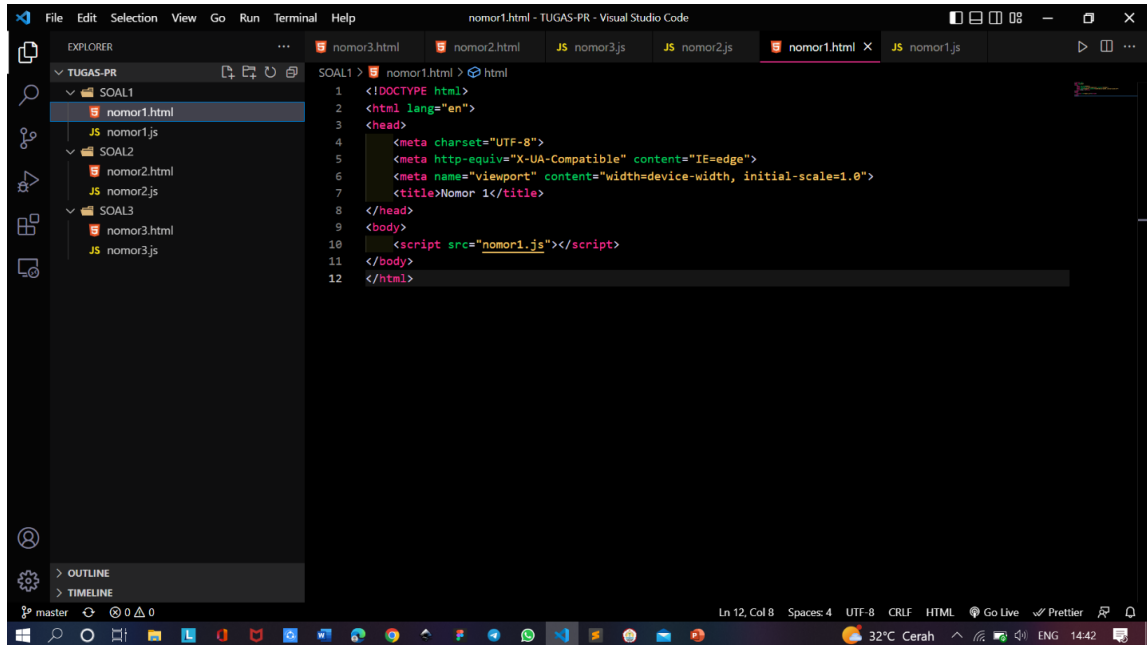


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- NOMOR 1

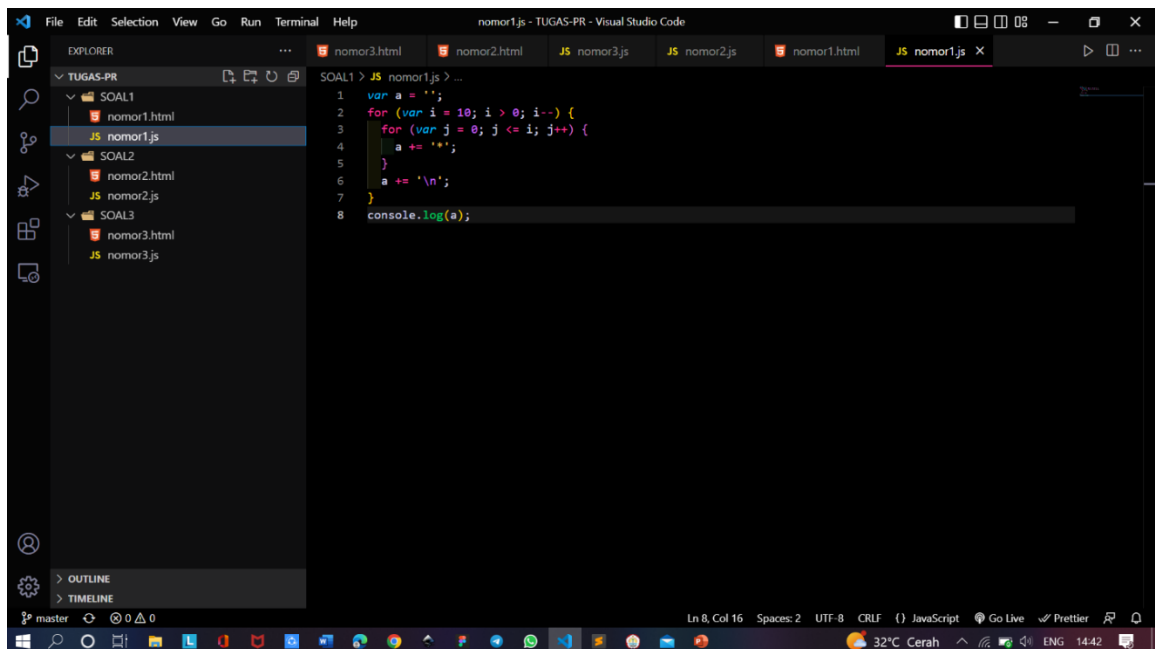
- File HTML:



The screenshot shows the Visual Studio Code editor with the file 'nomor1.html' open. The Explorer sidebar on the left shows a project structure with folders 'SOAL1', 'SOAL2', and 'SOAL3', each containing 'nomor1.html' and 'nomor1.js'. The main editor area displays the HTML code for 'nomor1.html'.

