**LAPORAN PRAKTIKUM PEMOGRAMAN BERORIENTASI OBJEK 4**

**“Tugas Polymorfisme”**



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**S1 Teknik Informatika**

**Fakultas Teknik**

**Universitas Pancasila**

**2024/2025**

1. Single

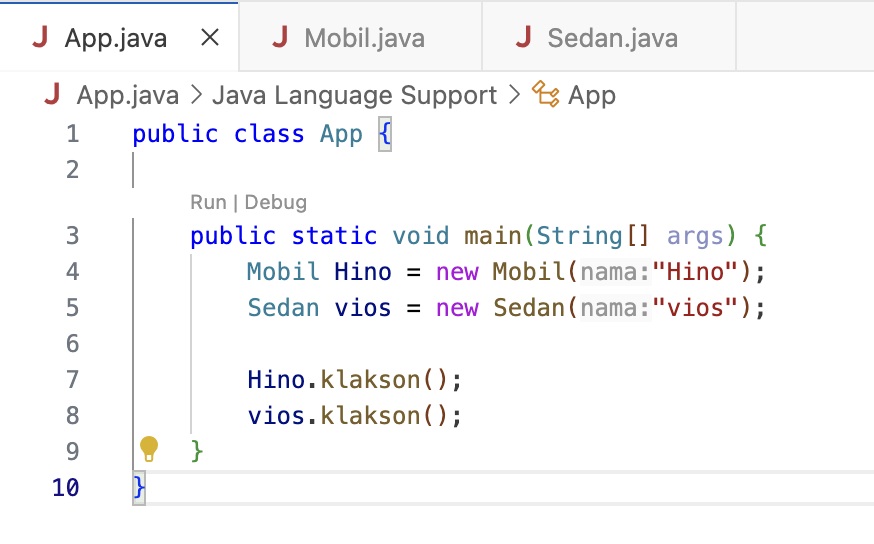
Mobil.java



Sedan.java



App.java

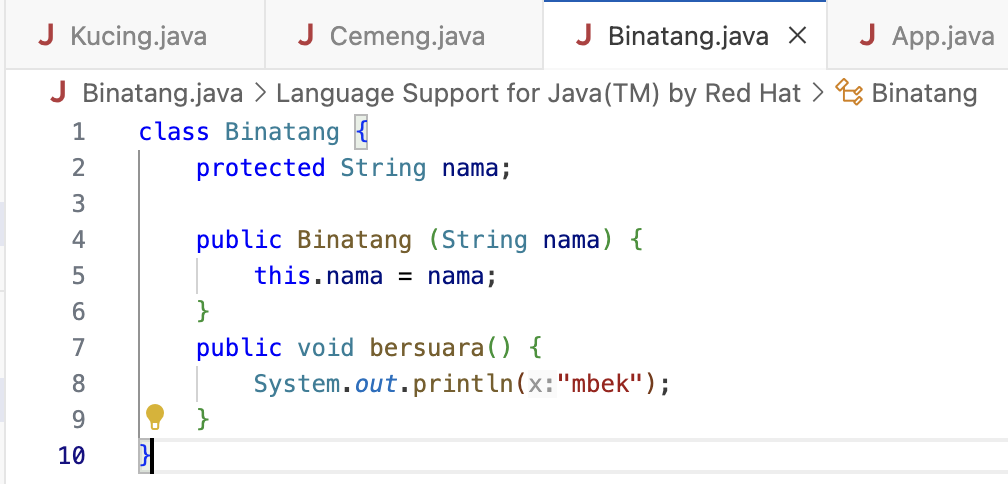


Hasil Run



1. Multilevel

Binatang.java



Cemeng.java

