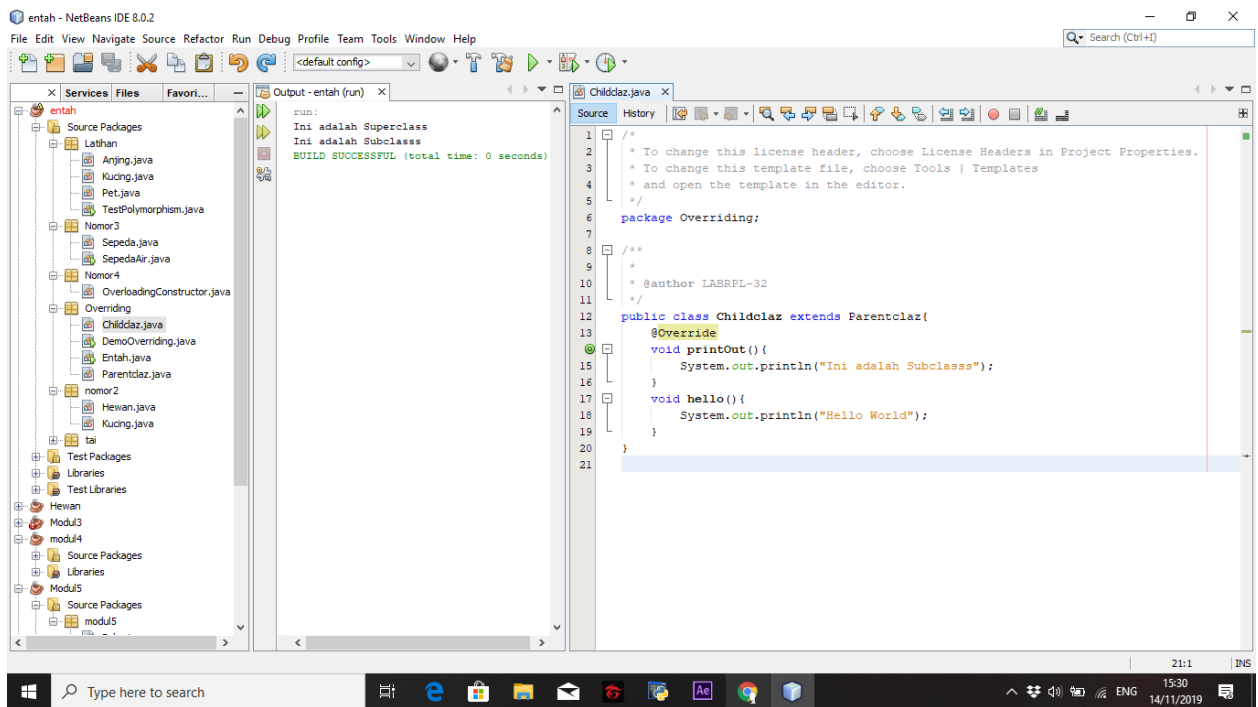
