# PRAKTIKUM PEMROGRAMAN BERORIENTASI OBJEK MODUL 8



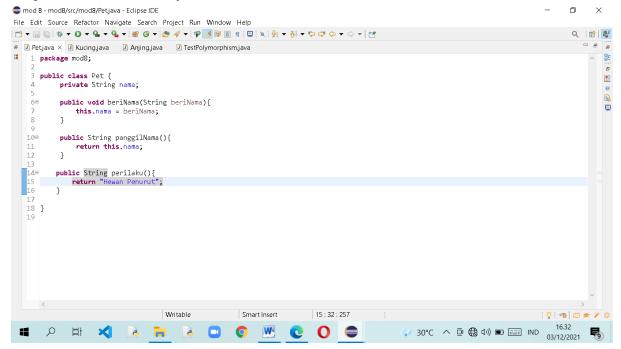
Nama: NICKY JULYATRIKA SARI

NIM: L200200101

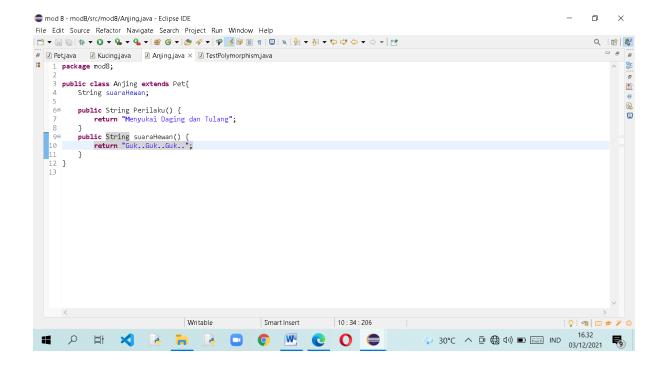
# PROGRAM STUDI INFORMATIKA FAKULTAS KOMUNIKASI DAN INFORMATIKA UNIVERSITAS MUHAMMADIYAH SURAKARTA TAHUN 2021/2022

• Latihan

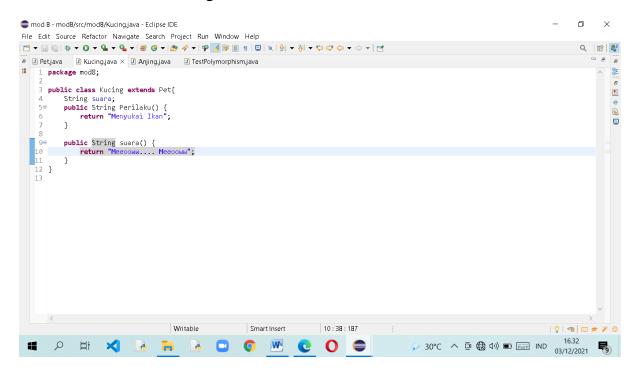
Silahkan tulis dan jalankan Program 8 berikut ini(Class Pet)! Kemudian kerjakan soal setelahnya!



- 1. Buatlah class Kucing dan Anjing dimana kedua class tersebut melakukan overriding terhadap method perilaku()!
- 2. Tambahkan satu method pada masing-masing class yang secara khusus hanya berlaku pada masing-masing class tersebut.
  - a. Class Anjing