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta http-equiv="X-UA-Compatible" content="IE=edge">
6   <meta name="viewport" content="width=device-width, initial-scale=1.0">
7   <title>Nomor 1</title>
8 </head>
9 <body>
10   <script src="nomor1.js"></script>
11 </body>
12 </html>
```

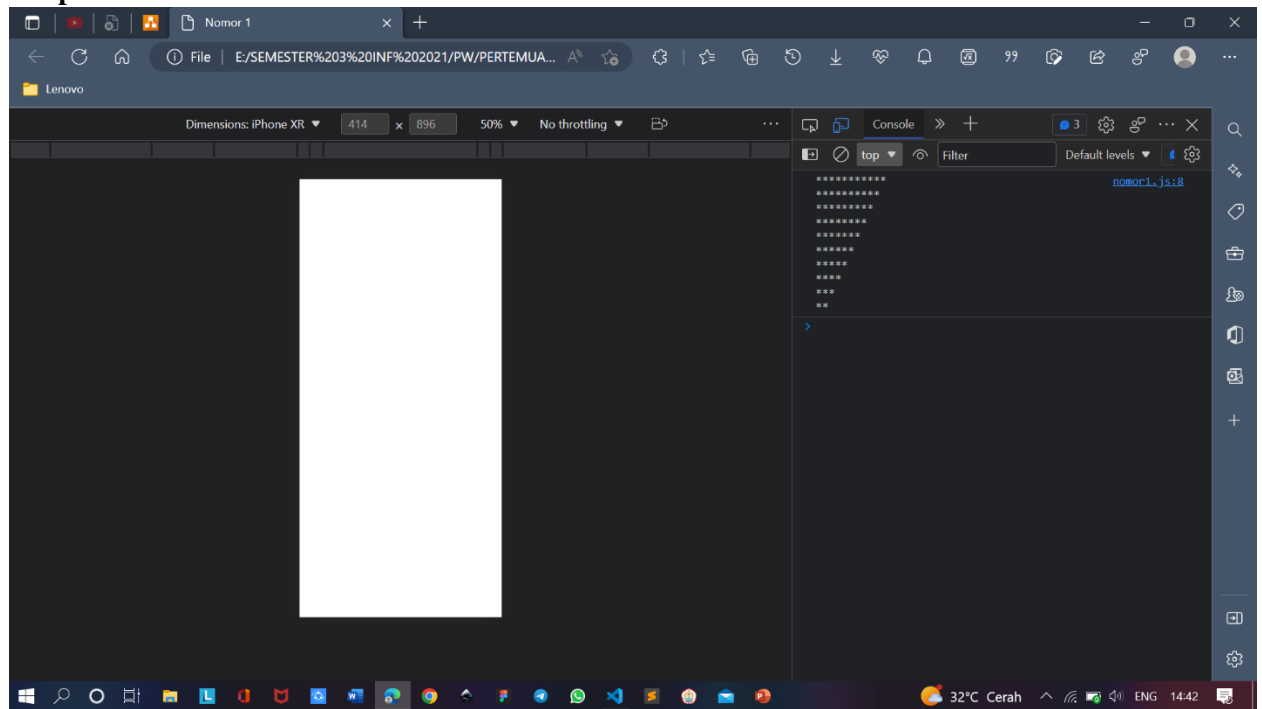
- File JS:



The screenshot shows the Visual Studio Code editor with the file 'nomor1.js' open. The Explorer sidebar on the left shows the same project structure as the previous screenshot. The main editor area displays the JavaScript code for 'nomor1.js'.

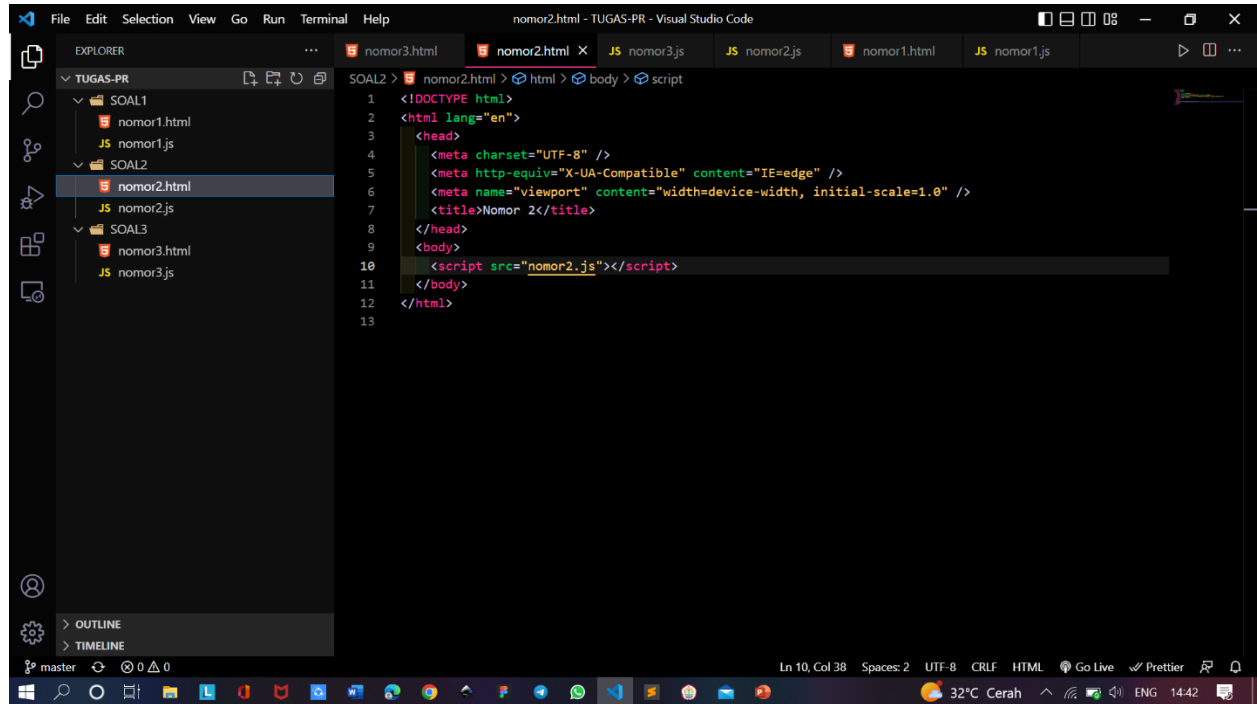
```
1 var a = '';
2 for (var i = 10; i > 0; i--) {
3   for (var j = 0; j <= i; j++) {
4     a += ' ';
5   }
6   a += '\n';
