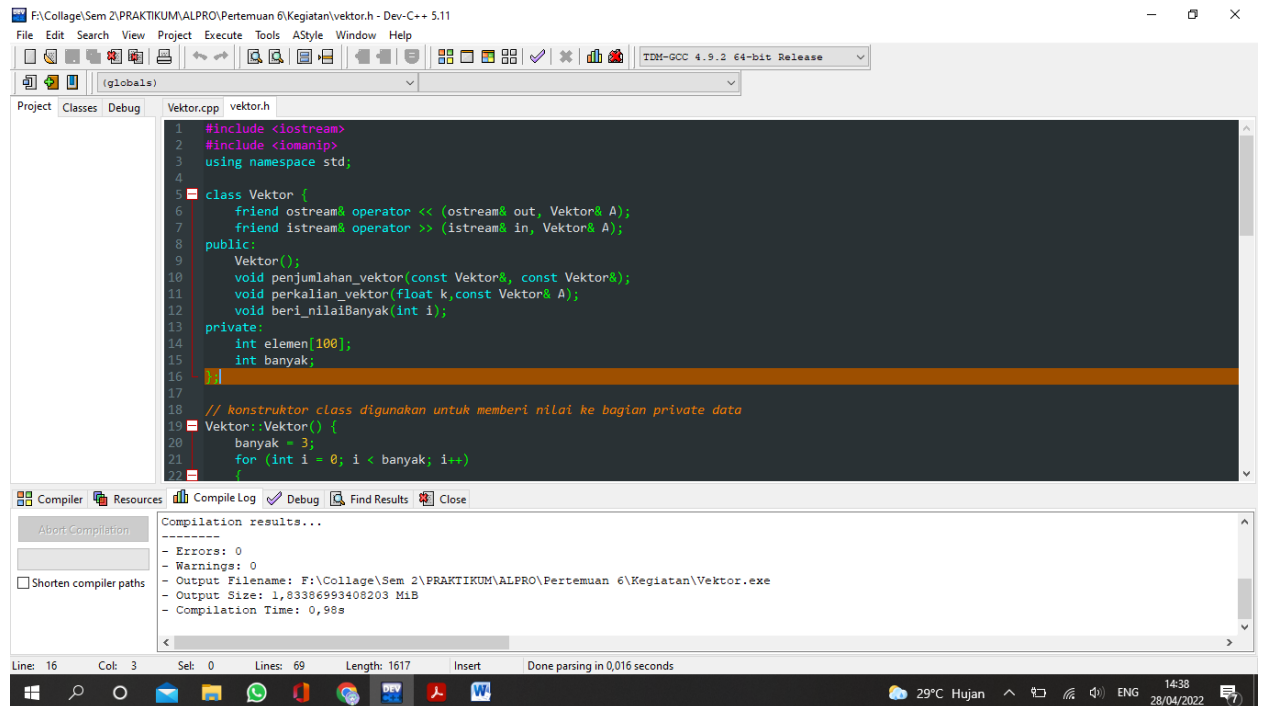


KEGIATAN 6

1. Membuat Class vektor yang berisi fungsi penjumlahan vector dan fungsi perkalian vector

Bagian class :

