

Orientation Bootcamp ODP IT Fundamental



About Us



Rakamin Academy is end-to-end platform
to help Talent to find a job, and for companies
to hire & develop best tech talent, in digital and
technology fields.

There are 3 main services to help upskilling your company:

Consulting



End-to end consulting
"Turning Challenges into
Opportunities, Together"

Talent Development



Corporate Training, Bootcamp or
Workshop, Expert-as-a-service,
Mini Intensive Course, Webinar,
Training of Trainer

Talent Diagnostic



Assessment Platform

EDUCATION ALLIANCE FINLAND



According to **Education Alliance Finland evaluation**, Rakamin Academy represents **high educational quality** and is proven to promote learning efficiently.



ODP IT Bootcamp

ODP IT Bootcamp

Overview

10 Days Bootcamp

Offline (Full Day) 4 Session, 2 hours/session
and will be assisted by Dedicated Tutor and
Tutor Assistant

40 Materials (Reading/PPT)

Can be accessed via Learning Management
System

1 Weeks Assignment Project

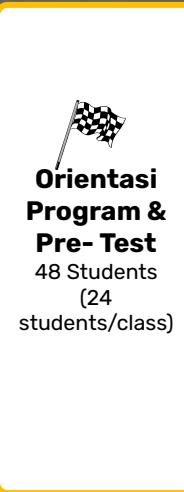
Self Learning - Online assisted by Dedicated
Mentor

Pre Test, Post Test, and Final Exam

To measure candidate competencies



Training Method



Bootcamp

10 Days Journey (Monday - Friday)

Consist of Hard Skill

08.00 - 12.00 WIB

Focus on Theory and Fundamentals

13.00 - 17.00 WIB

Focus on Practice and Case Study

Fully assisted by Expert Tutor and Tutor Assistant

Assignment Project

1 Weeks Journey (Monday - Friday)

08.00 - 17.00 WIB

Self Learning & Project Execution

Online Live Mentoring (With Dedicated Mentor) Wednesday and Friday



Final Exam

All Learning Activities can be Monitored through Rakamin's Platform

Learning will be carried out for **10 Days** starting from the orientation process, hard skills, assignment project, ending with Final Exam

Syllabus Overview - Hard Skill

There are 10 hard skill modules which are arranged comprehensively

1



Module 1

2



Module 2

3



Module 3

4



Module 4

5



Module 5

Programming Introduction

Javascript

HTML & CSS

React JS

Node JS

Learning focuses on understanding **History of Apps & Web, Product Concept, SDLC and Tech Stack**

Learning focuses on understanding **Javascript Algoritma, Version Control, OOP and DOM**

Learning focuses on understanding **Web Development, HTML dan CSS, Web Layout, Responsive Design**

Learning focuses on understanding **React JS**

Learning focuses on understanding **Node.JS, Express.JS, Restful API**

Detail Syllabus on Appendix

Syllabus Overview - Hard Skill

There are 10 hard skill modules which are arranged comprehensively



Module 6



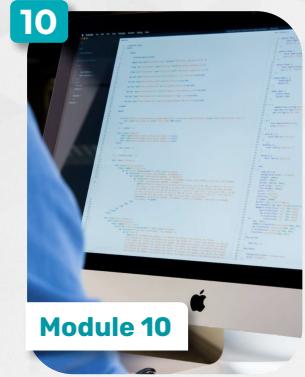
Module 7



Module 8



Module 9



Module 10

Bootstrap

Learning focuses on understanding **Bootstrap Grid System and Layout Components**, **Bootstrap Typography and Colors**, **Bootstrap Components**

API Architecture

Learning focuses on understanding **API architecture, Documentation**

React Native

Learning focuses on understanding **React Native fundamentals**, **React Native Styling**, **Synchronous & Asynchronous**, **OOP**, **Networking**, **React Native HTTP Request**

Firebase

Learning focuses on understanding **integrate applications with Firebase**

Apps Deployment

Learning focuses on understanding **the concept and purpose of using CI/CD**, Able to generate (render) apk files

Detail Syllabus on Appendix

Class Format

1st Phase Bootcamp (10 Days) - Offline

2 Class

24 Participants/class

A total of **24 participants** will be utilized to facilitate participants' study, and tutors and facilitators will be on hand for each learning activity.

Will be
Assisted by
**Tutor and
Tutor
Assistant**

2nd Phase Project Assignment (1 Weeks) - Online

Group 1

8 Participants

Group 2

8 Participants

Group 3

8 Participants

There will be a **project assignment** in one week that must be completed in groups to test the participants' abilities, and the work is done through self-learning

Will be
Assisted by
Mentor

Assignment Project

Di akhir bootcamp, setiap kelompok akan diminta untuk mengerjakan assignment based on project atau homework yang didampingi oleh mentor melalui online live mentoring pada hari Rabu dan Kamis.

Peserta bootcamp akan mempelajari proses pembuatan suatu project sesuai dengan materi pelatihan yang telah dipelajari melalui bootcamp.



Mentoring

Live Session

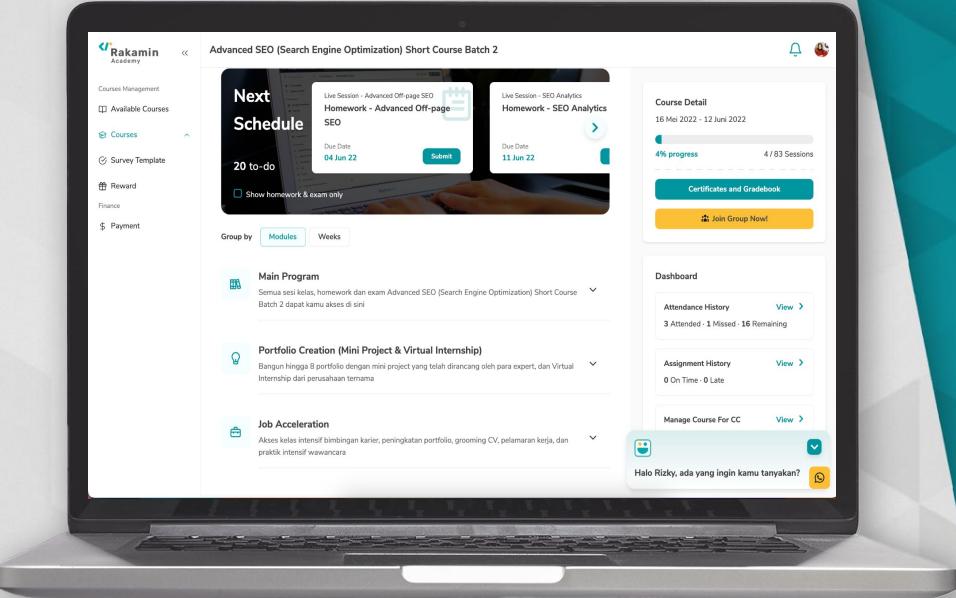
- Setiap kelompok akan di-assign ke seorang mentor untuk membantu proses diskusi selama penggerjaan tugas final project 2 kali/minggu.
- Sesi mentoring akan berlangsung selama 1,5 jam, wajib dihadiri oleh setiap anggota
- Agenda mentoring membahas tugas yang dikerjakan pada minggu dimana sesi mentoring berlangsung
- Disarankan untuk memulai penggerjaan homework sebelum sesi mentoring agar pembahasan lebih efektif
- Setiap anggota kelompok akan diberi penilaian individu selama sesi oleh mentor

Penilaian

Penilaian akan diakumulasikan selama sesi bootcamp dengan rincian sebagai berikut:

- **Penilaian Sesi Mentoring** – kehadiran, keaktifan diskusi, kualitas pekerjaan, kelengkapan catatan notulensi dan progress penggeraan homework
- **Penilaian Homework & Tugas Final Project** yang dikumpulkan ke LMS
- **Penilaian Exam** di tiap minggu

Learning Management System Guidance



Learning Management System

LMS Rakamin Academy digunakan untuk memberi peserta pengalaman yang baik untuk memantau, mengakses, dan meningkatkan keterlibatan peserta dengan program pelatihan.

Sistem ini dirancang untuk merampingkan proses pembelajaran dan memberdayakan peserta didik untuk melacak kemajuan mereka secara efisien.

Dengan fitur yang mudah digunakan, Learning Management System memfasilitasi akses mudah ke materi bootcamp seperti reading material, video learning, dan penilaian.



Learning Platform

Login Access

Gamification

Change Password

Assignment Access

Course Access

Assignment & Attendance History



1. Akses ke rakamin.com untuk dapat **Login** menggunakan username/email dan password yang telah diberikan oleh tim Rakamin Academy
2. Atau, klik **Register** untuk mendaftar secara mandiri akunmu di platform Rakamin
3. Pastikan email yang kamu gunakan untuk mendaftar dengan **domain public seperti gmail.com**
4. Kami tidak merekomendasikan penggunaan email corporate

