

Nama : Andini Wulandari

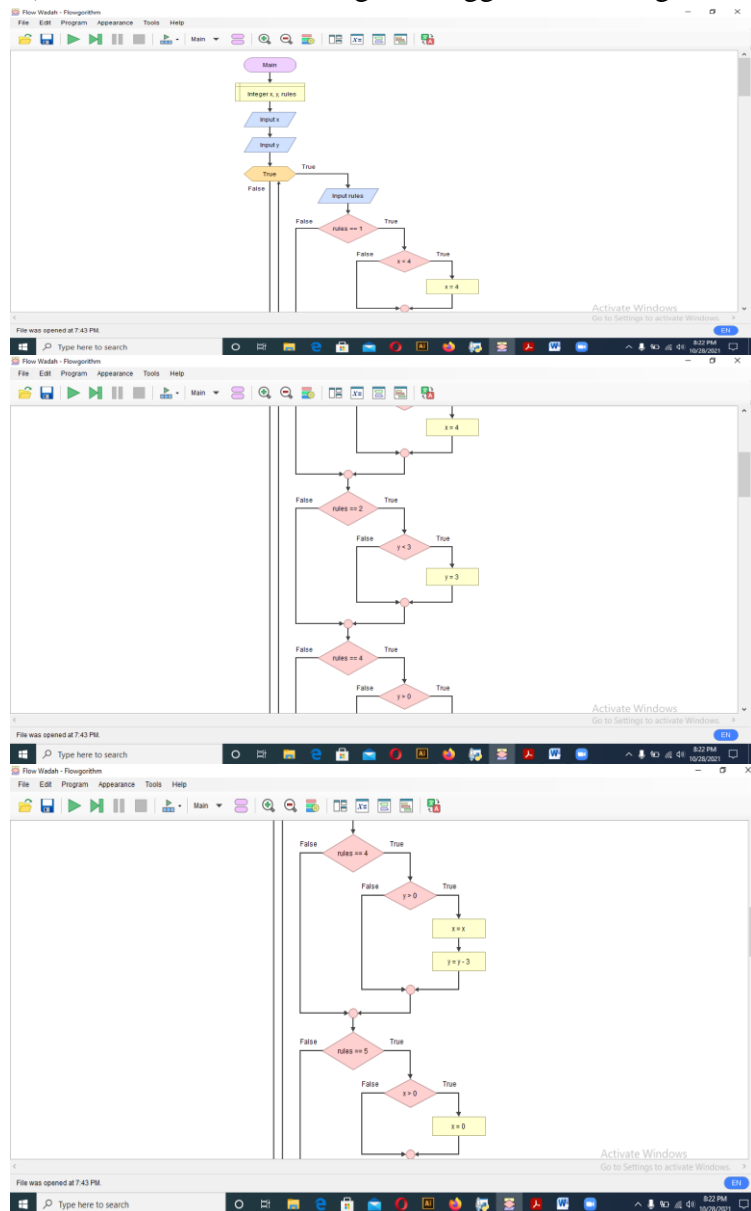
NIM : 20.01.013.020

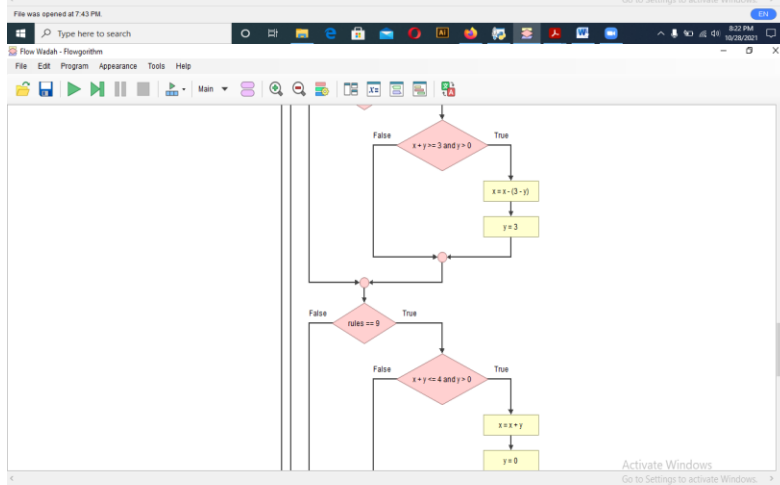
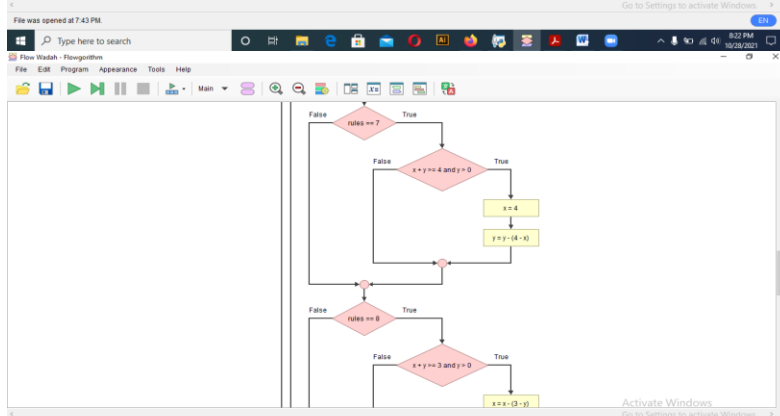