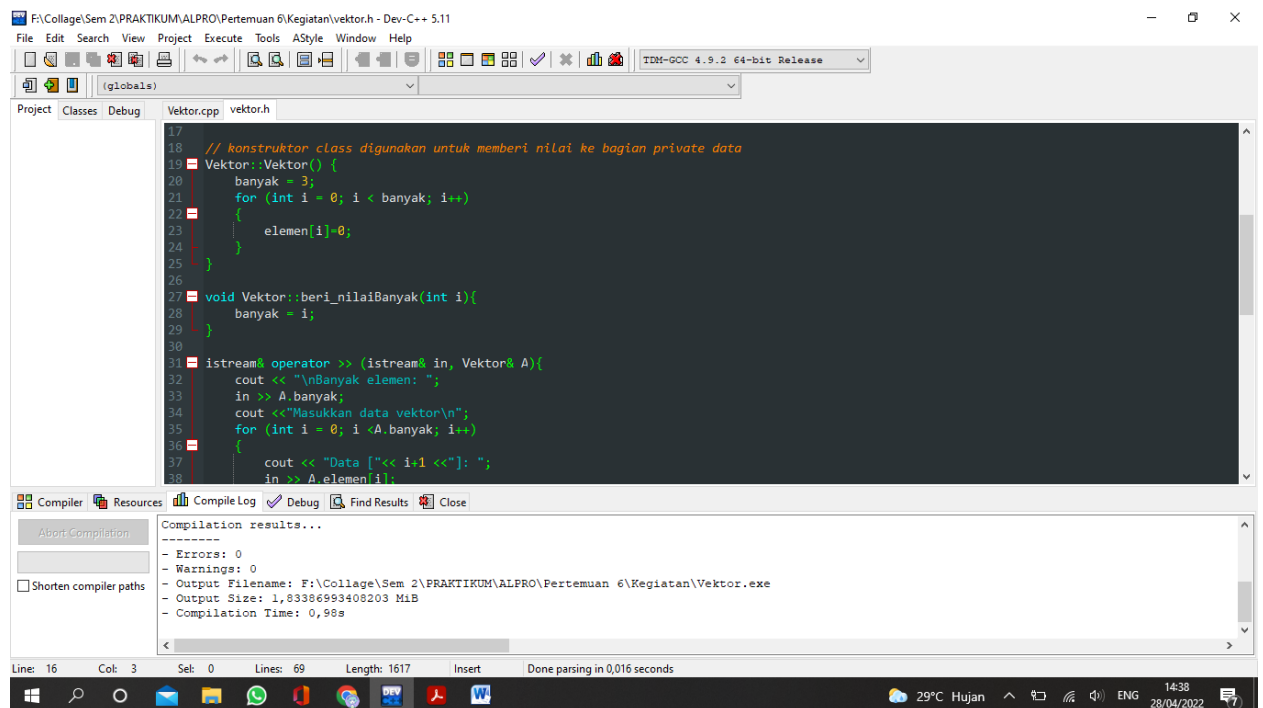


The screenshot shows the Visual Studio IDE with the file `F:\Collage\Sem 2\PRAKTIKUM\ALPRO\Pertemuan 6\Kegiatan\vektor.h` open. The code defines a `Vektor` class with the following structure:

```
1 #include <iostream>
2 #include <iomanip>
3 using namespace std;
4
5 class Vektor {
6     friend ostream& operator << (ostream& out, Vektor& A);
7     friend istream& operator >> (istream& in, Vektor& A);
8 public:
9     Vektor();
10    void penjumlahan_vektor(const Vektor&, const Vektor&);
11    void perkalian_vektor(float k, const Vektor& A);
12    void beri_nilaiBanyak(int i);
13 private:
14    int elemen[100];
15    int banyak;
16 }
17
18 // konstruktor class digunakan untuk memberi nilai ke bagian private data
19 Vektor::Vektor() {
20     banyak = 3;
21     for (int i = 0; i < banyak; i++)
22     {
23     }
```

The bottom panel shows the compilation results:

```
Compilation results...
-----
- Errors: 0
- Warnings: 0
- Output Filename: F:\Collage\Sem 2\PRAKTIKUM\ALPRO\Pertemuan 6\Kegiatan\Vektor.exe
- Output Size: 1,83386993408203 MiB
- Compilation Time: 0,99s
```



