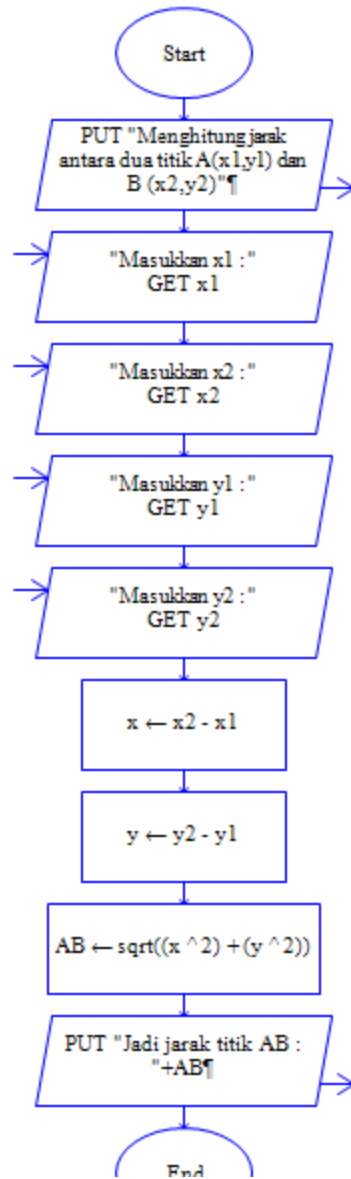


LAPORAN POSTEST
ALGORITMA PEMROGRAMAN

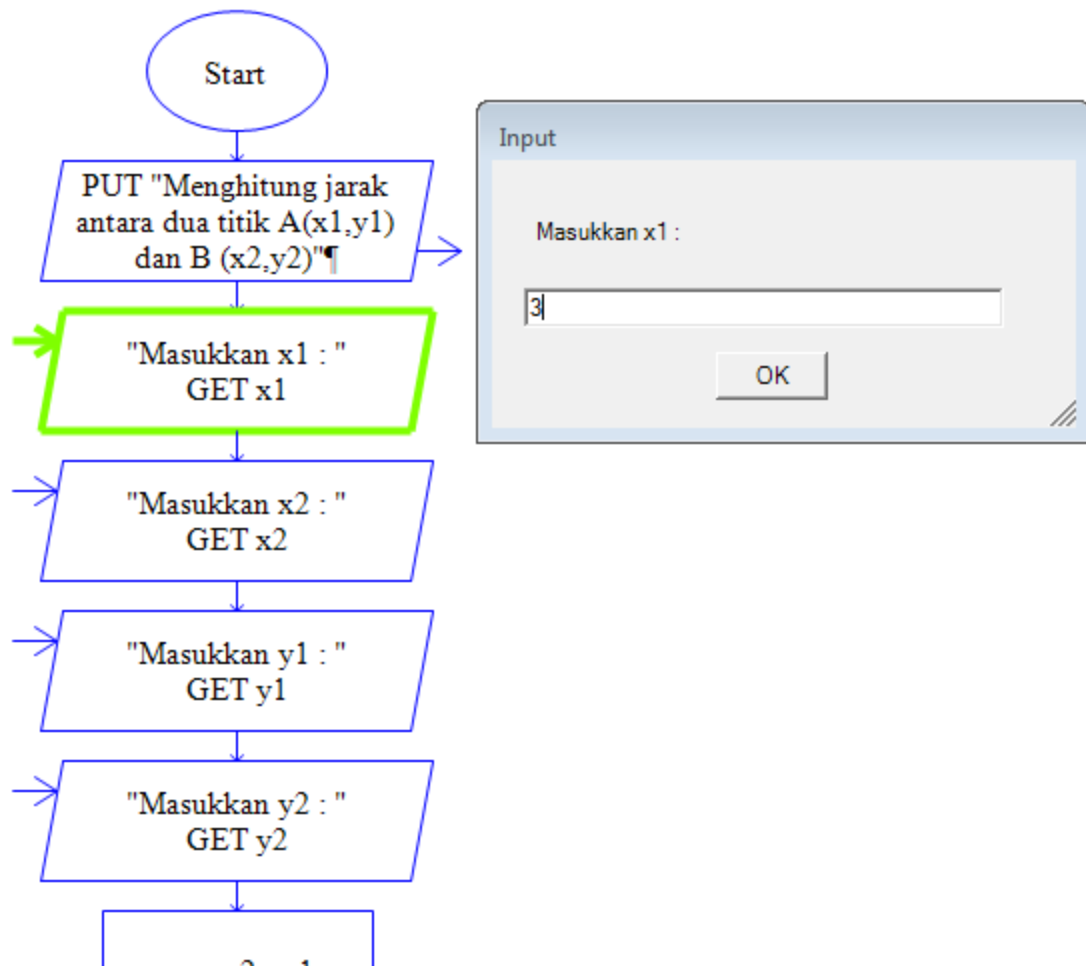


DISUSUN OLEH:
EKO RACHMAT SATRIYO (2100018142)
