Nama : IKA *Kelas/(Semester): TI21f/(3)*

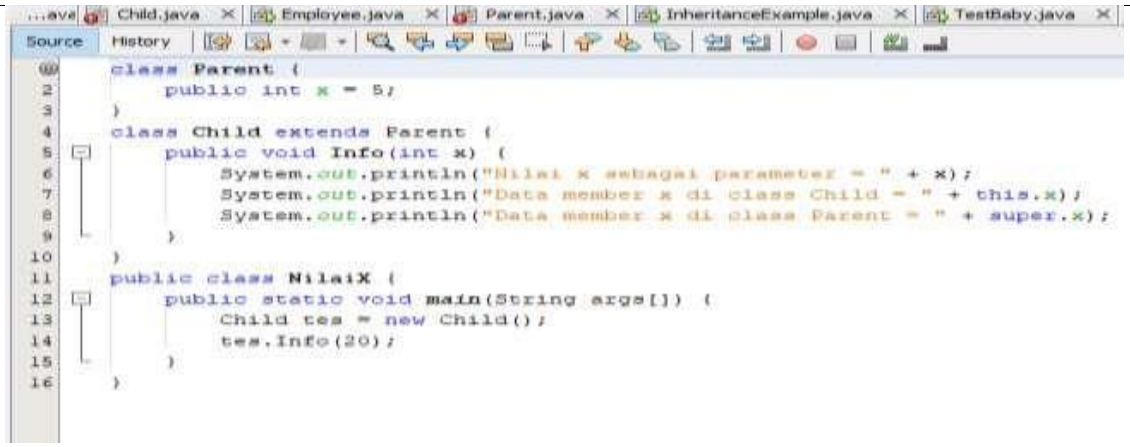
NIM : 20210040096 *Prodi : Teknik Informatika*

MatKul : Pemograman Berorientasi Objek *Dosen Pengampu: Bpk Alun Sujjada, S.Kom, M.T*

Praktikum Inheritance Percobaan

1

```
class Parent {
public int x = 5;
} class Child extends Parent
{    public void Info(int x)
{
      System.out.println("Nilai x sebagai parameter = " + x);
      System.out.println("Data member x di class Child = " + this.x);
      System.out.println("Data member x di class Parent = " + super.x);
  } }
public class NilaiX {
  public static void main(String args[]) {
      Child tes = new Child();
      tes.Info(20);
  }
}
```



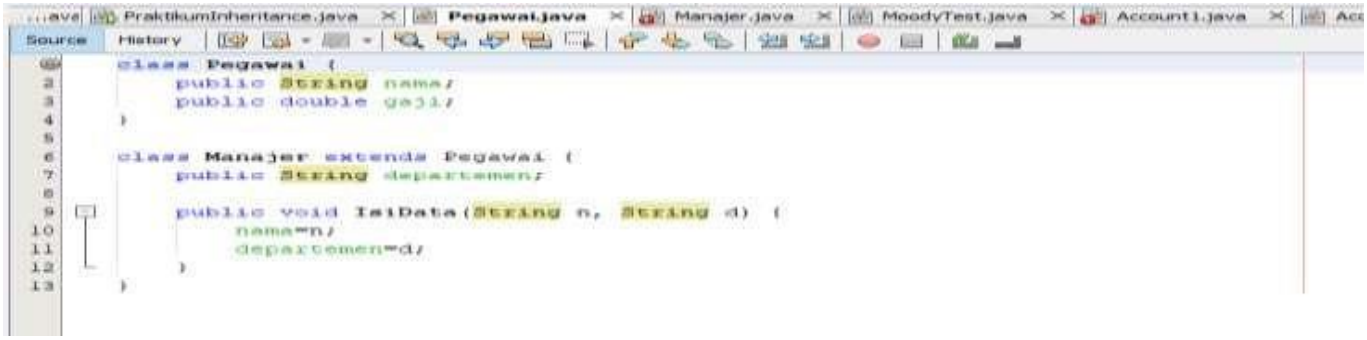
Output :

```
run:
Nilai x sebagai parameter = 20
Data member x di class Child = 5
Data member x di class Parent = 5
BUILD SUCCESSFUL (total time: 0 seconds)
```

class Parent sebagai induk class yang memiliki atribut integer x = 5, child sebagai sub class dan didalam class Child terdapat sebuah nilai parameter 20, karena ditentukan dari tes info, dan ada data member dari class Parent bernilai 5, kenapa nilainya 5 karena “super” mengambil nilai integer dari class Parent.

