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Jurnal Mod 2

A. Source code dari project yang dibuat

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace modul2_1302204034
{
    public partial class Form1 : Form
    {
        string input = string.Empty;
        string operand1 = string.Empty;
        string operand2 = string.Empty;
        char operation;
        double result = 0.0;
        public Form1()
        {
            InitializeComponent();
        }

        private void hasil_Click(object sender, EventArgs e)
        {
            operand2 = input;
            double num1, num2;
            double.TryParse(operand1, out num1);
            double.TryParse(operand2, out num2);

            if (operation == '+')
            {
                result = num1 + num2;
                textBox1.Text = result.ToString();
            }
        }

        private void tambah_Click(object sender, EventArgs e)
        {
            operand1 = input;
            operation = '+';
            input = string.Empty;
        }

        private void button0_Click(object sender, EventArgs e)
        {
            this.textBox1.Text = "";
            input += "0";
            this.textBox1.Text += input;
        }
    }
}
```

```
}

private void button1_Click(object sender, EventArgs e)
{
    this.textBox1.Text = "";
    input += "1";
    this.textBox1.Text += input;
}

private void button2_Click(object sender, EventArgs e)
{
    this.textBox1.Text = "";
    input += "2";
    this.textBox1.Text += input;
}

private void button3_Click(object sender, EventArgs e)
{
    this.textBox1.Text = "";
    input += "3";
    this.textBox1.Text += input;
}

private void button4_Click(object sender, EventArgs e)
{
    this.textBox1.Text = "";
    input += "4";
    this.textBox1.Text += input;
}

private void button5_Click(object sender, EventArgs e)
{
    this.textBox1.Text = "";
    input += "5";
    this.textBox1.Text += input;
}

private void button6_Click(object sender, EventArgs e)
{
    this.textBox1.Text = "";
    input += "6";
    this.textBox1.Text += input;
}

private void button7_Click(object sender, EventArgs e)
{
    this.textBox1.Text = "";
    input += "7";
    this.textBox1.Text += input;
}

private void button8_Click(object sender, EventArgs e)
{
    this.textBox1.Text = "";
    input += "8";
    this.textBox1.Text += input;
}

