

Nama: Muhammad Sahel Muawwal R

Nim: 230204622021

Tugas: Pertemuan 7

```
main.cs
1 using System;
2
3 class Car {
4     public string model;
5     public string color;
6     public int year;
7
8     public static void Main() {
9         Car Ford = new Car();
10        Ford.model = "Mustang";
11        Ford.color = "Blue";
12        Ford.year = 2020;
13
14        Console.WriteLine(Ford.model);
15        Console.WriteLine(Ford.color);
16        Console.WriteLine(Ford.year);
17    }
18 }
19 // Sahel Muawwal
20 // 230204622021
```

input

```
Mustang
Blue
2020

...Program finished with exit code 0
Press ENTER to exit console.
```

Run

Debug

Stop

Share

Save

{ } Beautify

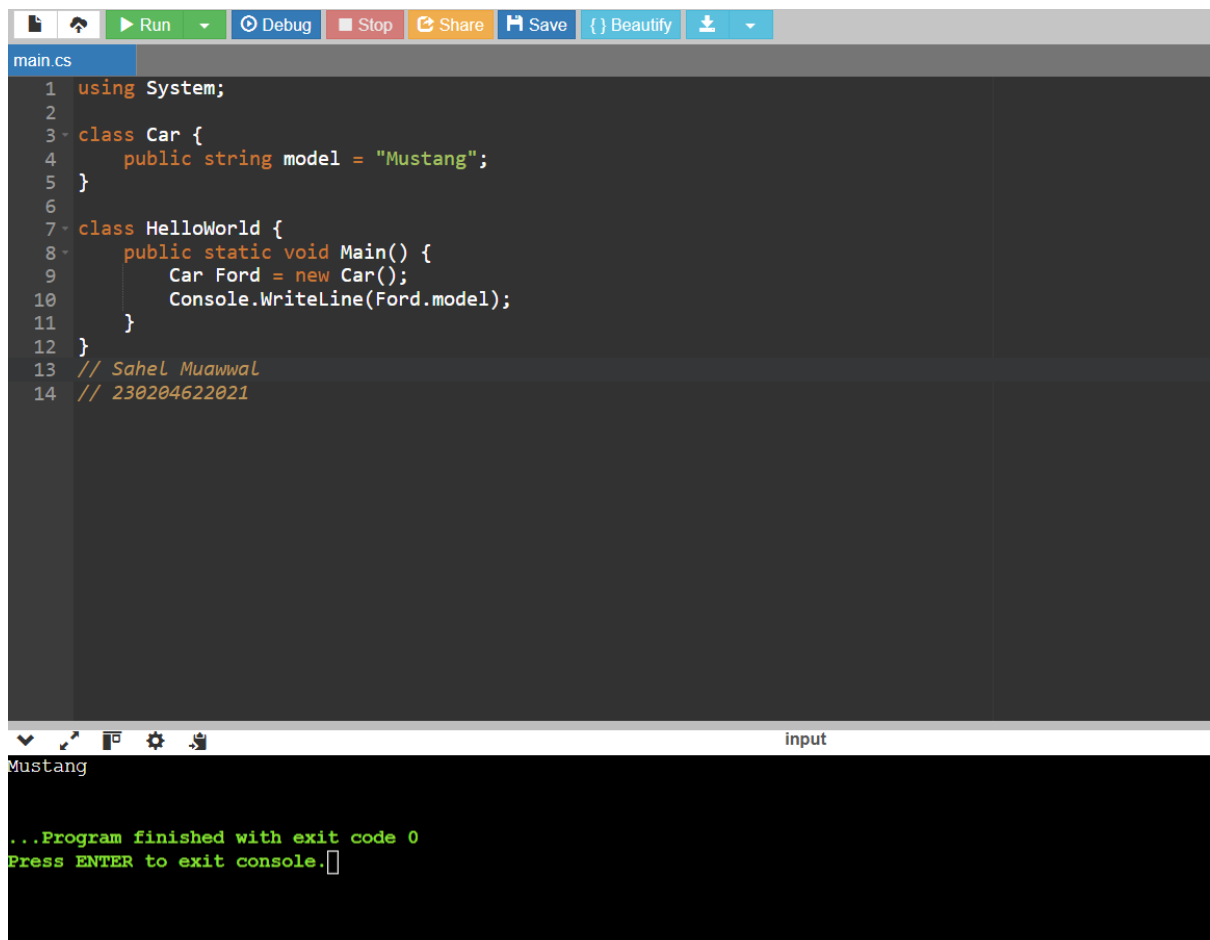
main.cs

```
1 using System;
2
3 class Car {
4     public string model;
5     public string color;
6     public int year;
7
8     public Car(string modelName, string colorName, int modelYear) {
9         model = modelName;
10        color = colorName;
11        year = modelYear;
12    }
13
14    public static void Main() {
15        Car Ford = new Car("Mustang", "Blue", 2020);
16        Console.WriteLine(Ford.model);
17        Console.WriteLine(Ford.color);
18        Console.WriteLine(Ford.year);
19    }
20 }
21 // Sahel Muawwal
22 // 230204622021
```