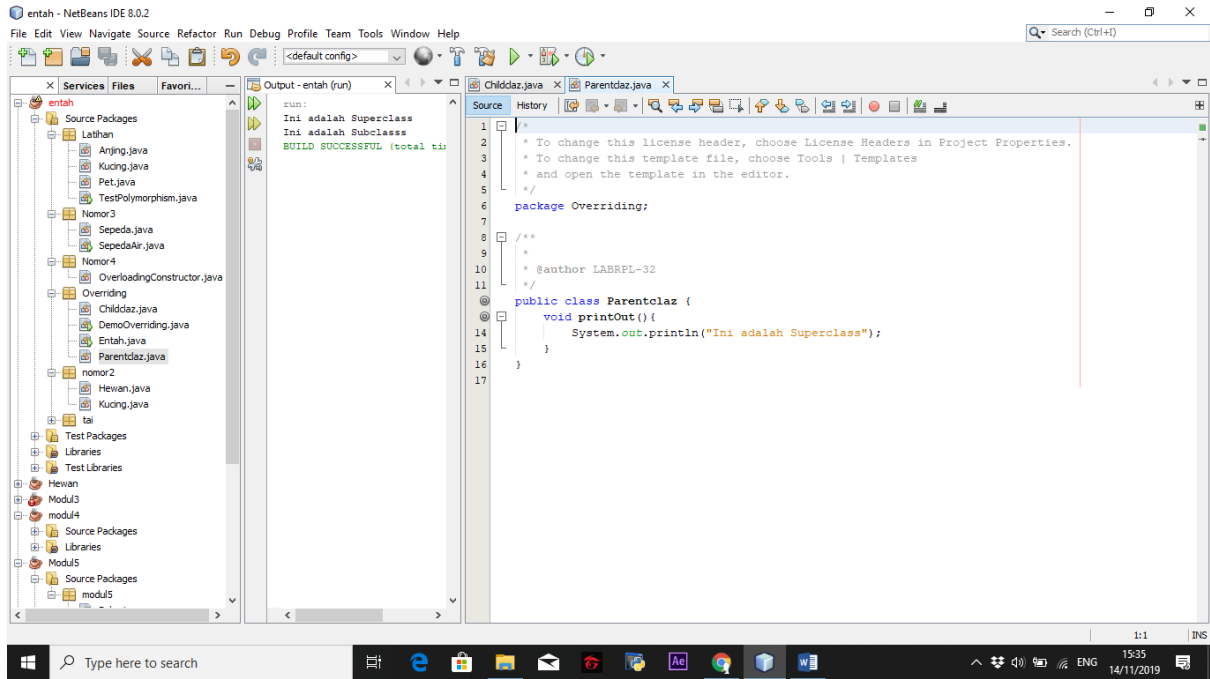
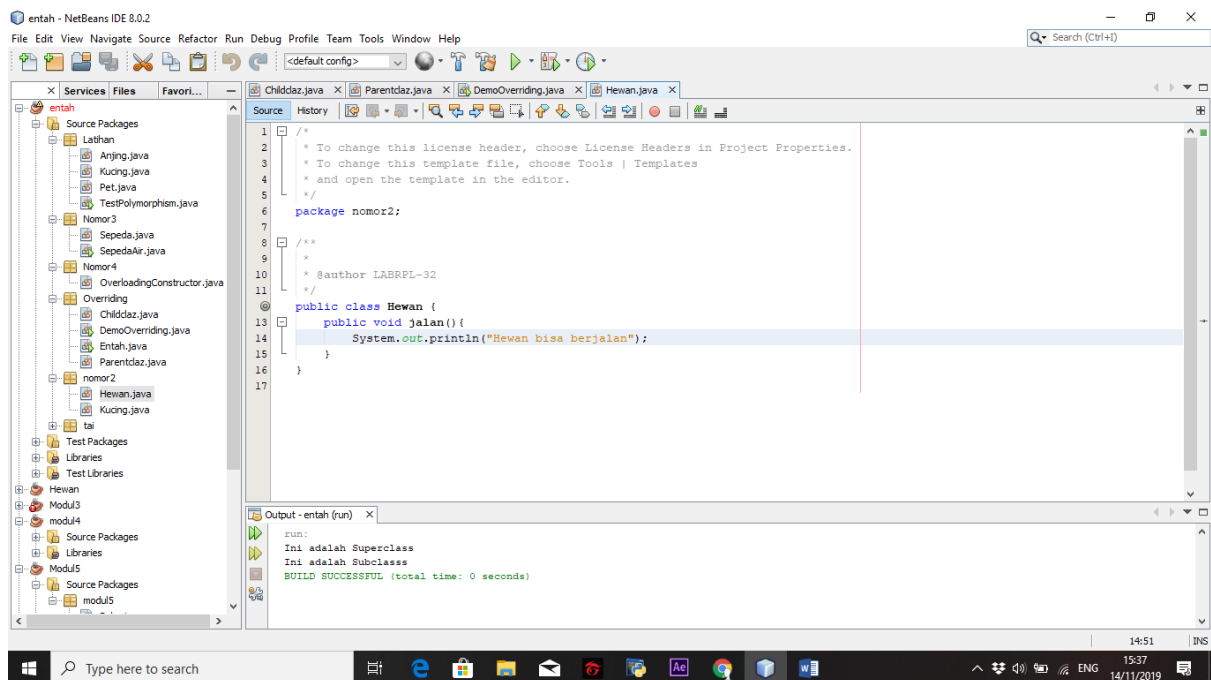
