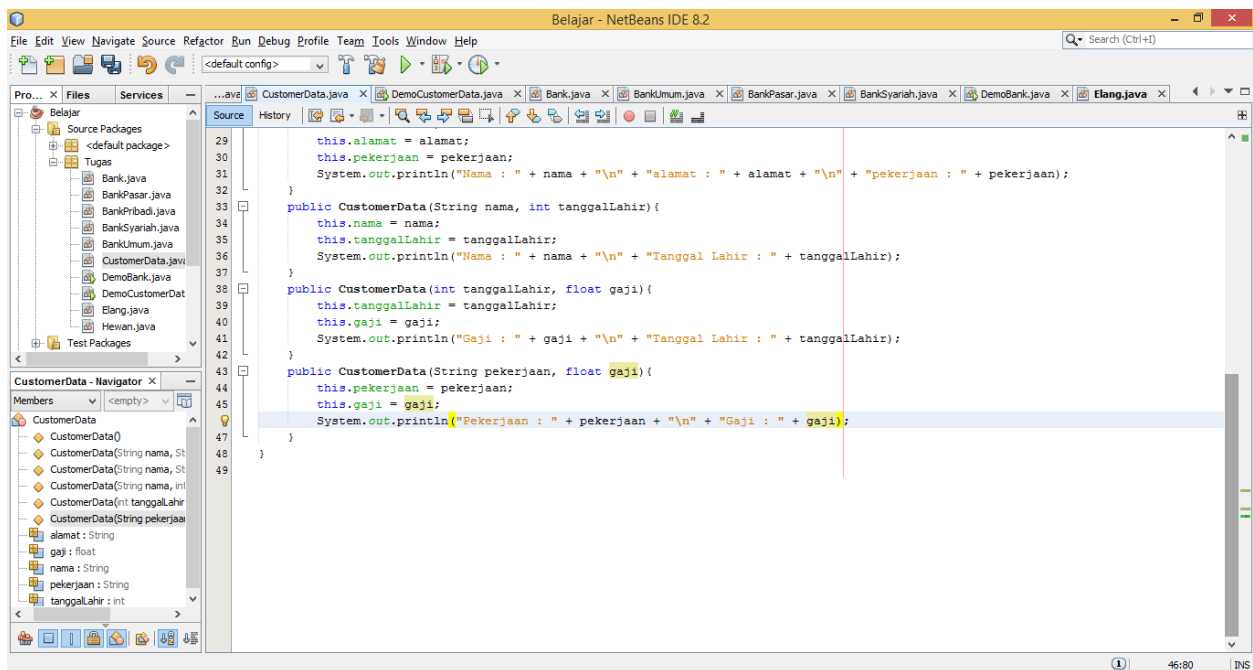
2. Buatlah class baru dengan nama CustomerData, tambahkan variable nama, alamat, tanggal lahir, pekerjaan dan gaji. Selanjutnya buatlah overloading constructor dari class tersebut.



The screenshot shows the NetBeans IDE with the `CustomerData.java` file open. The class is defined in the `Tugas` package. It contains the following code:

```
1  /* To change this license header, choose License Headers in Project Properties.
2  * To change this template file, choose Tools | Templates
3  * and open the template in the editor.
4  */
5
6  package Tugas;
7
8  /**
9   *
10  * @author ASUS-DESKTOP
11  */
12  public class CustomerData {
13      String nama;
14      String alamat;
15      int tanggalLahir;
16      String pekerjaan;
17      float gaji;
18
19      public CustomerData() {
20      }
21
22      public CustomerData(String nama, String alamat) {
23          this.nama = nama;
24          this.alamat = alamat;
25          System.out.println("Nama : " + nama + "\n" + "alamat : " + alamat);
26      }
27
28      public CustomerData(String nama, String alamat, String pekerjaan) {
29          this.nama = nama;
30          this.alamat = alamat;
31          this.pekerjaan = pekerjaan;
32          System.out.println("Nama : " + nama + "\n" + "alamat : " + alamat + "\n" + "pekerjaan : " + pekerjaan);
33      }
34  }
```

The left sidebar shows the project structure with `CustomerData.java` selected. The `CustomerData - Navigator` window shows the members of the class, including the constructors and variables.