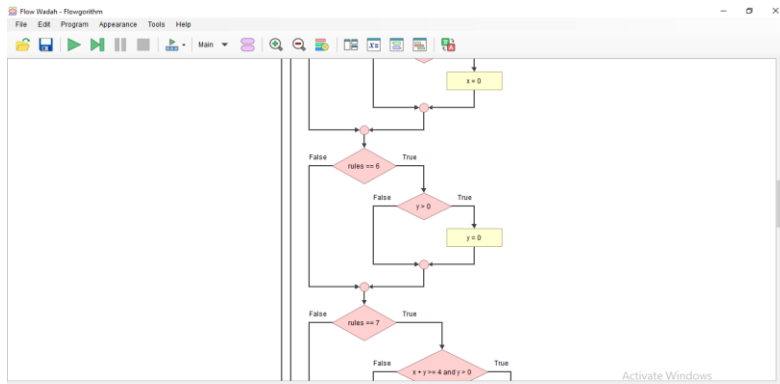
Kelas : Kecerdasan Buatan B

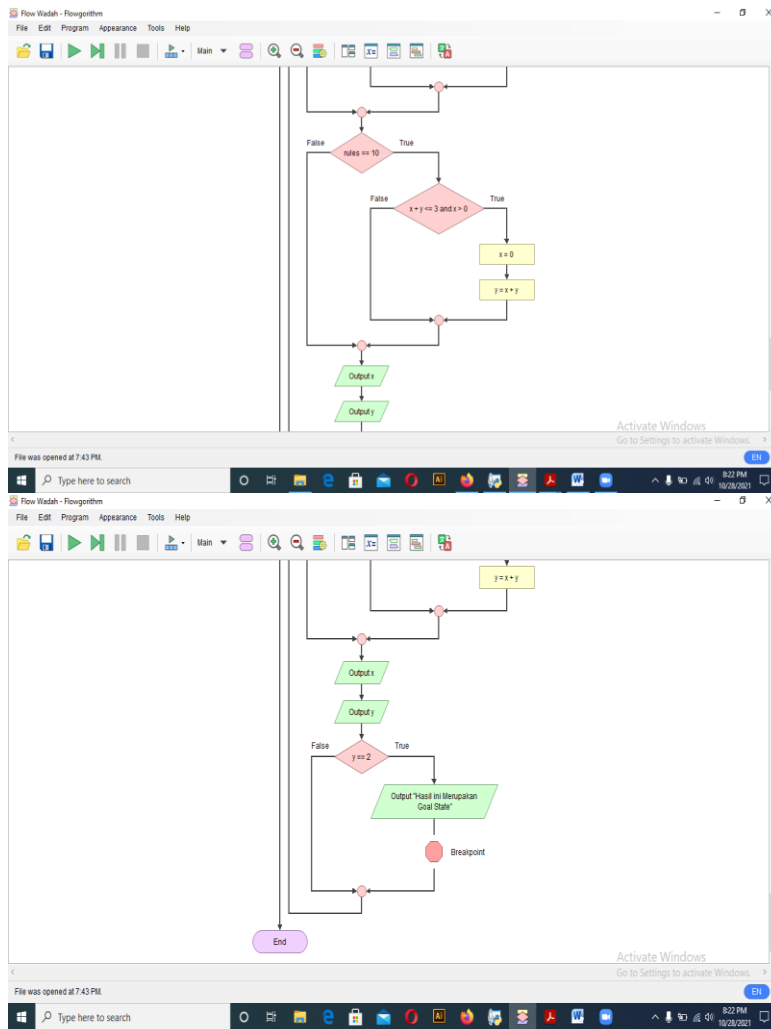
### Praktikum-III

Buat flowchat dengan menggunakan flowgorithm.

