**LAPORAN TUGAS MINGGU 6**

**Inheritance, Abstract Class and Interface in Java**

**Pemorgaman Berorientasi Objek**

*Resume ini disusun untuk memenuhi Tugas Mata Kuliah Pemrograman Berorientasi Objek*



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**PROGRAM STUDI D3 TEKNIK INFORMATIKA**

**JURUSAN TEKNIK KOMPUTER DAN INFORMATIKA**

**POLITEKNIK NEGERI BANDUNG**

**2021**

**Exercise 1. The Circle and Cylinder Classes**

1. Source Code Asli
2. Circle.java

Graphical user interface, text, application

Description automatically generated

A picture containing chart

Description automatically generated

1. Cylinder.java



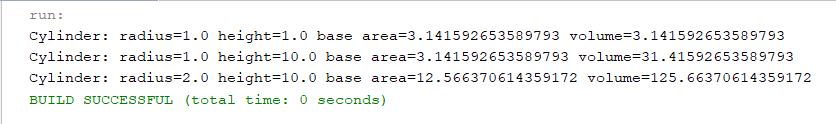
Graphical user interface, text, application

Description automatically generated

1. TestCylinder.java



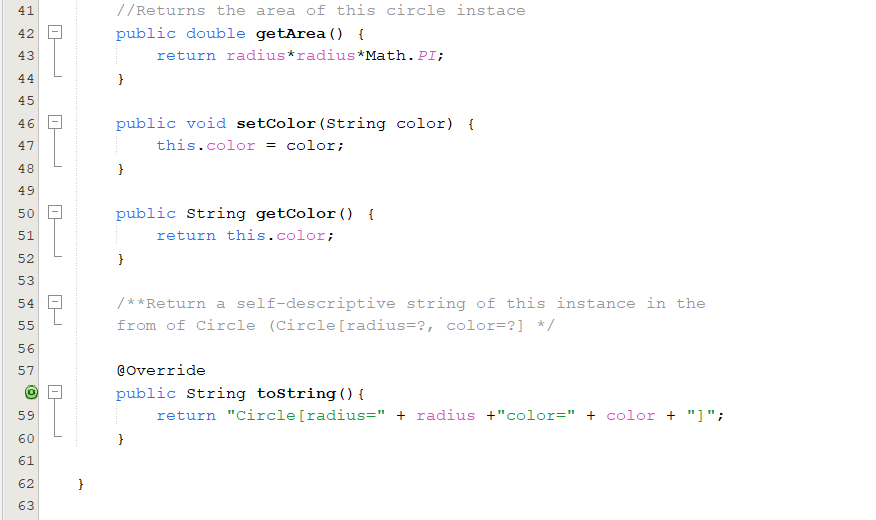
Output



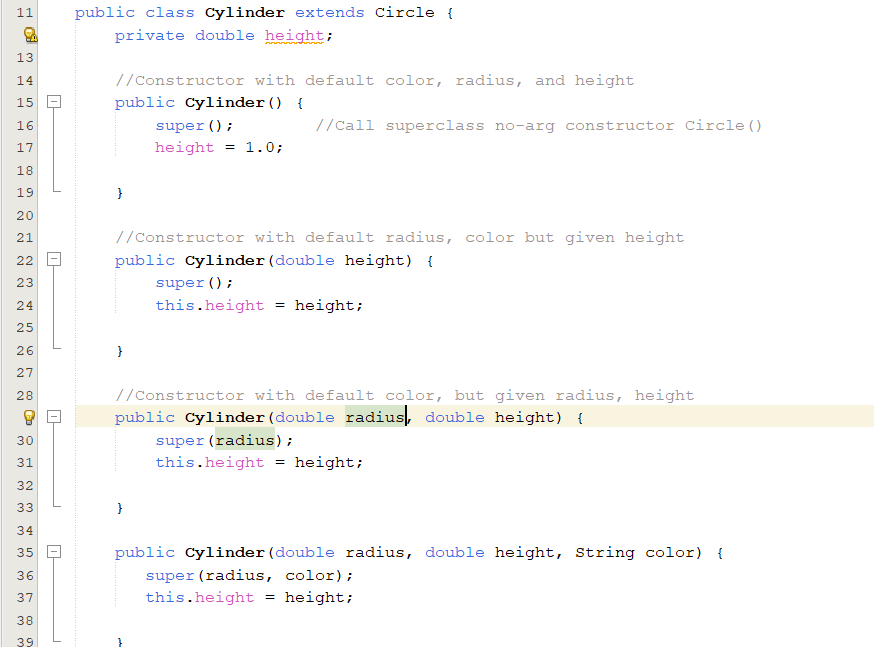
1. Source Code yang Dimanipulasi
2. Circle.java

