Nama : Dini Ayuastina

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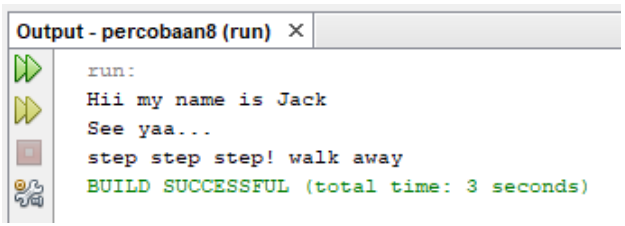
Kelompok : 5

JOBSHEET PERCOBAAN 8

<table>
<tr><th>NO</th><th>Kegiatan</th><th>Script</th><th>Hasil Running</th></tr>
<tr><td rowspan="2">1</td><td rowspan="2">Buatlah program bebas mengikuti kegiatan disamping. Note: Override pada abstract method</td><td>

```
package percobaan8;
abstract class bio {
    protected String nama ="Dini";
    public void walk(){
        System.out.println("step step step!");
    }
}
```

</td><td rowspan="2"> 
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```
package percobaan8;

public class js1 extends bio{

    @Override
    public void walk(){
        System.out.print("step step step!");
        System.out.println(" walk away");
    }
    public static void main(String[] args) {

        js1 bd = new js1();

        System.out.println("Hii   my   name   is
"+bd.nama);
        System.out.println("See yaa...");
```

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```
        bd.walk();
    }
}
```

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<tr>
<td rowspan="2">2</td>
<td rowspan="2">Buatlah program bebas mengikuti kegiatan disamping. Note: Abstrack metod dengan parameter</td>
<td>

```
package percobaan8;
abstract class data {
    protected int panjang;
    protected int lebar;
    int hasil;

    public int luas(int p, int l){
        this.panjang = p;
        this.lebar = l;

        // int hasil = p*l;
        return hasil;
    }
}
```

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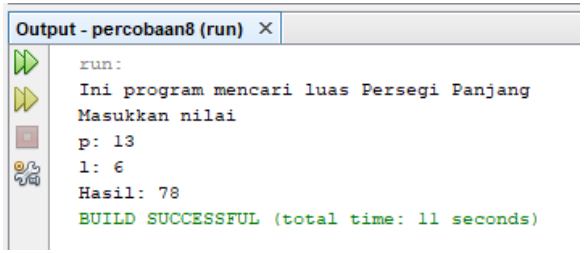
<td rowspan="2"> 
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```
package percobaan8;

import java.util.Scanner;

public class js2 extends data{
    Scanner in = new Scanner(System.in);

    @Override
    public int luas(int panjang, int lebar) {

        System.out.println("Masukan nilai");
        System.out.print("p: ");
        int p = in.nextInt();

        System.out.print("l: ");
        int l = in.nextInt();

        hasil = p*l;
        return hasil;
```

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```
    }

    public static void main(String[] args) {
        js2 dat = new js2();

        System.out.println("ini  program  mencari
luas Persegi Panjang");

        dat.luas(0, 0);

        System.out.println("Hasil: "+dat.hasil);
    }
}
```

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<td>3</td>
<td>Buatlah program bebas mengikuti kegiatan disamping. Note: Abstack method dengan perualangan</td>
<td>

```
package percobaan8;

import java.util.ArrayList;

abstract class sort {
    public   ArrayList<Integer>   dat   =   new
ArrayList<Integer>();

    public abstract void input();

}
```

```
package percobaan8;

import java.util.Collections;
import java.util.Scanner;

public class js3 extends sort{
    Scanner in = new Scanner(System.in);

    @Override
    public void input() {
        int x = 1;
```

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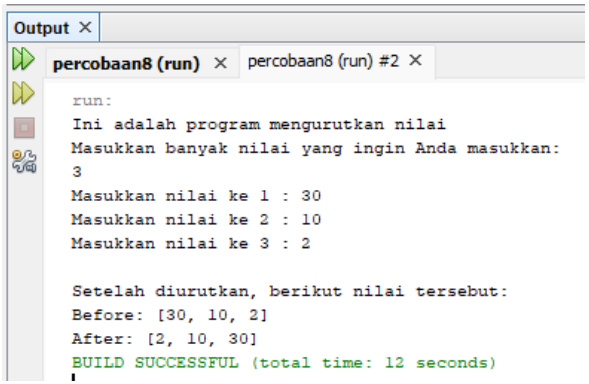

