

Jurnal Modul 7

PEMROGRAMAN BERORIENTASI OBJEK – Ganjil 2023/2024

" Abstract and Interface "

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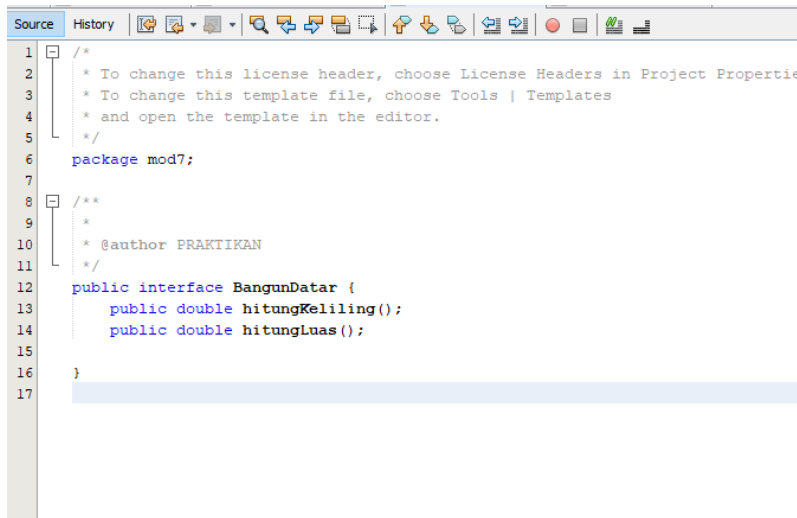
Kelas : IF 45 07

NIM : 1301213327

Kode Asprak : SUI

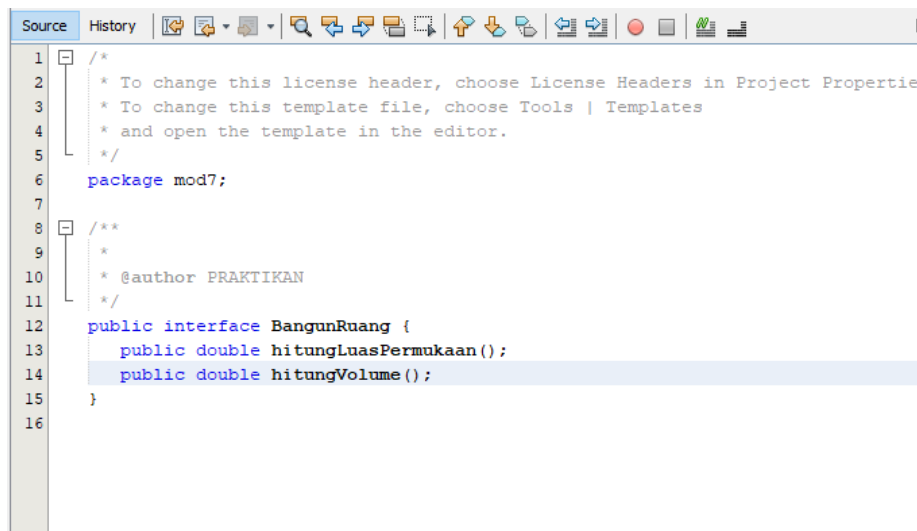
Jawab :

