

LAPORAN TUGAS PERTEMUAN 10

PEMROGRAMAN



Nama :	Muhammad Willie Prakasa
NIM :	22.11.4841
Dosen Pengampu :	Abd. Mizwar A. Rahim, M.Kom
Asisten Dosen Koordinator :	Dimas Ariyanto
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S1-INFORMATIKA UNIVERSITAS AMIKOM YOGYAKARTA

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Code

- a. Class Interface bernama IPPrinterWindows

```
1 using System;
2 namespace Interface
3 {
4     public interface IPPrinterWindows
5     {
6         void show();
7         void print();
8     }
9 }
10
11
```

Class yang di deklarasikan sebagai interface biasanya dimulai dengan huruf I pada deklarasi namanya.

- b. Class Epson implement dari IPPrinterWindows

```
1 using System;
2 namespace Interface
3 {
4     public class Epson : IPPrinterWindows
5     {
6         public string name { get; set; }
7         public string dimention { get; set; }
8
9         public Epson(string name, string dimention)
10        {
11            this.name = name;
12            this.dimention = dimention;
13        }
14
15        public void print()
16        {
17            Console.WriteLine("{0} display dimention : {1}", this.name, this.dimention);
18        }
19
20        public void show()
21        {
22            Console.WriteLine("{0} printer printing....", this.name);
23        }
24    }
25 }
26
```

- c. Class Canon implement dari IPPrinterWindows

```
1 using System;
2 namespace Interface
3 {
4     public class Canon : IPPrinterWindows
5     {
6         public string name { get; set; }
7         public string dimention { get; set; }
8
9         public Canon(string name, string dimention)
10        {
11            this.name = name;
12            this.dimention = dimention;
13        }
14
15        public void print()
16        {
17            Console.WriteLine("{0} display dimention : {1}", this.name, this.dimention);
18        }
19
20        public void show()
21        {
22            Console.WriteLine("{0} printer printing....", this.name);
23        }
24    }
25 }
26
27
```

d. Class LasetJetimplement dari IPPrinterWindows

```
1  using System;
2  namespace Interface
3  {
4      public class LasetJet : IPPrinterWindows
5      {
6          public string name { get; set; }
7          public string dimention { get; set; }
8
9          public LasetJet(string name, string dimention)
10         {
11             this.name = name;
12             this.dimention = dimention;
13         }
14
15         public void print()
16         {
17             Console.WriteLine("{0} display dimention : {1}", this.name, this.dimention);
18         }
19
20         public void show()
21         {
22             Console.WriteLine("{0} printer printing...", this.name);
23         }
24     }
25 }
26
```

e. Main Program

```
using Interface;
internal class Program
{
    static void Main(string[] args)
    {
        Console.WriteLine("Pilih Printer");
        Console.WriteLine("=====");
        Console.WriteLine("1. Epson");
        Console.WriteLine("2. Canon");
        Console.WriteLine("3. LasetJet");
        Console.WriteLine("Nomor Printer [1..3] : ");
        int nomorPrinter = Convert.ToInt32(Console.ReadLine());
        if (nomorPrinter == 1)
        {
            Epson epson = new Epson("Epson", "20*12");
            epson.show();
            epson.print();
        }
        else if (nomorPrinter == 2)
        {
            Canon canon = new Canon("Canon", "13*11");
            canon.show();
            canon.print();
        }
        else if (nomorPrinter == 3)
        {
            LasetJet lasetJet = new LasetJet("LasetJet", "17*10");
            lasetJet.show();
            lasetJet.print();
        }
        Console.ReadLine();
    }
}
```

Output :

```
Pilih Printer
=====
1. Epson
2. Canon
3. LasetJet
Nomor Printer [1..3] : 2
Canon printer printing....
Canon display dimention : 13*11
```

semua member dari interface juga bersifat public, jadi tidak perlu menerapkan access modifier pada member interface.

Suatu Class atau Struct dapat mengimplementasikan lebih dari satu interface, akan tetapi suatu Class hanya dapat mewarisi Satu Class lain