

NOTASI ALGORITMA

//judul : Perhitungan Sederhana

//programmer : Heppy Sentoso

//24 sept 2022

//kamus :

pliper <-- integral

bil1 <-- integral

bil2 <-- integral

hasilx<-- integral

//deskripsi:

Output "Perhitungan Sederhana Menggunakan C++"

Output "1. Perkalian"

Output "2. Pembagian"

Output "3. Pengurangan"

Output "4. Penjumlahan"

Output "Pilih Salah Satu Perhitungan Yang Di Inginkan: "

depend on (pilper)

{

case 1:

{

Output "Perkalian"

Output "Masukkan Bilangan Pertama : "

Output "Masukkan Bilangan Kedua : "

Output hasilx

}

case 2:

```
{  
    Output "Pembagian"  
    Output "Masukkan Bilangan Pertama : "  
    Output "Masukkan Bilangan Kedua : "  
    Output hasilx  
}
```

Case 3:

```
{  
    Output "Pengurangan"  
    Output "Masukkan Bilangan Pertama : "  
    Output "Masukkan Bilangan Kedua : "  
    Output hasilx  
}
```

case 4:

```
{  
    Output "Penambahan"  
    Output "Masukkan Bilangan Pertama : "  
    Output "Masukkan Bilangan Kedua : "  
    Output hasilx  
    if (hasilx%2==0 & hasilx > 0)  
    {  
        Output " Genap (+)";  
    }  
    else if (hasilx%2== 0 & hasilx < 0)  
    {  
        Output " Genap (-)";  
    }  
}
```

```
    else if (hasilx%2!= 0 & hasilx > 0)
    {
        Output " Ganjil (+)";
    }
    else
    {
        Output" Ganjil (-)";
    }
}
```

CODING

//judul : Perhitungan Sederhana

//programmer : Heppy Sentoso

//24 sept 2022

#include <iostream>

using namespace std;

//kamus:

int pilper, bil1, bil2, hasilx;

//deskripsi:

int main() {

cout << "Perhitungan Sederhana Menggunakan C++" << endl;

cout << "1. Perkalian" << endl;

cout << "2. Pembagian" << endl;

cout << "3. Pengurangan" << endl;

cout << "4. Penjumlahan" << endl;

cout << "Pilih Salah Satu Perhitungan Yang Di Inginkan: ";

cin>>pilper;

switch (pilper)

{

case 1:

{

cout << "<=====Perkalian=====>" << endl;

cout << "Masukkan Bilangan Pertama : ";

cin >> bil1;

cout << "Masukkan Bilangan Kedua : ";

cin >> bil2;

hasilx = bil1 * bil2;

cout << "Hasil Perkalian : " << hasilx;

break;

}

case 2:

```
{  
    cout << "<====Pembagian====>" << endl;  
    cout << "Masukkan Bilangan Pertama : ";  
    cin >> bil1;  
    cout << "Masukkan Bilangan Kedua : ";  
    cin >> bil2;  
    hasilx = bil1 / bil2;  
    cout << "Hasil Pembagian : " << hasilx;  
    break;  
}
```

case 3:

```
{  
    cout << "<====Pengurangan====>" << endl;  
    cout << "Masukkan Bilangan Pertama : ";  
    cin >> bil1;  
    cout << "Masukkan Bilangan Kedua : ";  
    cin >> bil2;  
    hasilx = bil1 - bil2;  
    cout << "Hasil Pengurangan : " << hasilx;  
    break;  
}
```

