

LAPORAN TUGAS PEKAN 5



MATA KULIAH ALGORITMA PEMROGRAMAN

DOSEN PENGAMPU:

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Soal : Buatlah sebuah permainan lempar dadu di mana jumlah kedua dadu harus menghasilkan 7 untuk menang.

Pseudocode

Judul

Program Lempar Dadu Sampai 7

{Program melempar dua dadu tiap percobaan, menampilkan hasilnya, berhenti saat total = 7 (menang) atau saat user memilih berhenti.}

Deklarasi

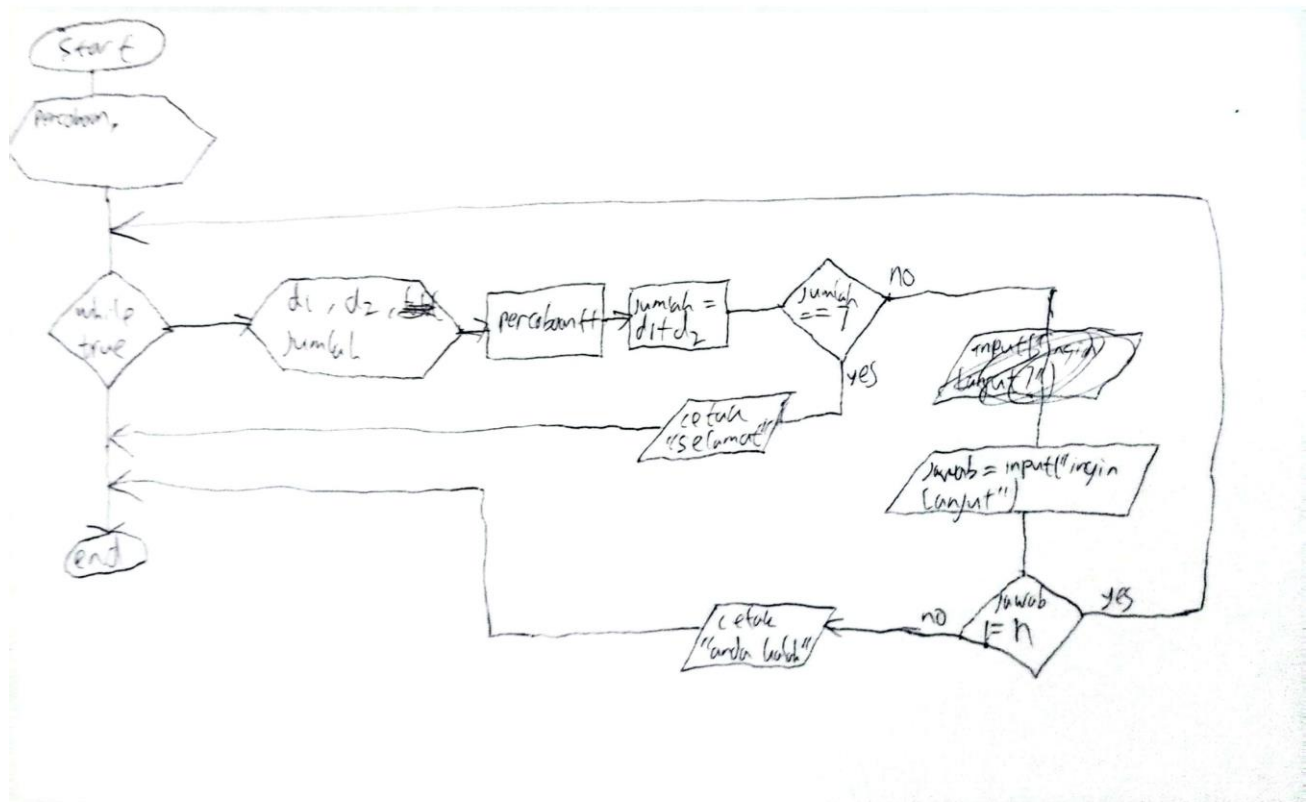
Var input : Scanner Var rnd : Random Var tries : int