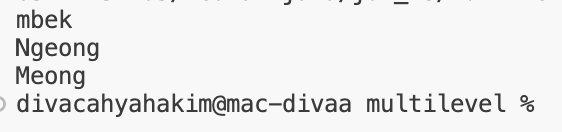


Kucing.java

App.java

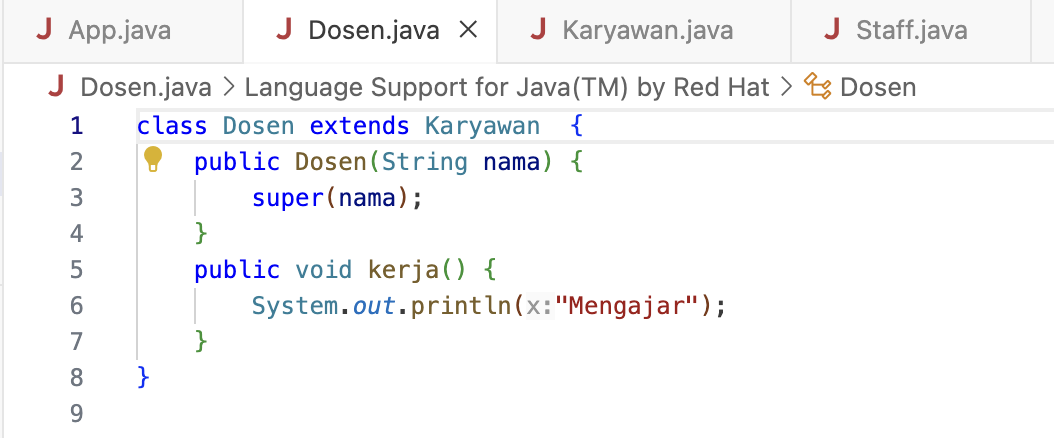


Hasil Run

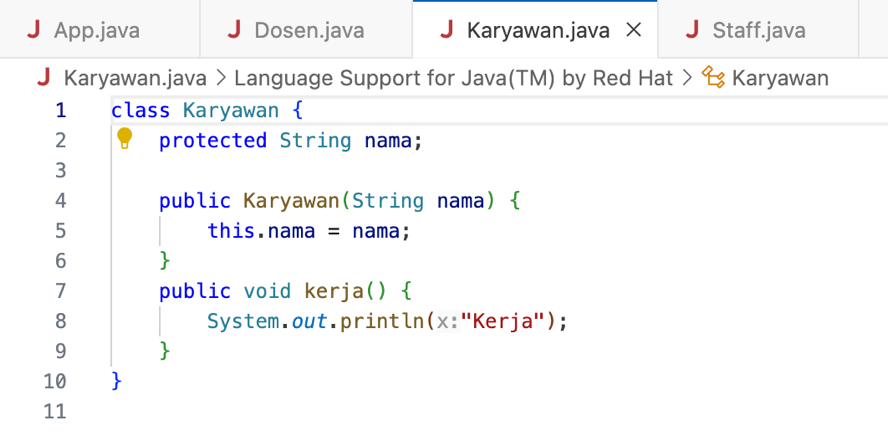


1. Hierarchical

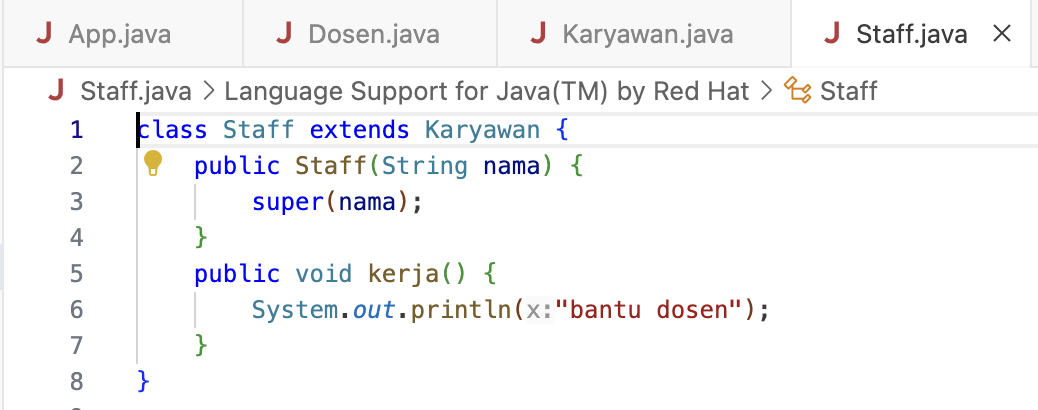
