

PRAKTIKUM ALGORITMA
BAB PERULANGAN DAN PENGAMBILAN KEPUTUSAN



DI SUSUN OLEH:

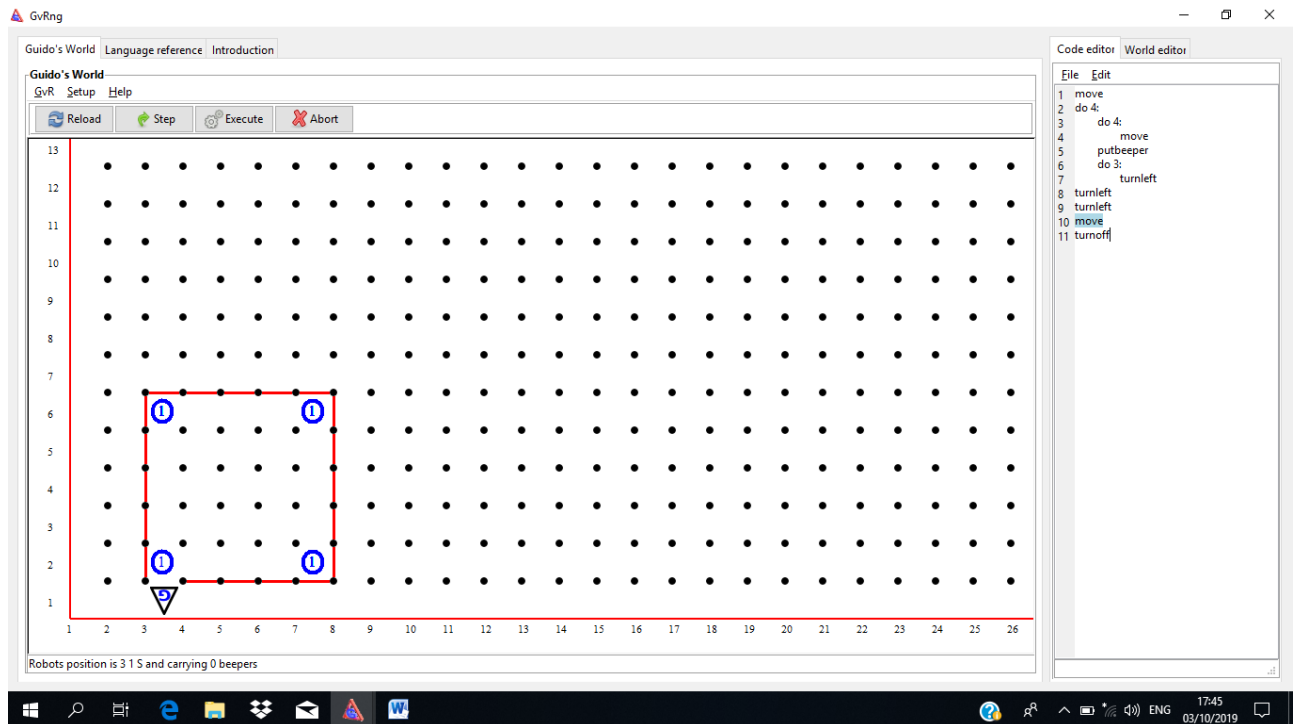
LABIB MAJID (L200190174)