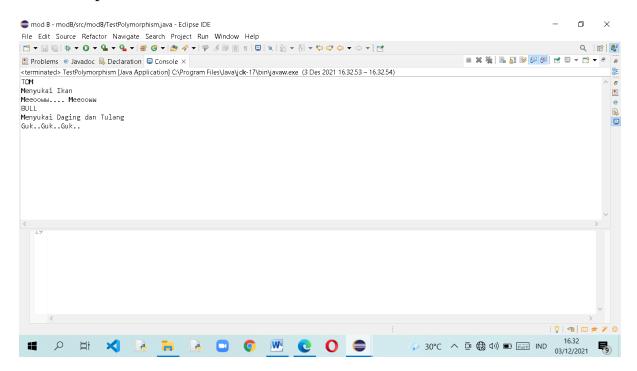
# b. Class Kucing



3. Buat class TestPolymorphism sehingga keluaran program seperti berikut ini!

```
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₽ Petjava ☑ Kucing.java ☑ Anjing.java ☑ TestPolymorphism.java ×
     1 package mod8;
                                                                                                                                             -B @ @ □
      public class TestPolymorphism {
    public static void main(String [] args) {
              Kucing kcg = new Kucing();
Anjing ajg = new Anjing();
              kcg.beriNama("TCM");
System.out.println(kcg.panggilNama() + "\n" +
kcg.Perilaku() + "\n" +
                                 kcg.suara());
              ajg.suaraHewan());
   18 }
19
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# 4. Output



### TUGAS

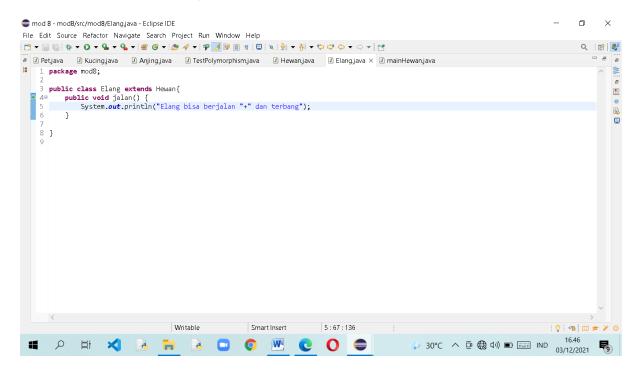
1. Lihat kembali Program 4 mengenai overriding, buatlah class Elang yang memiliki method jalan() namun implementasinya berbeda dari kedua class lainnya!

### a. Class Hewan

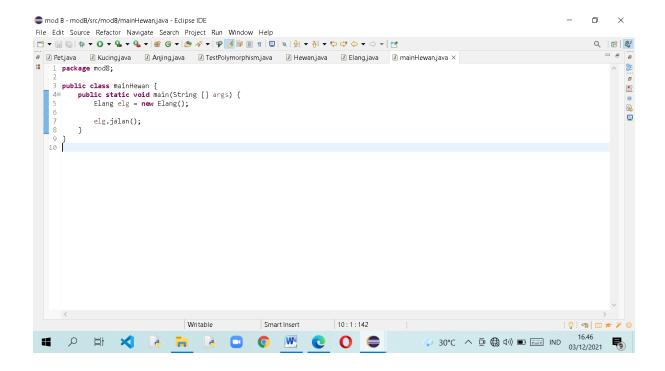
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🕝 🛮 Petjava 🔞 Kucing.java 🚨 Anjing.java 🚨 TestPolymorphism.java 🚨 Hewan.java 🗴 🚨 Elang.java 🚨 mainHewan.java
    1 package mod8;
                                                                                                                                       8
    2
3 public class Hewan {
4e    public void jalan() {
5         System.out.println("Hewan bisa berjalan");|
6    }
7  }

                                                                                                                                       7 }
                                                                    5:51:107
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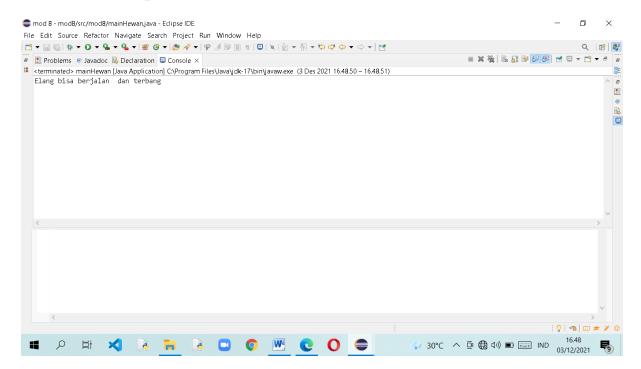
# b. Class Elang



### c. Class mainHewan



# d. Output



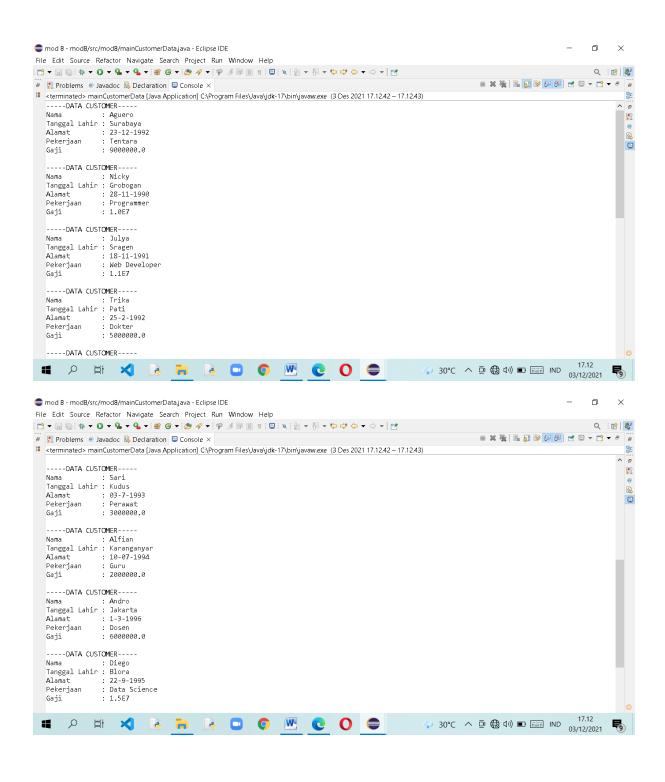
- Buatlah class baru dengan nama CustomerData, tambahkan variabel nama, alamat, tanggal lahir, pekerjaan dan gaji.
   Selanjutnya buatlah overloading constructor dari class tersebut.
  - a. Class CustomerData

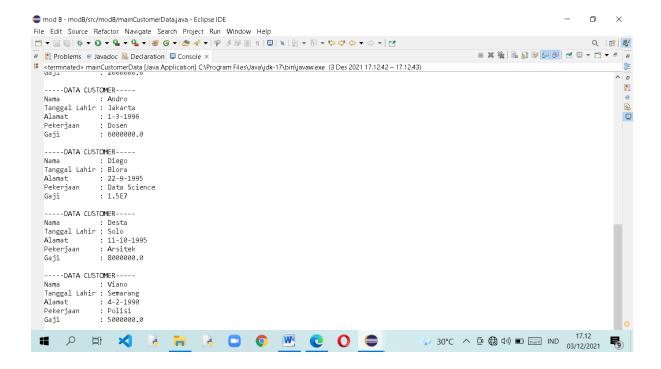
```
mod 8 - mod8/src/mod8/CustomerData.java - Eclipse IDE
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1 package mod8;
  0a 3 import java.util.Date;
      public class CustomerData {
          String nama, alamat, tanggalLahir, pekerjaan;
                                                                                                                                          •
          double gaji;
          public CustomerData(String nama, String alamat, String tanggalLahir, String pekerjaan, double gaji) {
   10
             this.nama = nama;
this.tanggalLahir = tanggalLahir;
              this.alamat = alamat;
this.pekerjaan = pekerjaan;
              this.gaji = gaji;
          void info() {
             System.out.println(
System.out.println(
              System.out.println("----DATA CUSTOMER-----");
                                "Nama : " + nama + "\n" +
"Tanggal Lahir : " + tanggalLahir + "\n" +
"Alamat : " + alamat + "\n" +
"Pekerjaan : " + pekerjaan + "\n" +
"Gaji : " + gaji + "\n" [];
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- 3. Buatlah class baru dengan method main() yang disertai 10 object customer dari class CustomerData.
  - a. Class MainCustomerData

