**PRAKTIKUM**

**PEMROGRAMAN BERORIENTASI OBJEK**

**MODUL 10**

****

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**NIM : L200200101**

**PROGRAM STUDI**

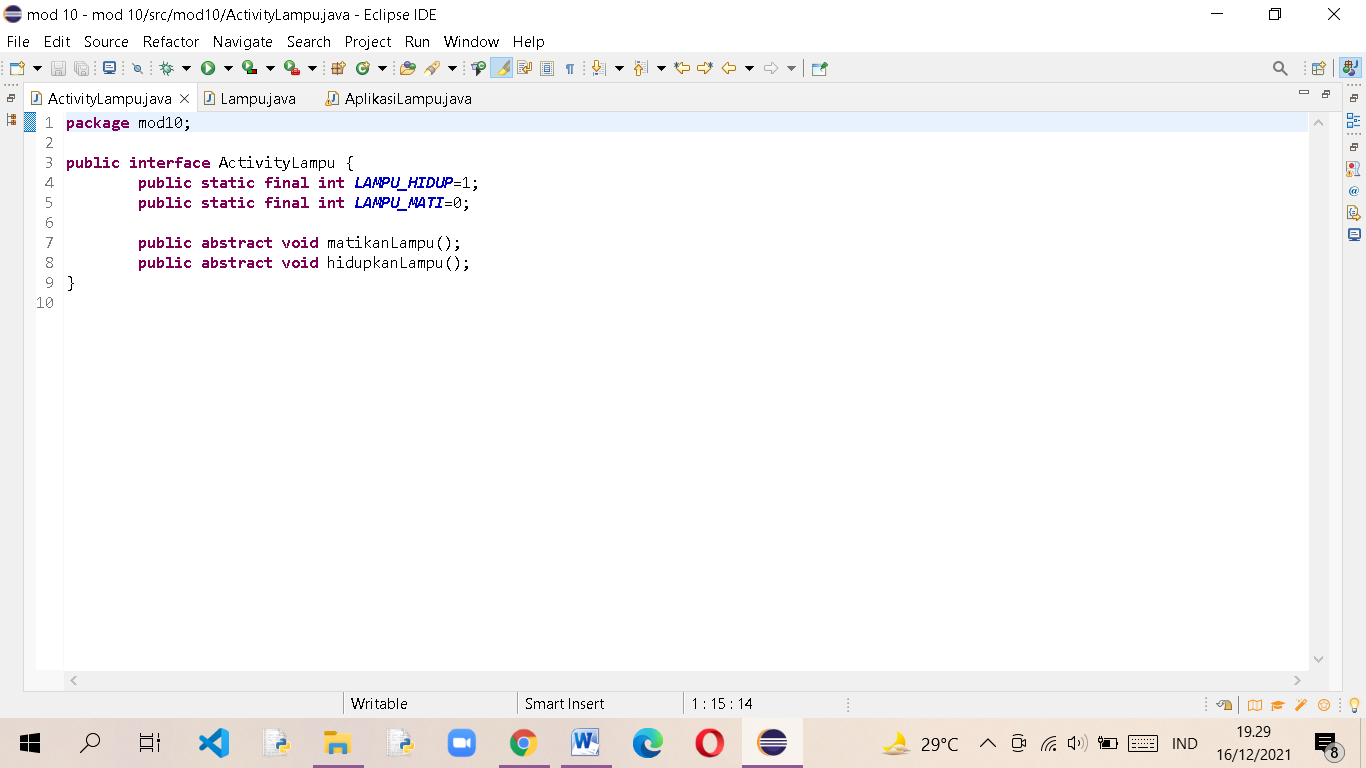
**INFORMATIKA**

**FAKULTAS KOMUNIKASI DAN INFORMATIKA**

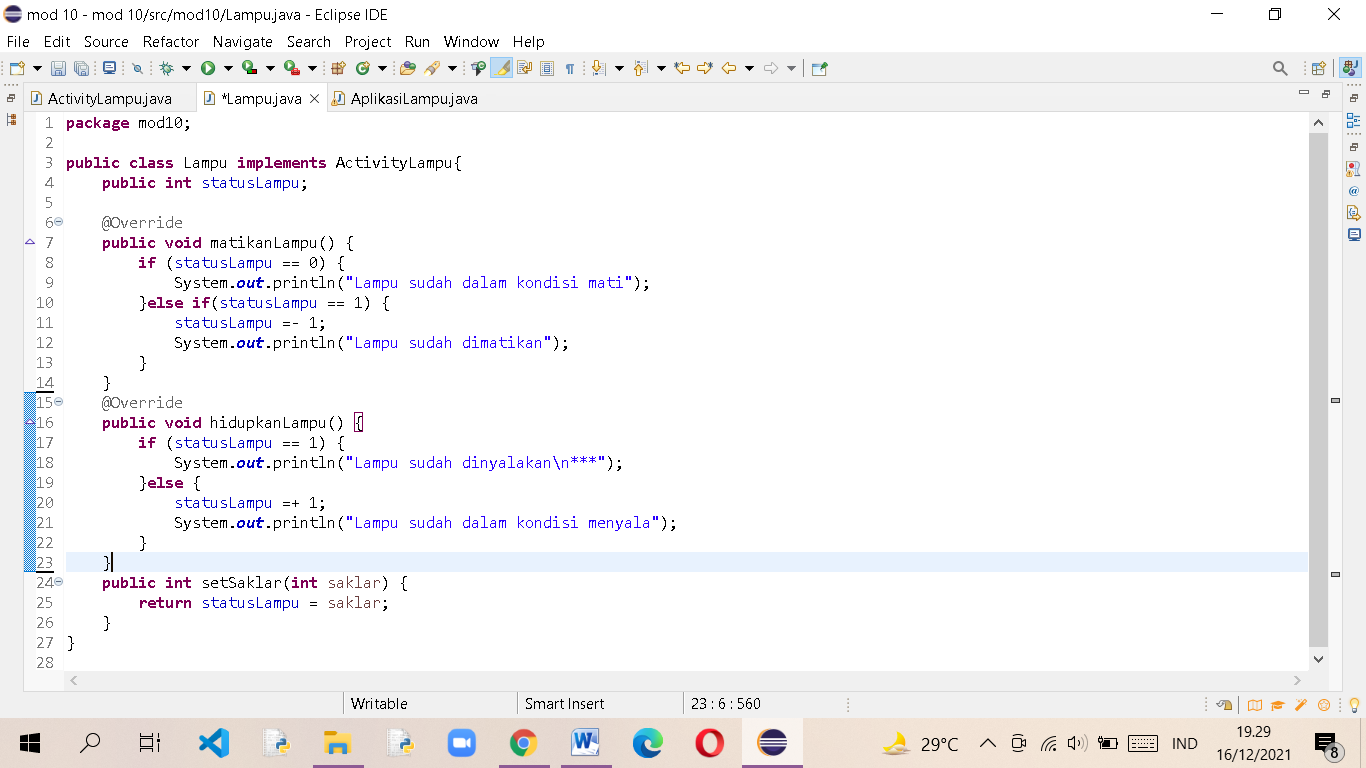