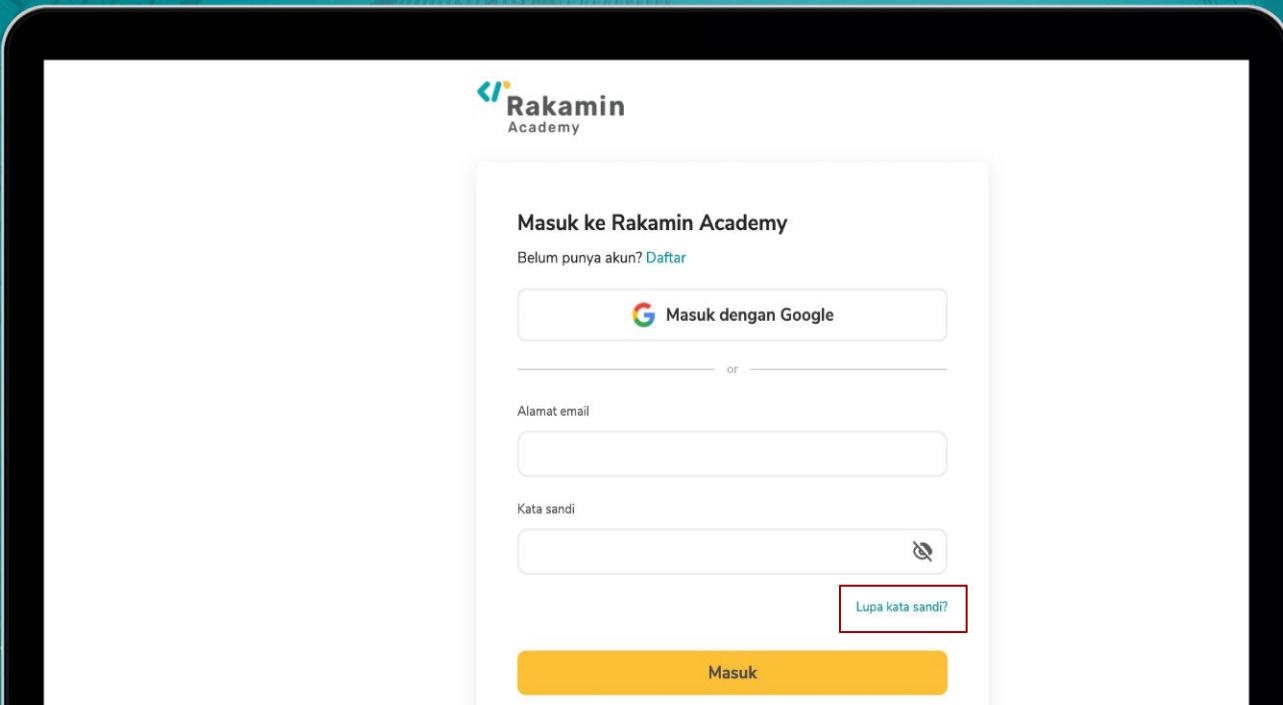


The screenshot shows the Rakamin Academy homepage. At the top, there's a navigation bar with the Rakamin Academy logo, a search bar, and links for "Job Guarantee Bootcamp", "Project-based Internship", and "For Corporate". On the right side of the header are "Login" and "Register" buttons. The main headline reads "Mulai Karier Digitalmu atau Dapatkan Refund 100%" with a subtext "Temukan potensi, tingkatkan kompetensi. Bersama Rakamin, raih karier impian!". Below the headline is a photo of a smiling woman working on a laptop. Further down, there's a section titled "Pilih status kariermu! dan dapatkan garansi dijamin dapat karier impian*" with four options: "Bingung memilih karier", "Sudah tahu karier impian", and "Skill siap, ingin cari kerja". Arrows indicate a flow from the first option to the second, and from the second to the third. At the bottom, there's a call-to-action button "Lihat Program Rakamin".



Change Password

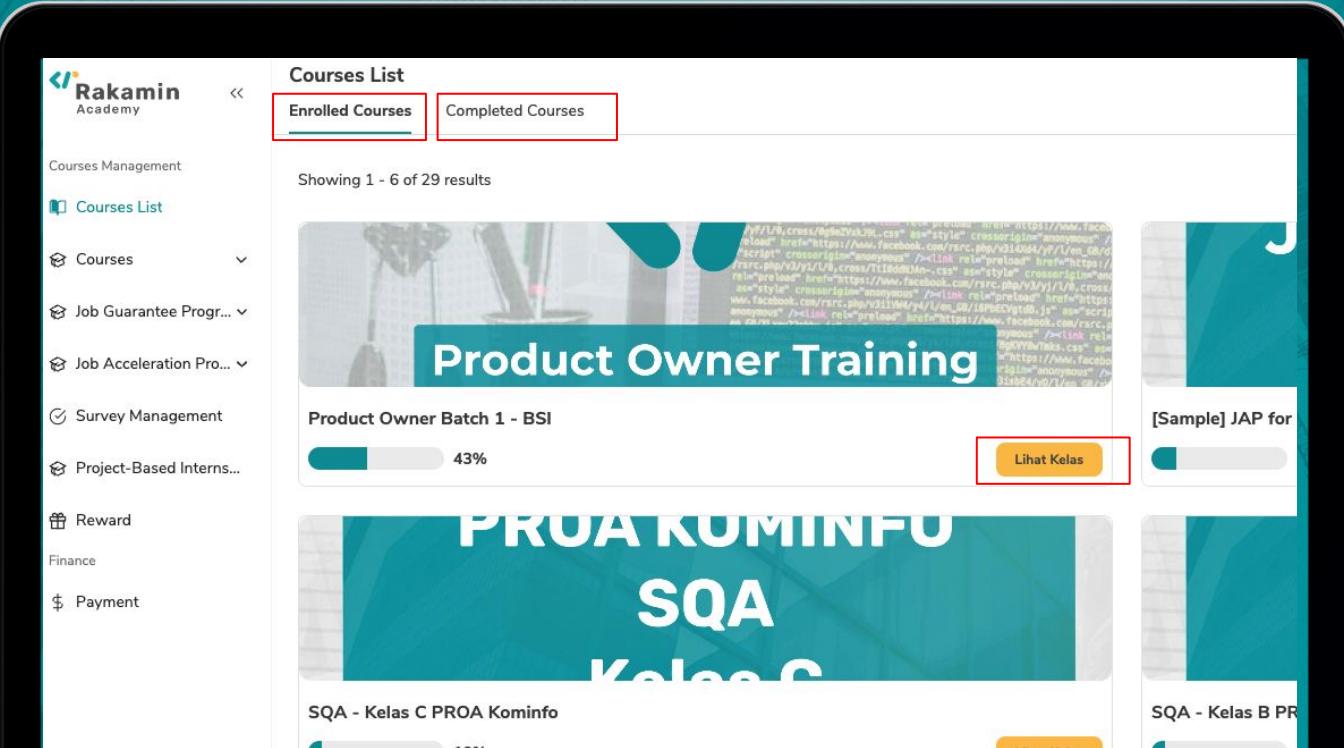
1. Jika peserta mendapatkan akun dan password dari tim Rakamin Academy, peserta dapat mengganti password yang diberikan dengan cara **Klik Lupa kata sandi pada halaman Login**
2. Sistem akan secara otomatis mengirimkan link untuk mengganti password pada email peserta





Course Access

1. Setelah Log In, peserta akan diarahkan pada **Dashboard Courses**.
2. Untuk mengakses Courses yang sedang berjalan, silahkan klik **Enrolled Courses >> Nama Courses >> Lihat Kelas**
3. Untuk mengakses Courses yang telah selesaikan dilakukan, silahkan klik **Completed Courses**

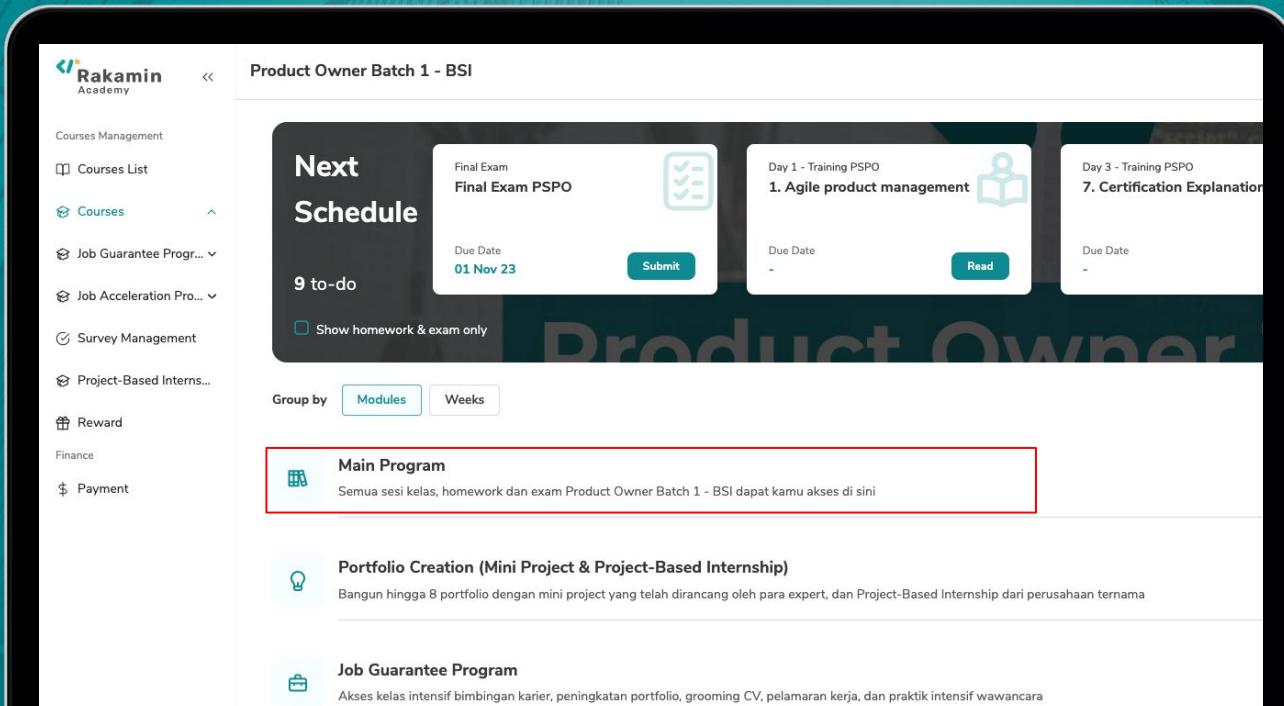


The screenshot shows the 'Courses List' screen of the Rakamin Academy app. The left sidebar contains navigation links for 'Courses Management', 'Courses List', 'Courses', 'Job Guarantee Prog...', 'Job Acceleration Pro...', 'Survey Management', 'Project-Based Interns...', 'Reward', 'Finance', and 'Payment'. The main content area has tabs for 'Enrolled Courses' (which is selected) and 'Completed Courses'. Below the tabs, it says 'Showing 1 - 6 of 29 results'. A card for 'Product Owner Training' is displayed, showing its title, a thumbnail image, the text 'Product Owner Batch 1 - BSI', a progress bar at 43%, and a yellow 'Lihat Kelas' button. Other course cards are partially visible below it.



