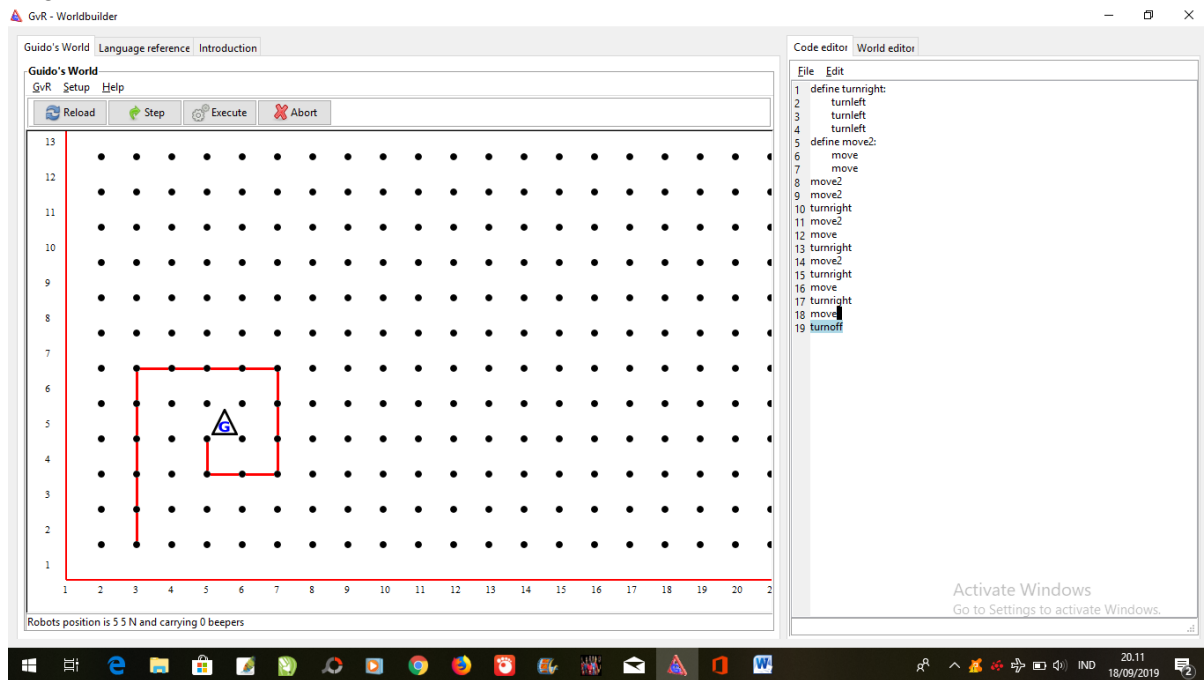


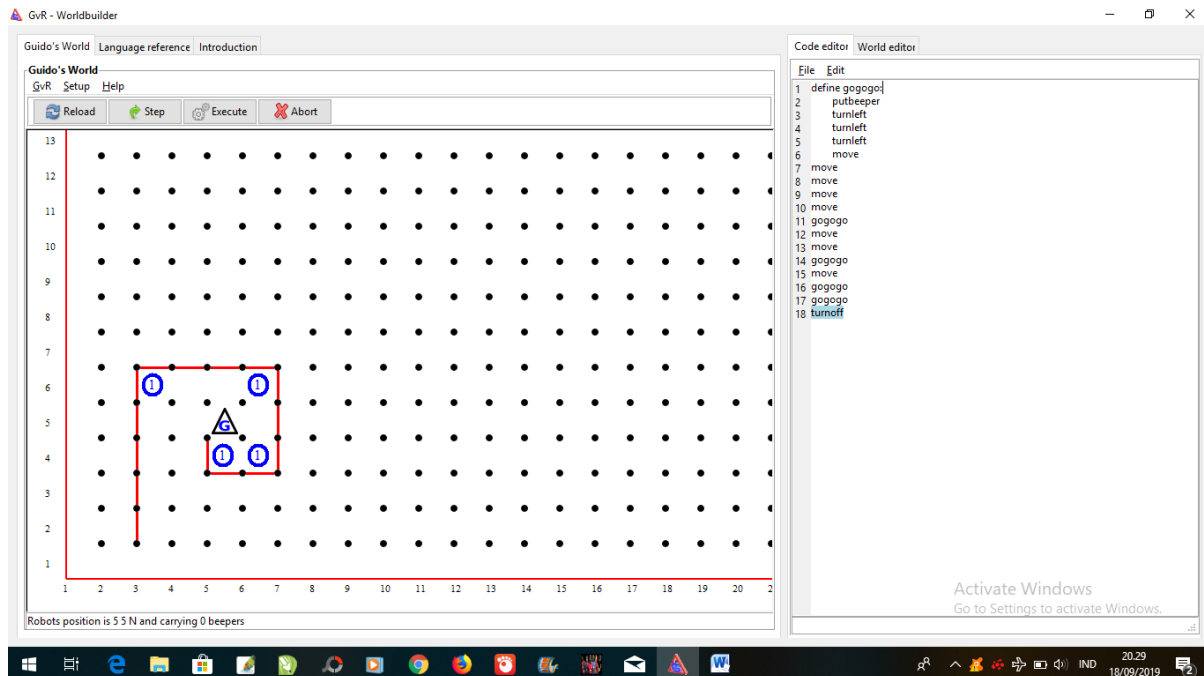
Praktikum Alogaritma