**UNIVERSITAS MUHAMMADIYAH SURAKARTA**

**TAHUN 2021/2022**

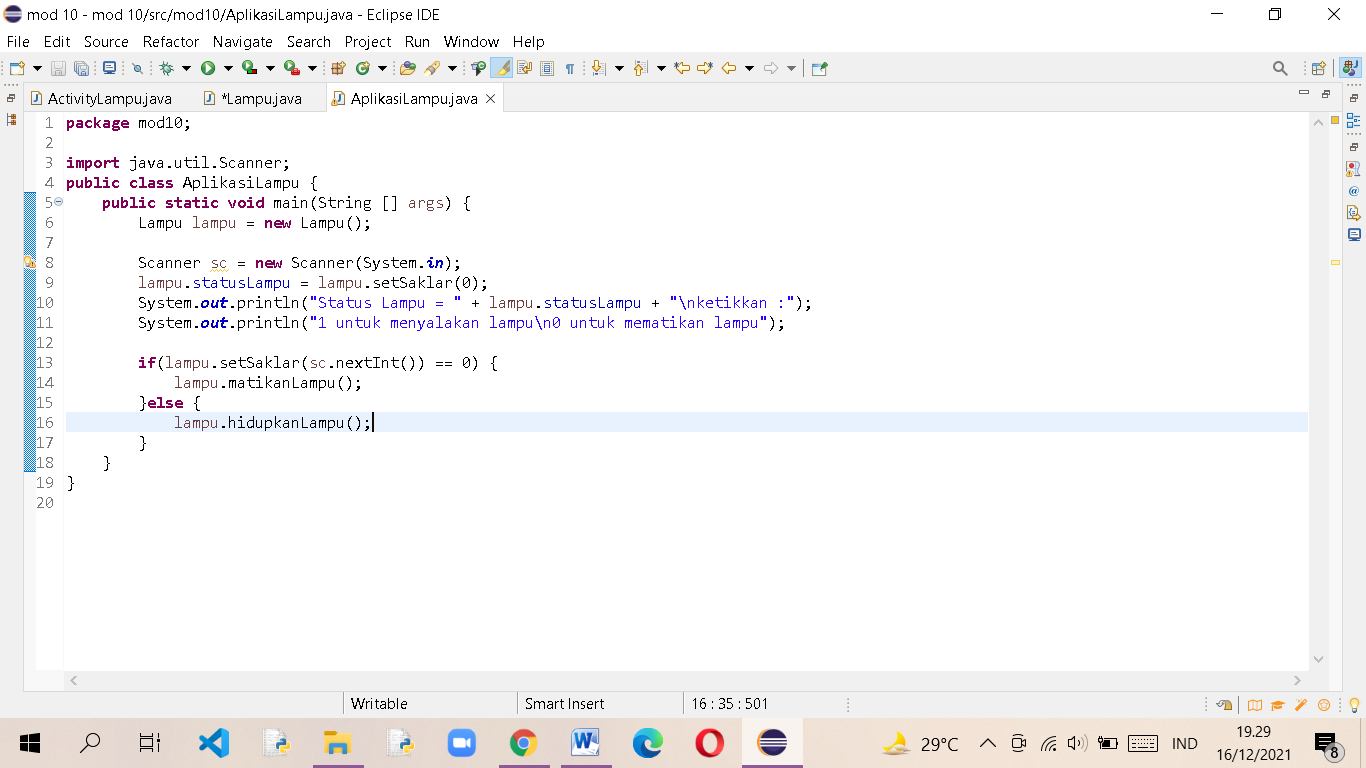
1. Percobaan
   * Interface ActivityLampu