Percobaan 2 :

```
class Pegawai {
public String nama;
public double gaji;
}

class Manajer extends Pegawai {
   public String departemen;

   public void IsiData(String n, String d) {
nama=n;        departemen=d;
   }
}
```



Solusinya yaitu mengganti “private String nama” menjadi “ public String nama’’ tidak error namun tidak bisa di run dikarenakan tidak terdapat main method.

Percobaan 3 :

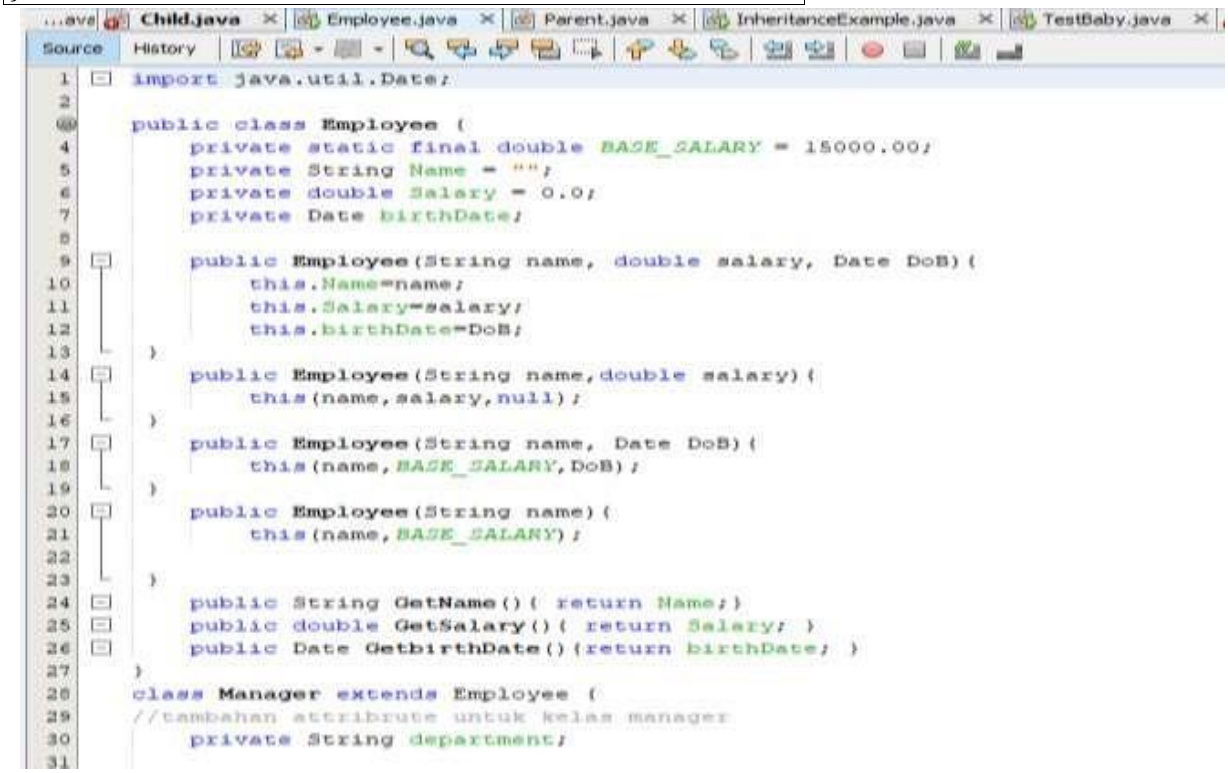
```
public class Parent {

public class Child extends Parent {     int x;     public Child()
{
      x = 5;
   } }

}
```