KELAS C

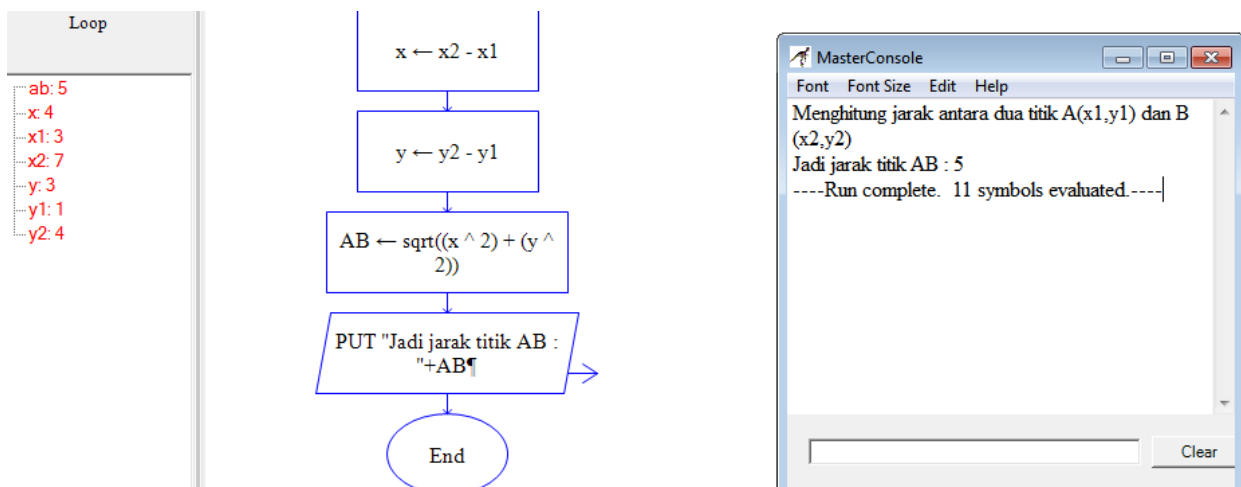
PROGRAM STUDI TEKNIK INFORMATIKA
FAKULTAS TEKNOLOGI INDUSTRI
UNIVERSITAS AHMAD DAHLAN
MARET 2022



