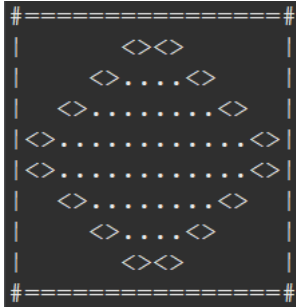


Nama : Ahda Rindang Al-Amin

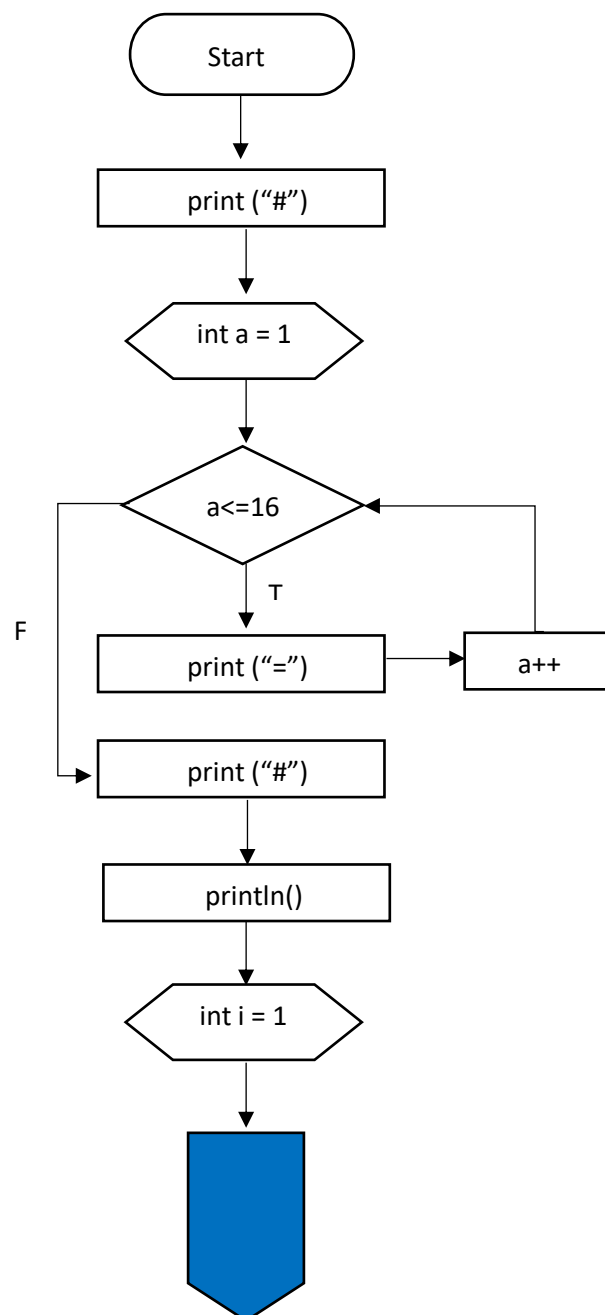
NIM : 2311531003

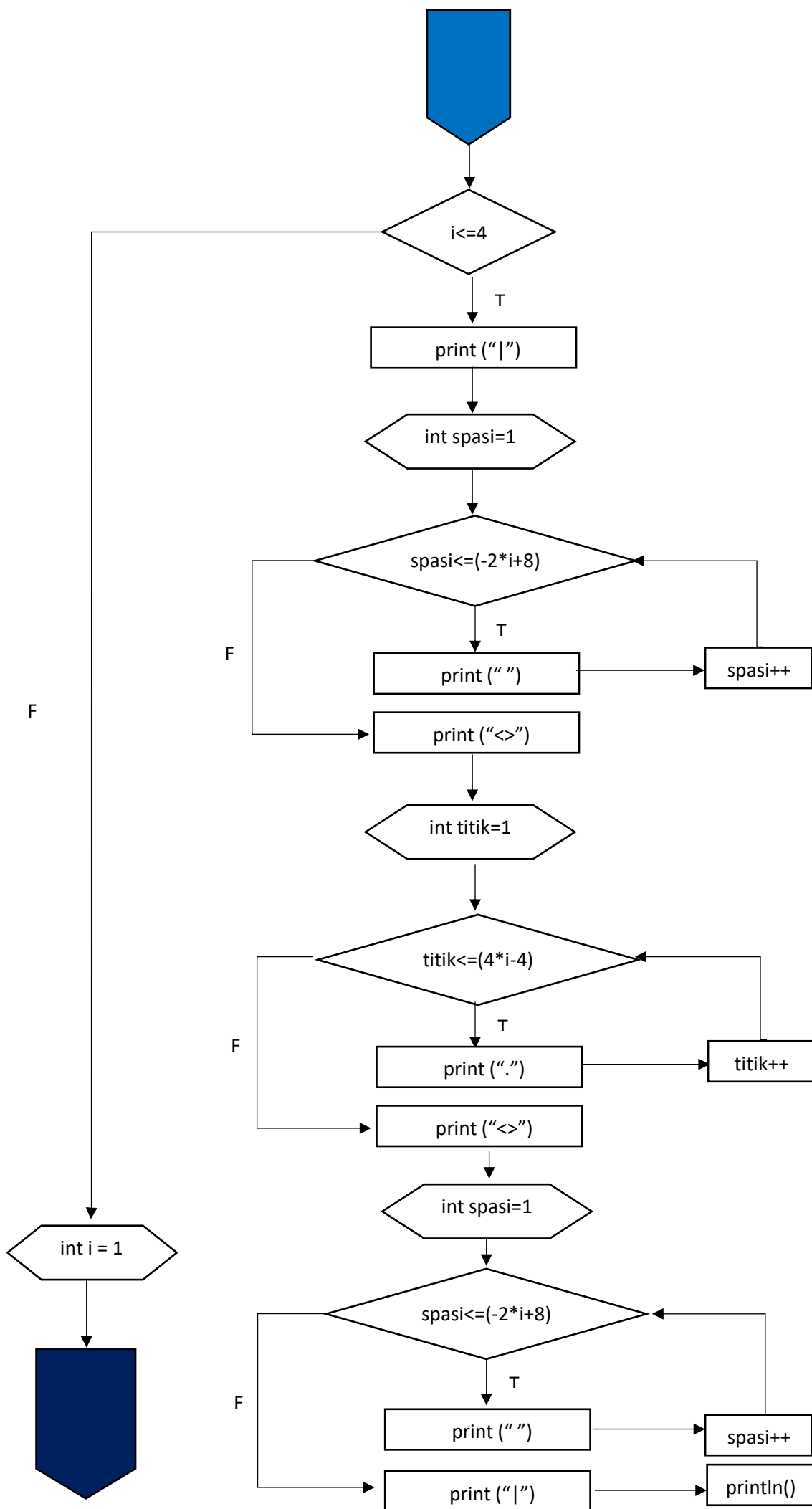
