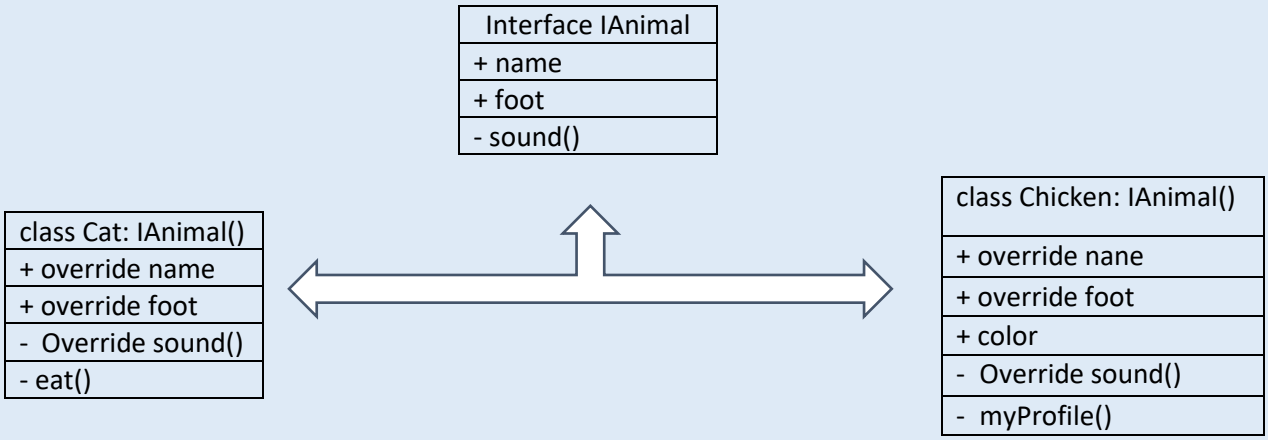
Sanbercode – BOOTCAMP

Asep Sutisna

Tugas 4 – Kotlin (OOP)

Tabel



Contoh Codingan

```kotlin
/**
 * Sanbercode - BOOTCAMP
 * Asep Sutisna - Day 4
 * Tugas 4 - Kotlin(OOP)
 */

interface IAnimal{
    val name: String
    val foot: Int

    fun sound()
}

class Cat (override val name: String, override val foot: Int) : IAnimal {
    override fun sound() {
        println("Meeeoww")
    }

    fun eat(food: String){
        println("My favorite food is $food")
    }
}
```

```
class Chicken (override val name: String, override val foot: Int, val color: String) : IAnimal {

    override fun sound() {
        println("Kukuruyuk")
    }

    fun myProfile(){
        println("Hi, My skin is $color and the number of my legs is $foot")
    }
}

fun main() {
    val persia = Cat("Persia", 4)
    val rooster = Chicken("Rooster", 2, "Black")

    persia.sound()
    persia.eat("Whiskas")

    rooster.sound()
    rooster.myProfile()

}
```

```
Meeeoww
My favorite food is Whiskas
Kukuruyuk
Hi, My skin is Black and the number of my legs is 2
```