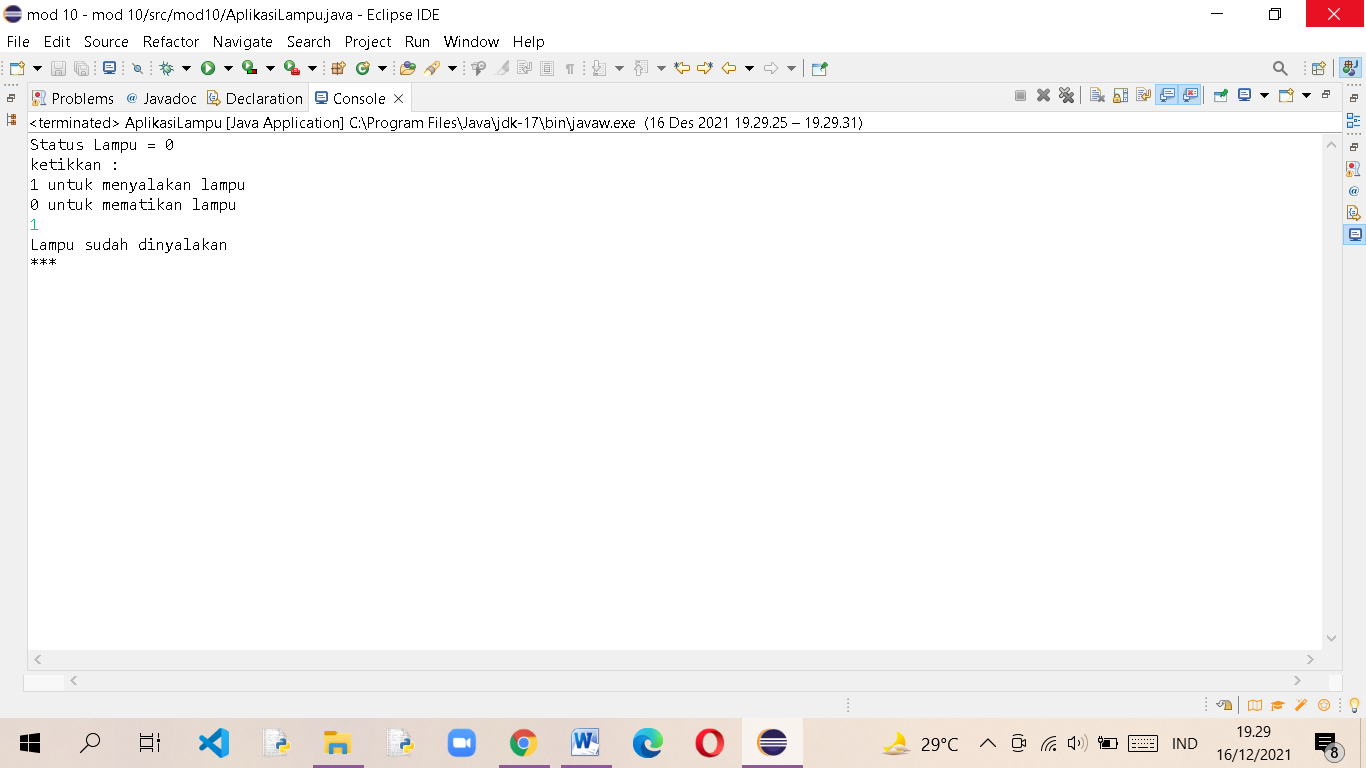
* Class Lampu

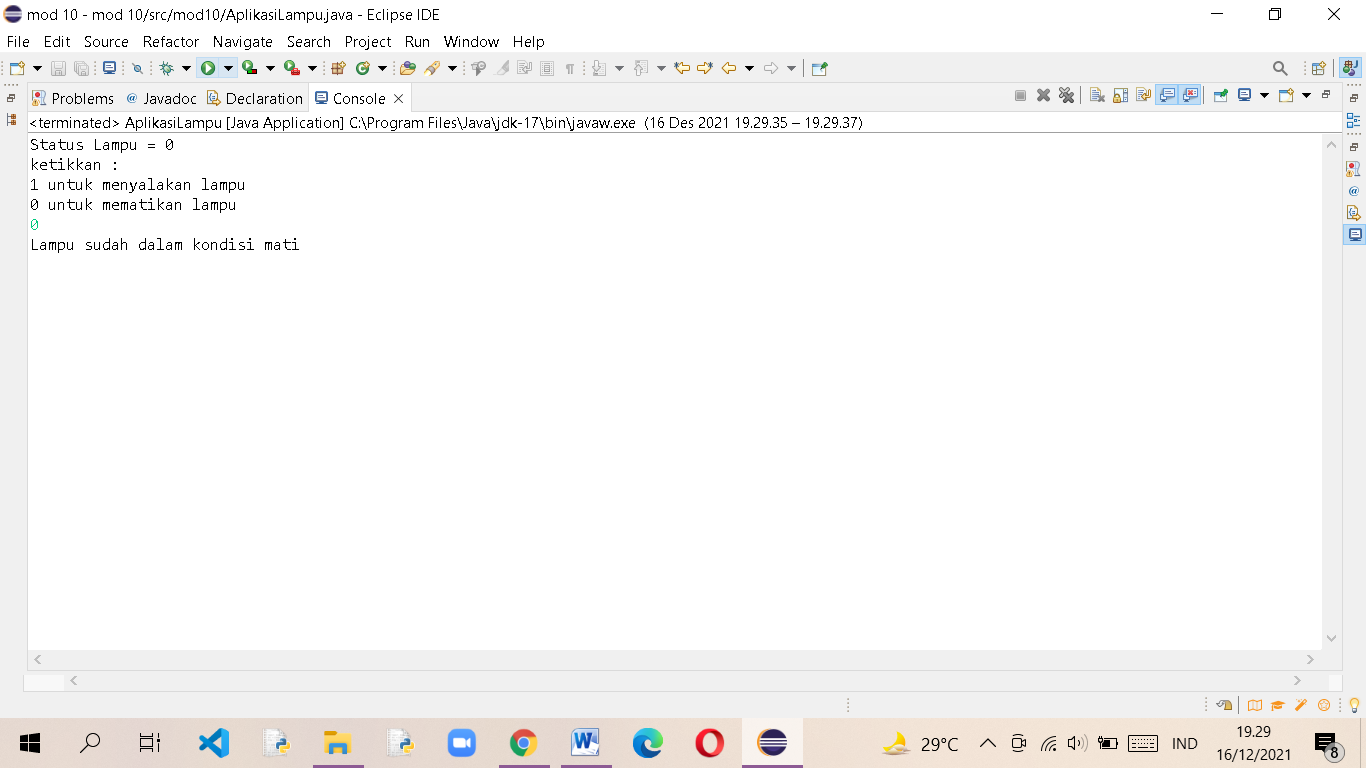


* Class AplikasiLampu



