Program sederhana implementasi class abstract

```
1 package GSLC_00P_2;
  3 abstract class Shape {
  4
         abstract double area();
  5 }
  6
  7
    class Rectangle extends Shape{
  8
         int length;
  9
         int width;
 10
 11⊖
         public Rectangle(int length, int width) {
 12
             this.length = length;
 13
             this.width = width;
 14
 15
         double area() {
△16⊖
 17
             return length * width;
 18
 19
     }
 20
 21 class Circle extends Shape{
 22
         int radius;
 23
 24⊖
         public Circle(int radius) {
 25
             this.radius = radius;
 26
 27
         double area() {
△28⊝
 29
             return 3.14 * radius;
 30
 31
     }
 32
 33 public class AbstractExample {
 34
 35⊕
         public static void main(String[] args) {
             Rectangle rectangle1 = new Rectangle(5, 2);
 36
             Circle circle1 = new Circle(10);
 37
 38
             System.out.println("Area of rectangle: " + rectangle1.area());
 39
 40
             System.out.println("Area of circle: " + circle1.area());
 41
 42 }
```

## Eksekusi program:

```
package GSLC_OOP 2 interface;
  3 interface Shape {
  4
         double area();
  5
         double volume();
  6 }
  7
  8 class Rectangle implements Shape{
  9
         int length;
 10
         int width;
 11
         public Rectangle(int length, int width) {
 12⊖
 13
             this.length = length;
 14
             this.width = width;
 15
         }
 16
         public double area() {
△17⊝
 18
             return length * width;
 19
 20
△21Θ
         public double volume() {
 22
             return 0;
 23
         }
 24 }
 25
 26 class Circle implements Shape{
 27
         int radius;
 28
 29⊝
         public Circle(int radius) {
 30
             this.radius = radius;
 31
 32
         public double area() {
△33⊝
             return 3.14 * radius;
 34
 35
 36
△37⊝
         public double volume() {
 38
             return 0;
 39
         }
 40 }
 41
    public class InterfaceExample {
 42
 43
         public static void main(String[] args) {
 440
 45
             Rectangle rectangle1 = new Rectangle(5, 2);
 46
             Circle circle1 = new Circle(10);
 47
 48
             System.out.println("Area of rectangle: " + rectangle1.area());
 49
             System.out.println("Area of circle: " + circle1.area());
 50
             System.out.println("Volume of rectangle: " + rectangle1.volume());
 51
 52
             System.out.println("Volume of circle: " + circle1.volume());
 53
         }
 54 }
```

## Eksekusi program:

Area of rectangle: 10.0 Area of circle: 31.400000000000002

Volume of rectangle: 0.0 Volume of circle: 0.0