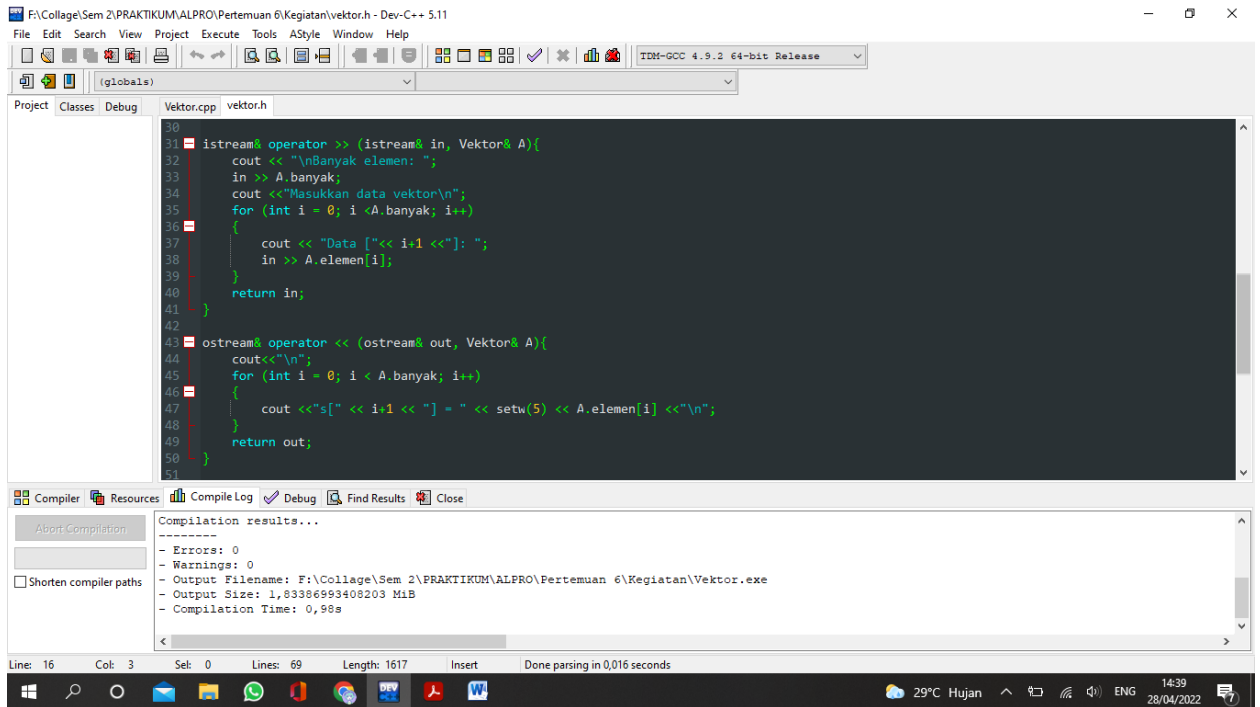
The screenshot shows the same Visual Studio IDE with the file `F:\Collage\Sem 2\PRAKTIKUM\ALPRO\Pertemuan 6\Kegiatan\vektor.h` open, displaying the implementation of the `Vektor` class methods:

```
17
18 // konstruktor class digunakan untuk memberi nilai ke bagian private data
19 Vektor::Vektor() {
20     banyak = 3;
21     for (int i = 0; i < banyak; i++)
22     {
23         elemen[i]=0;
24     }
25 }
26
27 void Vektor::beri_nilaiBanyak(int i){
28     banyak = i;
29 }
30
31 istream& operator >> (istream& in, Vektor& A){
32     cout << "\nBanyak elemen: ";
33     in >> A.banyak;
34     cout << "Masukkan data vektor\n";
35     for (int i = 0; i < A.banyak; i++)
36     {
37         cout << "Data [" << i+1 << "]: ";
38         in >> A.elemen[i];
39     }
```