input

Mustang  
Blue  
2020  
  
...Program finished with exit code 0  
Press ENTER to exit console.

## PERCOBAAN 1



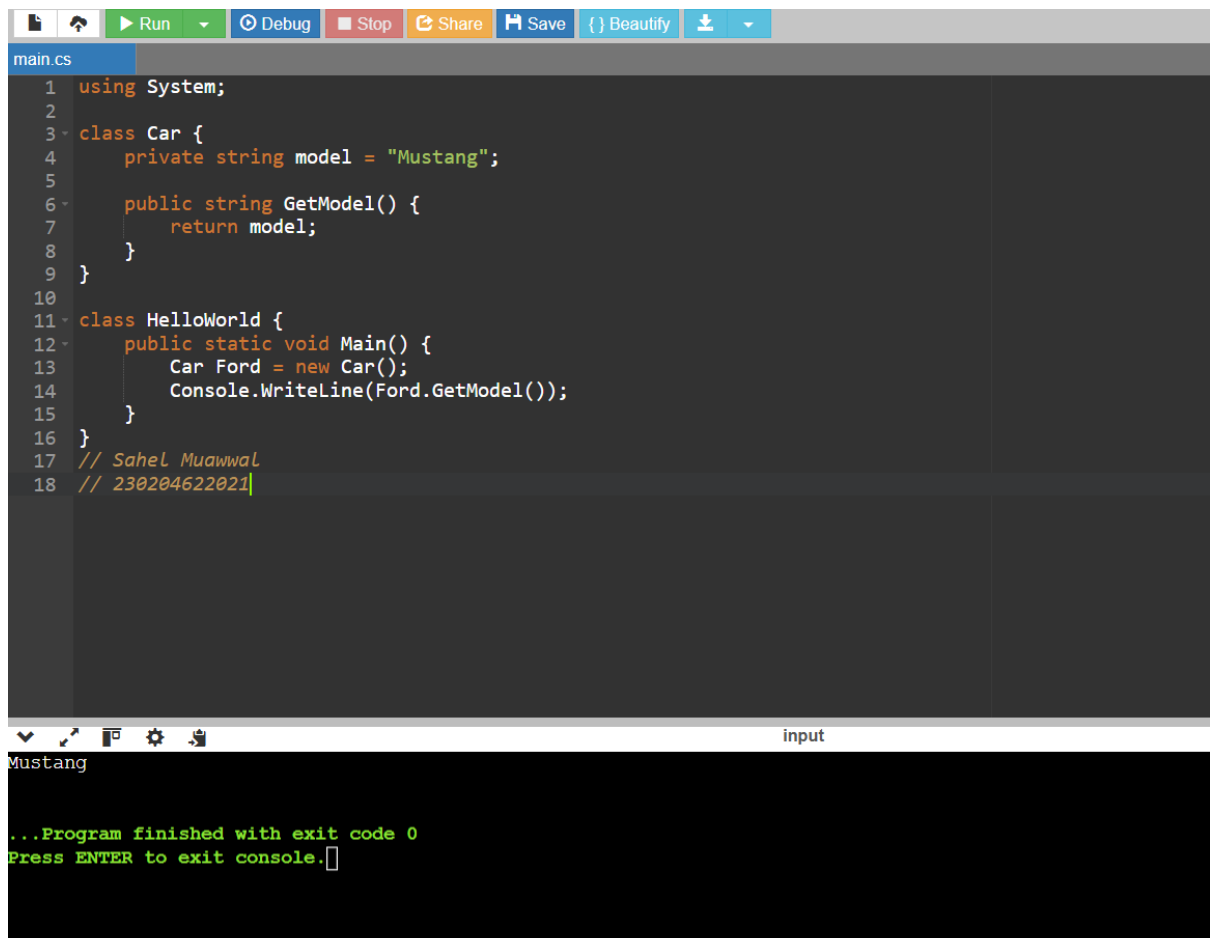
The image shows a screenshot of a C# development environment. The top toolbar includes icons for Run, Debug, Stop, Share, Save, Beautify, and a download icon. The editor window, titled 'main.cs', contains the following code:

```
1 using System;
2
3 class Car {
4     public string model = "Mustang";
5 }
6
7 class HelloWorld {
8     public static void Main() {
9         Car Ford = new Car();
10        Console.WriteLine(Ford.model);
11    }
12 }
13 // Sahel Muawwal
14 // 230204622021
```