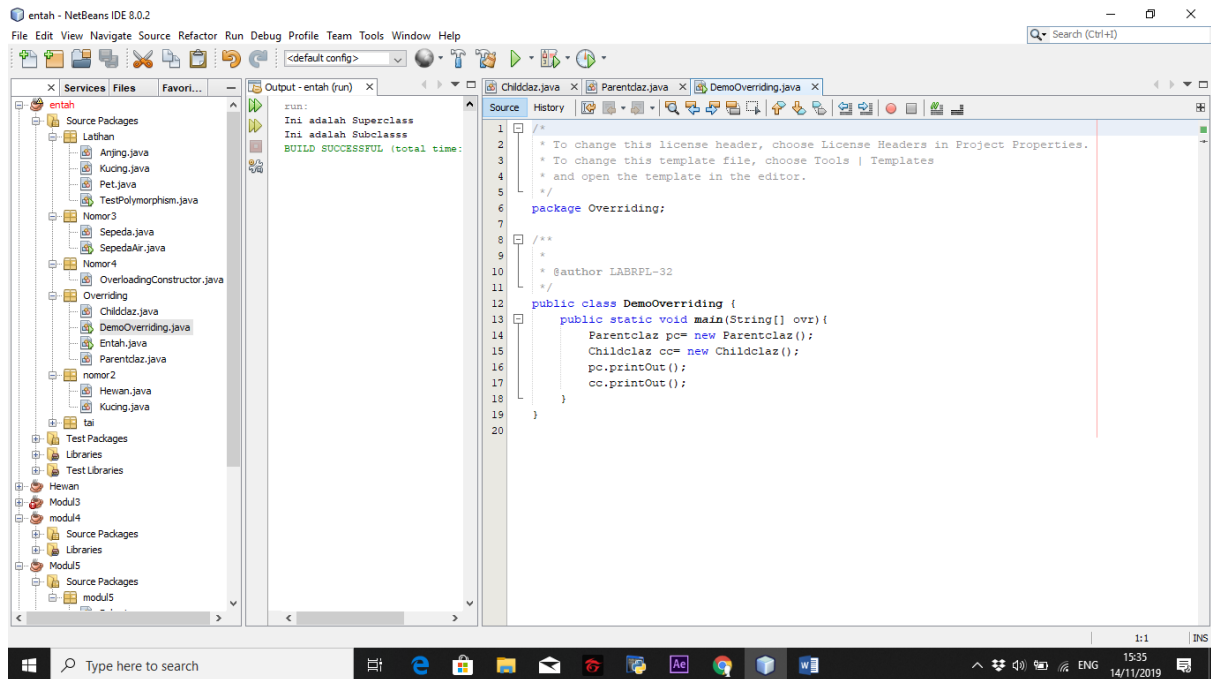