Course Access

1. Setelah peserta Klik **Lihat Kelas**, dashboard akan membuka halaman course yang dipilih.
2. Pada halaman course akan ada **banner schedule** pelatihan sebagai **pengingat jadwal berikutnya**
3. Ada tiga section yaitu **Main Program, Portfolio Creation dan Job Guarantee Program**
4. Pada **Corporate Training**, peserta cukup mengakses section Main Program



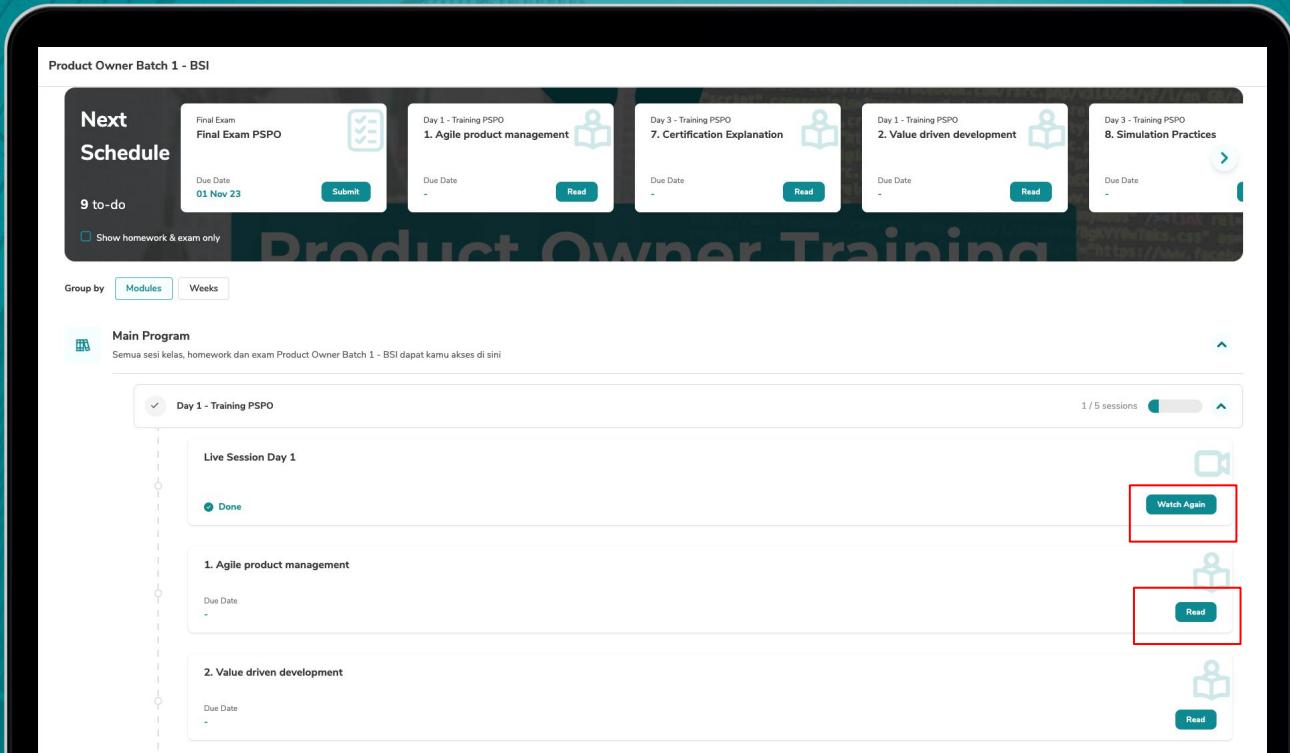
The screenshot shows the Rakamin Academy dashboard with the following details:

- Left Sidebar:** Courses Management (Courses List, Courses, Job Guarantee Program, Job Acceleration Program, Survey Management, Project-Based Internship, Reward, Finance, Payment).
- Header:** Product Owner Batch 1 - BSI
- Top Section:** Next Schedule (Shows 9 to-do items, Final Exam Final Exam PSPO due 01 Nov 23, Day 1 - Training PSPO 1. Agile product management due -, Day 3 - Training PSPO 7. Certification Explanation due -). There is a checkbox for "Show homework & exam only".
- Group by:** Modules (selected) or Weeks.
- Main Program:** A red-bordered box highlights this section, stating: "Semua sesi kelas, homework dan exam Product Owner Batch 1 - BSI dapat kamu akses di sini".
- Portfolio Creation (Mini Project & Project-Based Internship):** Bangun hingga 8 portfolio dengan mini project yang telah dirancang oleh para expert, dan Project-Based Internship dari perusahaan ternama.
- Job Guarantee Program:** Akses kelas intensif bimbingan karier, peningkatan portfolio, grooming CV, pelamaran kerja, dan praktik intensif wawancara.



Course Access

1. Untuk mengakses **Reading Material atau Video Learning**, peserta dapat meng-klik sesuai **button Read atau Watch**
2. Setiap button yang dipilih, peserta akan diarahkan ke tab berbeda untuk mengakses materi course secara keseluruhan.



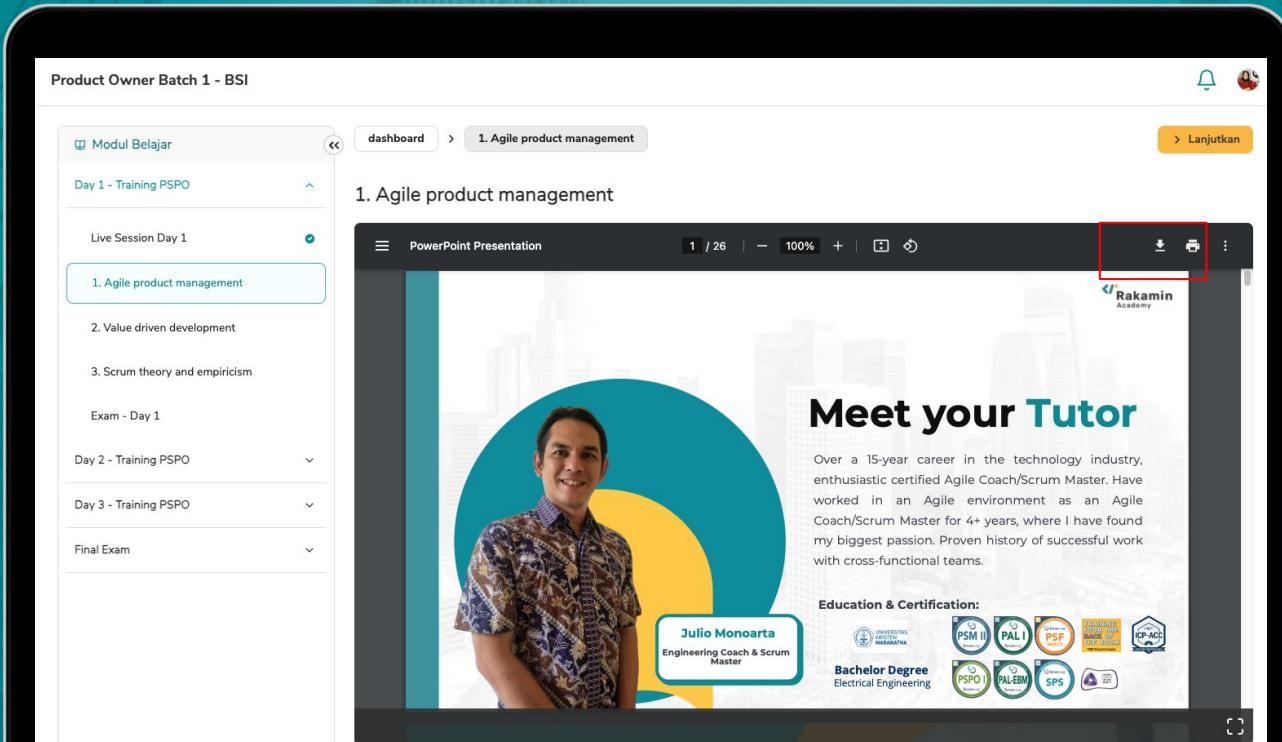
The screenshot displays the Rakamin Academy course access interface on a mobile device. At the top, it shows a navigation bar with the text "Product Owner Batch 1 - BSI". Below this, the main content area is divided into two sections: "Next Schedule" and "Main Program".

Next Schedule: This section lists upcoming tasks and events. It includes a "Final Exam Final Exam PSPO" with a due date of "01 Nov 23" and a "Submit" button. Following this are five scheduled sessions: "Day 1 - Training PSPO 1. Agile product management", "Day 3 - Training PSPO 7. Certification Explanation", "Day 1 - Training PSPO 2. Value driven development", and "Day 3 - Training PSPO 8. Simulation Practices". Each session has a "Read" button next to its description.

Main Program: This section provides an overview of the course content. It shows a "Main Program" titled "Day 1 - Training PSPO" which includes a "Live Session Day 1" marked as "Done". Below this, there are two modules: "1. Agile product management" and "2. Value driven development", each with a "Due Date" field. To the right of the "Main Program" section, there are two red-bordered boxes highlighting interaction points: a "Watch Again" button for the live session and a "Read" button for the first module's description.



