

LAPORAN PRAKTIKUM

PEMROGRAMAN BERORIENTASI OBJEK LANJUT

2023



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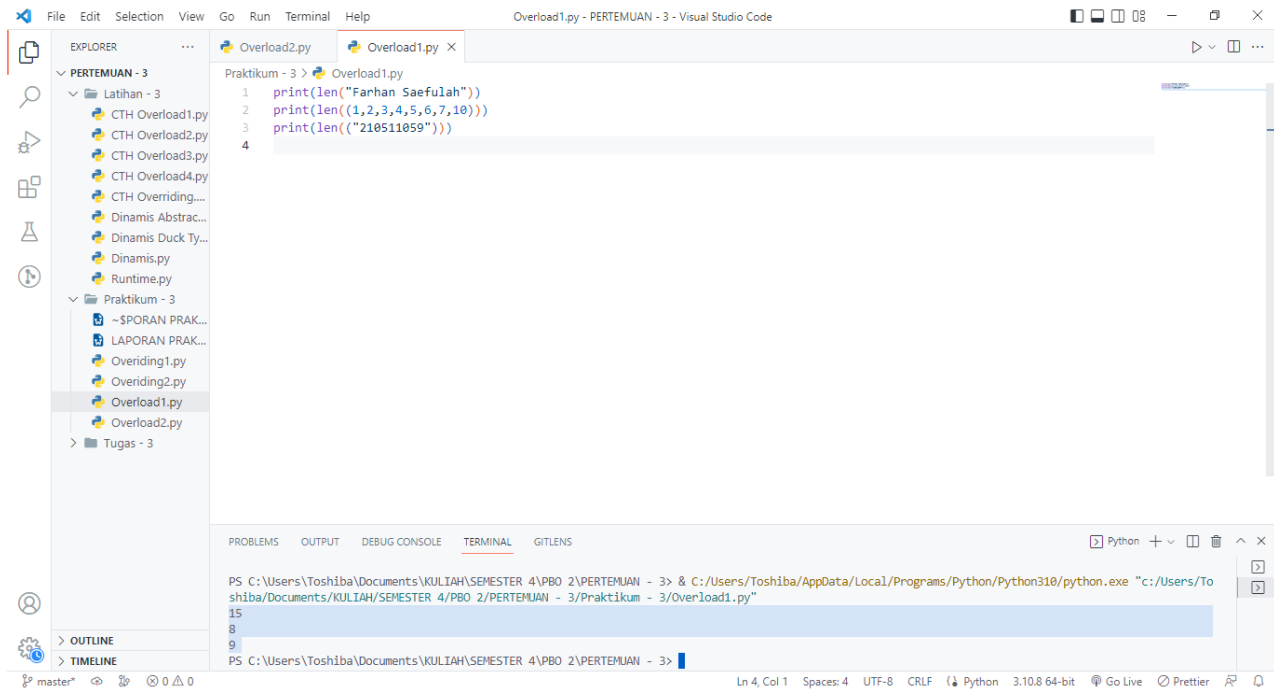
Praktikum

Buatlah masing-masing 2 contoh polymorphism statis (overload) dan polymorphism dinamis (overriding). Beri nama overload1.py, overload2, overriding1.py, overriding2.py :

Overload1 :

```
#Nama : Farhan Saefulah  
#NIM : 210511059  
#Kelas : R2  
  
print(len("Farhan Saefulah"))  
print(len((1,2,3,4,5,6,7,10)))  
print(len(("210511059")))
```

