**LAPORAN PRAKTIKUM PEMROGRAMAN BEORIENTASI OBJEK**

“Tugas 04 - Inheritance dan Polymorphism*”*

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Kelas : A

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**S1-Teknik Informatika**

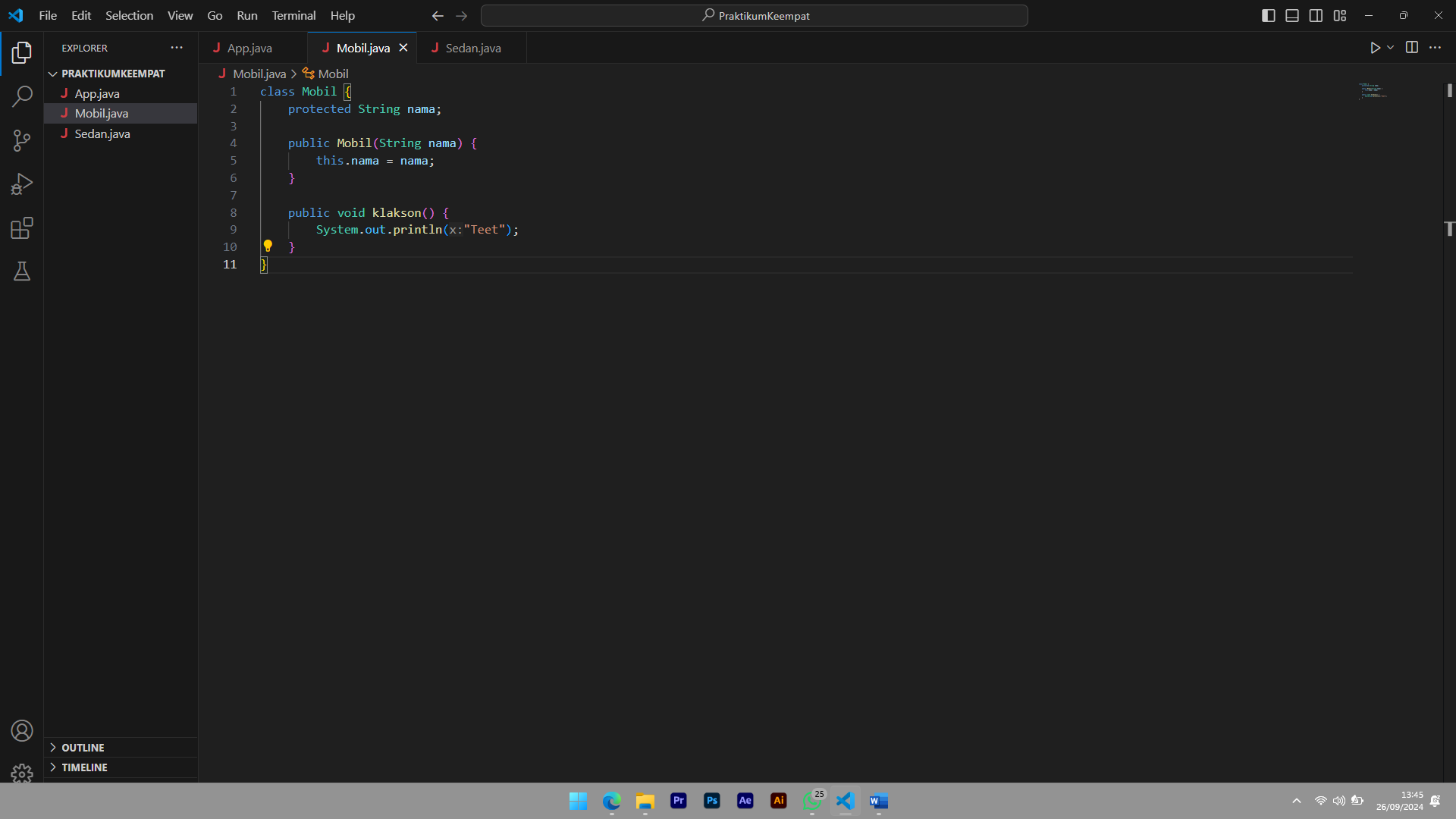
**Fakultas Teknik Universitas Pancasila**

**2023/2024**

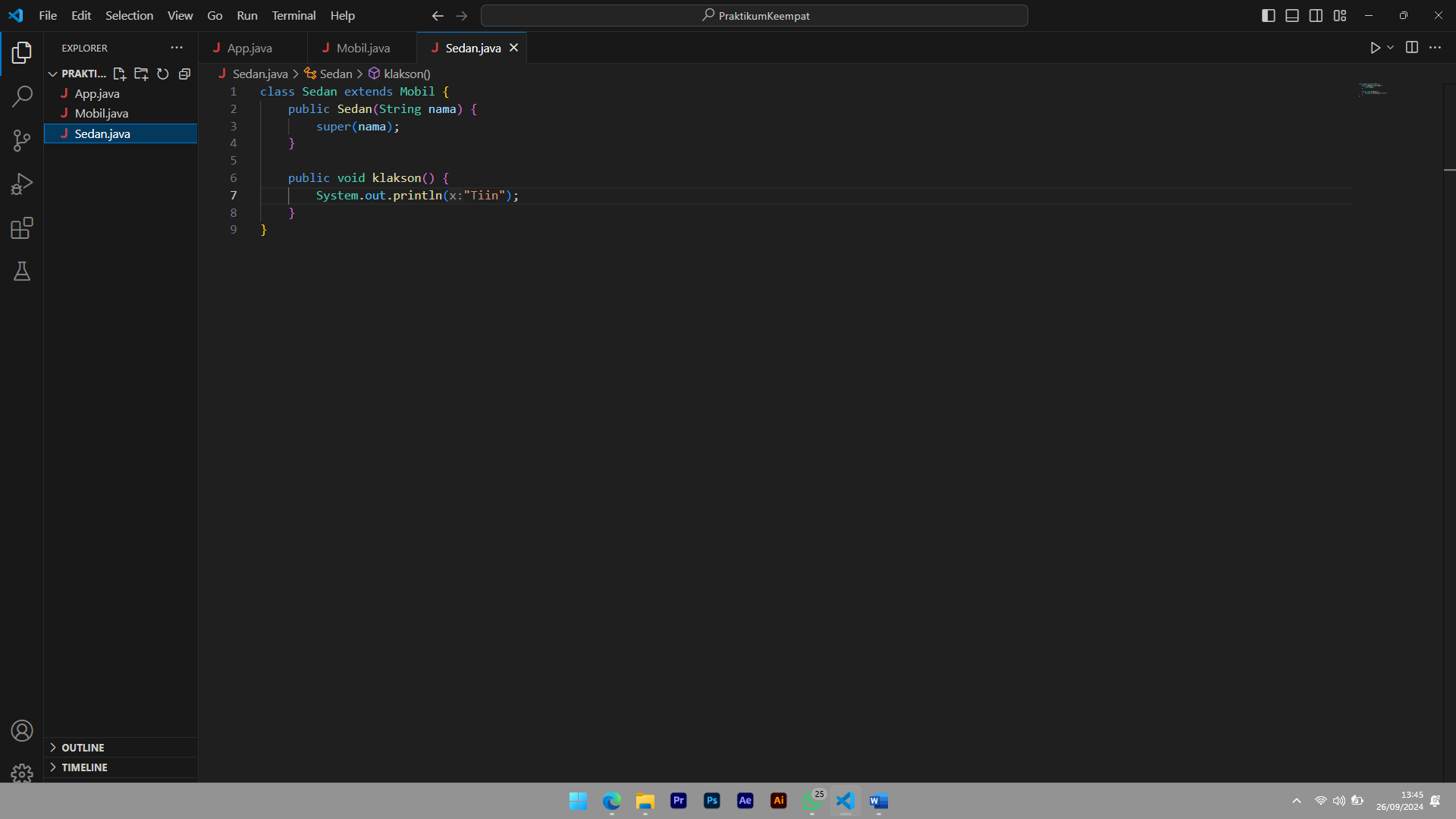
# **Implementasi Macam-macam Inheritance**