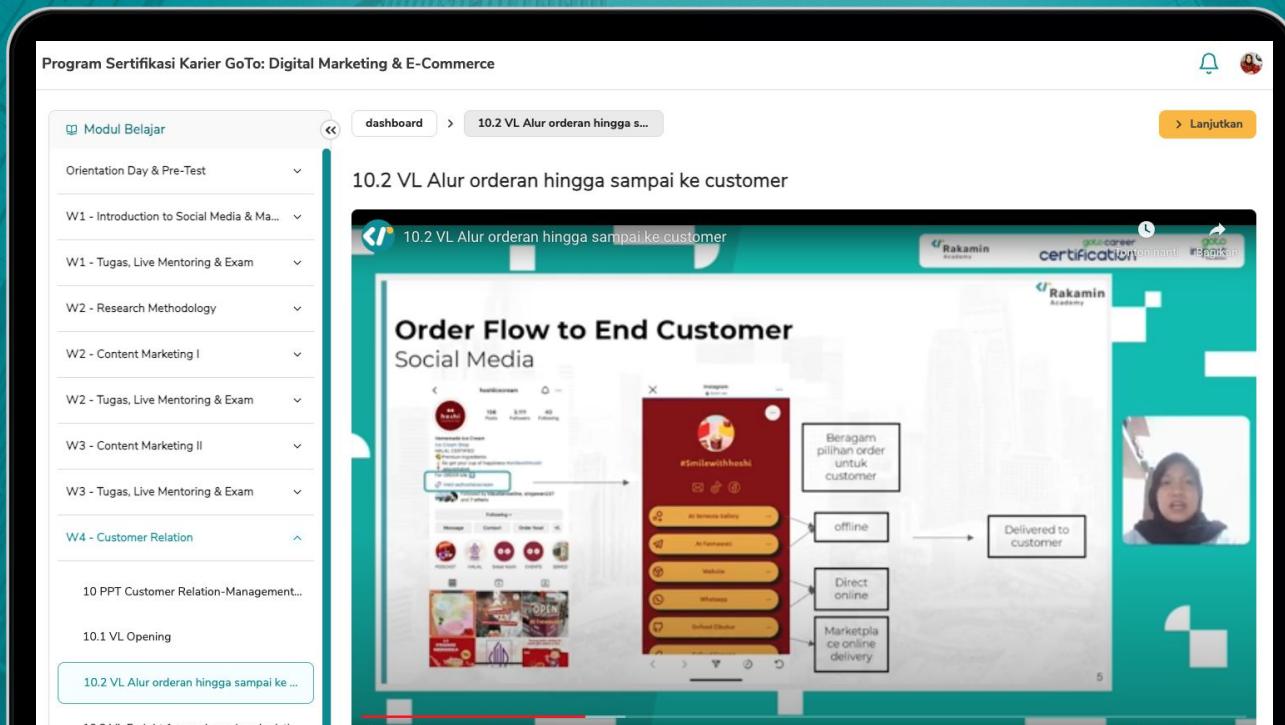
1. Jika peserta klik button **Read** sesuai dengan materi yang dipilih, peserta dapat membaca **reading material secara langsung** melalui platform, atau **mengunduh materi** untuk dibaca secara **offline**.
2. Platform juga dapat diakses melalui mobile phone dan tampilan sudah disesuaikan dengan versi mobile web.



The screenshot shows a mobile web application for a course titled "Product Owner Batch 1 - BSI". The left sidebar lists course modules: "Modul Belajar", "Day 1 - Training PSPO", "Live Session Day 1" (with "1. Agile product management" highlighted), "2. Value driven development", "3. Scrum theory and empiricism", "Exam - Day 1", "Day 2 - Training PSPO", "Day 3 - Training PSPO", and "Final Exam". The main content area displays a "PowerPoint Presentation" slide titled "1. Agile product management". The slide features a large image of a man in a batik shirt, identified as "Julio Monoarta, Engineering Coach & Scrum Master". Below the image is the text "Meet your Tutor". To the right of the image, there is a section titled "Education & Certification" listing various qualifications and a "Bachelor Degree" in Electrical Engineering. A red box highlights the download icons in the top right corner of the presentation slide.



1. Jika peserta klik button **Watch** sesuai dengan materi yang dipilih, peserta dapat menonton **Video Learning** secara langsung melalui platform

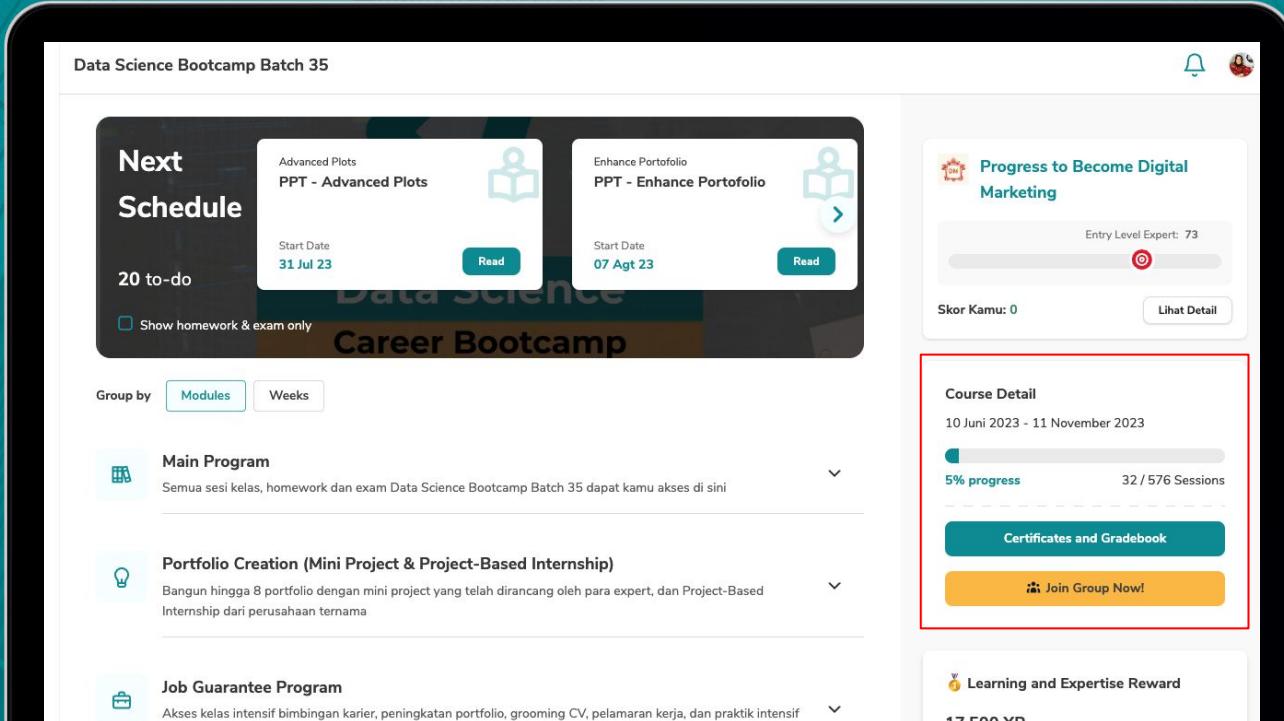


The screenshot shows the Rakamin Academy platform interface. On the left, there's a sidebar with a navigation menu for the "Program Sertifikasi Karier GoTo: Digital Marketing & E-Commerce". The menu items include: Orientation Day & Pre-Test, W1 - Introduction to Social Media & Ma..., W1 - Tugas, Live Mentoring & Exam, W2 - Research Methodology, W2 - Content Marketing I, W2 - Tugas, Live Mentoring & Exam, W3 - Content Marketing II, W3 - Tugas, Live Mentoring & Exam, and W4 - Customer Relation. Below these are sections for 10 PPT Customer Relation-Management... and 10.1 VL Opening. At the bottom of the sidebar is a button labeled "10.2 VL Alur orderan hingga sampai ke ...". The main content area shows a video player for a video titled "10.2 VL Alur orderan hingga sampai ke customer". The video title is "Order Flow to End Customer Social Media". The video frame displays two screenshots of social media platforms: one from Instagram (@Smilewithhoshi) and another from a mobile app. Callout boxes explain the process: "Beragam pilihan order untuk customer", "offline", "Direct online", and "Marketplace online delivery". To the right of the video frame, there's a small video thumbnail of a person speaking. The top right corner of the main content area has a yellow "Lanjutkan" (Continue) button.



Course Access

1. Pada Dashboard masing-masing course yang diikuti peserta, peserta dapat melihat **progress course** yang telah berjalan pada **Course Detail**
2. Peserta dapat mengakses Certificates Rakamin pada button **Certificates and Gradebook**
3. Peserta dapat mengakses link grup peserta pada button **Join Group Now**



The screenshot displays the Rakamin Academy dashboard for the "Data Science Bootcamp Batch 35".

Left Panel (Dashboard):

- Next Schedule:** Shows two upcoming sessions:
 - Advanced Plots: PPT - Advanced Plots, Start Date: 31 Jul 23, Read button
 - Enhance Portfolio: PPT - Enhance Portfolio, Start Date: 07 Agt 23, Read button
- 20 to-do:** A list of tasks.
- Show homework & exam only:** A checkbox.
- Group by:** Modules (selected) or Weeks.

Main Program: A section showing the main program structure.

Portfolio Creation (Mini Project & Project-Based Internship): A section describing the portfolio creation process.

Job Guarantee Program: A section describing the job guarantee program.