7 }
8 console.log(a);
```

- **Output:**



- **NOMOR 2**

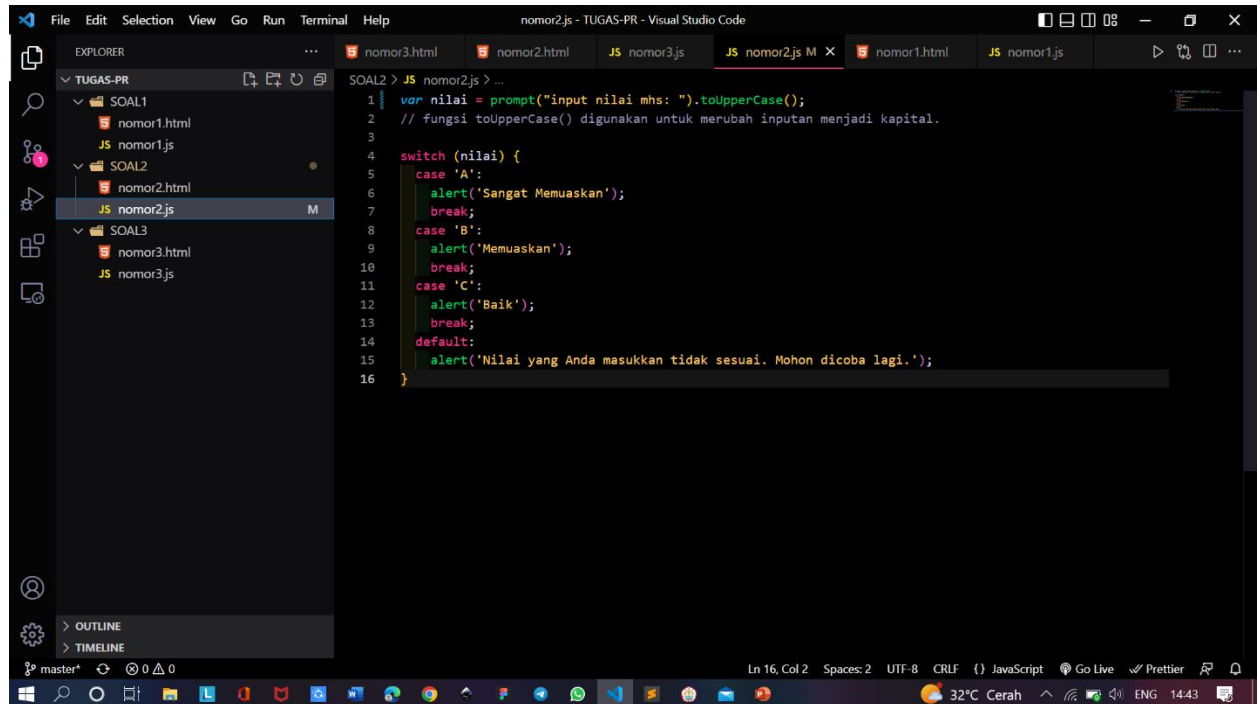
- **File HTML:**



The screenshot shows the Visual Studio Code editor with the file 'nomor2.html' open. The Explorer panel on the left shows the project structure with folders 'SOAL1', 'SOAL2', and 'SOAL3'. The 'SOAL2' folder is expanded, showing 'nomor2.html' and 'nomor2.js'. The main editor area displays the HTML code for 'nomor2.html'.

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8" />
5   <meta http-equiv="X-UA-Compatible" content="IE=edge" />
6   <meta name="viewport" content="width=device-width, initial-scale=1.0" />
7   <title>Nomor 2</title>
8 </head>
9 <body>
10  <script src="nomor2.js"></script>
11 </body>
12 </html>
13
```