Dosen.java



Karyawan.java

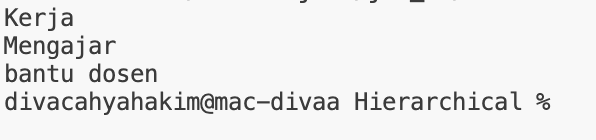


Staff.java



App.java

Hasil Run

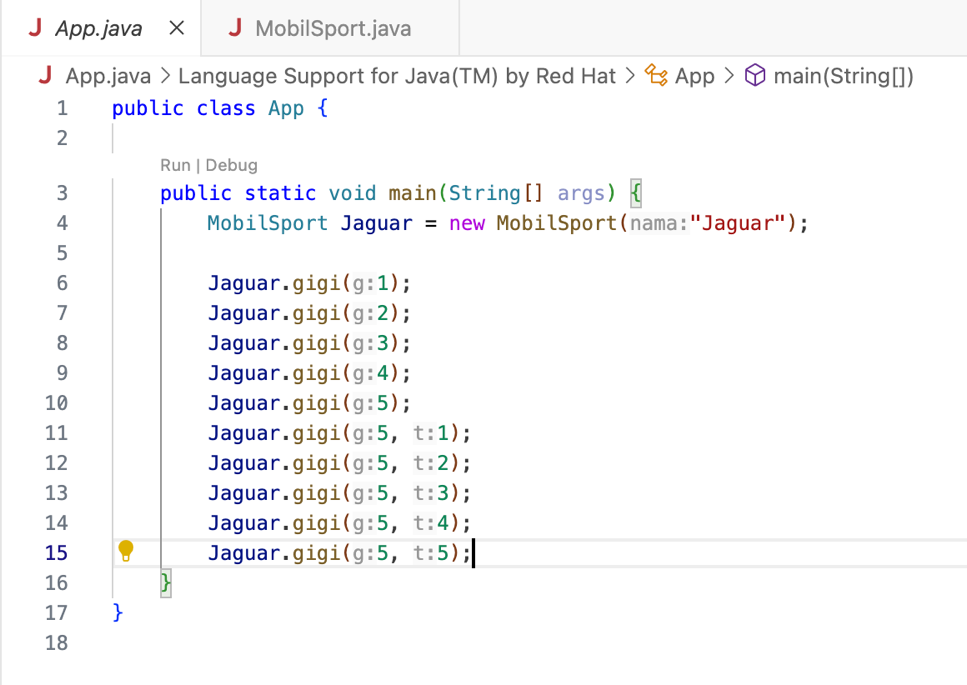


1. Implementasi Polymorphism
2. Method Overloading/Static Polymorphism

