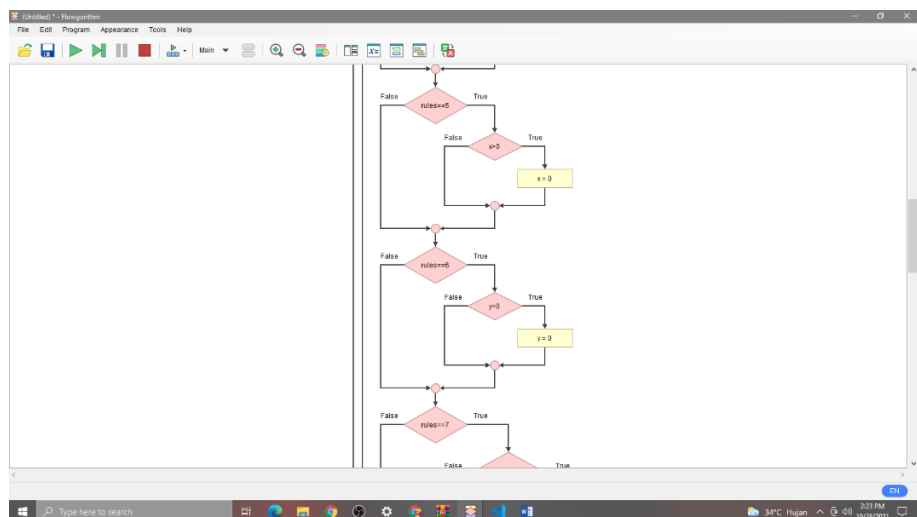
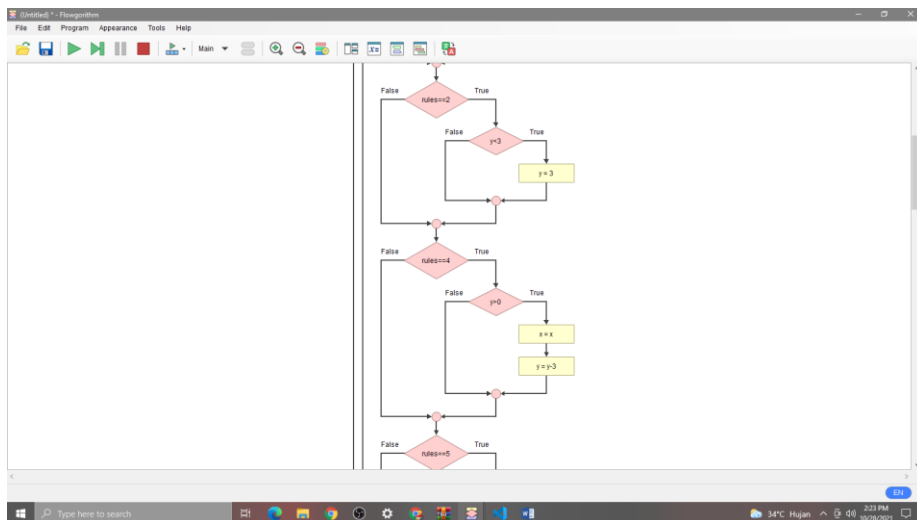
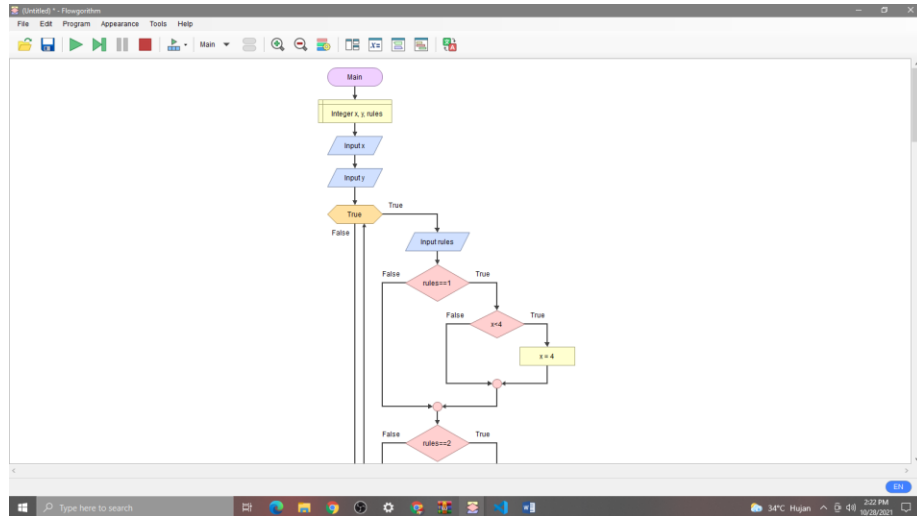


