

**LAPORAN UJIAN AKHIR SEMESTER**  
**STRUKTUR DATA**



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# Nomor 1

## Codingan

The image displays two screenshots of a C++ program being developed in the Dev-C++ IDE. The program is titled "055\_Adiya Ramadhan Wahyu Santoso\_01.cpp".

**Top Screenshot:** Shows the second half of the code (lines 30-55). It includes comments in Indonesian and C++ code for processing an undirected graph. The code uses a 2D array to store edge weights and prints the output.

```
30 //inisiasi vertex_1 = u, vertex_2 = v, dan bobot = w kemudian input datanya
31 printf("Insert data (u v w) : \n");
32 //proses pengulangan berdasarkan edge yang dimasukkan
33 for(int i=0;i<edge;++i)
34 {
35     scanf("%d%d%d", &vertex_1, &vertex_2, &bobot);
36     //proses untuk fungsi undirected graph
37     graph[vertex_1][vertex_2] = graph[vertex_2][vertex_1] = bobot;
38 }
39
40
41 //mencetak hasil output dari proses program graph tidak berarah
42 printf("Output : \n");
43 for(int i = 0; i < vertex; ++i)
44 {
45     for(int j = 0; j < vertex; ++j)
46     {
47         printf("%d", graph[i][j]);
48     }
49     printf("\n");
50 }
51
52 return 0;
53 getch();
54 }
55 }
```

**Bottom Screenshot:** Shows the first half of the code (lines 1-26). It includes standard C++ headers, a namespace declaration, and the main function which initializes variables and prints a title.

```
1 #include <iostream>
2 #include <stdio.h>
3 #include <conio.h>
4 #define N 100
5 using namespace std;
6
7 int main()
8 {
9     //inisialisasi variabel data
10     int graph[N][N];
11     int vertex, edge;
12     int vertex_1, vertex_2, bobot;
13
14     printf("===== \n");
15     printf(" Program Undirected Graph \n");
16     printf("===== \n");
17
18     //input data vertex dan edge yang diinginkan
19     printf("Insert : \n");
20     scanf("%d%d", &vertex, &edge);
21
22     //proses untuk pengulangan graph
23     for(int i=0;i<vertex;++i)
24     {
25         for(int j=0;j<vertex;++j)
26         {
```

Both screenshots show the "Compilation results..." window with the following output:

```
-----
- Errors: 0
- Warnings: 0
- Output Filename: F:\21091397055\055_Adiya Ramadhan Wahyu Santoso_01.exe
- Output Size: 1,90738391876221 MiB
- Compilation Time: 4,24s
```