* Output

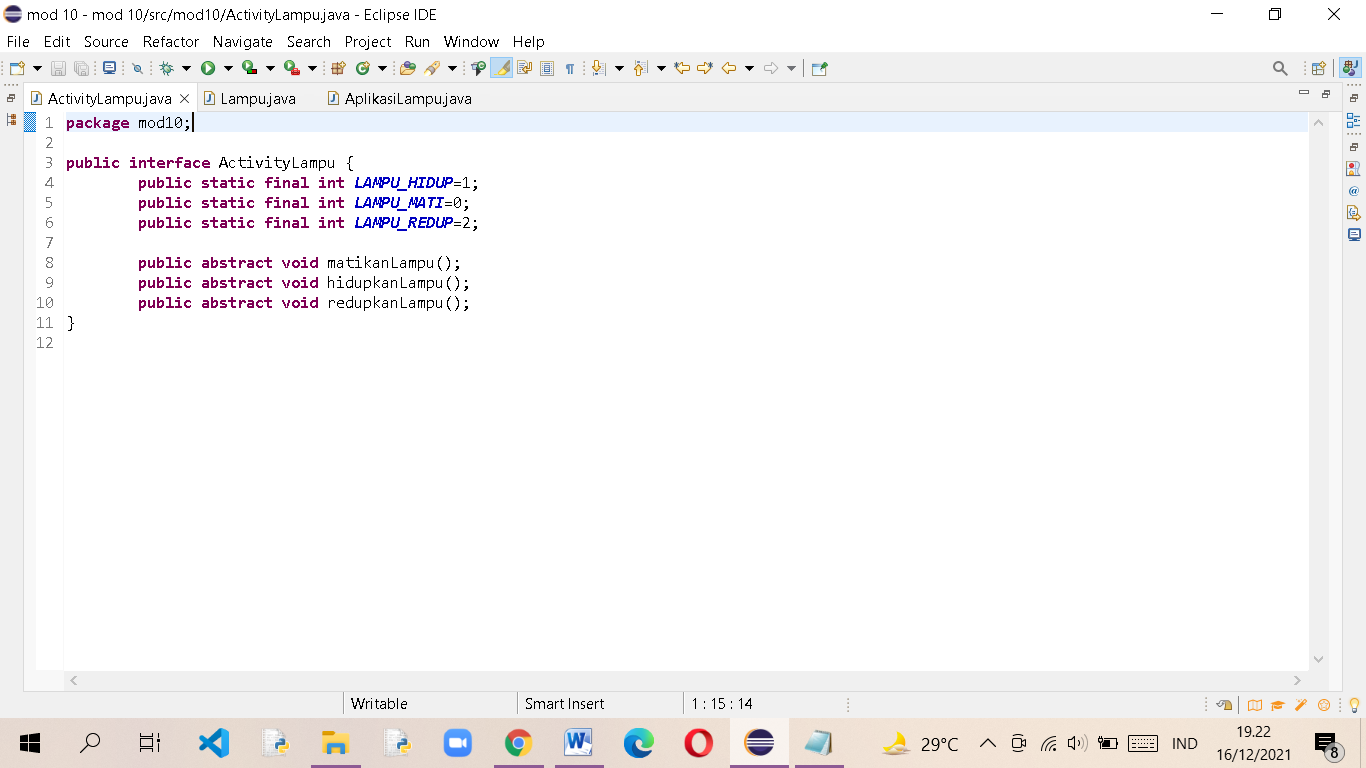




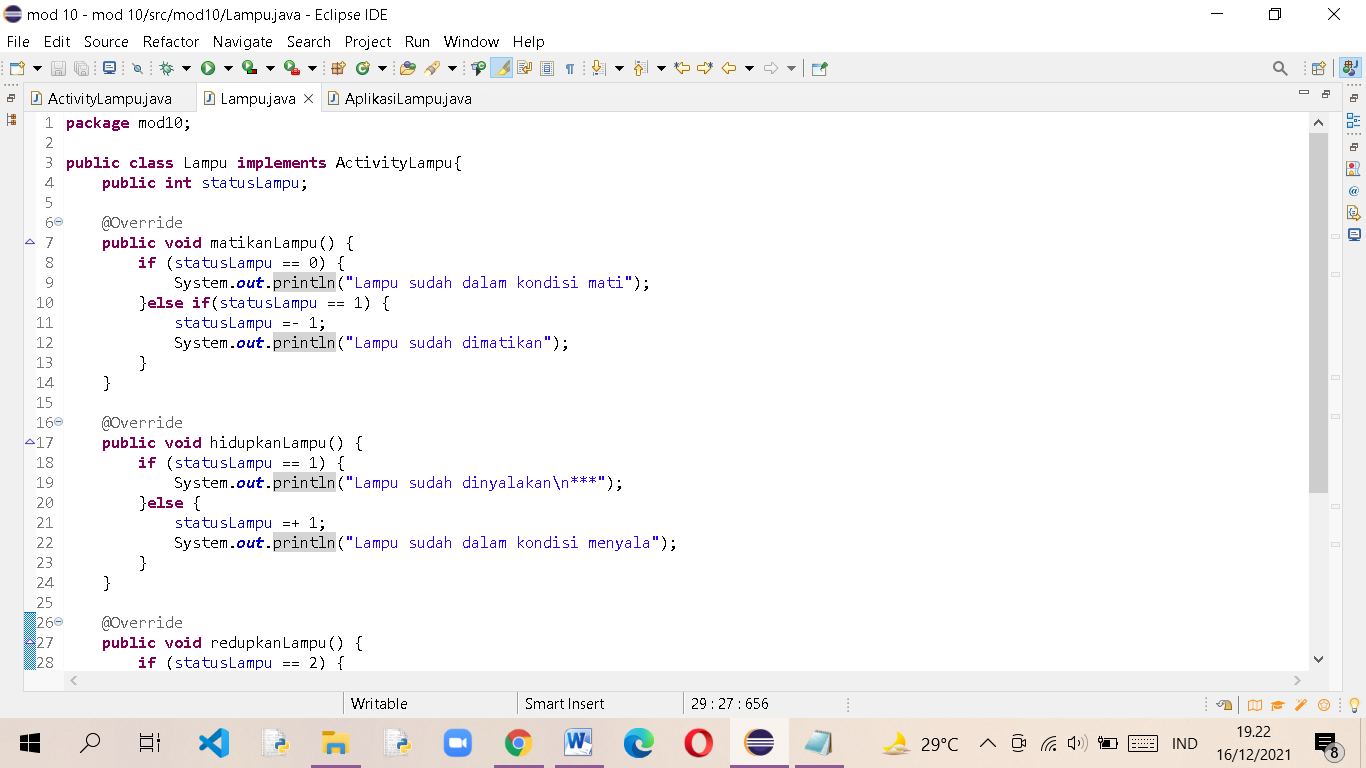
1. TUGAS