## Single

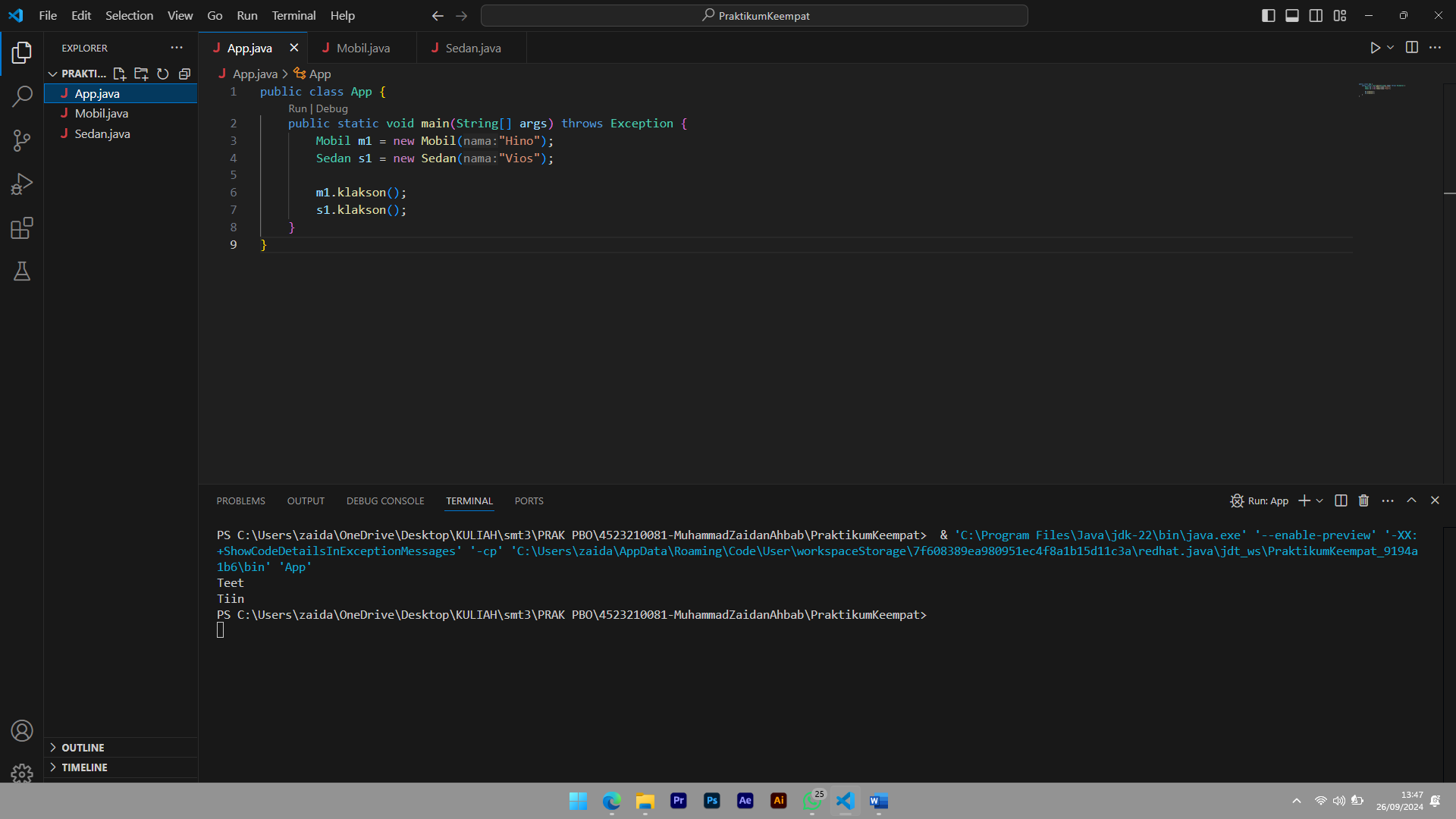
### Source Code Mobil



### Source Code Sedan

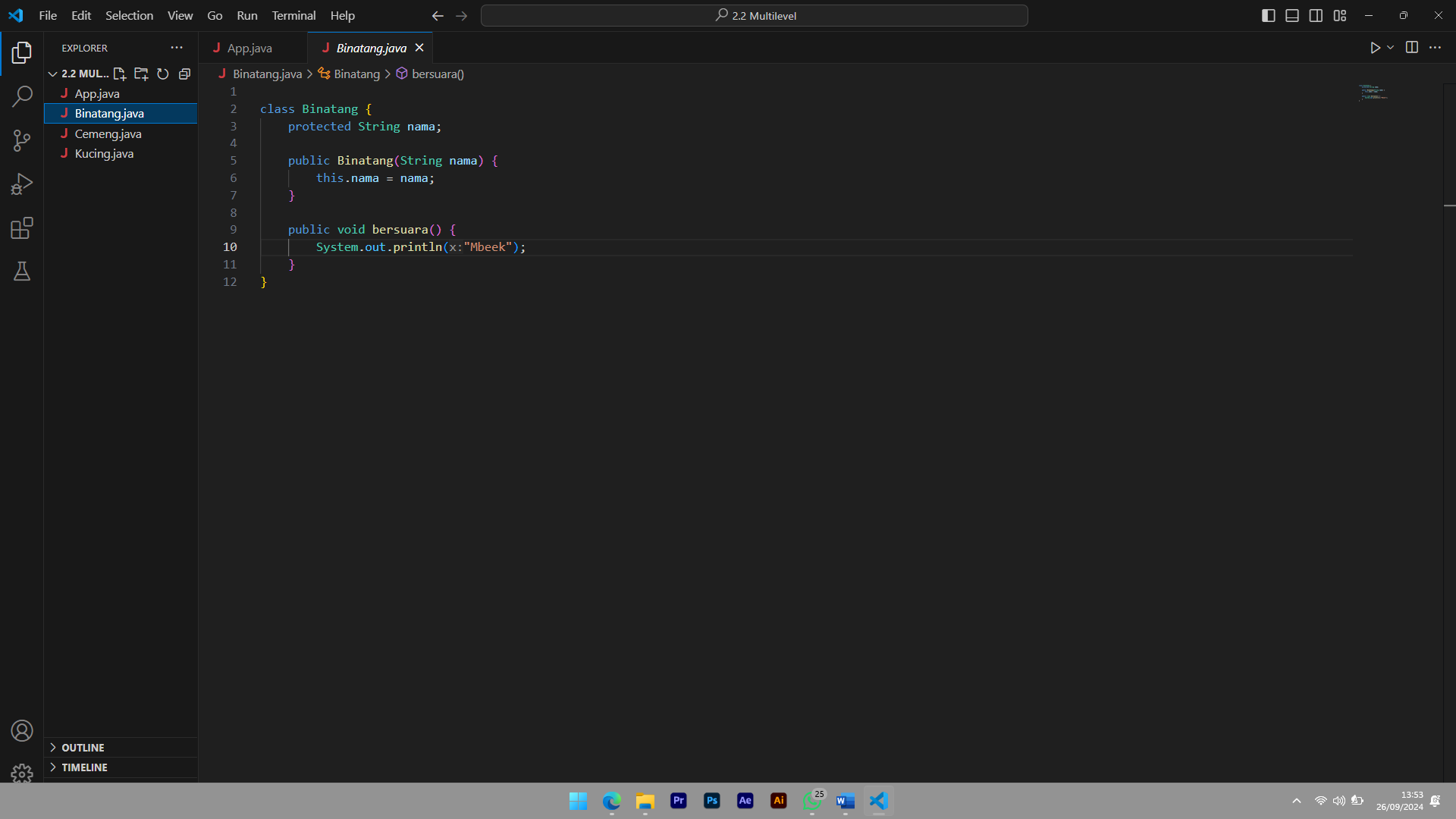