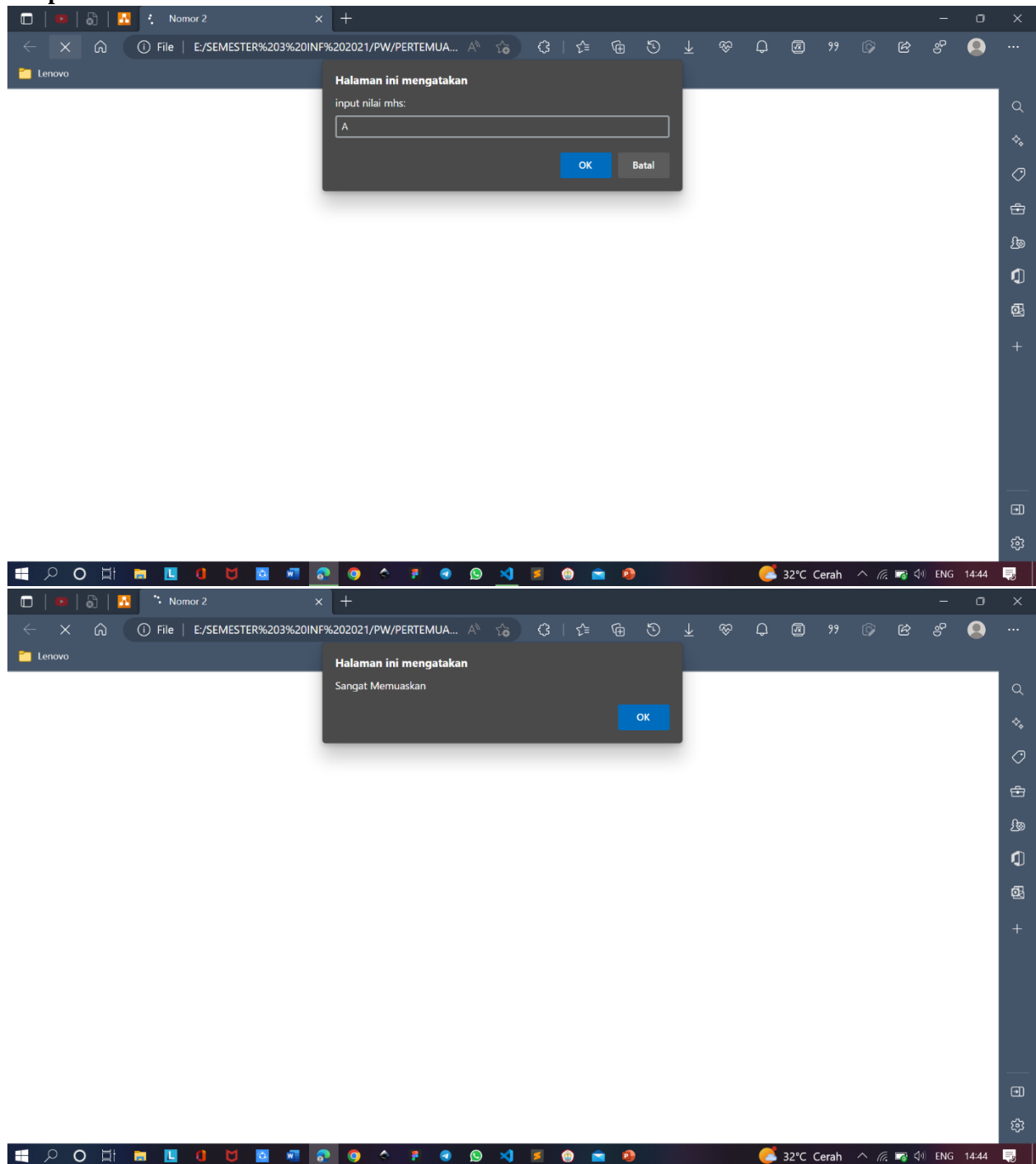
- **File JS:**

