**Tugas Praktikum 9**

*(Sebagai pemenuhan salah satu tugas mata kuliah PBO Praktikum*

*Program Studi D3 Teknik Informatika)*

*Logo, company name

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Disusun oleh :

Muhammad Ali Kusnadin (201511016)

**D3 – 2A**

**PROGRAM STUDI D3 TEKNIK INFORMATIKA**

**POLITEKNIK NEGERI BANDUNG**

**TAHUN 2021**

1. Kasus 1 – Painting Shapes
   1. Write an abstract class Shape with the following properties!

Graphical user interface, text, application

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* 1. Make class Cylinder and class Rectangle

Graphical user interface, text, application

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Graphical user interface, text, application, email

Description automatically generated

* 1. Correct statement amount in Paint.java

Graphical user interface, text, application, email

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* 1. Complete program PaintThings.java

Text

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* 1. Output

Text

Description automatically generated

1. Kasus 2 – The Avenged
   1. Output

Table

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Text

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