Right Panel (Course Detail):

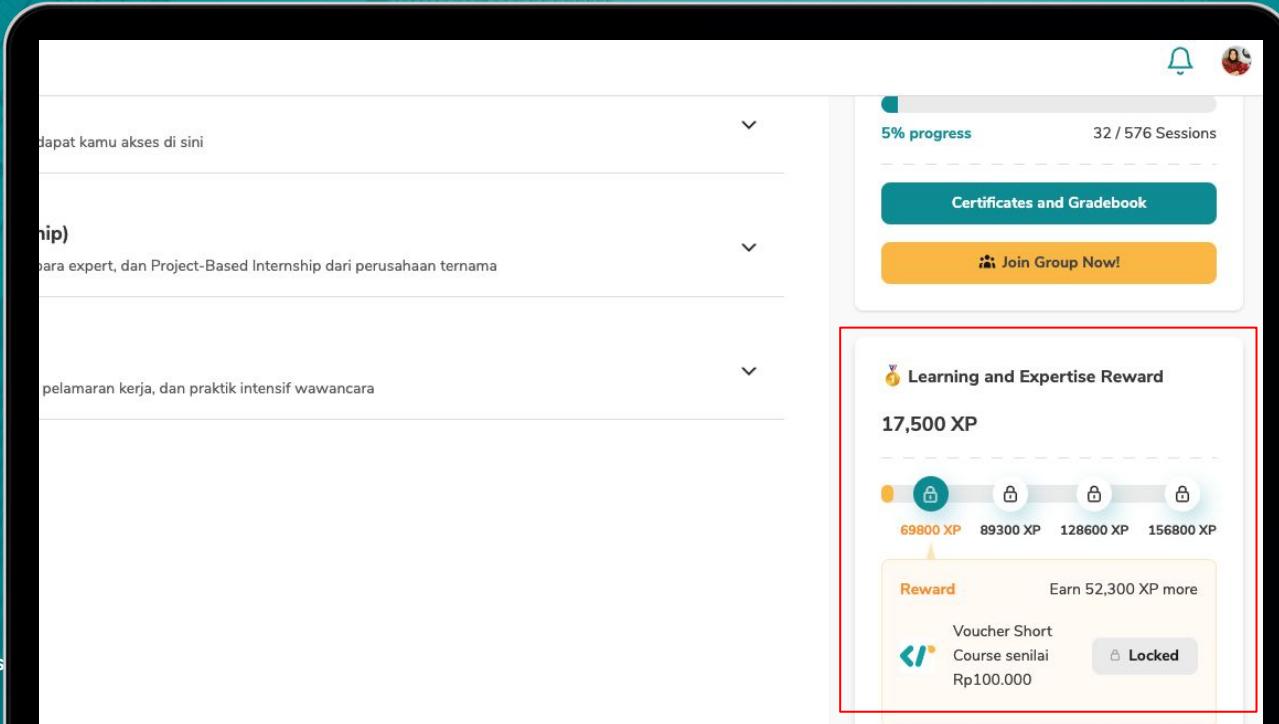
- Progress to Become Digital Marketing:** Entry Level Expert: 73, Skor Kamu: 0, Lihat Detail button.
- Course Detail:** 10 Juni 2023 - 11 November 2023, Progress: 5% (32 / 576 Sessions).
- Certificates and Gradebook:** A button.
- Join Group Now!** A button highlighted with a red border.

Bottom Left Footer: Raih Mimpi #TanpaBatas



Gamification

1. Jika pada pelatihan terdapat **gamification**, peserta dapat mengakses XP yang mereka dapat dari setiap aktivitas learning seperti **Reading, Watch Video Learning, Assignment and Exam** pada section gamification.
2. Tidak semua pelatihan mendapatkan gamification, hal ini tergantung dari kebijakan perusahaan.
3. Setiap **milestones** yang dicapai, peserta dapat menukarkan XP nya dengan sebuah **reward**



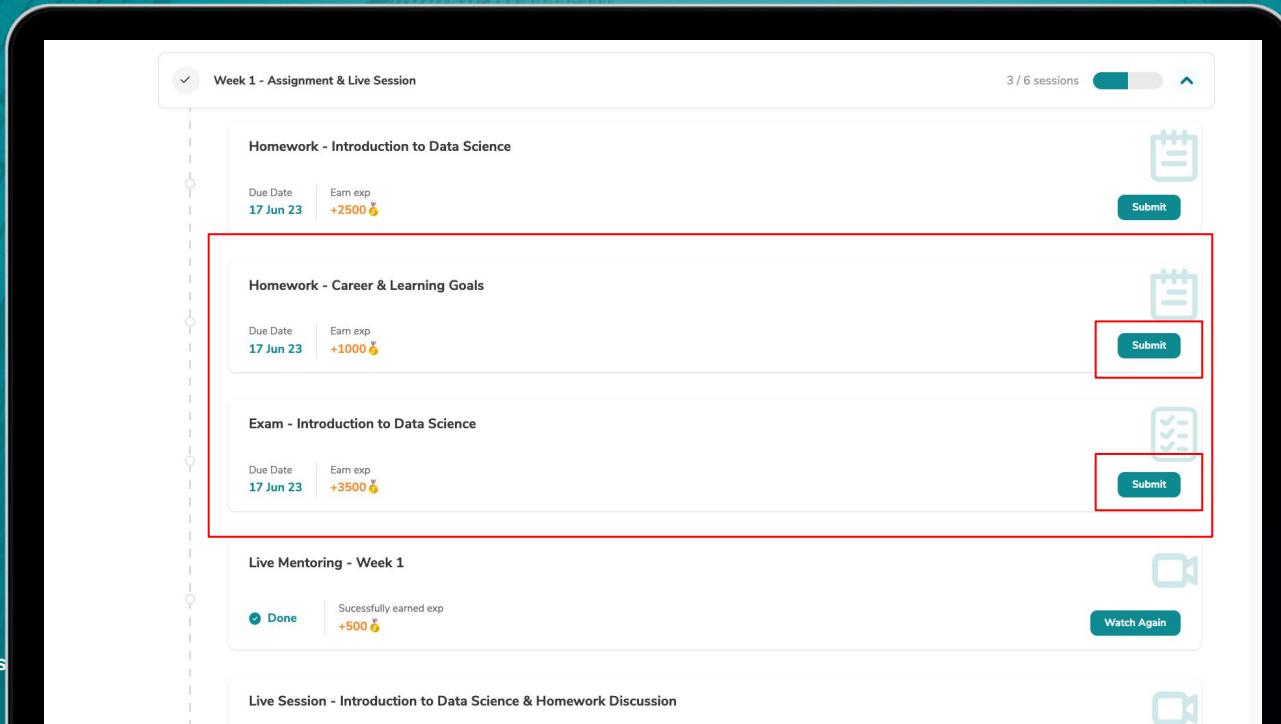
The screenshot shows a mobile application interface with a dark teal background. On the left, there are three collapsed sections: "dapat kamu akses di sini", "kip) internships", and "pelamaran kerja, dan praktik intensif wawancara". On the right, there is a sidebar with user information (5% progress, 32 / 576 Sessions), a "Certificates and Gradebook" button, and a "Join Group Now!" button. Below this is a large red-bordered box containing the "Learning and Expertise Reward" section. This section displays 17,500 XP and four reward levels: 69800 XP, 89300 XP, 128600 XP, and 156800 XP. It also shows a "Reward" section with a "Voucher Short Course senilai Rp100.000" option, which is marked as "Locked".

Raih Mimpi #TanpaBatas



Assignment Access

1. Peserta dapat mengerjakan Assignment/Homework dengan cara klik button Submit pada Homework yang akan dikerjakan
2. Peserta dapat mengerjakan Exam - Multiple Choice dengan cara klik button Submit pada Exam yang akan dikerjakan
3. Setelah klik button Submit, peserta akan diarahkan pada tab baru



The screenshot shows a mobile application interface for assignment access. At the top, it says "Week 1 - Assignment & Live Session". Below that, there are three main items:

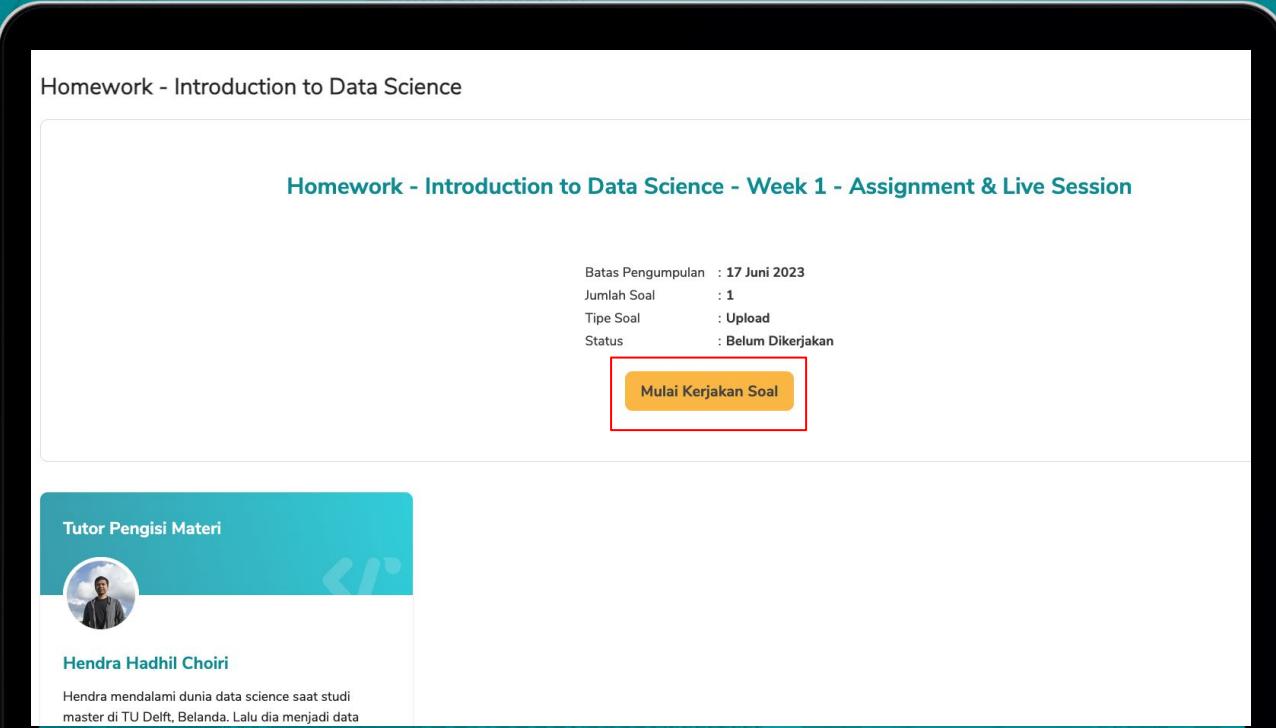
- Homework - Introduction to Data Science**: Due Date 17 Jun 23, Earn exp +2500. A blue "Submit" button is on the right.
- Homework - Career & Learning Goals**: Due Date 17 Jun 23, Earn exp +1000. A blue "Submit" button is on the right, highlighted with a red box.
- Exam - Introduction to Data Science**: Due Date 17 Jun 23, Earn exp +3500. A blue "Submit" button is on the right, highlighted with a red box.