Output



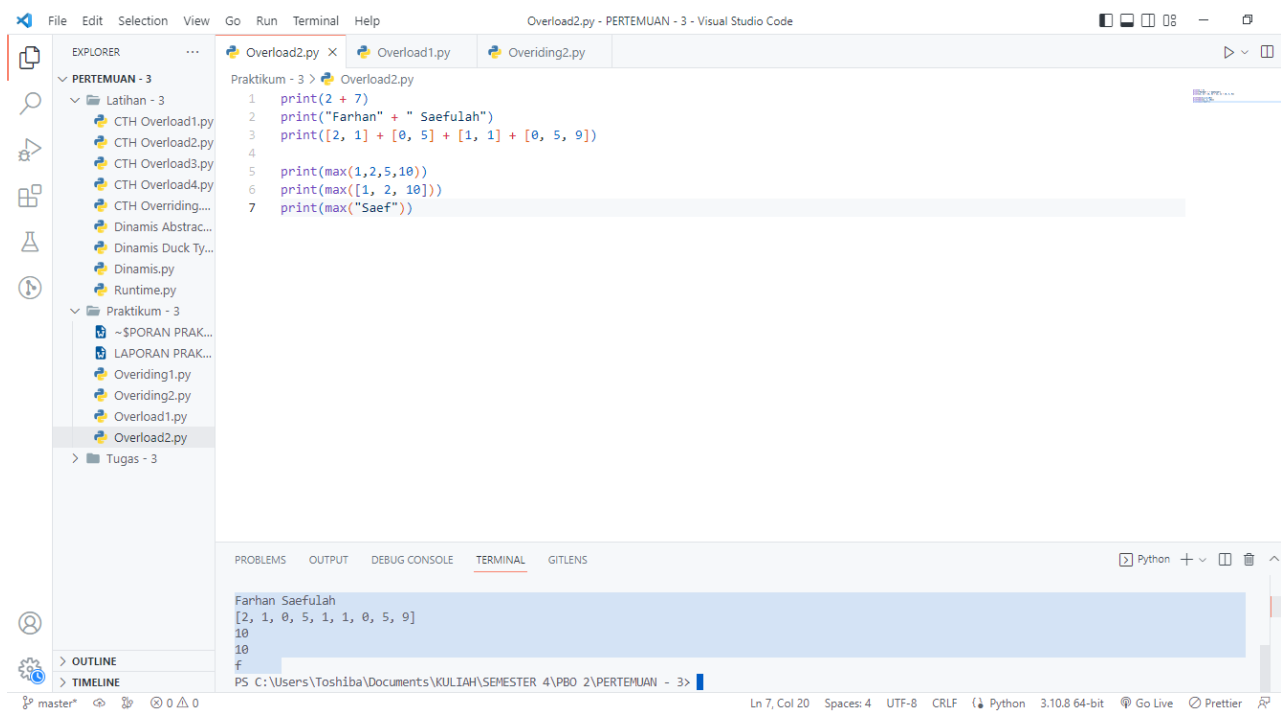
Overload2 :

```
#Nama : Farhan Saefulah
#NIM : 210511059
#Kelas : R2

print(2 + 7)
print("Farhan" + " Saefulah")
print([2, 1] + [0, 5] + [1, 1] + [0, 5, 9])

print(max(1,2,5,10))
print(max([1, 2, 10]))
print(max("Saef"))
```

Output



```
File Edit Selection View Go Run Terminal Help Overload2.py - PERTEMUAN - 3 - Visual Studio Code

EXPLORER
  PERTEMUAN - 3
    Latihan - 3
      CTH Overload1.py
      CTH Overload2.py
      CTH Overload3.py
      CTH Overload4.py
      CTH Overriding...
      Dinamis Abstrac...
      Dinamis Duck Ty...
      Dinamis.py
      Runtime.py
    Praktikum - 3
      ~$PORAN PRAK...
      LAPORAN PRAK...
      Overriding1.py
      Overriding2.py
      Overload1.py
      Overload2.py
    Tugas - 3

Overload2.py
1 print(2 + 7)
2 print("Farhan" + " Saefulah")
3 print([2, 1] + [0, 5] + [1, 1] + [0, 5, 9])
4
5 print(max(1,2,5,10))
6 print(max([1, 2, 10]))
7 print(max("Saef"))

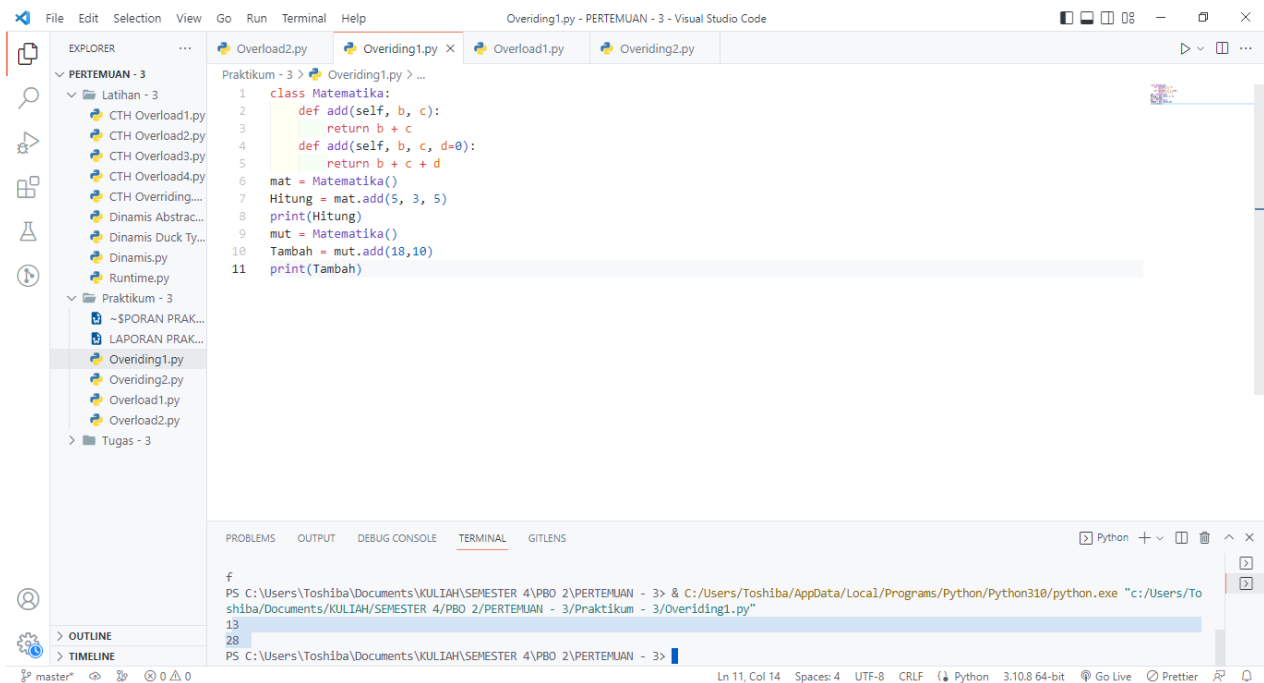
TERMINAL
Python
Farhan Saefulah
[2, 1, 0, 5, 1, 1, 0, 5, 9]
10
10
f
PS C:\Users\Toshiba\Documents\KULIAH\SEMESTER 4\PBO 2\PERTEMUAN - 3>
```