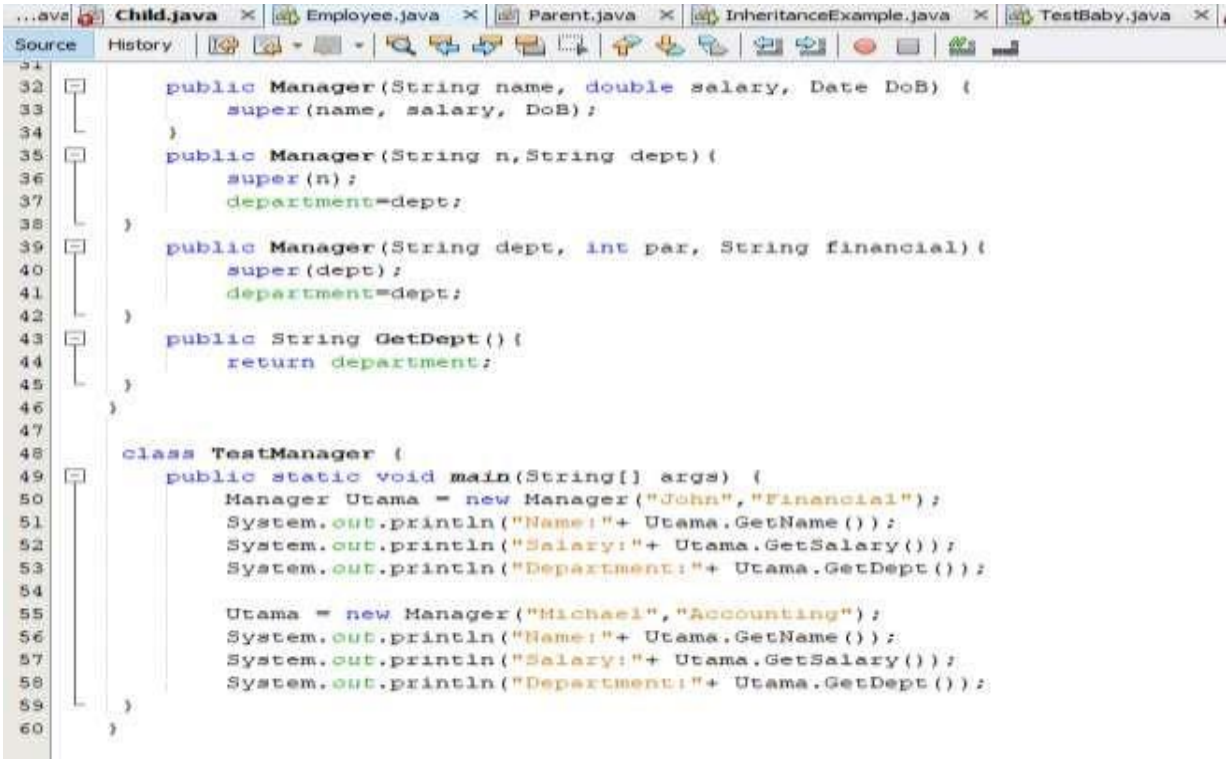
Percobaan ke 3 sama dengan percobaan 2 tidak error namun tidak bisadi run dikarenakan tidak terdapat main method.

Percobaan 4 :

```
import java.util.Date;

public class Employee {
   private static final double BASE_SALARY =
15000.00;     private String Name = "";     private double
Salary = 0.0;
   private Date birthDate;

   public Employee(String name, double salary, Date
DoB){        this.Name=name;        this.Salary=salary;
this.birthDate=DoB;
 }
   public Employee(String name,double salary){
this(name,salary,null);
 }
   public Employee(String name, Date DoB){
this(name,BASE_SALARY,DoB);
 }
   public Employee(String name){
      this(name,BASE_SALARY);


 }
   public String GetName(){ return Name;}
public double GetSalary(){ return Salary; }
public Date GetbirthDate(){return birthDate; }
}
class Manager extends Employee {
//tambahan attribrute untuk kelas manager
private String department;

   public Manager(String name, double salary, Date DoB) {
super(name, salary, DoB);
   }
   public Manager(String n,String dept){
super(n);
      department=dept;
 }    public Manager(String dept, int par, String
financial){        super(dept);        department=dept;
 }
   public String GetDept(){
return department;
 }
}

 class TestManager {
   public static void main(String[] args) {
      Manager Utama = new Manager("John","Financial");
      System.out.println("Name:"+ Utama.GetName());
      System.out.println("Salary:"+ Utama.GetSalary());
      System.out.println("Department:"+ Utama.GetDept());
```

```
        Utama = new Manager("Michael","Accounting");
        System.out.println("Name:"+ Utama.GetName());
        System.out.println("Salary:"+ Utama.GetSalary());
        System.out.println("Department:"+ Utama.GetDept());
}
}
```





Percobaan ini menunjukkan penggunaan kelas Employee dan subkelasManager yang merupakan turunannya. Kelas TestManager digunakan untuk menguji jalannya sebuah program tersebut.