dan Pemrograman

Modul 2

Kegiatan 1.

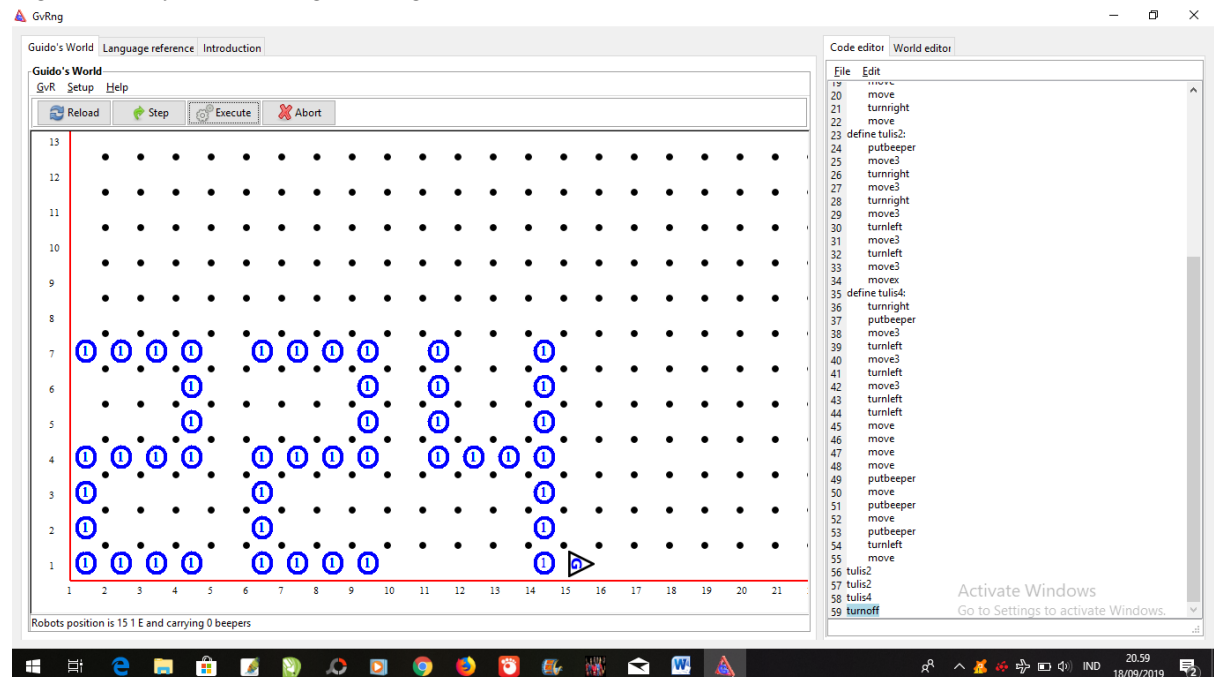


Kegiatan 2.



