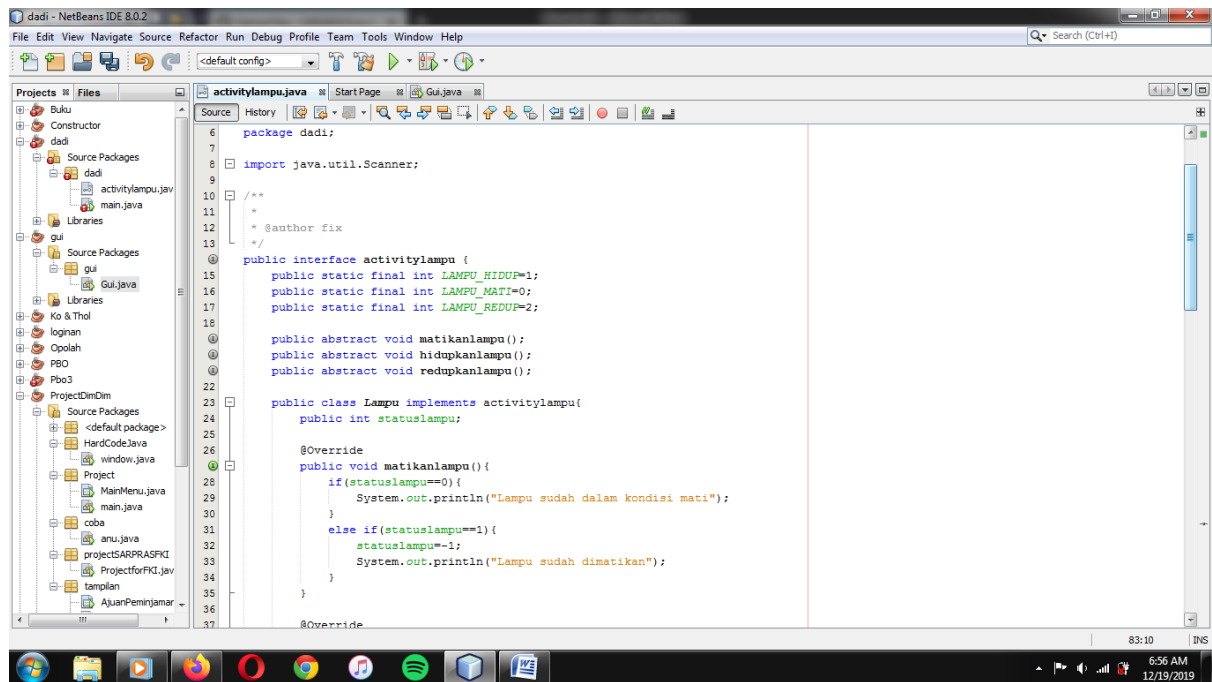


Laporan Praktikum Pemrograman Berorientasi Objek Modul 10

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Code :



```
package dadi;

import java.util.Scanner;

/**
 * @author fix
 */
public interface activitylampu {

    public static final int LAMPU_HIDUP=1;
    public static final int LAMPU_MATI=0;
    public static final int LAMPU_REDUP=2;

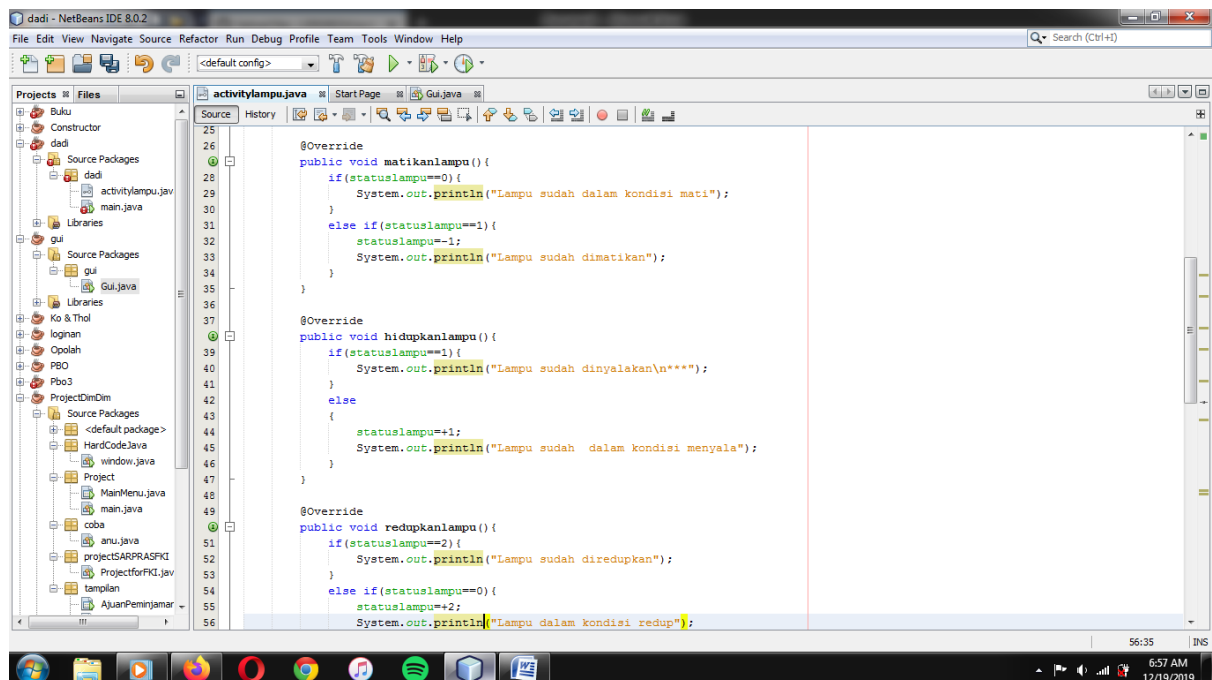
    public abstract void matikanlampu();
    public abstract void hidupkanlampu();
    public abstract void redupkanlampu();

}

public class Lampu implements activitylampu{
    public int statuslampu;

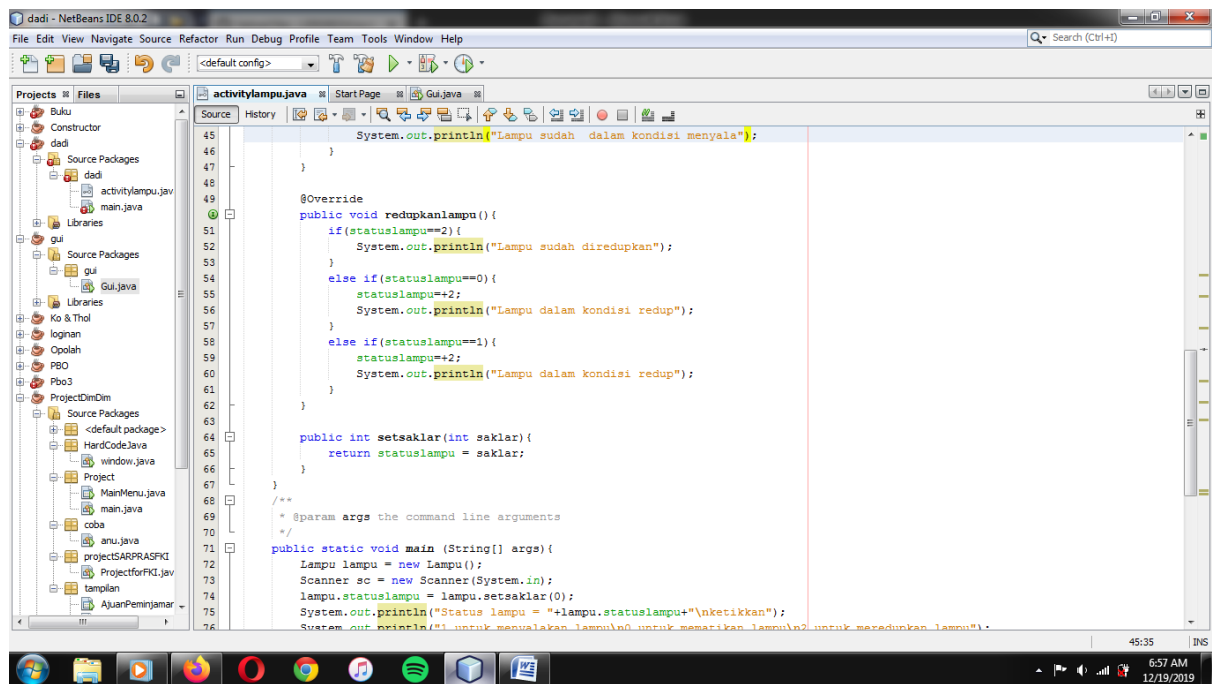
    @Override
    public void matikanlampu(){
        if(statuslampu==0){
            System.out.println("Lampu sudah dalam kondisi mati");
        }
        else if(statuslampu==1){
            statuslampu=1;
            System.out.println("Lampu sudah dimatikan");
        }
    }

    @Override
```

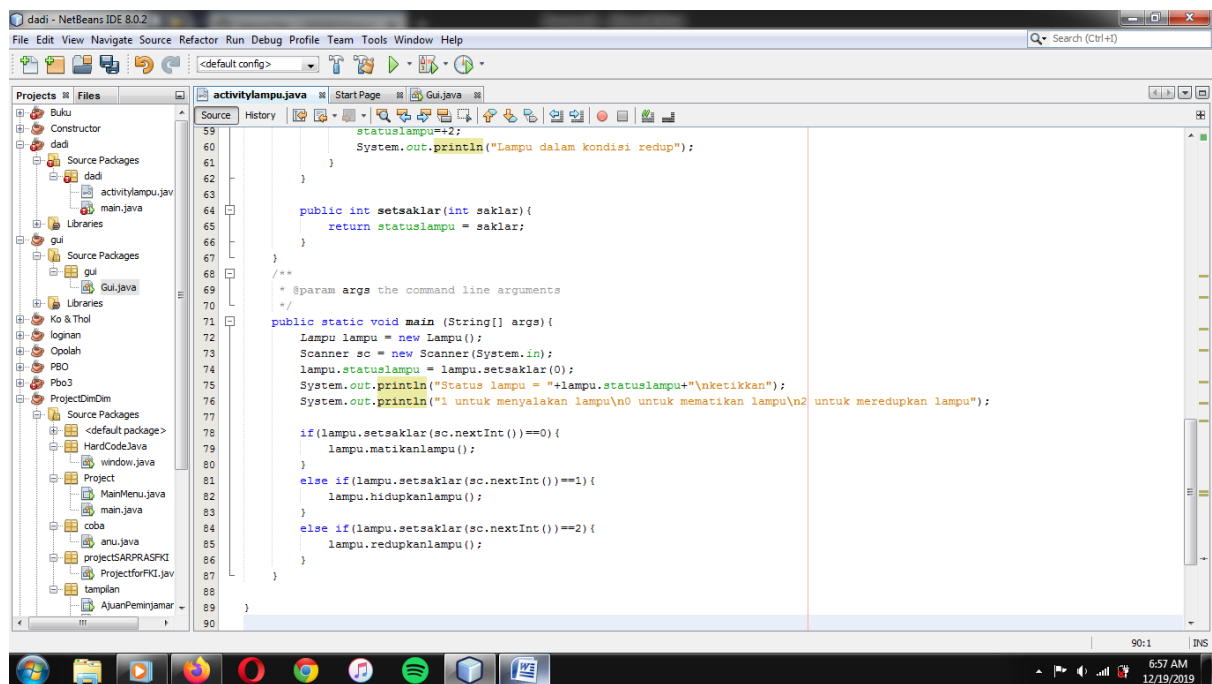


```
    @Override
    public void hidupkanlampu(){
        if(statuslampu==1){
            System.out.println("Lampu sudah dinyalakan\n****");
