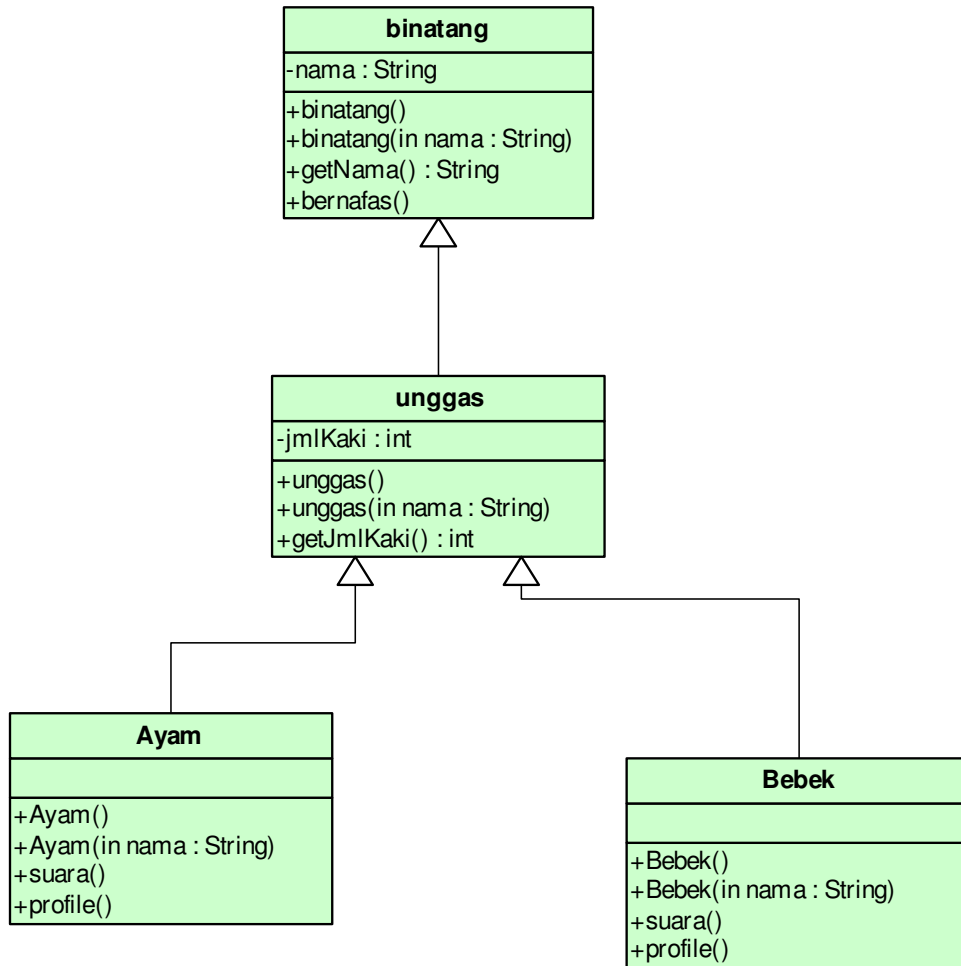


# LATIHAN INHERITANCE

Buatlah implementasi dari kelas diagram berikut :



Nama Kelas : binatang

```
public class binatang {

    private String nama;
    public binatang()
    {
        nama="";
    }
    public binatang(String nama)
    {
        this.nama=nama;
    }
}
```

```

public String getNama()
{
    return this.nama;
}
public void bernafas()
{
    System.out.println("Binatang Bernafas");
}

```

\*/

**Kelas : unggas**

```

public class unggas extends binatang {

    int jmlKaki=2;
    public unggas()
    {
        super();
    }
    public unggas(String nama)
    {
        super(nama);
    }

    int getJumlahKaki()
    {
        return jmlKaki;
    }

}

```

**Kelas : Ayam**

```

public class Ayam extends unggas {

    public Ayam()
    {
        super();
    }
    public Ayam(String nama)
    {
        super(nama);
    }

}

```

```

public String suara()
{
    return "Kuku Ruyuuukk Petok Petok";
}
public void profile()
{
    System.out.println("Nama      : " +getNama());
    System.out.println("Jml Kaki : " +getJumlahKaki());
    System.out.println("Suara    : " +suara());
    System.out.println("-----");
}
}

```

**Kelas : Bebek**

```

public class Bebek extends unggas {

    public Bebek()
    {
        super();
    }
    public Bebek(String nama)
    {
        super(nama);
    }
    public String suara()
    {
        return "Kwek Kwek Kwek";
    }
    public void profile()
    {
        System.out.println("Nama      : " +getNama());
        System.out.println("Jml Kaki : " +getJumlahKaki());
        System.out.println("Suara    : " +suara());
        System.out.println("-----");
    }
}

```

Kelas : binatang\_Main

```
public class binatang_Main {  
  
    public static void main(String[] args)  
    {  
        Ayam jago =new Ayam("Jago");  
        jago.profile();  
  
        Ayam kate = new Ayam("Kate");  
        kate.profile();  
  
        Bebek donal = new Bebek("Donal");  
        donal.profile();  
    }  
}
```