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Program nested for
   1. #include <iostream>
   2. using namespace std;
   3.
   4. int main()
   5. {
   6.
       int i,j;
   7.
   8.
       cout << endl;
   9.
   10. for(i=1; i<=5; i++) {
   11. for(j=1; j<=5; j++) {
   12.
         cout << i << " "; }
   13. cout << endl;
   14. }
   15. return 0;
   16.}
Program perulangan menurun 1-10
   1. #include <iostream>
   2. using namespace std;
   3.
   4. int main() {
   5. int a;
   6. for(a=1; a <= 10; ++a)
   7.
        cout << a << " "<< endl;
   8. getchar ();
   9. }
Program perulangan menurun 10-1
   1. #include <iostream>
   2. using namespace std;
   3.
   4. int main() {
   5. int a:
       for(a=10; a>=1; --a)
   7.
         cout << a << " "<< endl;
   8.
       getchar ();
   9. }
Program c++ segitiga bintang
   1. #include <iostream>
   2. using namespace std;
   3.
   4. int main()
   5. {
       cout << "## Program C++ Segitiga Bintang ##" << endl;</pre>
   6.
   7.
       cout << "=======" << endl;
   8.
       cout << endl;
   9.
   10. int tinggi_segitiga,i,j;
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11.
   12. cout << "Input tinggi segitiga: ";
   13. cin >> tinggi_segitiga;
   14.
   15. cout << endl;
   16.
   17. for(i=1;i<=tinggi_segitiga;i++) {
   18. for(j=1;j<=i;j++) {
   19.
         cout << " *";
   20. }
   21.
        cout << endl;
   22. }
   23.
   24. return 0;
   25.}
Program bilangan prima
   1. #include <iostream>
   2. using namespace std;
   3.
   4. int main()
   5. {
   6.
       int n,i;
   7.
        bool angka_prima = true;
   8.
   9.
        cout << "Input satu angka bulat: ";
   10. cin >> n;
   11.
   12. if (n == 0 || n == 1) {
   13. angka_prima = false;
   14. }
   15. else {
   16. for (i = 2; i \le n / 2; i++) {
   17.
        if (n % i == 0) {
   18.
          angka_prima = false;
   19.
           break;
   20.
          }
   21. }
   22. }
   23.
   24. cout << endl;
   25. if (angka_prima)
   26.
         cout << n << " adalah angka prima";
   27. else
   28.
         cout << n << " bukan angka prima";</pre>
   29.
   30. cout << endl;
```

31. return 0;

32. } 33.