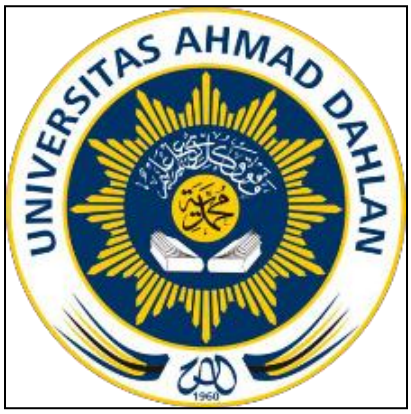
LAPORAN PRAKTEK

ALGORITMA PEMROGRAMAN



DISUSUN OLEH:

EKO RACHMAT SATRIYO (2100018142)

KELAS C

PROGRAM STUDI TEKNIK INFORMATIKA

FAKULTAS TEKNOLOGI INDUSTRI

UNIVERSITAS AHMAD DAHLAN

MARET 2022

2.cpp

```cpp
#include <iostream>
#include <conio.h>
using namespace std;
class konversi{
    friend ostream& operator<<(ostream&,const konversi&);
    friend istream& operator>>(istream&,konversi&);
public:
    konversi(unsigned int b=0){ bilangan = b;}
    void membilang();
private:
    unsigned int bilangan;
};
istream&operator>>(istream& in,konversi& x){
    cout<<"Masukkan bilangan : ";
    in>>x.bilangan;
    return in;
}

void konversi ::membilang(){
    switch(bilangan){
        case 0 :cout<<"nol";break;
        case 1 :cout<<"satu";break;
        case 2 :cout<<"dua";break;
        case 3 :cout<<"tiga";break;
        case 4 :cout<<"empat";break;
        case 5 :cout<<"lima";break;
        case 6 :cout<<"enam";break;
        case 7 :cout<<"tujuh";break;
        case 8 :cout<<"delapan";break;
        case 9 :cout<<"sembilan";break;
        case 10 :cout<<"sepuluh";break;
        case 11 :cout<<"sebelas";break;
        default :cout<<"di luar range";break;
    }
}
```

Menuliskan kode

```
19  void konversi ::membilang(){
20      switch(bilangan){
21          case 0 :cout<
22          case 1 :cout<
23          case 2 :cout<
24          case 3 :cout<
25          case 4 :cout<
26          case 5 :cout<
27          case 6 :cout<
28          case 7 :cout<
29          case 8 :cout<
30          case 9 :cout<
31          case 10 :cout
32          case 11 :cout
33          default :cout
34      }
35  }
36  main(){
37      konversi a;
38      cin>>a;
39      a.membilang();
40      getch();
41  }
```

```
E:\KULIAH\SEMUA PRAKTIK II\Alpro\Prak Alpro\2\Kode\2.exe
Masukkan bilangan : 2
```

Menginputkan bilangan

```
E:\KULIAH\SEMUA PRAKTIK II\Alpro\Prak Alpro\2\Kode\2.exe
Masukkan bilangan : 2
dua
--------------------------------
Process exited after 63.84 seconds with return value 0
Press any key to continue . . .
```

Output

```
E:\KULIAH\SEMUA PRAKTIK II\Alpro\Prak Alpro\2\Kode\2.exe
Masukkan bilangan : 142
di luar range
--------------------------------
Process exited after 3.303 seconds with return value 0
Press any key to continue . . .
```

Output

2.cpp | 2.1.cpp

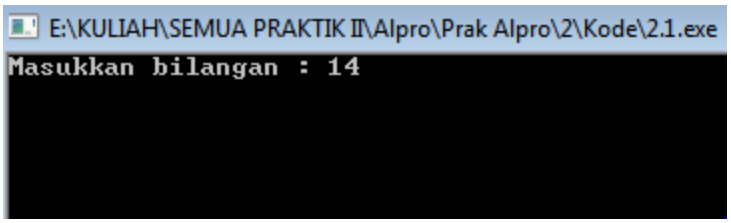
```cpp
#include <iostream>
#include <conio.h>
using namespace std;

class konversi{
    friend ostream& operator<<(ostream&,const konversi&);
    friend istream& operator>>(istream&,konversi&);
public:
    konversi(unsigned int b=0){ bilangan = b;}
    void membilang1();
    void membilang2();
    void membilang3();
    void konversikan();
private :
    unsigned int bilangan;
};

istream&operator>>(istream& in,konversi& x){
    cout<<"Masukkan bilangan : ";
    in>>x.bilangan;
    return in;
}

void konversi::konversikan(){
    if(bilangan<=11)membilang1();
    else if(bilangan>19)membilang3();
    else membilang2();
}

void konversi::membilang3(){
    int satuan;
    if(bilangan>19){
        satuan=bilangan%10;
        bilangan=bilangan/10;
        konversikan();
        cout<<" puluh ";
```