Tugas Praktikum Algoritma Pemograman 4

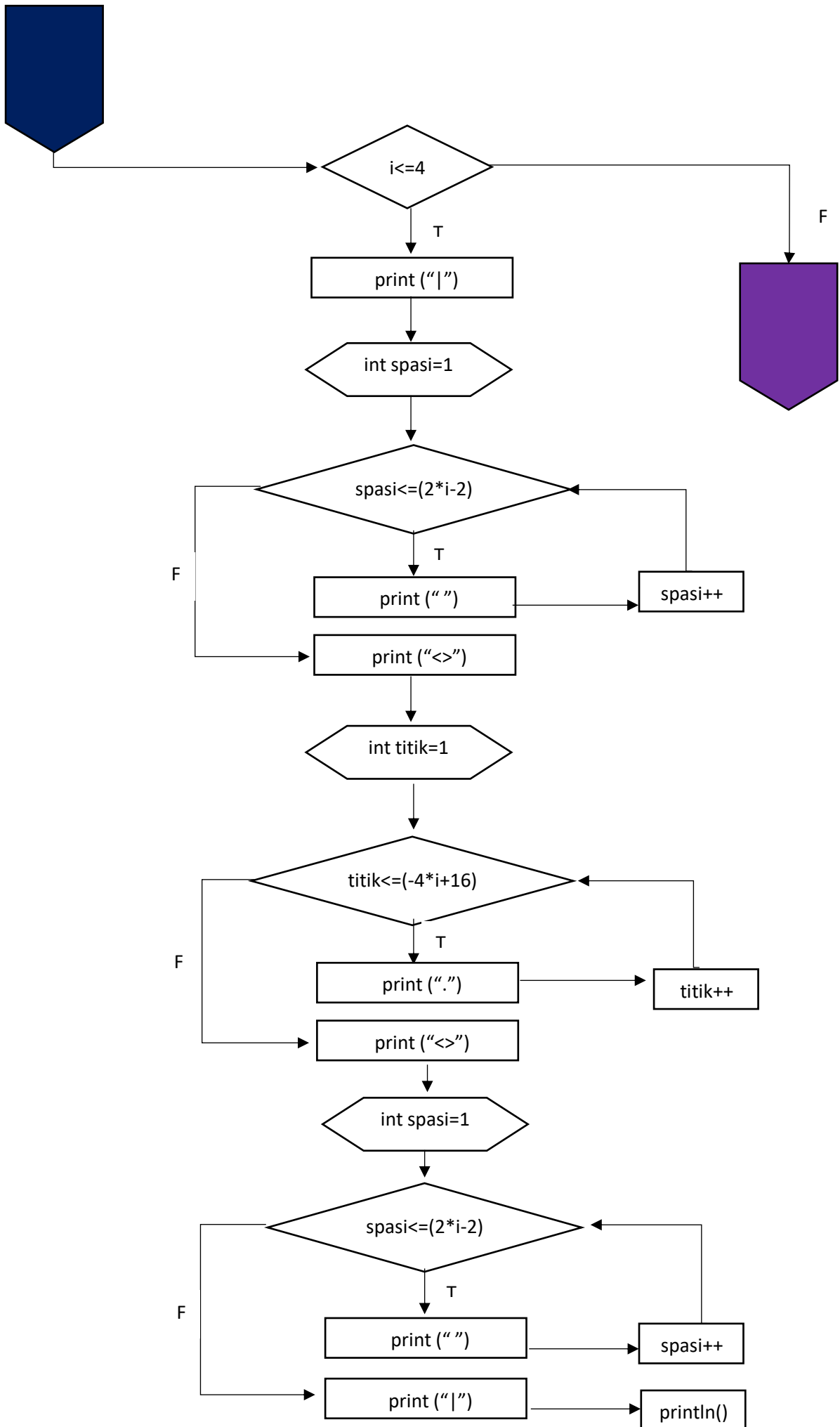
Tugas : membuat kodingan perulangan yang menghasilkan output :