Membuat flowchart3

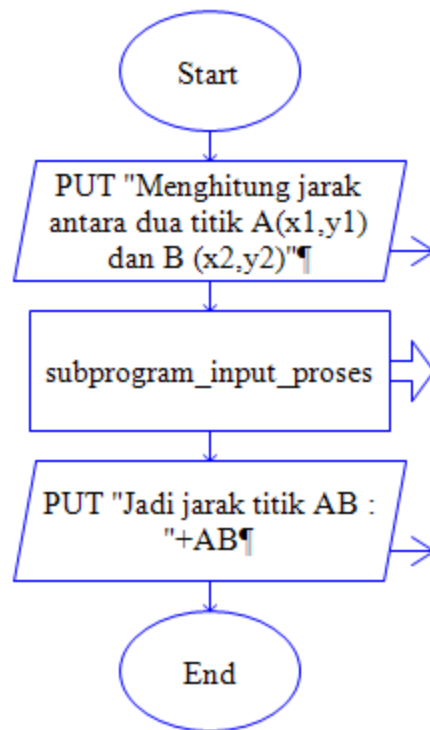


Input nilai x1 hingga y2



Hasil input dan output

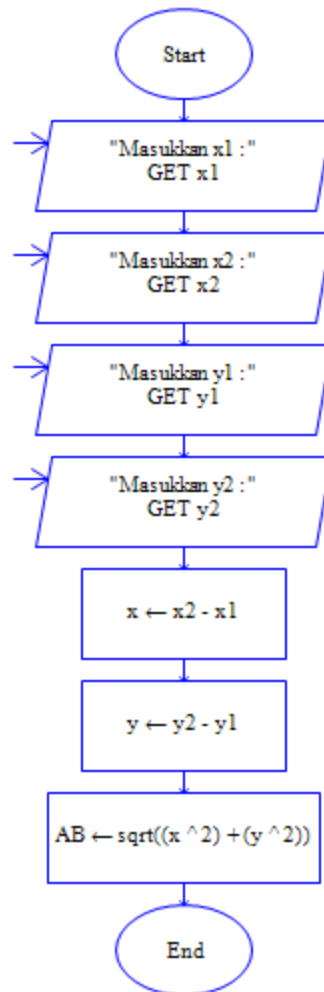
main	subprogram_input_proses
------	-------------------------



