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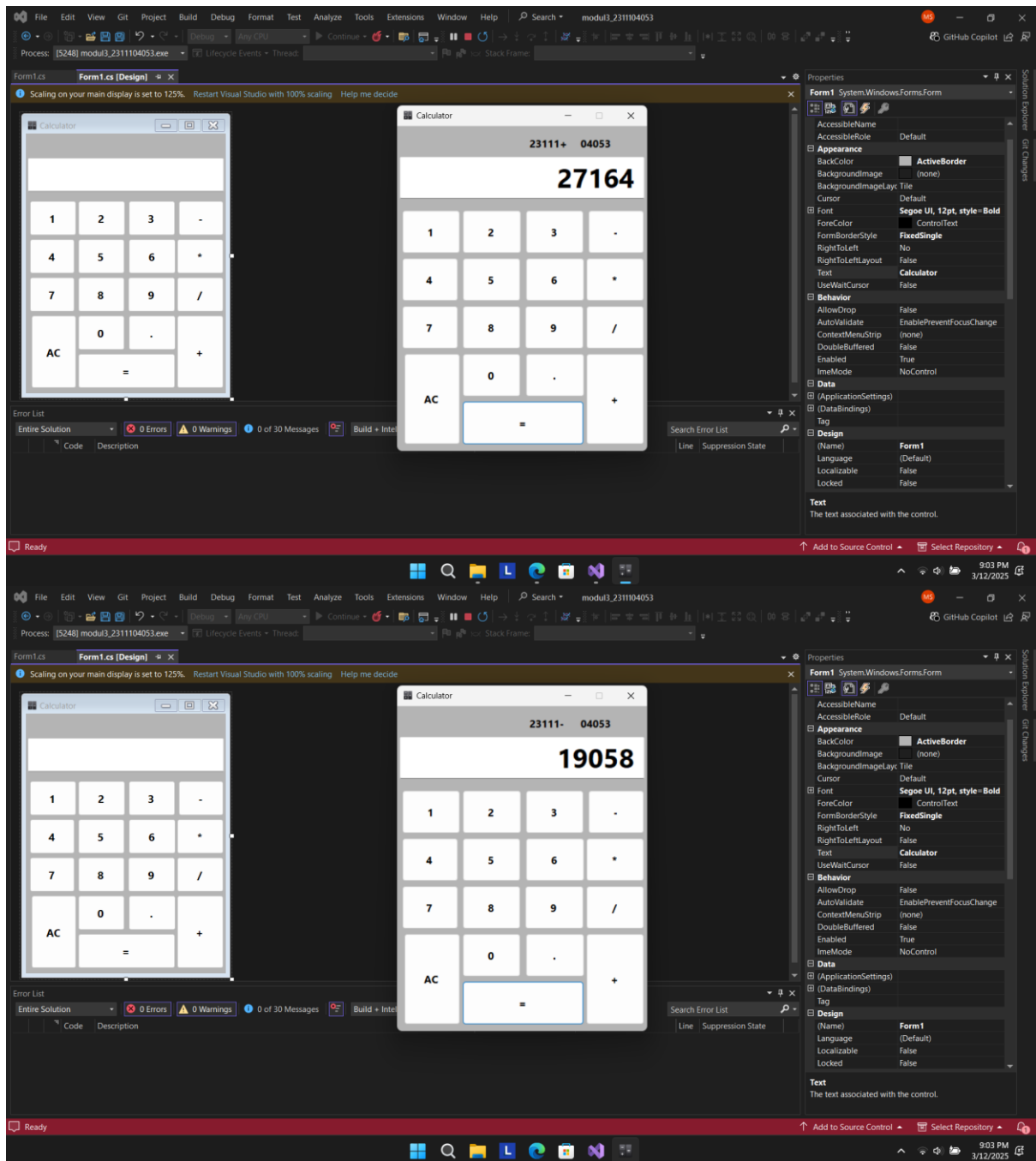
Nim: 2311104053

