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Latihan membuat interface

Main class posiandu

```
1 package posiandu;
2
3 import java.util.Scanner;
4 /**
5  *
6  * @author Miftakhuddin Falaki
7  */
8 public class Posiandu {
9     @SuppressWarnings("empty-statement")
10     public static void main(String[] args) {
11         // TODO code application logic here
12         Scanner scan = new Scanner(System.in);
13         System.out.print("Selamat datang di Posiandu \nMauksan Nama Anak : ");
14         String nama = scan.nextLine();
15         System.out.print("Mauksan alamat : ");
16         String alamat = scan.nextLine();
17         System.out.print("Masuakn Umur : ");
18         int umur = scan.nextInt();
19
20         System.out.print("\n");
21         Anak aaaa = new Anak(nama, umur, alamat);
22         System.out.println("\nInformasi anak : "+" \n"+aaaa);
23         String dokter = null;
24         if(umur <= 2){
25             dokter = "Dr. Rina";
26         }else if(umur >=3 && umur <=5){
27             dokter = "Dr. Kiki";
28         }else if(umur >=6){
29             dokter = "Dr. Lili";
30             System.out.println("error");
31         }
32         System.out.println("Dirswat oleh : "+dokter);
33     }
34 }
35
36
```

Class anak

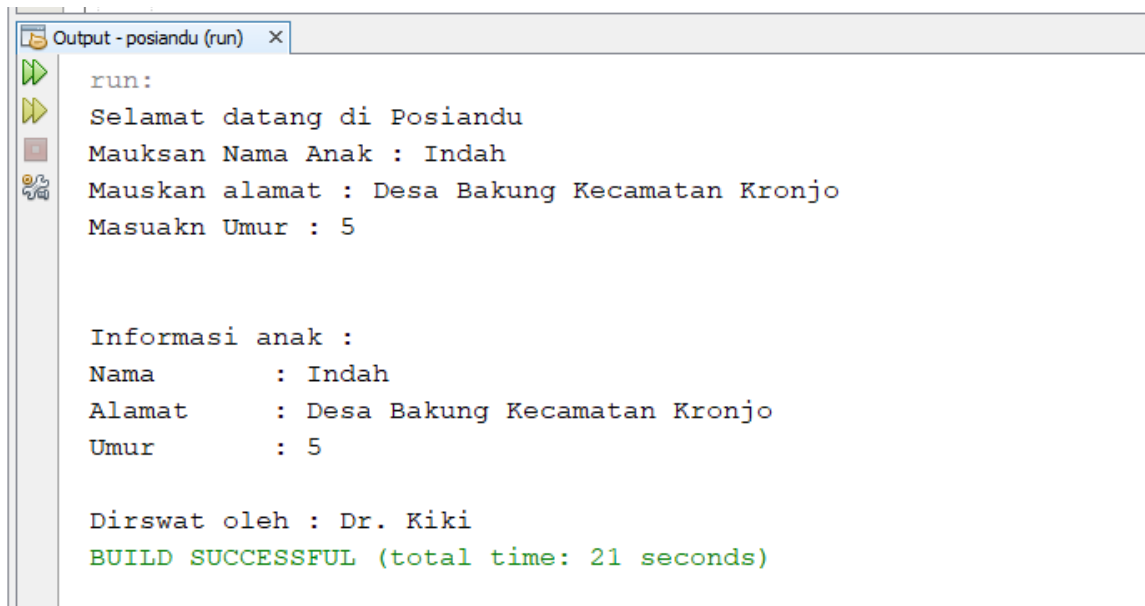
```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package posiandu;
7
8  /**
9   *
10  * @author Miftakhuddin Falaki
11  */
12  interface Identitas {
13      abstract void setName(String inputNama);
14      abstract void setUmur(int inputUmur);
15      abstract void setAlamat(String inputAlamat);
16      public String getName();
17      public int getUmur();
18      public String getAlamat();
19  }
20  class Anak implements Identitas{
21      String nama, alamat;
22      int umur;
23      public Anak(String inputNama,int inputUmur, String inputAlamat){
24          nama = inputNama;
25          umur = inputUmur;
26          alamat = inputAlamat;
27      }
28      @Override
29
30      public void setName(String inputNama){
31          nama = inputNama;
32      }
33      @Override
34      public void setUmur(int inputUmur){
35          umur = inputUmur;
36      }
37      @Override
38      public void setAlamat(String inputAlamat){
39          alamat = inputAlamat;
40      }
41      @Override
42      public String getName(){
43          return nama;
44      }
45      @Override
46      public int getUmur(){
47          return umur;
48      }
49      @Override
50      public String getAlamat(){
51          return alamat;
52      }
53      @Override
54      public String toString(){
55          return
56              "Nama      : "+nama+"\n"+
57              "Alamat    : "+alamat+"\n"+
58              "Umur      : "+umur+"\n";
59      }
60  }
```

Output x

>> posiandu (run) x posiandu (run) #2 x

po

Output



The screenshot shows a Java IDE's output window titled "Output - posiandu (run)". On the left side of the window, there is a vertical toolbar with icons for running (a green play button), stepping through code (a yellow play button), and debugging (a red square with a white 'x'). The output text is as follows:

```
run:
Selamat datang di Posiandu
Mauksan Nama Anak : Indah
Mauksan alamat : Desa Bakung Kecamatan Kronjo
Masuakn Umur : 5

Informasi anak :
Nama      : Indah
Alamat    : Desa Bakung Kecamatan Kronjo
Umur      : 5

Dirswat oleh : Dr. Kiki
BUILD SUCCESSFUL (total time: 21 seconds)
```