## 1. Source Code

a. Main.java

```
public class Main {
   public static void main(String[] args)
   {
       Persegi persegi = new Persegi(23);
       Class3D volume persegi = new
Class3D(persegi.output luas(), 2);
       System.out.println("=======");
       System.out.println("persegi");
       System.out.println("luas = "+persegi.output luas());
       System.out.println("=======");
       System.out.println();
       System.out.println("=======");
       Persegi_Panjang persegi_panjang = new
Persegi_Panjang(10,12);
       System.out.println("persegi panjang");
       System.out.println("jari - jari = " +
persegi panjang.output luas());
       System.out.println("=======");
       System.out.println();
       System.out.println("=======");
       Lingkaran lingkaran = new Lingkaran(14);
       System.out.println(" lingkaran");
       System.out.println("jari - jari = " +
lingkaran.Output_luas());
       System.out.println("=======");
```

```
System.out.println();
       System.out.println("=======");
       Segitiga segitiga = new Segitiga(5,5);
       System.out.println(" Segitiga");
       System.out.println("jari - jari = "
+segitiga.output_luas());
       System.out.println("=======");
       System.out.println();
       System.out.println("=======");
       Class3D volume_kubus = new
Class3D(persegi.output_luas(), 2);
       System.out.println(" Kubus");
       volume kubus.output volume();
       System.out.println("=======");
       System.out.println();
       System.out.println("=======");
       Class3D volume_balok = new
Class3D(persegi_panjang.output_luas(), 4);
       System.out.println(" Balok");
       volume_balok.output_volume();
       System.out.println("=======");
       System.out.println();
       System.out.println("=======");
       Class3D volume_prisma_segitiga = new
Class3D(segitiga.output_luas(), 2);
       System.out.println(" Prisma Segitiga");
       volume prisma segitiga.output volume();
       System.out.println("=======");
```

```
System.out.println();
          System.out.println("=======");
          Class3D volume_Tabung = new
  Class3D(lingkaran.Output_luas(), 2);
          System.out.println(" Tabung");
          volume_Tabung.output_volume();
          System.out.println("=======");
b. Class2D
  class Persegi
  {
      private double sisi;
      public Persegi(double Sisi)
      {
          this.sisi = Sisi;
      }
      double output_luas()
      {
          return this.sisi*this.sisi;
      }
  }
```

```
class Lingkaran
{
   private double Diameter;
   public Lingkaran(double diameter)
    {
        this.Diameter = diameter;
    }
   double Output_luas()
    {
        return this.Diameter/2;
    }
}
class Persegi_Panjang
{
   private double Panjang;
   private double Lebar;
   public Persegi_Panjang(double panjang, double lebar)
   {
```

```
this.Panjang = panjang;
        this.Lebar = lebar;
    }
    double output_luas()
    {
        return Panjang*Lebar;
    }
}
class Segitiga
{
    private double Alas;
    private double Tinggi;
    public Segitiga(double alas,double tinggi)
    {
        this.Alas = alas;
        this.Tinggi = tinggi;
    }
    double output_luas()
```

```
{
           return 0.5*this.Alas*this.Tinggi;
       }
  }
   public class Class2D
   {
  }
c. Class3D
   public class Class3D
  {
      private double Luas;
      private double Tinggi;
      public Class3D(double luas, double tinggi)
       {
           this.Luas=luas;
           this.Tinggi=tinggi;
       }
      void output_volume()
       {
           double proses = this.Luas*this.Tinggi;
           System.out.println("volume = "+proses);
       }
```

## 2. Screenshot

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