Var d1, d2 : int Var total : int Var j : String

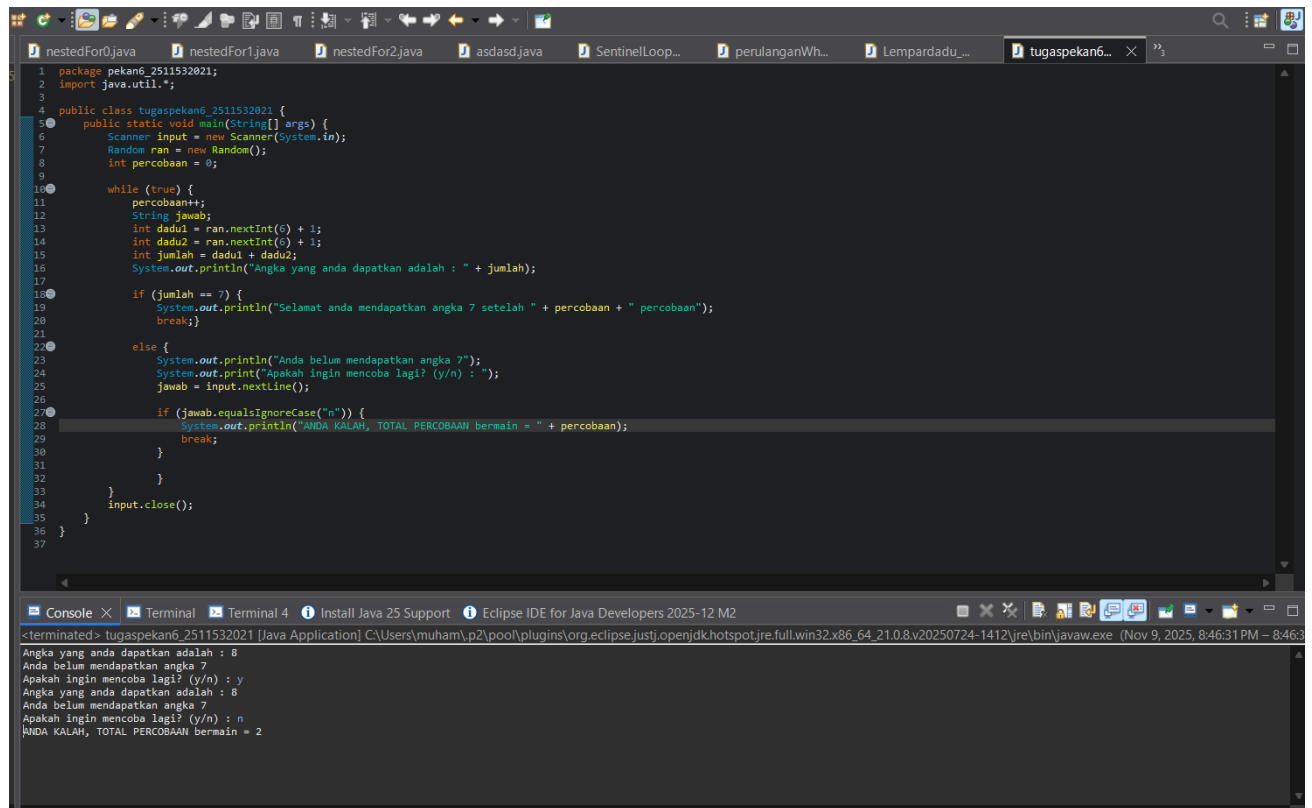
Pseudocode

```
1. in ← Scanner(System.in)
2. rnd ← Random()
3. tries ← 0
4. WHILE true DO
5. tries ← tries + 1
6. d1 ← rnd.nextInt(6) + 1
7. d2 ← rnd.nextInt(6) + 1
8. total ← d1 + d2
9. output("Lemparan ke-" + tries + ": " + d1 + " + " + d2 + " = " + total)
10. IF total = 7 THEN
11. output("Kamu MENANG di percobaan ke-" + tries + "!")
12. BREAK
13. END IF
14. output("Belum 7. Lanjut (y/n)? ", no_newline)
15. j ← in.nextLine().trim()
16. IF lower(j) = "n" OR lower(j) = "tidak" THEN
17. output("Game selesai. Total percobaan: " + tries)
18. BREAK
19. END IF
20. END WHILE
21. in.close()
```

Flowchart



Source Code Beserta Output



The screenshot displays the Eclipse IDE interface. The top section shows the 'Project Explorer' with several Java files, including 'tugaspekan6...'. The main editor area contains the source code for 'tugaspekan6_2511532021.java'. The code is a Java program that simulates a dice game. It uses a Scanner for user input and a Random class for generating random numbers. The game logic involves rolling two dice and checking if the sum is 7. If the sum is 7, the player wins. If not, the player is asked if they want to try again. The game ends when the player enters 'n' or the sum is 7.

```
1 package pekan6_2511532021;
2 import java.util.*;
3
4 public class tugaspekan6_2511532021 {
5     public static void main(String[] args) {
6         Scanner input = new Scanner(System.in);
7         Random ran = new Random();
8         int percobaan = 0;
9
10        while (true) {
11            percobaan++;
12            String jawab;
13            int dadu1 = ran.nextInt(6) + 1;
14            int dadu2 = ran.nextInt(6) + 1;
15            int jumlah = dadu1 + dadu2;
16            System.out.println("Angka yang anda dapatkan adalah : " + jumlah);
17
18            if (jumlah == 7) {
19                System.out.println("Selamat anda mendapatkan angka 7 setelah " + percobaan + " percobaan");
20                break;
21            }
22
23            else {
24                System.out.println("Anda belum mendapatkan angka 7");
25                System.out.print("Apakah ingin mencoba lagi? (y/n) : ");
26                jawab = input.nextLine();
27
28                if (jawab.equalsIgnoreCase("n")) {
29                    System.out.println("ANDA KALAH, TOTAL PERCOBAAN bermain = " + percobaan);
30                    break;
31                }
32            }
33
34            input.close();
35        }
36    }
37 }
```

The bottom section of the IDE shows the 'Console' window. It displays the output of the program, which matches the code logic. The output shows the sum of two dice rolls, the number of attempts, and the final result (win or loss).

```
sterminated> tugaspekan6_2511532021 [Java Application] C:\Users\muham\p2\poo\plugins\org.eclipse.justi.openjdk.hotspot.jre.full.win32.x86_64_21.0.8.v20250724-1412\jre\bin\javaw.exe (Nov 9, 2025, 8:46:31 PM)
Angka yang anda dapatkan adalah : 8
Anda belum mendapatkan angka 7
Apakah ingin mencoba lagi? (y/n) : y
Angka yang anda dapatkan adalah : 8
Anda belum mendapatkan angka 7
Apakah ingin mencoba lagi? (y/n) : n
ANDA KALAH, TOTAL PERCOBAAN bermain = 2
```