Percobaan 5 :

```
public class MoodyObject {
protected String getMood(){
return "moody";
    }
    public void speak(){
        System.out.println("I am : "+getMood());
    } }
public class SadObject extends MoodyObject{

    protected String getSad(){
return "sad";
    }
    public void cry(){
        System.out.println("Hoo hoo : "+ getSad());
    } }
public class HappyObject extends MoodyObject{

    protected String getHappy(){
return"happy";
    }
    public void laugh(){
        System.out.println("Hahaha : " + getHappy());
    } }
public class MoodyTest {
    public static void main(String[] args) {
        MoodyObject m = new MoodyObject();
        SadObject Sad = new SadObject();
        HappyObject Happy = new HappyObject();

        m.speak();
Sad.cry();
        Happy.laugh();
    } }
```

```
class MoodyObject {
    protected String getMood(){
        return "moody";
    }
    public void speak(){
        System.out.println("I am : "+getMood());
    }
}
class SadObject extends MoodyObject{

    protected String getSad(){
        return "sad";
    }
    public void cry(){
        System.out.println("Hoo hoo : "+ getSad());
    }
}
class HappyObject extends MoodyObject{

    protected String getHappy(){
        return"happy";
    }
    public void laugh(){
        System.out.println("Hahaha : " + getHappy());
    }
}
```

```
26      }
27      public class MoodyTest {
28          public static void main(String[] args) {
29              MoodyObject m = new MoodyObject();
30              SadObject Sad = new SadObject();
31              HappyObject Happy = new HappyObject();
32
33              m.speak();
34              Sad.cry();
35              Happy.laugh();
36          }
37      }
```

Output :

```
run:
I am : moody
Hoo hoo : sad
Hahaha : happy
BUILD SUCCESSFUL (total time: 0 seconds)
```

Pada Percobaan ini menunjukkan penggunaan kelas MoodyObject dengansubkelas HappyObject dan SadObject. Kelas MoodyTest digunakan untuk menguji kelas dan subkelas dalam menjalankan sebuah Program

1. SadObject berisi : sad, method untuk menampilkan pesan, tipe public 2.

HappyObject berisi : laugh, method untuk menampilkan pesan, tipe public

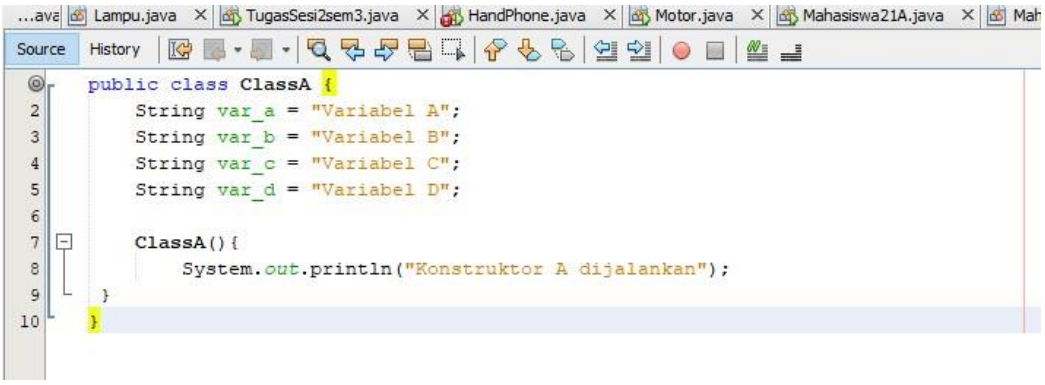
3. MoodyObject berisi :

