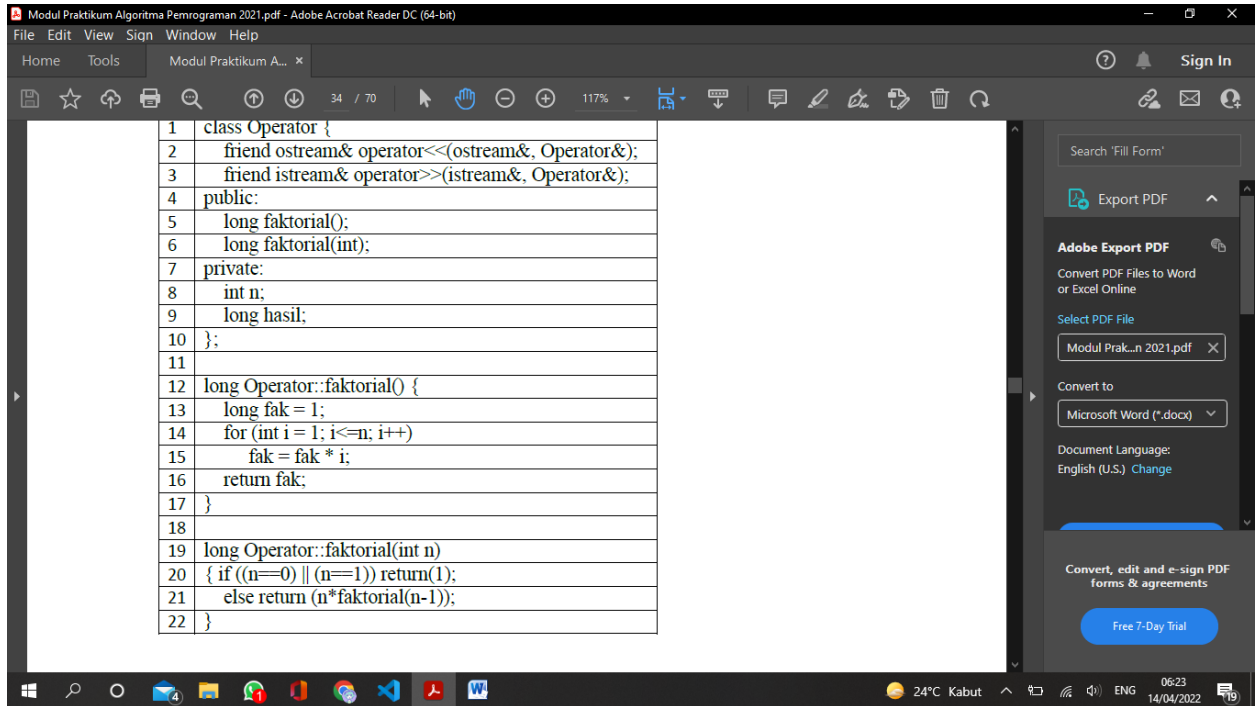
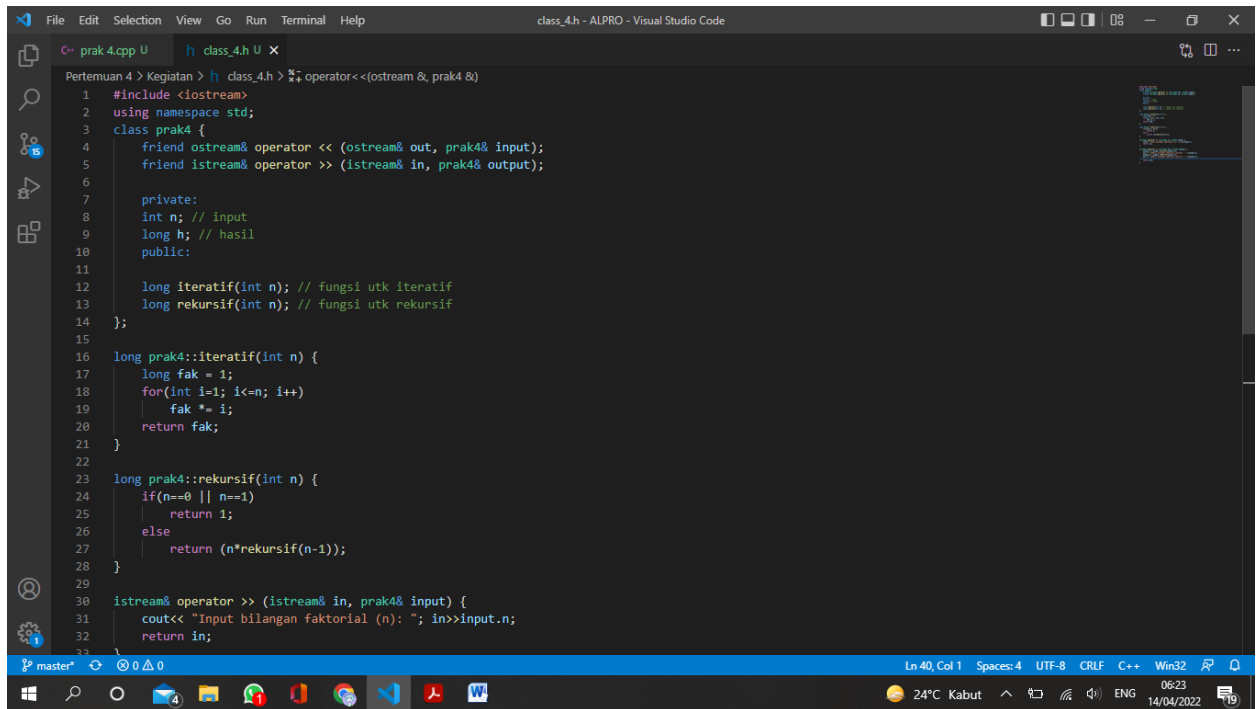


