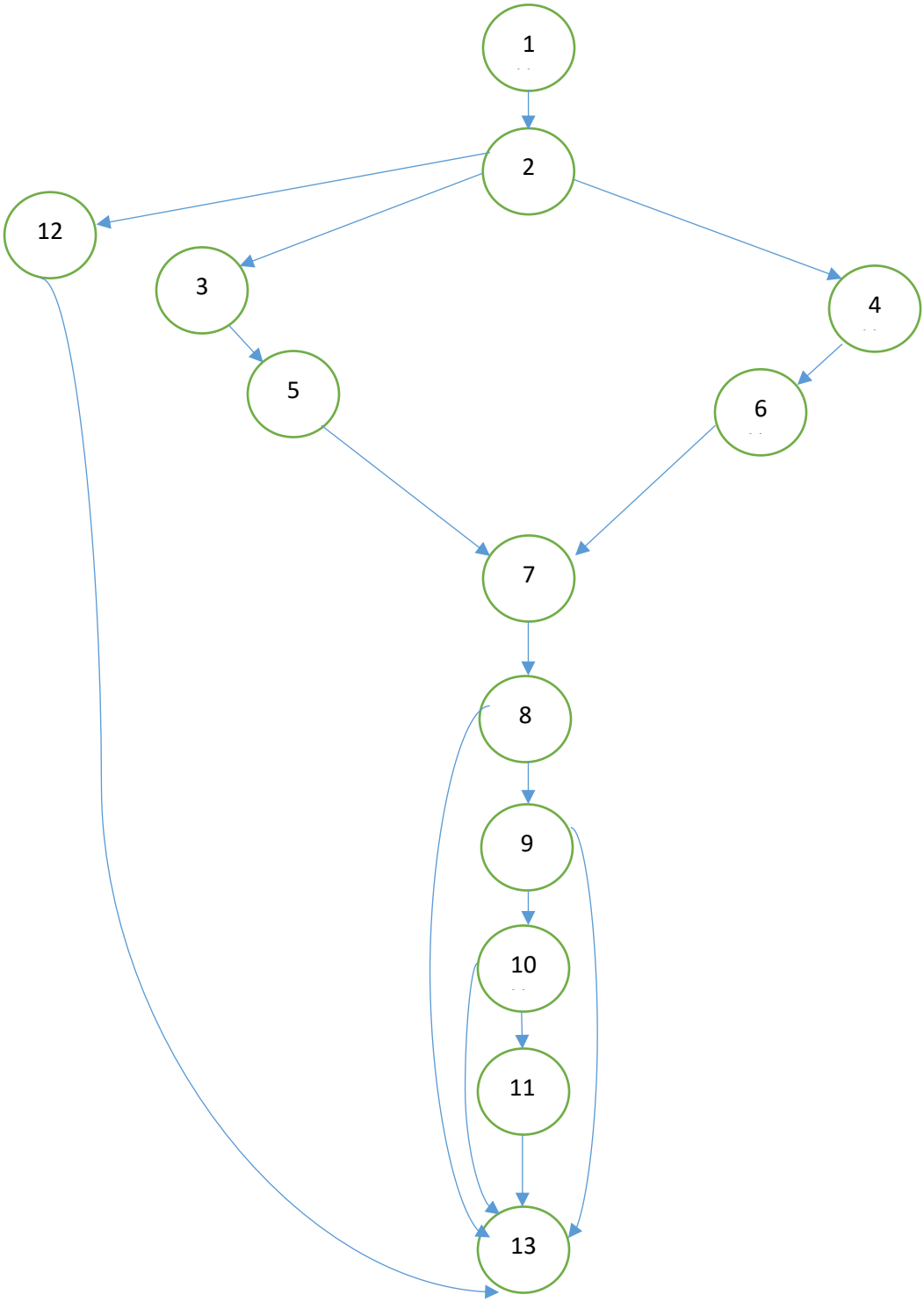
A. Kasus 1 bilangan bulat dan Kasus 2 bilangan tidak bulat

Source Code Python:

```
-1-     a = float(input('Nilai A= '))
-1-     b = float(input('Nilai B= '))
-1-     c = float(input('Nilai C= '))
-2-     a = round(a)
-2-     b = round(b)
-2-     c = round(c)
-3,4,5,6-  if(a < b+c and b < a+c and c < b+c) and (a>0 and b>0 and c>0):
-8-        if(a==b==c):
-13-            print('Sama Sisi')
-9-        elif(a==b or a ==c or b ==c):
-13-            print('Sama kaki')
-10-       elif(a*a == b*b + c*c) or (b*b == a*a + c*c) or (c*c == a*a + b*b) :
-13-          print('Siku Siku')
-11-       else:
-13-           print('Segitiga Bebas')
-12-    else:
-13-       print('Tidak ada segitiga yang bisa dibangun')
```

A.1 Using the design or code as a foundation, draw a corresponding flow graph (untuk mudahnya flow graph = flow chart dengan symbol lingkaran untuk setiap activitynya).



A.2 Determine the cyclomatic complexity of the resultant flow graph.

V(G) = E - N + 2

= 17 – 13 + 2

= 6

A.3 Determine a basis set of linearly independent paths.

Path 1: 1 - 2 - 3 - 5 - 7 - 8 - 9 - 10 – 11-13

Path 2: 1 – 12 - 13

Path 3: 1 - 2 - 4 - 6 - 7 - 8 - 9 - 10 – 11-13

Path 4: 1 - 2 - 4 - 6 - 7 - 8 - 13

Path 5: 1 - 2 - 4 - 6 - 7 - 8 – 9 - 13

Path 6: 1 - 2 - 4 - 6 - 7 - 8 – 9 – 10 – 13

A.4 Prepare test cases that will force execution of each path in the basis set

path	JenisSegitiga	amount	expected result
1	Segitiga Bebas	-	-
2	Tidak ada segitiga	-	-
3	Segitiga Bebas	-	-
4	Sama Sisi	-	-
5	Sama Kaki	-	-
6	Siku-Siku	-	-

Nama: Dicky Prasetiyo

Kelas: IFIK-41-04

NIM: 1301174666