private void button9_Click(object sender, EventArgs e)
```

```

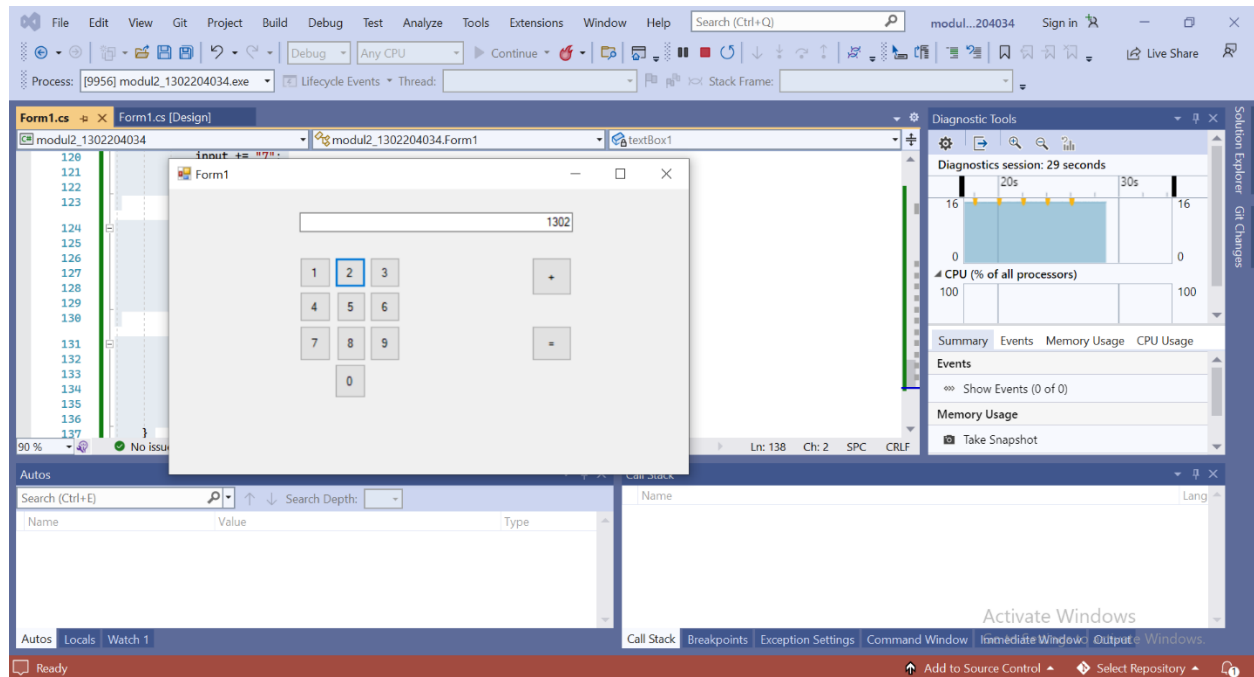
    {
        this.textBox1.Text = "";
        input += "9";
        this.textBox1.Text += input;
    }
}

```