Menliskan kode

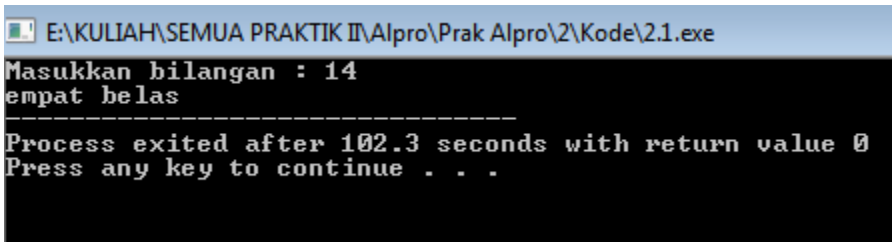
2.cpp | 2.1.cpp

```
36          cout<<" puluh ";
37          bilangan=satuan;
38          konversikan();
39      }
40  }
41
42  void konversi::membilang1(){
43          switch(bilangan){
44          case 0 :cout<<"nol";break;
45          case 1 :cout<<"satu";break;
46          case 2 :cout<<"dua";break;
47          case 3 :cout<<"tiga";break;
48          case 4 :cout<<"empat";break;
49          case 5 :cout<<"lima";break;
50          case 6 :cout<<"enam";break;
51          case 7 :cout<<"tujuh";break;
52          case 8 :cout<<"delapan";break;
53          case 9 :cout<<"sembilan";break;
54          case 10 :cout<<"sepuluh";break;
55          case 11 :cout<<"sebelas";break;
56          default :cout<<"di luar range";break;
57      }
58  }
59
60  void konversi::membilang2(){
61      int temp;
62      if(bilangan>11){
63          bilangan%=10;
64          membilang1();
65          cout<<" belas";
66      }
67  }
68
69  main(){
70      konversi a;
71      cin>>a;
```

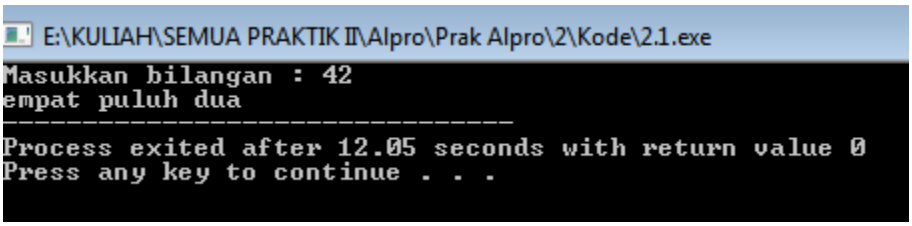
```
69  main(){
70      konversi a;
71      cin>>a;
72      a.konversikan();
73      getch();
74  }
```

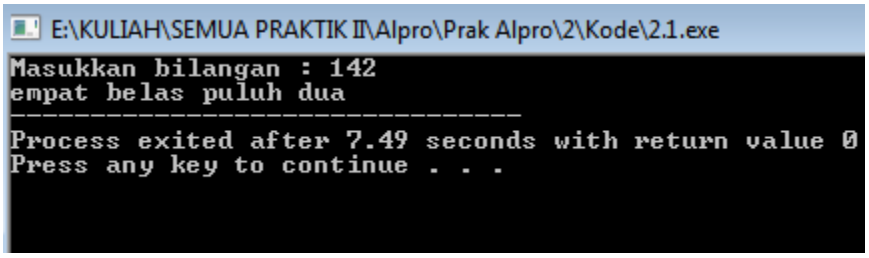


Input



Output





Link Repo :

https://github.com/142Eko/Prak-alpro/tree/master/2/Kode