Membuat main

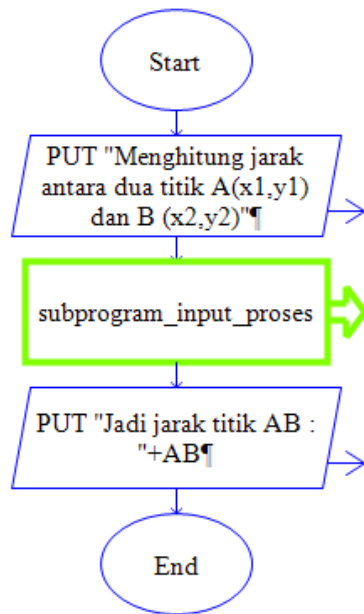
main

subprogram_input_proses



Isi sub program

main | subprogram_input_proses |

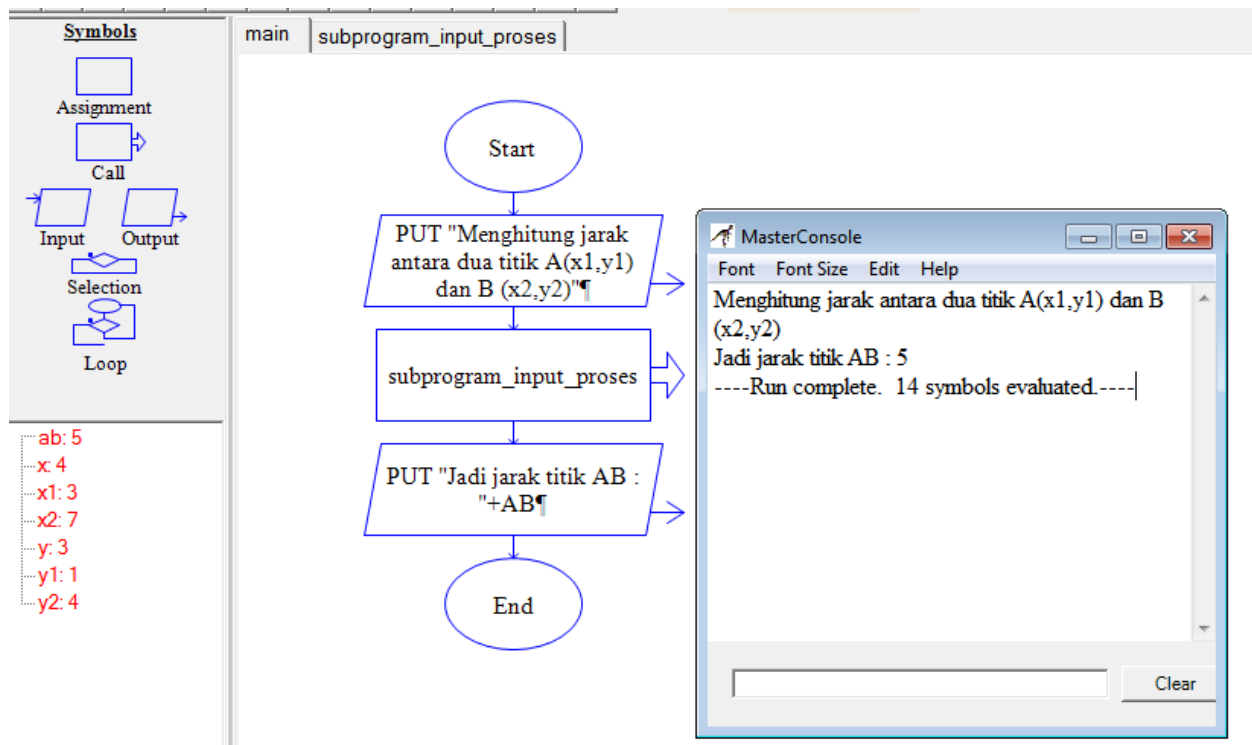


Input

Masukkan x1 :

OK

Menginput nilai



hasil

```

1  #include <iostream>
2  #include <conio.h>
3  #include <math.h>
4  using namespace std;
5  class Hitung{
6      friend ostream& operator<<(ostream&, const Hitung&);
7      friend istream& operator>>(istream&, Hitung &);
8  public :
9      Hitung ();
10     void hsl(){
11         x=x2-x1;
12         y=y2-y1;
13         AB= sqrt((x*x)+(y*y));
14     }
15 private :
16     int x,y,x1,x2,y1,y2,AB;
17 };
18 Hitung::Hitung(){
19     cout<<"\tProgram Menghitung jarak antara dua titik A(x1,y1) dan B (x2,y2)\n\n";
20     cout<<"===== \n\n";
21 }
22 istream&operator>>(istream& in,Hitung& masukan){
23     cout<<"Masukkan nilai x1      : ";
24     in>>masukan.x1;
25     cout<<"Masukkan nilai x2      : ";
26     in>>masukan.x2;
27     cout<<"Masukkan nilai y1      : ";
28     in>>masukan.y1;
29     cout<<"Masukkan nilai y2      : ";
30     in>>masukan.y2;
31     return in;
32 }
33 ostream& operator<<(ostream&out, const Hitung&hasil){
34     out<<"===== \n";
35     out<<"Jadi jarak titik AB      : "<<hasil.AB<<endl;
36     return out;
37 }

```

Menuliskan menjadi c++

```

33 ostream& operator<<(ostream&out,const Hitung&hasil){
34     out<<"=====\n";
35     out<<"Jadi jarak titik AB  : "<<hasil.AB<<endl;
36     return out;
37 }
38 main(){
39     Hitung c;
40     cin>>c;
41     c.hsl();
42     cout<<c;
43     return 0;
44 }

```

```

E:\KULIAH\SEMUA PRAKTIK II\Alpro\Prak Alpro\1\Kode\Post\Post1.exe
Program Menghitung jarak antara dua titik A(x1,y1) dan B (x2,y2)
=====
Masukkan nilai x1      : 3
Masukkan nilai x2      : 7