Below the editor, there is a console window. The input field contains the text 'Mustang'. The console output shows the program's execution result:

```
...Program finished with exit code 0
Press ENTER to exit console.
```

## PERCOBAAN 2



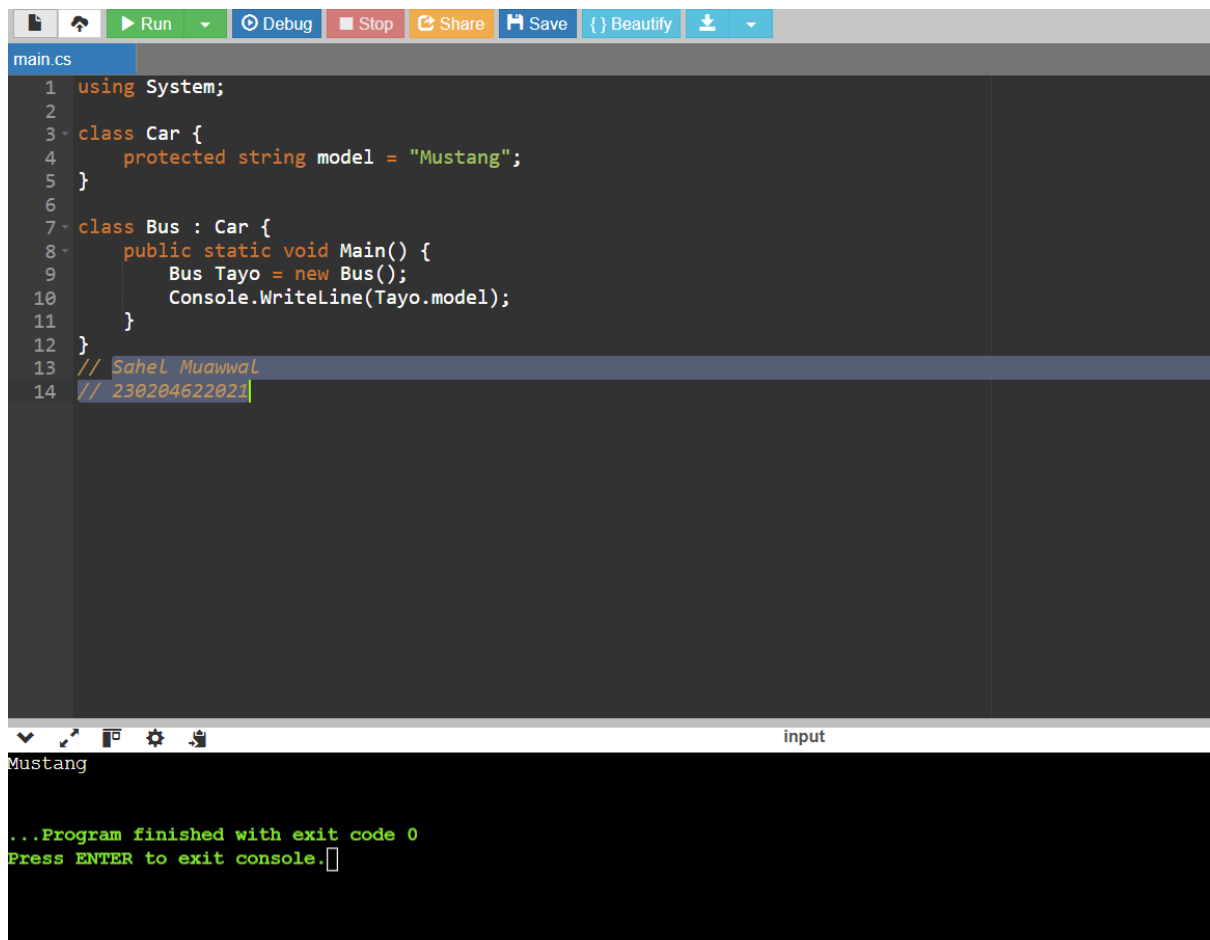
```
1 using System;
2
3 class Car {
4     private string model = "Mustang";
5
6     public string GetModel() {
7         return model;
8     }
9 }
10
11 class HelloWorld {
12     public static void Main() {
13         Car Ford = new Car();
14         Console.WriteLine(Ford.GetModel());
15     }
16 }
17 // Sahel Muawwal
18 // 230204622021
```

input

Mustang

...Program finished with exit code 0  
Press ENTER to exit console.

### PERCOBAAN 3



The image shows a screenshot of a C# IDE. The top toolbar includes buttons for Run, Debug, Stop, Share, Save, Beautify, and a download icon. The file explorer on the left shows 'main.cs'. The code editor contains the following C# code:

```
1 using System;
2
3 class Car {
4     protected string model = "Mustang";
5 }
6
7 class Bus : Car {
8     public static void Main() {
9         Bus Tayo = new Bus();
10        Console.WriteLine(Tayo.model);
11    }
12 }
13 // Sahel Muawwal
14 // 230204622021
```

Below the code editor, there is a console window. The input field is empty. The console output shows:

```
Mustang

...Program finished with exit code 0
Press ENTER to exit console.
```

```
main.cs
1 using System;
2
3 abstract class Animal {
4     public abstract void animalSound();
5
6     public void sleep() {
7         Console.WriteLine("Zzz");
8     }
9 }
10
11 class Cat : Animal {
12     public override void animalSound() {
13         Console.WriteLine("Meowww");
14     }
15 }
16
17 class Program {
18     static void Main() {
19         Cat kucing = new Cat();
20         kucing.animalSound(); // Memanggil method override
21         kucing.sleep();       // Memanggil method dari base class
22     }
23 }
24 // Sahel Muawwal
25 // 230204622021
```

input

Meowww  
Zzz

...Program finished with exit code 0  
Press ENTER to exit console.

### 1.abstract class Animal

- Punya **abstract method** animalSound() → tidak ada body, wajib dioverride di turunan.
- Punya **regular method** sleep() → bisa langsung dipakai oleh semua turunan.

