

LATIHAN PERTEMUAN 4
PRAKTIKUM PEMOGRAMAN BERBASIS WEB
Untuk Memenuhi Praktikum Pemograman Berbasis Web



Oleh:

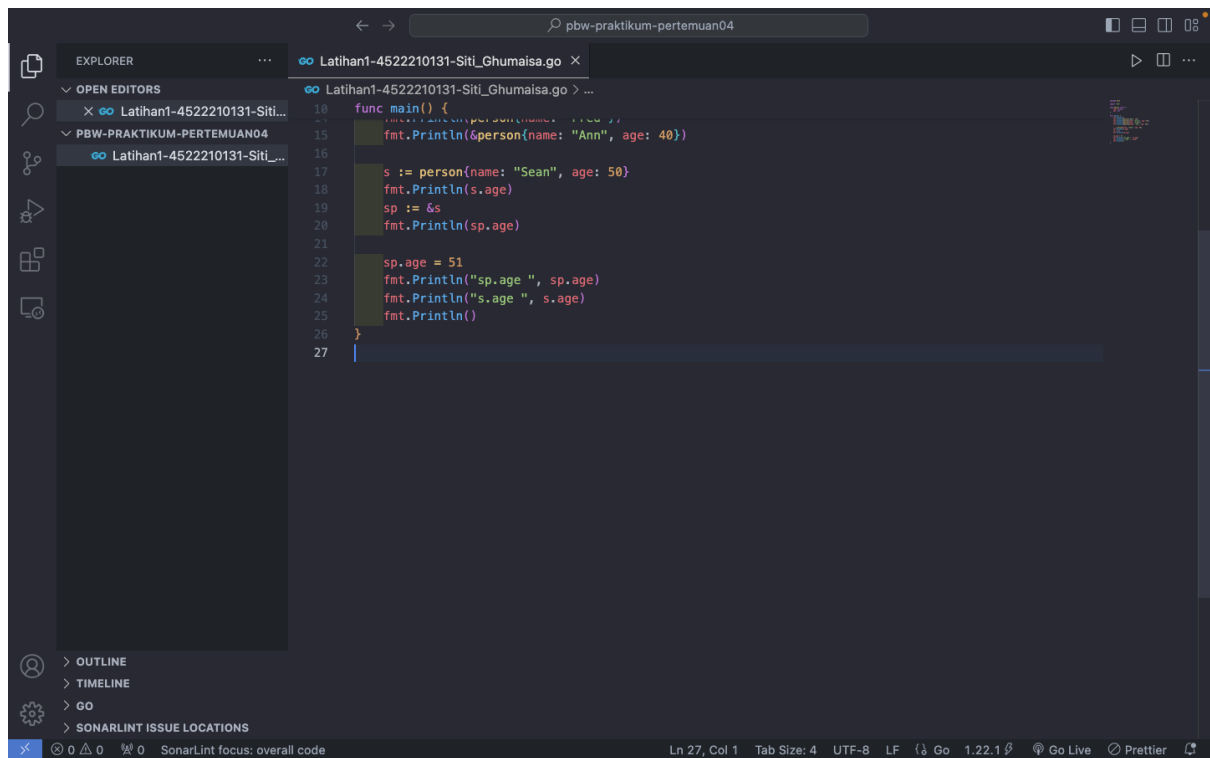
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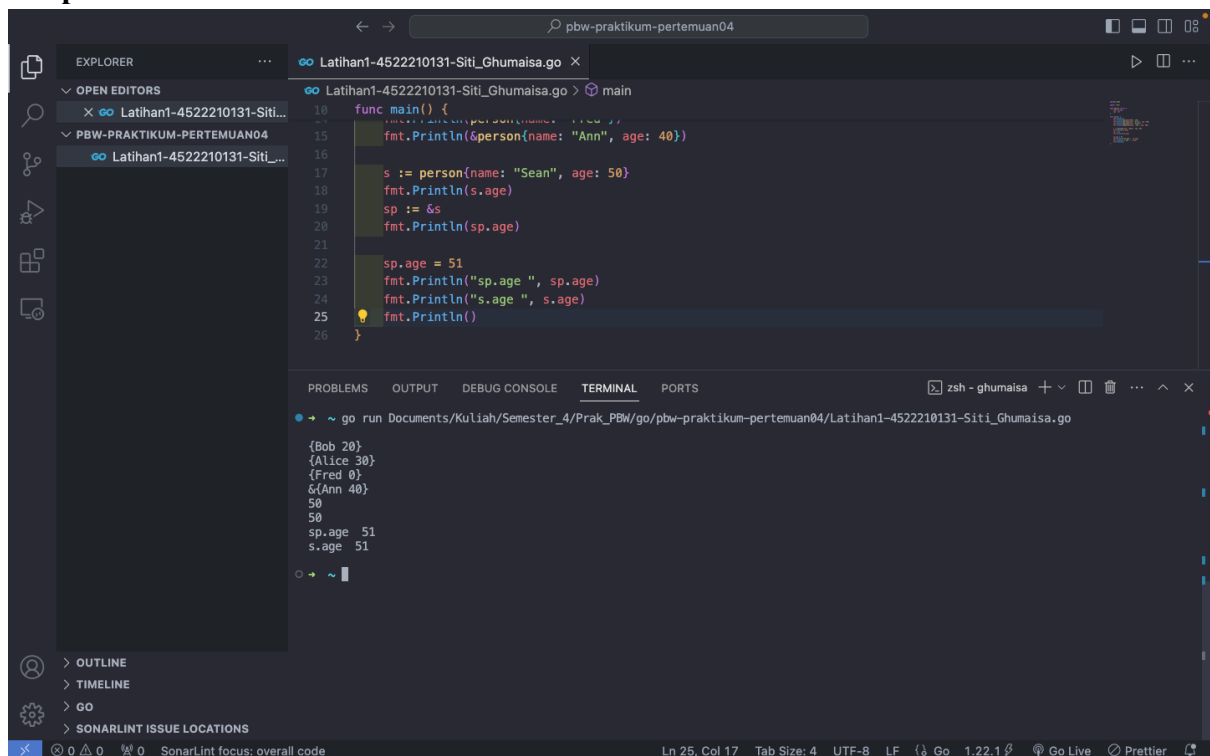
Latihan 1

