

ALGORITMA DAN PEMROGAMAN

FUNGSI



Oleh :

TAUFIQ YOGI ARISWARA

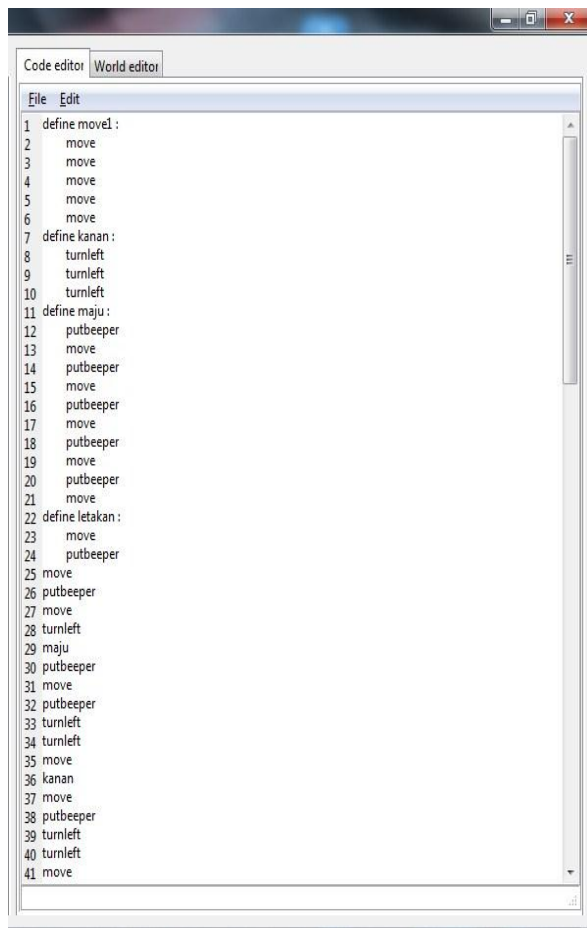
L200190108

PROGRAM STUDI INFORMATIKA

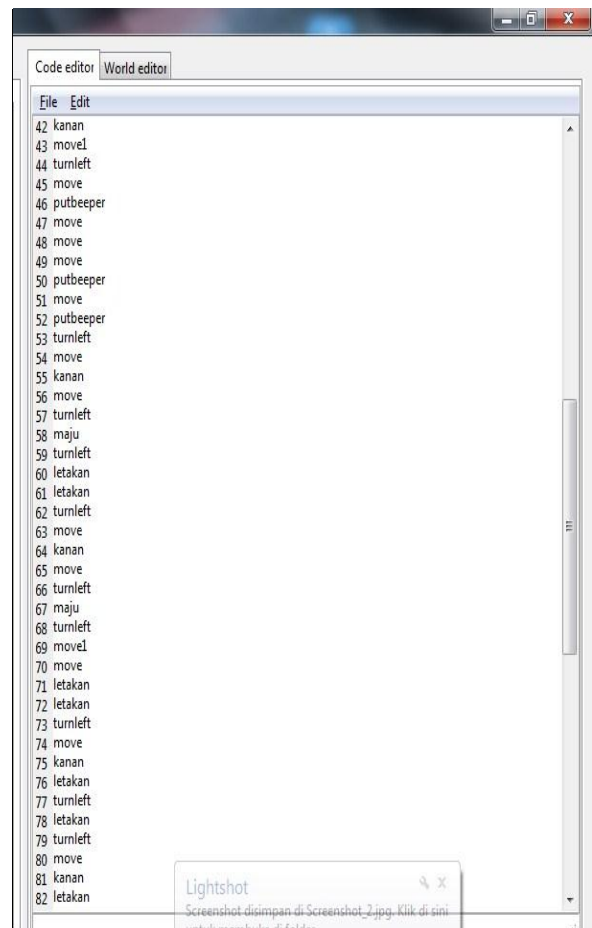
UNIVERSITAS MUHAMMADIYAH SURAKARTA TAHUN 2019