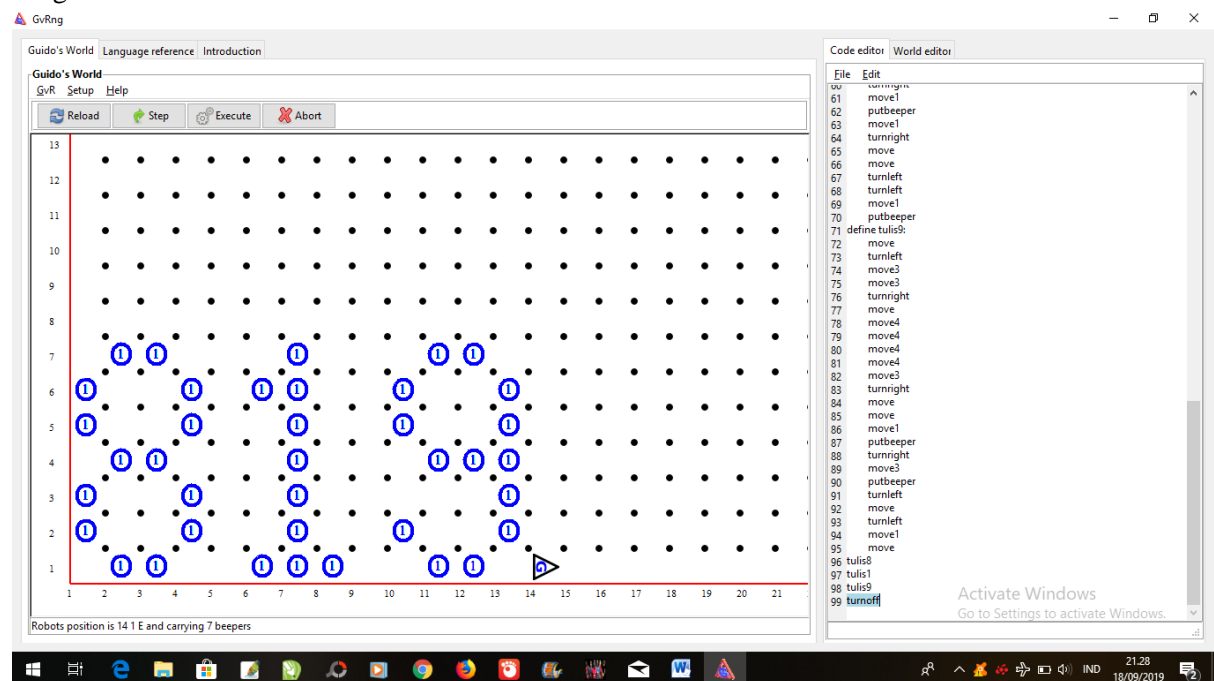
Kegiatan 3.

Mula – mula robot di titik koordinat 1 7 dan membawa 45 beepers. Lalu bergerak membentuk angka 3 digit NIM saya (224) dengan menggunakan 59 baris instruksi.



Kegiatan 4.

Program ini membutuhkan 99 baris instruksi



Kegiatan 5.

GvRng

Guido's World | Language reference | Introduction

Guido's World

GvR Setup Help

Reload Step Execute Abort

13
12
11
10
9
8
7
6
5
4
3
2
1

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

Robots position is 2 1 S and carrying 0 beepers

Code editor | World editor

File Edit

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

Activate Windows
Go to Settings to activate Windows.

Kegiatan 6.

GvR - Worldbuilder

Guido's World | Language reference | Introduction

Guido's World

GvR Setup Help

Reload Step Execute Abort

Information
Robot turned off
Close

13
12
11
10
9
8
7
6
5
4
3
2
1

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21

Robots position is 2 4 E and carrying 0 beepers

Code editor | World editor

File Edit

```
1 define move1:
2   move
3   turnleft
4   move
5 define gaskuy2:
6   putbeeper
7   turnleft
8   turnleft
9   move1
10 define gaskuy:
11  move1
12  gaskuy2
13  move
14  move1
15  gaskuy2
16  move
17  move1
18  gaskuy2
19 define turnright:
20  turnleft
21  turnleft
22  turnleft
23 move
24 gaskuy
25 turnright
26 move
27 turnright
28 gaskuy
29 move
30 turnright
31 move
32 turnright
33 turnoff
```

Activate Windows
Go to Settings to activate Windows.