PRAKTIKUM

PEMROGRAMAN BERORIENTASI OBJEK

MODUL 10

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PROGRAM STUDI

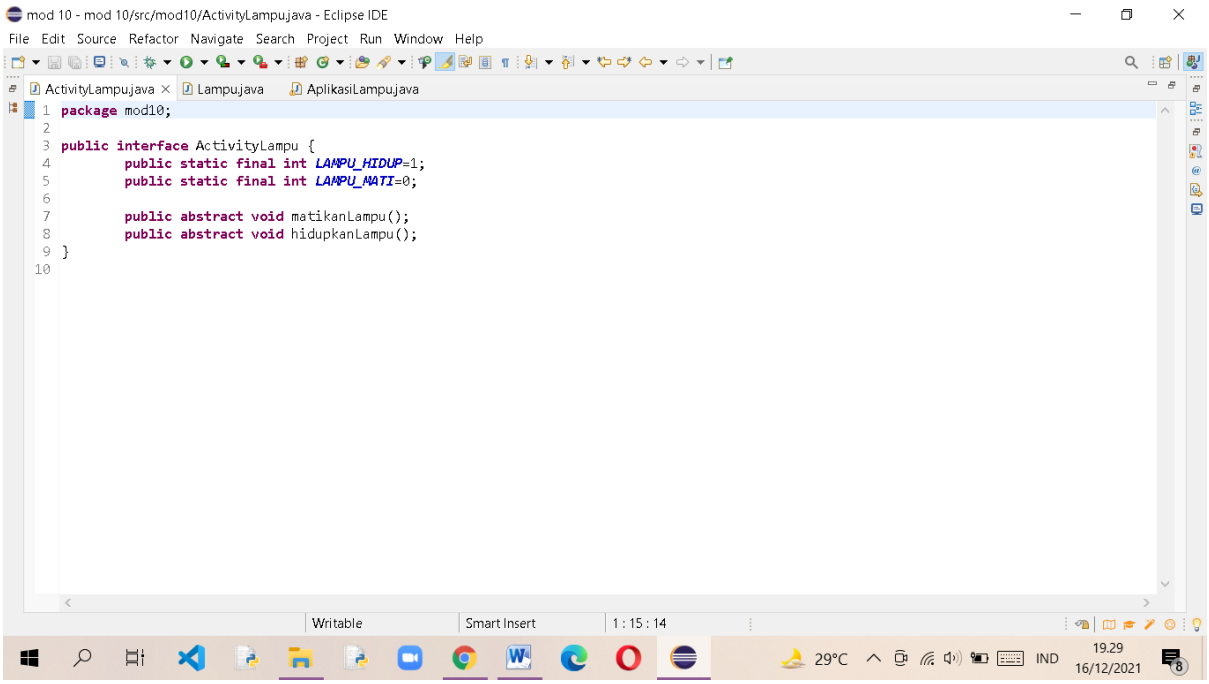
INFORMATIKA

FAKULTAS KOMUNIKASI DAN INFORMATIKA

