

**ALGORITMA DAN PEMROGRAMAN
FUNGSI**



Oleh:

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INFORMATIKA

FAKULTAS KOMUNIKASI DAN INFORMATIKA

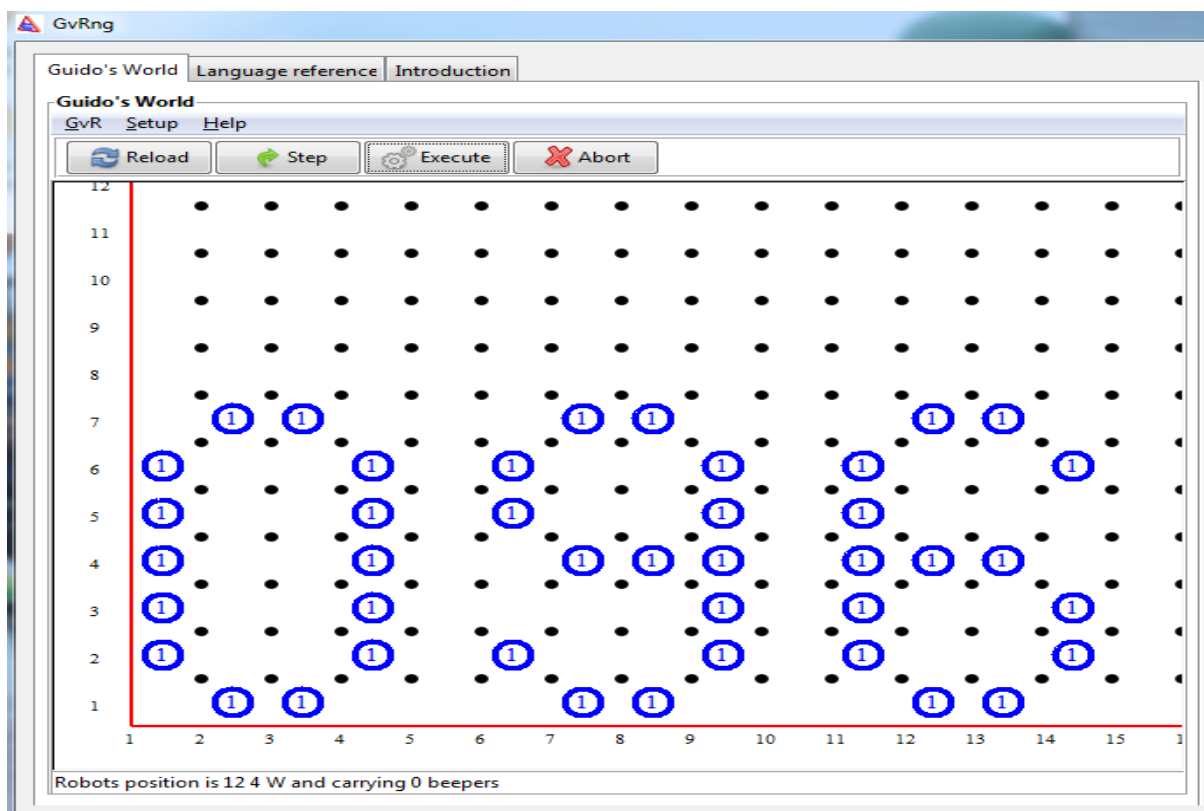
UNIVERSITAS MUHAMMADIYAH SURAKARTA

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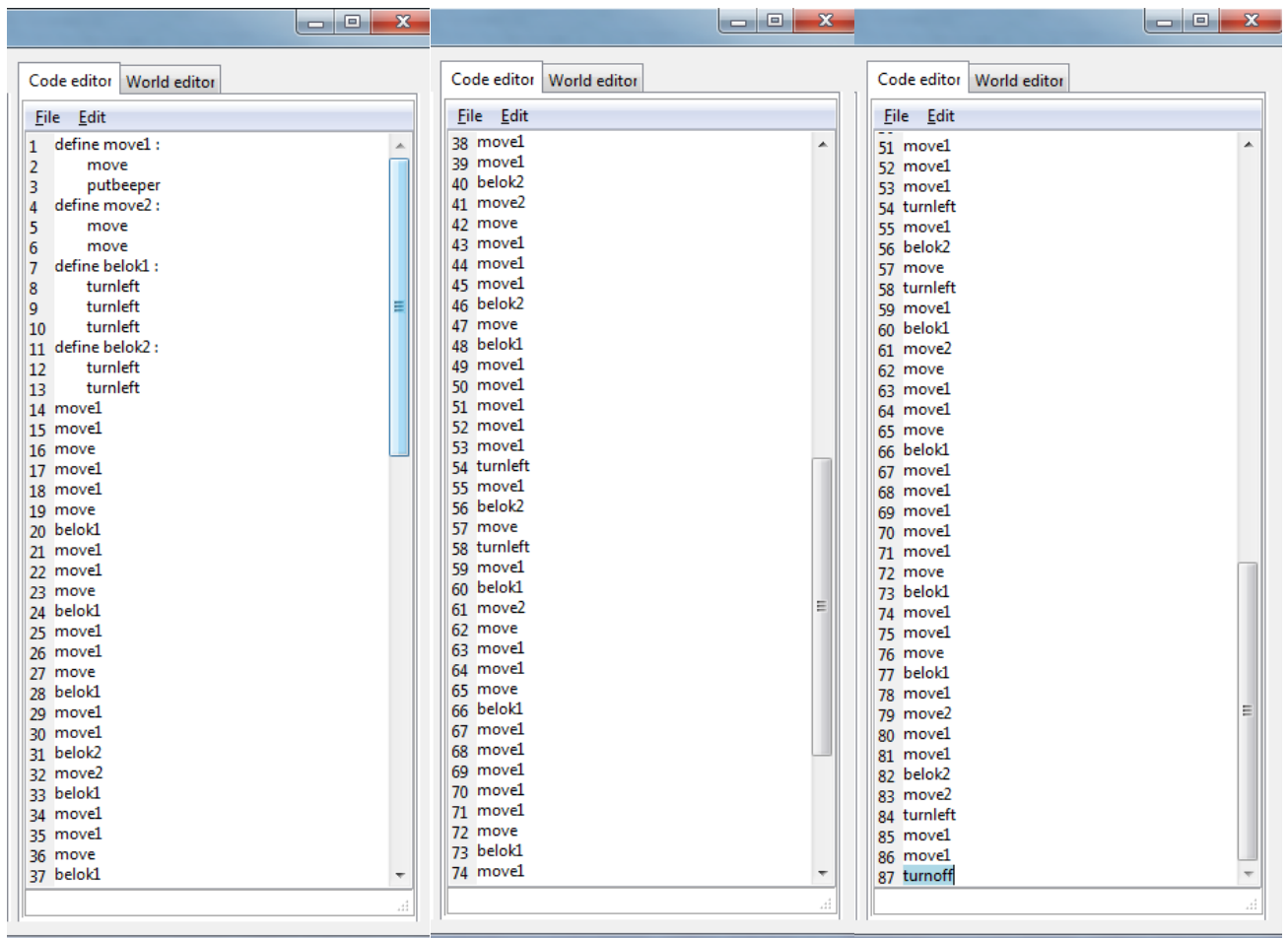
Kegiatan 3

```
1  define move1 :  
2      move  
3      putbeeper  
4  define move2 :  
5      move  
6      move  
7  define belok1 :  
8      turnleft  
9      turnleft  
10     turnleft  
11  define belok2 :  
12     turnleft  
13     turnleft  
14  move1  
15  move1  
16  move1  
17  move1  
18  move1  
19  move  
20  belok1  
21  move1  
22  move1  
23  move  
24  belok1  
25  move1  
26  move1  
27  move1  
28  move1  
29  move1  
30  move  
31  belok1  
32  move1  
33  move1  
34  belok2  
35  move2  
36  move2  
37  move1  
  
38  move1  
39  move  
40  turnleft  
41  move1  
42  move1  
43  move1  
44  move1  
45  move1  
46  move  
47  turnleft  
48  move1  
49  move1  
50  move  
51  turnleft  
52  move1  
53  move1  
54  move  
55  turnleft  
56  move1  
57  move1  
58  belok2  
59  move2  
60  turnleft  
61  move  
62  move1  
63  belok2  
64  move2  
65  move2  
66  move  
67  belok1  
68  move2  
69  move2  
70  move  
71  move1  
72  move1  
73  move  
74  belok1  
  
63  belok2  
64  move2  
65  move2  
66  move  
67  belok1  
68  move2  
69  move2  
70  move  
71  move1  
72  move1  
73  move  
74  belok1  
75  move1  
76  belok2  
77  move  
78  turnleft  
79  move2  
80  move  
81  turnleft  
82  move1  
83  move1  
84  move1  
85  move1  
86  move1  
87  move  
88  turnleft  
89  move1  
90  move1  
91  move  
92  turnleft  
93  move1  
94  move1  
95  move  
96  turnleft  
97  move1  
98  move1  
99  turnoff
```