```

Menginput nilai

```

38 main(){
39     Hitung c;
40     cin>>c;
41     c.hsl();
42     cout<<c;
43     return 0;
44 }

```

```

E:\KULIAH\SEMUA PRAKTIK II\Alpro\Prak Alpro\1\Kode\Post\Post1.exe
Program Menghitung jarak antara dua titik A(x1,y1) dan B (x2,y2)
=====
Masukkan nilai x1      : 3
Masukkan nilai x2      : 7
Masukkan nilai y1      : 1
Masukkan nilai y2      : 4
=====
Jadi jarak titik AB    : 5
=====
Process exited after 50.3 seconds with return value 0
Press any key to continue . . .

```

Output


```

1 using namespace std;
2 class Hitung{
3     friend ostream& operator<<(ostream&,const Hitung&);
4     friend istream& operator>>(istream&,Hitung &);
5 public :
6     Hitung ();
7     void hsl(){
8         x=x2-x1;
9         y=y2-y1;
10        AB= sqrt((x*x)+(y*y));
11    }
12 private :
13     int x,y,x1,x2,y1,y2,AB;
14 };

```

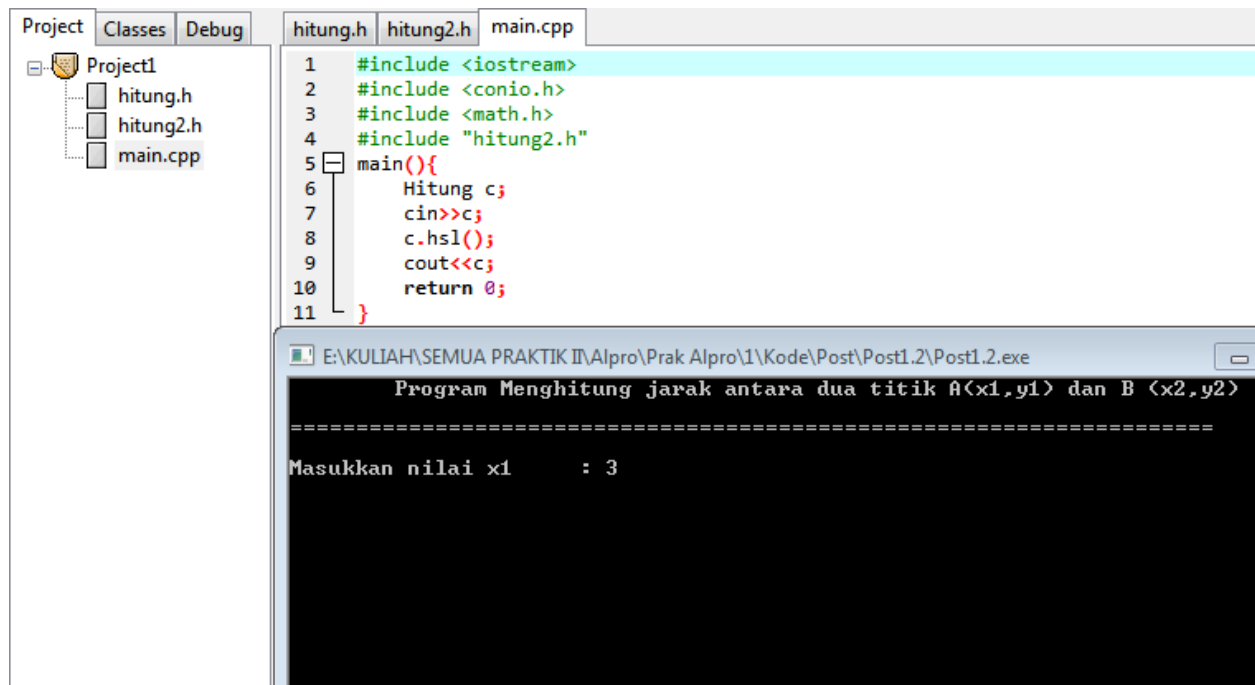