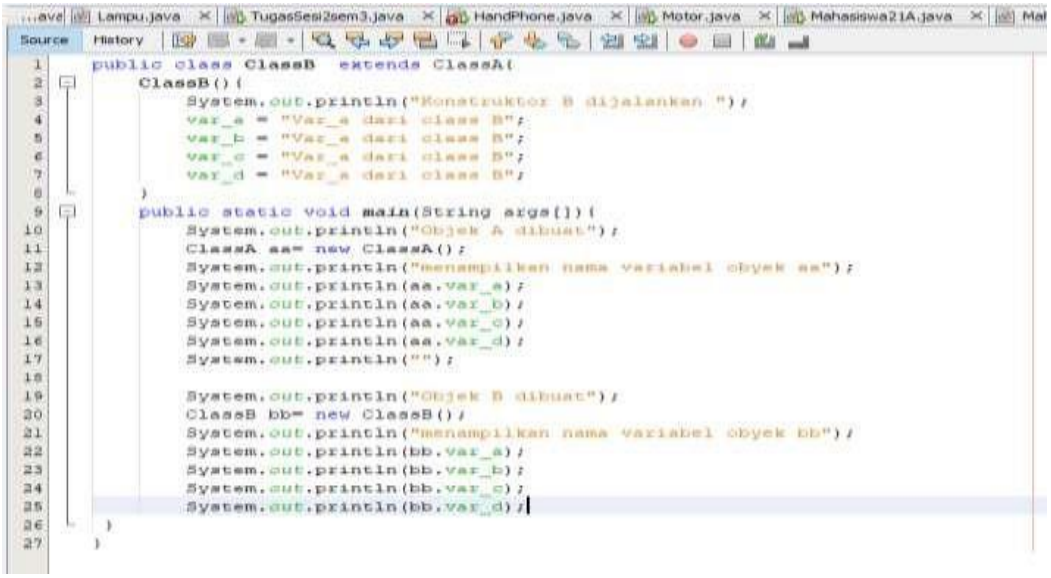
- getMood, memberi nilai mood sekarang, tipe public, return type string
- Speak, menampilkan mood, tipe public

Percobaan 6 :

```
public class ClassA {
   String var_a = "Variabel A";
   String var_b = "Variabel B";
   String var_c = "Variabel C";
   String var_d = "Variabel D";

   ClassA(){
      System.out.println("Konstruktor A dijalankan");  } }
```

```
public class ClassB  extends ClassA{
   ClassB(){
      System.out.println("Konstruktor B dijalankan ");
var_a = "Var_a dari class B";        var_b = "Var_a
dari class B";        var_c = "Var_a dari class B";
      var_d = "Var_a dari class B";
   }
   public static void main(String args[]){
System.out.println("Objek A dibuat");
      ClassA aa= new ClassA();
      System.out.println("menampilkan nama variabel obyek aa");
      System.out.println(aa.var_a);
      System.out.println(aa.var_b);
System.out.println(aa.var_c);
      System.out.println(aa.var_d);
      System.out.println("");

      System.out.println("Objek B dibuat");
      ClassB bb= new ClassB();
      System.out.println("menampilkan nama variabel obyek bb");
      System.out.println(bb.var_a);
      System.out.println(bb.var_b);
System.out.println(bb.var_c);
      System.out.println(bb.var_d);
 }
}
```





Output :

Pada percobaan ini menunjukkan penggunaan kelas A dan dengan subkelas B. kemudian simpan file tersebut dalam class yang berbeda dan dalam satu package. Kemudian proses pemanggilan konstruktor dan pemanggilan variabel dalam program tersebut.

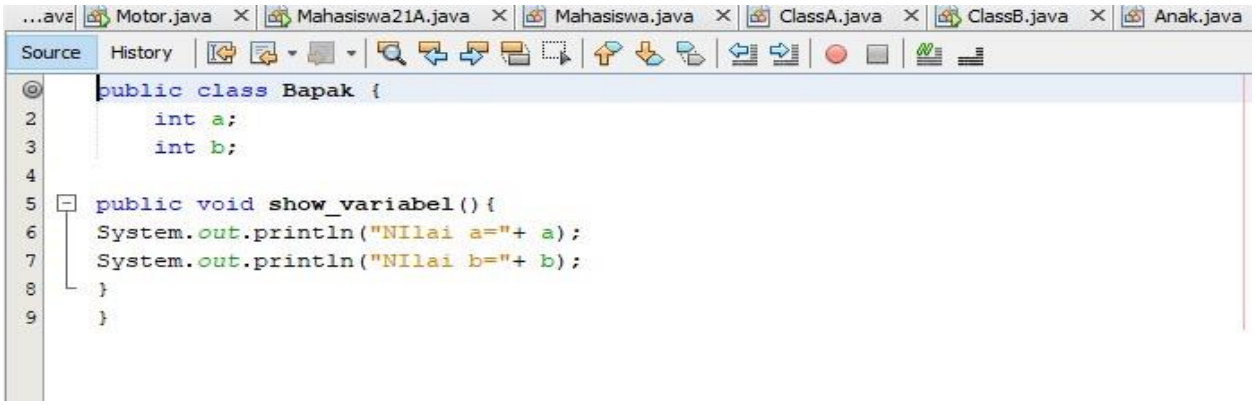
Percobaan 7 :