Below these are two completed sections:

- Live Mentoring - Week 1**: Done, Successfully earned exp +500. A blue "Watch Again" button is on the right.
- Live Session - Introduction to Data Science & Homework Discussion**: A video camera icon is on the right.



- Untuk mulai penggerjaan Assignment/Homework peserta dapat klik Button **Mulai Kerjakan Soal** dan akan diarahkan pada tab baru untuk mengakses instruksi yang diberikan oleh Tutor



Homework - Introduction to Data Science

Homework - Introduction to Data Science - Week 1 - Assignment & Live Session

Batas Pengumpulan	:	17 Juni 2023
Jumlah Soal	:	1
Tipe Soal	:	Upload
Status	:	Belum Dikerjakan

Mulai Kerjakan Soal

Tutor Pengisi Materi

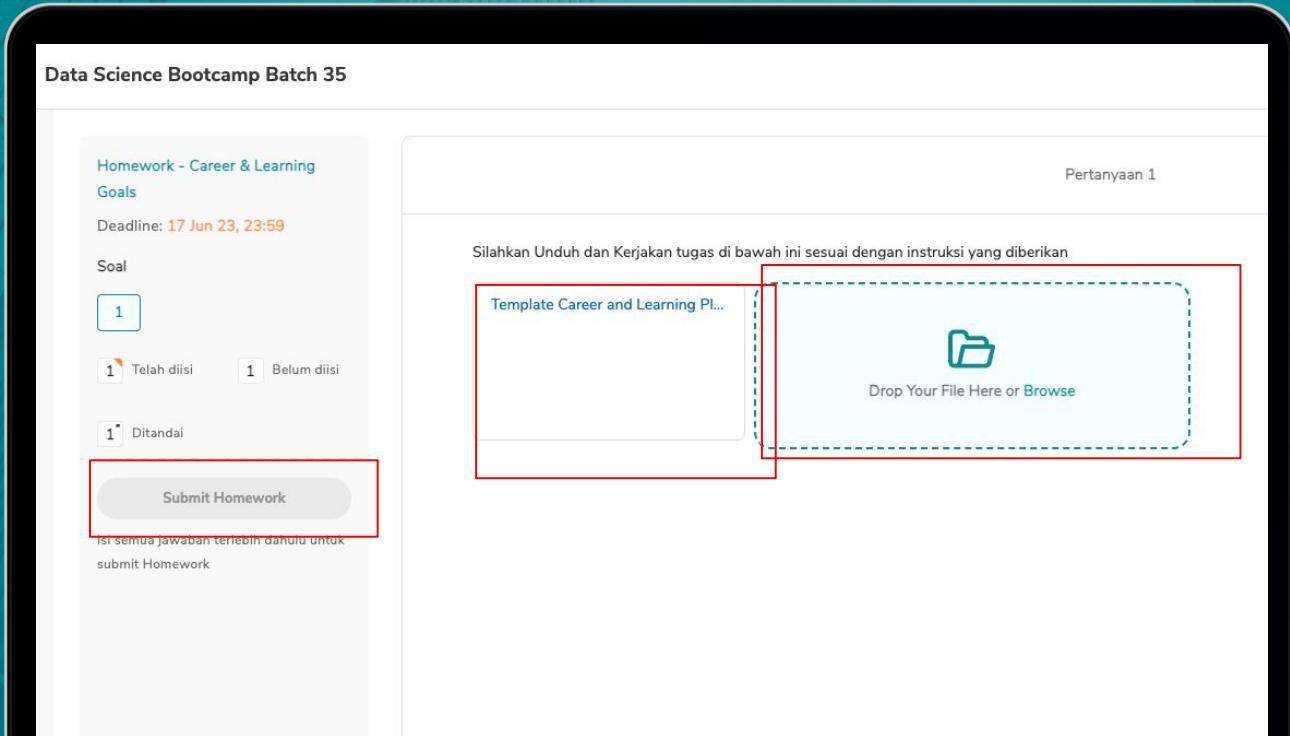


Hendra Hadhil Choiri

Hendra mendalami dunia data science saat studi master di TU Delft, Belanda. Lalu dia menjadi data



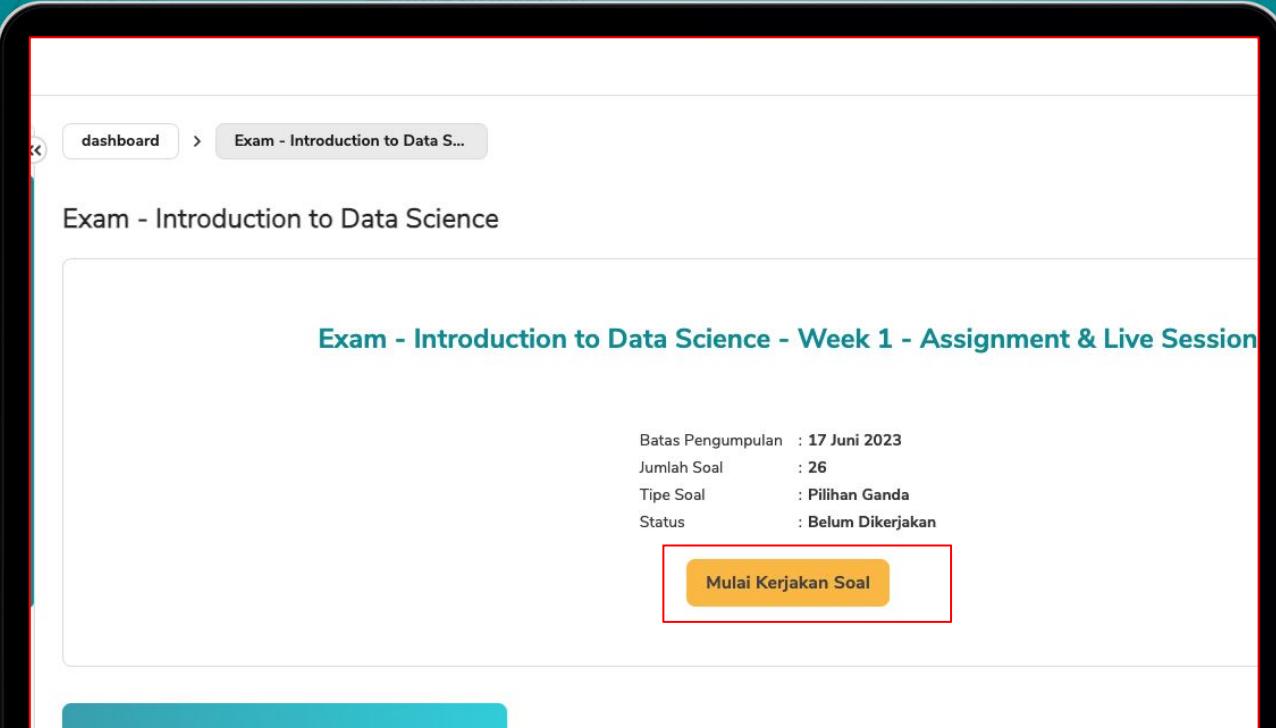
1. Unduh instruksi pada dokumen yang telah dilampirkan pada section Homework.
2. Homework yang sudah dikerjakan silahkan diupload melalui halaman yang sama dengan format Zip, Doc, xls, ataupun PDF
3. Setelah selesai di upload klik button Submit Homework dan pastikan Homework dikerjakan sebelum deadline yang ditentukan



The screenshot shows a mobile device displaying an assignment submission page for 'Data Science Bootcamp Batch 35'. The page has a white header with the course name and a light gray background. On the left, there's a sidebar with 'Homework - Career & Learning Goals' and a deadline of '17 Jun 23, 23:59'. Below that is a 'Soal' section with three items: '1' (Telah diisi), '1' (Belum diisi), and '1' (Ditandai). A red box highlights the 'Submit Homework' button at the bottom of this sidebar. The main content area contains a question titled 'Pertanyaan 1' with the instruction 'Silahkan Unduh dan Kerjakan tugas di bawah ini sesuai dengan instruksi yang diberikan'. It includes a link to a template ('Template Career and Learning Pl...') and a file upload field with a dashed border and a 'Drop Your File Here or Browse' placeholder. A red box highlights this file upload area. At the bottom of the main content, there's a note: 'Isi semua jawaban terlebih dahulu untuk submit Homework'.



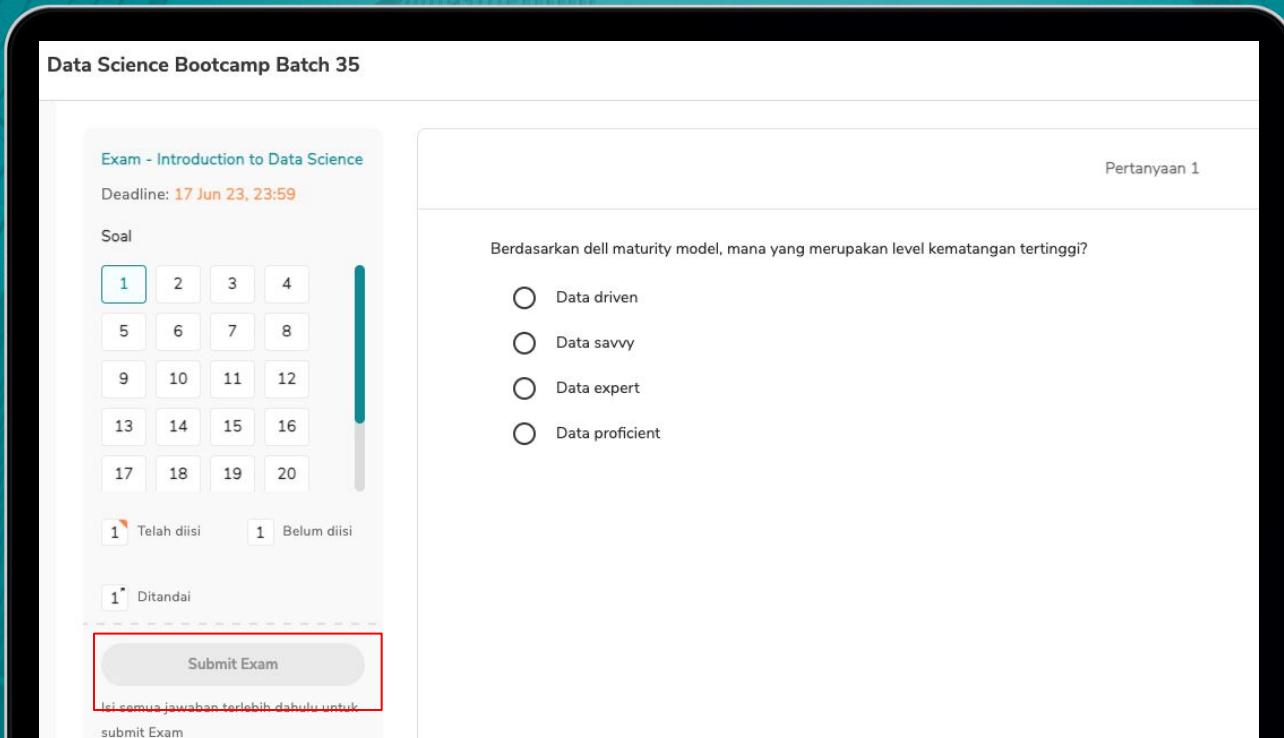
- Untuk mulai penggerjaan Exam peserta dapat klik Button **Mulai Kerjakan Soal** dan akan diarahkan pada tab baru untuk mengakses pertanyaan pilihan ganda yang langsung bisa dikerjakan.