Kegiatan 3 Praktikum 3

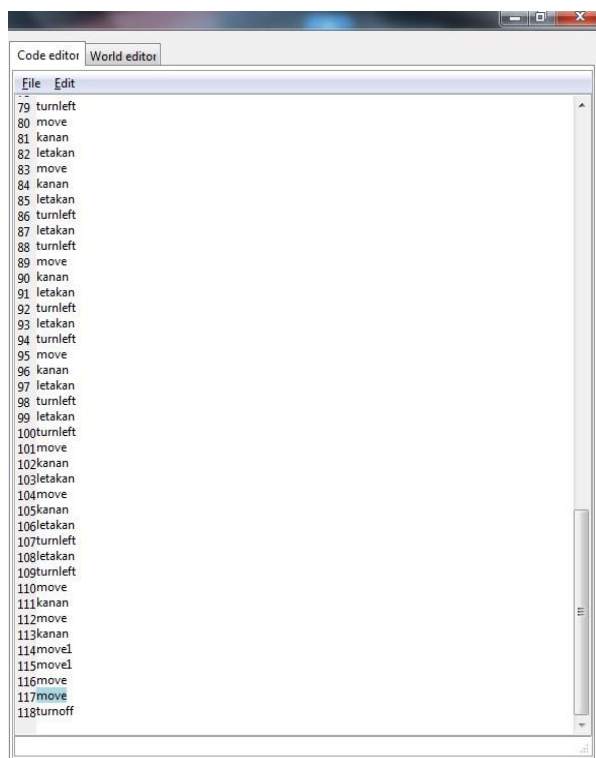
Ini adalah NIM saya



```
1  define move1 :
2      move
3      move
4      move
5      move
6      move
7  define kanan :
8      turnleft
9      turnleft
10     turnleft
11  define maju :
12      putbeeper
13      move
14      putbeeper
15      move
16      putbeeper
17      move
18      putbeeper
19      move
20      putbeeper
21      move
22  define letakan :
23      move
24      putbeeper
25      move
26      putbeeper
27      move
28      turnleft
29      maju
30      putbeeper
31      move
32      putbeeper
33      turnleft
34      turnleft
35      move
36      kanan
37      move
38      putbeeper
39      turnleft
40      turnleft
41      move
```

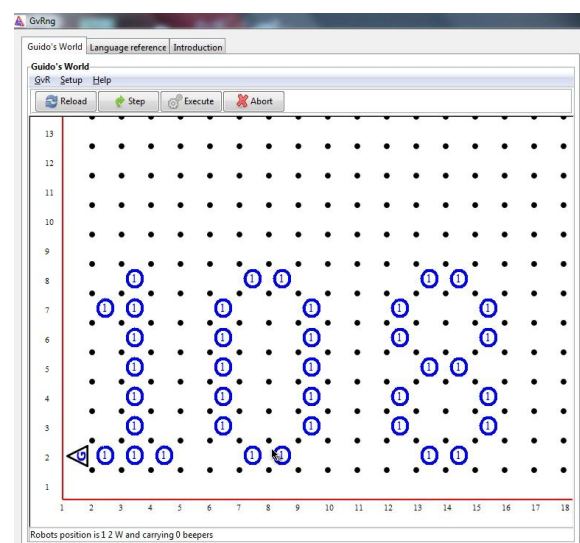


```
42  kanan
43  move1
44  turnleft
45  move
46  putbeeper
47  move
48  move
49  move
50  putbeeper
51  move
52  putbeeper
53  turnleft
54  move
55  kanan
56  move
57  turnleft
58  maju
59  turnleft
60  letakan
61  letakan
62  turnleft
63  move
64  kanan
65  move
66  turnleft
67  maju
68  turnleft
69  move1
70  move
71  letakan
72  letakan
73  turnleft
74  move
75  kanan
76  letakan
77  turnleft
78  letakan
79  turnleft
80  move
81  kanan
82  letakan
```



```
79  turnleft
80  move
81  kanan
82  letakan
83  move
84  kanan
85  letakan
86  turnleft
87  letakan
88  turnleft
89  move
90  kanan
91  letakan
92  turnleft
93  letakan
94  turnleft
95  move
96  kanan
97  letakan
98  turnleft
99  letakan
100  turnleft
101  move
102  kanan
103  letakan
104  move
105  kanan
106  letakan
107  turnleft
108  letakan
109  turnleft
110  move
111  kanan
112  move
113  kanan
114  move1
115  move1
116  move
117  move
118  turnoff
```

Hasilnya :



Kegiatan 4 Praktikum 3

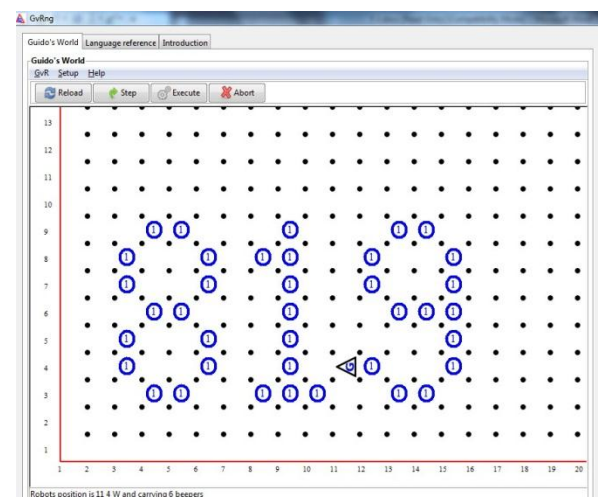
Membuat angka 819

```
Code editor World editor
File Edit
1 define gerak1 :
2   move
3   putbeeper
4   define kanan :
5     turnleft
6     turnleft
7     turnleft
8   define maju4 :
9     move
10    move
11    move
12    move
13 gerak1
14 gerak1
15 move
16 turnleft
17 gerak1
18 gerak1
19 move
20 turnleft
21 gerak1
22 kanan
23 kanan
24 move
25 turnleft
26 gerak1
27 gerak1
28 move
29 turnleft
30 gerak1
31 gerak1
32 move
33 turnleft
34 gerak1
35 gerak1
36 turnleft
37 move
38 kanan
39 gerak1
40 kanan
41 move
```

```
Code editor World editor
File Edit
42 turnleft
43 gerak1
44 gerak1
45 move
46 turnleft
47 maju4
48 gerak1
49 gerak1
50 gerak1
51 turnleft
52 turnleft
53 kanan
54 move
55 turnleft
56 gerak1
57 kanan
58 gerak1
59 gerak1
60 gerak1
61 gerak1
62 gerak1
63 turnleft
64 move
65 turnleft
66 gerak1
67 maju4
68 move
69 turnleft
70 maju4
71 gerak1
72 gerak1
73 move
74 turnleft
75 gerak1
76 gerak1
77 gerak1
78 gerak1
79 gerak1
80 move
81 turnleft
82 gerak1
```