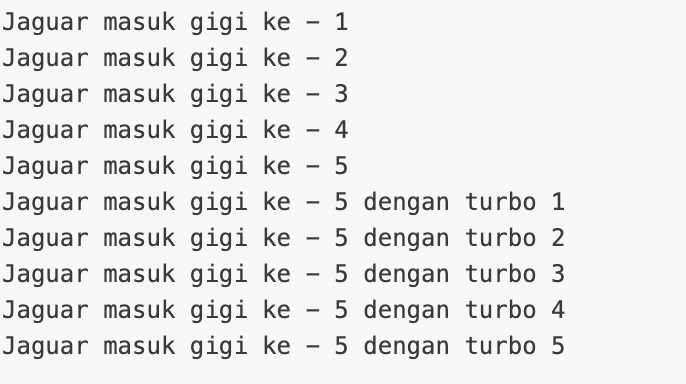
MobilSport.java



App.java

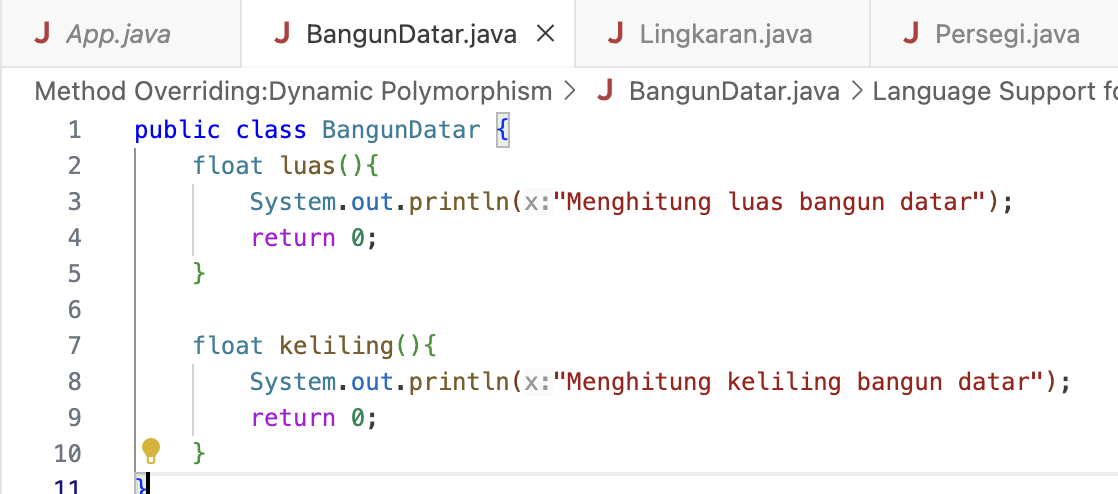


Hasil Run

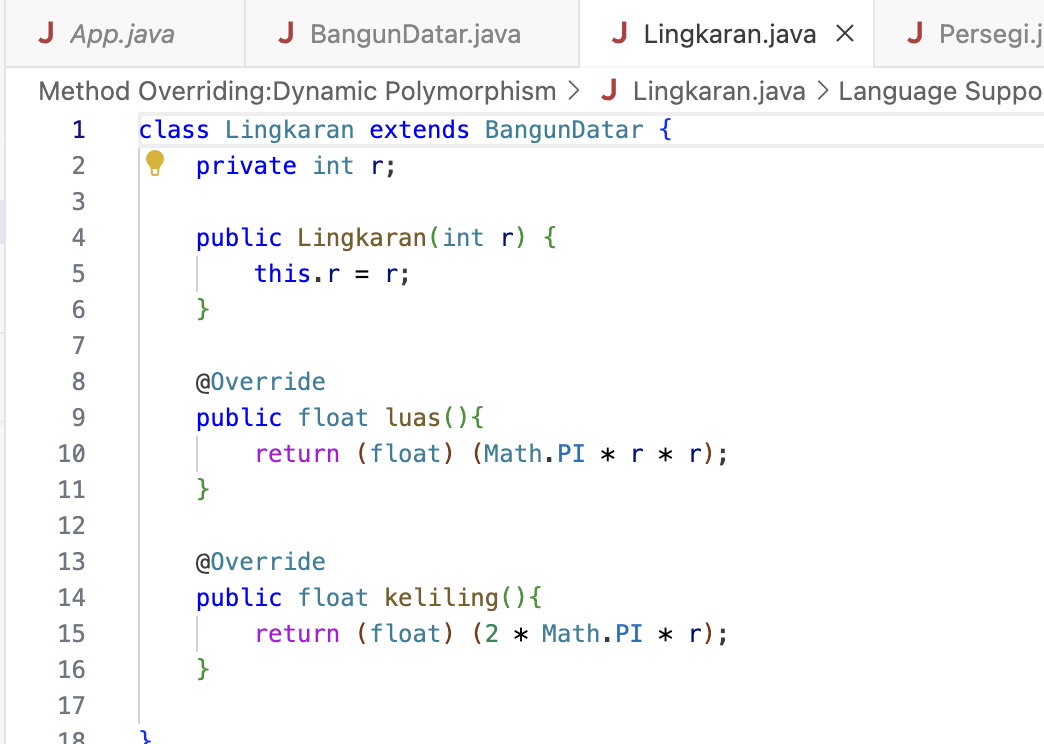


1. Method Overriding/Dynamic Polymorphism

