

**NAMA : BAITY JANNATIKA**

**NIM : L200180211**

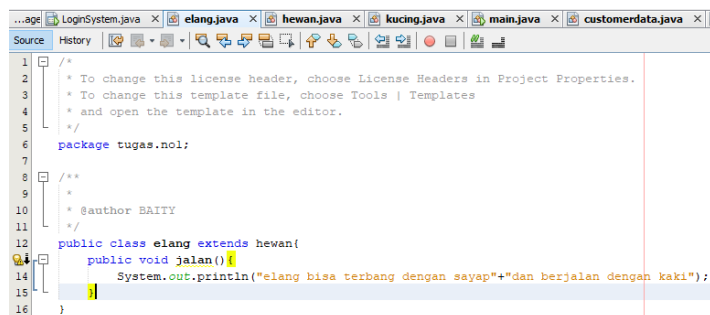
**KELAS : E/PRAKTIKUM PBO**

## **POLYMORPHISM**

### **TUGAS**

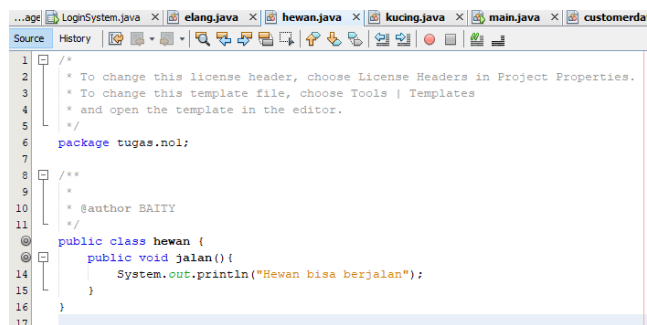
#### **NO.1**

##### **Elang.java**



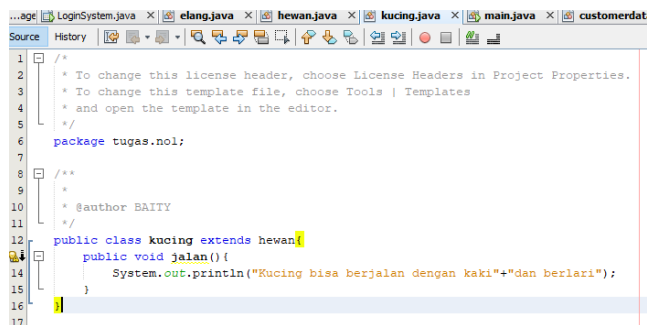
```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package tugas.nol;
7
8  /**
9   *
10  * @author BAITY
11  */
12  public class elang extends hewan{
13      public void jalan() {
14          System.out.println("elang bisa terbang dengan sayap"+"dan berjalan dengan kaki");
15      }
16  }
```

##### **Hewan.java**



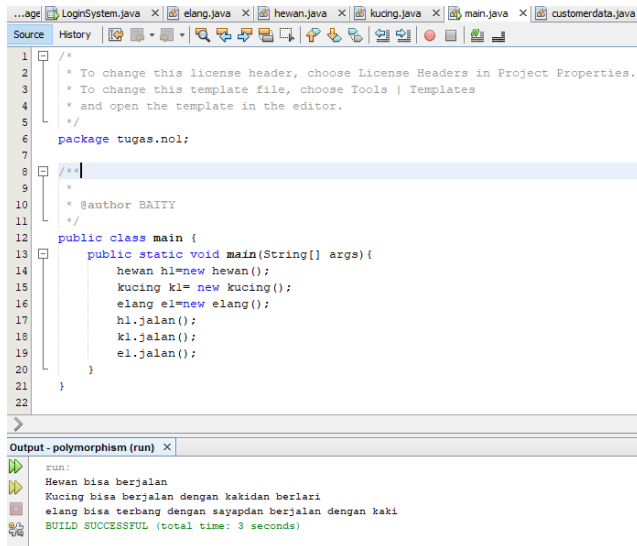
```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package tugas.nol;
7
8  /**
9   *
10  * @author BAITY
11  */
12  @SuppressWarnings("restriction")
13  public class hewan {
14      public void jalan(){
15          System.out.println("Hewan bisa berjalan");
16      }
17  }
```

##### **Kucing.java**



```
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.nol;
7
8  /**
9   *
10  * @author BAITY
11  */
12  public class kucing extends hewan{
13      public void jalan(){
14          System.out.println("Kucing bisa berjalan dengan kaki"+"dan berlari");
15      }
16  }
```

## Main.java dan ouputnya



The screenshot shows an IDE with several tabs open: LoginSystem.java, elang.java, hewan.java, kucing.java, main.java, and customerdata.java. The 'main.java' tab is active, displaying the following code:

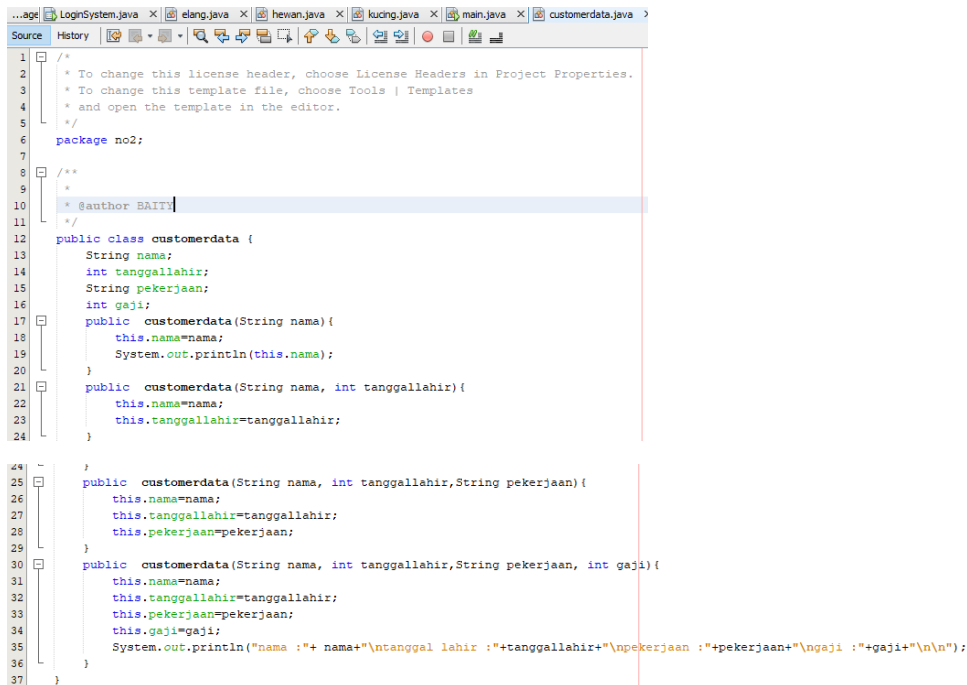
```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package tugas.nol;
7
8  /**
9   *
10   * @author BAITY
11   */
12  public class main {
13      public static void main(String[] args){
14          hewan h1=new hewan();
15          kucing k1= new kucing();
16          elang e1=new elang();
17          h1.jalan();
18          k1.jalan();
19          e1.jalan();
20      }
21  }
```

Below the code editor, the 'Output - polymorphism (run)' window shows the following output:

```
run:
Hewan bisa berjalan
Kucing bisa berjalan dengan kakidan berlari
elang bisa terbang dengan sayapdan berjalan dengan kaki
BUILD SUCCESSFUL (total time: 3 seconds)
```

## NO.2 DAN NO.3

### Customerdata.java



The screenshot shows an IDE with several tabs open: LoginSystem.java, elang.java, hewan.java, kucing.java, main.java, and customerdata.java. The 'customerdata.java' tab is active, displaying the following code:

```
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 no2;
7
8  /**
9   *
10   * @author BAITY
11   */
12  public class customerdata {
13      String nama;
14      int tanggalahir;
15      String pekerjaan;
16      int gaji;
17      public customerdata(String nama){
18          this.nama=nama;
19          System.out.println(this.nama);
20      }
21      public customerdata(String nama, int tanggalahir){
22          this.nama=nama;
23          this.tanggalahir=tanggalahir;
24      }
25
26      public customerdata(String nama, int tanggalahir,String pekerjaan){
27          this.nama=nama;
28          this.tanggalahir=tanggalahir;
29          this.pekerjaan=pekerjaan;
30      }
31      public customerdata(String nama, int tanggalahir,String pekerjaan, int gaji){
32          this.nama=nama;
33          this.tanggalahir=tanggalahir;
34          this.pekerjaan=pekerjaan;
35          this.gaji=gaji;
36          System.out.println("nama :"+ nama+"\ntanggal lahir :"+tanggalahir+"\npekerjaan :"+pekerjaan+"\ngaji :"+gaji+"\n\n");
37      }
38  }
```

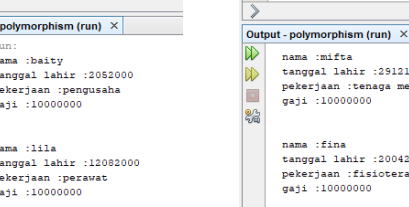
## Main.java

```

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 no2;
7
8   /**
9    *
10   * @author BAITY
11   */
12   public class main {
13
14       public static void main(String [] args){
15           customerdata c1= new Customerdata("Baity",2052000,"pengusaha",10000000);
16           customerdata c2= new Customerdata("Lila",12082000,"perawat",10000000);
17           customerdata c3= new Customerdata("Putri",15022000,"pegawai",10000000);
18           customerdata c4= new Customerdata("Lutfi",13021999,"guru",10000000);
19           customerdata c5= new Customerdata("danu",24032000,"pns",10000000);
20           customerdata c6= new Customerdata("Mifta",29121999,"cenaga medis",10000000);
21           customerdata c7= new Customerdata("fina",20042000,"fisioterapis",10000000);
22           customerdata c8= new Customerdata("azizah",14032000,"ustadzah",10000000);
23           customerdata c9= new Customerdata("wahyu",13011999,"fotografer",10000000);
24           customerdata c0= new Customerdata("wisnu",7091998,"CEO",10000000);
25
26       }
27   }

```

## Outputnya



The screenshot displays two IDE windows side-by-side, both showing the 'run' method of a Java class. The left window shows the 'run' method of the 'Pegawai' class, and the right window shows the 'run' method of the 'Pegawai' class with different object instances.

