JOBSHEET 6 OVERLOADING DAN OVERRIDING

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Class: TI_I2

Github link:

https://github.com/hemoabdullah/Semester-3/tree/main/week7/src

1. Kompetensi

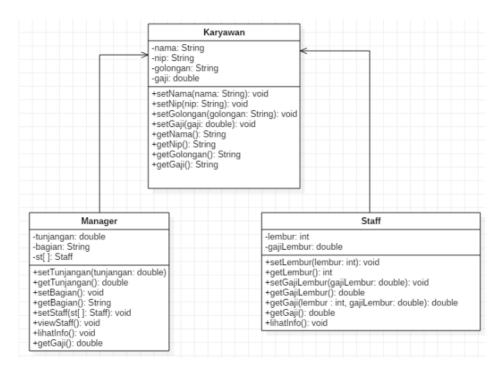
After completing this chapter, students are able to:

- a. Understand overloading and overriding concept,
- b. Undertand the difference of overloading and overriding,
- c. Identify overloading and overriding method correctly
- d. Perform the instruction correctly
- e. Implement overloading and overriding method

3. Praktikum

3.1 Percobaan 1

For this experiment case, there are three classes, Karyawan, Manager and Staff. Karyawan class is a superclass of Manager and Staff in which subclass Manager and Staff each has different method to calculate different



Here is the full codes of all the files: karayawan, manager, utama and staff

```
opublic class Karyawan { 2 usages 2 inheritors
                     private String mNama; 2 usages
private String mNip; 2 usages
private String mGolongan; 2 usages
private double mGali; 7 usages
                      return mNama;
                       this.mNama = mNama;
                     public void setGolongan(String mGolongan) {S 7 usages
import java.util.Locale;
                    private double mTunjangan; 3 usages
private String mBagian; 2 usages
private Staff[] mSt; 3 usages
                      this.mTunjangan = mTunjangan;
                      return mBagian;
                      public void setBagian(String mBagian) { 2 usages
    this.mBagian = mBagian;
}
                  public void viewStaff() { 1 usage
    System.out.println("======");
    for (int i = 0; i < mSt.length; i++) {
        mSt[i].lihatInfo();
}</pre>
```

```
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🗅 ® Karyawan.java 🧶 Manager.java 🧓 Staff.java 🗴 🐧 Utama.java
                                                                         public double getGailLembur(int mlembur, double mGailLembur) { no usages
    return super.getGaji() + mGajiLembur * mGajiLembur;
                                                                      public void setGajiLembur(double mGajiLembur) { 5 usages
    this.mGajiLembur = mGajiLembur;
                                                                         public void \( \) \( \) instance
    System.out.println("NIP\t\t\t: " + this.getNip());
    System.out.println("\) \( \) instance
    System.out.println(\) i
       🗾 📱 🔃 week7 🗸 Version control 🤊
                                                                                                           man[0] = new Manager();
man[0].setNama("Tedjo");
man[0].setNip("101");
man[0].setGolongan("1");
                                                                                          man[0].setTunjangan(5000000);
man[0].setBagian("Administrasi");
                                                                                       man[1] = new Manager();
man[1].setNama("Atike");
man[1].setNap("102");
man[1].setSolongan("1");
man[1].setTunjangan(2500000);
man[1].setBagian("Pamasaran");
                                                                                          staff1[0] = new Staff();
staff1[0].setNama("Usman");
staff1[0].setNip("0003");
staff1[0].setSolongan("2");
staff1[0].setLembur(10);
staff1[0].setGajlLembur(10000);
                                                                                       staff1[1] = new Staff();
staff1[1].setNama("Anugrah");
staff1[1].setNip("8005");
staff1[1].setGolongan("2");
```

Result:

```
Program Festing Class Manager and Staff
Manager : Administrasi

MF : 101

Mena : Tedjo
Goloman : 1
Innjangan : Rp 5.000.000
Geji : Rp 10.000.000

Mana : Roos

Mana : Usean

Colongan : 2
Jml Lembur : 10
Geji Lembur : Rp 3.000.000

MIP : 0005

Mana : Anurah

Colongan : 2
Jml Lembur : Rp 3.000.000

MIP : 0005

Mana : Anurah

Colongan : 2
Jml Lembur : Rp 3.000.000

MIP : 0005

Mana : Anurah

Colongan : 2
Jml Lembur : Rp 3.000.000

MIP : 0005

Mana : Anurah

Colongan : 2
Jml Lembur : Rp 3.000.000

MIP : 0005

Mana : Anurah

Colongan : 2
Jml Lembur : Rp 3.000.000

MIP : 0005

Mana : Anurah

Colongan : 1
Innjangan : Rp 3.000.000

MIP : Rp 3.000.000

MIP : Rp 3.000.000

MIP : Rp 3.000.000

MIP : Rp 3.000.000
```

4. Exercise

```
© Karyawan,java © Manager,java © Staff,java © Utama,java © PerkalianKu,java × :

| Description | Des
```

4.1 From the above source code, where is the overloading?

Overloading lies in the multiplication method.