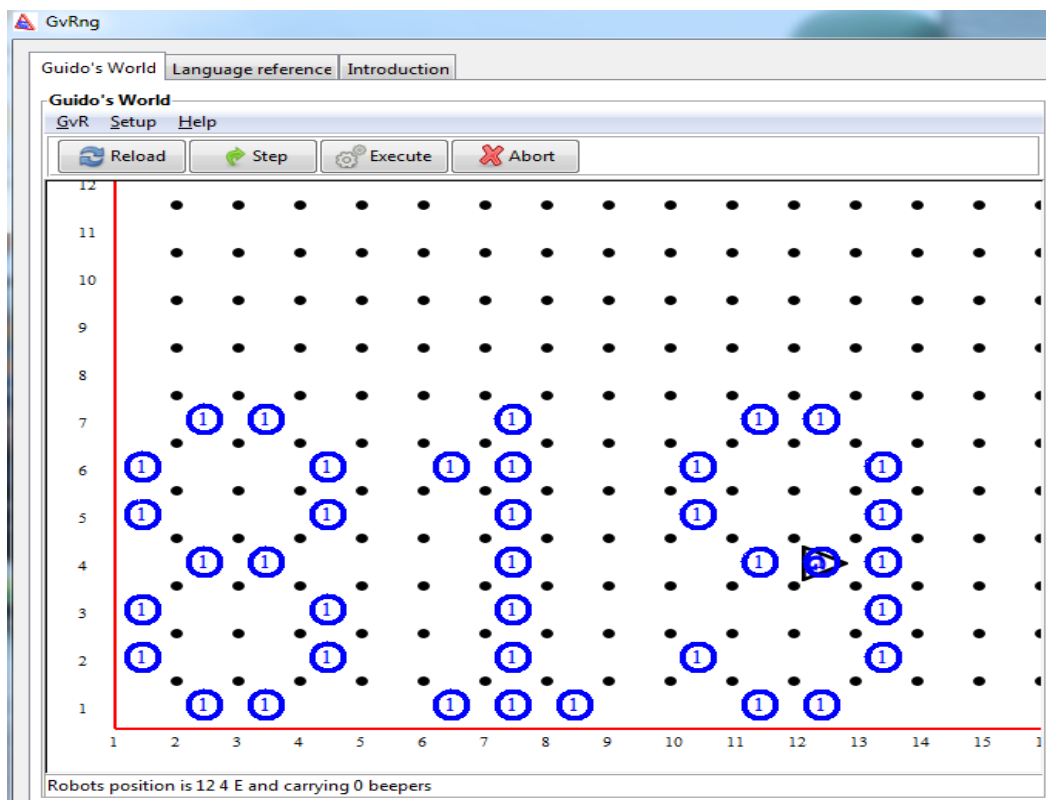
Berikut adalah program yang saya buat:



Kegiatan 4:



Berikut adalah program yang saya buat:



Kegiatan 6:

Tidak melebihi 33 langkah

The screenshot shows the GvRng software interface. The main window is titled "Guido's World" and contains a 12x12 grid. The robot is at position (2,4). A path of red lines is drawn on the grid, starting from the robot and ending at (11,4). The path consists of several segments, each marked with a blue circle containing the number 1. The path starts at (2,4), goes right to (3,4), then up to (3,5), right to (4,5), down to (4,4), right to (5,4), up to (5,5), right to (6,5), down to (6,4), right to (7,4), up to (7,5), right to (8,5), down to (8,4), right to (9,4), up to (9,5), right to (10,5), down to (10,4), right to (11,4). The path is a single continuous line. The status bar at the bottom indicates "Robots position is 2 4 E and carrying 0 beepers".

Code editor World editor

```
1 define move1 :  
2   move  
3   turnleft  
4   move  
5   putbeeper  
6   turnleft  
7   turnleft  
8   move  
9   turnleft  
10  move  
11 define belok1 :  
12   turnleft  
13   turnleft  
14   turnleft  
15 move  
16 move1  
17 move  
18 move1  
19 move  
20 move1  
21 belok1  
22 move  
23 belok1  
24 move1  
25 move  
26 move1  
27 move  
28 move1  
29 move  
30 belok1  
31 move  
32 belok1  
33 turnoff
```