Screenshot Source Code



```
10 func main() {  
11     // Create a person struct  
12     person := person{name: "Ann", age: 40}  
13     fmt.Println(&person{name: "Ann", age: 40})  
14  
15     // Create another person struct  
16     s := person{name: "Sean", age: 50}  
17     fmt.Println(s.age)  
18     sp := &s  
19     fmt.Println(sp.age)  
20  
21     // Modify age of the second person  
22     sp.age = 51  
23     fmt.Println("sp.age ", sp.age)  
24     fmt.Println("s.age ", s.age)  
25     fmt.Println()  
26 }  
27
```

Output



```
10 func main() {  
11     // Create a person struct  
12     person := person{name: "Ann", age: 40}  
13     fmt.Println(&person{name: "Ann", age: 40})  
14  
15     // Create another person struct  
16     s := person{name: "Sean", age: 50}  
17     fmt.Println(s.age)  
18     sp := &s  
19     fmt.Println(sp.age)  
20  
21     // Modify age of the second person  
22     sp.age = 51  
23     fmt.Println("sp.age ", sp.age)  
24     fmt.Println("s.age ", s.age)  
25     fmt.Println()  
26 }
```

```
~ go run Documents/Kuliah/Semester_4/Prak_PBN/go/pbw-praktikum-pertemuan04/Latihan1-4522210131-Siti_Ghumaisa.go  
{Bob 20}  
{Alice 30}  
{Fred 0}  
&{Ann 40}  
50  
50  
sp.age 51  
s.age 51
```