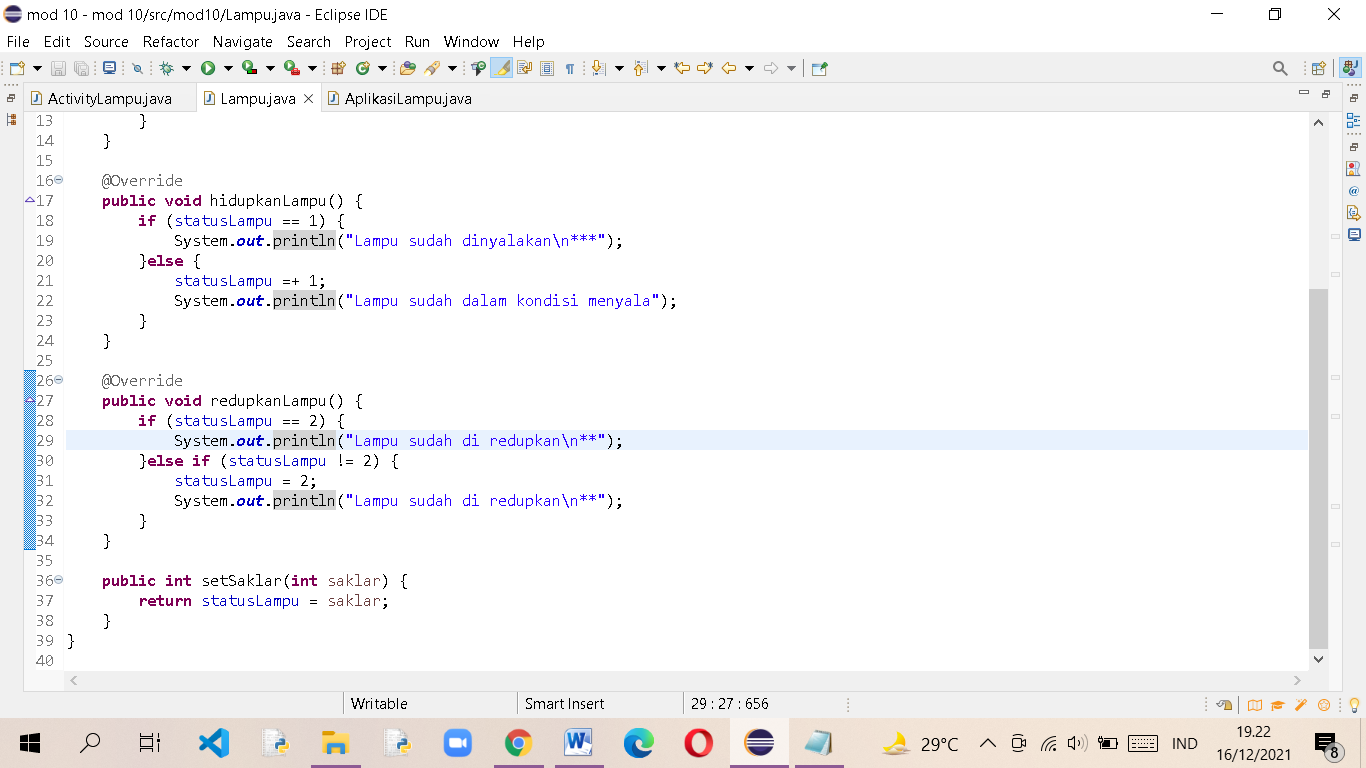
Modifikasi class Lampu di atas dengan menambahkan satu variabel static final LAMPU\_REDUP, dan tambahkan method untuk meredupkan lampu. Selanjutnya buat class dengan fungsi main() untuk menjalankannya!

