Contoh 1:

class Employee {

private static final double BASE\_SALARY = 15000.00;

private String Name = "";

private double Salary = 0.0;

private Date birthDate;

public Employee() {}

public Employee(String name, double salary, Date DoB){

this.Name=name;

this.Salary=salary;

this.birthDate=DoB;

}

public Employee(String name,double salary){

this(name,salary,null);

}

public Employee(String name, Date DoB){

this(name,BASE\_SALARY,DoB);

}

public Employee(String name){

this(name,BASE\_SALARY);

}

public String GetName(){ return Name;}

public double GetSalary(){ return Salary; }

}

class Manager extends Employee {

//tambahan attribrute untuk kelas manager

private String department;

public Manager(String name,double salary,String dept){

super(name,salary);

department=dept;

}

public Manager(String n,String dept){

super(n);

department=dept;

}

public Manager(String dept){

super();

department=dept;

}

public String GetDept(){

return department;

}

}

public class TestManager {

public static void main(String[] args) {

Manager Utama = new Manager("John",5000000,"Financial");

System.out.println("Name:"+ Utama.GetName());

System.out.println("Salary:"+ Utama.GetSalary());

System.out.println("Department:"+ Utama.GetDept());

Utama = new Manager("Michael","Accounting");

System.out.println("Name:"+ Utama.GetName());

System.out.println("Salary:"+ Utama.GetSalary());

System.out.println("Department:"+ Utama.GetDept());

}

}

Contoh 2:

public class MoodyObject {

protected String getMood(){

return "moody";

}

public void speak(){

System.out.println("I am"+getMood());

}

void laugh() {}

void cry() {}

}

public class SadObject extends MoodyObject{

protected String getMood(){

return "sad";

}

public void cry(){

System.out.println("Hoo hoo");

}

}

public class HappyObject extends MoodyObject{

protected String getMood(){

return"happy";

}

public void laugh(){

System.out.println("Hahaha");

}

}

public class MoodyTest {

public static void main(String[] args) {

MoodyObject m = new MoodyObject();

//test perent class

m.speak();

//test inheritance class

m = new HappyObject();

m.speak();

m.laugh();

//test inheritance class

m=new SadObject();

m.speak();

m.cry();

}

}

Contoh 3:

class A {

String var\_a = "Variabel A";

String var\_b = "Variabel B";

String var\_c = "Variabel C";

String var\_d = "Variabel D";

A(){

System.out.println("Konstruktor A dijalankan");

}

}

class B extends A{

B(){

System.out.println("Konstruktor B dijalankan ");

var\_a = "Var\_a dari class B";

var\_b = "Var\_a dari class B";

}

public static void main(String args[]){

System.out.println("Objek A dibuat");

A aa= new A();

System.out.println("menampilkan nama variabel obyek aa");

System.out.println(aa.var\_a);

System.out.println(aa.var\_b);

System.out.println(aa.var\_c);

System.out.println(aa.var\_d);

System.out.println("");

System.out.println("Objek B dibuat");

B bb= new B();

System.out.println("menampilkan nama variabel obyek bb");

System.out.println(bb.var\_a);

System.out.println(bb.var\_b);

System.out.println(bb.var\_c);

System.out.println(bb.var\_d);

}

}

Membuat kelas utama dari Bangun datar, membuat kelas turunan dari Lingkaran