PRODI INFORMATIKA

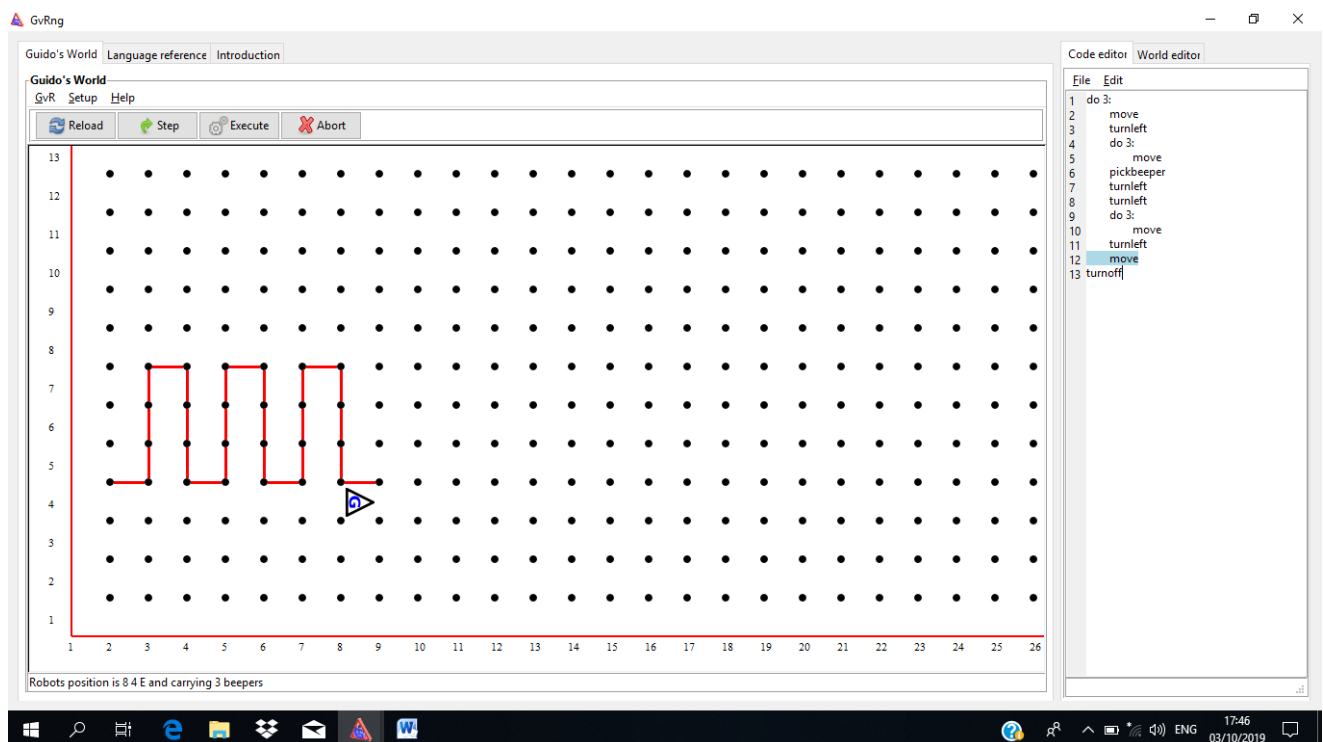
FAKULTAS ILMU KOMUNIKASI DAN INFORMATIKA