* Interface ActivityLampu

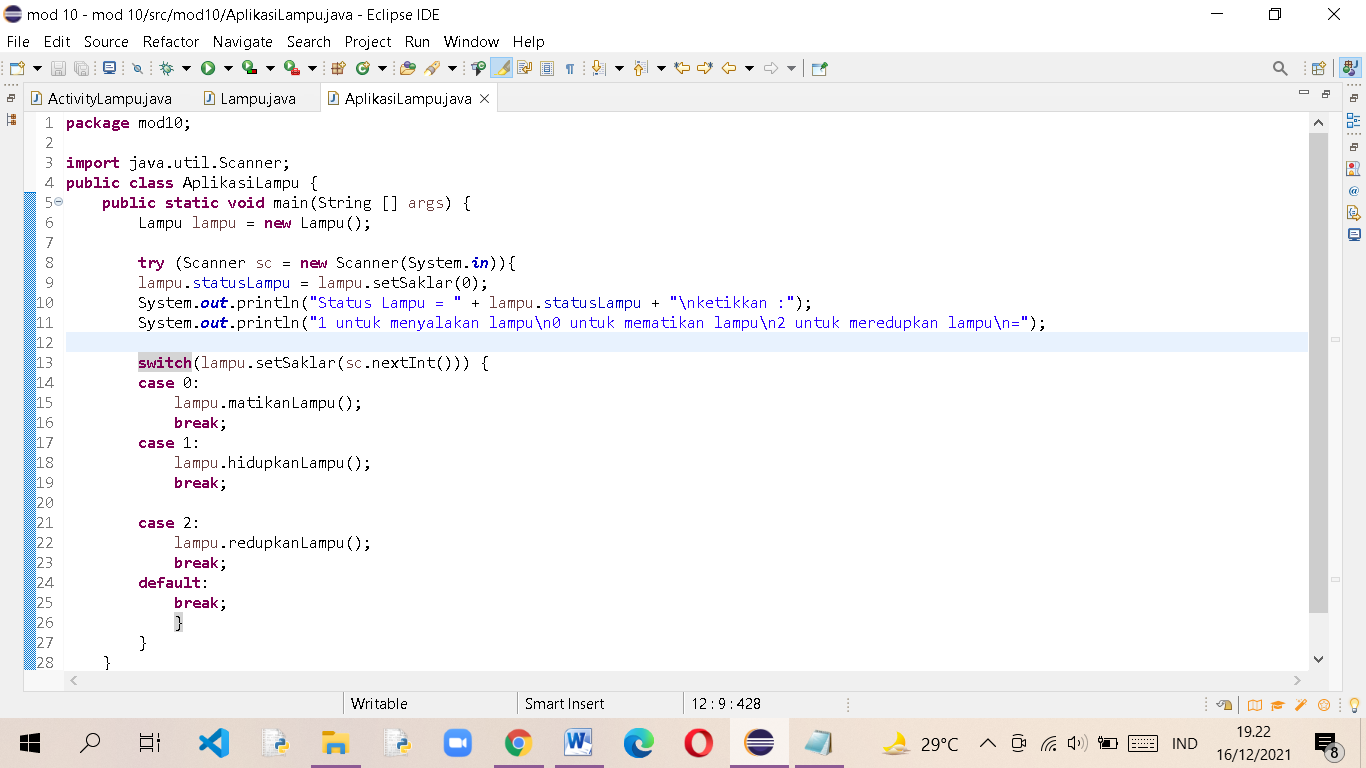


* Class lampu





* Class aplikasiLampu



* Output