Latihan 2

Screenshot Source Code

```
package main

import "fmt"

type Customer struct {
    Name, Address string
    Age int
}

func (customer Customer) sayHello(name string) {
    fmt.Println("Hello", name, "my name is", customer.Name)
}

func main() {
    var eko Customer
    fmt.Println(eko)

    eko.Name = "Eko Kurniawan"
    eko.Address = "Indonesia"
    eko.Age = 30

    fmt.Println(eko)
    fmt.Println(eko.Name)
    fmt.Println(eko.Address)
    fmt.Println(eko.Age)

    joko := Customer{
        Name: "Joko",
        Address: "Indonesia",
        Age: 30,
    }
    fmt.Println(joko)

    budi := Customer{"Budi", "Indonesia", 30}
    fmt.Println(budi)
}
```

```
func main() {
    var eko Customer
    fmt.Println(eko)

    eko.Name = "Eko Kurniawan"
    eko.Address = "Indonesia"
    eko.Age = 30

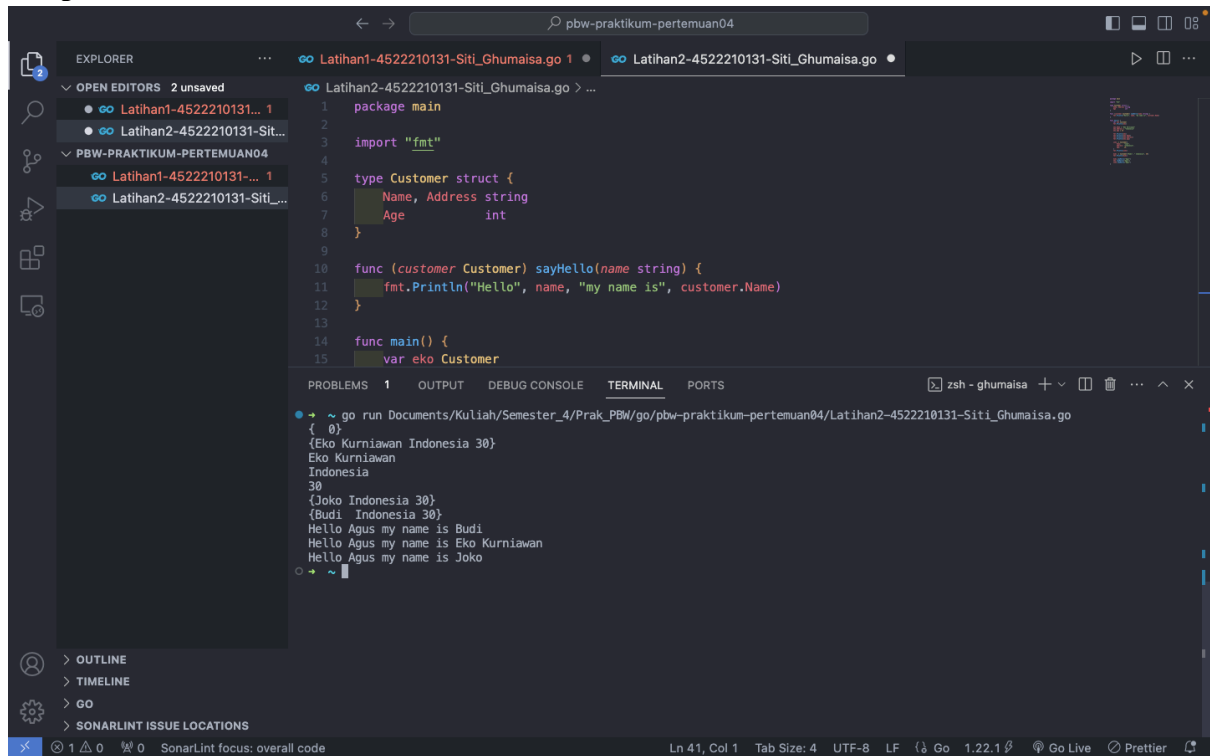
    fmt.Println(eko)
    fmt.Println(eko.Name)
    fmt.Println(eko.Address)
    fmt.Println(eko.Age)

    joko := Customer{
        Name: "Joko",
        Address: "Indonesia",
        Age: 30,
    }
    fmt.Println(joko)

    budi := Customer{"Budi", "Indonesia", 30}
    fmt.Println(budi)

    budi.sayHello("Agus")
    eko.sayHello("Agus")
    joko.sayHello("Agus")
}
```

Output



The screenshot shows a VS Code editor with a Go file named `Latihan2-4522210131-Siti_Ghumaisa.go`. The code defines a `Customer` struct with fields `Name`, `Address`, and `Age`. It includes a `sayHello` function that prints a message and a `main` function that creates a `Customer` instance and calls `sayHello`.

```
1 package main
2
3 import "fmt"
4
5 type Customer struct {
6     Name, Address string
7     Age          int
8 }
9
10 func (customer Customer) sayHello(name string) {
11     fmt.Println("Hello", name, "my name is", customer.Name)
12 }
13
14 func main() {
15     var eko Customer
```

The terminal output shows the execution of the program, displaying the output of the `sayHello` function for different customer instances.

```
~ go run Documents/Kuliah/Semester_4/Prak_PBI/go/pbw-praktikum-pertemuan04/Latihan2-4522210131-Siti_Ghumaisa.go
{ 0}
{Eko Kurniawan Indonesia 30}
Eko Kurniawan
Indonesia
30
{Joko Indonesia 30}
{Budi Indonesia 30}
Hello Agus my name is Budi
Hello Agus my name is Eko Kurniawan
Hello Agus my name is Joko
```

Link git hub

<https://github.com/Ghumaisa/PBW>