

Latihan

```
public class Perkalianku {
    void Perkalian(int a, int b) {
        System.out.println(a * b);
    }

    void Perkalian(int a, int b, int c) {
        System.out.println(a * b * c);
    }

    public static void main(String args []) {
        Perkalianku objek = new Perkalianku();
        objek.Perkalian(25, 43);
        objek.Perkalian(34, 23, 56);
    }
}
```

4.1 Dari source coding di atas terletak dimanaka overloading



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Tugas (overloading)

```
public class SegiTiga {
    public SegiTiga (double panjang) {
          System.out.println("\nVariabel = segitiganya sama sisi");
System.out.println("Panjang = " +panjang);
          keliling(panjang);
| public SegiTiga (double panjang, double sisiMiring) {
          System.out.println("\n2Variabel = segitiganya sama kaki");
System.out.println("Panjang = " +panjang+ " sisi miring =" +sisiMiring);
keliling(panjang,sisiMiring);
| public void keliling(double panjang) {
          tampilkanHasil (panjang*3);
| public void keliling(double p, double sM) {
         tampilkanHasil (2*sM+p);
| protected void tampilkanHasil (double h) {
 System.out.println("Hasil = " +h);
  public class MainSegiTiga {
       public static void main (String [] args) {
                 new SegiTiga(7);
                 new SegiTiga(4,7);
          }
   }
```



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Overiding

```
public class Orang {
     private String Makan;
      private String Tidur;
      private String Bernafas;
      private double Lembur;
      public String getMakan() {
         return Makan;
      public void setMakan(String Makan) {
         this.Makan = Makan;
      public String getTidur() {
        return Tidur;
      public void setBernafas(String Bernafas) {
        this.Bernafas = Bernafas;
      public double getLembur() {
         return Lembur;
口
      public void setGolongan(String golongan) {
         this.Lembur = Lembur;
         switch(Lembur(0)){
             case'1':this.Lembur=5000000;
             break;
              case'2':this.Lembur=3000000;
             break;
```

```
public void setGolongan(String golongan) {
          this.Lembur = Lembur;
          switch(Lembur(0)){
              case'1':this.Lembur=5000000;
              break;
              case'2':this.Lembur=3000000;
             break;
              case'3':this.Lembur=2000000;
              case'4':this.Lembur=1000000;
             break;
              case'5':this.Lembur=750000;
              break;
曱
       * @return
+
      public double getLembur() {...3 lines }
      public void setLembur(double Lembur) {
        this.Lembur = Lembur;
```



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```
public class Manusia {
      private int Makan;
      private double Bernafas;
      public int getMakan() {
         return Makan;
      public void setMakan(int Makan) {
          this.Makan = Makan;
₽
      public double getBernafas() {
        return Bernafas;
      public void setBernafas(double Bernafas){
         this.Bernafas = Bernafas;
      public double getLembur() {
        return Makan * Bernafas + super.getLembur();
      public double getLembur(int Makan, double Bernafas) {
        return super.getLembur() + Makan * Bernafas;
```

```
public class Dosen extends Manusia (
      private int Makan;
      private double Lembur;
      public int getMakan() {
         return Makan;
      public void setMakan(int Makan) {
        this.Makan = Makan;
      public double getLembur() {
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早
      public void setLembur() {
       this.Lembur = Lembur;
      public void setLembur(double Lembur) {
         this.Lembur = Lembur;
早
      * @return
      @Override
      public double getLembur() {
        return super.Lembur() + Makan * Lembur;
      @Override
      public double getLembur(int Makan, double Lembur) {
        return super.getLembur() + Makan * Lembur;
```

```
@Override
public double getLembur() {
    return super.Lembur() + Makan * Lembur;
}

@Override
public double getLembur(int Makan, double Lembur) {
    return super.getLembur() + Makan * Lembur;
}

public void lihatInfo() {
    System.out.println("fidur: " + this.getTidur());
    System.out.println("Makan: " + this.getLembur());
    System.out.println("Lembur: " + this.getLembur());
    System.out.println("jml lembar: " + this.getLembur());
    System.out.println("jml lembar: " + this.getLembur());
    System.out.printf("lembur: %.0f\n", this.getLembur());
    System.out.printf("Makan: %.0f\n", this.getLembur());
}
```



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```
public class Mahasiswa {
    public static void main(String[] args) {
    System.out.println("program testing class Dosen & Manusia");
        Dosen man[]=new Dosen[2];
Manusia Manusia1[]=new Manusia[2];
        Manusia Manusia2[]=new Manusia[2];
         //pembuatan Dosen
        man[0]=new Dosen();
        man[0].setMakan("Nasi Goreng");
        man[0].setTidur("101");
         man[0].setLembur("1");
         man[0].Bernafas(5000000);
        man[0].setLembur("Administrasi");
         man[1]=new Dosen();
         man[1].setMakan("Nasi Goreng");
         man[1].setTidur("101");
        man[1].setLembur("1");
        man[1].Bernafas(5000000);
         man[1].setLembur("Administrasi");
         Manusia1[0]=new Manusia();
         Manusia1 [0].setMakan("sate");
         Manusia1 [0].setTidur("0003");
         Manusia1 [0].setLembur("2");
         Manusia1 [0].setBernafas(10);
         Manusial[0].setBernafas(10000);
         Manusia1 [1] = new Manusia();
         Manusial[1].setMakan("Bakso");
Manusial[1].setTidur("0005");
         Manusial[1].setLembur("2");
         Manusial [1].setBernafas(10);
         Manusial [1].setMakan(55000);
        orang1 man[0].(orang1);
```

```
orang1 man[0].(orang1);
  Manusia2[0]=new Manusia();
  Manusia2[0].setMakan("mie ");
  Manusia2[0].setTidur("0004");
  Manusia2[0].setLembur("3");
  Manusia2[0].setBernafas(15);
  Manusia2[0].setBernafas(55000);
  Manusia2[1]=new Manusia();
  Manusia2[1].setMakan("arie");
  Manusia2[1].setTidur("0006");
  Manusia2[1].setLembur("4");
  Manusia2[1].setBernafas(5);
  Manusia2[1].setMakan(100000);
  Manusia2[2]=new Manusia();
  Manusia2[2].setMakan("ayam");
  Manusia2[2].setTidur("0007");
  Manusia2[2].setLembur("3");
  Manusia2[2].setBernafas(6);
  Manusia2[2].setMakan(20000);
  man[1].setManusia(Manusia2);
   //cetak informasi dari manager + staffnya
  man[0].lihatInfo();
  man[1].lihatInfo();
```