BangunDatar



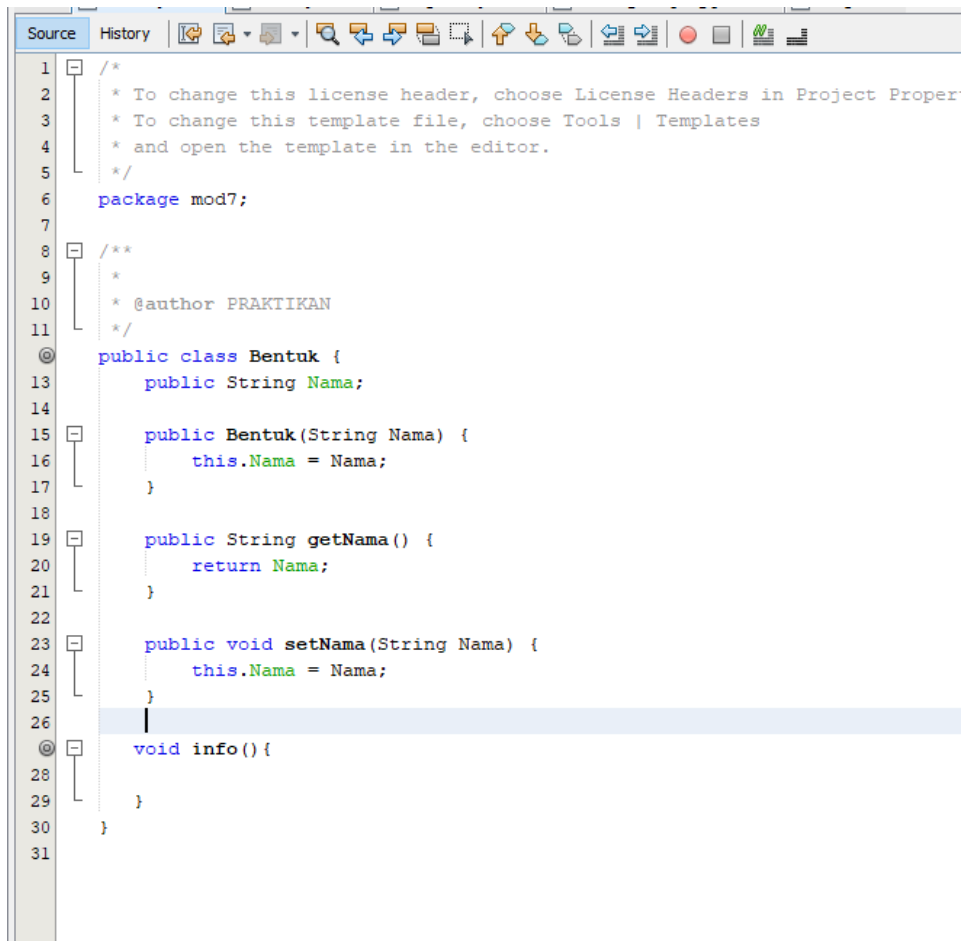
```
1  /*
2  * To change this license header, choose License Headers in Project Properties
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package mod7;
7
8  /**
9   *
10  * @author PRAKTIKAN
11  */
12  public interface BangunDatar {
13      public double hitungKeliling();
14      public double hitungLuas();
15  }
16
17  
```

BangunRuang



```
1  /*
2  * To change this license header, choose License Headers in Project Properties
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package mod7;
7
8  /**
9   *
10  * @author PRAKTIKAN
11  */
12  public interface BangunRuang {
13      public double hitungLuasPermukaan();
14      public double hitungVolume();
15  }
16
17  
```

Bentuk



```
1  /*
2  * To change this license header, choose License Headers in Project Properties
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package mod7;
7
8  /**
9   *
10  * @author PRAKTIKAN
11  */
12  @ public class Bentuk {
13      public String Nama;
14
15      public Bentuk(String Nama) {
16          this.Nama = Nama;
17      }
18
19      public String getNama() {
20          return Nama;
21      }
22
23      public void setNama(String Nama) {
24          this.Nama = Nama;
25      }
26
27      void info() {
28
29      }
30  }
31
```

Kubus

```
Source History [Icons]
1 package mod7;
2
3
4 public class Kubus extends Bentuk{
5     int sisi;
6
7     public Kubus(String nama, int sisi){
8         super(nama);
9         this.sisi = sisi;
10    }
11
12    public double hitungLuasPermukaan(){
13        return 6* this.sisi * this.sisi ;
14    }
15
16    public double hitungVolume(){
17        return this.sisi *this.sisi*this.sisi;
18    }
19
20    @Override
21    void info() {
22        System.out.println("Nama Kubus: "+this.getNama());
23        System.out.println("Panjang Sisi:" +this.sisi);
24    }
25 }
26
27
```

Lingkaran

```
Source History [Icons]
1 package mod7;
2
3
4 public class Lingkaran extends Bentuk{
5     int jari_jari;
6
7     public Lingkaran(String nama,int jari_jari){
8         super(nama);
9         this.jari_jari = jari_jari;
10    }
11
12    public double hitungKeliling(){
13        return Math.ceil(Math.PI * 2 *this.jari_jari);
14    }
15
16    public double hitungLuas(){
17        return Math.ceil(Math.PI*(this.jari_jari * this.jari_jari));
18    }
19
20    @Override
21    void info() {
22        System.out.println("Lingkaran: "+ this.getNama());
23        System.out.println("Panjang : "+ this.jari_jari);
24    }
25 }
```

PersegiPanjang

```
Source History
1 package mod7;
2
3 public class PersegiPanjang extends Bentuk{
4     int lebar;
5     int panjang;
6
7     public PersegiPanjang(String nama, int panjang, int lebar){
8         super(nama);
9         this.lebar = lebar;
10        this.panjang = panjang;
11    }
12
13    public double hitungKeliling(){
14        return 2*(this.panjang + this.lebar);
15    }
16
17    public double hitungLuas(){
18        return this.panjang*this.lebar;
19    }
20
21    @Override
22    void info() {
23        System.out.println("Nama Persegi Panjang:" +this.getNama());
24        System.out.println("Panjang: "+this.panjang);
25        System.out.println("Lebar :"+this.lebar);
26    }
27 }
28
```

PrismaSegi3

```
Source History
1 package mod7;
2
3 public class PrismaSegi3 extends Bentuk {
4     int alas;
5     int tinggi;
6     int tinggi_prisma;
7
8     public PrismaSegi3(String nama, int alas, int tinggi, int tinggi_prisma) {
9         super(nama);
10        this.alas = alas;
11        this.tinggi = tinggi;
12        this.tinggi_prisma = tinggi_prisma;
13    }
14
15    public double hitungLuasPermukaan(){
16        return 2*(0.5 *this.alas *this.tinggi) + 3*(this.alas*this.tinggi_prisma);
17    }
18
19    public double hitungVolume(){
20        return 0.5 *this.alas *this.tinggi*this.tinggi_prisma;
21    }
22
23    @Override
24    void info() {
25        System.out.println("Nama PrismaSegi3: "+this.getNama());
26        System.out.println("Alas:"+this.alas);
27        System.out.println("Tinggi:" +this.tinggi);
28        System.out.println("Tinggi Prisma:"+this.tinggi_prisma);
29    }
30
31 }
32
33
34
```

DriverBentuk

```
Source History
1 package mod7;
2
3 public class driverbentuk {
4
5     /**
6      * @param args the command line arguments
7      */
8     public static void main(String[] args) {
9         // TODO code application logic here
10        Kubus K = new Kubus("Kiub", 5);
11        Lingkaran L = new Lingkaran("Sirkel", 14);
12        PersegiPanjang PF = new PersegiPanjang("Rektengel", 8, 9);
13        PrismaSegi3 PS3 = new PrismaSegi3("Traienggel Prism", 6, 7, 10);
14        L.info();
15        System.out.println("Luas      :"+L.hitungLuas());
16        System.out.println("Keliling   :"+L.hitungKeliling());
17        PF.info();
18        System.out.println("Luas      :"+L.hitungLuas());
19        System.out.println("Keliling   :"+L.hitungKeliling());
20        K.info();
21        System.out.println("Luas Permukaa: "+K.hitungLuasPermukaan());
22        System.out.println("Volume      :"+K.hitungVolume());
23        PS3.info();
24        System.out.println("Luas Permukaan :"+PS3.hitungLuasPermukaan());
25        System.out.println("Volume      :"+PS3.hitungVolume());
26    }
27
28 }
29
30 }
```

OUTPUT :

```
Output - MOD7 (run)

run:
Lingkaran: Sirkel
Panjang : 14
Luas      :616.0
Keliling   :88.0
Nama Persegi Panjang:Rektengel
Panjang: 8
Lebar :9
Luas      :616.0
Keliling   :88.0
Nama Kubus: Kiub
Panjang Sisi:5
Luas Permukaa: 150.0
Volume      :125.0
Nama PrismaSegi3: Traienggel Prism
Alas:6
Tinggi:7
Tinggi Prisma:10
Luas Permukaan :222.0
Volume      :210.0
BUILD SUCCESSFUL (total time: 0 seconds)
```