JOBSHEET

MODUL VIII (INHERITANCE)

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Kelompok : 2

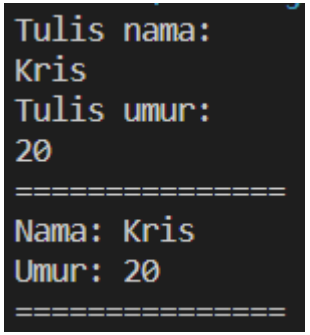
A. MULTIPLE INHERITANCE

<table>
<tr><th>No.</th><th>Kegiatan</th><th>Contoh</th><th>Hasil</th></tr>
<tr><td rowspan="2">1.</td><td rowspan="2">Buatlah program bebas mengikutikegiatan disamping.

Note: Override pada abstract method</td><td>

```
package JSNo1;

public abstract class abstrak {
    public abstract void nama();
    public abstract void umur();
}
```

</td><td rowspan="2"> 
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```
package JSNo1;

import java.util.Scanner;

public class main extends abstrak {

    private String nama;
    private String umur;

    @Override
    public void nama() {
        Scanner scanner = new Scanner(System.in);
        System.out.println("Tulis nama:");
        this.nama = scanner.nextLine();
    }
```

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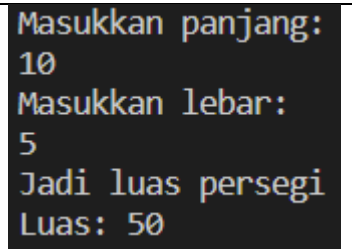
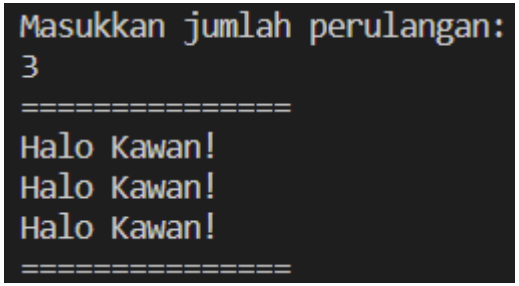
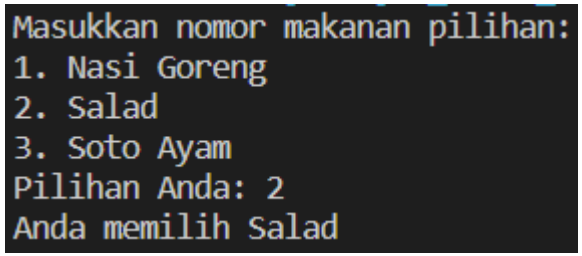
		@Override
		public void umur() {
		Scanner scanner = new Scanner(System.in);
		System.out.println("Tulis umur:");
		this.umur = scanner.nextLine();
		}
		
		public void hasil() {
		System.out.println("===============");
		System.out.println("Nama: " + this.nama);
		System.out.println("Umur: " + this.umur);
		System.out.println("===============");
		}
		
		public static void main(String[] args) {
		main t = new main();
		t.nama();
		t.umur();
		t.hasil();
		}
		}	

2.	Buatlah program bebas mengikutikegiatan disamping.	package JSNo2;
		
		public abstract class Abstrak {
		public abstract int luas(int panjang, int lebar);
		}	

	Note: Abstrack method dengan parameter	package JSNo2;
		
		import java.util.Scanner;
		
		public class Main extends Abstrak{
		
		    @Override
		    public int luas(int panjang, int lebar) {
		        int luas, p, l;
		        p = panjang;
		        l = lebar;
		        luas = l * p;
		        System.out.println("Jadi luas persegi");
		        return luas;
		    }
		
		    public static void main(String[] args) {
		        Scanner scanner = new Scanner(System.in);
		        int p, l;
		
		        System.out.println("Masukkan panjang:");
		        p = scanner.nextInt();
		
		        System.out.println("Masukkan lebar:");
		        l = scanner.nextInt();
		
		        Main a = new Main();
		        System.out.println("Luas: " + a.luas(p,
		l));
		    }
		}
			

3.	Buatlah program bebas mengikuti kegiatan disamping.
	
	Note: Abstack method dengan perualangan
		`package JSNo3;`
		
		`public abstract class Abstrak {`
		`    public abstract void ulang(int k);`
		`}`
			

		`package JSNo3;`
		
		`import java.util.Scanner;`
		
		`public class Main extends Abstrak {`
		
		`    @Override`
		`    public void ulang(int k) {`
		`        for (int i = 0; i < k; i++) {`
		`            System.out.println("Halo Kawan!");`
		`        }`
		`    }`
		
		`    public static void main(String[] args) {`
		`        Scanner scanner = new Scanner(System.in);`
		`        int k;`
		
		`        System.out.println("Masukkan jumlah perulangan:");`
		`        k = scanner.nextInt();`
		
		`        Main kris = new Main();`
		`        System.out.println("===============");`
		`        kris.ulang(k);`
		`        System.out.println("===============");`
		`    }`
		`}`	

4.	Buatlah program bebas mengikuti kegiatan disamping.
	
	Note: Abstrack method dengan pilihan
		Abstrak.java
		`package JSNo4;`
		
		`public abstract class Abstrak {`
		`    public abstract void pilih(int p);`
		`}`
		
		Main.java
		`package JSNo4;`
		
		`import java.util.Scanner;`
		
		`public class Main extends Abstrak{`
		`    @Override`
		`    public void pilih(int p) {`
		`        switch (p) {`
		`            case 1:`
		`                System.out.println("Anda memilih Nasi Goreng");`
		`                break;`
		`            case 2:`
		`                System.out.println("Anda memilih Salad");`
		`                break;`
		`            case 3:`
		`                System.out.println("Anda memilih Soto Ayam");`
		`                break;`
		`            default:`
		`                System.out.println("Pilihan tidak valid");`
		`        }`
		`    }`
		
		`    public static void main(String[] args) {`
		`        Scanner scanner = new Scanner(System.in);`
		`        int p;`
			

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```
        System.out.println("Masukkan nomor makanan
pilihan:");
        System.out.println("1. Nasi Goreng");
        System.out.println("2. Salad");
        System.out.println("3. Soto Ayam");
        System.out.print("Pilihan Anda: ");

        p = scanner.nextInt();

        Main kris = new Main();
        kris.pilih(p);
    }
}
```