Output:

```
F:\21091397055\055_Aditya Ramadhan Wahyu Santoso_01.exe
=====
Program Undirected Graph
=====

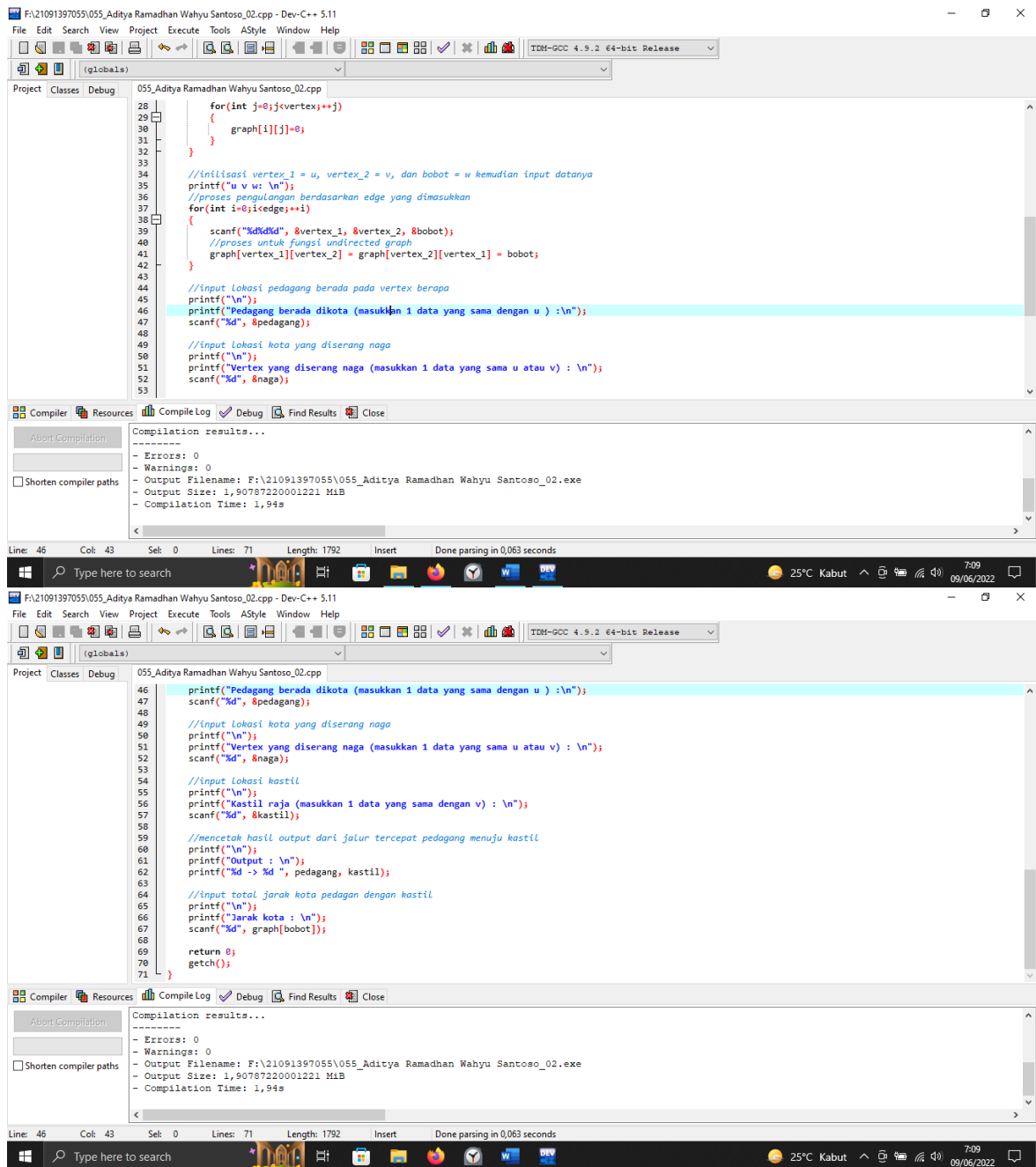
Insert :
6
4
Insert data (u v w) :
6 7 8
4 5 6
6 3 4
9 6 2

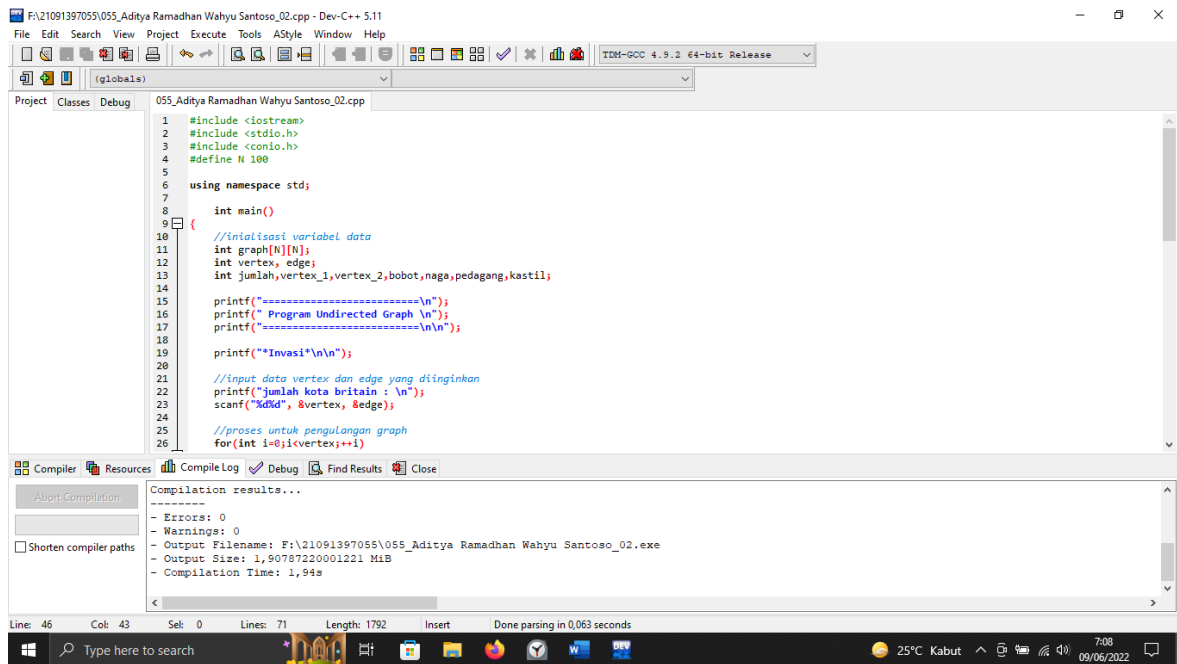
Output :
0 0 0 0 0 0
0 0 0 0 0 0
0 0 0 0 0 0
0 0 0 0 0 0
0 0 0 0 0 0
0 0 0 0 0 6
0 0 0 0 6 0

-----
Process exited after 39.7 seconds with return value 0
Press any key to continue . . .
```

Nomor 2 :

Codingan:





Output :

```
F:\21091397055\055_Aditya Ramadhan Wahyu Santoso_02.exe
jumlah kota britain :
4
6
u v w:
6 7 4
5 7 4
8 4 3
5 4 3
6 7 8
3 4 7

Pedagang berada dikota (masukkan 1 data yang sama dengan u ) :
8

Vertex yang diserang naga (masukkan 1 data yang sama u atau v) :
4

Kastil raja (masukkan 1 data yang sama dengan v) :
7

Output :
8 -> 7
Jarak kota :
3

-----
Process exited after 40.88 seconds with return value 0
Press any key to continue . . .
```

```
F:\21091397055\055_Aditya Ramadhan Wahyu Santoso_02.exe
=====
Program Undirected Graph
=====

*Invasi*

jumlah kota britain :
4
6
u v w:
6 7 4
5 7 4
8 4 3
5 4 3
6 7 8
3 4 7

Pedagang berada dikota (masukkan 1 data yang sama dengan u ) :
8

Vertex yang diserang naga (masukkan 1 data yang sama u atau v) :
4

Kastil raja (masukkan 1 data yang sama dengan v) :
7

Output :
8 -> 7
Jarak kota :
3
```