# FISIKA GERAK KONVERSI SUHU

### KELOMPOK 4,

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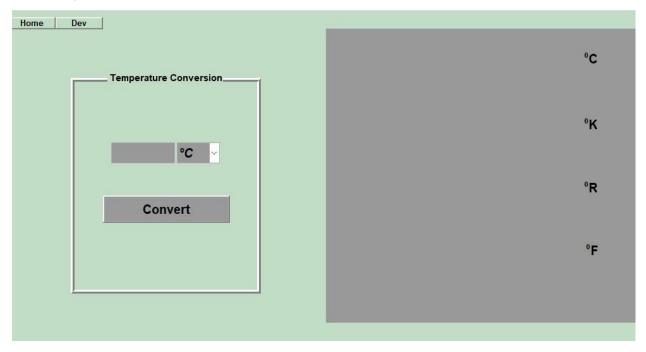
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# <u>Screenshot program :</u>

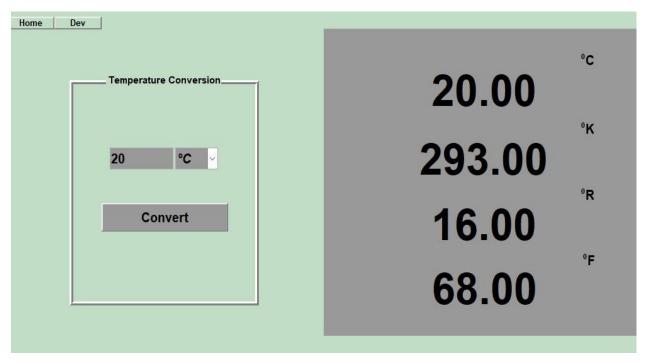
>> Tampilan ketika pertama membuka program



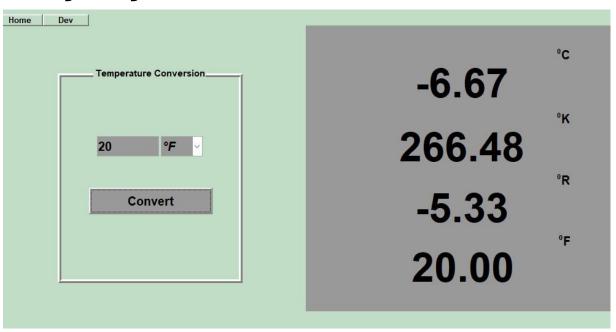
## >> Tampilan menu utama (Home)



