PRAKTIKUM

DASAR PEMROGRAMAN

SEMESTER GENAP TAHUN AKADEMIK 2024/2025

Tanggal

....

Materi

....

PRODI SISTEM INFORMASI FAKULTAS
TEKNIK DAN ILMU KOMPUTER
UNIVERSITAS NUSANTARA PGRI KEDIRI 2025

BAB II

PERCOBAAN DAN LATIHAN

Percobaan 1

```cpp
#include <iostream>
using namespace std;
struct mahasiswa
{
    string nama;
    int usia;
    float ipk;
};
int main()
{
    mahasiswa mhs; // deklarasi variabel mhs dengan tipe struct mahasiswa
    mhs.nama = "Andi";
    mhs.usia = 21;
    mhs.ipk = 3.5;
    cout << mhs.nama << endl;
    cout << mhs.usia << endl;
    cout << mhs.ipk << endl;
    system("pause");
    return 0;
}
```

Percobaan 2

```cpp
#include <iostream>
using namespace std;
struct mahasiswa
{
    string nama;
    int usia;
    float ipk;
    string hobi[2];
};
int main()
{
    mahasiswa mhs; // deklarasi variabel mhs dengan tipe struct mahasiswa
    mhs.nama = "Andi";
    mhs.usia = 21;
    mhs.ipk = 3.5;
    mhs.hobi[0] = "Renang";
    mhs.hobi[1] = "Futsal";
    cout << mhs.nama << endl;
    cout << mhs.usia << endl;
    cout << mhs.ipk << endl;
    cout << mhs.hobi[0] << endl;
    cout << mhs.hobi[1] << endl;
    system("pause");
    return 0;
}
```

Latihan 1

```cpp
#include <iostream>
using namespace std;
struct mahasiswa
{
    string nama;
    int usia;
    string hobi[2];
    float ipk;
};
int main()
{
    mahasiswa mhs[2];
    mhs[0].nama = "Andi";
    mhs[0].usia = 21;
    mhs[0].ipk = 3.5;
    mhs[0].hobi[0] = "Renang";
    mhs[0].hobi[1] = "Futsal";

    mhs[1].nama = "Budi";
    mhs[1].usia = 20;
    mhs[1].ipk = 4.0;
    mhs[1].hobi[0] = "Piano";
    mhs[1].hobi[1] = "Kaligrafi";

    //menampilkan
    for(int i = 0; i<2;i++){
        cout<<"\nData "<<i+1<<endl;
        cout<< "nama = "<<mhs[i].nama<<endl;
        cout<< "usia = "<<mhs[i].usia<<endl;
        cout<< "ipk = "<<mhs[i].ipk<<endl;
        cout<< "hobi 1 = "<<mhs[i].hobi[0]<<endl;
        cout<< "hobi 2 = "<<mhs[i].hobi[1]<<endl;
    }

    system("pause");
    return 0;
}
```

Latihan 2

```cpp
#include <iostream>
using namespace std;
struct buku {
    string judul;
    int harga;
    string author;
    string tahun;
    string artVersion[2];
};

buku komik;
int main() {

    //pengisian struct
    komik.judul = "One Punch Man";
    komik.harga = 50000;
    komik.author = "One";
    komik.tahun = "2009";
    komik.artVersion[0] = "One";
    komik.artVersion[1] = "Yusuke Murata";

    //Menampilkan struct
    cout<<"Data Buku"<<endl;
    cout<<"Judul : "<<komik.judul <<endl;
    cout<<"Harga : "<<komik.harga <<endl;
    cout<<"Tahun : "<<komik.tahun <<endl;
    cout<<"author : "<<komik.author <<endl;
    cout<<"Art Versi 1 : "<<komik.artVersion[0]<<endl;
    cout<<"Art Versi 2 : "<<komik.artVersion[1]<<endl;

    system("pause");
    return 0;
}
```

BAB III

TAMPILAN PROGRAM

Percobaan 1

```
Andi
21
3.5
Press any key to continue . . .
```

Percobaan 2

```
Andi
21
3.5
Renang
Futsal
Press any key to continue . . .
```

Latihan 1

```
Data 1
nama = Andi
usia = 21
ipk = 3.5
hobi 1 = Renang
hobi 2 = Futsal

Data 2
nama = Budi
usia = 20
ipk = 4
hobi 1 = Piano
hobi 2 = Kaligrafi
Press any key to continue . . .
```

Latihan 2

```
Data Buku
Judul : One Punch Man
Harga : 50000
Tahun : 2009
author : One
Art Versi 1 : One
Art Versi 2 : Yusuke Murata
Press any key to continue . . .
```