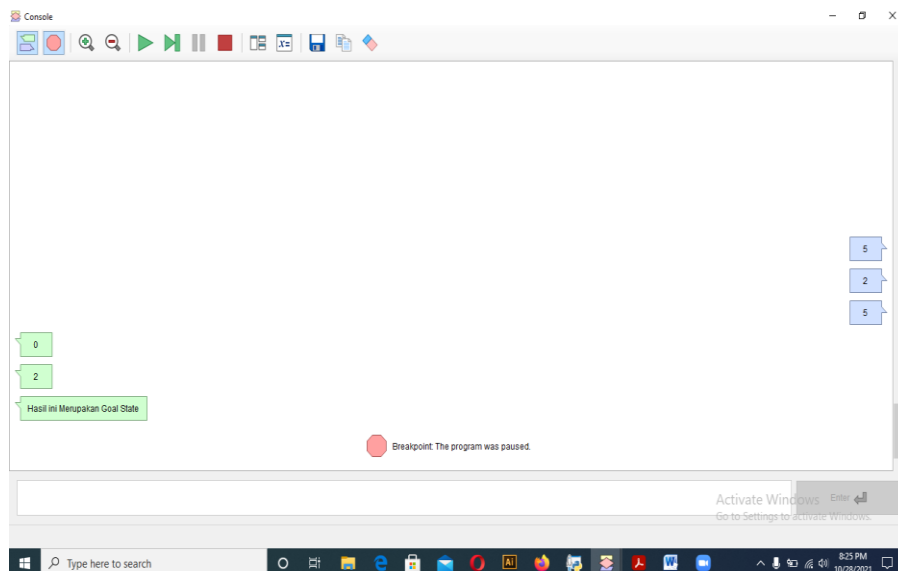
1.) Membuat flowchat dengan menggunakan flowgorithm seperti dibawah ini.