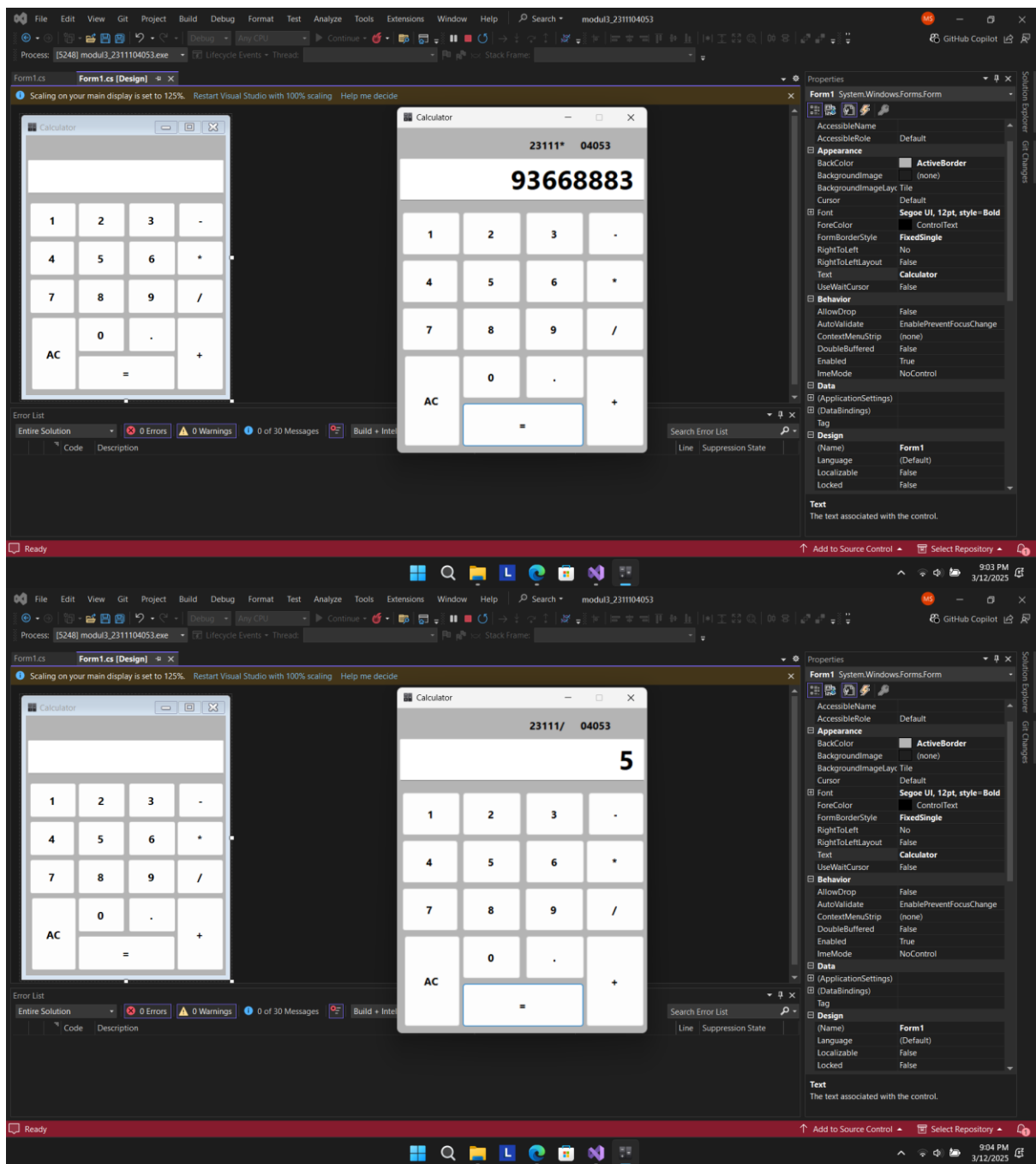
Kelas: SE07-02

Jurnal MODUL 3

Link Github: https://github.com/Meph1sto14/modul3_2311104053.git

Hasil Run:





```

1. public partial class Form1 : Form
2. {
3.     int value1;
4.     int value2;
5.     double result = 0;
6.     string sign;
7.     public Form1()
8.     {
9.         InitializeComponent();
10.    }
11.
12.    private void textBox1_TextChanged(object sender, EventArgs e)
13.    {
14.    }
15.
16.
17.    private void button1_Click(object sender, EventArgs e)