The screenshot shows a digital tablet displaying an assignment interface. At the top, there's a navigation bar with 'dashboard' and 'Exam - Introduction to Data S...'. The main title is 'Exam - Introduction to Data Science'. Below it, the specific exam title is 'Exam - Introduction to Data Science - Week 1 - Assignment & Live Session'. Key information is listed: 'Batas Pengumpulan : 17 Juni 2023', 'Jumlah Soal : 26', 'Tipe Soal : Pilihan Ganda', and 'Status : Belum Dikerjakan'. A prominent orange button at the bottom is labeled 'Mulai Kerjakan Soal', which is highlighted with a red border.



1. Jawab semua pertanyaan dengan teliti dan pastikan tidak ada satupun pertanyaan yang belum terjawab
2. Jika ada pertanyaan yang belum terjawab, button Submit Exam tidak akan berubah warna dan tidak dapat diklik
3. Jika sudah dikerjakan semua pertanyaan silahkan klik button Submit Exam
4. Exam tidak bisa diulang dan hasil akan langsung diketahui



The screenshot shows a mobile application interface for an exam. At the top, it says "Data Science Bootcamp Batch 35". Below that, it displays "Exam - Introduction to Data Science" and the "Deadline: 17 Jun 23, 23:59". A section titled "Soal" shows a grid of 20 numbered boxes (1-20) for marking answers. Below the grid, there are three status indicators: "1 Telah diisi" (1 Filled), "1 Belum diisi" (1 Not filled), and "1 Ditandai" (1 Checked). At the bottom, a large red-bordered button labeled "Submit Exam" is visible, along with the placeholder text "Isi semua jawaban terlebih dahulu untuk submit Exam".

Data Science Bootcamp Batch 35

Exam - Introduction to Data Science

Deadline: 17 Jun 23, 23:59

Soal

1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20

1 Telah diisi 1 Belum diisi 1 Ditandai

Pertanyaan 1

Berdasarkan dell maturity model, mana yang merupakan level kematangan tertinggi?

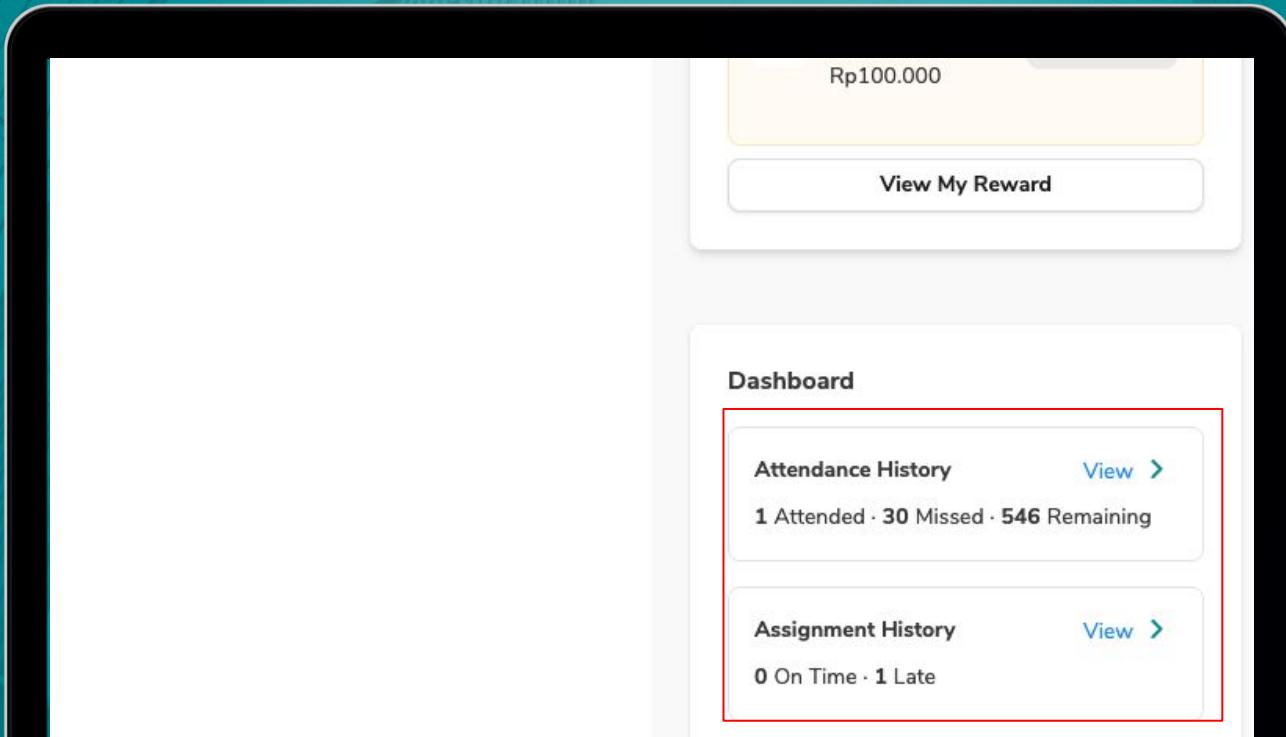
Data driven
 Data savvy
 Data expert
 Data proficient

Submit Exam

Isi semua jawaban terlebih dahulu untuk submit Exam



1. Peserta dapat mengakses Attendance History dari setiap aktivitas pembelajaran. Peserta dapat meng-klik **view** dan akan langsung diarahkan ke tab baru.

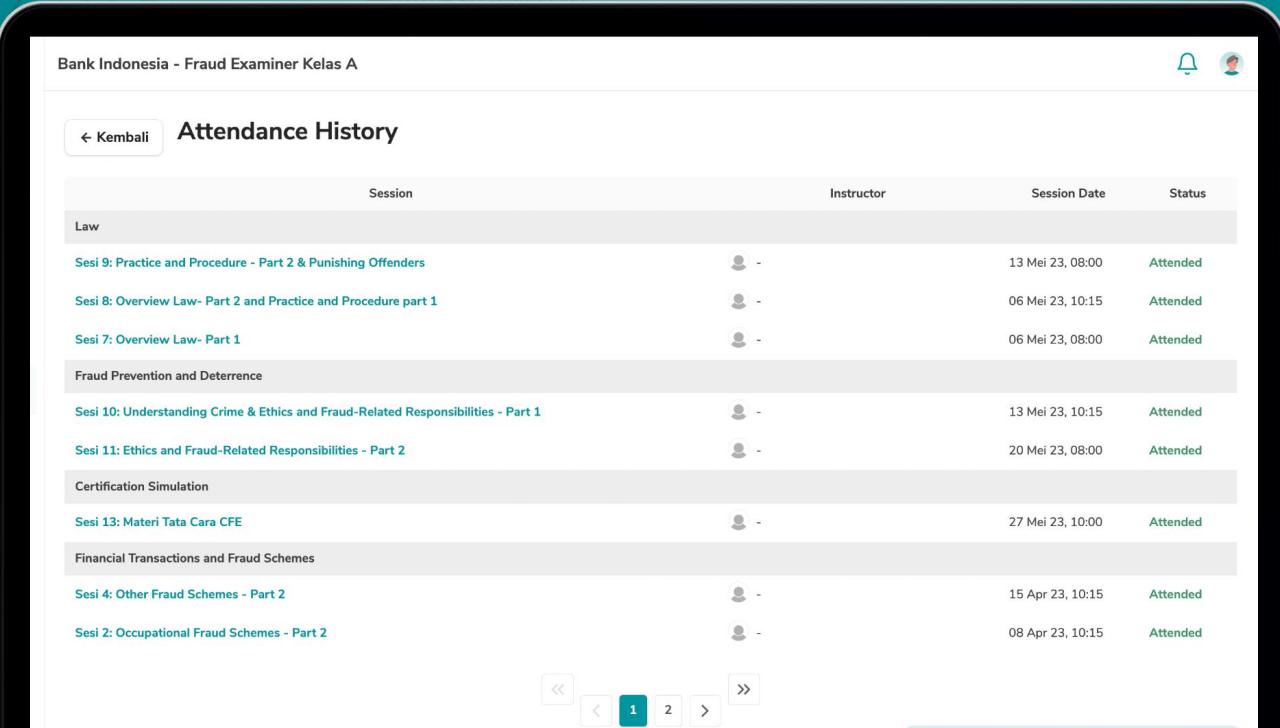


The image shows a tablet screen with a white background. At the top right, there is a yellow rectangular box containing the text "Rp100.000" and a button labeled "View My Reward". Below this, the word "Dashboard" is centered. Under "Dashboard", there are two main sections, each with a red border around its content area.

