

LAPORAN PRAKTIKUM
Algoritma Pemrograman

EVALUASI SOAL TIPE A



Disusun oleh:

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S1IF-13-02

PROGRAM STUDI S1 INFORMATIKA
FAKULTAS INFORMATIKA
TELKOM UNIVERSITY PURWOKERTO
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SOAL

1. SOAL 1

Source Code

```
package main

import "fmt"

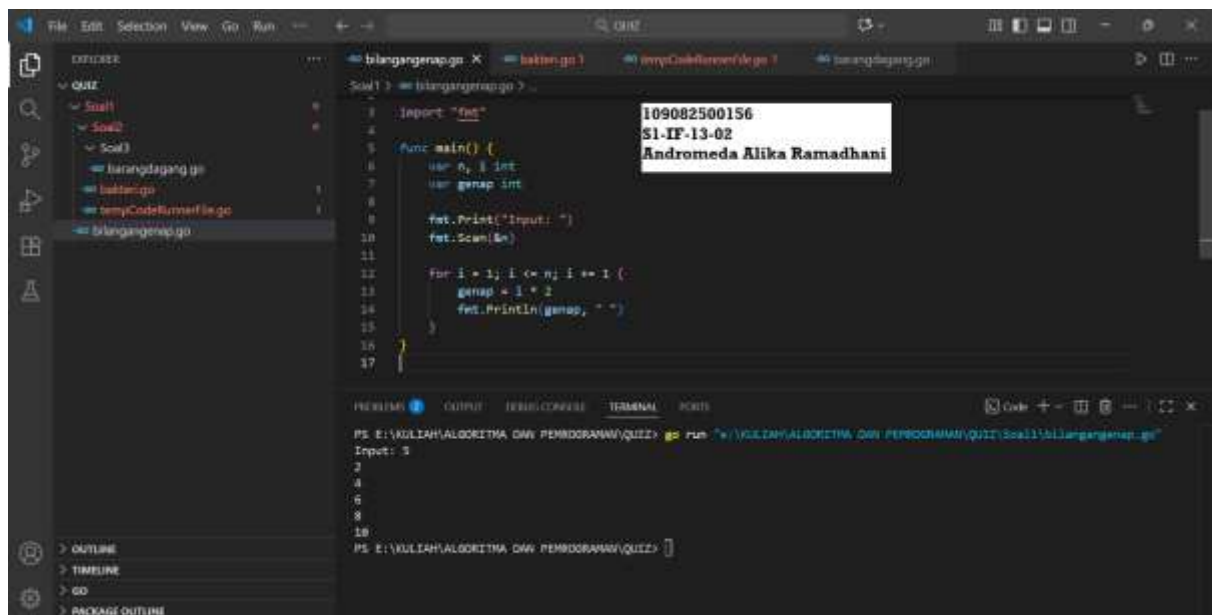
func main() {
    var n, i int
    var genap int

    fmt.Print("Input: ")

    fmt.Scan(&n)

    for i = 1; i <= n; i += 1 {
        genap = i * 2
        fmt.Println(genap, " ")
    }
}
```

