Interface

- Interface digunakan apabila kita ingin menentukan apa yang harus dilakukan oleh suatu class tapi tidak menentukan bagaimana cara untuk melakukannya
- Interface sebenarnya sama dengan class, tapi hanya memiliki deklarasi method tanpa implementasi
- Keyword : interface name



TesInterface.java

```
interface IntLampu{
   public static final int KeadaanHidup=1;
   public static final int Keadaan Mati=O;
   public abstract void hidupkan();
   public abstract void matikan();
```

```
class Lampu implements IntLampu{
  private int statusLampu=O;
  public void hidupkan(){
   if (this.statusLampu == KeadaanMati){
       this.statusLampu = KeadaanHidup;
       System.out.println("Hidupkan Lampu! --> Lampu Hidup");
   }else{
       System.out.println("Hidupkan Lampu! --> Lampu Sudah Hidup
   Kok");}
 public void matikan(){
   if (this.statusLampu == KeadaanHidup){
       this.statusLampu = KeadaanMati;
       System.out.println("Matikan Lampu! --> Lampu Mati");
   }else{
       System.out.println("Matikan Lampu! --> Lampu Sudah Mati
   Kok");
       }}}
```

```
public class TesInterface {
  public static void main (String[] args) {
      Lampu lampuKamar = new Lampu();
     System.out.println("Status Lampu Saat Ini: Mati");
      lampuKamar.hidupkan(); //Hidupkan Lampu
      lampuKamar.matikan(); //Matikan Lampu
      lampuKamar.matikan(); //Matikan Lampu
```

Tugas

```
C:\PROGRA~1\XINOXS~1\ICREAT~1\GF2001.exe
                                                         ×
Status AC Saat Ini: Mati
Hidupkan AC! --> AC Hidup
Hidupkan AC! --> AC Sudah Hidup Kok
Matikan AC! --> AC Mati
Matikan AC! --> AC Sudah Mati Kok
Hidupkan AC! --> AC Hidup
Rubah Suhu --> Panas
Suhu AC! --> AC masih DINGIN, sejukkan dulu
Rubah AC! --> Dingin
Suhu AC! --> AC Sudah dingin kok didinginkan
Rubah AC! --> Sejuk
Suhu AC! --> AC Sejuk
Rubah Suhu --> Panas
Suhu AC! --> AC Panas
Rubah Suhu --> Panas
Suhu AC! --> AC Sudah panas kok dipanaskan
Rubah AC! --> Dingin
Suhu AC! --> AC masih PANAS, sejukkan dulu
Rubah AC! --> Sejuk
Suhu AC! --> AC Šejuk
Rubah AC! --> Dingin
Suhu AC! --> AC Dingin
Rubah AC! --> Dingin
Suhu AC! --> AC Sudah dingin kok didinginkan
Rubah Suhu --> Panas
Suhu AC! --> AC masih DINGIN, sejukkan dulu
Matikan AC! --> AC Mati
Press any key to continue..._
4
```



Java API untuk Referensi Pemrograman





	loolkits	Accessibility	Drag n Dro	p Inpu	Input Methods		Image	I/O Pri	Print Service		Sound	
JDK	Integration Libraries	IDL	JDBC™	JNDI™		RMI	RMI-IIOP			Scripting		
JRE	Other Base Libraries	Beans	Intl Suppor	t W	О	JMX		JNI			Math	
		Networking	Override Mechanisn	Seci	ırity	Serialization		Extension Mechanism		1	XML JAXP	
	lang and util Base Libraries	lang and util	Collections	Concurrency Utilities		JAR		Loggin	ng Management			
		Preferences API	Ref Objects	Reflection			egular ressions	Versioni	ng :	Zip	Instrument	
	Java Virtual Machine	Java	Java Hotspot∞ Client VM				Java Hotspot [™] Server VM					
	Platforms	Solaris [™] Linux				Windows				Other		