```

```
18.     {
19.         textBox1.Text = textBox1.Text + "1";
20.     }
21.
22.     private void button2_Click(object sender, EventArgs e)
23.     {
24.         textBox1.Text = textBox1.Text + "2";
25.     }
26.
27.     private void button3_Click(object sender, EventArgs e)
28.     {
29.         textBox1.Text = textBox1.Text + "3";
30.     }
31.
32.     private void button5_Click(object sender, EventArgs e)
33.     {
34.         textBox1.Text = textBox1.Text + "4";
35.     }
36.
37.     private void button6_Click(object sender, EventArgs e)
38.     {
39.         textBox1.Text = textBox1.Text + "5";
40.     }
41.
42.     private void button7_Click(object sender, EventArgs e)
43.     {
44.         textBox1.Text = textBox1.Text + "6";
45.     }
46.
47.     private void button9_Click(object sender, EventArgs e)
48.     {
49.         textBox1.Text = textBox1.Text + "7";
50.     }
51.
52.     private void button10_Click(object sender, EventArgs e)
53.     {
54.         textBox1.Text = textBox1.Text + "8";
55.     }
56.
57.     private void button11_Click(object sender, EventArgs e)
58.     {
59.         textBox1.Text = textBox1.Text + "9";
60.     }
61.
62.     private void button14_Click(object sender, EventArgs e)
63.     {
64.         textBox1.Text = textBox1.Text + "0";
65.     }
66.
67.     private void button13_Click(object sender, EventArgs e)
68.     {
69.         textBox1.Text = "";
70.         label1.Text = "";
71.         label2.Text = "";
72.     }
73.
74.     private void button16_Click(object sender, EventArgs e)
75.     {
76.         value1 = Convert.ToInt32(textBox1.Text);
77.         sign = "+";
78.         label1.Text = textBox1.Text + sign;
79.         textBox1.Text = "";
80.     }
81.
82.     private void button4_Click(object sender, EventArgs e)
83.     {
84.         value1 = Convert.ToInt32(textBox1.Text);
85.         sign = "-";
86.         label1.Text = textBox1.Text + sign;
87.         textBox1.Text = "";
```

```

88.     }
89.
90.     private void button8_Click(object sender, EventArgs e)
91.     {
92.         value1 = Convert.ToInt32(textBox1.Text);
93.         sign = "*";
94.         label1.Text = textBox1.Text + sign;
95.         textBox1.Text = "";
96.     }
97.
98.     private void button12_Click(object sender, EventArgs e)
99.     {
100.        value1 = Convert.ToInt32(textBox1.Text);
101.        sign = "/";
102.        label1.Text = textBox1.Text + sign;
103.        textBox1.Text = "";
104.    }
105.
106.     private void button18_Click(object sender, EventArgs e)
107.     {
108.         value2 = Convert.ToInt32(textBox1.Text);
109.         label2.Text = textBox1.Text;
110.         if(sign=="+")
111.         {
112.             result = value1 + value2;
113.             textBox1.Text = Convert.ToString(result);
114.         }
115.         else if (sign == "-")
116.         {
117.             result = value1 - value2;
118.             textBox1.Text = Convert.ToString(result);
119.         }
120.         else if (sign == "*")
121.         {
122.             result = value1 * value2;
123.             textBox1.Text = Convert.ToString(result);
124.         }
125.         else if (sign == "/")
126.         {
127.             result = value1 / value2;
128.             textBox1.Text = Convert.ToString(result);
129.         }
130.     }
131. }
132.

```

Cara Kerja:

1. Input Angka: Tombol angka (button1 hingga button14) menambahkan angka ke textBox1.
2. Operasi Matematika: Tombol operasi (+, -, *, /) menyimpan nilai pertama (value1) dan operasi (sign) yang dipilih. Label (label1) memperlihatkan operasi yang dipilih.
3. Hapus Input: Tombol clear (button13) menghapus semua input pada textBox1 dan label.

4. Hitung Hasil: Tombol sama dengan (button18) membaca nilai kedua (value2), melakukan operasi sesuai dengan sign, dan menampilkan hasilnya di textBox1.