- Attendance History** [View >](#)
1 Attended · 30 Missed · 546 Remaining
- Assignment History** [View >](#)
0 On Time · 1 Late



1. Pada **Attendance History** peserta dapat memantau perkembangan kehadiran selama pembelajaran. Terdapat 3 status (**Present, Permitted, Absent**)



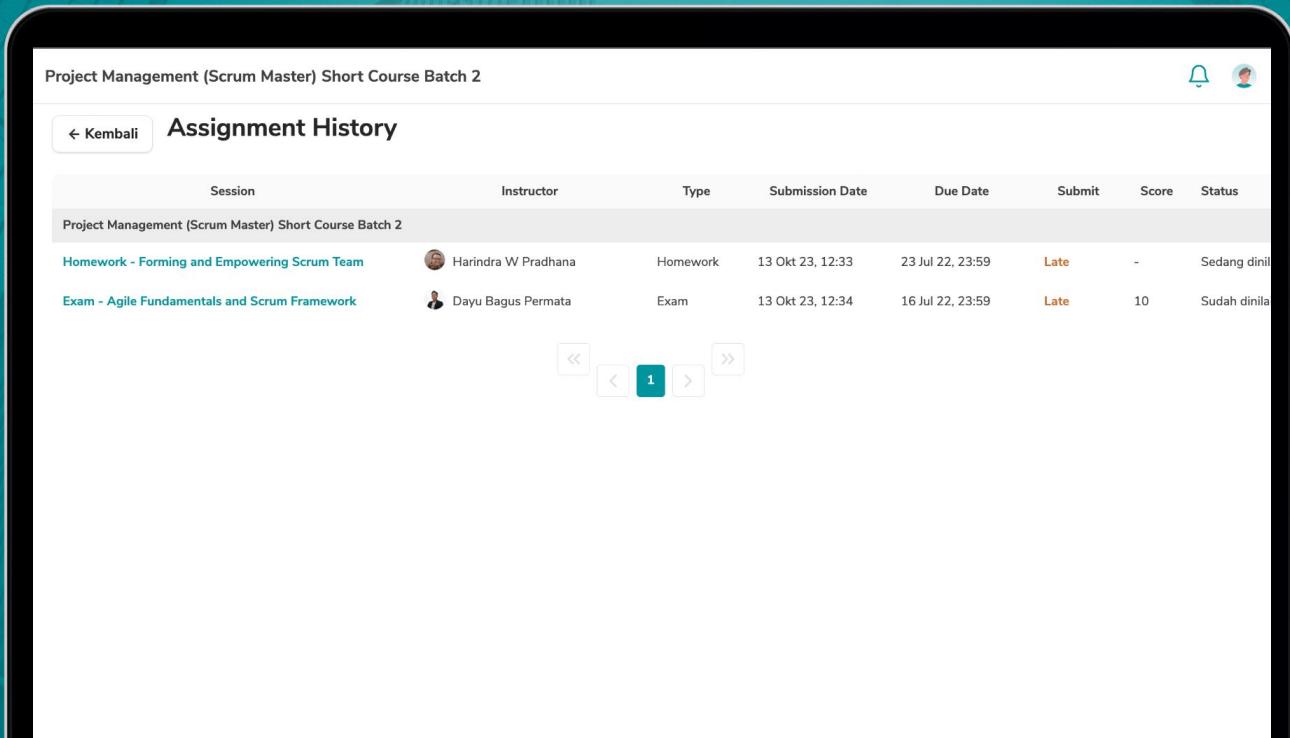
The screenshot shows a mobile application interface for tracking attendance in a fraud examiner class. At the top, it displays the course name: "Bank Indonesia - Fraud Examiner Kelas A". Below this, there is a navigation bar with a back button labeled "Kembali" and a profile icon. The main title of the page is "Attendance History". The table lists various sessions with their details:

Session	Instructor	Session Date	Status
Sesi 9: Practice and Procedure - Part 2 & Punishing Offenders	-	13 Mei 23, 08:00	Attended
Sesi 8: Overview Law- Part 2 and Practice and Procedure part 1	-	06 Mei 23, 10:15	Attended
Sesi 7: Overview Law- Part 1	-	06 Mei 23, 08:00	Attended
Fraud Prevention and Deterrence			
Sesi 10: Understanding Crime & Ethics and Fraud-Related Responsibilities - Part 1	-	13 Mei 23, 10:15	Attended
Sesi 11: Ethics and Fraud-Related Responsibilities - Part 2	-	20 Mei 23, 08:00	Attended
Certification Simulation			
Sesi 13: Materi Tata Cara CFE	-	27 Mei 23, 10:00	Attended
Financial Transactions and Fraud Schemes			
Sesi 4: Other Fraud Schemes - Part 2	-	15 Apr 23, 10:15	Attended
Sesi 2: Occupational Fraud Schemes - Part 2	-	08 Apr 23, 10:15	Attended

At the bottom of the screen, there are navigation icons for "Back", "Next", and "Last".



1. Di **Assignment History**, peserta dapat memantau nilai dan memberikan masukan kepada tutor dari tugas yang telah diselesaikan



Project Management (Scrum Master) Short Course Batch 2

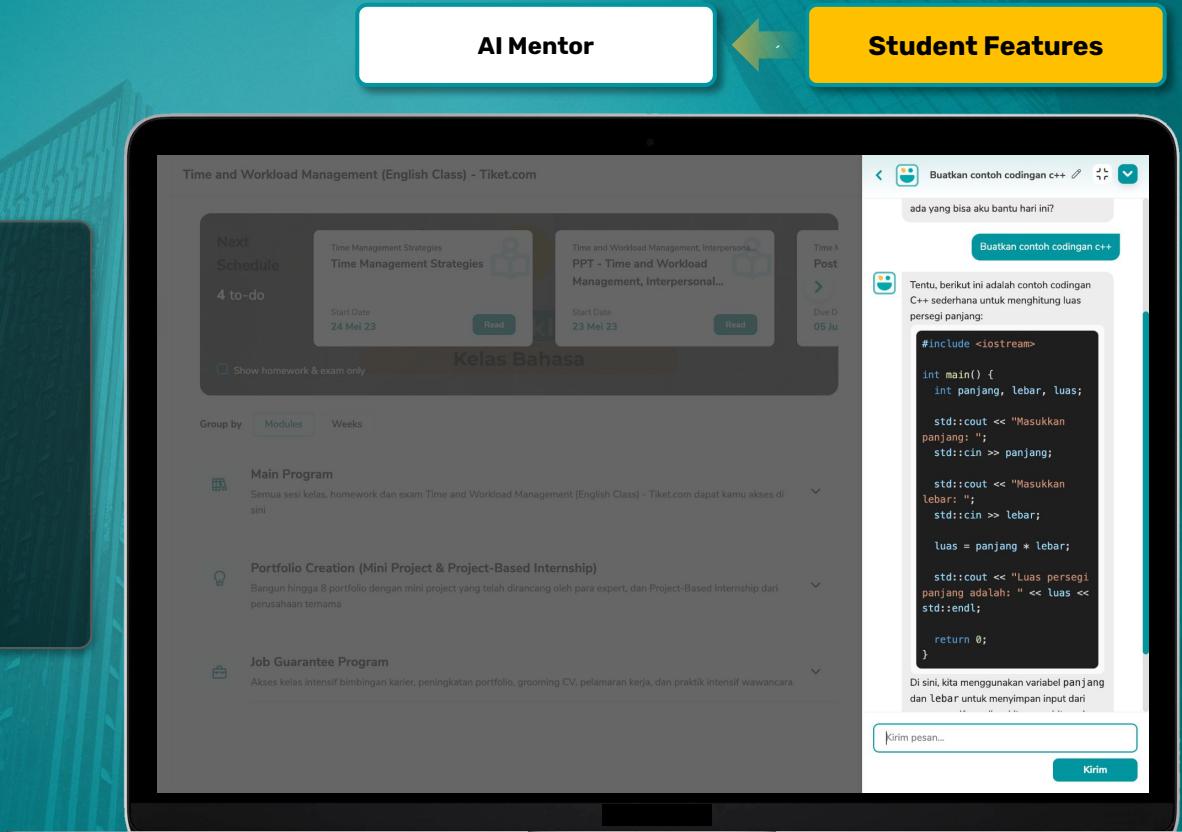
Assignment History

Session	Instructor	Type	Submission Date	Due Date	Submit	Score	Status
Project Management (Scrum Master) Short Course Batch 2							
Homework - Forming and Empowering Scrum Team	Harindra W Pradhana	Homework	13 Okt 23, 12:33	23 Jul 22, 23:59	Late	-	Sedang dinilai
Exam - Agile Fundamentals and Scrum Framework	Dayu Bagus Permata	Exam	13 Okt 23, 12:34	16 Jul 22, 23:59	Late	10	Sudah dinilai

<< < > >>



AI Mentor adalah fitur canggih
(berbasis ChatGPT) pada platform
Rakamin yang siap membantu dan
mendampingi siswa dalam segala
proses pembelajaran



AI Mentor

Student Features

Time and Workload Management (English Class) - Tiket.com

Next Schedule

4 to-do

Show homework & exam only

Group by Modules Weeks

Main Program

Portfolio Creation (Mini Project & Project-Based Internship)

Job Guarantee Program

Buatkan contoh codingan c++

ada yang bisa aku bantu hari ini?

Tentu, berikut ini adalah contoh codingan C++ sederhana untuk menghitung luas persegi panjang:

```
#include <iostream>
int main() {
    int panjang, lebar, luas;
    std::cout << "Masukkan panjang: ";
    std::cin >> panjang;
    std::cout << "Masukkan lebar: ";
    std::cin >> lebar;
    luas = panjang * lebar;
    std::cout << "Luas persegi panjang adalah: " << luas << std::endl;
    return 0;
}
```

Di sini, kita menggunakan variabel panjang dan lebar untuk menyimpan input dari

Kirim pesan...

Kirim



Thank you