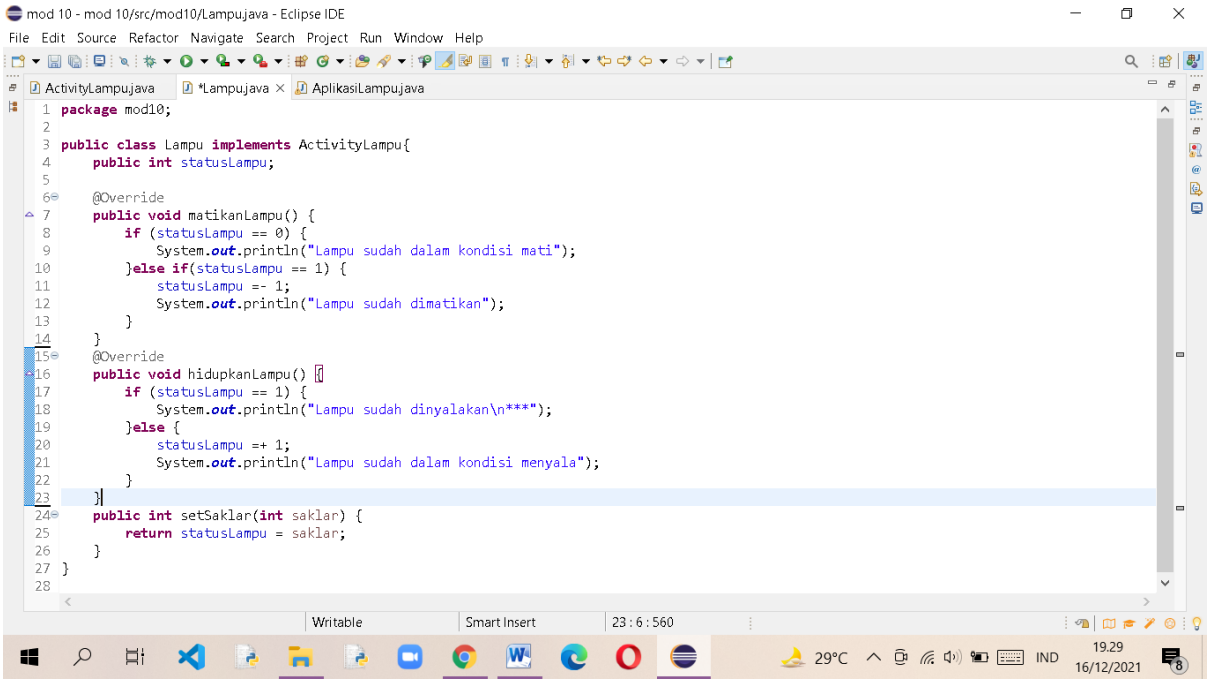
UNIVERSITAS MUHAMMADIYAH SURAKARTA

TAHUN 2021/2022

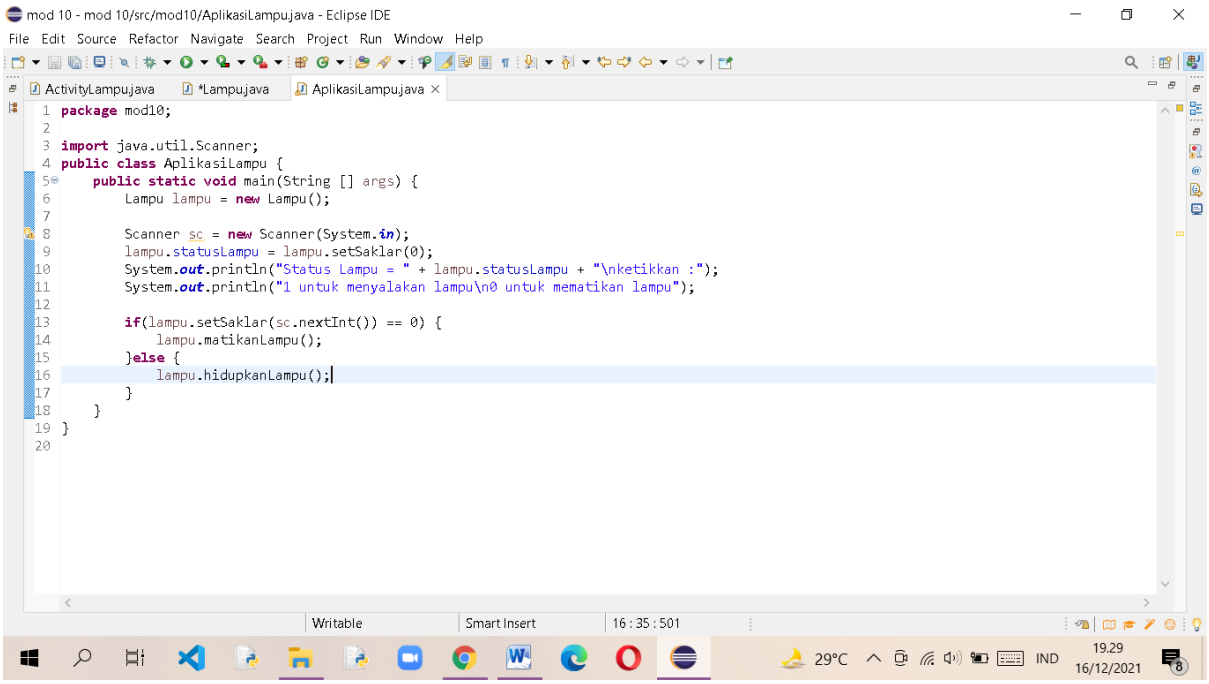
1. Percobaan
    - Interface ActivityLampu