Overriding1 :

```
#Nama : Farhan Saefulah
#NIM : 210511059
#Kelas : R2

class Matematika:
    def add(self, b, c):
        return b + c
    def add(self, b, c, d=0):
        return b + c + d
mat = Matematika()
Hitung = mat.add(5, 3, 5)
print(Hitung)
mut = Matematika()
Tambah = mut.add(18,10)
print(Tambah)
```

Output



```
#Nama : Farhan Saefulah
#NIM : 210511059
#Kelas : R2

class Matematika:
    def add(self, b, c):
        return b * c
    def add(self, b, c, d=0):
        return b * c * d

mat = Matematika()
Hitung = mat.add(5, 3, 5)
print(Hitung)

mut = Matematika()
Kali = mut.add(18,2,3)
print(Kali)
```

The screenshot displays the Visual Studio Code interface. The Explorer panel on the left shows a project named 'PERTEMUAN - 3' with a folder 'Latihan - 3' containing several Python files. The file 'Overiding2.py' is selected. The main editor shows the code for 'Overiding2.py', which defines a 'Matematika' class with methods 'add' and 'mul'. The terminal at the bottom shows the command to run the script: 'PS C:\Users\Toshiba\Documents\KULIAH\SEMESTER 4\PBO 2\PERTEMUAN - 3> & C:\Users\Toshiba\AppData\Local\Programs\Python\Python310\python.exe "c:/Users/Toshiba/Documents/KULIAH/SEMESTER 4/PBO 2/PERTEMUAN - 3/Praktikum - 3/Overiding2.py"'. The output shows the results of the calculations: 'Hitung = 15' and 'Kali = 60'.

```

class Matematika:
    def add(self, b, c):
        return b * c
    def add(self, b, c, d=0):
        return b * c * d

mat = Matematika()
Hitung = mat.add(5, 3, 5)
print(Hitung)

mut = Matematika()
Kali = mut.add(18,2,3)
print(Kali)

```

```

PS C:\Users\Toshiba\Documents\KULIAH\SEMESTER 4\PBO 2\PERTEMUAN - 3> & C:\Users\Toshiba\AppData\Local\Programs\Python\Python310\python.exe "c:/Users/Toshiba/Documents/KULIAH/SEMESTER 4/PBO 2/PERTEMUAN - 3/Praktikum - 3/Overiding2.py"
75
108
PS C:\Users\Toshiba\Documents\KULIAH\SEMESTER 4\PBO 2\PERTEMUAN - 3>

```