**Left Window (run):**

```

run:
nama : baity
tanggal lahir : 2052000
pekerjaan : pengusaha
gaji : 10000000

nama : lila
tanggal lahir : 12082000
pekerjaan : perawat
gaji : 10000000

nama : putri
tanggal lahir : 15022000
pekerjaan : pegawai
gaji : 10000000

nama : lutfi
tanggal lahir : 13021999
pekerjaan : guru
gaji : 10000000

nama : danu
tanggal lahir : 24032000
pekerjaan : PNS
gaji : 10000000

```

**Right Window (run):**

```

run:
nama : mifta
tanggal lahir : 29121999
pekerjaan : tenaga medis
gaji : 10000000

nama : fina
tanggal lahir : 20042000
pekerjaan : fisioterapis
gaji : 10000000

nama : azisah
tanggal lahir : 14032000
pekerjaan : ustadzah
gaji : 10000000

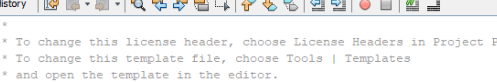
nama : wahyu
tanggal lahir : 13011999
pekerjaan : fotografer
gaji : 10000000

nama : wisnu
tanggal lahir : 70511998
pekerjaan : CEO
gaji : 10000000

```

## NO.4

## Bank.java



```

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 no4;
7
8   /**
9    *
10   * @author BAITY
11   */
12   @
13   @
14   public class bank {
15       protected int rb(int rb){
16           System.out.println("bank "+ rb);
17           return rb;
18       }
19   }

```

## Bankpasar.java

```
...ave LoginSystem.java X elang.java X hewan.java X kucing.java X main.java X customerdata.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 no4;
7
8  /**
9   *
10  * @author BAITY
11  */
12  public class bankpasar extends bankumum{
13      @Override
14      protected int rb(int rb){
15          System.out.println("bank pasar" + rb);
16          return rb;
17      }
18  }
```

## Bankpribadi.java

```
...ave hewan.java X kucing.java X main.java X customerdata.java X main.java X bank.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 no4;
7
8  /**
9   *
10  * @author BAITY
11  */
12  public class bankpribadi extends bank{
13      @Override
14      protected int rb(int rb){
15          System.out.println("bank pribadi" + rb);
16          return rb;
17      }
18  }
```

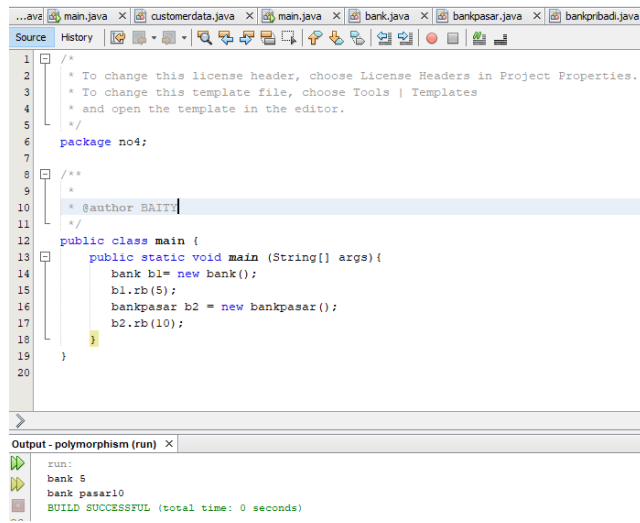
## Banksyariah.java

```
...ave hewan.java X kucing.java X main.java X customerdata.java X main.java X bank.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 no4;
7
8  /**
9   *
10  * @author BAITY
11  */
12  public class banksyariah {
13      protected int rb(int rb){
14          System.out.println("bank syariah" + rb);
15          return rb;
16      }
17  }
```

## Bankumum.java

```
...ave main.java X customerdata.java X main.java X bank.java X bankpasar.java X bankpribadi.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 no4;
7
8  /**
9   *
10  * @author BAITY
11  */
12  public class bankumum extends bank{
13      @Override
14      protected int rb(int rb){
15          System.out.println("bank umum" + rb);
16          return rb;
17      }
18  }
```

# Main.java



The screenshot shows an IDE window with several tabs: main.java, customerdata.java, main.java, bank.java, bankpasar.java, and bankpribadi.java. The main.java tab is active, displaying the following code:

```
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 no4;
7
8   /**
9    *
10   * @author BAIT
11   */
12   public class main {
13       public static void main (String[] args){
14           bank b1= new bank();
15           b1.rb(5);
16           bankpasar b2 = new bankpasar();
17           b2.rb(10);
18       }
19   }
20
```

Below the code editor, the 'Output - polymorphism (run)' window shows the execution results:

```
run:
bank 5
bank pasar10
BUILD SUCCESSFUL (total time: 0 seconds)
```