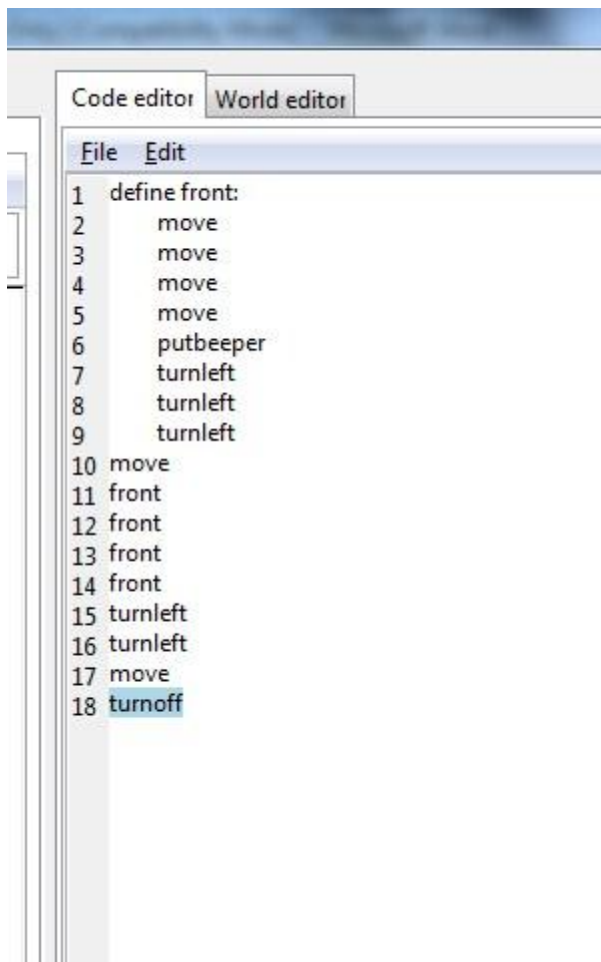
Hasilnya :

```
80 move
81 turnleft
82 gerak1
83 gerak1
84 move
85 turnleft
86 gerak1
87 gerak1
88 move
89 turnleft
90 gerak1
91 gerak1
92 kanan
93 move
94 move
95 kanan
96 move
97 gerak1
98 move
99 turnoff
```



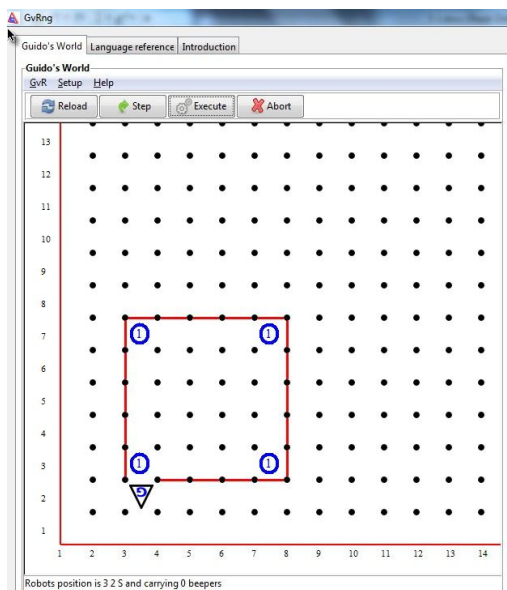
Kegiatan 5 Praktikum 3

Meletakkan beeper pada kotak



```
1  define front:
2      move
3      move
4      move
5      move
6      putbeeper
7      turnleft
8      turnleft
9      turnleft
10 move
11 front
12 front
13 front
14 front
15 turnleft
16 turnleft
17 move
18 turnoff
```

Hasilnya :



Kegiatan 6 praktikum 3

Jumlah baris pada program saya

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

Hasilnya :