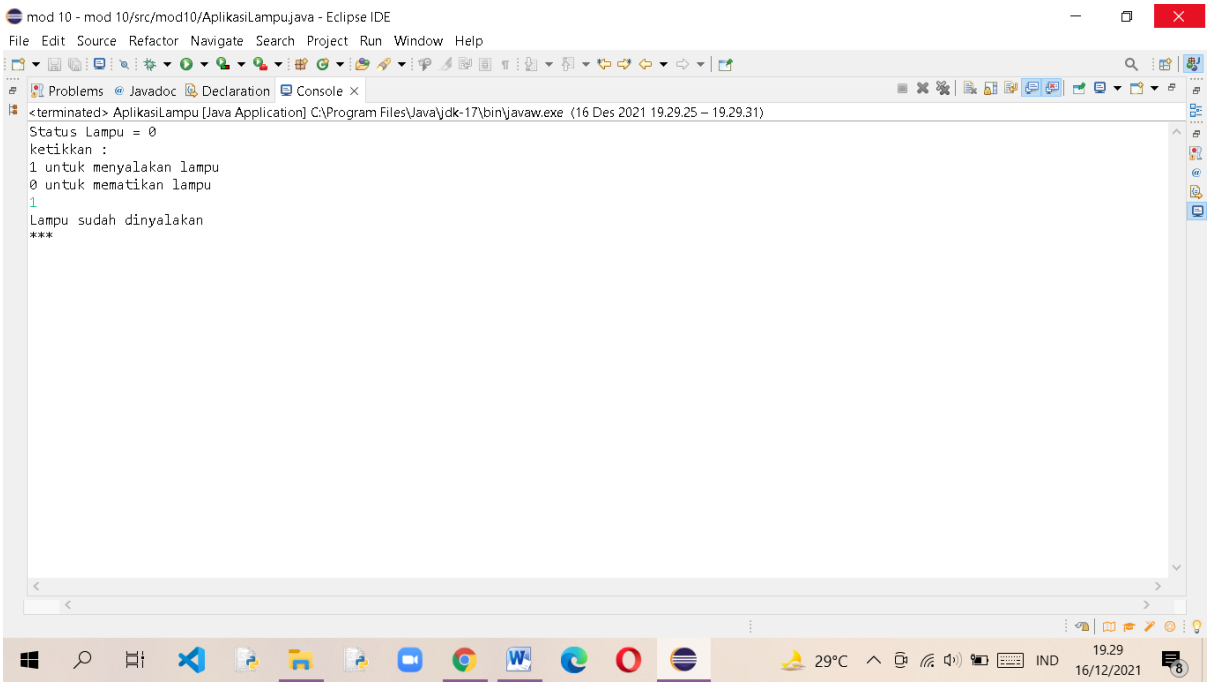
    - Class Lampu

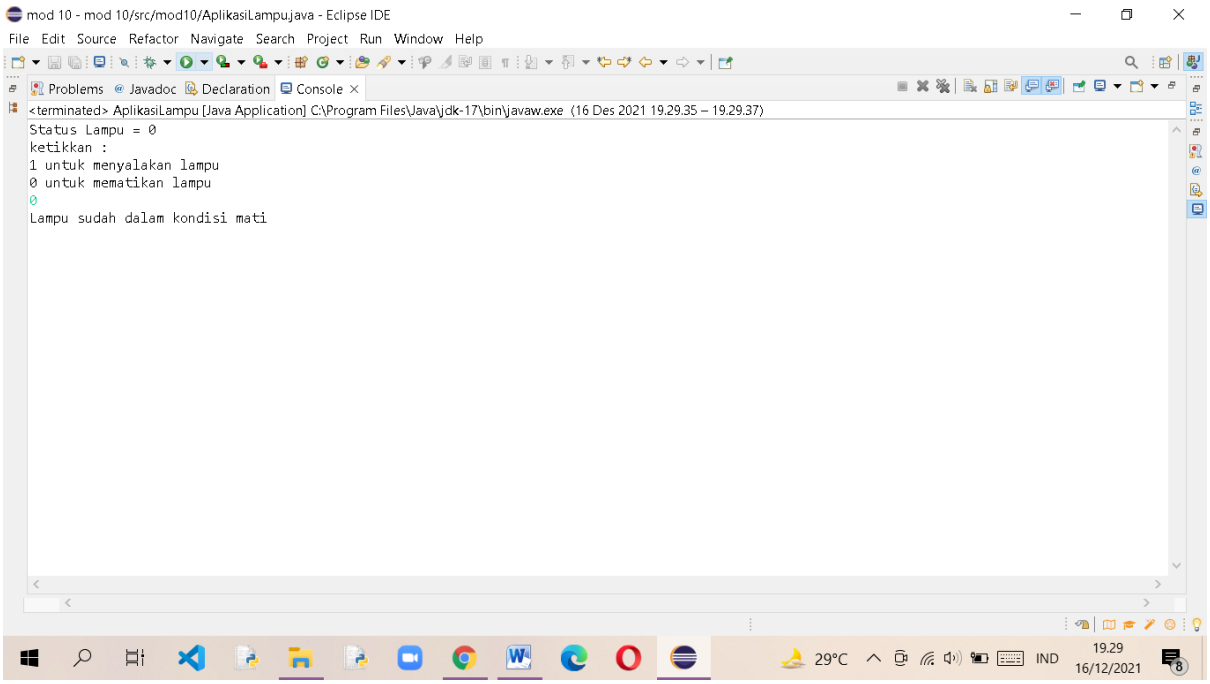


    - Class AplikasiLampu


mod 10 - mod 10/src/mod10/AplikasiLampu.java - Eclipse IDE
File Edit Source Refactor Navigate Search Project Run Window Help
ActivityLampu.java
*Lampu.java
AplikasiLampu.java
package mod10;
import java.util.Scanner;
public class AplikasiLampu {
public static void main(String [] args) {
Lampu lampu = new Lampu();
Scanner sc = new Scanner(System.in);
lampu.statusLampu = lampu.setSaklar(0);
System.out.println("Status Lampu = " + lampu.statusLampu + "\nketikkan :");
System.out.println("1 untuk menyalakan lampu\n0 untuk mematikan lampu");
if(lampu.setSaklar(sc.nextInt()) == 0) {
lampu.matikanLampu();
}else {
lampu.hidupkanLampu();
}
}
}
Writable
Smart Insert
16 : 35 : 501
29°C
IND
19.29
16/12/2021

