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*

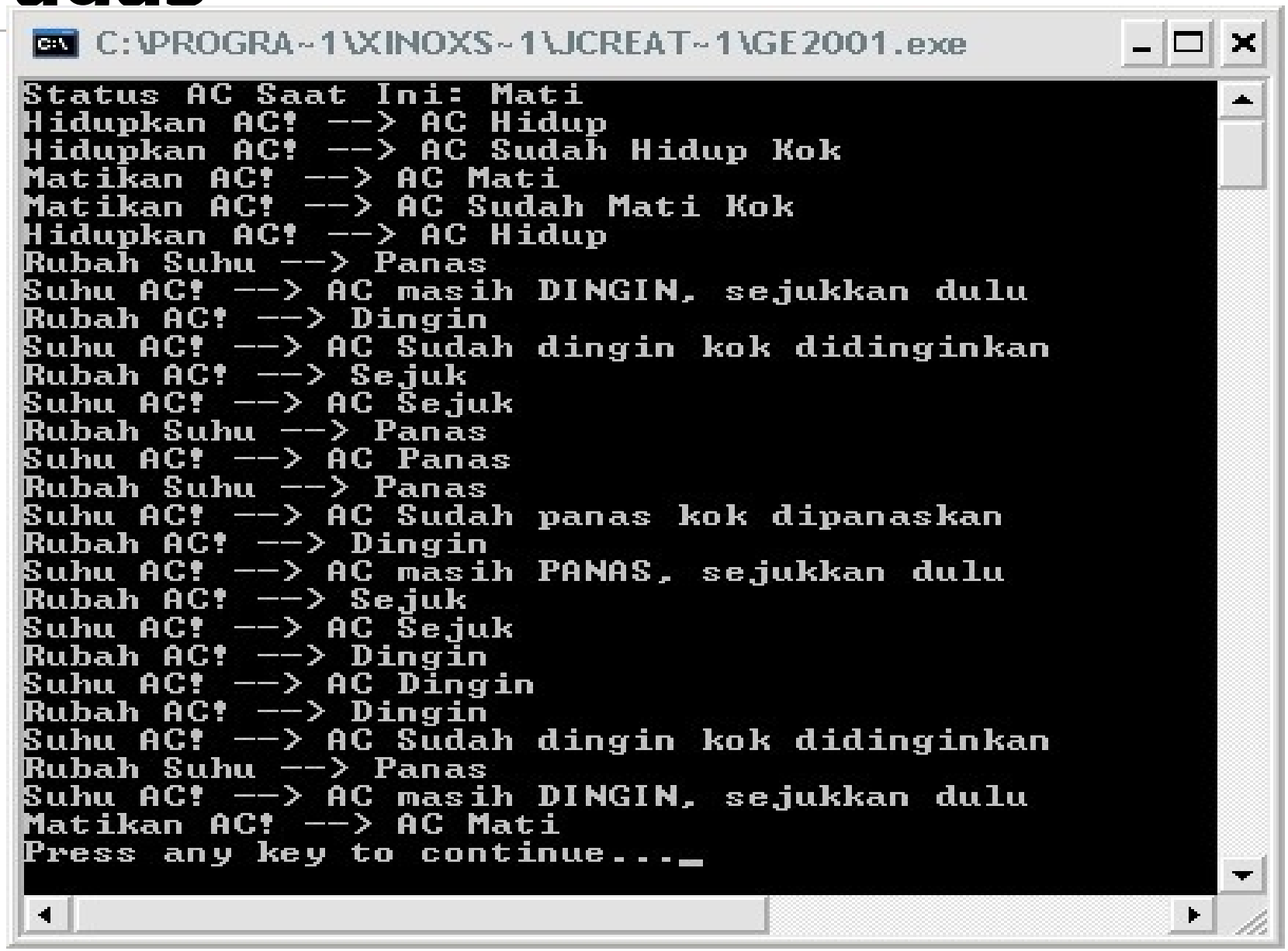
TesInterface.java

```
interface IntLampu{
    public static final int KeadaanHidup=1;
    public static final int KeadaanMati=0;

    public abstract void hidupkan();
    public abstract void matikan();
}
```

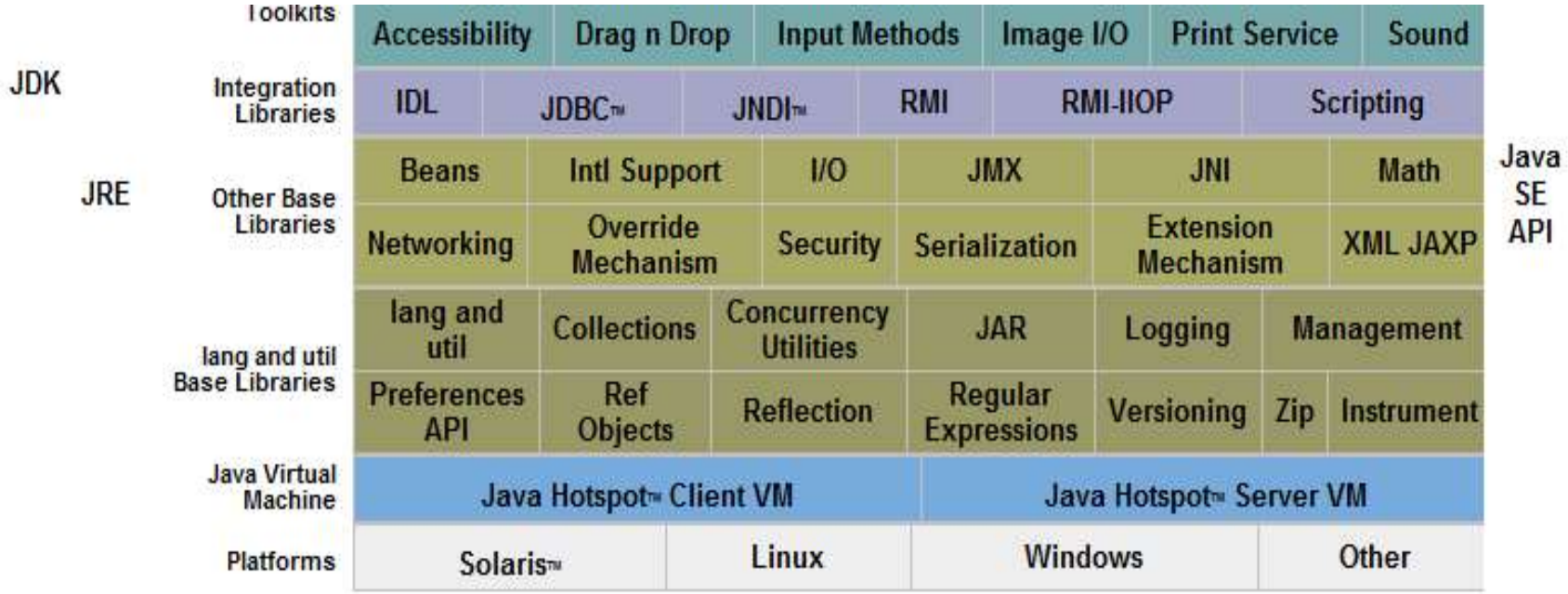
```
class Lampu implements IntLampu{
    private int statusLampu=0;

    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



Java API untuk Referensi Pemrograman



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 bundle and on java.sun.com)

The Java Language Specification (DOWNLOAD)

Note About sun.* Packages

The Java Virtual Machine Specification (DOWNLOAD)

Java™ Platform, Standard Edition 6 API Specification

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

See:

Description

Packages

java.applet	Provides the classes necessary to create an applet and the classes 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 and within applications.
java.awt.dnd	Drag and Drop is a direct manipulation gesture found in many Graphical User Interface systems that provides a mechanism to transfer information between two entities logically associated with presentation elements in the GUI.
java.awt.event	Provides interfaces and classes for dealing with different types of events fired by AWT components.

Rehat Sejenak

- Evian