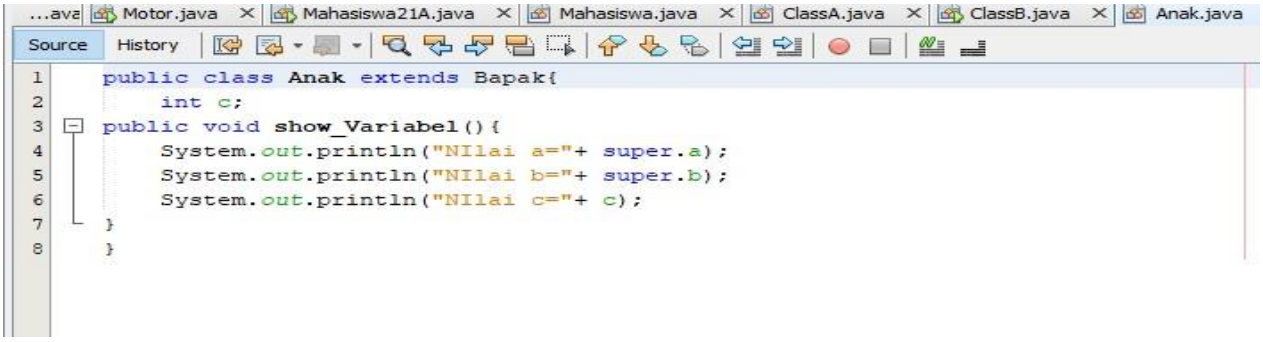
```
public class Bapak {
   int a;
   int b;

public void show_variabel(){ System.out.println("NIlai a="+
a);
System.out.println("NIlai b="+ b);
}
}
```

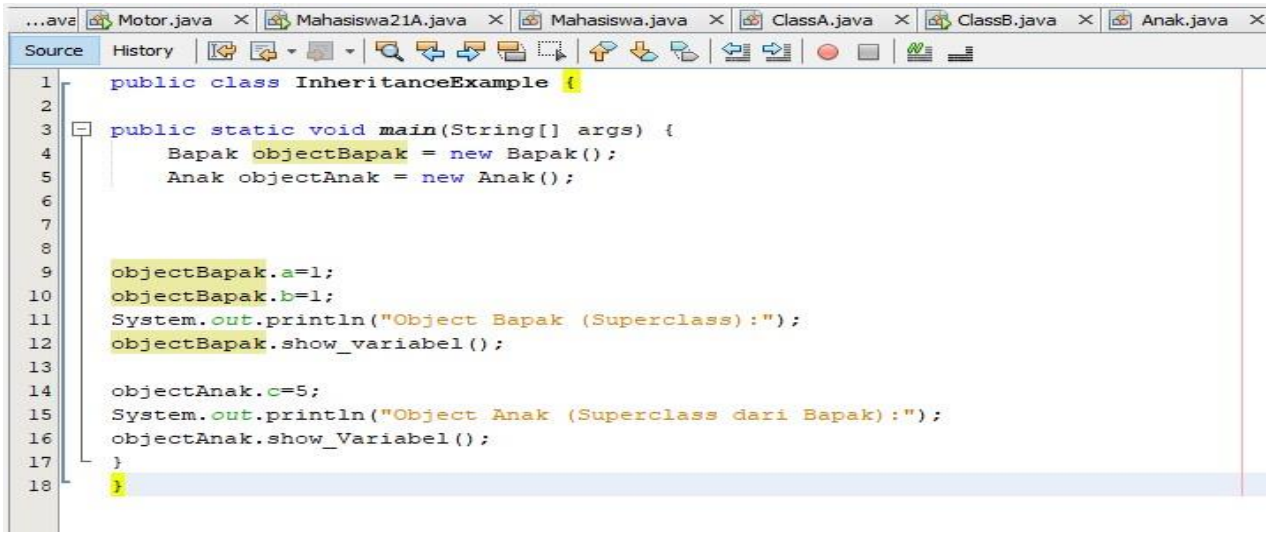
```
public class Anak extends Bapak{
int c;
public void show_Variabel(){
   System.out.println("NIlai a="+ super.a);
   System.out.println("NIlai b="+ super.b);
   System.out.println("NIlai c="+ c);
}
}
```

```
public class InheritanceExample {

public static void main(String[] args) {
Bapak objectBapak = new Bapak();
   Anak objectAnak = new Anak();



objectBapak.a=1;
objectBapak.b=1;
System.out.println("Object Bapak (Superclass):");
objectBapak.show_variabel();
```