4.2 If there any overloading, how many parameters are different?

The number of different parameters is 1, namely the addition of the int c parameter to the 2nd multiplication method.

```
void perkalian(int a, int b, int c) { 1usage
    System.out.println(a * b * c);
}

public static void main(String[] args) {
    PerkalianKu objek = new PerkalianKu();
```

4.3 From the above source code, where is the overloading?

Overloading lies in the multiplication method where the 2nd multiplication method uses a different parameter data type, namely double.

4.4 If there any overloading, how many parameters are different?

The parameters that are different from the previous method are 2 parameters, namely parameters a and b, which were originally all int data types and have become double data types.

4.5 From the above source code, where is the overloading?

There is no overloading in this code, only method overriding. The swim() method in Piranha overrides the swim() method in Ikan.

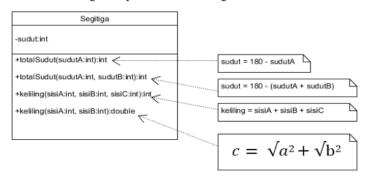
4.6 If there any overloading, how many parameters are different?

Since there is no overloading, there are no differences in parameters to mention. Both methods (swim() in Ikan and swim() in Piranha) have no parameters.

5. Task

5.1 Overloading

Implement overloading concept into this class diagram:



The code:

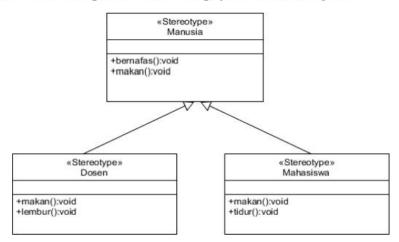
```
package overloading;
public class segitiga { no using
private int mSudut; 2 usago
                                                                                      public int totalSudut(int sudutA, int sudutB) { no
  return mSudut = 180 - (sudutA + sudutB);
        package overloading;
       public class Main {
           public static void main(String[] args) {
                  segitiga segitiga = new segitiga();
                 System.out.println("1. <u>Sudut</u> = 180 - <u>sudut</u>A: " + segitiga.totalSudut(sudutA 60));
System.out.println("2. <u>Sudut</u> = 180 - (<u>sudutA</u> + <u>sudutB</u>): " + segitiga.totalSudut(sudutA 60, sudutB 70));
System.out.println("3. <u>Keliling</u> = <u>sisiA</u> + <u>sisiB</u> + <u>sisi</u>C: " + segitiga.keliling(sisiA 10, sisiB: 20, sisiC: 30));
System.out.println("4. <u>Ganti menjadi phytagoras</u> = <u>\u221A(sisiA\u8082</u> + <u>sisiB\u80882</u>): "
+ segitiga.keliling(sisiA 4, sisiB: 3));
"C:\Program Files\Java\jdk-22\bin\java.exe" "-javaagent
1. Sudut = 180 - sudutA: 120
2. Sudut = 180 - (sudutA + sudutB): 50

 Keliling = sisiA + sisiB + sisiC: 60

 Ganti menjadi phytagoras = √(sisiA² + sisiB²): 5.0
```

5.2 Overriding

Implement overriding for these class using dynamic method dispatch:



The code:

Result:

```
Normal
Manusia Bernafas
Manusia Makan

Dynamic Method Dispatch Dosen
Dosen bernafas juga
Dosen makan juga

Dynamic Method Dispatch Mahasiswa
Mahasiswa juga bernafas
Mahasiswa juga makan

Kembali normal
Manusia Bernafas
Manusia Makan
```

Conclusion

The conclusions I got after completing the Experiment, Questions, and Assignments above are:

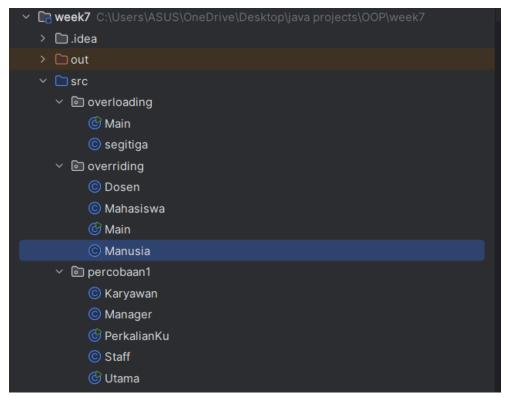
I'm able to understand the concept of overloading and overriding,

I'm able to understand the difference between overloading and overriding,

I'm able to identify the overriding and overloading methods correctly.

I'm able to practice the instructions on the job sheet correctly.

I'm able to implement the overloading and overriding methods.



These are the files of the codes.

Github links:

Overloading:

https://github.com/hemoabdullah/Semester-3/tree/main/week7/src/overloading

Overriding:

https://github.com/hemoabdullah/Semester-3/tree/main/week7/src/overriding

Percobaan and questions

https://github.com/hemoabdullah/Semester-3/tree/main/week7/src/percobaan1

Thank you!