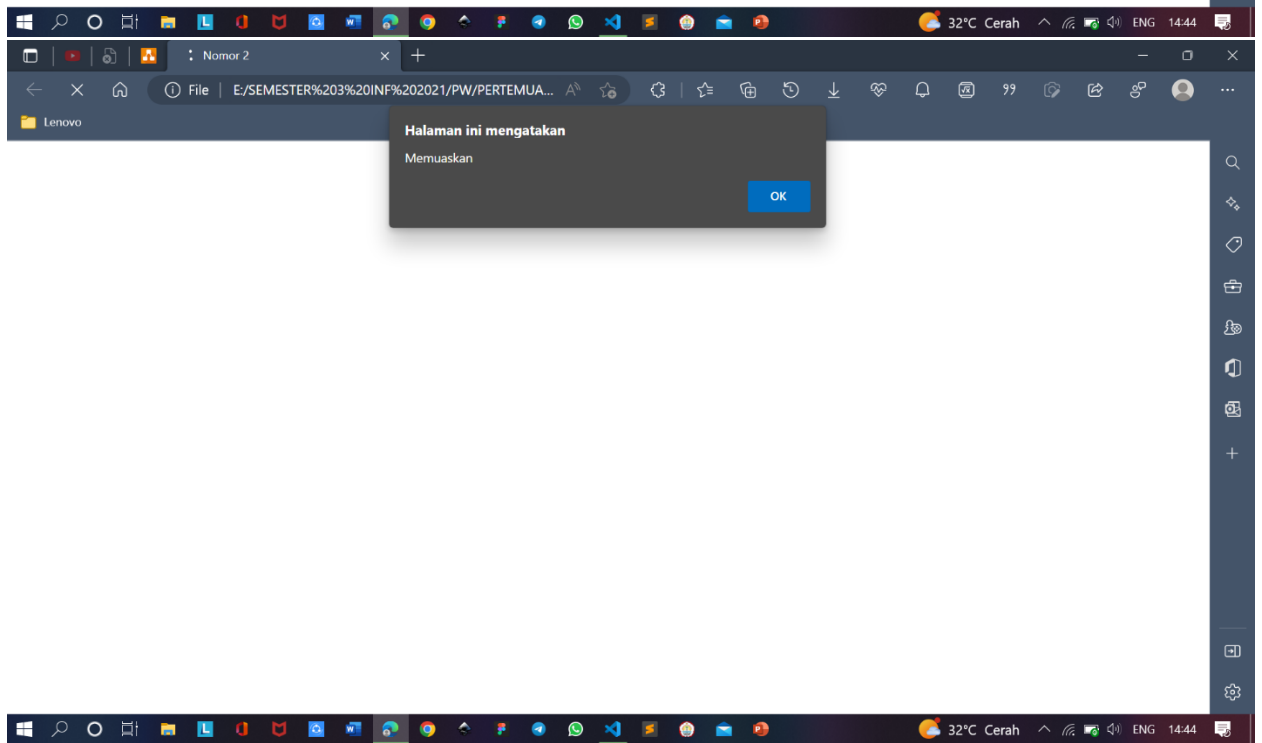
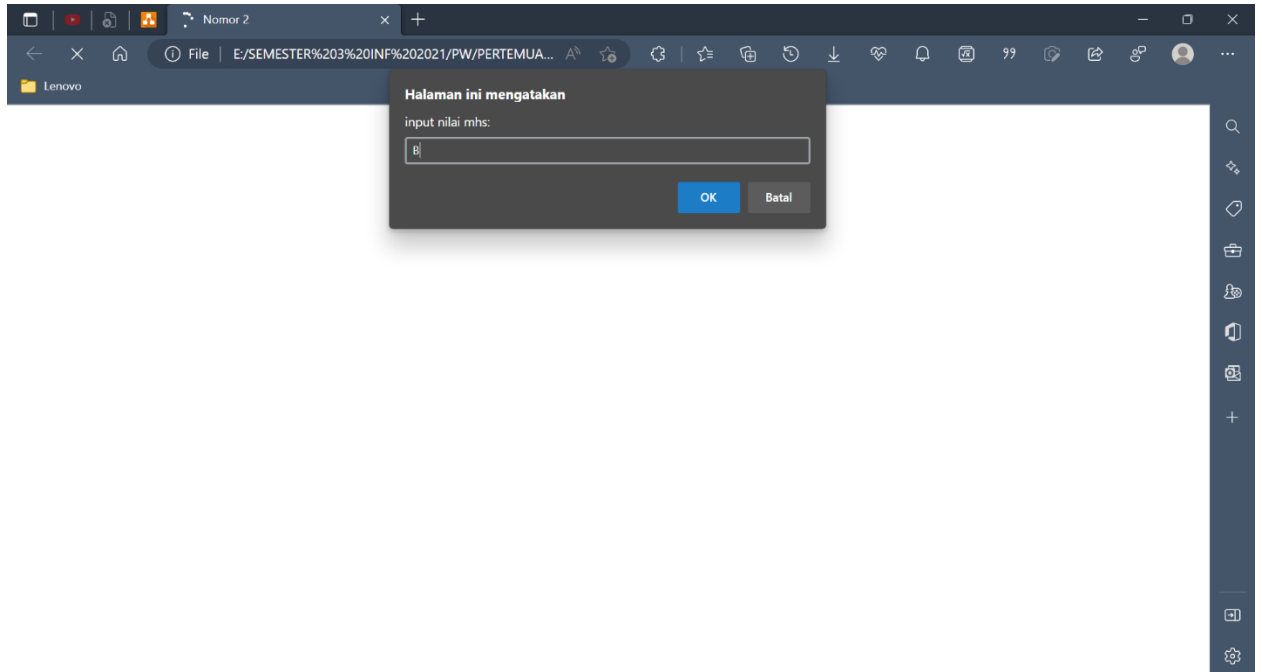