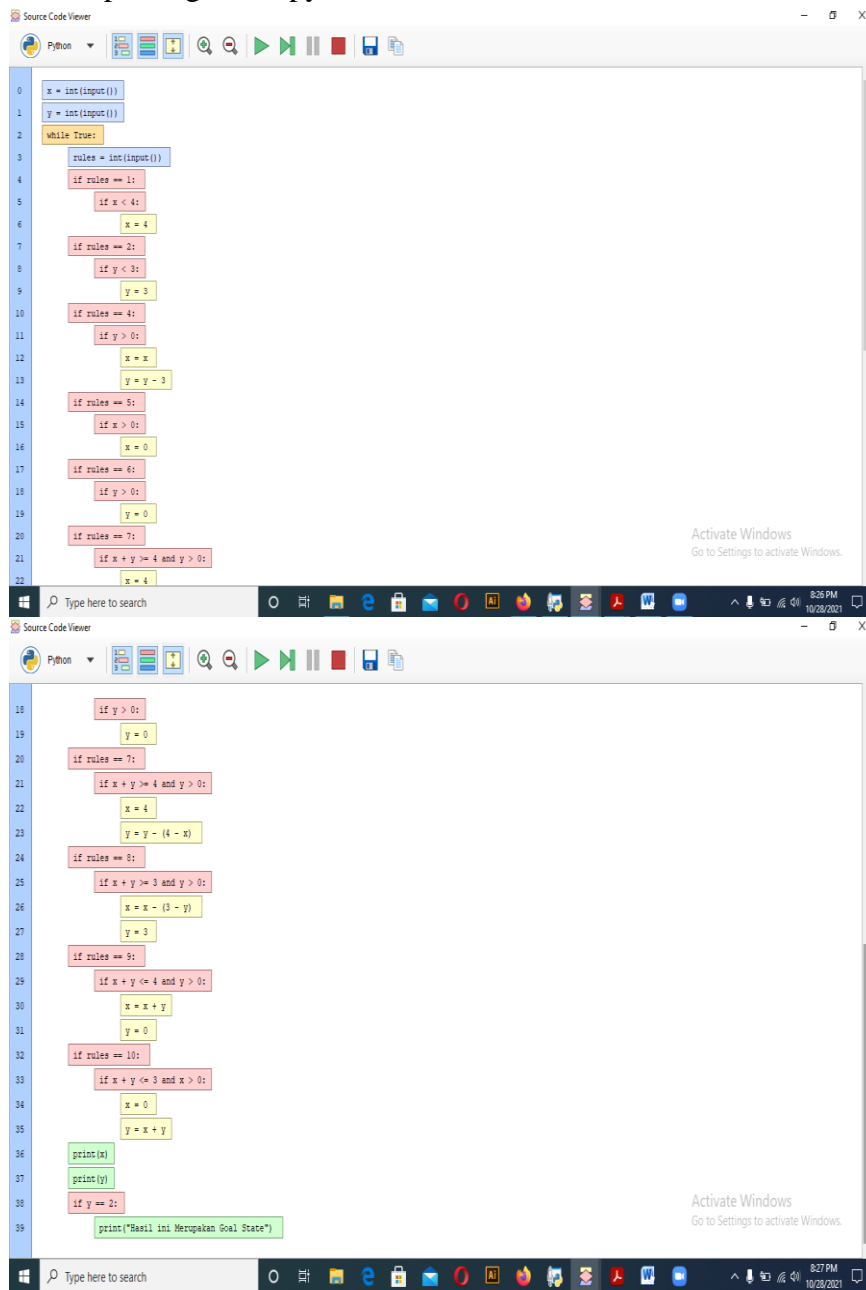




2.) Kemudian run, maka akan muncul tampilan seperti pada gambar dibawah. Ketik code “5, 2, 5” lalu enter.



Selanjutnya kita klik menu Source Code Viewer dan pilih bahasa pemrograman “Python”. Maka otomatis aplikasinya akan membuat sintaks dari flowgorithm ke bahasa pemrograman python.



The image displays two screenshots of the Source Code Viewer application, showing the conversion of a flowchart into Python code. The application window has a title bar "Source Code Viewer" and a menu bar with "Python" selected. The code is color-coded: blue for variable declarations, yellow for assignments, red for conditionals, and green for output/print statements.

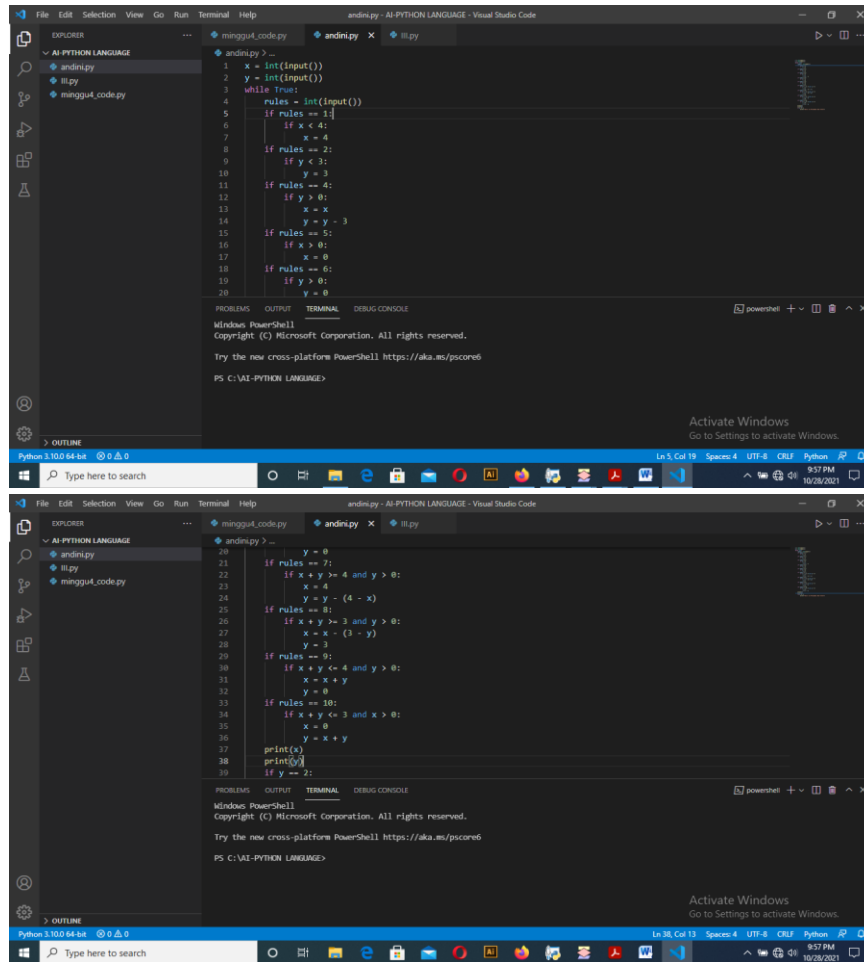
**Top Screenshot (Lines 0-22):**

```
0 x = int(input())
1 y = int(input())
2 while True:
3     rules = int(input())
4     if rules == 1:
5         if x < 4:
6             x = 4
7         if rules == 2:
8             if y < 3:
9                 y = 3
10            if rules == 4:
11                if y > 0:
12                    x = x
13                    y = y - 3
14            if rules == 5:
15                if x > 0:
16                    x = 0
17            if rules == 6:
18                if y > 0:
19                    y = 0
20            if rules == 7:
21                if x + y >= 4 and y > 0:
22                    x = 4
```