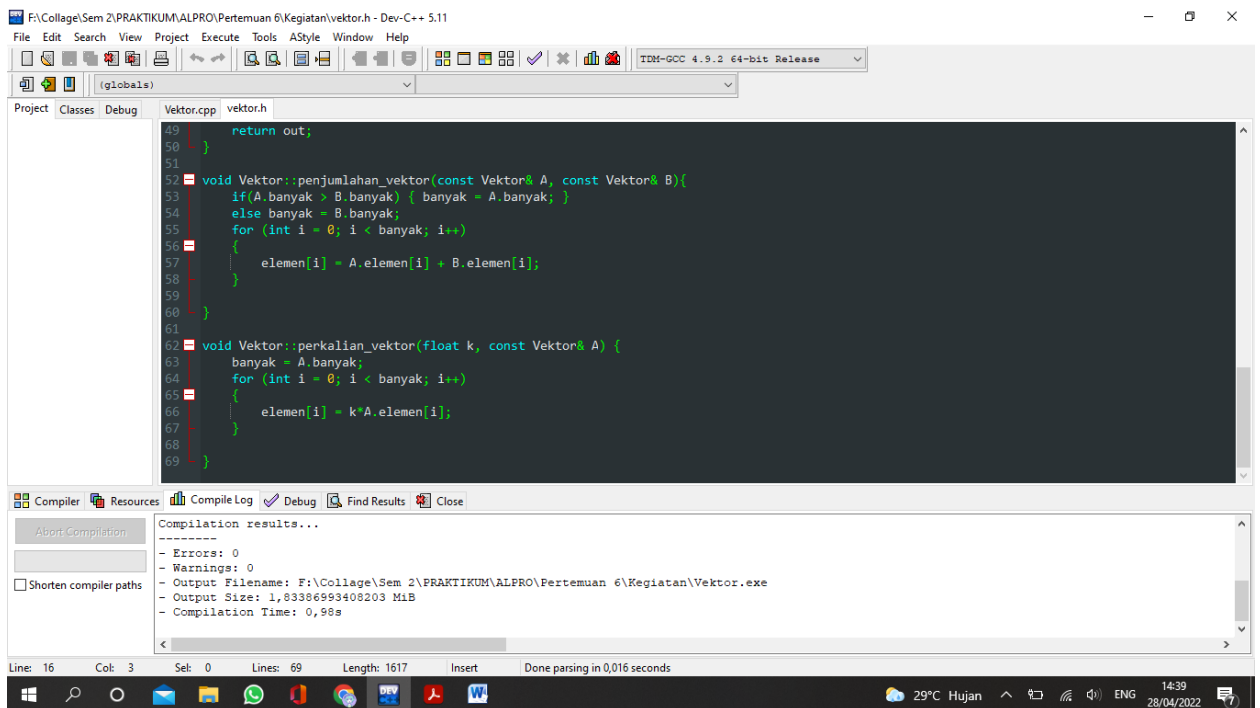
The bottom panel shows the compilation results:

```
Compilation results...
-----
- Errors: 0
- Warnings: 0
- Output Filename: F:\Collage\Sem 2\PRAKTIKUM\ALPRO\Pertemuan 6\Kegiatan\Vektor.exe
- Output Size: 1,83386993408203 MiB
- Compilation Time: 0,99s
```

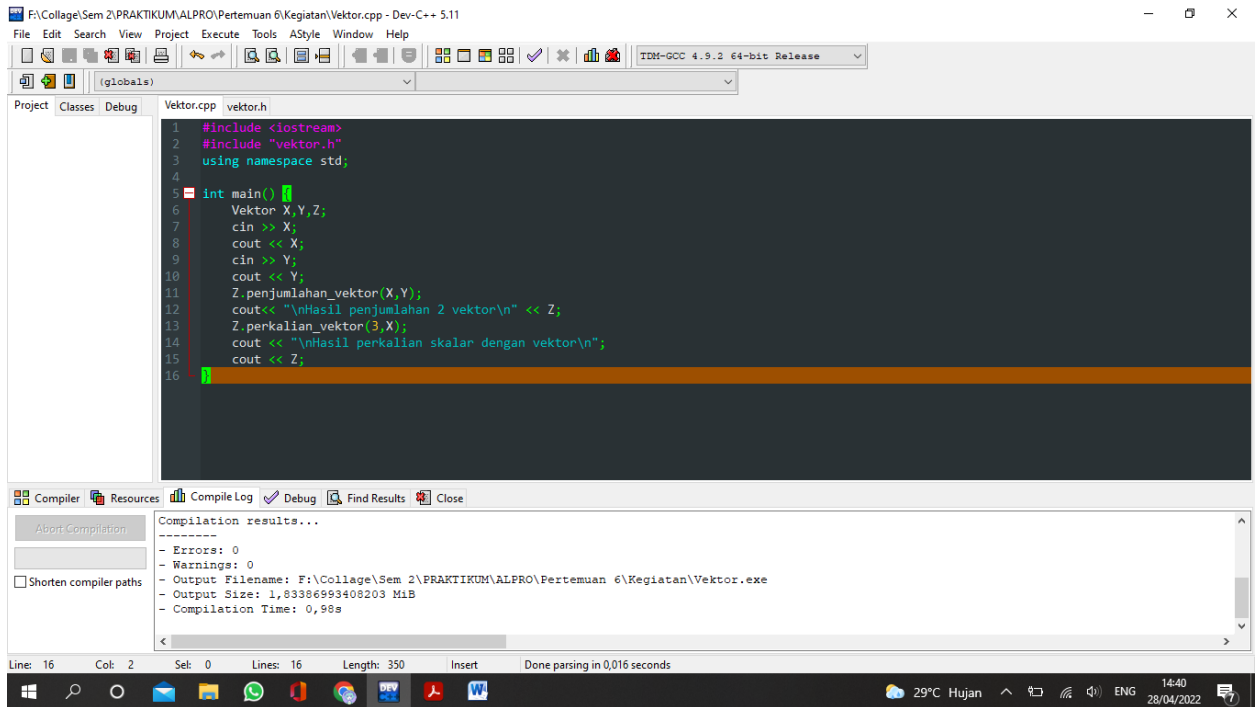
Input dan output :