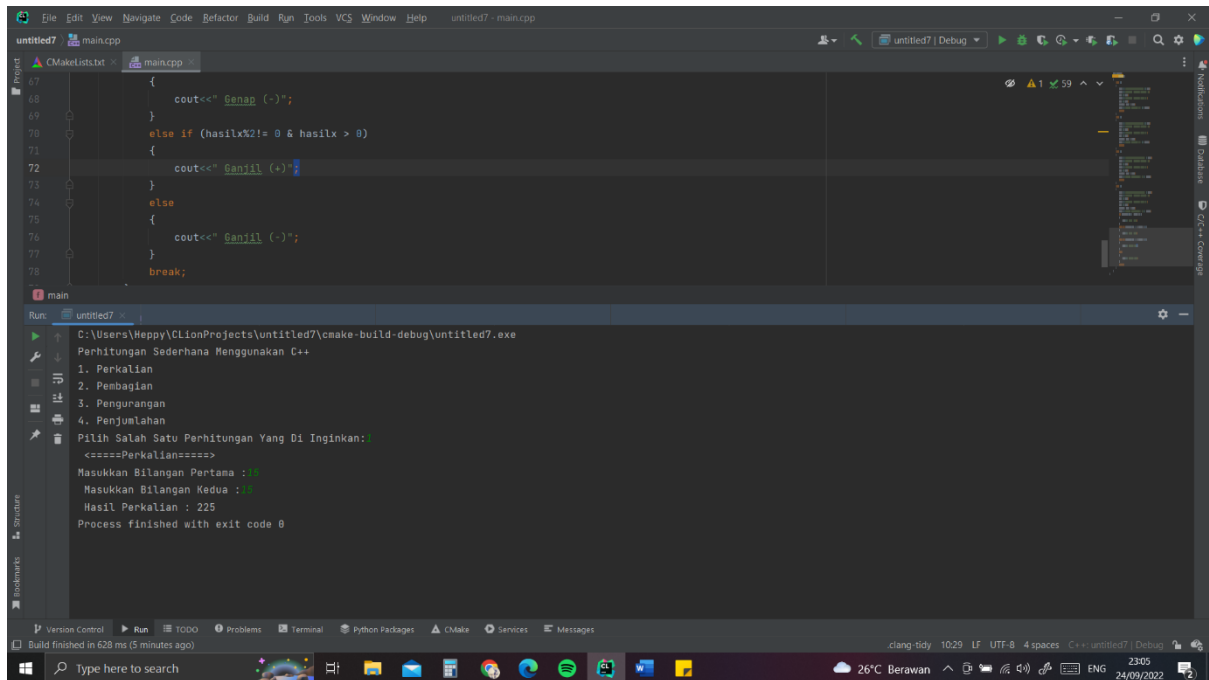
case 4:

```
{  
    cout << "<====Penjumlahan====>" << endl;  
    cout << "Masukkan Bilangan Pertama : ";  
    cin >> bil1;  
    cout << "Masukkan Bilangan Kedua : ";  
    cin >> bil2;  
    hasilx = bil1 + bil2;  
    cout << "Hasil Penjumlahan : " << hasilx;
```

```
if (hasilx%2==0 & hasilx > 0)
{
    cout<<" Genap (+)";
}
else if (hasilx%2== 0 & hasilx < 0)
{
    cout<<" Genap (-)";
}
else if (hasilx%2!= 0 & hasilx > 0)
{
    cout<<" Ganjil (+)";
}
else
{
    cout<<" Ganjil (-)";
}
break;
}
}
}
```

HASIL CODING

PERKALIAN :



The screenshot shows the Visual Studio Code editor with a C++ file named `main.cpp`. The code implements a simple multiplication program. The `main` function prompts the user to choose a calculation type from a list: 1. Perkalian, 2. Pembagian, 3. Pengurangan, and 4. Penjumlahan. When option 1 is selected, the program enters a loop where it asks for two numbers and calculates their product. The output shows the user entering 22 and 10, resulting in a product of 220.

```
67 {
68     cout<<" Genap (-)";
69 }
70 else if (hasilx%2!= 0 & hasilx > 0)
71 {
72     cout<<" Ganjil (+)";
73 }
74 else
75 {
76     cout<<" Ganjil (-)";
77 }
78 break;
79 }
```

Run: untitled7 x

C:\Users\Happy\CLionProjects\untitled7\cmake-build-debug\untitled7.exe

Perhitungan Sederhana Menggunakan C++

1. Perkalian
2. Pembagian
3. Pengurangan
4. Penjumlahan

Pilih Salah Satu Perhitungan Yang Di Inginkan:

====Perkalian====

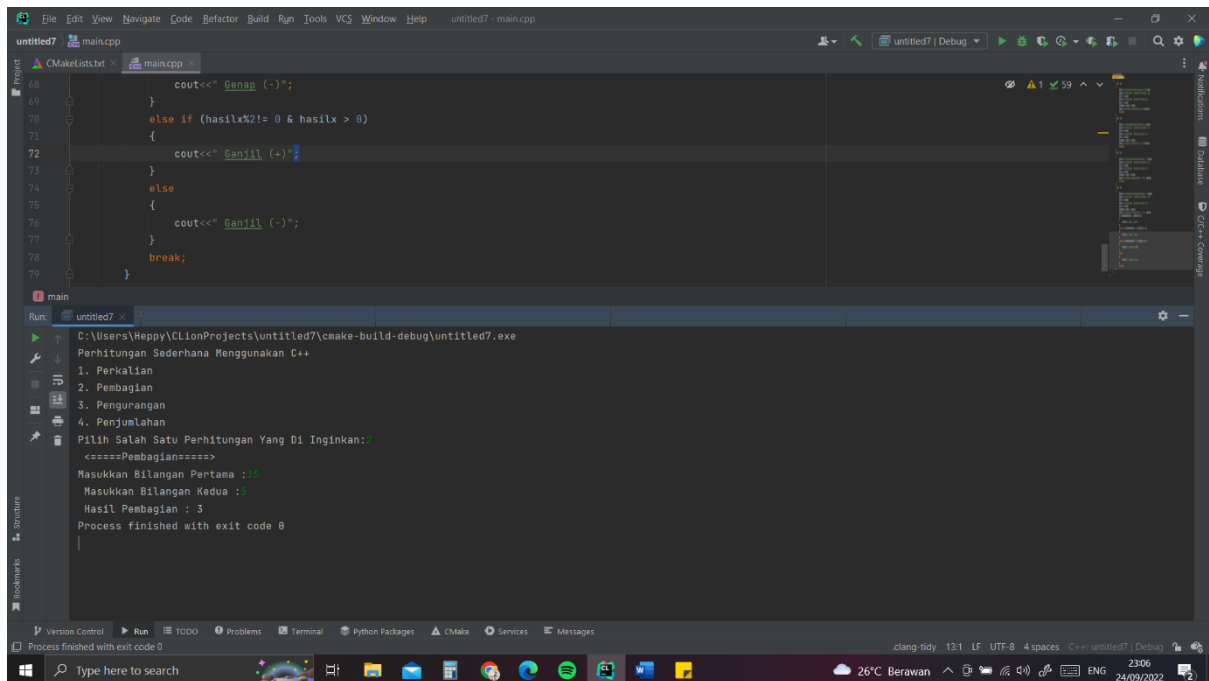
Masukkan Bilangan Pertama : 22

Masukkan Bilangan Kedua : 10

Hasil Perkalian : 220

Process finished with exit code 0

PEMBAGIAN :



The screenshot shows the Visual Studio Code editor with the same C++ file `main.cpp`. The code is identical to the previous one, but the execution output shows that option 2 (Pembagian) was selected. The user entered 6 and 2, resulting in a quotient of 3.

```
68     cout<<" Genap (-)";
69 }
70 else if (hasilx%2!= 0 & hasilx > 0)
71 {
72     cout<<" Ganjil (+)";
73 }
74 else
75 {
76     cout<<" Ganjil (-)";
77 }
78 break;
79 }
```

Run: untitled7 x

C:\Users\Happy\CLionProjects\untitled7\cmake-build-debug\untitled7.exe

Perhitungan Sederhana Menggunakan C++

1. Perkalian
2. Pembagian
3. Pengurangan
4. Penjumlahan

Pilih Salah Satu Perhitungan Yang Di Inginkan:

====Pembagian====

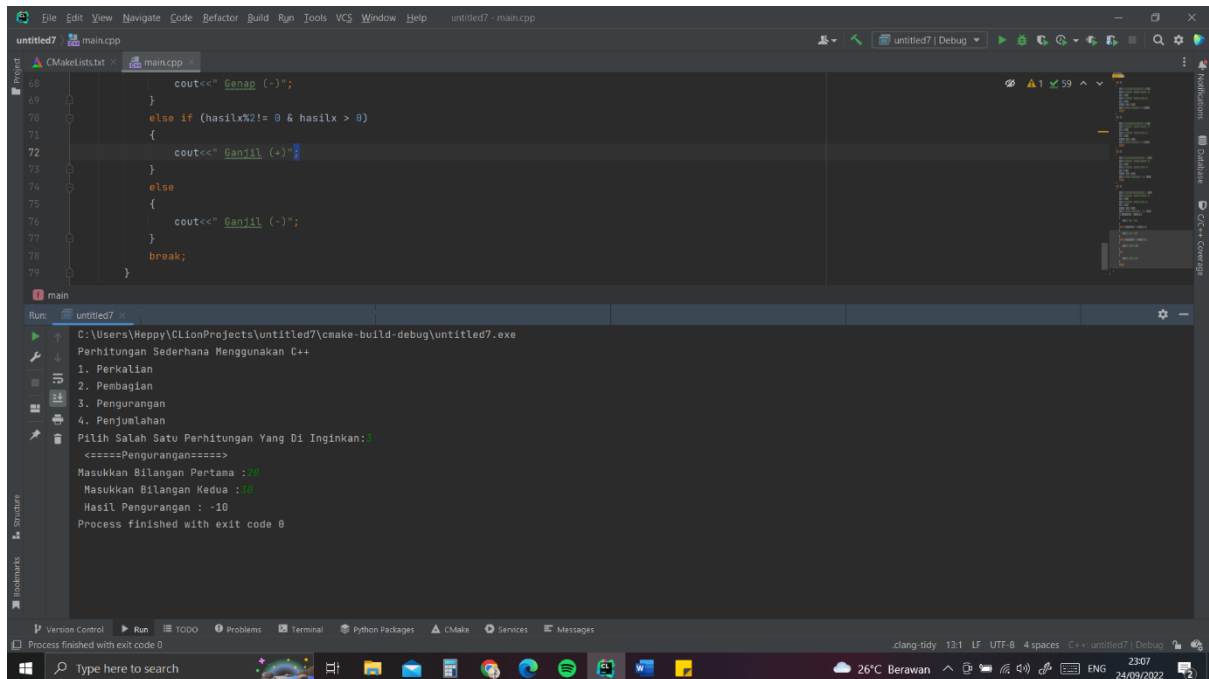
Masukkan Bilangan Pertama : 6

Masukkan Bilangan Kedua : 2

Hasil Pembagian : 3

Process finished with exit code 0

PENGURANGAN :



The screenshot shows the Visual Studio Code editor with a C++ file named `main.cpp`. The code implements a subtraction function. The `main` function prompts the user to choose a calculation type from a menu. When '3. Pengurangan' is selected, it calls the `Genap (-)` function. The output console shows the program's execution, including the menu display and the result of the subtraction.

```
68     cout<<" Genap (-)";  
69     }  
70     else if (hasilx%2!= 0 & hasilx > 0)  
71     {  
72         cout<<" Ganjil (+)";  
73     }  
74     else  
75     {  
76         cout<<" Ganjil (-)";  
77     }  
78     break;  
79 }
```