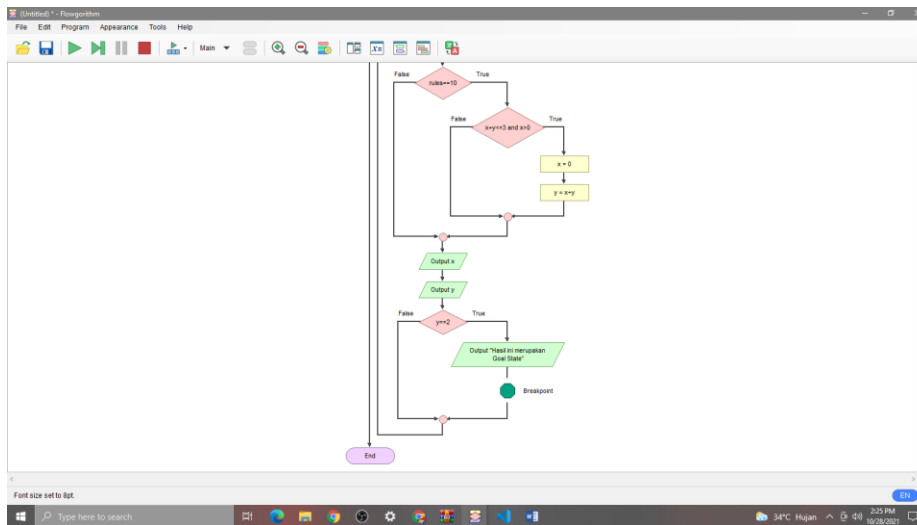
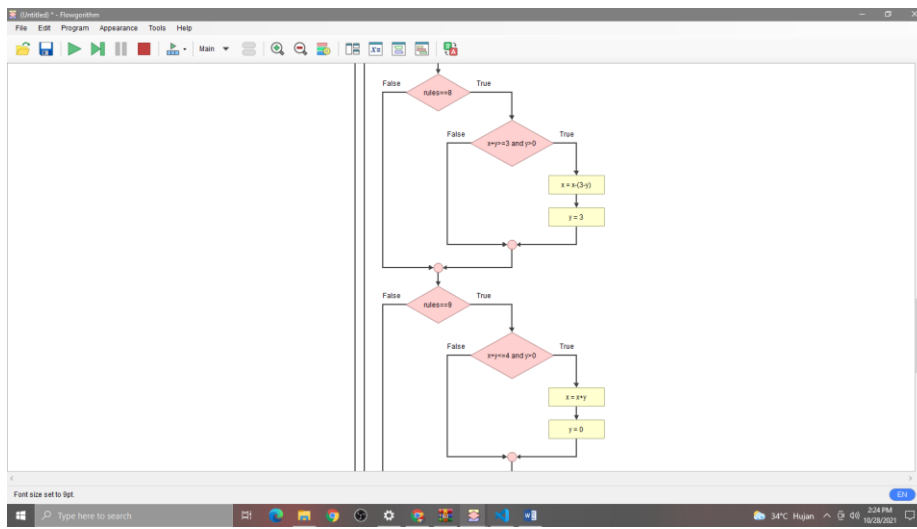
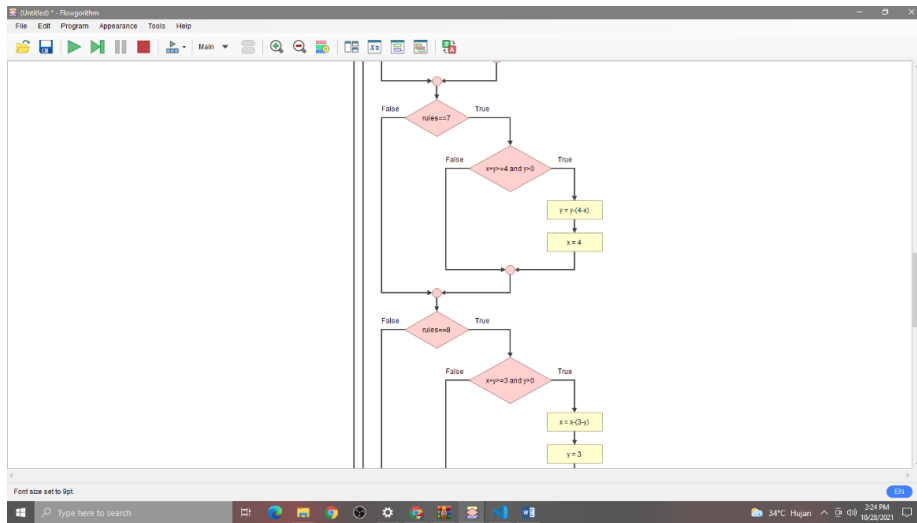
Nama : MUHAMMAD FIQAR RAMADHAN