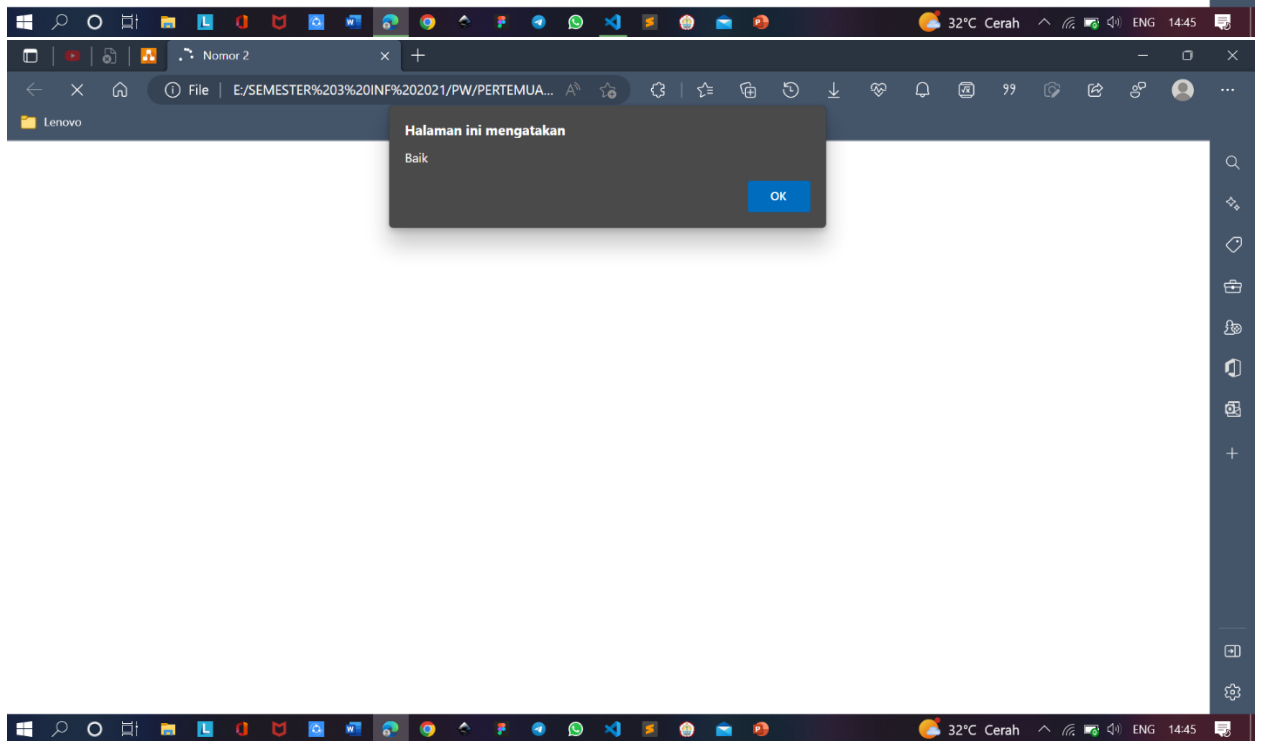
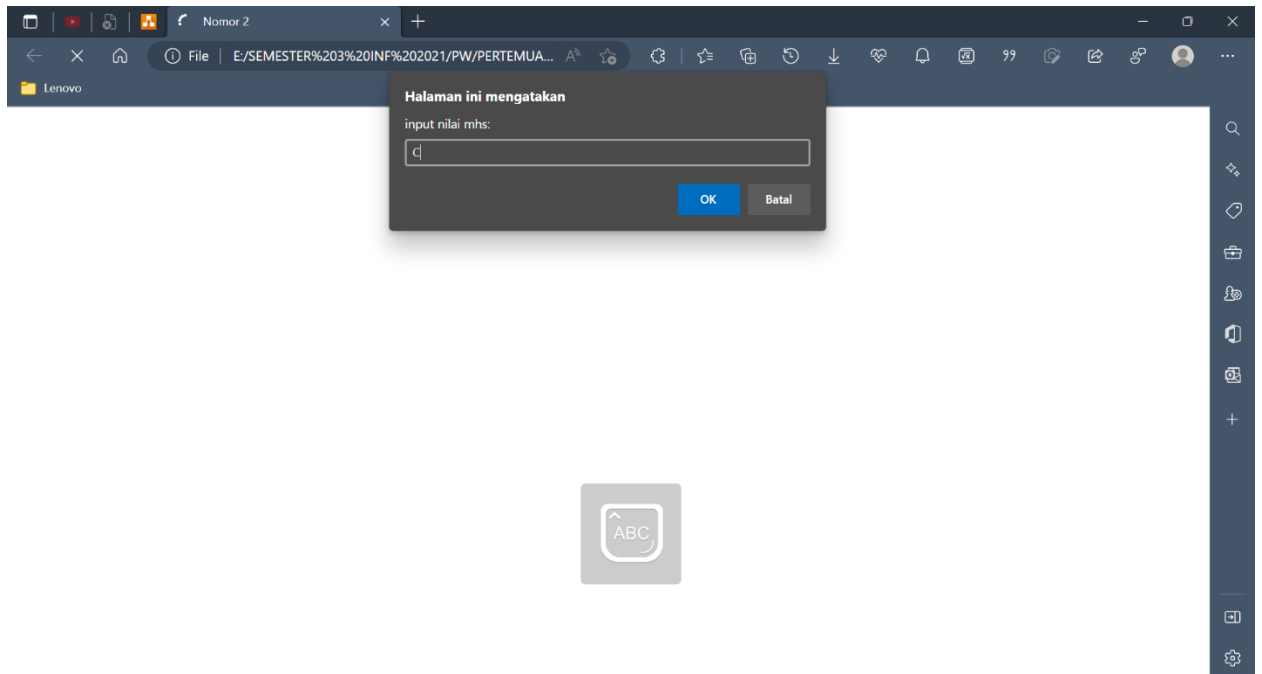
The screenshot shows the Visual Studio Code editor with the file 'nomor2.js' open. The Explorer panel on the left shows the project structure with folders 'SOAL1', 'SOAL2', and 'SOAL3'. The 'SOAL2' folder is expanded, showing 'nomor2.html' and 'nomor2.js'. The main editor area displays the JavaScript code for 'nomor2.js'.

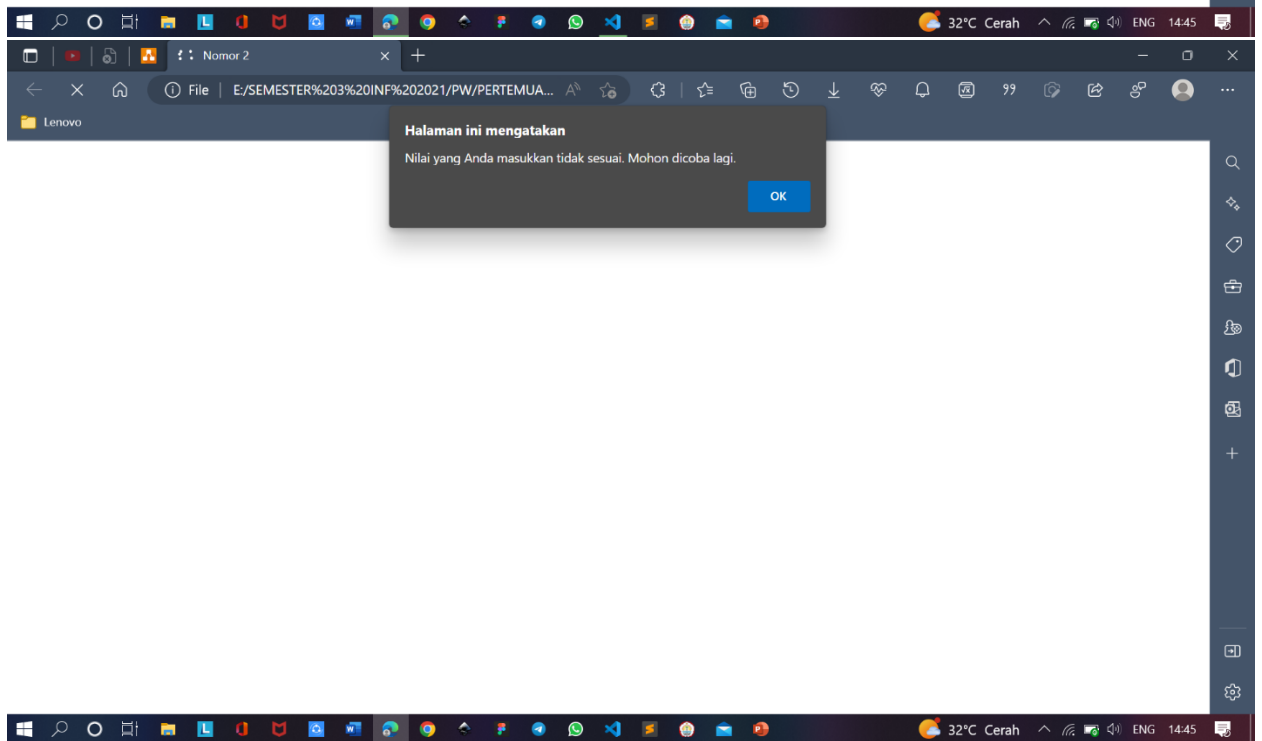
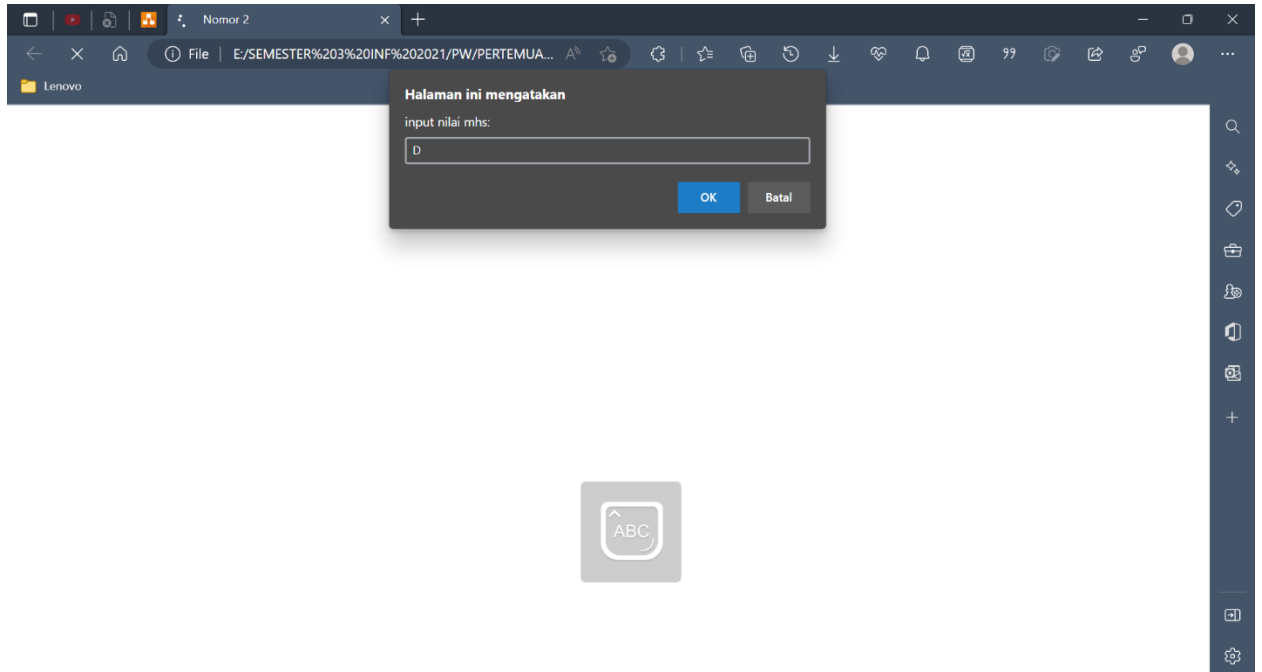
```
1 var nilai = prompt("input nilai mhs: ").toUpperCase();
2 // fungsi toUpperCase() digunakan untuk merubah inputan menjadi kapital.
3
4 switch (nilai) {
5   case 'A':
6     alert('Sangat Memuaskan');
7     break;
8   case 'B':
9     alert('Memuaskan');
10    break;
11   case 'C':
12     alert('Baik');
13    break;
14   default:
15     alert('Nilai yang Anda masukkan tidak sesuai. Mohon dicoba lagi.');
```