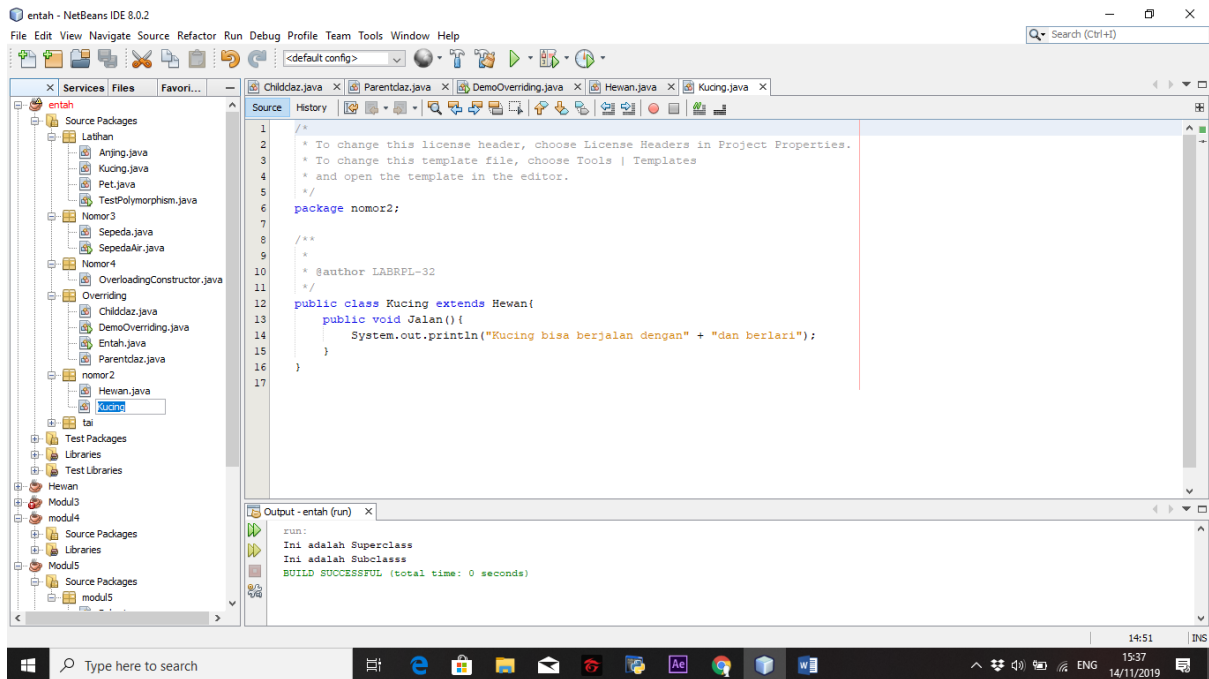
NUR FADLILAH AZZIS

L200180113/C

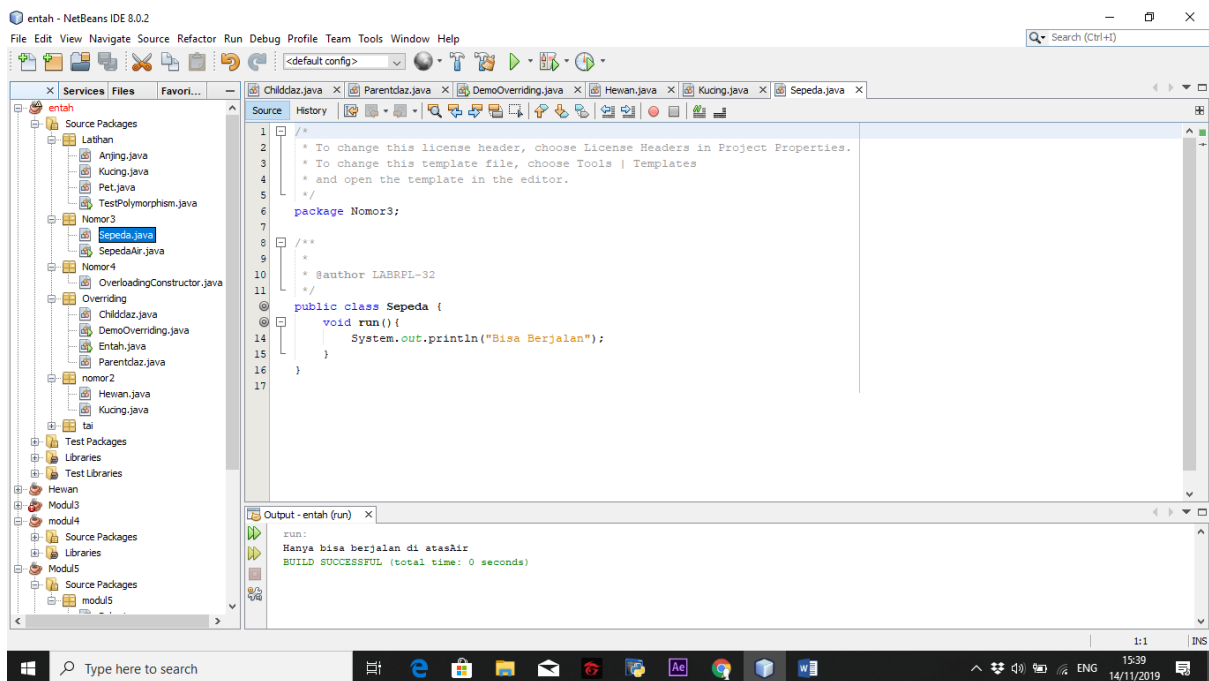
## Overriding

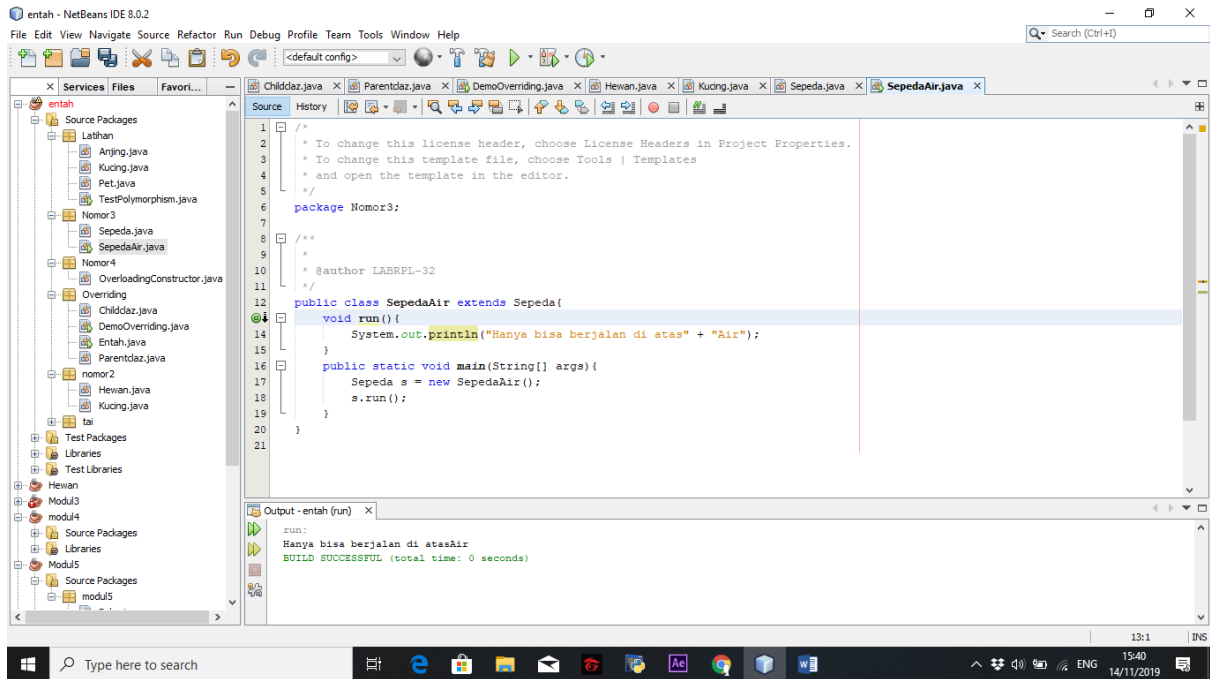




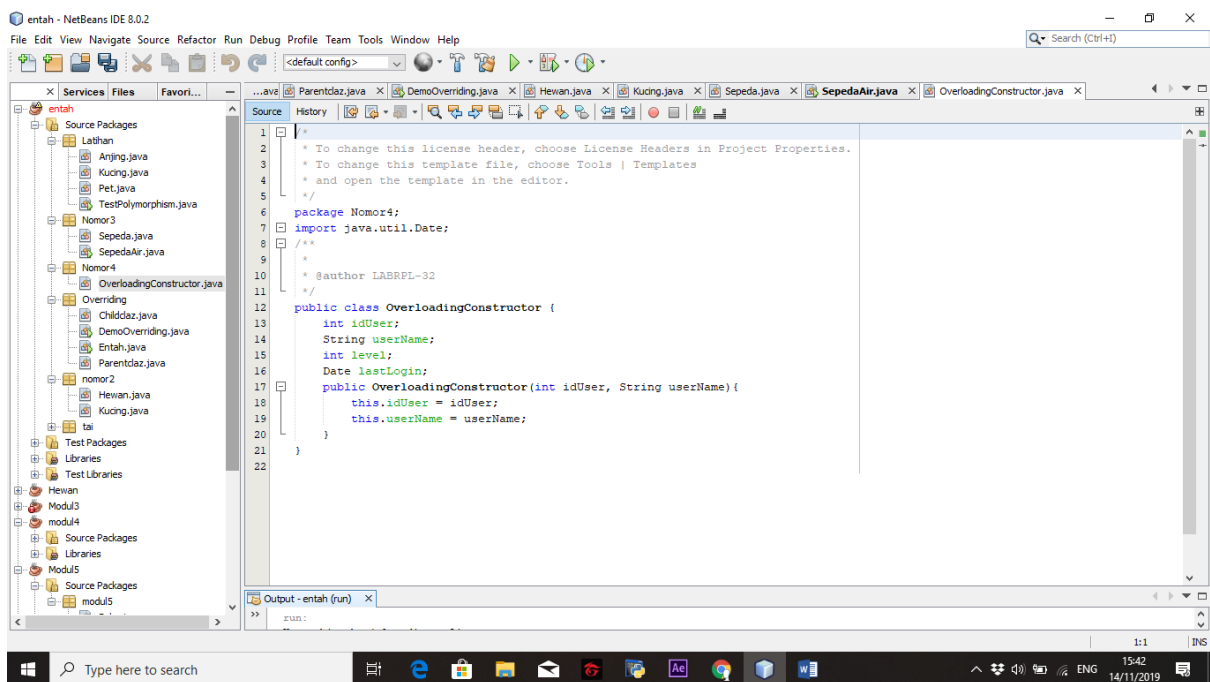


## Upcasting





## Overloading



# Latihan

The screenshot shows the NetBeans IDE interface. The left sidebar displays a project tree with a package named 'Latihan' containing several Java files. The main editor window shows the source code of 'Anjing.java'. The code defines a class 'Anjing' that extends 'Pet'. It includes a 'Perilaku()' method that returns 'Guk Guk Sat' and a 'perkenalan()' method that creates a 'Pet' object named 'm2' with the name 'Bull' and prints its name and a message. The 'Output - entah (run)' window at the bottom shows the execution results, including the output of the 'perkenalan()' method and a successful build message.

```
