

Pertemuan 7



Perulangan DO-WHILE,
perintah BREAK dan
CONTINUE

Mata Kuliah : Algoritma & Pemrograman
Dosen : Tessy Badriyah, SKom., MT., PhD.



Tujuan Pembelajaran

- Mempelajari penggunaan perulangan DO .. WHILE
- Mempelajari penggunaan perintah BREAK dan CONTINUE pada perulangan.



DO ... WHILE LOOP

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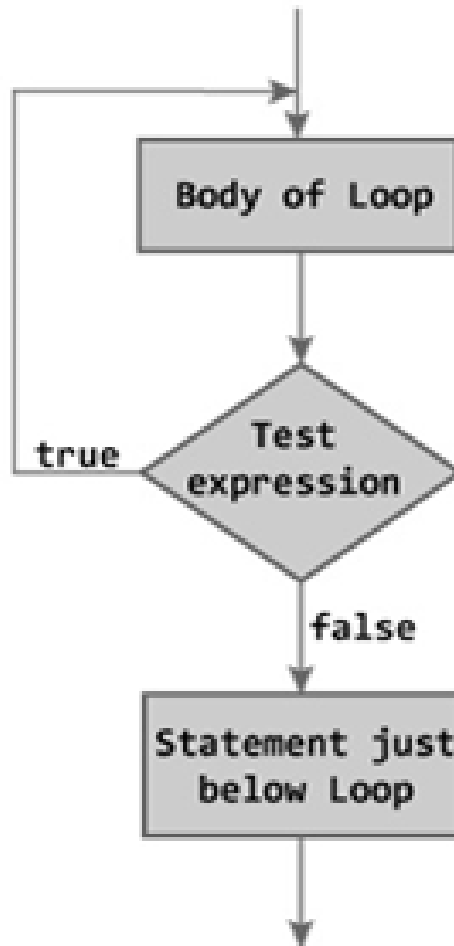
do...while loop

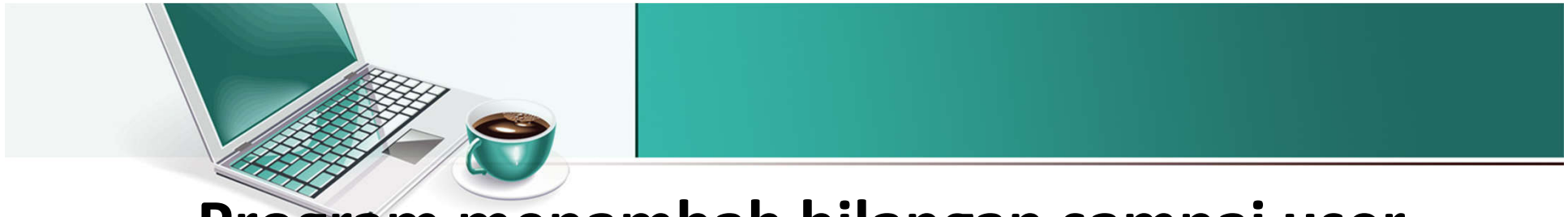
- do..while loop mirip dengan while loop dengan satu perbedaan
- Kalau do...while loop, tubuh perulangan (body of loop) dieksekusi sedikitnya sekali sebelum ujiEkspresi diperiksa nilainya.
- Berikut sintak (cara penulisan) do ... While loop

```
do
{
    // kode
}
while (testExpression);
```



Flowchart dari do...while loop





Program menambah bilangan sampai user memasukkan angka 0

```
#include <stdio.h>
int main()
{ double bilangan, total = 0;
  // tubuh perulangan dijalankan sedikitnya sekali
  do
  {
    printf("Masukkan bilangan: ");
    scanf("%lf", &bilangan);
    total += bilangan;
  }
  while(bilangan != 0.0);
  printf("total = %.2lf",total);
  return 0;
}
```

Output:

```
Masukkan bilangan: 1.5
Masukkan bilangan: 2.4
Masukkan bilangan: -3.4
Masukkan bilangan: 4.2
Masukkan bilangan: 0
total = 4.70
```