Membuat project baru,menuliskan hitung.h

```

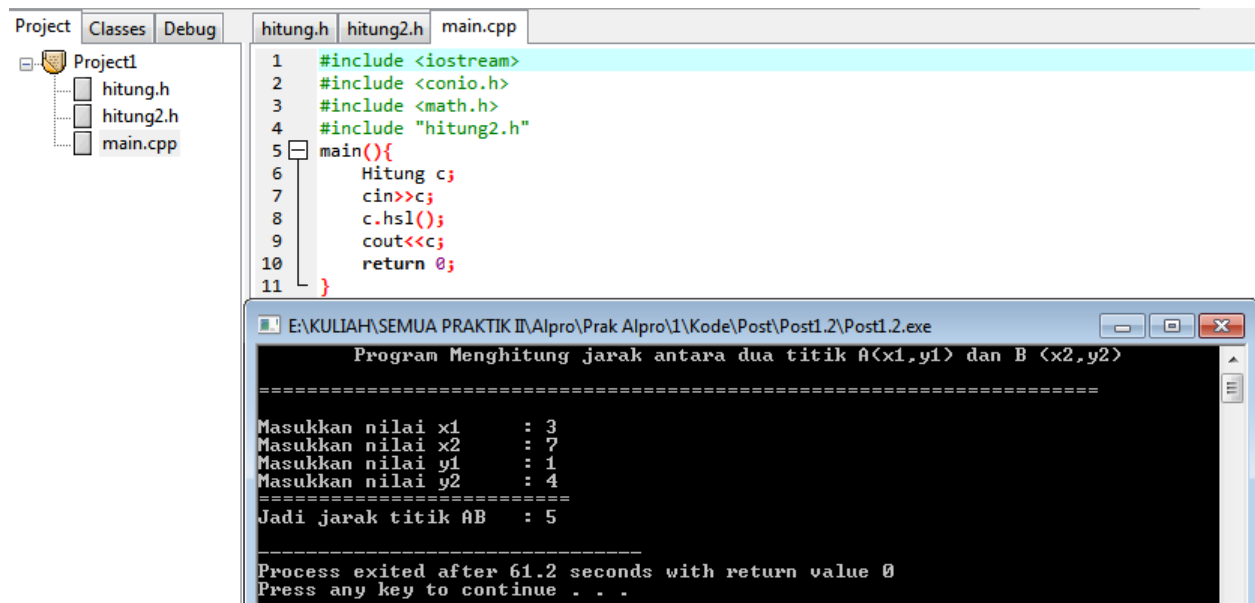
1 #include "hitung.h"
2 Hitung::Hitung(){
3     cout<<"\tProgram Menghitung jarak antara dua titik A(x1,y1) dan B (x2,y2)\n\n";
4     cout<<"===== \n\n";
5 }
6 istream&operator>>(istream& in,Hitung& masukan){
7     cout<<"Masukkan nilai x1      : ";
8     in>>masukkan.x1;
9     cout<<"Masukkan nilai x2      : ";
10    in>>masukkan.x2;
11    cout<<"Masukkan nilai y1      : ";
12    in>>masukkan.y1;
13    cout<<"Masukkan nilai y2      : ";
14    in>>masukkan.y2;
15    return in;
16 }
17 ostream& operator<<(ostream&out,const Hitung&hasil){
18     out<<"===== \n";
19     out<<"Jadi jarak titik AB      : "<<hasil.AB<<endl;
20     return out;
21 }

```

Dilanjutkan hitung2.h



Membuat main.cpp dan menginputkan nilai



Hasil

Link repo

<https://github.com/142Eko/Prak-alpro/tree/master/1/Kode/Post>