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### Implementasi

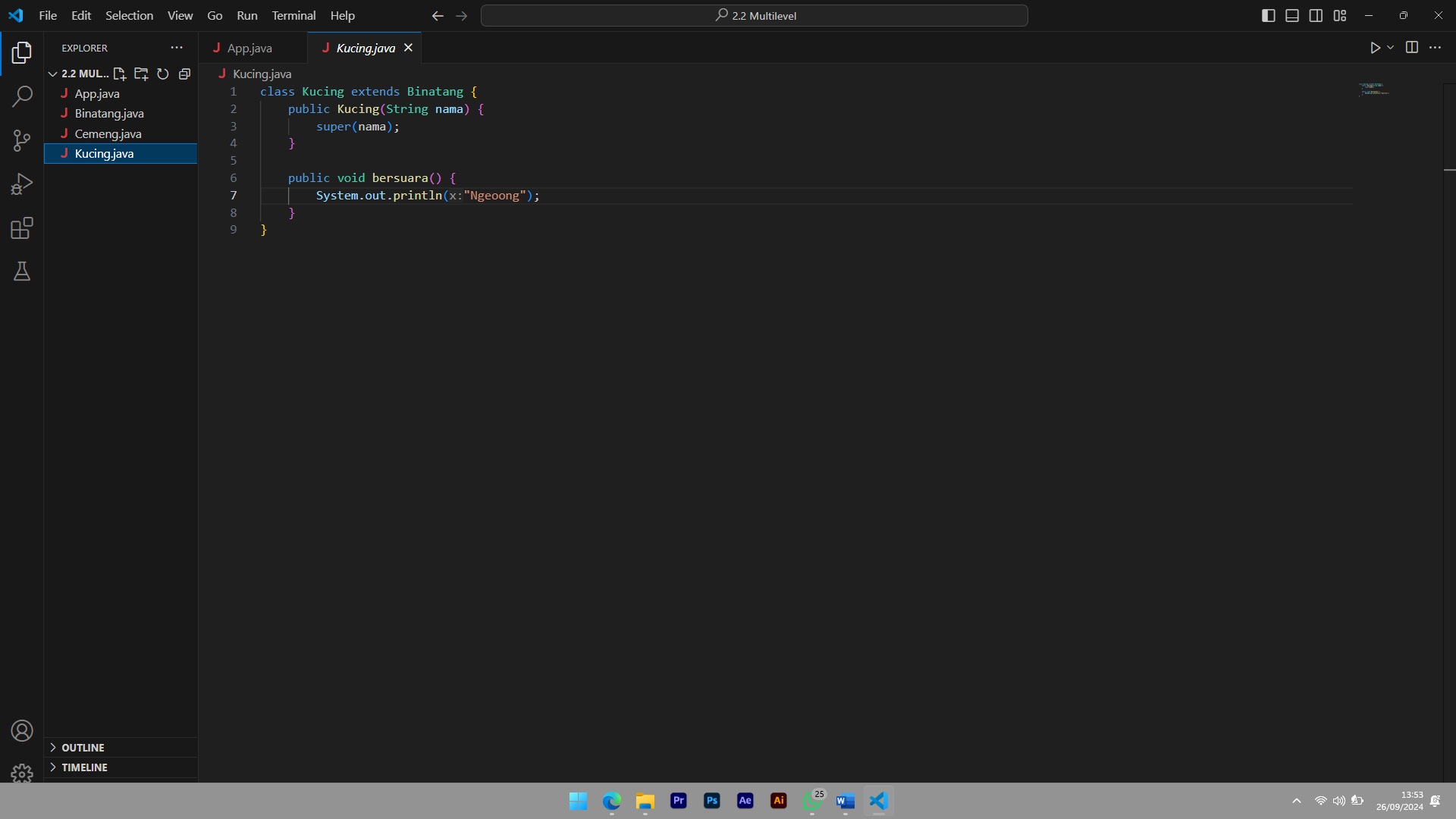
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## Multilevel