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          1 package mod8;
                                                                                                                                                                                                                                                                                                                                                public class mainCustomerData {
   public static void main(String [] args) {
      CustomerData cd = new CustomerData("Aguero", "23-12-1992", "Surabaya", "Tentara", 9000000);
      CustomerData cd! = new CustomerData("Nicky", "28-11-1990", "Grobogan", "Programmer", 10000000);
      CustomerData cd2 = new CustomerData("Nicky", "28-11-1991", "Sragen", "Web Developer", 110000000);
      CustomerData cd3 = new CustomerData("Trika", "25-2-1992", "Pati", "Dokter", 5000000);
      CustomerData cd4 = new CustomerData("Sari", "03-7-1993", "Kudus", "Prewat", 3000000);
      CustomerData cd5 = new CustomerData("Alfian", "10-07-1994", "Karanganyar", "Guru", 2000000);
      CustomerData cd6 = new CustomerData("Andro", "1-3-1996", "Jakarta", "Dosen", 6000000);
      CustomerData cd7 = new CustomerData("Diego", "22-9-1995", "Blora", "Data Science", 15000000);
      CustomerData cd8 = new CustomerData("Desta", "11-10-1995", "Solo", "Arsitek", 8000000);
      CustomerData cd9 = new CustomerData("Viano", "4-2-1990", "Semarang", "Polisi", 5000000);
                                  cd info():
                                  cd2.info();
                                 cd3.info();
cd4.info();
                                  cd5.info():
                                  cd6.info();
                                  cd7.info();
                                 cd8.info():
        27 }
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```

b. Class MainCustomerData





- 4. Buatlah class berdasarkan diagram UML berikut ini! Terapkan teknik polymorphism dan tampilkan hasil output program (screenshot)!
  - a. Screenshot kode program dan output

