

Praktikum Rekayasa Perangkat Lunak 2

Activity 2

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Jawaban Activity:

1. Code

```
pertemuan2 > pertemuan2.java > Anjing > bersuara()
1  package pertemuan2;
2
3  class Hewan {
4      private String nama;
5      public Hewan(String nama){
6          this.nama = nama;
7      }
8      public String getNama(){
9          return nama;
10     }
11     public void bersuara(){
12         System.out.println(x:"Hewan ini bersuara.");
13     }
14 }
15
16 class Kucing extends Hewan {
17     public Kucing(String nama) {
18         super(nama);
19     }
20     @Override
21     public void bersuara(){
22         System.out.println(getNama() + " berkata: Meow!");
23     }
24 }
25
26 class Anjing extends Hewan {
27     public Anjing(String nama) {
28         super(nama);
29     }
30     @Override
31     public void bersuara(){
32         System.out.println(getNama() + " berkata: Bark!");
33     }
34 }
35
36 public class pertemuan2{
37     Run | Debug
38     public static void main(String[] args) {
39         Hewan kucing = new Kucing(nama:"Kitty");
40         Hewan anjing = new Anjing(nama:"Buddy");
41
42         kucing.bersuara();
43         anjing.bersuara();
44     }
45 }
```

2. Output Code

```
PS D:\KULIAH\Materi\SEMESTER 7\PRAKTIKUM\Praktikum RPL2\P2> & 'C:\Program Files\Java\jdk-19\bin\java.exe' -Xmx1024m -Xms128m -Duser.dir='C:\Users\felix\AppData\Roaming\Code\User\workspaceStorage\2a7f67c76ada074ca3e16d8575081bc3\re
Kitty berkata: Meow!
Buddy berkata: Bark!
PS D:\KULIAH\Materi\SEMESTER 7\PRAKTIKUM\Praktikum RPL2\P2>
```