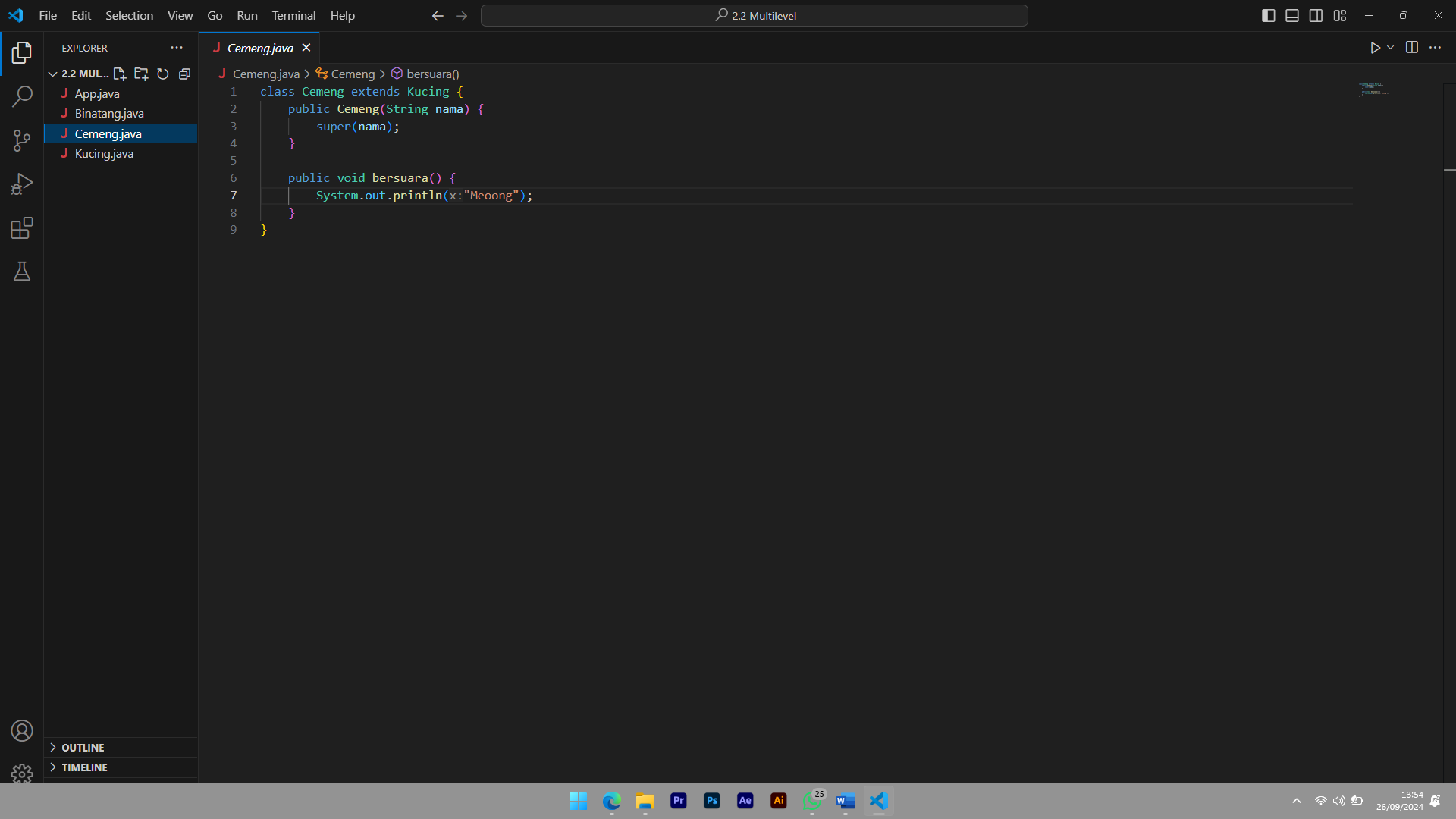
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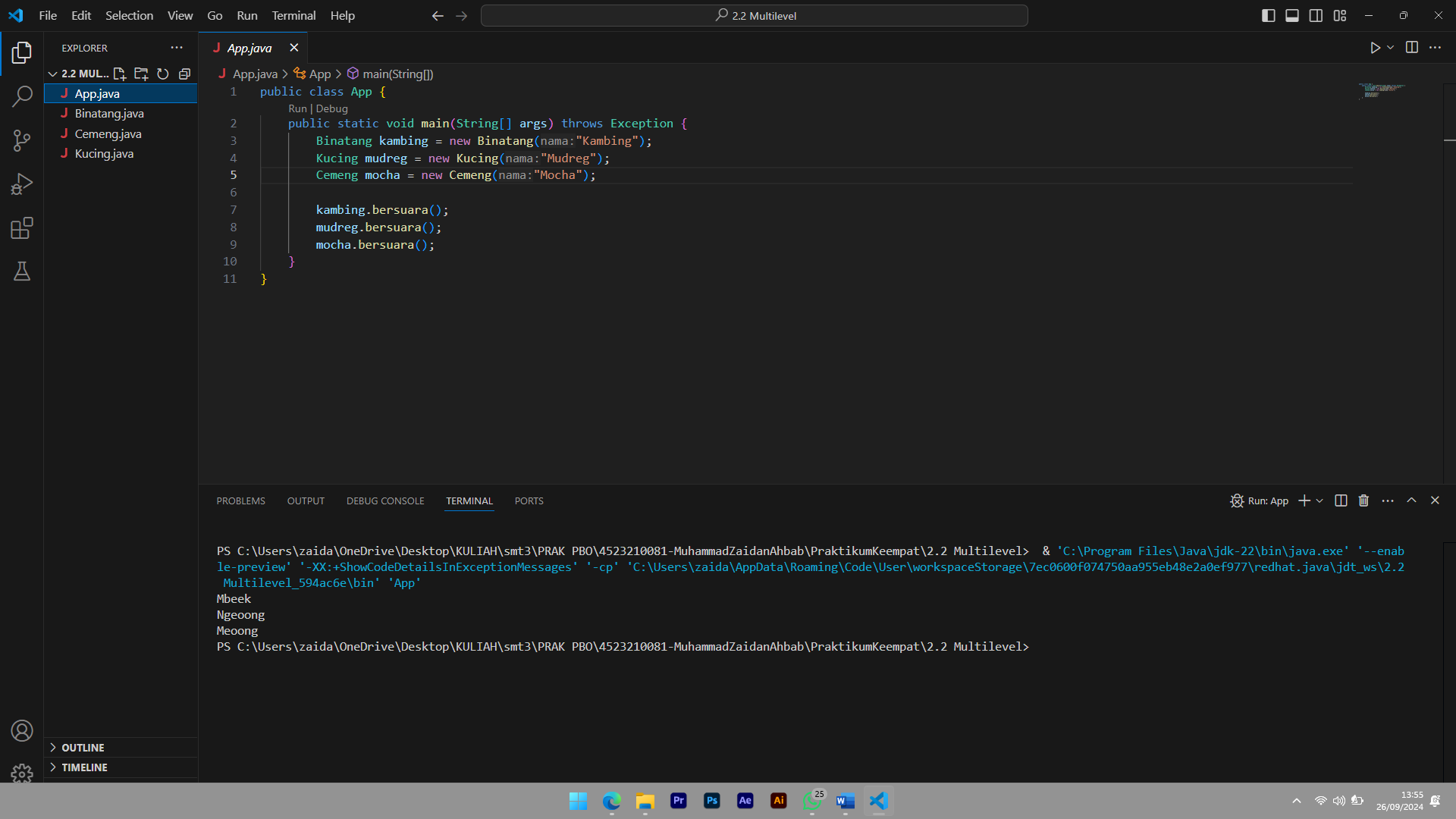
### Source Code Kucing

