Muh.Fadhil Bariz Ardanto L200180200 / E

MODUL 10

Interface Class

```
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LatProject - NetBeans IDE 8.0.2
    File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
          The last section of the la
                                                                                                                                                                                                                                                                                                                                                                                        🗔 ...ave 🖟 LapInterface.java 🔞 🚳 LapNested.java 🕸 🚳 AplikasiLampu.java 🕸 💆 ActivityLampu.java 🕸 🚳 Lampu.java 🕸 💆 ActivityAnimal.java 🕸
      Projects # Services Files
    Projects Service

Abstract

Bank

Bank

Constructor

Encapsulation

Inheritance

InterClass
                                                                                                                                                                                                                                                                                                                                                                                                                       Source History | 😭 🔯 + 👼 + | 💆 👺 😂 📮 | 🚱 😓 | 😫 🔯 | 🥥 🔲 | 🐠 🚅
                                                                                                                                                                                                                                                                                                                                                                                                                                                                         * 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.
    innerClass
interface
interface
interface
ActivityAnimal.java
ActivityLamp.java
Aplikas.lamp.java
By Mamalia.java
                                                                                                                                                                                                                                                                                                                                                                                                                                                                package Latihan;
                                                                                                                                                                                                                                                                                                                                                                                                                             8 - /**
                                                                                                                                                                                                                                                                                                                                                                                                                                                                       *
* @author asus-k4011b
*/
                                                                                                                                                                                                                                                                                                                                                                                                                         10
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                  public interface ActivityLampu {
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               lic interface ActivityLampu (
public static final int LAMFU_HIDUP=2;
public static final int LAMFU_REDUP=1;
public static final int LAMFU_MATI=0;
public abstract void matikanLampu();
public abstract void hidupkanLampu();
public abstract void redupkanLampu();
                 Manalia java

Libraries

Java Application

Lathrope

Lathrop

Activity Annal java

Activity Lampu java

Manalia java

Lathrop

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        Mamalia java

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```

Lampu Class

```
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File Edit View Navigate Source Refactor Run Debug Profile Team Tools Window Help
     ...ave 🖳 Lapinterface.java 🙎 🚳 Lapinested.java 🕱 🚳 ApikasLampu.java 🕱 🚍 Activity.Campu.java 🕱 🚳 Lampu.java 🕫 🖂 Activity.Animal.java 🕫 Source History | 🔯 🛜 - 📳 - | 💘 👺 - 👺 - | 😭 - | 😭 - | 😭 - | | 😭 - | | |
  Projects ≅ Services Files
Projects № Service

→ Abstract

→ Service

→ BANK

→ Constructor

→ Encapsulation

→ Inheritance

→ InnerClass

→ Interface

→ Source Pa
                                                                                                                                                                                                                                                                   public class Lampu implements ActivityLampu(
public class Lampu implements ActivityLampu(
public int statusLampu;
@Override
public void matikanLampu() {
    if(statusLampu=0) {
        Surgenous pripril ("Sampu sudable")
                                                                                                                                                                                                                                                                                                                      System.out.println("Lampu sudah dalam kondisi mati");
            Source Packages
                                        ActivityAnimal.java
ActivityLamp.java
ActivityLamp.java
AplikasLamp.java
Lamp.java
Mamalia.java
                                                                                                                                                                                                                                                                                                       else if(statusLampu==2){
                                                                                                                                                                                                                                         10
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                                                                                                                                                                                                                                                                                                                         System.out.println("Lampu sudah diredupkan");
                                                                                                                                                                                                                                                                                                       }
else if(statusLampu==1){
    statusLampu=-1;
    System.out.println("Lampu sudah dimatikan");
}

    Libraries
    Laylopication
    LatProject
    LatProject
    LatProject
    LatProject
    LatProject
    ActivityAnimal.java
    ActivityAnimal.java
    Lampu.java
    Lampu.java
    Lampu.java

                                                                                                                                                                                                                                                                                     @Override
                                                                                                                                                                                                                                                                                                                      void hidupkanLampu() {
                                                                                                                                                                                                                                                                                                      if(statusLampu=1){
System.out.println("Lampu sudah dinyalakan\n***");
     ⊕ 🍒 Libraries
⊕ 🍃 PBO_Final1
                                                                                                                                                                                                                                                                                                                      System.out.println("Lampu sudah dalam kondisi menyala");
                                                                                                                                                                                                                                         25
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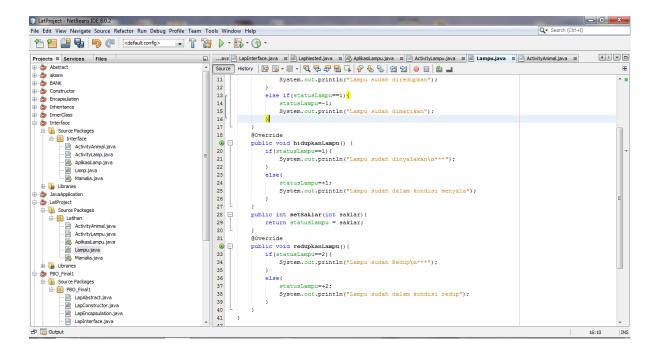
PBO_Final |

Source Packages |

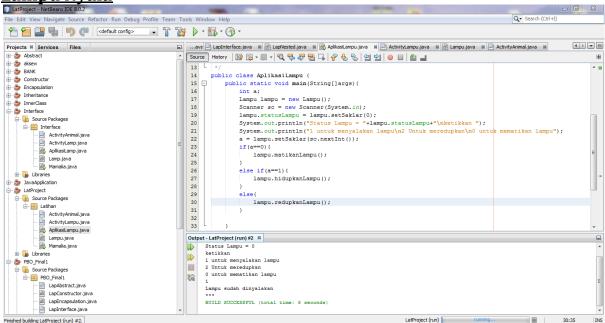
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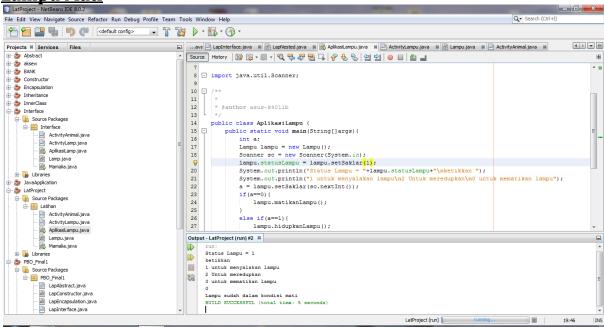
Dep
                                                                                                                                                                                                                                                                                    public int setSaklar(int saklar){
   return statusLampu = saklar;
🗗 屆 Output
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                16:10
```



Lampu Nyala



Lampu Mati



Lampu Redup

