-Bahasa Natural

1. Deklarasi jari2, tinggi, volume = double
2. Deklarasai konstanta phi = 3.14
3. Cetak “=== Penghitung Volume Kerucut ===”
4. Cetak”Inputkan jari-jari: "
5. Input jari2
6. Cetak”Inputkan Tinggi : “
7. Input tinggi
8. volume = phi x r^2 x t /3
9. Cetak “Volume Kerucut :” + volume

-Flow Chart

A screenshot of a computer

AI-generated content may be incorrect.

-Pseudo-code

|  |
| --- |
| Judul |
| Program penghitung volume kerucut |
| Deklarasi |
| 1. double jari2, tinggi, volume 2. const double phi = 3.14 |
| Algoritma |
| 1. Print“=== Penghitung Volume Kerucut ===” 2. Print ”Inputkan jari-jari: " 3. Input jari2 4. Print ”Inputkan Tinggi : “ 5. Input tinggi 6. volume ← phi x r^2 x t /3 7. Print “Volume Kerucut :” + volume |

-Bahasa java

package TugasPraktek;

import java.util.Scanner;

public class TugasMinggu3 {

public static void main(String[] args) {

double jari2 = 0;

double tinggi = 0;

final double phi = 3.14;

double volume = 0;

Scanner input = new Scanner(System.***in***);

System.***out***.println("=== Penghitung Volume Kerucut ===");

System.***out***.println("Inputkan jari-jari:");

jari2 = input.nextDouble();

System.***out***.println("Inputkan Tiggi:");

tinggi = input.nextDouble();

volume = phi\*jari2\*jari2\*tinggi/3;

System.***out***.println("Volume Kerucut : " + volume);

}

}