

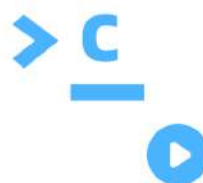
```

1 #include <stdio.h>
2 #include <string.h>
3
4 // Fungsi untuk menampilkan kartu-kartu dalam satu baris
5 void display_cards(char cards[][3], int n) {
6     for (int i = 0; i < n; i++) {
7         printf("%s ", cards[i]);
8     }
9     printf("\n");
10 }
11
12 // Fungsi untuk mengurutkan kartu-kartu menggunakan selection sort
13 void selection_sort_cards(char cards[][3], int n) {
14     for (int i = 0; i < n - 1; i++) {
15         // Menemukan indeks kartu terkecil dalam sisa array
16         int min_index = i;
17         for (int j = i + 1; j < n; j++) {
18             int card1, card2;
19
20             // Mengonversi nilai kartu ke dalam bentuk angka untuk dibandingkan
21             if (cards[j][0] >= '2' && cards[j][0] <= '9') {
22                 card1 = cards[j][0] - '0';
23             } else if (cards[j][0] == '1') {
24                 card1 = 10;
25             } else if (cards[j][0] == 'J') {
26                 card1 = 11;
27             } else if (cards[j][0] == 'Q') {
28                 card1 = 12;
29             } else if (cards[j][0] == 'K') {
30                 card1 = 13;
31             }
32
33             if (cards[min_index][0] >= '2' && cards[min_index][0] <= '9') {
34                 card2 = cards[min_index][0] - '0';
35             } else if (cards[min_index][0] == '1') {
36                 card2 = 10;
37             } else if (cards[min_index][0] == 'J') {
38                 card2 = 11;
39             } else if (cards[min_index][0] == 'Q') {
40                 card2 = 12;
41             } else if (cards[min_index][0] == 'K') {
42                 card2 = 13;
43             }
44
45             // Jika nilai kartu kedua lebih kecil, perbarui min_index
46             if (card1 < card2) {
47                 min_index = j;
48             }
49         }
50
51         // Jika min_index bukan i, lakukan pertukaran
52         if (min_index != i) {
53             char temp[3];
54             strcpy(temp, cards[i]);
55             strcpy(cards[i], cards[min_index]);
56             strcpy(cards[min_index], temp);
57             // Tampilkan langkah pertukaran
58             printf("Langkah %d: ", i + 1);
59             display_cards(cards, n);
60         }
61     }
62 }
63
64 int main() {
65     int n;
66     scanf("%d", &n);
67
68     char cards[n][3];
69     // Meminta input kartu-kartu
70     for (int i = 0; i < n; i++) {
71         scanf("%s", cards[i]);
72     }
73
74     // Mengurutkan kartu-kartu
75     selection_sort_cards(cards, n);
76
77     return 0;
78 }

```



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## Terminal



8

9 4 2 J K 8 4 Q

Langkah 1: 2 4 9 J K 8 4 Q

Langkah 3: 2 4 4 J K 8 9 Q

Langkah 4: 2 4 4 8 K J 9 Q

Langkah 5: 2 4 4 8 9 J K Q

Langkah 7: 2 4 4 8 9 J Q K

[Process completed]



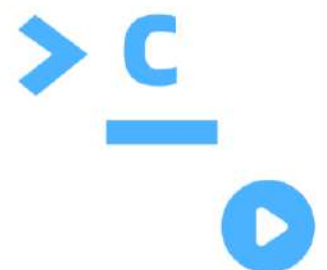
```

1 #include <stdio.h>
2
3 void koboImaginaryChess(int i, int j, int size, int *chessBoard) {
4     // Mendefinisikan semua kemungkinan langkah kuda
5     int moves[8][2] = {{-2, -1}, {-2, 1}, {2, -1}, {2, 1},
6                        {-1, -2}, {-1, 2}, {1, -2}, {1, 2}};
7
8     // Memeriksa setiap kemungkinan langkah
9     for (int k = 0; k < 8; k++) {
10         int new_i = i + moves[k][0];
11         int new_j = j + moves[k][1];
12
13         // Memeriksa apakah langkah berada dalam papan catur
14         if (new_i >= 0 && new_i < size && new_j >= 0 && new_j < size) {
15             // Mengubah nilai pada posisi yang mungkin dilalui menjadi 1
16             chessBoard[new_i * size + new_j] = 1;
17         }
18     }
19 }
20
21 int main() {
22     // Inisialisasi array papan catur dengan nilai awal 0
23     int chessBoard[8][8] = {0};
24
25     // Mendapatkan input posisi i dan j
26     int i, j;
27     scanf("%d %d", &i, &j);
28
29     // Memanggil fungsi koboImaginaryChess
30     koboImaginaryChess(i, j, 8, (int *)chessBoard);
31
32     // Menampilkan papan catur setelah langkah kuda
33     for (int row = 0; row < 8; row++) {
34         for (int col = 0; col < 8; col++) {
35             printf("%d ", chessBoard[row][col]);
36         }
37         printf("\n");
38     }
39
40     return 0;
41 }

```



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## Terminal



```
2 2
0 1 0 1 0 0 0 0
1 0 0 0 1 0 0 0
0 0 0 0 0 0 0 0
1 0 0 0 1 0 0 0
0 1 0 1 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
[Process completed]
```





## Terminal



```
3 7
0 0 0 0 0 0 0 0
0 0 0 0 0 0 1 0
0 0 0 0 0 1 0 0
0 0 0 0 0 0 0 0
0 0 0 0 0 1 0 0
0 0 0 0 0 0 1 0
0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0
[Process completed]
```

1  
q2  
w3  
e4  
r5  
t6  
y7  
u8  
i9  
o0  
p@  
a#  
s\$  
d%  
f&  
g  
h  
j  
k  
l\*  
z+  
x  
c  
v  
b  
n  
m  
Backspace

?123

  
Comma

Bahasa Indonesia



!?