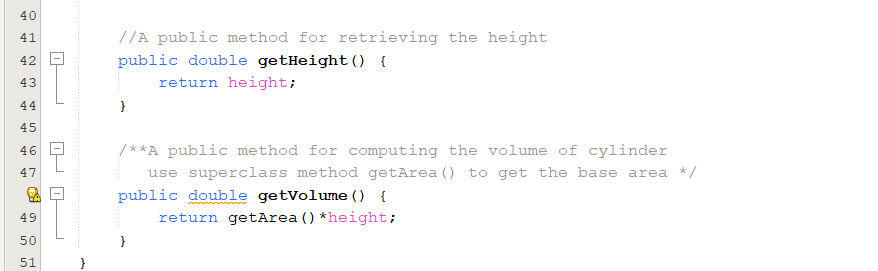
Graphical user interface, text

Description automatically generated



1. Cylinder.java



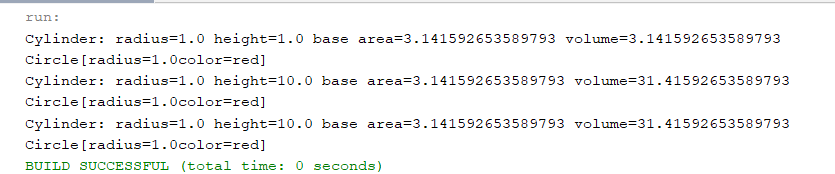


1. TestCylinder.java

Graphical user interface, text

Description automatically generated with medium confidence

Ouput



**Exercise 2. Superclass Shape and its Subclasses Circle, Rectangle and Square**

1. Shape.java

Graphical user interface, text, application

Description automatically generated

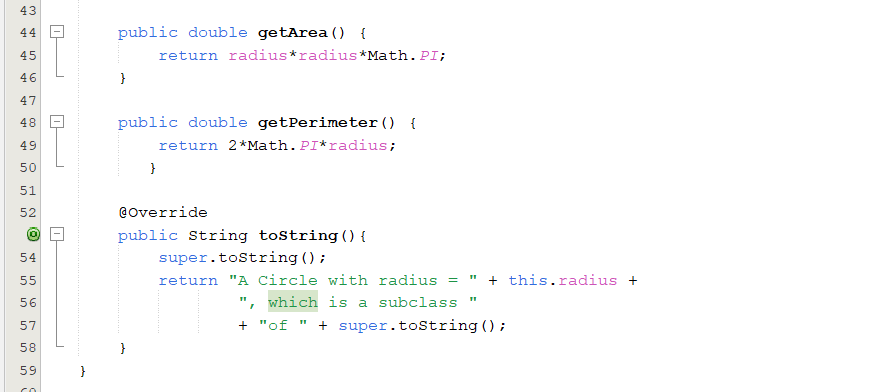
Graphical user interface, text, application

