

Nama :

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Tugas Praktikum Modul 10

1. Deklarasi Interface

```
12 public interface ActivityAnimal {  
13     public void eat();  
14     public void travel();  
15 }  
16
```

2. Implementasi Interface

```
12 public class Mamalia implements ActivityAnimal{  
13  
14     public void eat() {  
15         System.out.println("Mammal eats");  
16     }  
17  
18     public void travel() {  
19         System.out.println("Mammal travels");  
20     }  
21  
22     public int noOfLegs () {  
23         return 0;  
24     }  
25  
26     public static void main (String [] args) {  
27         Mamalia m = new Mamalia();  
28         m.eat();  
29         m.travel();  
30     }  
31 }
```

3. Percobaan dan Tugas

```
11  /*
12  import java.util.Scanner;
13
14  public class AplikasiLampu {
15      public static void main (String[] args){
16          Lampu lampu = new Lampu();
17          Scanner sc = new Scanner(System.in);
18          lampu.statusLampu = lampu.setSaklar(0);
19          System.out.println("Status lampu = " + lampu.statusLampu + "\nKetikkan");
20          System.out.println("1 untuk menyalakan \n0 untuk mematikan lampu \n2 untuk meredupkan lampu");
21
22          if(lampu.setSaklar(sc.nextInt())==0){
23              lampu.matikanLampu();
24          }else if(lampu.setSaklar(sc.nextInt())==1){
25              lampu.nyalakanLampu();
26          }else{
27              lampu.redupkanLampu();
28          }
29      }
30  }
```

```
11  /*
12  public class Lampu implements ActivityLampu{
13      public int statusLampu;
14
15      @Override
16      public void matikanLampu() {
17          if(statusLampu == 0){
18              System.out.println("Lampu sudah dalam kondisi mati");
19          }else if (statusLampu == 1){
20              statusLampu=-1;
21              System.out.println("Lampu sudah dimatikan");
22          }
23      }
24
25      @Override
26      public void nyalakanLampu() {
```

```
11 //
12
13 public interface ActivityLampu {
14     public static final int LAMPU_HIDUP=1;
15     public static final int LAMPU_MATI=0;
16     public static final int LAMPU_REDUP=2;
17     public abstract void redupkanLampu();
18     public abstract void matikanLampu();
19     public abstract void nyalakanLampu();
20 }
```