Deret Fibonacci

- Deret Fibonacci adalah rangkaian dimana bilangan urutan berikutnya adalah jumlah dari dua bilangan sebelumnya.
- Berikut deret Fibonacci :

The Fibonacci sequence: 0, 1, 1, 2, 3, 5, 8, 13, 21



Program deret Fibonacci

```
#include <stdio.h>
int main()
{
    int i, n, t1 = 0, t2 = 1, nextTerm = 0;
    printf("Enter the bilangan of terms: ");
    scanf("%d", &n);
    printf("Fibonacci Series: ");
    for (i = 1; i <= n; ++i)
    {
        // Prints the first two terms.
        if(i == 1)
        {
            printf("%d, ", t1);
            continue;
        }
```

```
        if(i == 2)
        {
            printf("%d, ", t2);
            continue;
        }
        nextTerm = t1 + t2;
        t1 = t2;
        t2 = nextTerm;
        printf("%d, ", nextTerm);
    }
    return 0;
}
```

Output:

Masukkan n integer: 10

Factorial of 10 = 3628800



Mencari total bilangan dengan while Loop

```
#include <stdio.h>
int main()
{
    int n, i, total = 0;
    printf("Masukkan positive integer: ");
    scanf("%d",&n);
    i = 1;
    while ( i <= n )
    {
        total += i;
        ++i;
    }
    printf("total = %d",total);
    return 0;
}
```

Output:

Masukkan positive integer: 100
total = 5050



Program untuk input bilangan positif

```
#include <stdio.h>
int main()
{  int n, i, total = 0;
    do {
        printf("Masukkan positive integer: ");
        scanf("%d",&n);
    }
    while (n <= 0);
    for(i=1; i <= n; ++i)
    {
        total += i;  // total = total+i;
    }
    printf("total = %d",total);
    return 0;
}
```



BREAK AND CONTINUE

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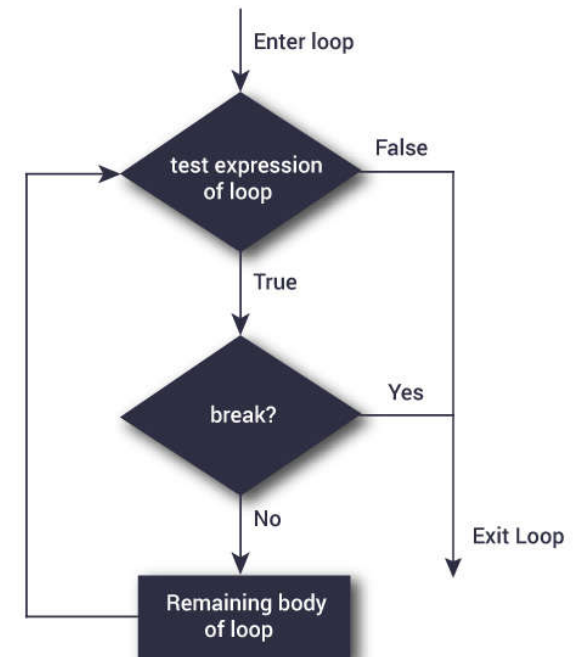
break and continue statement

- It is sometimes desirable to skip some statements inside the loop or terminate the loop immediately without checking the test expression.
- In such cases, break and continue statements are used.
- break and continue statements can alter the program flow of loops.



break Statement

- The break statement terminates the loop (for, while and do...while loop) immediately when it is encountered.
- The break statement is used with decision making statement such as if...else.
- Syntax of break statement : break;
- Flowchart of break statement





Cara kerja perintah break

```
while (test Expression)
{
    // codes
    if (condition for break)
    {
        break;
    }
    // codes
}
```

A diagram showing the flow of a while loop. An arrow enters the loop from the left, goes down, then right, then up, and finally right into the loop body. After the loop body, an arrow goes down and then right, exiting the loop to the right.

```
for (init, condition, update)
{
    // codes
    if (condition for break)
    {
        break;
    }
    // codes
}
```

A diagram showing the flow of a for loop. An arrow enters the loop from the left, goes down, then right, then up, and finally right into the loop body. After the loop body, an arrow goes down and then right, exiting the loop to the right.