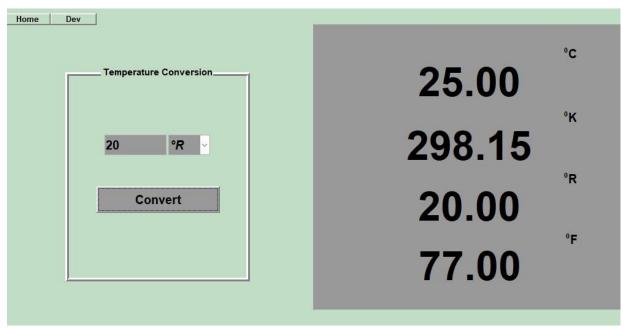
### >> Menghitung Celcius



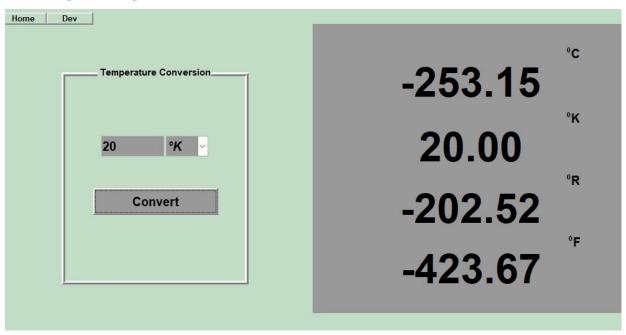
### >> Menghitung Fahrenheit



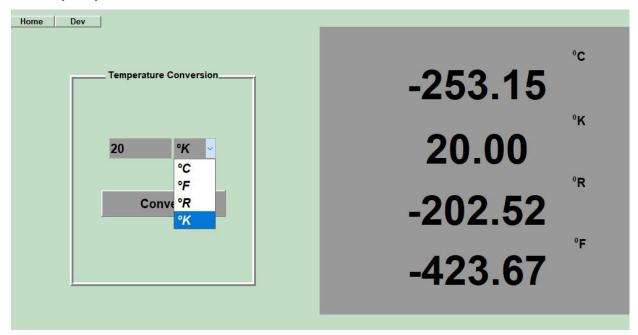
### >> Menghitung Reamur



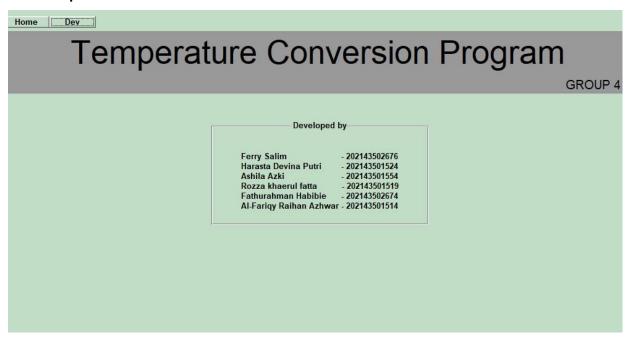
### >> Menghitung Kelvin



#### >> Pop-up menu



### >> Tampilan menu kedua (Dev)



#### Code program :

```
function varargout = konversi_suhu(varargin)
gui_Singleton = 1; gui_State = struct('gui_Name',
mfilename, ...
                   'gui_Singleton', gui_Singleton, ...
                   'gui_OpeningFcn', @konversi_suhu_OpeningFcn, ...
                   'gui_OutputFcn', @konversi_suhu_OutputFcn, ...
                   'gui_LayoutFcn', [] , ...
'gui_Callback'
                  []); if nargin &&
ischar(varargin{1})
    gui_State.gui_Callback = str2func(varargin{1});
      if nargout
end
    [varargout{1:nargout}] = qui_mainfcn(qui_State, varargin{:}); else
    gui_mainfcn(gui_State, varargin{:});
end
function konversi_suhu_OpeningFcn(hObject, eventdata, handles, varargin)
handles.output = hObject; guidata(hObject,
handles); movegui(gcf,'center')
function varargout = konversi_suhu_OutputFcn(hObject, eventdata, handles)
varargout{1} = handles.output;
set(handles.panel3,'visible','on'); animation
[handles.w,handles.e,handles.l,handles.c,handles.o,handles.m,handles.e2];
for i = 1:length(animation)
set(animation(i), 'visible', 'off');
                                       if
i == length(animation)
pause(0.5);
        for j = 1:length(animation)
set(animation(j),'visible','on');
pause(0.2);
                    end;
                             end; end;
pause(1);
set(handles.panel3,'visible','off'); set(handles.panel1,'visible','on');
set(handles.panelnav,'visible','on');
function result = nan_prevent (value)
if logical(isnan(value));
result = 0;
else
    result = value;
end
```

```
function convertion_values = temperature_convertion ( get_temperature_data,
user choice )
    switch user_choice
case 1
            celcius_conv = get_temperature_data;
kelvin_conv = get_temperature_data + 273;
reamur_conv = (4/5) * get_temperature_data;
            fahrenheit_conv = ((9/5) * get_temperature_data) + 32;
case 2
            celcius_conv = (5/9) * (get_temperature_data - 32);
kelvin_conv = (get_temperature_data + 459.67) * 5/9;
reamur_conv = (get_temperature_data - 32) * 4/9;
fahrenheit_conv = get_temperature_data;
case 3
            celcius_conv = (5/4) * get_temperature_data;
kelvin_conv = (get_temperature_data * 5/4) + 273.15;
reamur_conv = get_temperature_data;
            fahrenheit_conv = (get_temperature_data * (9/4)) + 32;
          case
4
            celcius_conv = get_temperature_data - 273.15;
kelvin_conv = get_temperature_data;
            reamur_conv = (get_temperature_data - 273.15) * (4/5);
            fahrenheit_conv = 1.8 * (get_temperature_data - 273.15) + 32;
end:
convertion_values = [celcius_conv, kelvin_conv, reamur_conv, fahrenheit_conv];
function btn_convert_Callback(hObject, eventdata, handles)
get_temperature_data = nan_prevent(str2double(get(handles.input_temp,
'string')));
user_choice = get(handles.popup_temp_format, 'Value');
convertion_values = temperature_convertion(get_temperature_data, user_choice);
convertion_handles = [handles.celcius_temp, handles.kelvin_temp,
handles.reamur_temp, handles.fahrenheit_temp];
for index_convertion = 1:length(convertion_values) * 2
    if index_convertion <= length(convertion_values)</pre>
        set(convertion_handles(index_convertion), 'String', '');
else
        indexing = index_convertion - length(convertion_values);
set(convertion_handles(indexing), 'string', strcat(sprintf('%.2f',
convertion_values(indexing) )), 'visible', 'on');
                                                         pause(0.3);
                                                                           end;
end;
```

```
function input_temp_Callback(hObject, eventdata, handles)
function input_temp_CreateFcn(hObject, eventdata, handles)
if ispc && isequal(get(hObject, 'BackgroundColor'),
    get(0, 'defaultUicontrolBackgroundColor'))
set(hObject, 'BackgroundColor', 'white'); end

function popup_temp_format_Callback(hObject, eventdata, handles)

function popup_temp_format_CreateFcn(hObject, eventdata, handles)

if ispc && isequal(get(hObject, 'BackgroundColor'),
    get(0, 'defaultUicontrolBackgroundColor'))
set(hObject, 'BackgroundColor', 'white'); end

function home_Callback(hObject, eventdata, handles)

set(handles.panel1, 'visible', 'on'); set(handles.panel2, 'visible', 'off');
function dev_Callback(hObject, eventdata, handles)

set(handles.panel1, 'visible', 'off'); set(handles.panel2, 'visible', 'on');
```