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<td>5.</td>
<td>Buatlah program bebas mengikuti dasar kegiatan disamping.

Note: Memahami struktur dasar dalam pembuatan Kelas interface</td>
<td>

```
package JSNo5;

public interface Laporan {
    void ga();
}
```

```
package JSNo5;

public class Main implements Laporan {
    @Override
    public void ga() {
        System.out.println("====================");
        System.out.println("Hasil A Dilaporkan!");
        System.out.println("====================");
    }

    public static void main(String[] args) {
        Main a = new Main();
        a.ga();
    }
}
```

</td>
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```
====================
Hasil A Dilaporkan!
====================
```

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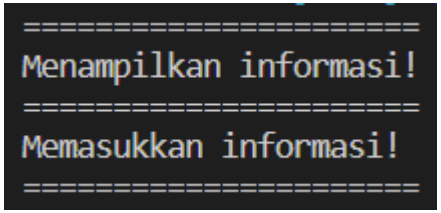
6.	Buatlah program bebas mengikuti kegiatan disamping
	
	Note :Membuat objek multiple inheritance di java
		`package JSNo6;`
		
		`interface Masuk {`
		`  void masuk();`
		`}`	

		`package JSNo6;`
		
		`interface Tampil {`
		`  void tampil();`
		`}`	

		`package JSNo6;`
		
		`public class Main implements Masuk, Tampil {`
		`  @Override`
		`  public void tampil() {`
		
		`System.out.println("======================");`
		`  System.out.println("Menampilkan informasi!");`
		`  }`
		
		`  @Override`
		`  public void masuk() {`
		
		`System.out.println("======================");`
		`  System.out.println("Memasukkan informasi!");`
		
		`System.out.println("======================");`
		`  }`
		`  public static void main(String[] args) {`
		`  Main kris = new Main();`
			

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```
        kris.tampil();
        kris.masuk();
    }
}
```