Contoh penggunaan BREAK

```
# include <stdio.h>
int main()
{ int i;
  double bilangan, total = 0.0;
  for(i=1; i <= 10; ++i)
  {
    printf("Masukkan n%d: ",i);
    scanf("%lf",&bilangan);
    // Jika yang diinputkan bilangan negatif, maka loop akan dihentikan
    if(bilangan < 0.0)
    {
      break;
    }
    total += bilangan; // total = total + bilangan;
  }
  printf("total = %.2lf",total);
  return 0;
}
```

Output :

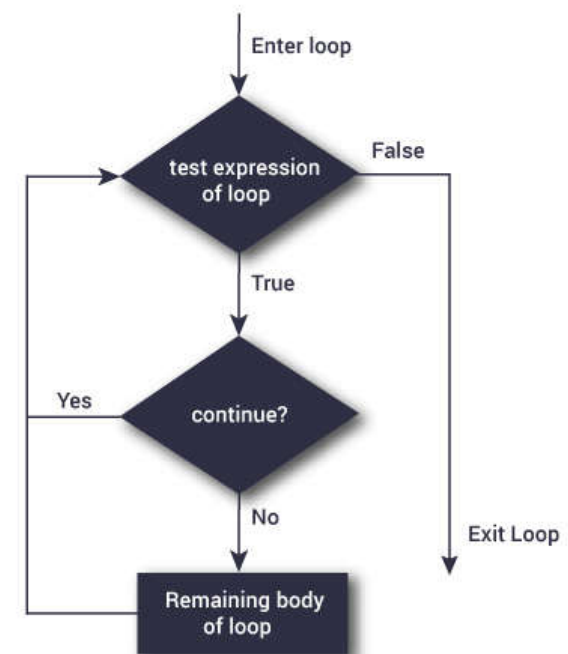
```
Masukkan n1: 2.4
Masukkan n2: 4.5
Masukkan n3: 3.4
Masukkan n4: -3
total = 10.30
```

Program akan menghitung jumlah total bilangan, maksimum sampai 10 bilangan. Jika sebelum counter=10, user menginputkan bilangan negatif, maka program akan berhenti



Perintah continue

- Perintah continue akan meloncati (skip) perintah yang ada di dalam loop
- Perintah continue digunakan bersama dengan pernyataan pengambilan keputusan if...else.
- Berikut Flowchart dari perintah continue





Cara kerja perintah continue

```
→ while (test Expression)
{
    // codes
    if (condition for continue)
    {
        continue;
    }
    // codes
}
```

```
→ for (init, condition, update)
{
    // codes
    if (condition for continue)
    {
        continue;
    }
    // codes
}
```



Contoh program dengan perintah continue

```
// Program untuk menghitung total maksimum 10 bilangan
// Bilangan negatif yang dimasukkan akan di-skip pada perhitungan
#include <stdio.h>
int main()
{ int i;
  double bilangan, total = 0.0;
  for(i=1; i <= 10; ++i)
  {
    printf("Masukkan n%d: ",i);
    scanf("%lf",&bilangan);
    // Jika user memasukkan bilangan negatif, maka perintah dibawah continue akan di skip
    if(bilangan < 0.0)
    {
      continue;
    }
    total += bilangan; // total = total + bilangan;
  }
  printf("total = %.2lf",total);
  return 0;
}
```

Output :

```
Masukkan n1: 1.1
Masukkan n2: 2.2
Masukkan n3: 5.5
Masukkan n4: 4.4
Masukkan n5: -3.4
Masukkan n6: -45.5
Masukkan n7: 34.5
Masukkan n8: -4.2
Masukkan n9: -1000
Masukkan n10: 12
total = 59.70
```



Yang sudah dipelajari

- Mempelajari penggunaan perulangan DO .. WHILE
- Mempelajari penggunaan perintah BREAK dan CONTINUE pada perulangan.

- Robertson, Lesley Anne. (1992). *Students' guide to program design*. Oxford : Newnes
- Santner, Williams, and Notz (2003), *Design and Analysis of Computer Experiments*, Springer.
- Deitel & Deitel, *C How to Program*, Prentice Hall 1994 (2nd edition)
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- Kernighan & Ritchie, *The C Programming Language*, Prentice Hall