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## Source Code Cemeng

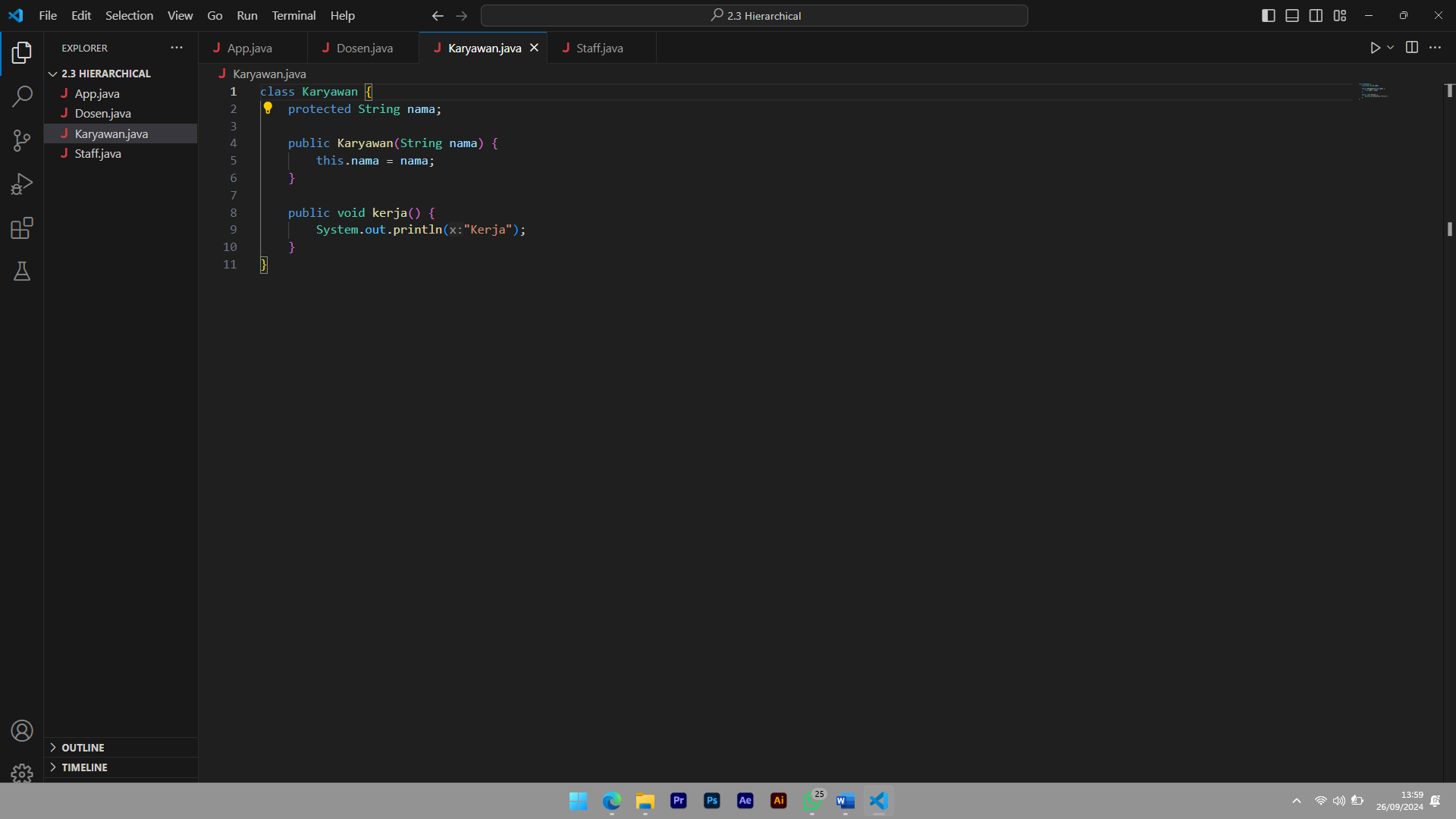
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### Implementasi

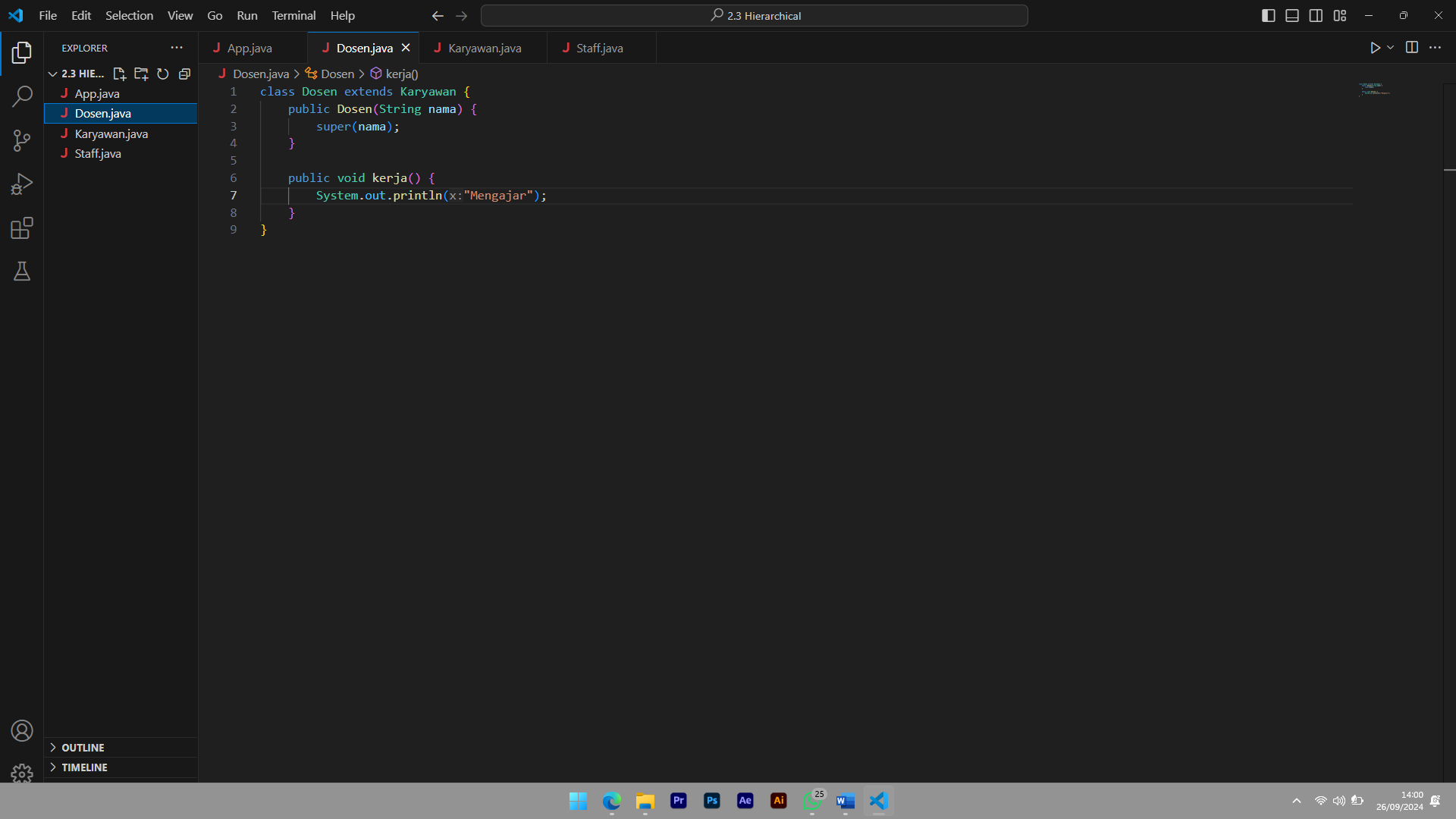
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## Heirarchical