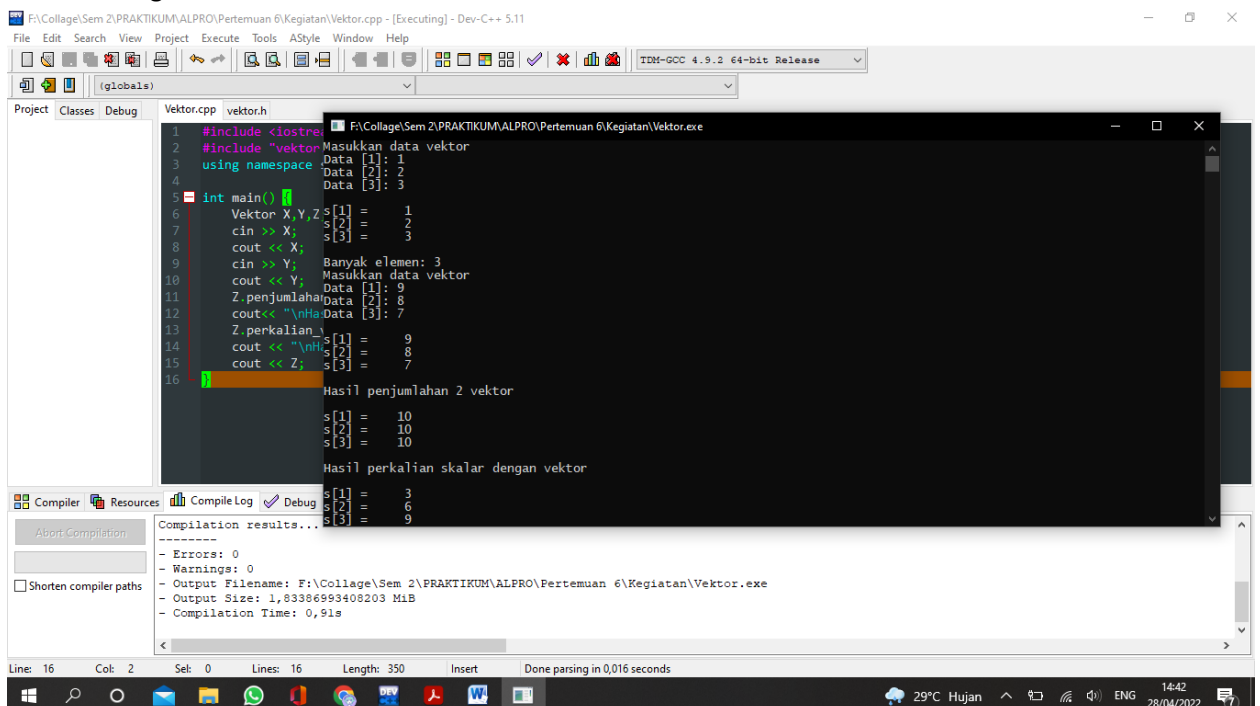
Fungsi penjumlahan dan perkalian vector



2. Vektor.cpp untuk memanggil fungsi yang berada di vektor.h



3. Hasil running



Data pertama memiliki 3 elemen yaitu [1],[2],[3]
 Data kedua memiliki 3 elemen yaitu [9],[8],[7]
 Hasil dari penjumlahan 2 vektor adalah [10],[10],[10]

Hasil perkalian scalar vector (dikali dengan 3) adalah $[3], [6], [9]$