

LAPORAN TUGAS PEKAN 6
ALGORITMA DAN PEMROGAMAN
DI SUSUN OLEH :
DIGO YUANDRA
NIM 2511533017
DOSEN PENGAMPU : Dr.WAHYUDI, S.T, M.T
ASISTEN LABORATORIUM: JOVANTRI IMMANUEL GULO



DEPARTEMEN INFORMATIKA
FAKULTAS TEKNOLOGI INFORMASI
UNIVERSITAS ANDALAS
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Kode program package
Tugas6_2511533017; import

```
java.util.Random;      import
java.util.Scanner;

public class LemparDadu2_2511533017 {

    public static void main(String[] args) {
        Random rand = new Random();
        Scanner input = new Scanner(System.in);
        int tries = 0;      int
        sum = 0;      boolean
        menang = false;
        boolean lanjut = true;

        while (lanjut && !menang) {
            int dadu1 = rand.nextInt(6) + 1;
            int dadu2 = rand.nextInt(6) + 1;
            sum = dadu1 + dadu2;
            tries++;

            System.out.println("\n" + dadu1 + " + " + dadu2 + " = " + sum);

            if (sum == 7) {
                menang = true;
                System.out.println("Tebakan Anda Benar");
            }
        }
    }
}
```

```
    System.out.println("Anda menang setelah " + tries + " percobaan!");
} else {
    System.out.println("Tebakan Anda Salah");
    System.out.print("Apakah mau lempar dadu (ya / tidak?) ");
    String jawaban = input.next();

    if (!jawaban.equalsIgnoreCase("ya")) {
        lanjut = false;
        System.out.println("Anda gagal menang");
    }
}

input.close();
}
```

Output yang dihasilkan

The screenshot shows the Eclipse IDE interface with the following details:

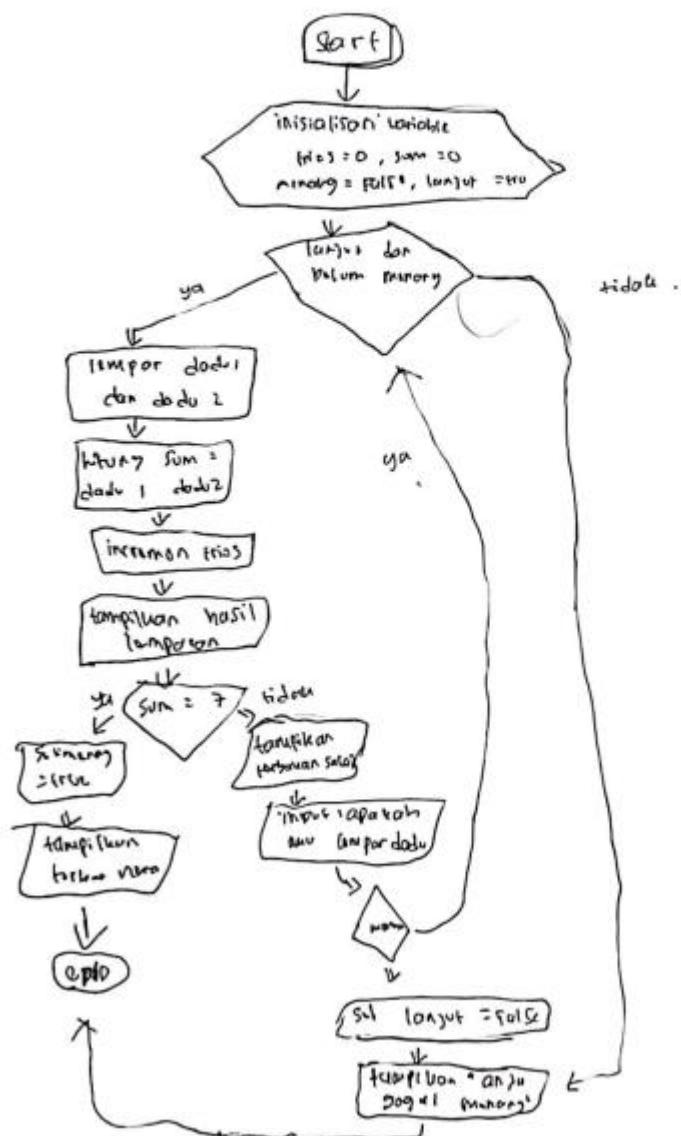
- Project Explorer (Left):** Shows the project structure for "prakalpro_2025_c_2511533017". It includes source files like "LemparDadu2_2511533017.java", test files like "LemparDadu2_2511533017Test.java", and resources like "TugasPekan1", "TugasPekan2", "TugasPekan3", "TugasPekan4", "TugasPekan5", and "TugasPekan6".
- Code Editor (Center):** Displays the Java code for "LemparDadu2_2511533017.java". The code generates two random numbers between 1 and 6, adds them, and checks if the sum is 7.
- Console (Bottom):** Shows the output of running the program. It asks for user input ("Anda mau lempar dadu (ya / tidak)?") and provides several examples of the program's interaction with the user, including correct and incorrect inputs and the resulting sums (4, 5, 6, 7).

Flowchart

Digo Tuandri

2511533017

Flowchart tugas pokok 6



Pseudocode

Judul

Program Lempar Dadu

(Program simulasi lempar dua dadu hingga mendapatkan jumlah 7)

Deklarasi

1. rand : Random
2. input : Scanner
3. tries, sum, dadu1, dadu2 : Integer
4. jawaban : String
5. menang, lanjut : Boolean

Pseudocode

1. tries \leftarrow 0
2. sum \leftarrow 0
3. menang \leftarrow false
4. lanjut \leftarrow true
5. WHILE lanjut = true AND menang = false DO
 1. dadu1 \leftarrow random(1-6)
 2. dadu2 \leftarrow random(1-6)
 3. sum \leftarrow dadu1 + dadu2
 4. tries \leftarrow tries + 1
 5. Tampilkan dadu1 + " + " + dadu2 + " = " + sum
6. IF sum = 7 THEN
 1. menang \leftarrow true
 2. Tampilkan "Tebakan Anda Benar"
 3. Tampilkan "Anda menang setelah " + tries + " percobaan!"
7. ELSE
 1. Tampilkan "Tebakan Anda Salah"
 2. Baca jawaban
 3. IF jawaban \neq "ya" THEN
 1. lanjut \leftarrow false
 2. Tampilkan "Anda gagal menang"
 6. Tutup input