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 LABRPL-32
11  */
12 public class Anjing extends Pet{
13     public String Perilaku(){
14         return "Guk Guk Sat";
15     }
16     public void perkenalan(){
17         Pet m2 = new Pet();
18         m2.berNama("Bull");
19         System.out.println(m2.panggilNama());
20         System.out.println("Menyukai Daging dan tulang");
21     }
22 }
```

run:  
Tom  
Menyukai Ikan  
Meow Meow nigga  
Bull  
Menyukai Daging dan tulang  
Guk Guk Sat  
BUILD SUCCESSFUL (total time: 2 seconds)

The screenshot shows the NetBeans IDE interface. The left sidebar displays a project tree with a package named 'Latihan' containing several Java files. The main editor window shows the source code of 'Kucing.java'. The code defines a class 'Kucing' that extends 'Pet'. It includes a 'Perilaku()' method that returns 'Meow Meow nigga' and a 'perkenalan()' method that creates a 'Pet' object named 'm1' with the name 'Tom' and prints its name and a message. The 'Output - entah (run)' window at the bottom shows the execution results, including the output of the 'perkenalan()' method and a successful build message.

```
3 /*
4  * To change this template file, choose Tools | Templates
5  * and open the template in the editor.
6  */
7 package Latihan;
8
9 /**
10  *
11  * @author LABRPL-32
12  */
13 public class Kucing extends Pet{
14     public String Perilaku(){
15         return "Meow Meow nigga";
16     }
17     public void perkenalan(){
18         Pet m1 = new Pet();
19         m1.berNama("Tom");
20         System.out.println(m1.panggilNama());
21         System.out.println("Menyukai Ikan");
22     }
23 }
```

run:  
Tom  
Menyukai Ikan  
Meow Meow nigga  
Bull  
Menyukai Daging dan tulang  
Guk Guk Sat  
BUILD SUCCESSFUL (total time: 2 seconds)