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<td>7.</td>
<td>Buatlah program bebas mengikuti kegiatan disamping.

Note: Membuat objek dengan tipe hybrid</td>
<td>

```
package JSNo7;

public interface CetakLaporan {
    public void cetakA5();
    public void cetakLetter();
}
```

```
package JSNo7;

public interface TampilLaporan {
    public void TampilWeb();
    public void TampilMobile();
}
```

```
package JSNo7;

public interface Laporan extends CetakLaporan,
TampilLaporan {
    public void ga ();
}
```

```
package JSNo7;

public class KelasBaru implements Laporan {
    @Override
    public void cetakA5(){
    System.out.println("Cetak laporan ukuran A5");
    }

    @Override
    public void cetakLetter(){
```

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```
============================
Cetak laporan ukuran A5
Cetak laporan ukuran letter
============================
Tampil di monitor
Tampil di mobile
============================
5 ribu!
```

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```
    System.out.println("Cetak laporan ukuran
letter");
    }

    @Override
    public void TampilWeb(){
    System.out.println("Tampil di monitor");
    }

    @Override
    public void TampilMobile(){
    System.out.println("Tampil di mobile");
    }

    @Override
    public void ga(){
    System.out.println("5 ribu!");
    }
}
```

```
package JSNo7;

public class LaporanTahunan extends KelasBaru {
public static void main(String[] args) {
    LaporanTahunan k= new LaporanTahunan();

System.out.println("============================");
    k.cetakA5();
    k.cetakLetter();

System.out.println("============================");
    k.TampilWeb();
    k.TampilMobile();

System.out.println("============================");
```

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```
    k.ga();
    }
}
```

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<tr><td>8.</td><td>Buatlah program bebas mengikuti kegiatan disamping.

Note: Membuat banyak objek dengan multiple inheritance</td><td>

```
package JSNo8;

public interface CetakLaporan {
    public void cetakA5();
    public void cetakLetter();
}
```

```
package JSNo8;

public interface TampilLaporan {
    public void TampilWeb();
    public void TampilMobile();
}
```

```
package JSNo8;

public class Main implements CetakLaporan,
TampilLaporan {
    @Override
    public void cetakA5(){
    System.out.println("Cetak laporan ukuran A5");
    }

    @Override
    public void cetakLetter(){
    System.out.println("Cetak laporan ukuran
letter");
    }

    @Override
    public void TampilWeb(){
    System.out.println("Tampil di monitor");
    }
```

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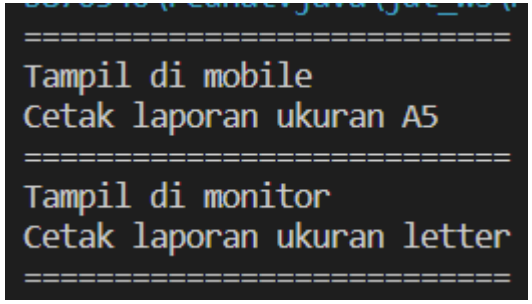

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		@Override
		public void TampilMobile(){
		System.out.println("Tampil di mobile");
		}
		public static void main(String[] args) {
		Main a = new Main();
		
		System.out.println("============================");
		a.TampilMobile();
		a.cetakA5();
		
		System.out.println("============================");
		Main b = new Main();
		b.TampilWeb();
		b.cetakLetter();
		
		System.out.println("============================");
		}
		}	