### 2.class Cat : Animal

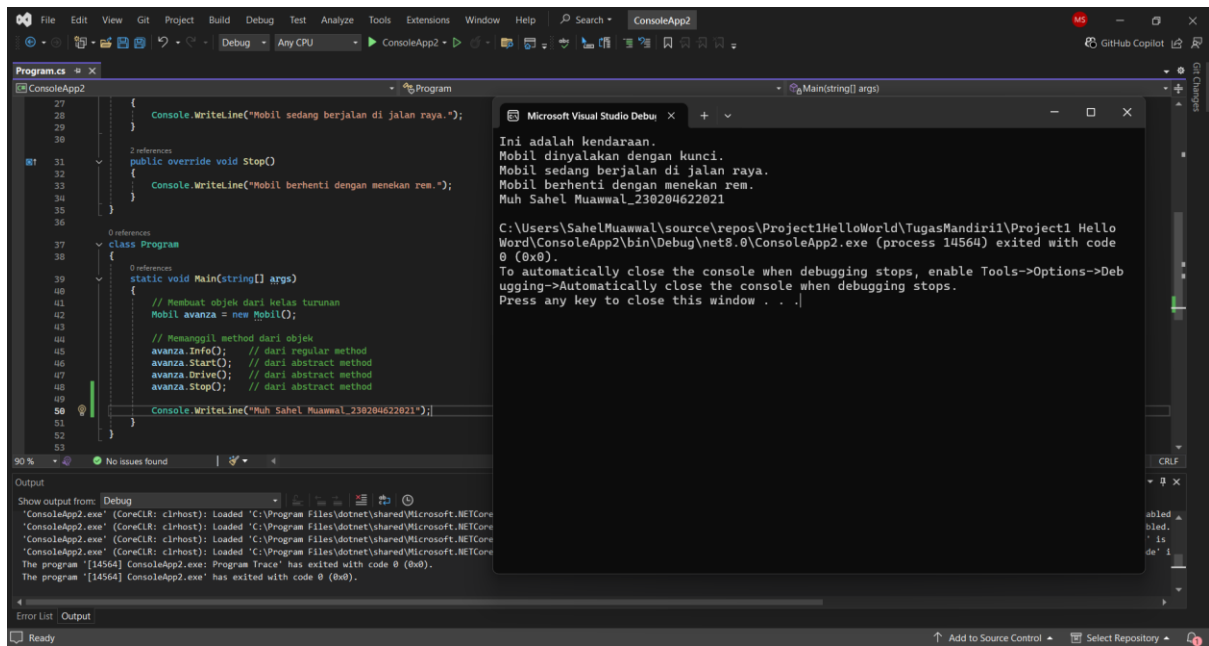
- Meng-**inherit** class Animal.
- Wajib override method animalSound(), di sini hasilnya "Meowww".

### 2.Program Main

- Membuat object Cat.

### Soal

1. buatlah 1 abstraksi kelas yang di dalamnya terdapat 3 abstrak method, lalu buat objeknya, kelas turunannya, dan jalankan method tersebut pada objek yang telah di buat



Analisi:

## 1. Abstract Class (Kendaraan)

- Tidak bisa dibuat objek langsung.
- Berisi **3 abstract method**: Start(), Drive(), Stop().  
→ Method ini hanya dideklarasikan tanpa body, sehingga **wajib dioverride** oleh kelas turunan.
- Berisi juga **1 regular method** Info() yang bisa langsung dipakai oleh kelas turunan tanpa perlu override.

## 2. Kelas Turunan (Mobil)

- Mobil meng-**inherit** dari Kendaraan.
- Karena Kendaraan punya 3 abstract method, maka Mobil wajib memberikan implementasi (override) untuk semua method tersebut.
- Isi method di-override dengan perilaku khusus untuk objek Mobil.

## 3. Main Program (Program)

- Membuat objek Mobil `avanza = new Mobil();`.
- Objek `avanza` dapat memanggil semua method:
  - Info() → method biasa dari parent.
  - Start(), Drive(), Stop() → hasil override dari child.