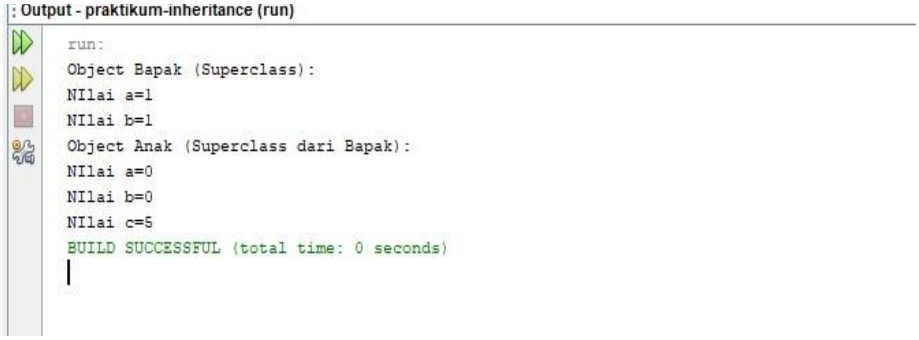
```
objectAnak.c=5;
System.out.println("Object Anak (Superclass dari Bapak):");
objectAnak.show_Variabel();
}
}
```







Output :



Di percobaan ini, terjadi override pada method show_variabel. Terjadi di perubahan nilai pada variabel a, b, dan c. Kemudian dilakukan modifikasi pada sebuah method show_variabel() di class Anak dan gunakan

super untuk menampilkan nilai a dan b. Pada percobaan subclass anak nilai a,b yang mewarisi nilai bapak dan c yaitu nilai dari objek si anak atau buka nilai warisan.

Percobaan 8 :

```
public class Parent {
String parentName;
   public Parent() {}

   public String getParentName() {
return parentName;
   }public Parent(String parentName){
this.parentName = parentName;
       System.out.println("Konstruktor parent");
   }

}
```

```
public class Baby extends Parent{
   String babyName;

   public String getBabyName() {
      return babyName;
   }
   Baby(String babyName){
      super();
      this.babyName = babyName;
      System.out.println("Konstruktor Baby");
      System.out.println(babyName);
 }
   public void cry() {
      System.out.println("owek owek");
   }
}
```

```
public class TestBaby {     public static void main(String
args[]){        Baby x = new Baby("Nurul Intan");
      x.cry();
 }
}
```

```java
public class Parent {
    String parentName;
    public Parent() {}

    public String getParentName() {
        return parentName;
    }public Parent(String parentName){
        this.parentName = parentName;
        System.out.println("Konstruktor parent");
    }

}
```

```java
public class Baby extends Parent{
    String babyName;

    public String getBabyName() {
        return babyName;
    }
    Baby(String babyName){
        super();
        this.babyName = babyName;
        System.out.println("Konstruktor Baby");
        System.out.println(babyName);
    }
    public void cry() {
        System.out.println("owek owek");
    }
}
```

```java
public class TestBaby {
    public static void main(String args[]){
        Baby x = new Baby("Nurul Intan");
        x.cry();
    }
}
```

Output :

```
Output - praktikum-inheritance (run)
run:
Konstruktor Baby
Nurul Intan
owek owek
BUILD SUCCESSFUL (total time: 0 seconds)
```

Percobaan ini menggunakan methode Overidding pada Kelas Parent dan subclass Baby(extends)

Kemudian cara menguji kinerja dari program tersebut dengan membuat class test baby dan programpun akhirnya dapat berjalan.