        }
        else
        {
            statuslampu=1;
            System.out.println("Lampu sudah dalam kondisi menyala");
        }
    }

    @Override
    public void redupkanlampu(){
        if(statuslampu==2){
            System.out.println("Lampu sudah diredupkan");
        }
        else if(statuslampu==0){
            statuslampu=+2;
            System.out.println("Lampu dalam kondisi redup");
        }
    }
}
```



```
45     System.out.println("Lampu sudah dalam kondisi menyala");
46 }
47
48
49 @Override
50 public void redupkanlampu() {
51     if (statuslampu == 2) {
52         System.out.println("Lampu sudah diredupkan");
53     }
54     else if (statuslampu == 0) {
55         statuslampu = 2;
56         System.out.println("Lampu dalam kondisi redup");
57     }
58     else if (statuslampu == 1) {
59         statuslampu = 2;
60         System.out.println("Lampu dalam kondisi redup");
61     }
62 }
63
64 public int setsaklar(int saklar) {
65     return statuslampu = saklar;
66 }
67
68 /**
69  * @param args the command line arguments
70  */
71 public static void main (String[] args) {
72     Lampu lampu = new Lampu();
73     Scanner sc = new Scanner(System.in);
74     lampu.statuslampu = lampu.setsaklar(0);
75     System.out.println("Status lampu = " + lampu.statuslampu + "\nketikkan");
76     System.out.println("1 untuk menyalakan lampu\n0 untuk mematikan lampu\n2 untuk meredupkan lampu");
77 }
```



```
59     statuslampu = 2;
60     System.out.println("Lampu dalam kondisi redup");
61 }
62
63
64 public int setsaklar(int saklar) {
65     return statuslampu = saklar;
66 }
67
68 /**
69  * @param args the command line arguments
70  */
71 public static void main (String[] args) {
72     Lampu lampu = new Lampu();
73     Scanner sc = new Scanner(System.in);
74     lampu.statuslampu = lampu.setsaklar(0);
75     System.out.println("Status lampu = " + lampu.statuslampu + "\nketikkan");
76     System.out.println("1 untuk menyalakan lampu\n0 untuk mematikan lampu\n2 untuk meredupkan lampu");
77
78     if (lampu.setsaklar(sc.nextInt()) == 0) {
79         lampu.matikanlampu();
80     }
81     else if (lampu.setsaklar(sc.nextInt()) == 1) {
82         lampu.hidupkanlampu();
83     }
84     else if (lampu.setsaklar(sc.nextInt()) == 2) {
85         lampu.redupkanlampu();
86     }
87 }
88
89 }
90 }
```

Run :