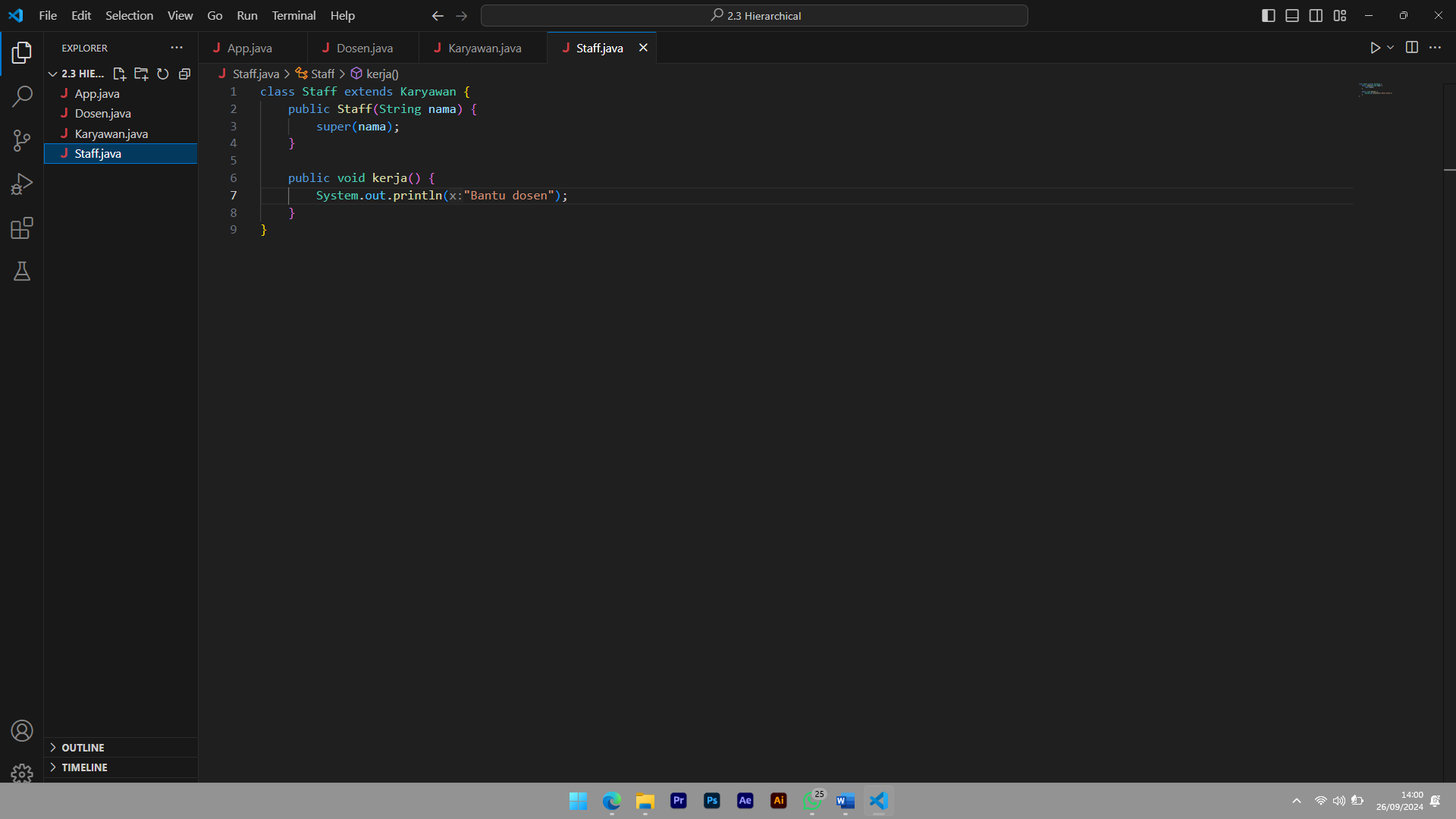
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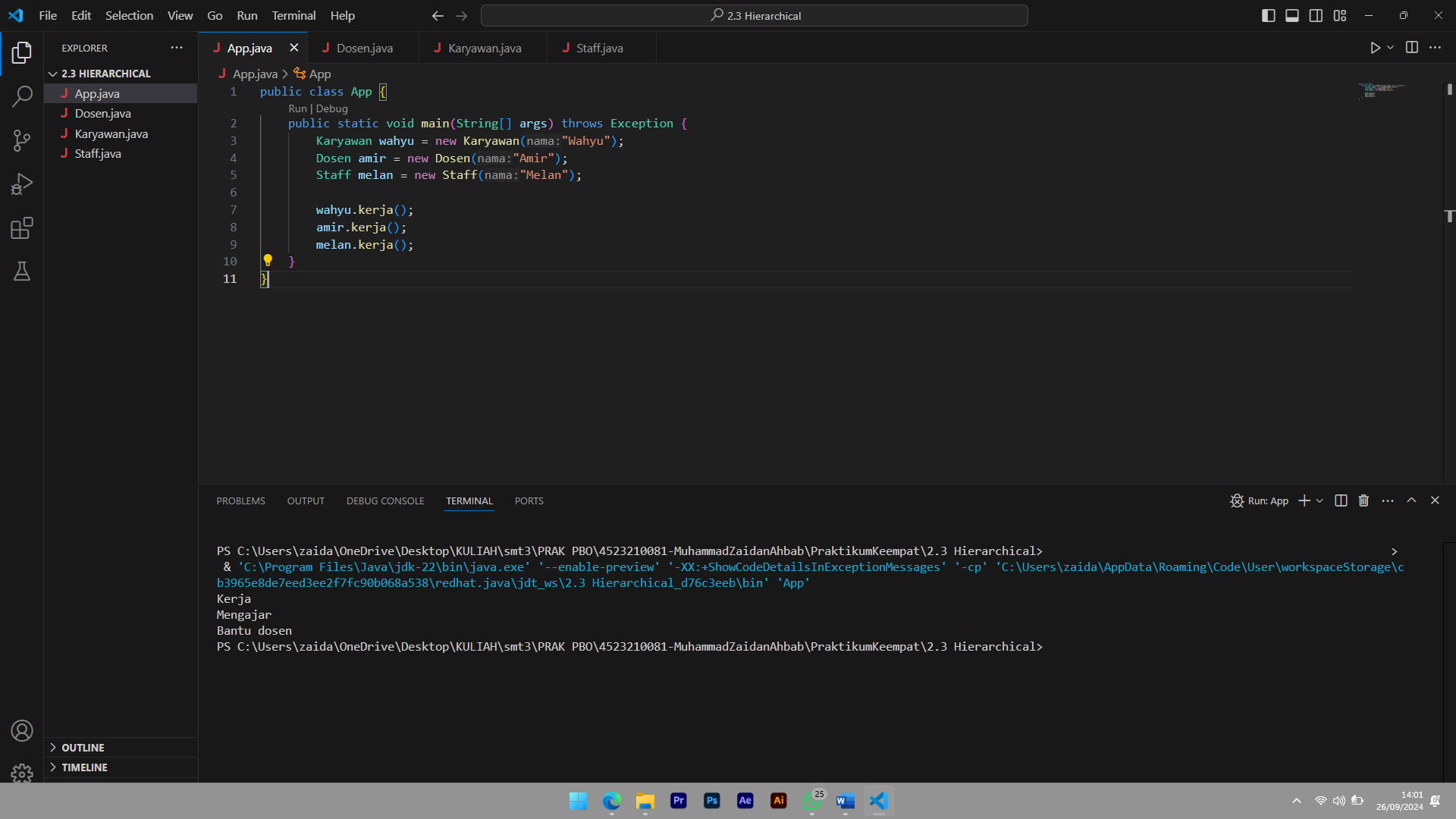
### Source Code Dosen