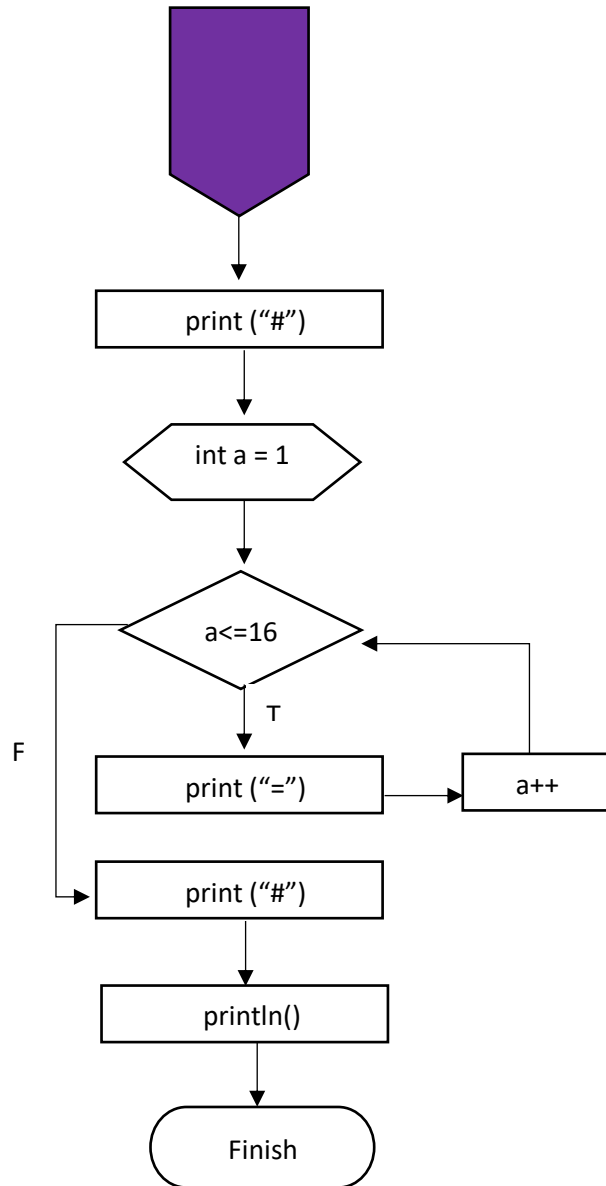


1. Flowchart









2. Pseudocode

Program perulangan yang menghasilkan output

```
#=====#
|           |
|   <><>   |
|   <>...<> |
|   <>...<> |
| <>...<> |
| <>...<> |
|   <>...<> |
|   <>...<> |
|   <><>   |
|           |
#=====#
```

Var a=int

Var i=int

Var spasi=int

Var titik=int

1. print("#");
2. for (int a=1; a<=16; a++) {print("=");}
3. print("#");
4. println();
5. for (int i=1;i<=4;i++)
 - a. print("|");
 - b. for (int spasi=1; spasi<=(-2*i+8);spasi++) {print(" ");}
 - c. print("<>");
 - d. for (int titik=1;titik<= (4*i-4); titik++) {print(".");}
 - e. print("<>");
 - f. for (int spasi=1; spasi<=(-2*i+8);spasi++){print(" ");}
 - g. print("|");
 - h. println();
6. for (int i=1;i<=4;i++)
 - a. print("|");
 - b. for (int spasi=1; spasi<=(2*i-2);spasi++) {print(" ");}
 - c. print("<>");
 - d. for (int titik=1;titik<= (-4*i+16); titik++) {print(".");}
 - e. print("<>");
 - f. for (int spasi=1; spasi<=(2*i-2);spasi++){print(" ");}
 - g. print("|");
 - h. println();
7. print("#");
8. for (int a=1; a<=16; a++) {print("=");}
9. print("#");