Release Notes

Topics include New Features, Known Issues, Compatibility with Prior Releases, Supported System Configurations, Installation, and More)

API, Language, and Virtual Machine Documentation

Java Platform API Specification (NO FRAMES)
(included in the JDK documentation bandle and on java.sun.com)

The Java Language Specification (DOWNLOAD)

Note About sun.* Packages

The Java Virtual Machine Specification (DOWNLOAD)

Java™ Platform Standard Ed. 6

All Classes

Packages java.applet java.awt

All Classes

AbstractAction

java aut color,

AbstractAnnotationValueVi

AbstractBorder

AbstractButton

AbstractCellEditor

AbstractCollection

AbstractColorChooserPane

AbstractDocument

AbstractDocument.Attribute

AbstractDocument.Content

AbstractDocument.Element

AbstractElementVisitor6

<u>AbstractExecutorService</u>

<u>AbstractInterruptibleChann</u>

<u>AbstractLayoutCache</u>

AbstractLayoutCache.Node

AbstractList

AbstractListModel

<u>AbstractMap</u>

AbstractMap.SimpleEntry

AbstractMap.SimpleImmuta

<u>AbstractMarshallerImpl</u>

<u>AbstractMethodError</u>

Abatraat Oumable Comabrani

Overview Package Class Use Tree Deprecated Index Help

PREV NEXT FRAMES NO FRAMES

JavaTM Platform Standard Ed. 6

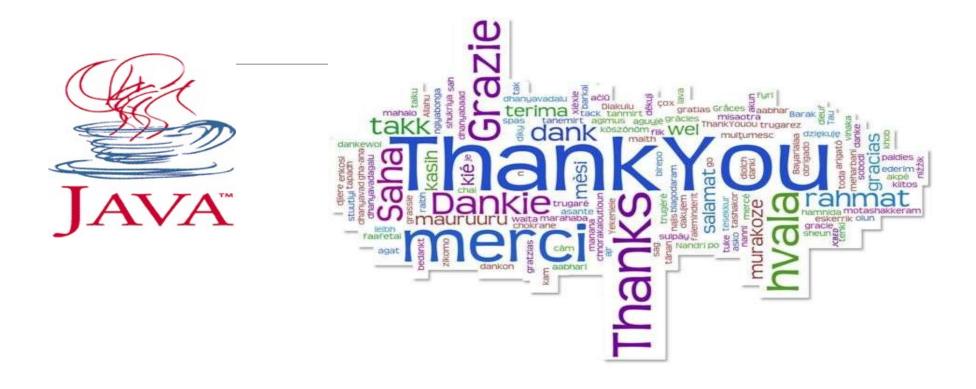
Java[™] Platform, Standard Edition 6 API Specification

This document is the API specification for version 6 of the JavaTM Platform, Standard Edition.

See:

Description

Packages						
java.applet	Provides the classes necessary to create an applet and the class an applet uses to communicate with its applet context.					
java.awt	Contains all of the classes for creating user interfaces and for painting graphics and images.					
java.awt.color	Provides classes for color spaces.					
java.awt.datatransfer	Provides interfaces and classes for transferring data between an within applications.					
j <mark>ava.awt.dnd</mark>	Drag and Drop is a direct manipulation gesture found in many Graphical User Interface systems that provides a mechanism transfer information between two entities logically associated presentation elements in the GUI.					
java.awt.event	Provides interfaces and classes for dealing with different types of events fired by AWT components.					





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Referensi

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- The JavaTM Tutorial, <u>http://docs.oracle.com/javase/tutorial/java/nutsandbolts/</u>, Oracle, 1995–2014.
- Java SE Tutorial,
 http://www.oracle.com/technetwork/java/javase/downloads/jav-se-7-tutorial-2012-02-28-1536013.html, Oracle, 2014.
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- Object Oriented Programming with Java, Romi Satria Wahono, 2008.

Rehat Sejenak

• Evian