- Output

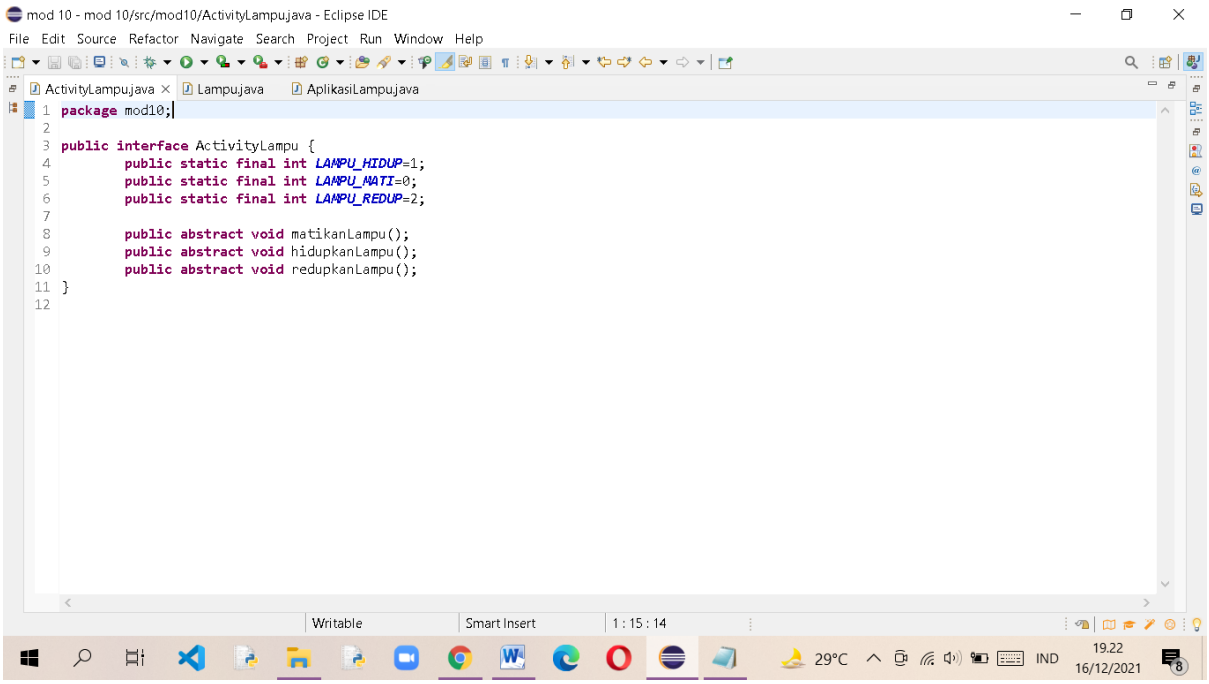

mod 10 - mod 10/src/mod10/AplikasiLampu.java - Eclipse IDE
File Edit Source Refactor Navigate Search Project Run Window Help
Problems
Javadoc
Declaration
Console
<terminated> AplikasiLampu [Java Application] C:\Program Files\Java\jdk-17\bin\javaw.exe (16 Des 2021 19.29.25 – 19.29.31)
Status Lampu = 0
ketikkan :
1 untuk menyalakan lampu
0 untuk mematikan lampu
1
Lampu sudah dinyalakan
***
29°C
IND
19.29
16/12/2021



2. TUGAS

   Modifikasi class Lampu di atas dengan menambahkan satu variabel static final LAMPU_REDUP, dan tambahkan method untuk meredupkan lampu. Selanjutnya buat class dengan fungsi main() untuk menjalankannya!