NIM : 20.01.013.034

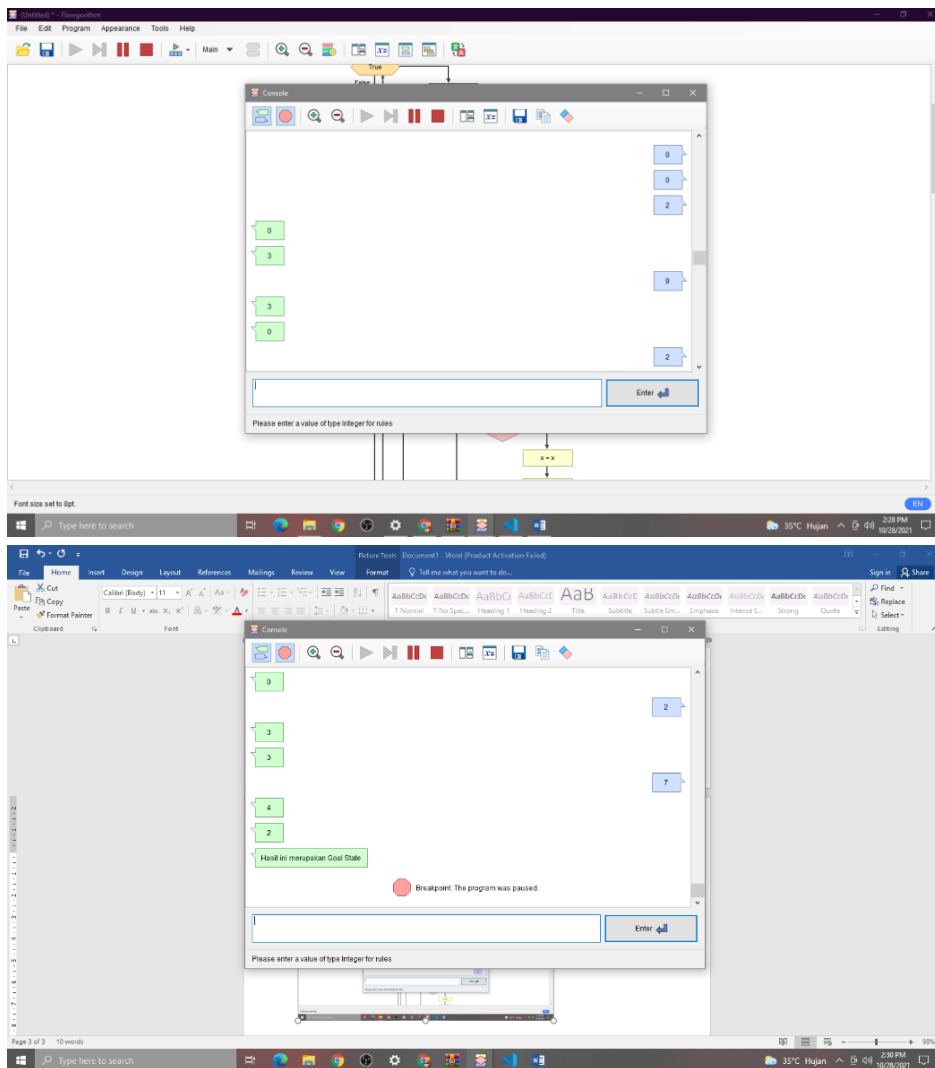
Kelas : AI – B

1. Buatlah flowchart diatas dengan menggunakan flowgorithm.

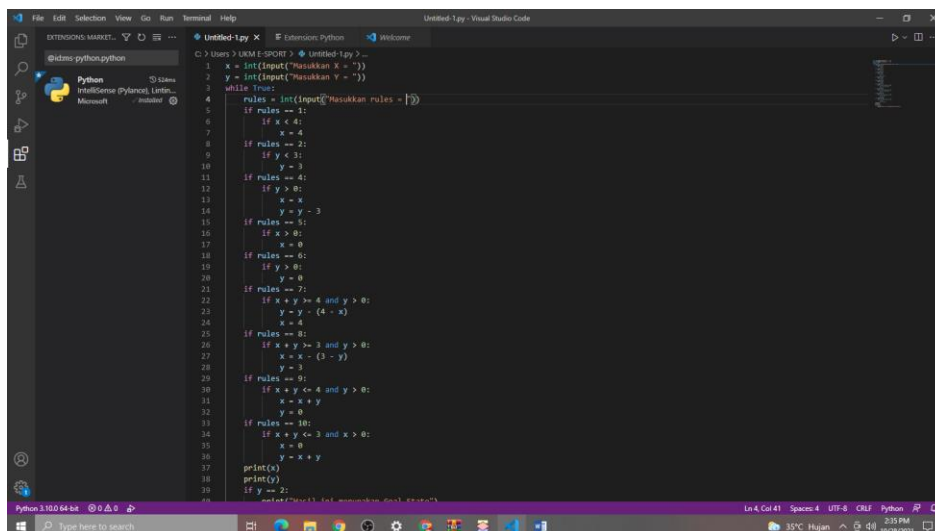


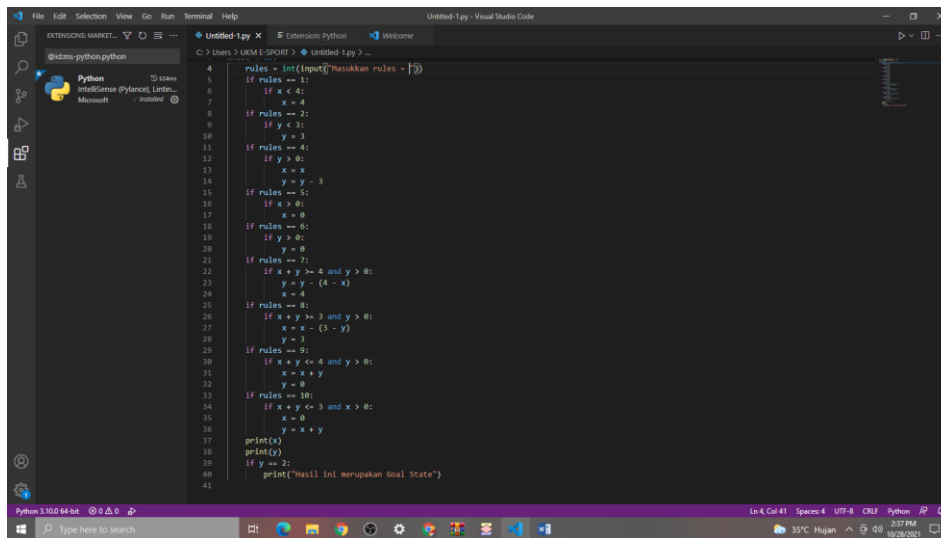


2. Dijalankan seperti di bawah ini dan sampai menemukan solusi.



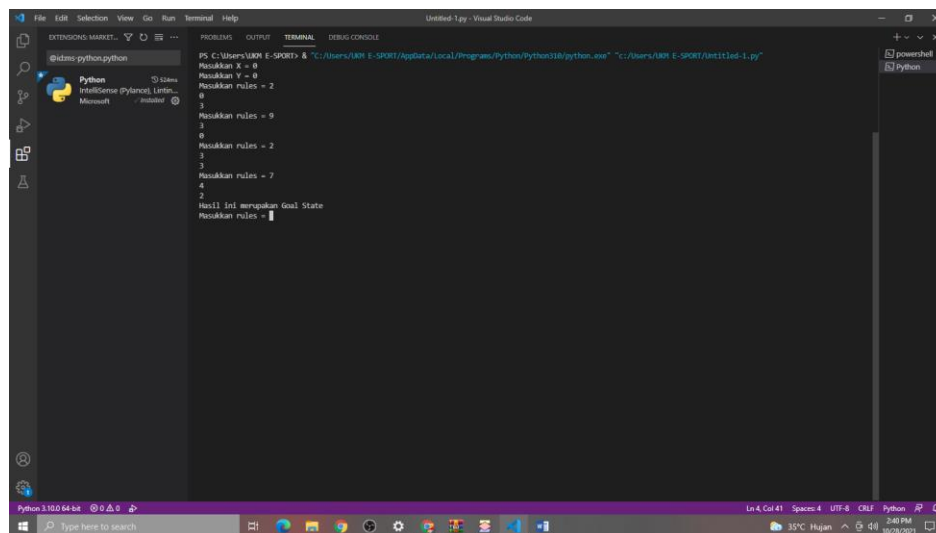
3. Kemudian ketik ulang SC pada flowgorithm ke VS-CODE.





```
4 rules = int(input("Masukkan rules = "))
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
21     if rules == 7:
22         if x + y >= 4 and y > 0:
23             y = y - (4 - x)
24             x = 4
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")
41
```

Dan inilah tampilan outputnya.



```
PS C:\Users\UMR E-SPORT> & "C:\Users\UMR E-SPORT\AppData\Local\Programs\Python\Python38\python.exe" "C:\Users\UMR E-SPORT\untitled-1.py"
Masukkan x = 0
Masukkan y = 0
Masukkan rules = 1
0
0
Masukkan rules = 9
3
0
Masukkan rules = 2
3
Masukkan rules = 7
4
Masukkan rules = 10
Hasil ini merupakan Goal State
Masukkan rules =
```