**Bottom Screenshot (Lines 18-39):**

```
18         if y > 0:
19             y = 0
20         if rules == 7:
21             if x + y >= 4 and y > 0:
22                 x = 4
23                 y = y - (4 - x)
24         if rules == 8:
25             if x + y >= 3 and y > 0:
26                 x = x - (3 - y)
27                 y = 3
28         if rules == 9:
29             if x + y <= 4 and y > 0:
30                 x = x + y
31                 y = 0
32         if rules == 10:
33             if x + y <= 3 and x > 0:
34                 x = 0
35                 y = x + y
36         print(x)
37         print(y)
38         if y == 2:
39             print("Basil ini Merupakan Goal State")
```

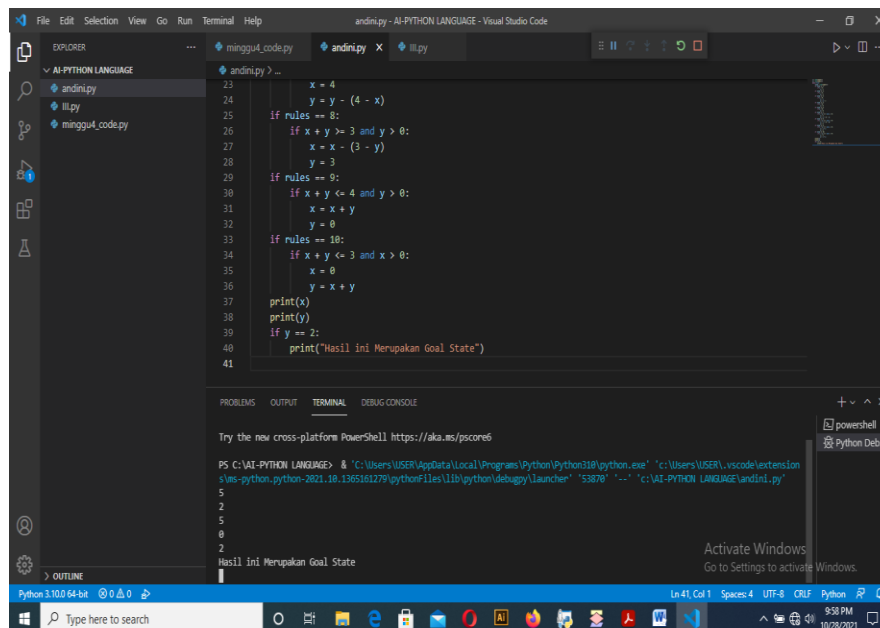
### 3.) Kode VScode



```
1 x = int(input())
2 y = int(input())
3 while True:
4     rules = int(input())
5     if rules == 1:
6         if x < 4:
7             x = 4
8         if rules == 2:
9             if y < 3:
10                y = 3
11            if rules == 4:
12                if y > 0:
13                    x = x
14                    y = y - 3
15            if rules == 5:
16                if x > 0:
17                    x = 0
18            if rules == 6:
19                if y > 0:
20                    y = 0
```

```
20 y = 0
21 if rules == 7:
22     if x + y >= 4 and y > 0:
23         x = 4
24         y = y - (4 - x)
25 if rules == 8:
26     if x + y >= 3 and y > 0:
27         x = x - (3 - y)
28         y = 3
29 if rules == 9:
30     if x + y <= 4 and y > 0:
31         x = x + y
32         y = 0
33 if rules == 10:
34     if x + y <= 3 and x > 0:
35         x = 0
36         y = x + y
37 print(x)
38 print(y)
39 if y == 2:
40     print("Hasil ini Merupakan Goal State")
```

### Keluaran



```
PS C:\AI-PYTHON LANGUAGE> & "C:\Users\USER\AppData\Local\Programs\Python\Python310\python.exe" "c:\Users\USER\vscode\extension\s\as-python.python-2021.10.1365161279\pythonFiles\lib\python\debugpy\launcher" "53876" "-.:" "c:\AI-PYTHON LANGUAGE\landini.py"
5
2
5
0
2
Hasil ini Merupakan Goal State
```