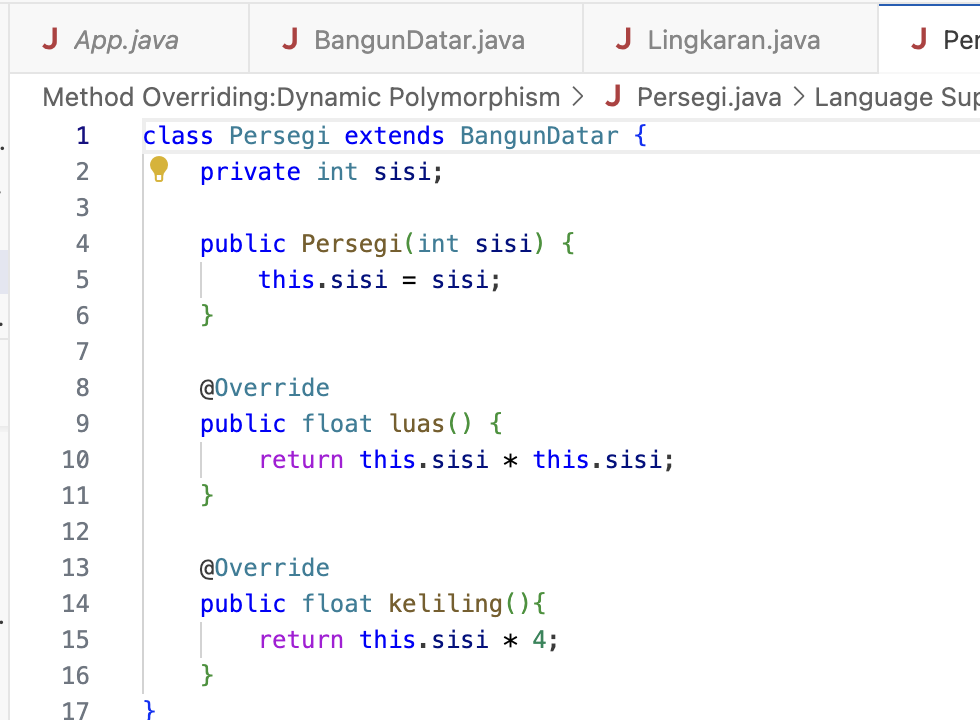
BangunDatar.java

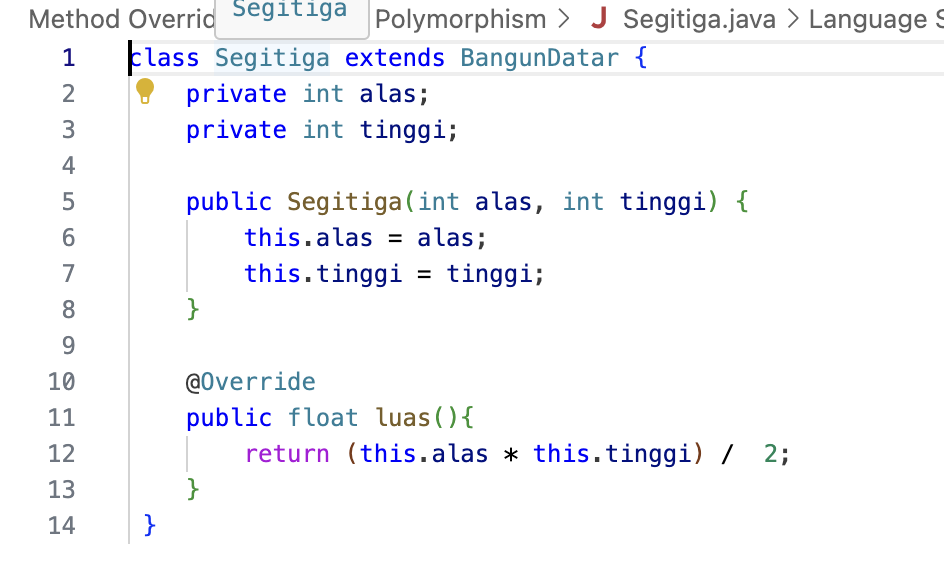


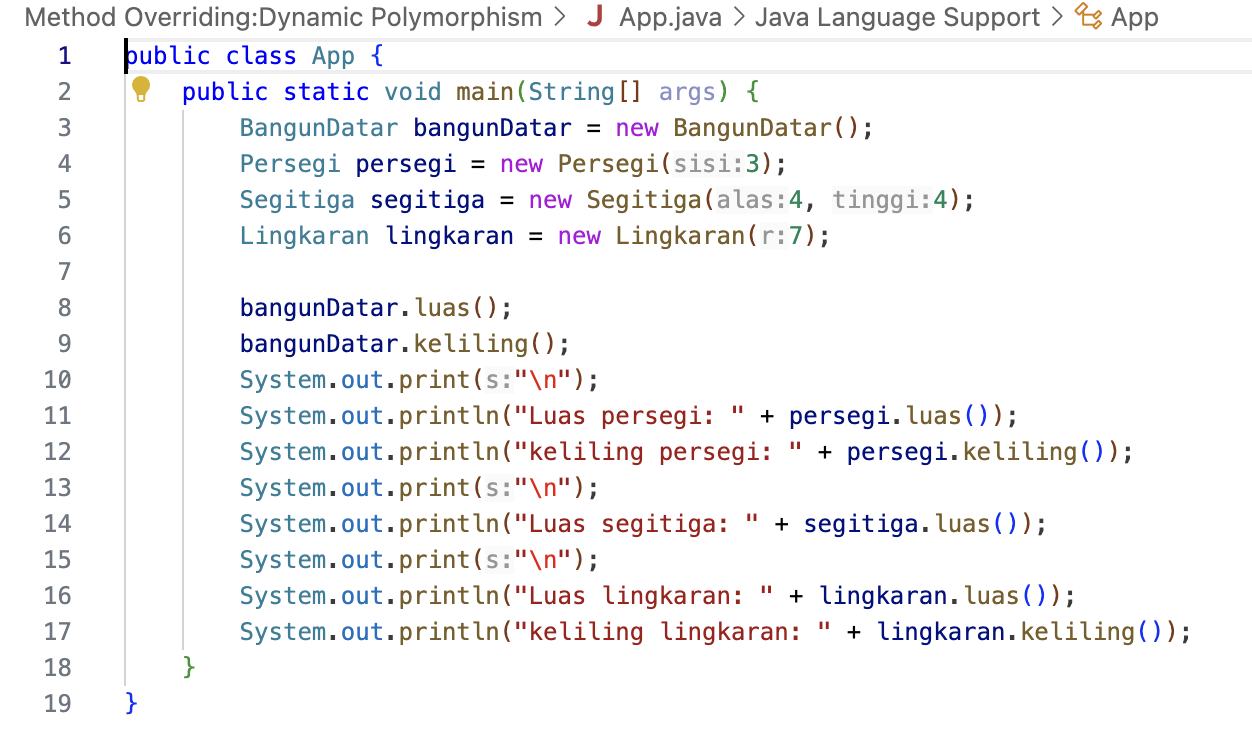
Lingkaran.java



Persegi.java



Segitiga.java

App.java

Hasil Run