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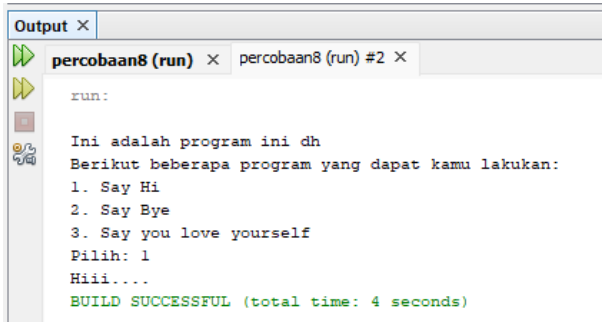
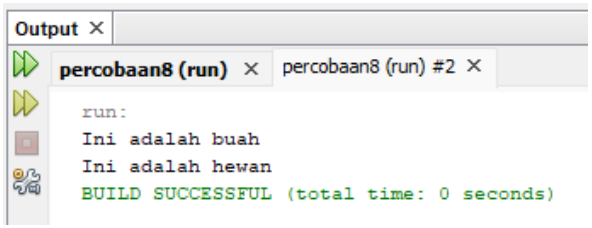
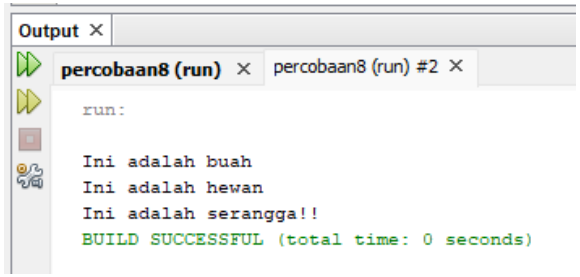
		System.out.println("Masukan banyak nilai yang ingin anda masukan: ");
		int pil = in.nextInt();
		do{
		System.out.print("Masukan nilai ke "+x+" : ");
		dat.add(in.nextInt());
		
		x++;
		
		} while(x <= pil);
		}
		public static void main(String[] args) {
		
		System.out.println("Ini adalah program mengurutkan nilai");
		js3 data = new js3();
		
		data.input();
		
		System.out.println("\nSetelah diurutkan berikut nilai tsb:");
		System.out.println("Before: "+data.dat);
		Collections.sort(data.dat);
		System.out.println("After: "+data.dat);
		}
		}	

4	Buatlah program bebas mengikuti kegiatan disamping. Note: Abstrack method dengan pilihan	package percobaan8;
		
		abstract class pil {
		// public ArrayList<Integer> dat = new ArrayList<Integer>();
		
		// public abstract void input();
		public abstract void procces();
		}
			

```
package percobaan8;

import java.util.Scanner;

public class js4 extends pil{
    Scanner in = new Scanner(System.in);

    // @Override
    // public void input() {
    //     int x = 1;

    //        System.out.println("Masukan  banyak
nilai yang ingin anda masukan: ");
    //     int pil = in.nextInt();
    //     do{
    //         System.out.print("Masukan nilai ke
"+x+" : ");
    //          dat.add(in.nextInt());

    //          x++;

    //     } while(x <= pil);
    // }

    @Override
    public void procces() {
        // js4 data = new js4();
        // int x = data.dat.size();

        // System.out.println(data.dat);
        System.out.println("Berikut     beberapa
program yang dapat kamu lakukan: ");
        System.out.println("1. Say Hi");
        System.out.println("2. Say Bye");
        System.out.println("3.   Say   u   love
urself");
        System.out.print("Pilih: ");

        int pill = in.nextInt();
```

```
        switch (pill) {
            case 1:
                System.out.println("Hiii....");

                break;

            case 2:
                System.out.println("Bye
byee!!");
                break;

            case 3:
                System.out.println("I       love
myself!!!!");
                break;

            default:
                System.out.println("Inputan
salah");
                break;
        }

    }
    public static void main(String[] args) {
        js4 nilai = new js4();

        System.out.println("\nIni adalah program
ini dh");

        nilai.procces();


    }
}
```

5	Buatlah program bebas mengikuti kegiatan disamping. Note: Memahami struktur dasar dalam pembuatan Kelas interface	**package percobaan8;** **interface buah {** **public void mthod();** **}** **interface hewan{** **public void mtthod();** **}** **class makhlukHidup implements hewan,buah{** **@Override** **public void mthod() {** **System.out.println("Ini adalah buah");** **}** **@Override** **public void mtthod() {** **System.out.println("Ini adalah hewan");** **}** **}** **package percobaan8;** **public class js5 {** **public static void main(String[] args) {** **makhlukHidup obj = new makhlukHidup();** **obj.mthod();** **obj.mtthod();** **}** **}**	