   - Interface ActivityLampu


mod 10 - mod 10/src/mod10/ActivityLampu.java - Eclipse IDE
File Edit Source Refactor Navigate Search Project Run Window Help
ActivityLampu.java
Lampu.java
AplikasiLampu.java
1 package mod10;
2
3 public interface ActivityLampu {
4 public static final int LAMPU_HIDUP=1;
5 public static final int LAMPU_MATI=0;
6 public static final int LAMPU_REDUP=2;
7
8 public abstract void matikanLampu();
9 public abstract void hidupkanLampu();
10 public abstract void redupkanLampu();
11 }
12
Writable
Smart Insert
1 : 15 : 14
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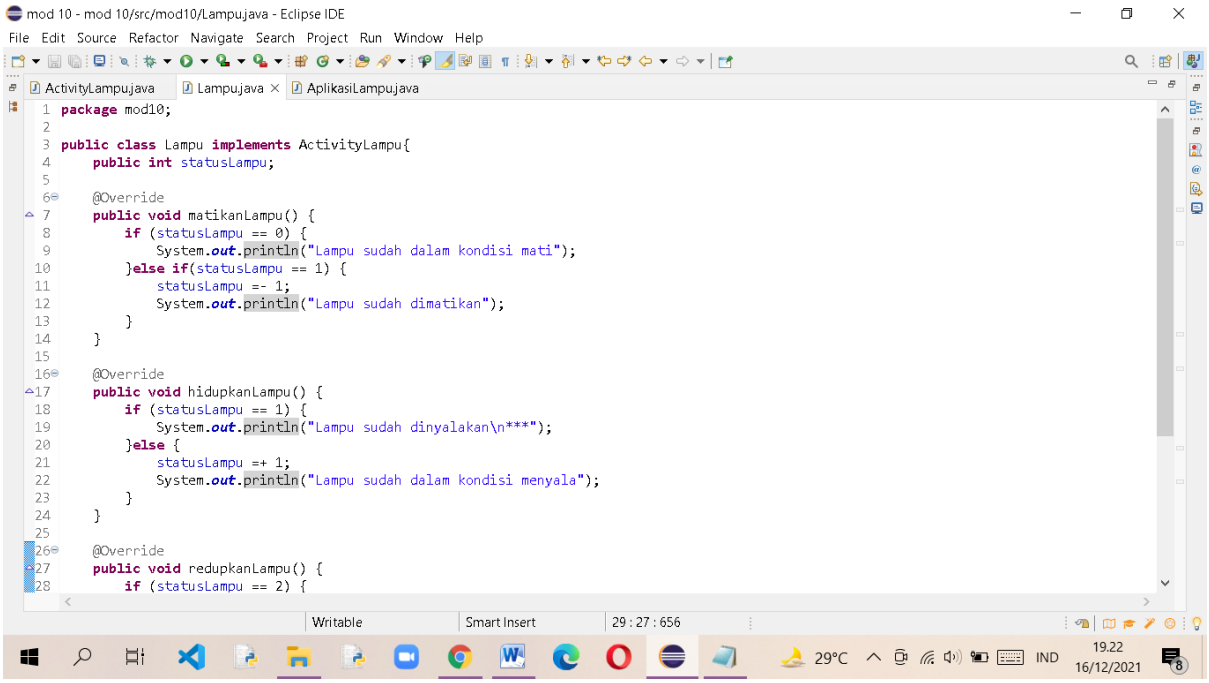
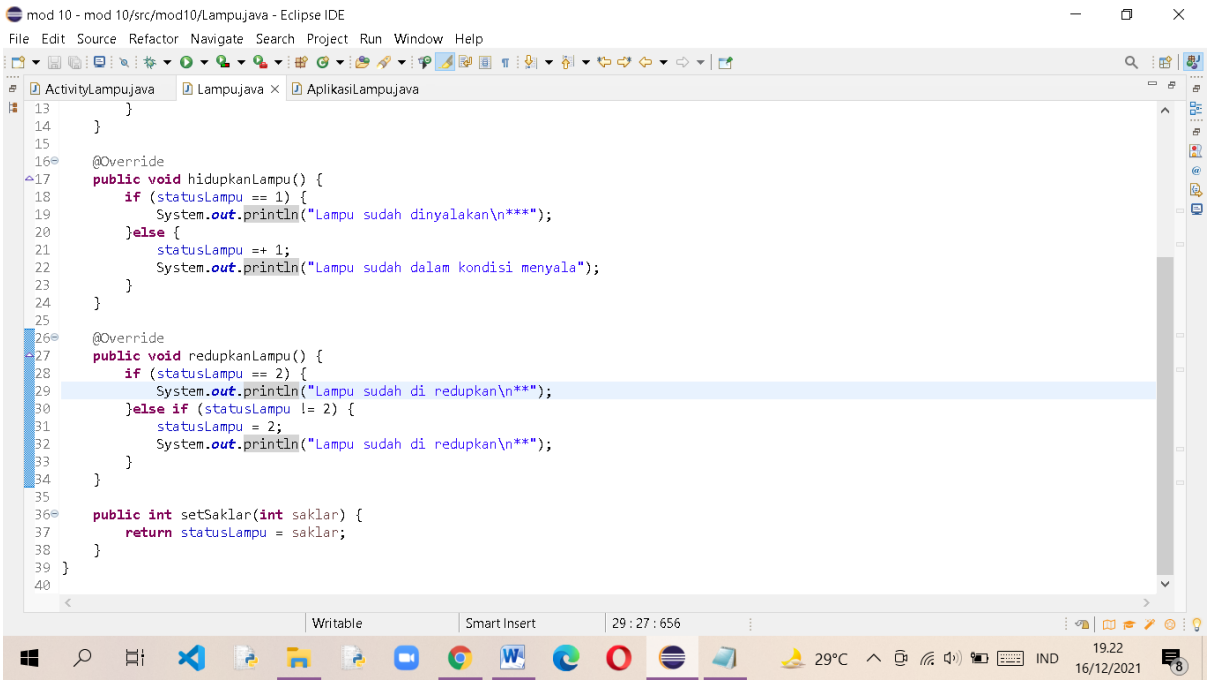
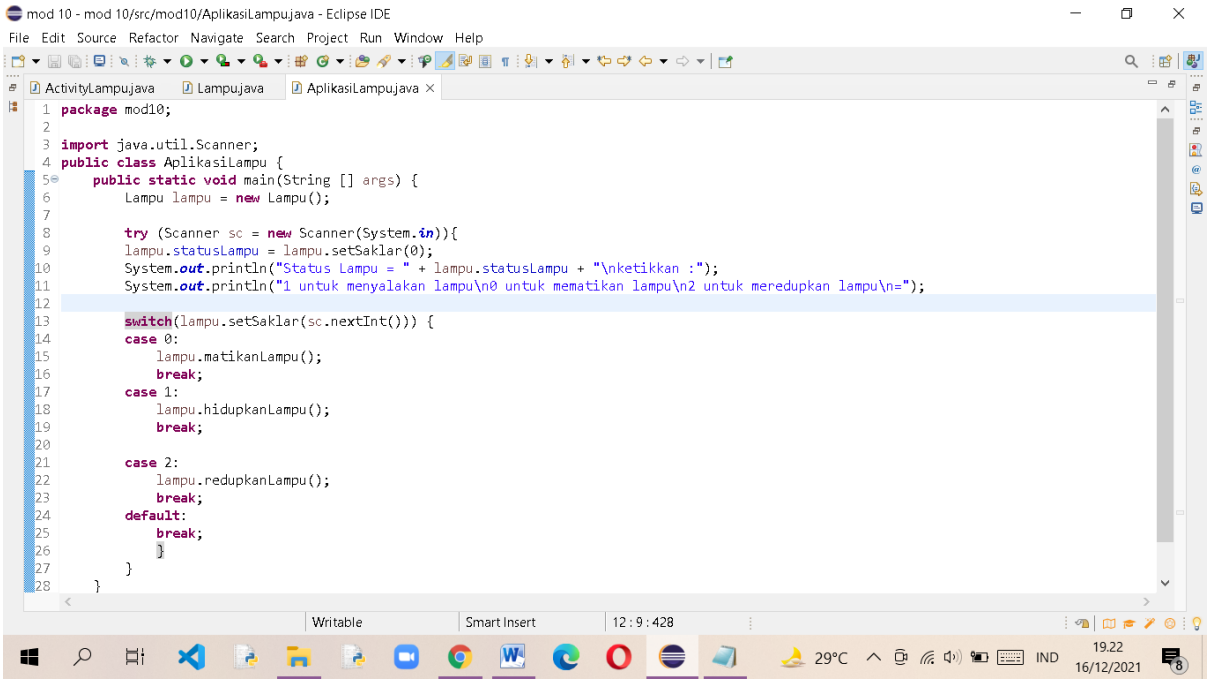
- Class lampu