Run: untitled7 x

C:\Users\Heppy\CLionProjects\untitled7\cmake-build-debug\untitled7.exe

Perhitungan Sederhana Menggunakan C++

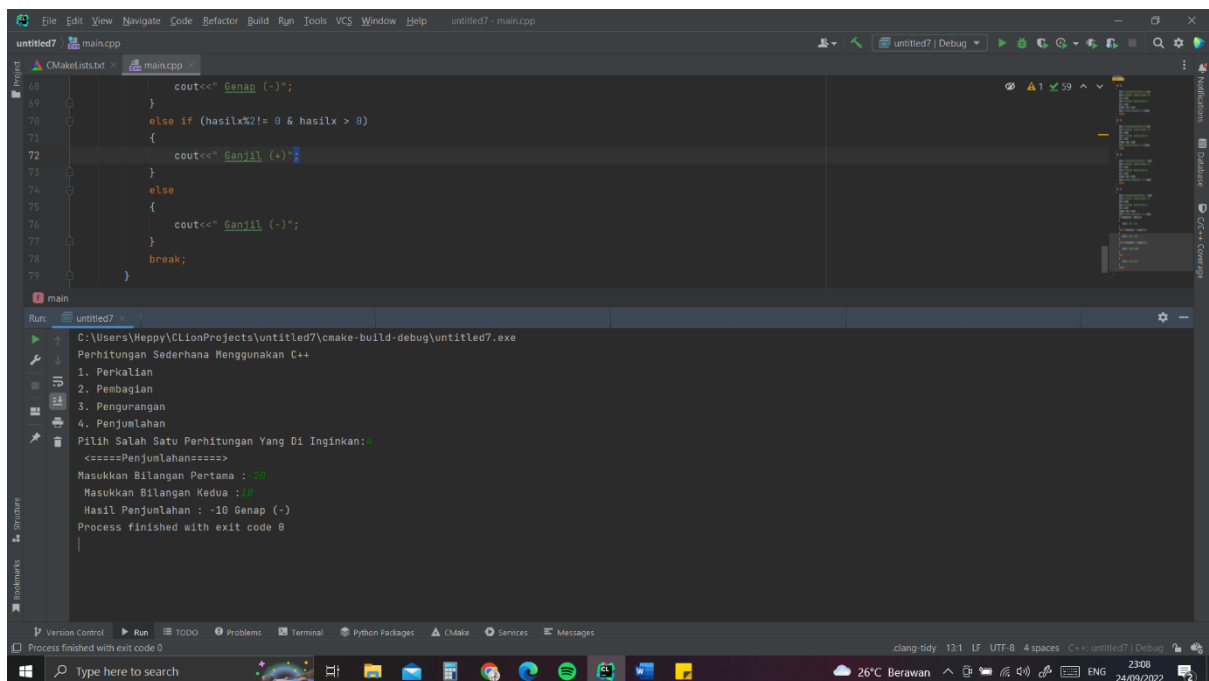
1. Perkalian
2. Pembagian
3. Pengurangan
4. Penjumlahan

Pilih Salah Satu Perhitungan Yang Di Inginkan:

<====Pengurangan====>

Masukkan Bilangan Pertama : 10
Masukkan Bilangan Kedua : 20
Hasil Pengurangan : -10
Process finished with exit code 0

PENJUMLAHAN :



This screenshot is identical to the one above, showing the same C++ code for subtraction. However, the execution output in the console is different, reflecting the 'Addition' operation. The menu is the same, but the selected option is '4. Penjumlahan', and the output shows the result of adding 10 and 20.

```
68     cout<<" Genap (-)";  
69     }  
70     else if (hasilx%2!= 0 & hasilx > 0)  
71     {  
72         cout<<" Ganjil (+)";  
73     }  
74     else  
75     {  
76         cout<<" Ganjil (-)";  
77     }  
78     break;  
79 }
```

Run: untitled7 x

C:\Users\Heppy\CLionProjects\untitled7\cmake-build-debug\untitled7.exe

Perhitungan Sederhana Menggunakan C++

1. Perkalian
2. Pembagian
3. Pengurangan
4. Penjumlahan

Pilih Salah Satu Perhitungan Yang Di Inginkan:

<====Penjumlahan====>

Masukkan Bilangan Pertama : 10
Masukkan Bilangan Kedua : 20
Hasil Penjumlahan : 30 Genap (-)
Process finished with exit code 0