Screenshoot program



Deskripsi program

2. SOAL 2

Source Code

```
package main

import "fmt"

func main() {

    var x, y, i, bakteri int

    fmt.Print("Hari ke: ")

    fmt.Scan(&x, &y)

    bakteri = 1

    for i = x; i <= y; i += 1 {

        bakteri = bakteri * i
```

```

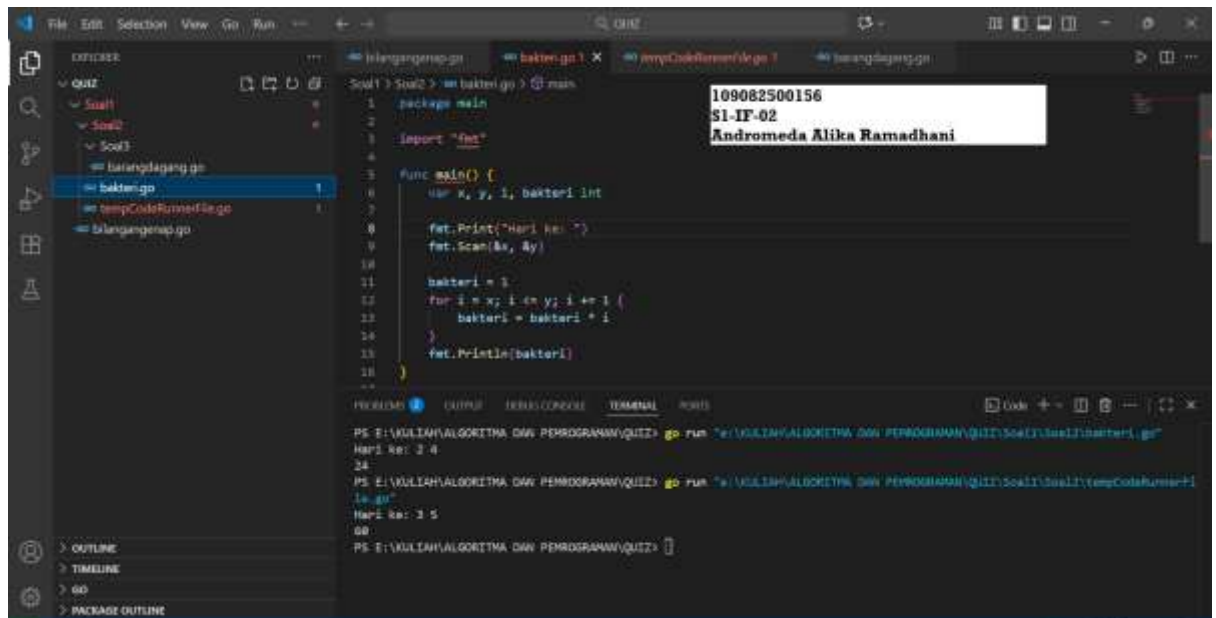
    }

    fmt.Println(bakteri)

}

```

Screenshoot program



Deskripsi program

3. SOAL 3

Source Code

```

package main

import "fmt"

func main() {

    var peti, karung, ikat, keping, sisa int

    fmt.Print("Uang Keping: ")

    fmt.Scan(&keping)

    peti = keping / 800
}

```

```

    sisa = keping % 800

    karung = sisa / 80

    sisa = karung % 80

    ikat = sisa / 8

    keping = ikat % 8

    fmt.Printf("%d peti, %d karung, %d ikat, dan %d
keping", peti, karung, ikat, keping)

}

```

Screenshoot program

The screenshot shows a Go program in an IDE. The code in `barangdagang.go` is as follows:

```

4
5 func main() {
6     var peti, karung, ikat, keping, sisa int
7     fmt.Print("Uang Keping: ")
8     fmt.Scan(&keping)
9
10
11     peti = keping / 800
12     sisa = keping % 800
13     karung = sisa / 80
14     sisa = karung % 80
15     ikat = sisa / 8
16     keping = ikat % 8
17
18     fmt.Printf("%d peti, %d karung, %d ikat, dan %d keping", peti, karung, ikat, keping)
19 }

```

The terminal output shows the program execution:

```

PS E:\KULIAH\ALGORITMA DAN PEMROGRAMAN\QUIZ> go run "e:\KULIAH\ALGORITMA DAN PEMROGRAMAN\QUIZ\Soal1\Soal1\Soal1\barangdagang.go"
Uang Keping: 800
1 peti, 0 karung, 0 ikat, dan 0 keping
PS E:\KULIAH\ALGORITMA DAN PEMROGRAMAN\QUIZ>

```

A student ID watermark is visible in the top right corner of the IDE window: 109082500156, SI-IF-13-02, Andromeda Alike Ramadhani.

Deskripsi program