6	Buatlah program bebas mengikutikegiatan disamping Note :Membuat objek multiple inheritance di java	package percobaan8;
		
		interface buah {
		public void mthod();
		}
		
		interface hewan{
		public void mtthod();
		}
		
		interface serangga{
		public void srga();
		}
		
		class makhlukHidup implements hewan,buah,serangga{
		@Override
		public void mthod() {
		System.out.println("\nIni adalah buah");
		}
		
		@Override
		public void mtthod() {
		System.out.println("Ini adalah hewan");
		}
		
		@Override
		public void srga() {
		System.out.println("Ini adalah serangga!!");
		}
		}
		
		package percobaan8;
		
		public class js6 {
			

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```
    public static void main(String[] args) {
        makhlukHidup obj = new makhlukHidup();

        obj.mthod();
        obj.mtthod();
        obj.srga();
    }
}
```

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<td>7</td>
<td>Buatlah program bebas mengikuti kegiatan disamping. Note: Membuat objek dengan tipe hybrid</td>
<td>

```
package percobaan8;
abstract class sun {
    public void display(){
        System.out.println("Ini   adalah   pusat
solarsystem");
    }
}


interface earth{
    public void showE();
}

interface mars{
    public void showM();
}


public class solarsystem extends sun implements
earth,mars{
    public void display(){
        System.out.println("Ini           adalah
matahari");
    }

    @Override
    public void showE(){
        System.out.println("ini           adalah
implementasi bumi");
    }
```

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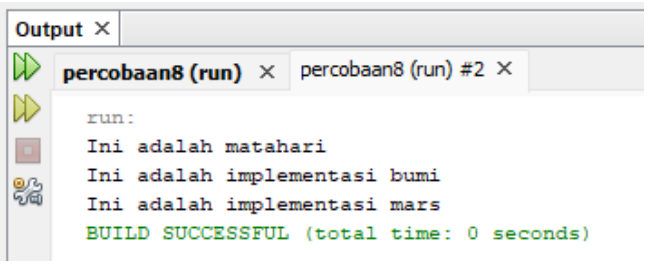

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```
    @Override
    public void showM() {
        System.out.println("ini            adalah
implemtasi mars");
    }
}
```

```
package percobaan8;
public class js7 {
    public static void main(String[] args) {
        solarsystem data = new solarsystem();

        data.display();
        data.showE();
        data.showM();
    }
}
```

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<td>8</td>
<td>Buatlah program bebas mengikuti kegiatan disamping.

Note: Membuat banyak objek dengan multiple inheritance</td>
<td>

```
package percobaan8;

interface macan {
    public void macann();
}

interface kucing {
    public void kucingg();
}

interface kumbang {
    public void kumbangg();
}
interface hiu {
    public void hiuu();
}
interface singa {
    public void singaa();
}
interface Babi{
    public void babi();
}
```

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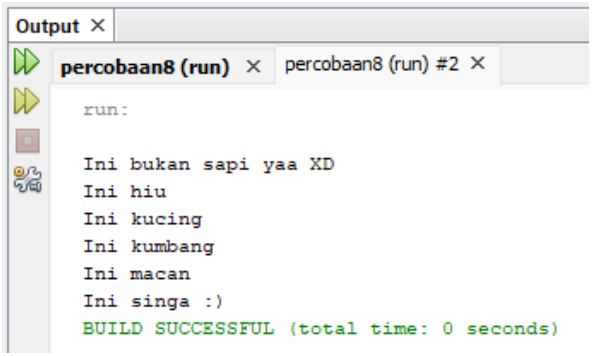

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```
class               hewan               implements
macan,kucing,kumbang,hiu,singa,Babi{
    @Override
    public void macann() {
        System.out.println("ini macan");
    }

    @Override
    public void kucingg() {
        System.out.println("ini kucing");
    }

    @Override
    public void kumbangg() {
        System.out.println("Ini kumbang");
    }

    @Override
    public void hiuu() {
        System.out.println("Ini hiu");
    }

    @Override
    public void singaa() {
        System.out.println("Ini singa :)");
    }

    @Override
    public void babi() {
        System.out.println("Ini  bukan  sapi  yaa
XD");
    }
}
```

```
package percobaan8;

public class js8 {
    public static void main(String[] args) {
        hewan dat = new hewan();
```

		System.out.println("");
		dat.babi();
		dat.hiuu();
		dat.kucingg();
		dat.kumbangg();
		dat.macann();
		dat.singaa();
		}
		}	