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### Source Code Staff

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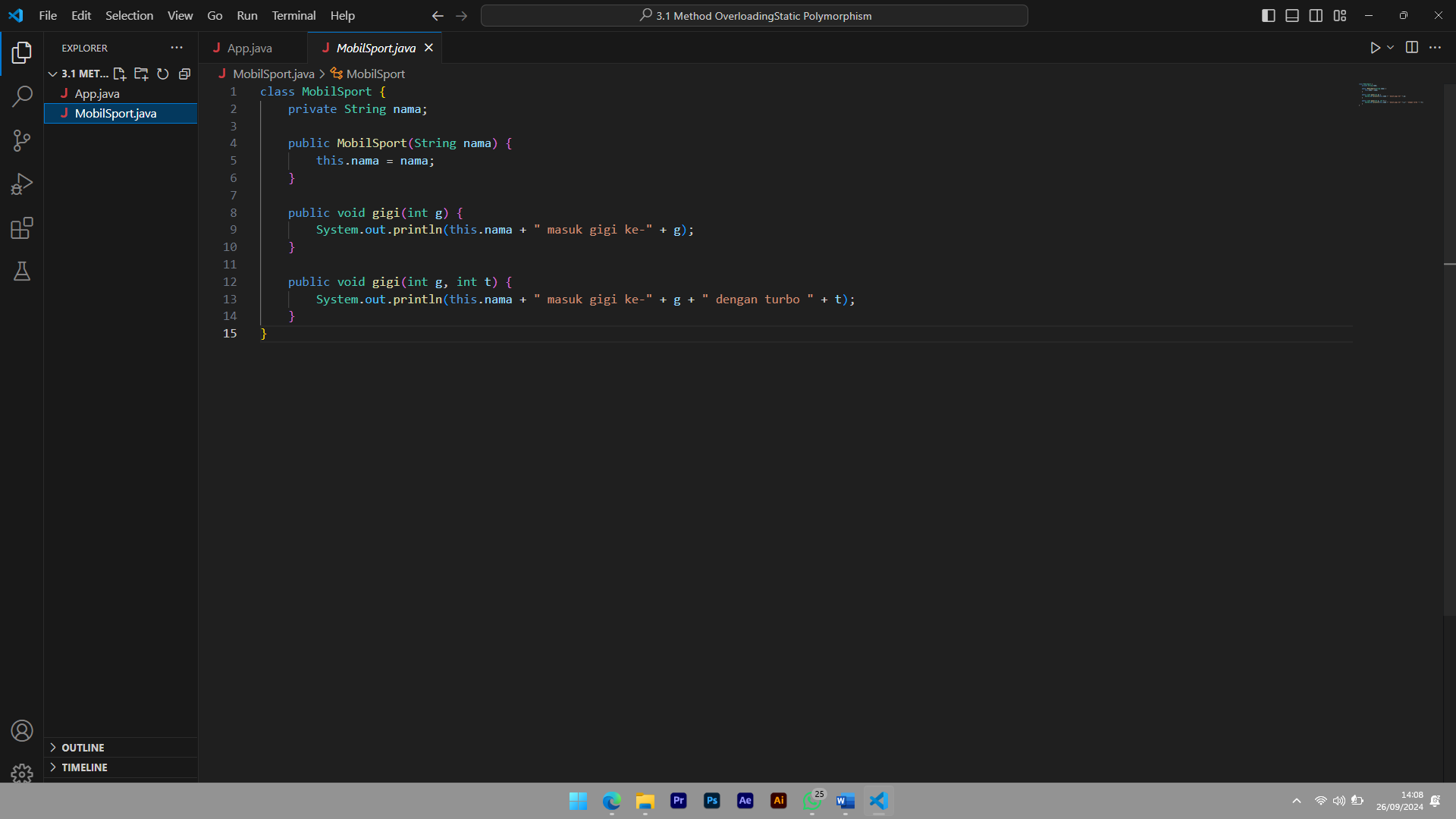
Implementasi