- **Output:**



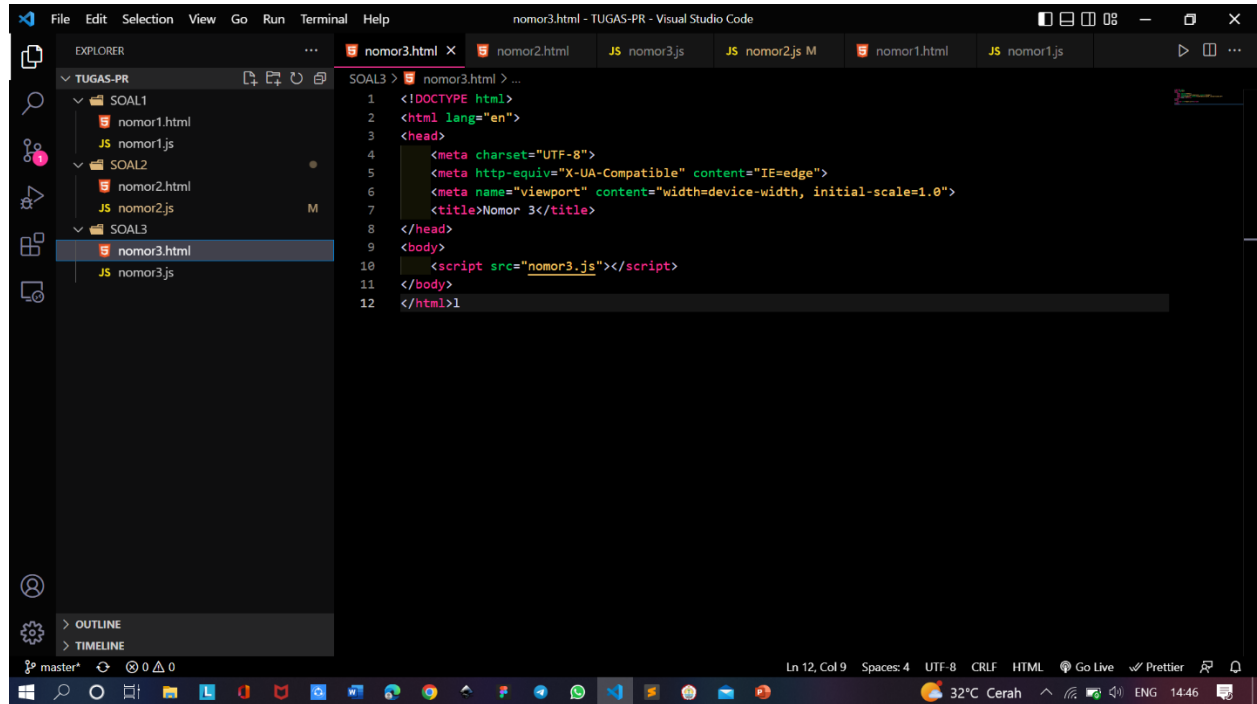






- **NOMOR 3**

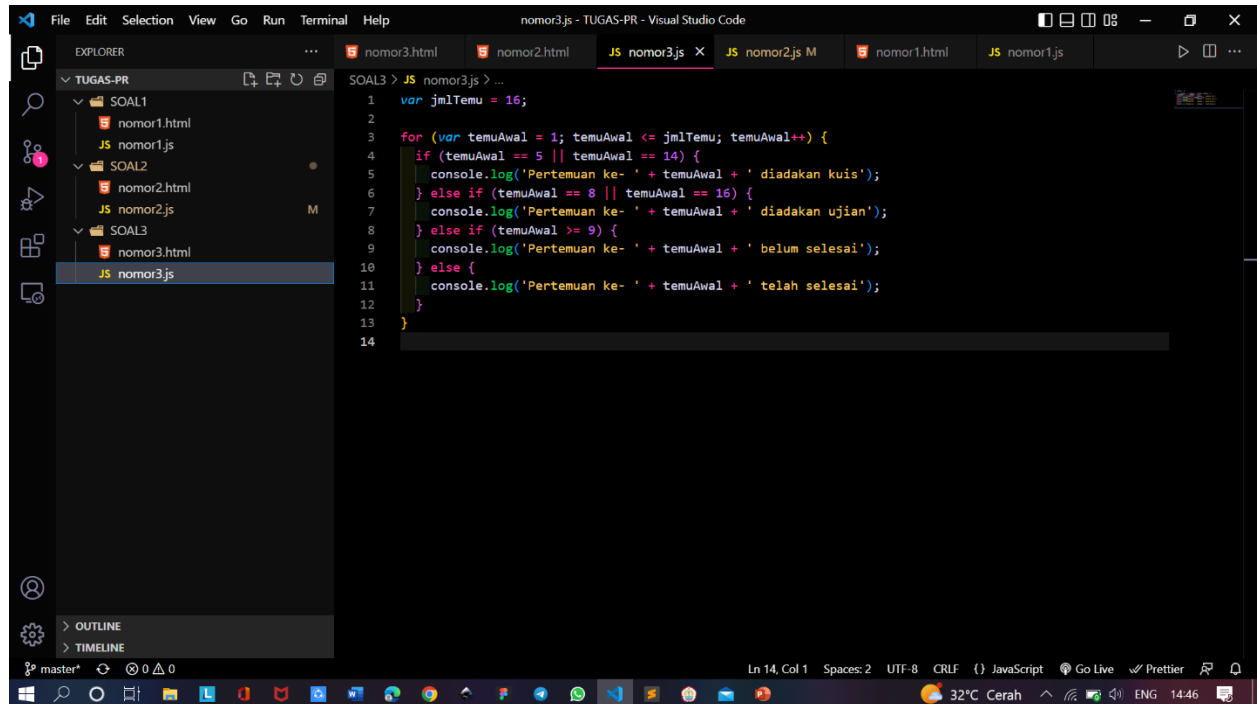
- **File HTML:**



The screenshot shows the Visual Studio Code editor with the file 'nomor3.html' open. The Explorer sidebar on the left shows a project structure with folders 'SOAL1', 'SOAL2', and 'SOAL3'. Under 'SOAL3', the files 'nomor3.html' and 'nomor3.js' are listed. The main editor area displays the HTML code for 'nomor3.html'.

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4   <meta charset="UTF-8">
5   <meta http-equiv="X-UA-Compatible" content="IE=edge">
6   <meta name="viewport" content="width=device-width, initial-scale=1.0">
7   <title>Nomor 3</title>
8 </head>
9 <body>
10   <script src="nomor3.js"></script>
11 </body>
12 </html>
```

- **File JS:**



The screenshot shows the Visual Studio Code editor with the file 'nomor3.js' open. The Explorer sidebar on the left shows the same project structure as the previous screenshot. Under 'SOAL3', the file 'nomor3.js' is selected. The main editor area displays the JavaScript code for 'nomor3.js'.

```
1 var jmlTemu = 16;
2
3 for (var temuAwal = 1; temuAwal <= jmlTemu; temuAwal++) {
4   if (temuAwal == 5 || temuAwal == 14) {
5     console.log('Pertemuan ke- ' + temuAwal + ' diadakan kuis');
6   } else if (temuAwal == 8 || temuAwal == 16) {
7     console.log('Pertemuan ke- ' + temuAwal + ' diadakan ujian');
8   } else if (temuAwal >= 9) {
9     console.log('Pertemuan ke- ' + temuAwal + ' belum selesai');
10   } else {
11     console.log('Pertemuan ke- ' + temuAwal + ' telah selesai');
12   }
13 }
14
```


- **Output:**