KEGIATAN 4

1. Mengetik program berikut



Hasil :



The screenshot shows a Visual Studio Code editor window titled "class_4.h - ALPRO - Visual Studio Code". The editor displays the implementation of a recursive factorial function in a header file. The code is as follows:

```
Pertemuan 4 > Kegiatan > h class_4.h > operator<<(ostream &, prak4 &)\n20     return fak;\n21 }\n22 \n23 long prak4::rekursif(int n) {\n24     if(n==0 || n==1)\n25         return 1;\n26     else\n27         return (n*rekursif(n-1));\n28 }\n29 \n30 istream& operator >> (istream& in, prak4& input) {\n31     cout<< \"Input bilangan faktorial (n): \"; in>>input.n;\n32     return in;\n33 }\n34 \n35 ostream& operator << (ostream& out, prak4& output) {\n36     output.h = output.iteratif(output.n);\n37     out << \"\\nHasil bilangan faktorial iteratif : \" <<output.h;\n38     output.h = output.rekursif(output.n);\n39     out << \"\\nHasil bilangan faktorial rekursif : \" <<output.h;\n40 \n41     return out;\n42 }\n43 }
```

The status bar at the bottom indicates the file is at line 40, column 1, with 4 spaces, UTF-8 encoding, CRLF line endings, and C++ language. The system tray shows the date as 14/04/2022 and time as 06:23.

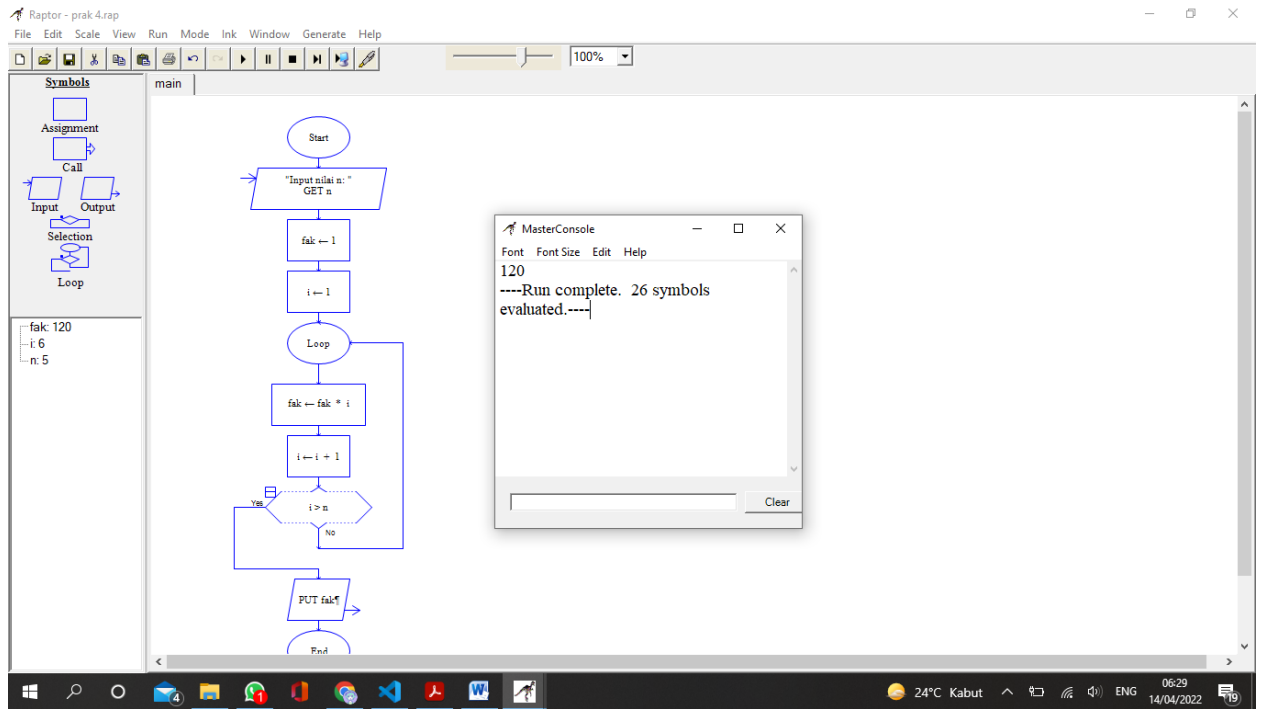
Fungsi dipanggil di :

The screenshot shows a Visual Studio Code editor window titled "prak4.cpp - ALPRO - Visual Studio Code". The editor displays the implementation of the main function in a source file. The code is as follows:

```
Pertemuan 4 > Kegiatan > C- prak4.cpp > main()\n1  #include <iostream>\n2  #include \"class_4.h\"\n3  using namespace std;\n4  \n5  int main() {\n6      prak4 x;\n7      cin >> x;\n8      cout << x;\n9      return 0;\n10 }\n11
```

The status bar at the bottom indicates the file is at line 5, column 13, with 4 spaces, UTF-8 encoding, CRLF line endings, and C++ language. The system tray shows the date as 14/04/2022 and time as 06:23.

2. Buat flowchart raptor untuk fungsi iteratif



3. Buat flowchart raptor dari untuk fungsi rekursif