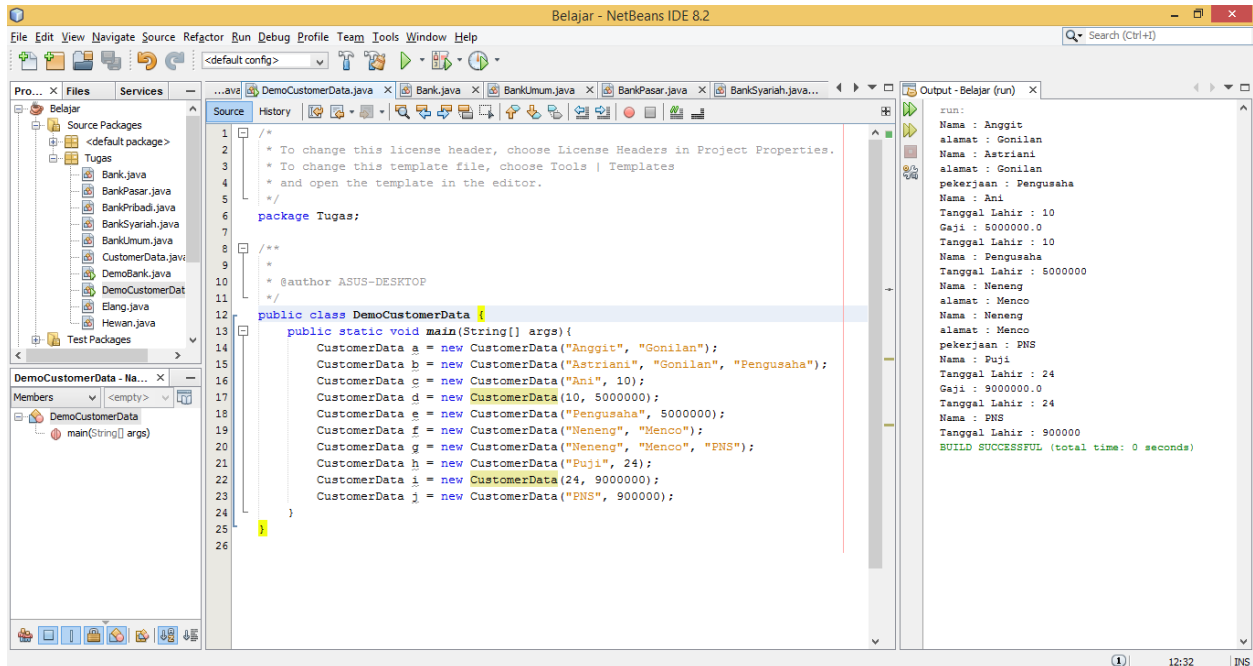


The screenshot shows the NetBeans IDE with the `CustomerData.java` file open, displaying the completed class with multiple overloaded constructors. The code is as follows:

```
29      this.alamat = alamat;
30      this.pekerjaan = pekerjaan;
31      System.out.println("Nama : " + nama + "\n" + "alamat : " + alamat + "\n" + "pekerjaan : " + pekerjaan);
32  }
33  public CustomerData(String nama, int tanggalLahir) {
34      this.nama = nama;
35      this.tanggalLahir = tanggalLahir;
36      System.out.println("Nama : " + nama + "\n" + "Tanggal Lahir : " + tanggalLahir);
37  }
38  public CustomerData(int tanggalLahir, float gaji) {
39      this.tanggalLahir = tanggalLahir;
40      this.gaji = gaji;
41      System.out.println("Gaji : " + gaji + "\n" + "Tanggal Lahir : " + tanggalLahir);
42  }
43  public CustomerData(String pekerjaan, float gaji) {
44      this.pekerjaan = pekerjaan;
45      this.gaji = gaji;
46      System.out.println("Pekerjaan : " + pekerjaan + "\n" + "Gaji : " + gaji);
47  }
48  }
49  }
```

The left sidebar shows the project structure with `CustomerData.java` selected. The `CustomerData - Navigator` window shows the members of the class, including the constructors and variables.

3. Buatlah class baru dengan method main() yang disertai 10 object customer dari class CustomerData.



4. Buatlah class berdasarkan diagram UML! Terapkan teknik polymorphism dan tampilkan hasil output program(screenshot)!

