

NRP : 17111051

Nama : M Irfan Syarifuddin

Kelas : B1

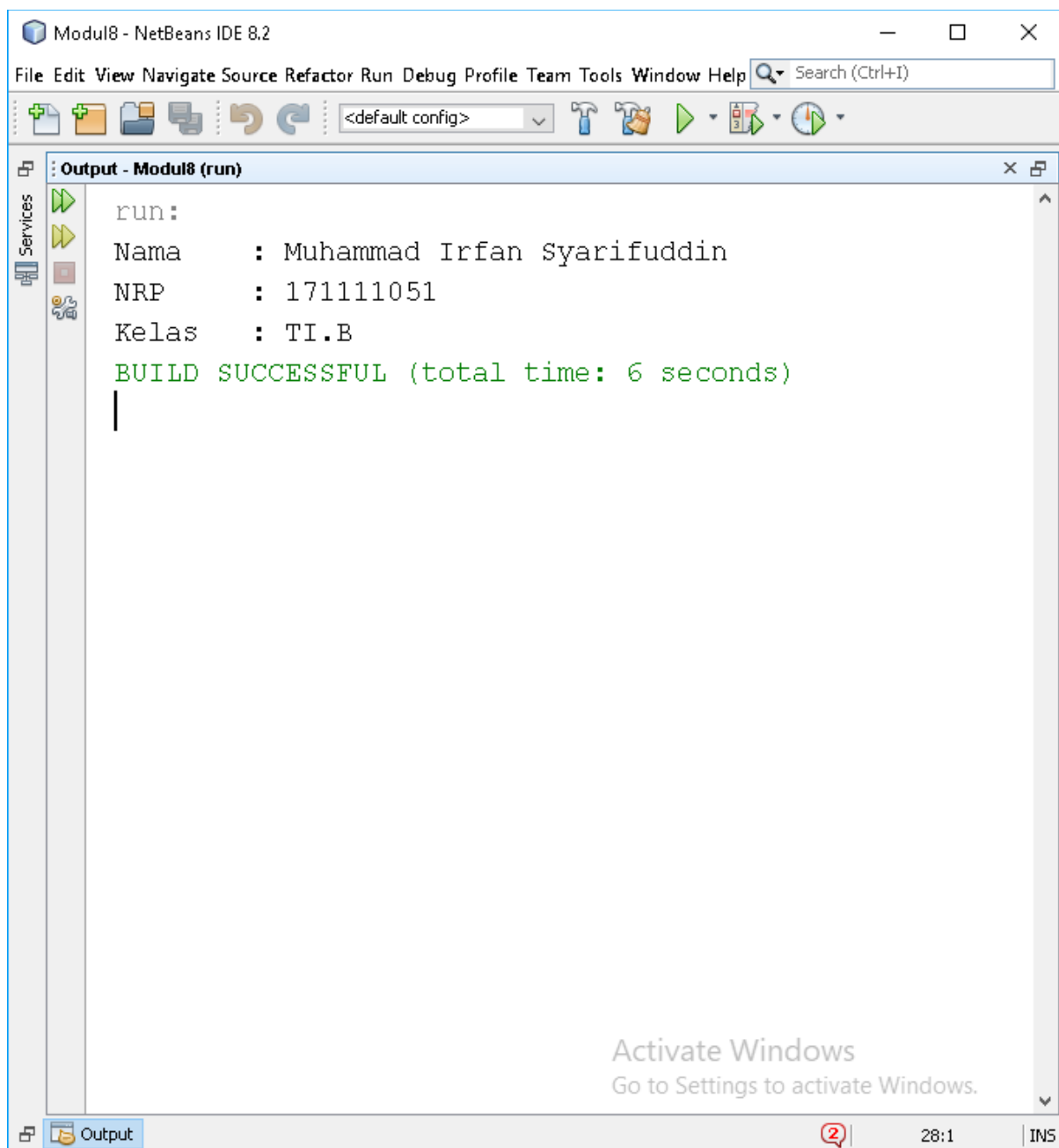
## Aktivitas Dan Latihan Modul 8 – PRAKTIKUM PEMROGRAMAN DASAR 1