Description automatically generated

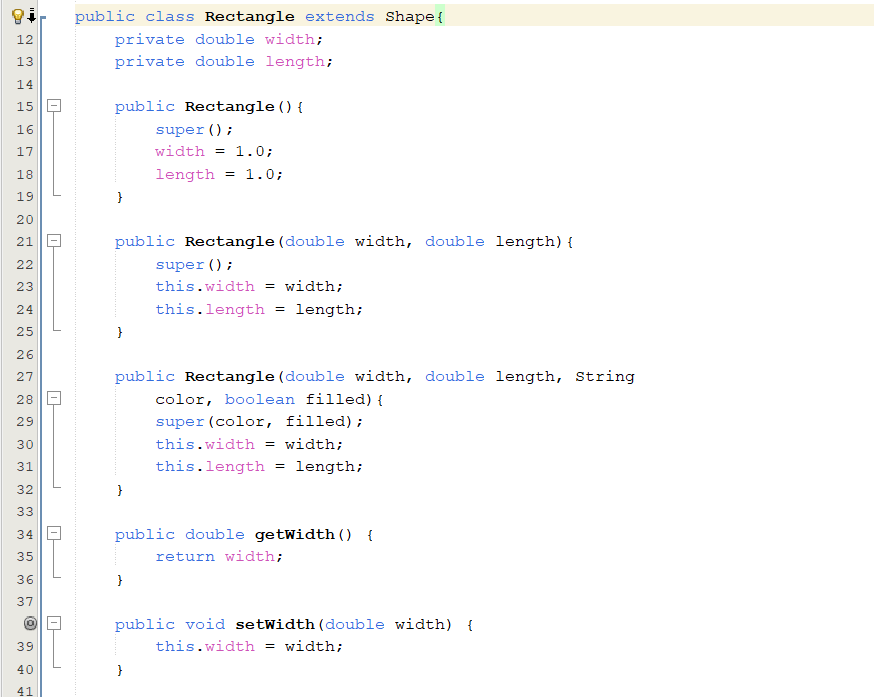
1. Circle.java

Graphical user interface, text, application, email

Description automatically generated



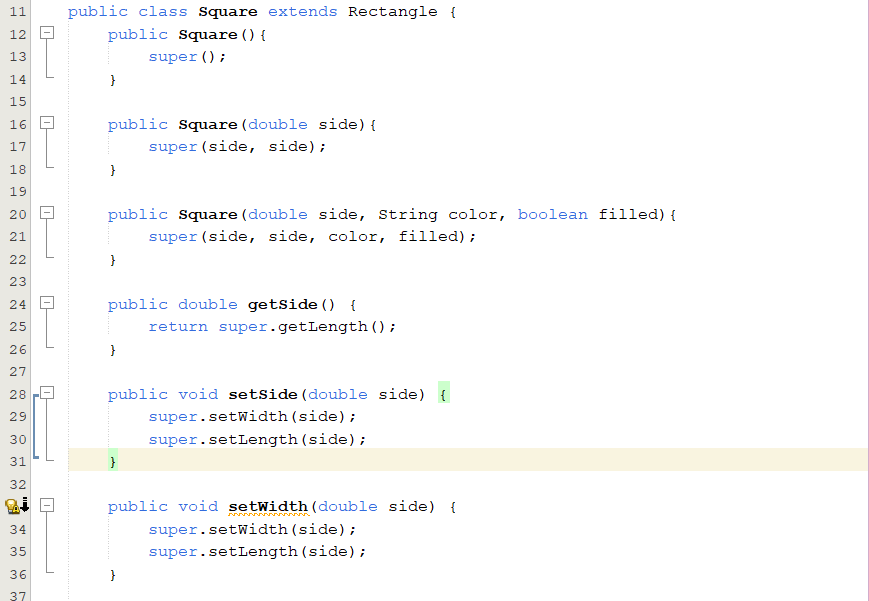
1. Rectangle.java



Graphical user interface, text, application

Description automatically generated

1. Square.java



Text

Description automatically generated

1. Main.java

Graphical user interface, text, application

Description automatically generated

Output

A picture containing scatter chart

Description automatically generated