UNIVERSITAS MUHAMMADIYAH SURAKARTA TAHUN 2019

- Kegiatan 1. Perulangan

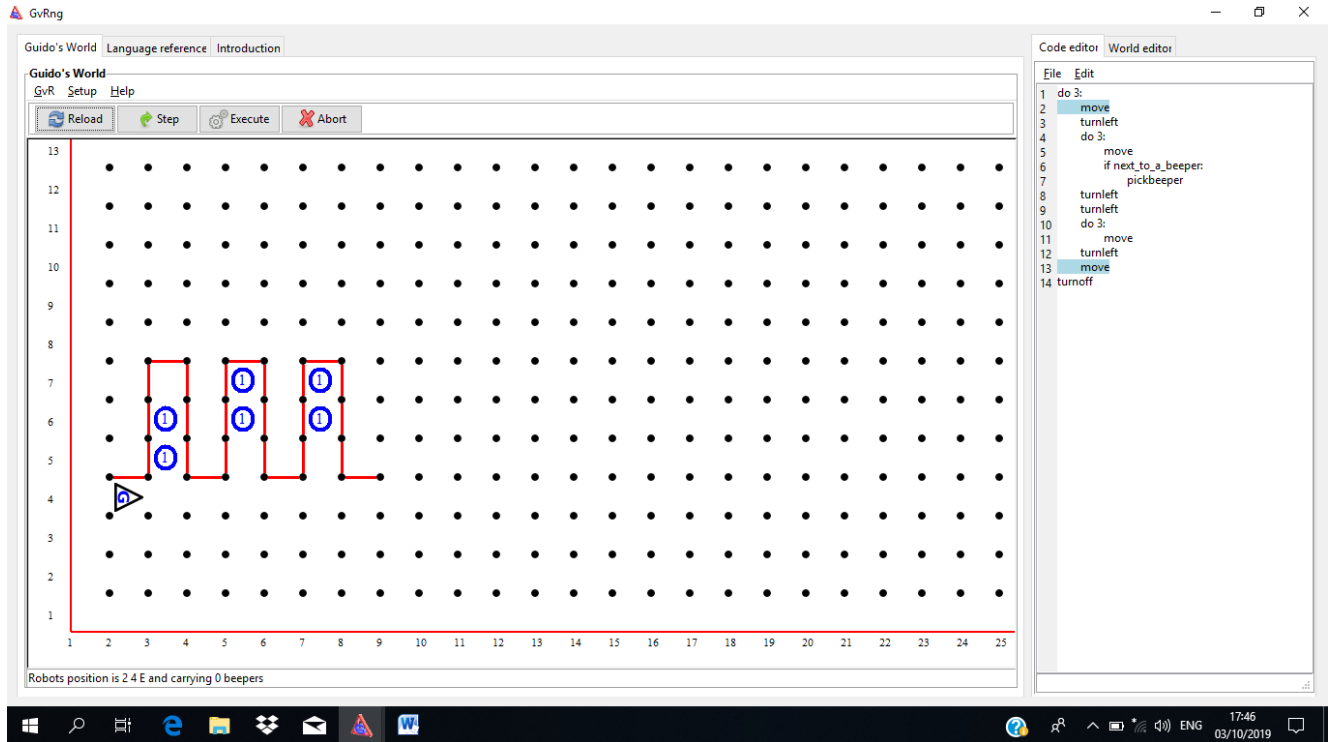


- Kegiatan 2. Lagi, perulangan

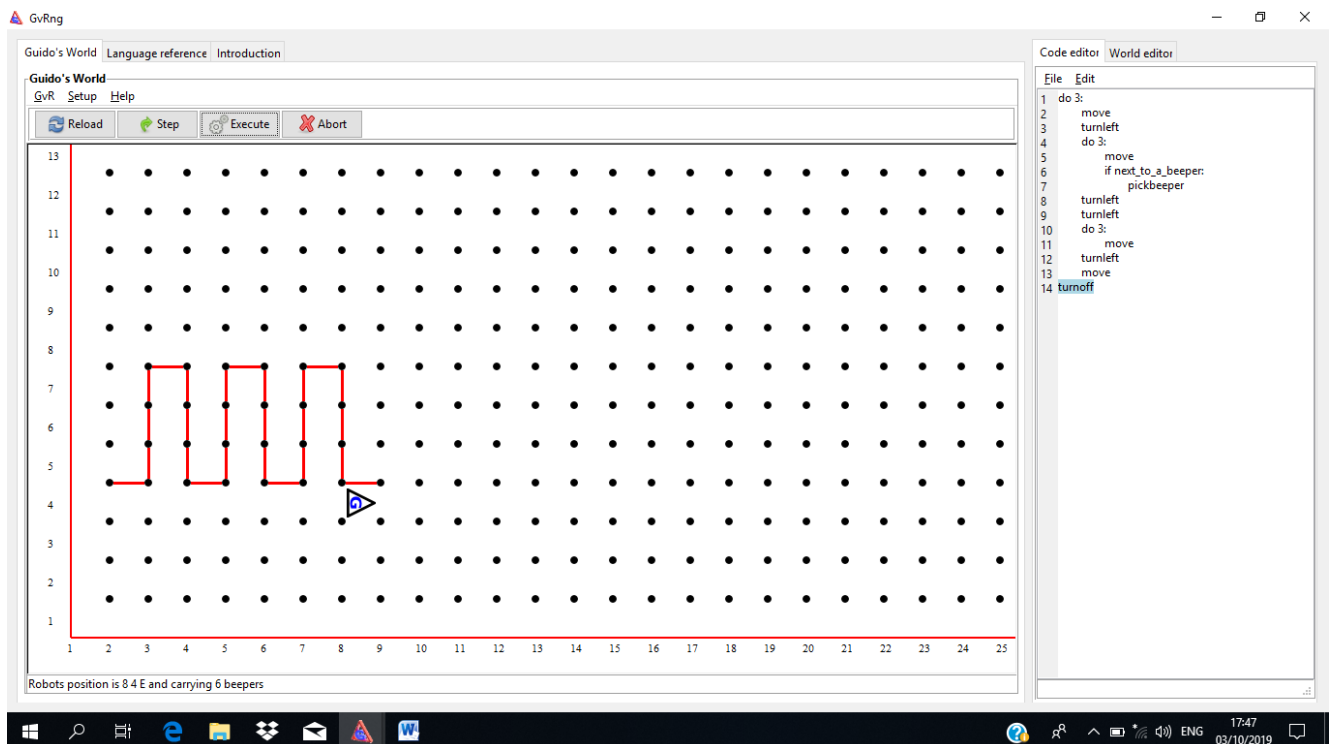


- kegiatan 3. Titik api yang acak

*Sebelum



*Sesudah



- Kegiatan 4. Harta karun di halaman

The screenshot shows the GvRng software interface. The main window displays a 24x13 grid world. A robot, represented by a blue triangle with a '3' inside, is positioned at (3,2). A red path is drawn on the grid, starting from (3,2), moving right to (8,2), then up to (8,9), then left to (3,9), and finally down to (3,2). The status bar at the bottom left indicates "Robots position is 3 2 S and carrying 8 beepers".

On the right side, there is a code editor window with the following code:

```

1 do 7:
2   move
3   if next_to_a_beeper:
4     pickbeeper
5   do 3:
6     turnleft
7   do 4:
8     move
9     if next_to_a_beeper:
10      pickbeeper
11  turnleft
12  turnleft
13  do 4:
14    move
15    do 3:
16      turnleft
17 turnleft
18 turnleft
19 do 7:
20   move
21 turnoff
  
```

The bottom of the image shows the Windows taskbar with various icons and the system clock displaying 18:13 on 03/10/2019.