1. Buatlah sebuah function sederhana untuk menampilkan nama, NRP, dan kelas dengan menggunakan void function.

Script:

```
1.  /*
2.  * To change this license header, choose License Headers in Project Properties.
3.  * To change this template file, choose Tools | Templates
4.  * and open the template in the editor.
5.  */
6.  package modul8;
7.
8.  /**
9.   *
10.   * @author Irfan
11.   */
12. public class Modul8 {
13.
14.     public static void nama(){
15.         String nama = "Muhammad Irfan Syarifuddin";
16.         String kelas = "TI.B";
17.         int nrp = 17111051;
18.         System.out.println("Nama \t: "+nama);
19.         System.out.println("NRP \t: "+nrp);
20.         System.out.println("Kelas \t: "+ kelas);
21.     }
22.
23.     public static void main(String[] args) {
24.         // TODO code application logic here
25.         nama();
26.     }
27. }
```

Screenshot:

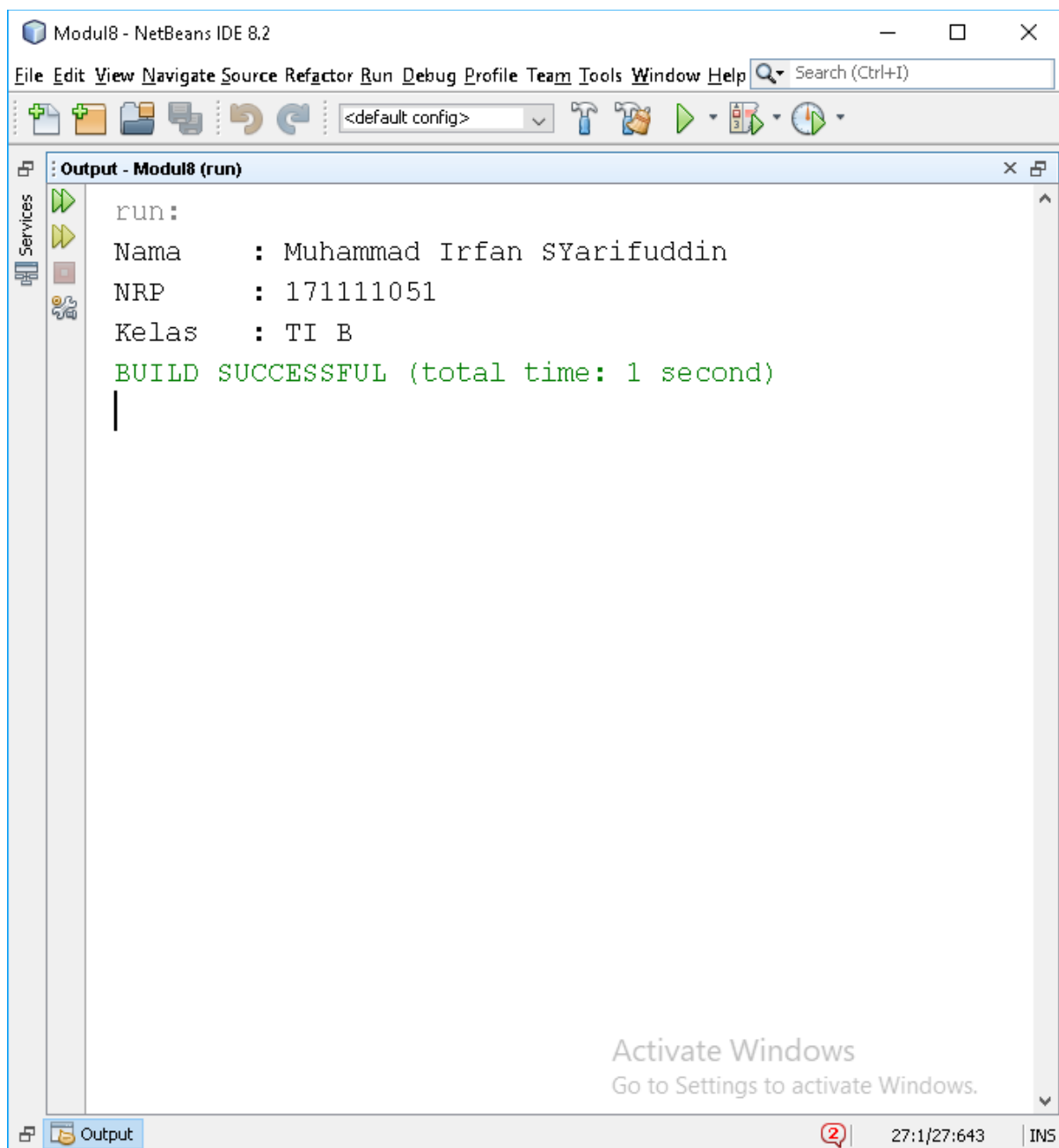


2. Modifikasi function yang telah Anda buat pada soal nomor 1 dengan nama, NRP, dan kelas tersebut diinputkan di main function dan menjadi parameter pemanggilnya.

Script :

```
1.  * To change this license header, choose License Headers in Project Properties.
2.  * To change this template file, choose Tools | Templates
3.  * and open the template in the editor.
4.  */
5.  package modul8;
6.
7.  /**
8.   *
9.   * @author Irfan
10.  */
11. public class Modul8yanglain {
12.
13.     public static void nama(String nama, int nrp, String kelas){
14.
15.         System.out.println("Nama \t: "+nama);
16.         System.out.println("NRP \t: "+nrp);
17.         System.out.println("Kelas \t: "+ kelas);
18.     }
19.
20.     public static void main(String[] args) {
21.         // TODO code application logic here
22.         nama("Muhammad Irfan SYarifuddin", 171111051, "TI B");
23.     }
24. }
```

Screenshot:

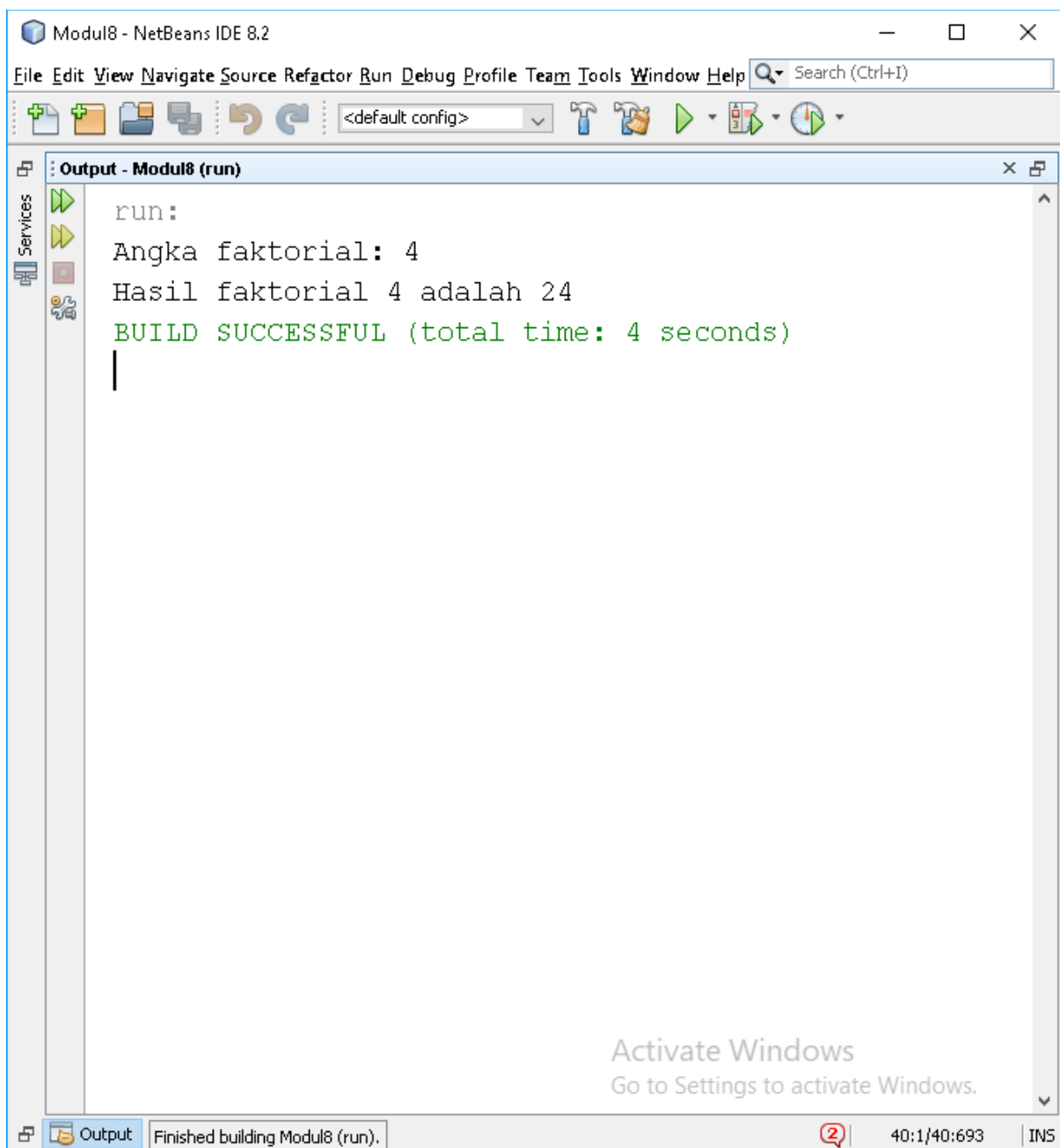


3. Buatlah sebuah function untuk menghitung bilangan faktorial dengan nilai n diinputkan dari keyboard.

Script:

```
1.  /*
2.  * To change this license header, choose License Headers in Project Properties.
3.  * To change this template file, choose Tools | Templates
4.  * and open the template in the editor.
5.  */
6.  package modul8;
7.  import java.util.Scanner;
8.  /**
9.   *
10.  * @author Irfan
11.  */
12. public class Modul8yanglain1 {
13.     public static void main(String[] args) {
14.
15.         System.out.print("Angka faktorial: ");
16.
17.         Scanner sc = new Scanner(System.in);
18.         int n = sc.nextInt();
19.
20.         faktorial(n);
21.
22.     }
23.
24.     static void faktorial(int nn) {
25.
26.         int hitungan, faktor = 1;
27.
28.         for ( hitungan = 1; hitungan <= nn; hitungan++) {
29.
30.             faktor = faktor * hitungan;
31.
32.         }
33.
34.         System.out.println("Hasil faktorial "+ nn +" adalah " + faktor);
35.
36.     }
37.
38. }
```

Screenshot:

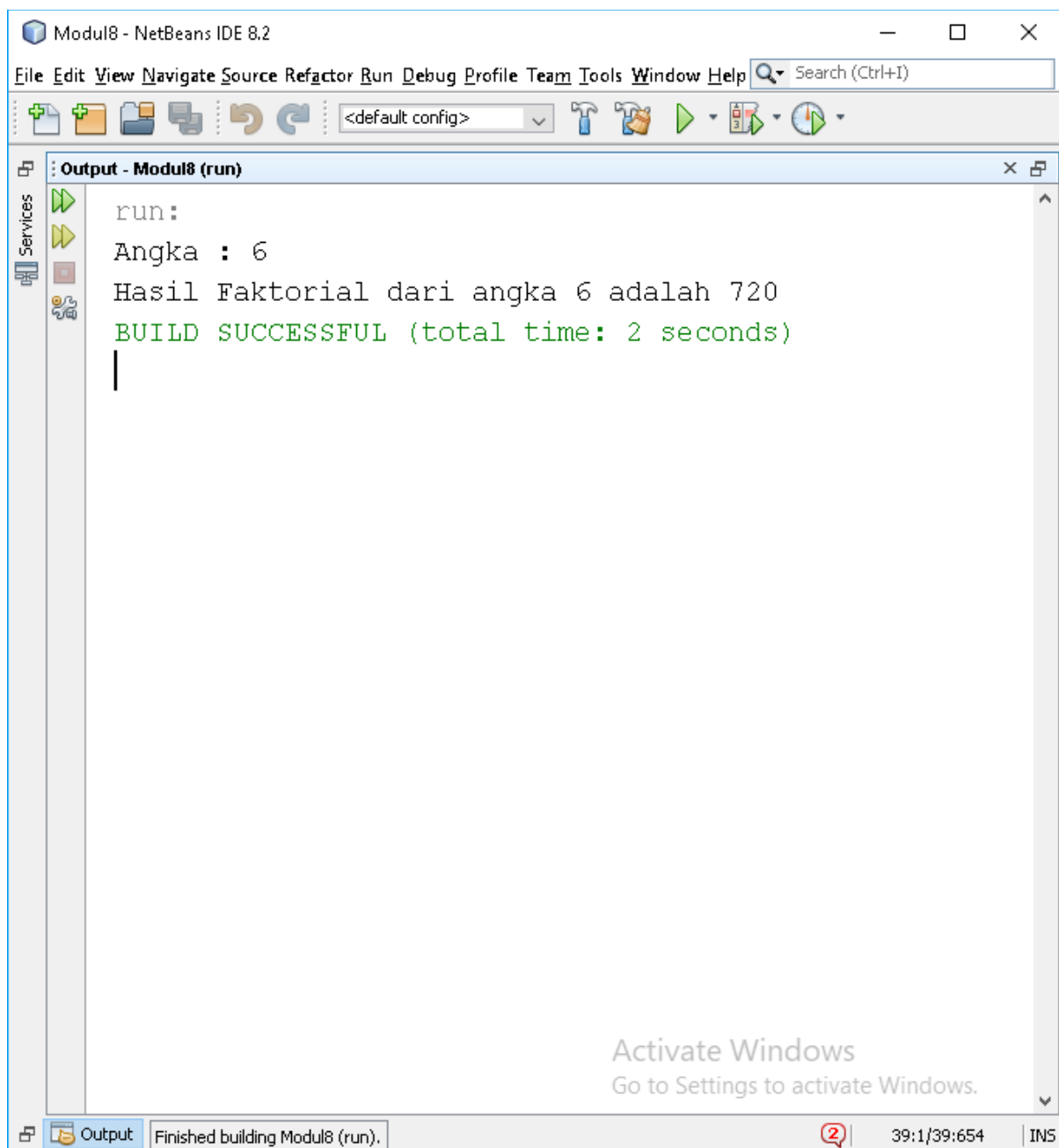


4. Buatlah sebuah function yang sama seperti pada soal nomor 3, namun function bekerja secara rekursif.

Script :

```
1. /*
2.  * To change this license header, choose License Headers in Project Properties.
3.  * To change this template file, choose Tools | Templates
4.  * and open the template in the editor.
5.  */
6. package modul8;
7. import java.util.Scanner;
8. /**
9.  *
10.  * @author Irfan
11.  */
12. public class Modul8yanglain2 {
13.     static int showFak(int n) {
14.
15.         if (n == 1){
16.
17.             return 1;
18.
19.         } else {
20.
21.             return( n * showFak(n-1) );
22.
23.         }
24.     }
25. }
26.
27. public static void main(String[] args) {
28.
29.     Scanner sc = new Scanner(System.in);
30.     System.out.print("Angka : ");
31.     int angkaFak = sc.nextInt();
32.
33.     System.out.println("Hasil Faktorial dari angka "+angkaFak+" adalah " + show
        Fak(angkaFak));
34.
35. }
36.
37. }
```

Screenshot :





## Latihan

Script:

```
1.  /*
2.   * To change this license header, choose License Headers in Project Properties.
3.   * To change this template file, choose Tools | Templates
4.   * and open the template in the editor.
5.   */
6.  package modul8;
7.  import java.util.Scanner;
8.  /**
9.   *
10.   * @author Irfan
11.   */
12. public class Tugas8 {
13.     static double faktorial (double angka){
14.         double hasil = -1;
15.         for (double rpt = angka; rpt > 1; rpt--) {
16.             hasil = hasil * rpt;
17.         }
18.         return hasil;
19.     }
20.
21. public static void main (String [] args) {
22.     Scanner sc = new Scanner (System.in);
23.     double jumlah;
24.     System.out.print("Masukkan Angka : ");
25.     double input = sc.nextInt();
26.     System.out.println(input + "/" + faktorial(input));
27.     jumlah = input / faktorial(input);
28.     System.out.println ("Hasil \t\t: " + jumlah);
29. }
30. }
```

Screenshot:

