

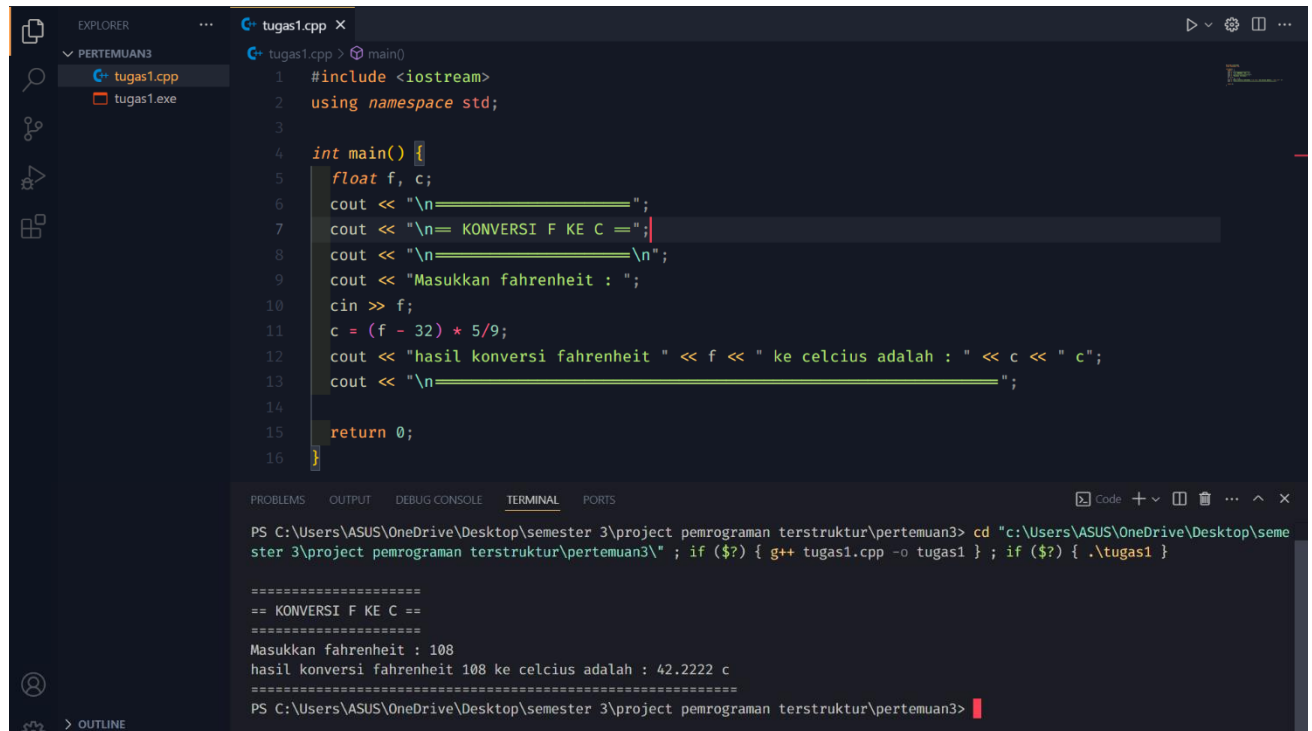
TUGAS P. TERSTRUKTUR

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1. TUGAS 1

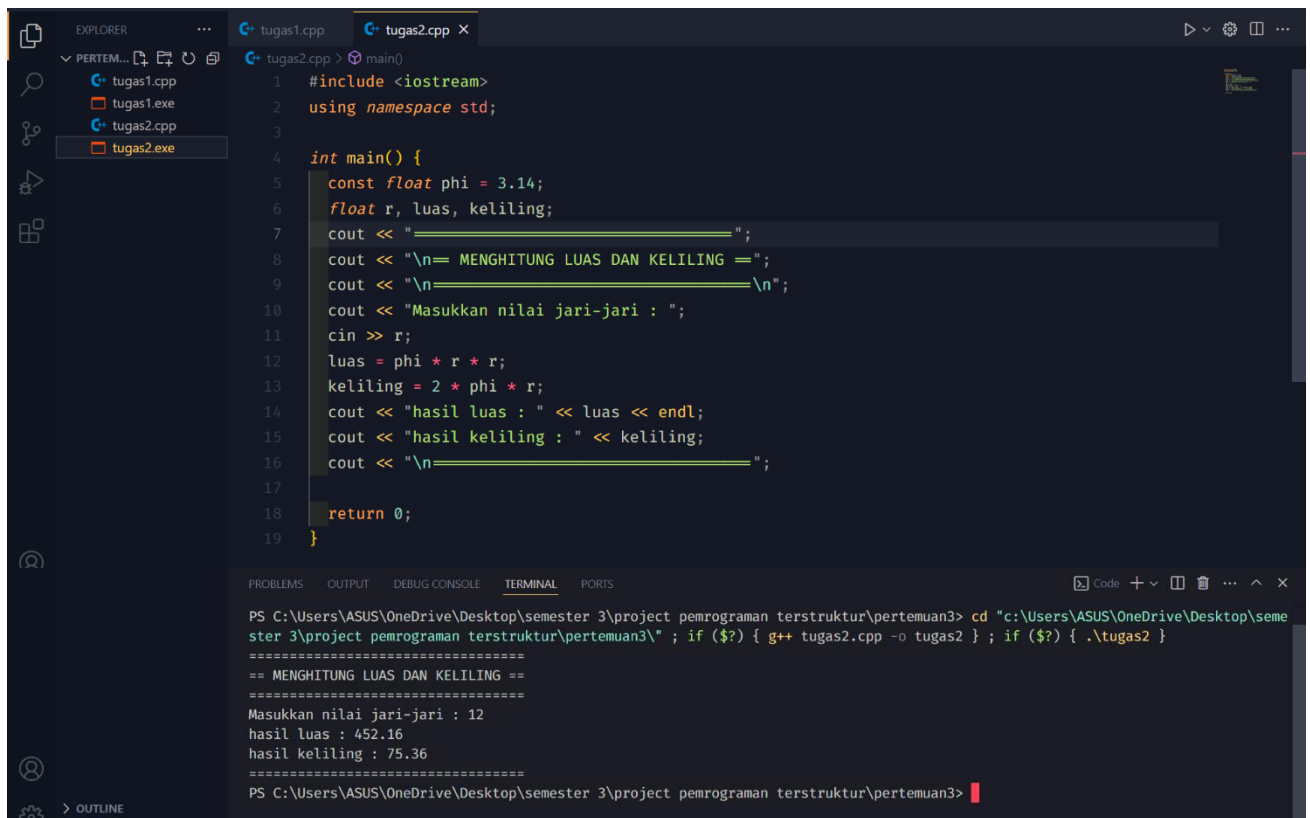


```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     float f, c;
6     cout << "\n===== ";
7     cout << "\n= KONVERSI F KE C = ";
8     cout << "\n===== \n";
9     cout << "Masukkan fahrenheit : ";
10    cin >> f;
11    c = (f - 32) * 5/9;
12    cout << "hasil konversi fahrenheit " << f << " ke celcius adalah : " << c << " c";
13    cout << "\n===== ";
14
15    return 0;
16 }
```

```
PS C:\Users\ASUS\OneDrive\Desktop\semester 3\project pemrograman terstruktur\pertemuan3> cd "c:\Users\ASUS\OneDrive\Desktop\semester 3\project pemrograman terstruktur\pertemuan3\" ; if ($?) { g++ tugas1.cpp -o tugas1 }; if ($?) { .\tugas1 }

=====
== KONVERSI F KE C ==
=====
Masukkan fahrenheit : 108
hasil konversi fahrenheit 108 ke celcius adalah : 42.2222 c
=====
PS C:\Users\ASUS\OneDrive\Desktop\semester 3\project pemrograman terstruktur\pertemuan3>
```

2. TUGAS 2



The image shows a Visual Studio Code editor with a C++ project. The Explorer sidebar on the left shows a folder named 'PERTEMUAN3' containing files 'tugas1.cpp', 'tugas1.exe', 'tugas2.cpp', and 'tugas2.exe'. The main editor window displays the code for 'tugas2.cpp', which includes the `<iostream>` header and uses the `std` namespace. The `main` function defines a constant `phi` as 3.14, declares variables `r`, `luas`, and `keliling`, and prompts the user to enter the radius. It then calculates the area (`luas = phi * r * r`) and the circumference (`keliling = 2 * phi * r`), displaying the results with appropriate labels. The program returns 0 at the end.

```
1 #include <iostream>
2 using namespace std;
3
4 int main() {
5     const float phi = 3.14;
6     float r, luas, keliling;
7     cout << "===== ";
8     cout << "\n== MENGHITUNG LUAS DAN KELILING ==";
9     cout << "\n===== \n";
10    cout << "Masukkan nilai jari-jari : ";
11    cin >> r;
12    luas = phi * r * r;
13    keliling = 2 * phi * r;
14    cout << "hasil luas : " << luas << endl;
15    cout << "hasil keliling : " << keliling;
16    cout << "\n===== ";
17
18    return 0;
19 }
```

The terminal window at the bottom shows the command to compile the program: `cd "c:\Users\ASUS\OneDrive\Desktop\semester 3\project pemrograman terstruktur\pertemuan3\" ; if ($?) { g++ tugas2.cpp -o tugas2 } ; if ($?) { .\tugas2 }`. The output of the program is displayed below the command, showing the calculation results for a radius of 12.

```
PS C:\Users\ASUS\OneDrive\Desktop\semester 3\project pemrograman terstruktur\pertemuan3> cd "c:\Users\ASUS\OneDrive\Desktop\semester 3\project pemrograman terstruktur\pertemuan3\" ; if ($?) { g++ tugas2.cpp -o tugas2 } ; if ($?) { .\tugas2 }
=====
== MENGHITUNG LUAS DAN KELILING ==
=====
Masukkan nilai jari-jari : 12
hasil luas : 452.16
hasil keliling : 75.36
=====
PS C:\Users\ASUS\OneDrive\Desktop\semester 3\project pemrograman terstruktur\pertemuan3>
```

3. TUGAS 2

The image shows a screenshot of the Visual Studio Code editor. The Explorer pane on the left shows a project named 'PERTEMUAN3' with files 'tugas1.cpp', 'tugas1.exe', 'tugas2.cpp', 'tugas2.exe', 'tugas3.cpp', and 'tugas3.exe'. The main editor window displays the code for 'tugas3.cpp'. The code is a C++ program that takes two floating-point numbers as input and calculates their sum, difference, product, and quotient. The output window at the bottom shows the program's execution with the following output:

```
PS C:\Users\ASUS\OneDrive\Desktop\semester 3\project pemrograman terstruktur\pertemuan3> cd "c:\Users\ASUS\OneDrive\Desktop\semester 3\project pemrograman terstruktur\pertemuan3\" ; if ($?) { g++ tugas3.cpp -o tugas3 } ; if ($?) { .\tugas3 }

Masukkan nilai pertama : 12
Masukkan nilai Kedua : 6
=====
Hasil penjumlahan dari 12 dan 6 adalah : 18
Hasil pengurangan dari 12 dan 6 adalah : 6
Hasil perkalian dari 12 dan 6 adalah : 72
Hasil pembagian dari 12 dan 6 adalah : 2
PS C:\Users\ASUS\OneDrive\Desktop\semester 3\project pemrograman terstruktur\pertemuan3>
```