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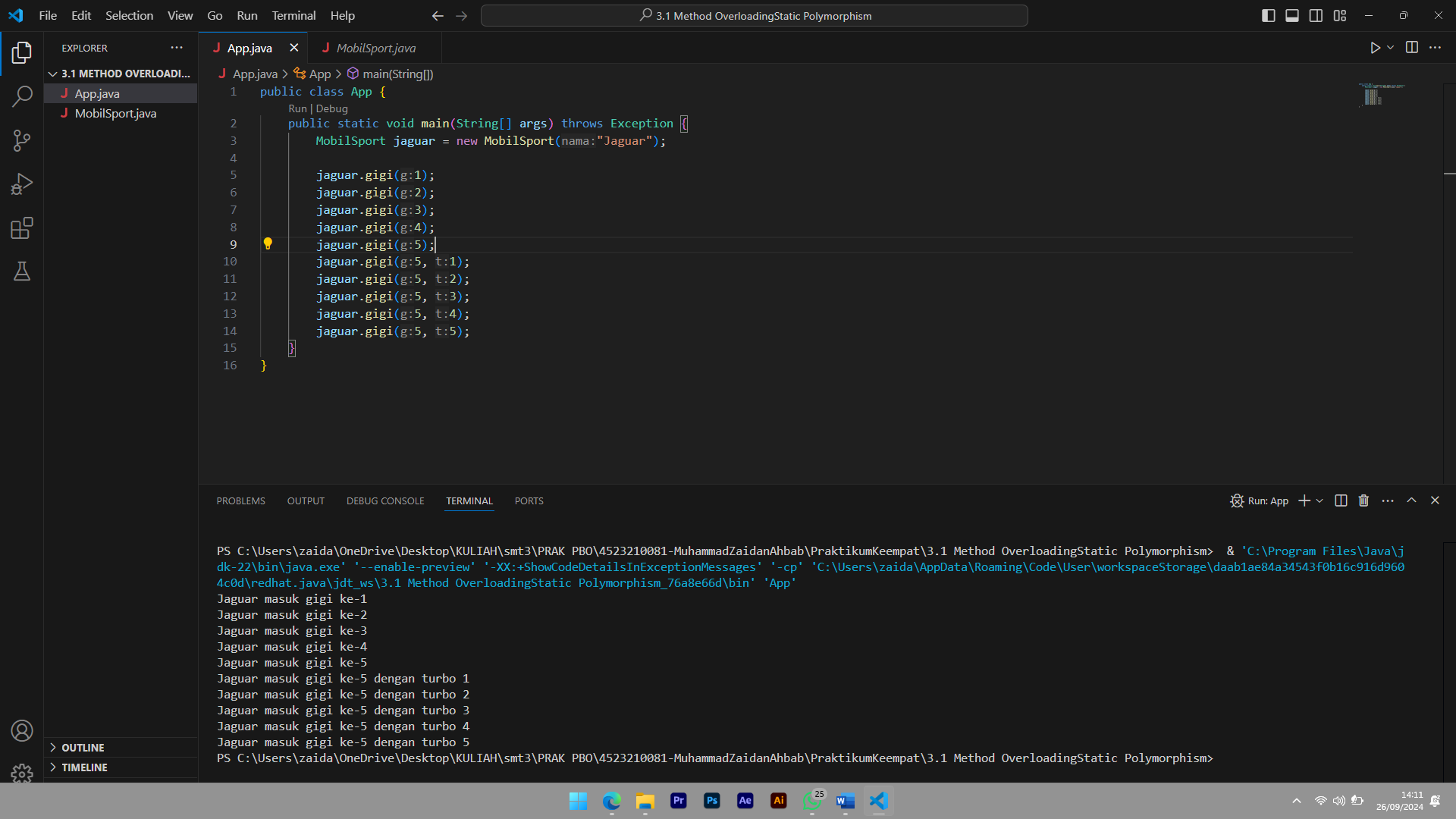
# **Implementasi Polymorphism**

## Method Overloading/Static Polymorphism

### Source Code MobilSport

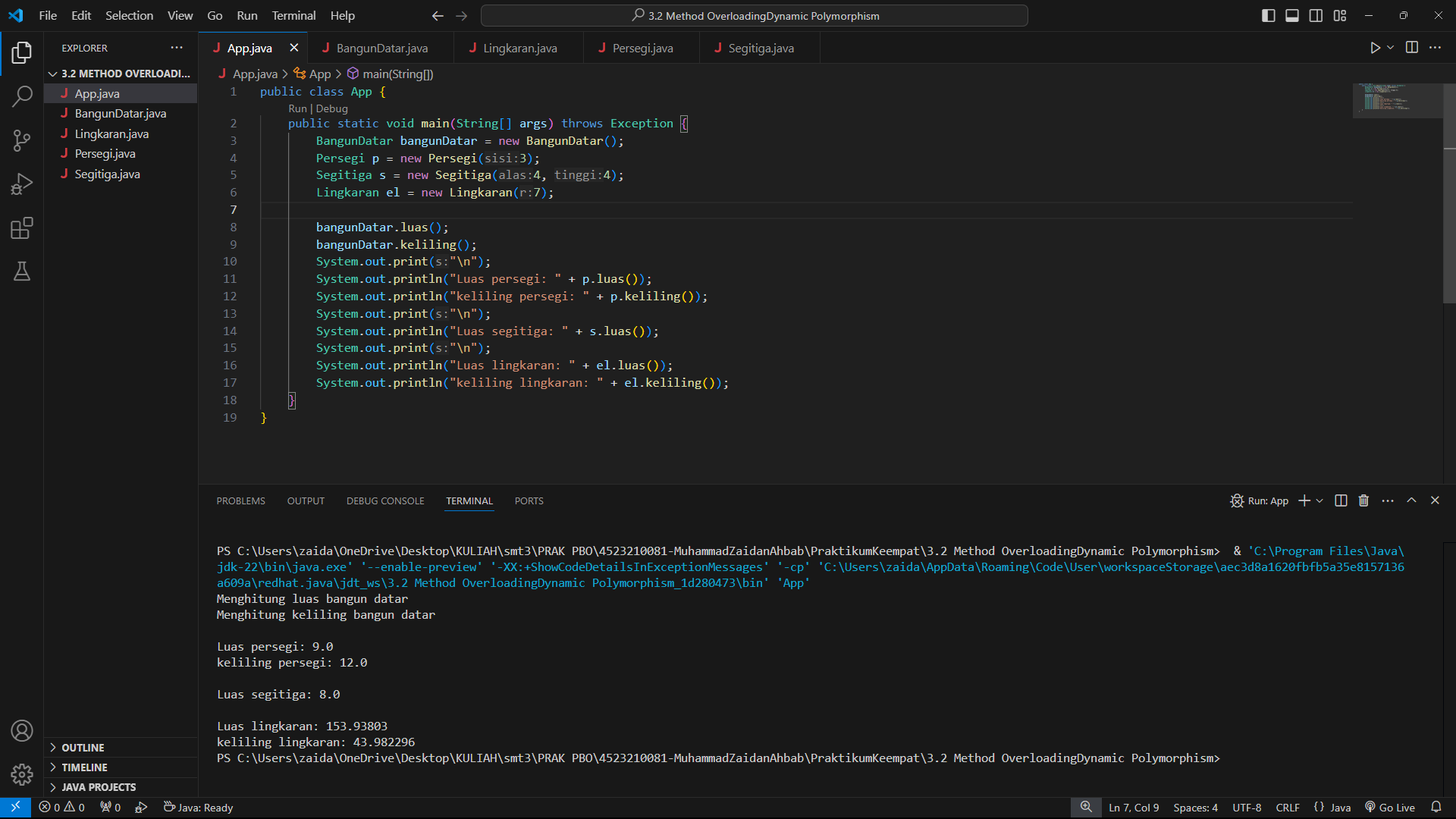


### Implementasi

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## Method Overloading/Dynamic Polymorphism

### Implementasi Hasil

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# **KESIMPULAN**

**Inheritance** dan **Polymorphism** adalah dua konsep penting dalam pemrograman berorientasi objek (OOP) di Java. **Inheritance** mendukung penggunaan kembali kode dan hierarki kelas, sedangkan **Polymorphism** memungkinkan fleksibilitas dalam menggunakan kelas-kelas yang berhubungan secara dinamis.