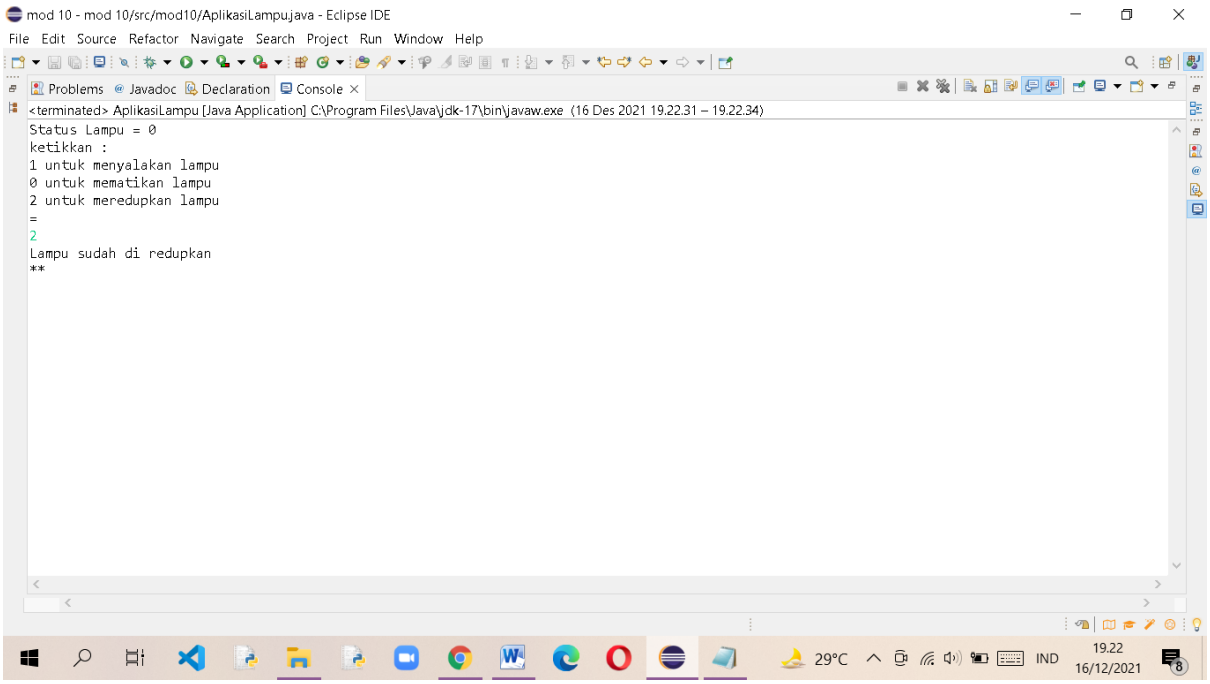

mod 10 - mod 10/src/mod10/Lampu.java - Eclipse IDE
File Edit Source Refactor Navigate Search Project Run Window Help
ActivityLampu.java
Lampu.java
AplikasiLampu.java
1 package mod10;
2
3 public class Lampu implements ActivityLampu{
4 public int statusLampu;
5
6 @Override
7 public void matikanLampu() {
8 if (statusLampu == 0) {
9 System.out.println("Lampu sudah dalam kondisi mati");
10 }else if(statusLampu == 1) {
11 statusLampu =- 1;
12 System.out.println("Lampu sudah dimatikan");
13 }
14 }
15
16 @Override
17 public void hidupkanLampu() {
18 if (statusLampu == 1) {
19 System.out.println("Lampu sudah dinyalakan\n***");
20 }else {
21 statusLampu =+ 1;
22 System.out.println("Lampu sudah dalam kondisi menyala");
23 }
24 }
25
26 @Override
27 public void redupkanLampu() {
28 if (statusLampu == 2) {
Writable
Smart Insert
29 : 27 : 656
29°C
IND
19.22
16/12/2021



- Class aplikasiLampu



- Output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Problems Javadoc Declaration Console
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Status Lampu = 0
ketikkan :
1 untuk menyalakan lampu
0 untuk mematikan lampu
2 untuk meredupkan lampu
=
2
Lampu sudah di redupkan
**
29°C
IND
19.22
16/12/2021