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Tugas Praktikum Modul 10

1. Deklarasi Interface

```java
public interface ActivityAnimal {
    public void eat();
    public void travel();
}
```

2. Implementasi Interface

```java
public class Mamalia implements ActivityAnimal{

    public void eat(){
        System.out.println("Mammal eats");
    }

    public void travel(){
        System.out.println("Mammal travels");
    }

    public int noOfLegs(){
        return 0;
    }

    public static void main (String [] args){
        Mamalia m = new Mamalia();
        m.eat();
        m.travel();
    }
}
```

3. Percobaan dan Tugas

```java
 */
import java.util.Scanner;

public class AplikasiLampu {
    public static void main (String[]args){
        Lampu lampu = new Lampu();
        Scanner sc = new Scanner(System.in);
        lampu.statusLampu = lampu.setSaklar(0);
        System.out.println("Status lampu = " + lampu.statusLampu +"\nKetikkan");
        System.out.println("1 untuk menyalakan \n0 untuk mematikan lampu \n2 untuk meredupkan lampu");

        if(lampu.setSaklar(sc.nextInt())==0){
            lampu.matikanLampu();
        }else if(lampu.setSaklar(sc.nextInt())==1){
            lampu.nyalakanLampu();
        }else{
            lampu.redupkanLampu();
        }
    }
}
```

```java
 */
public class Lampu implements ActivityLampu{
    public int statusLampu;

    @Override
    public void matikanLampu(){
        if(statusLampu == 0){
            System.out.println("Lampu sudah dalam kondisi mati");
        }else if (statusLampu == 1){
            statusLampu=-1;
            System.out.println("Lampu sudah dimatikan");
        }
    }

    @Override
    public void nyalakanLampu(){
```

```java
 */
public interface ActivityLampu {
    public static final int LAMPU_HIDUP=1;
    public static final int LAMPU_MATI=0;
    public static final int LAMPU_REDUP=2;
    public abstract void redupkanLampu();
    public abstract void matikanLampu();
    public abstract void nyalakanLampu();
}
```