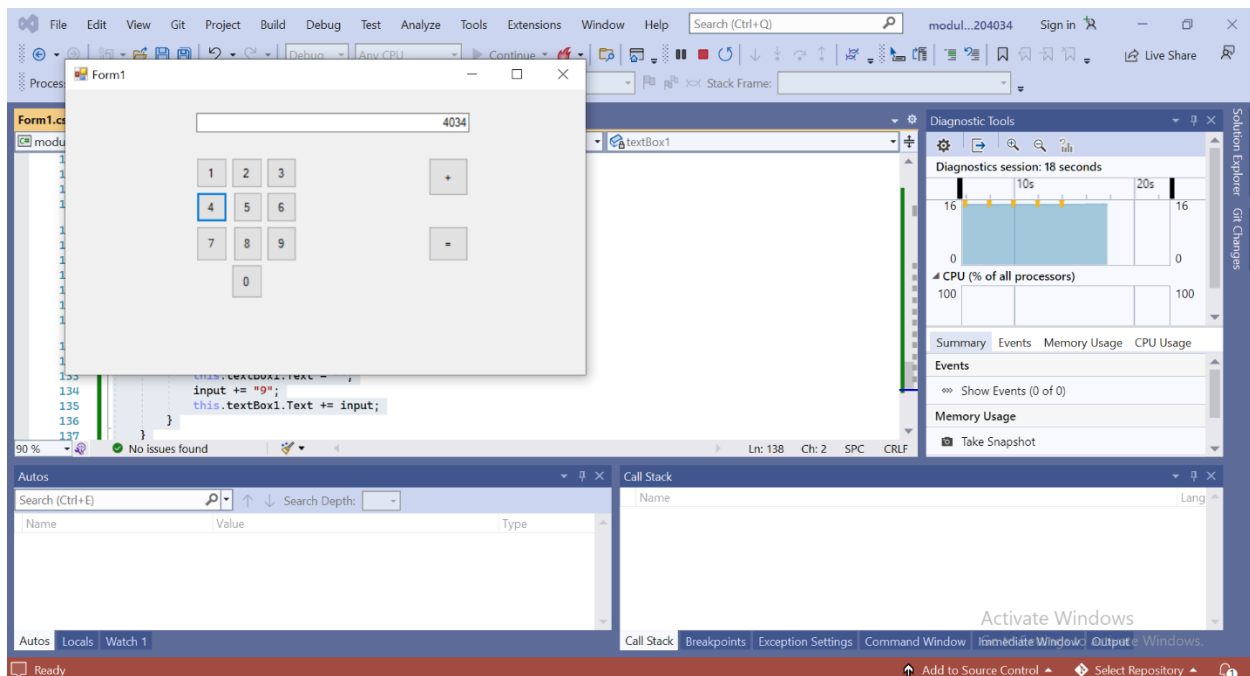
B. File docx/pdf yang berisi:

i. Link: <https://github.com/jahfal21/modul2.git>

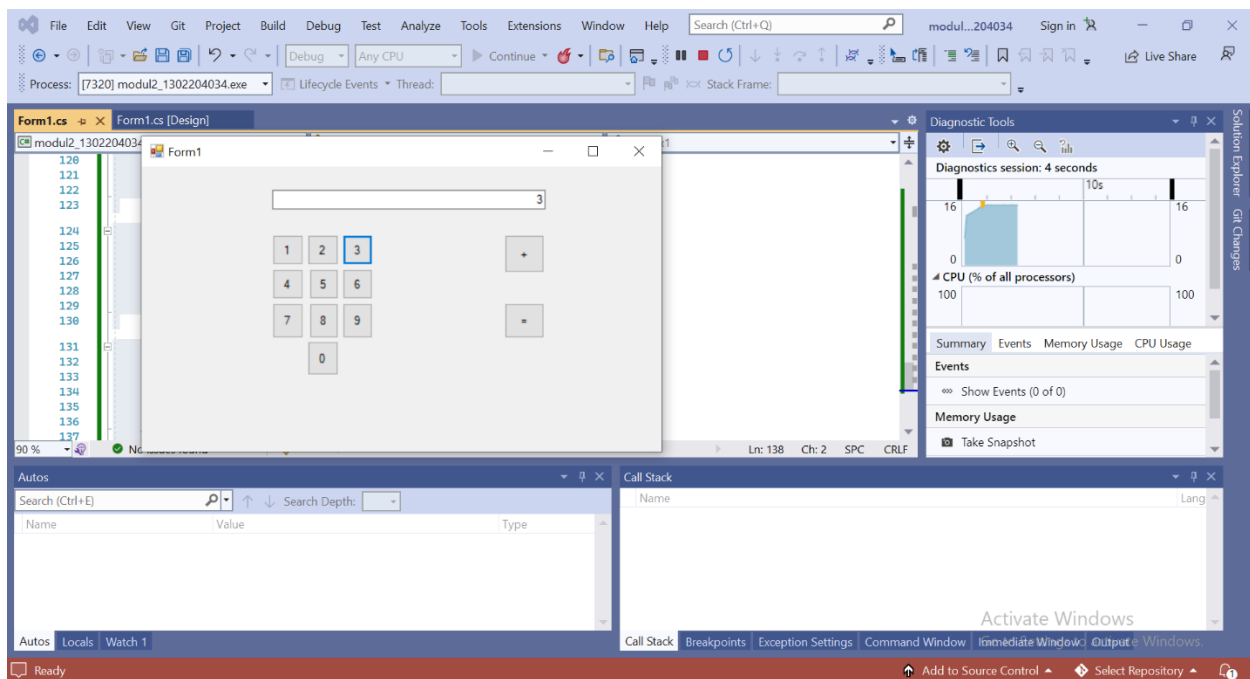
ii. input 4 digit pertama NIM:

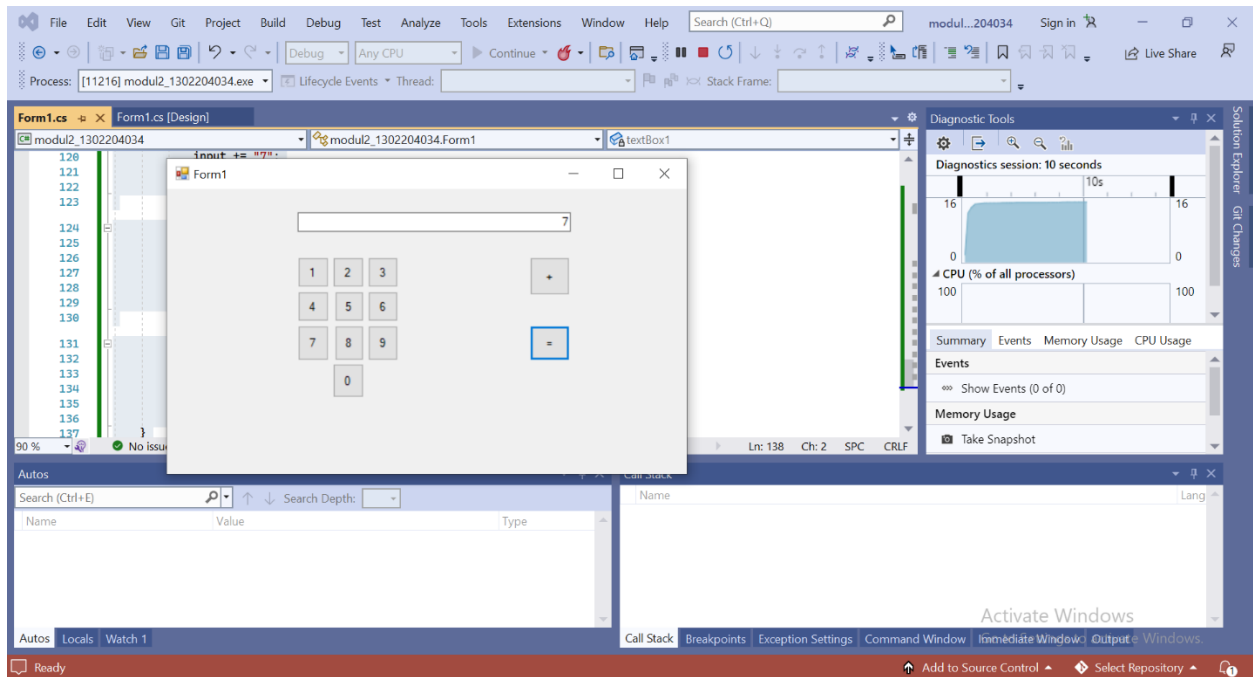
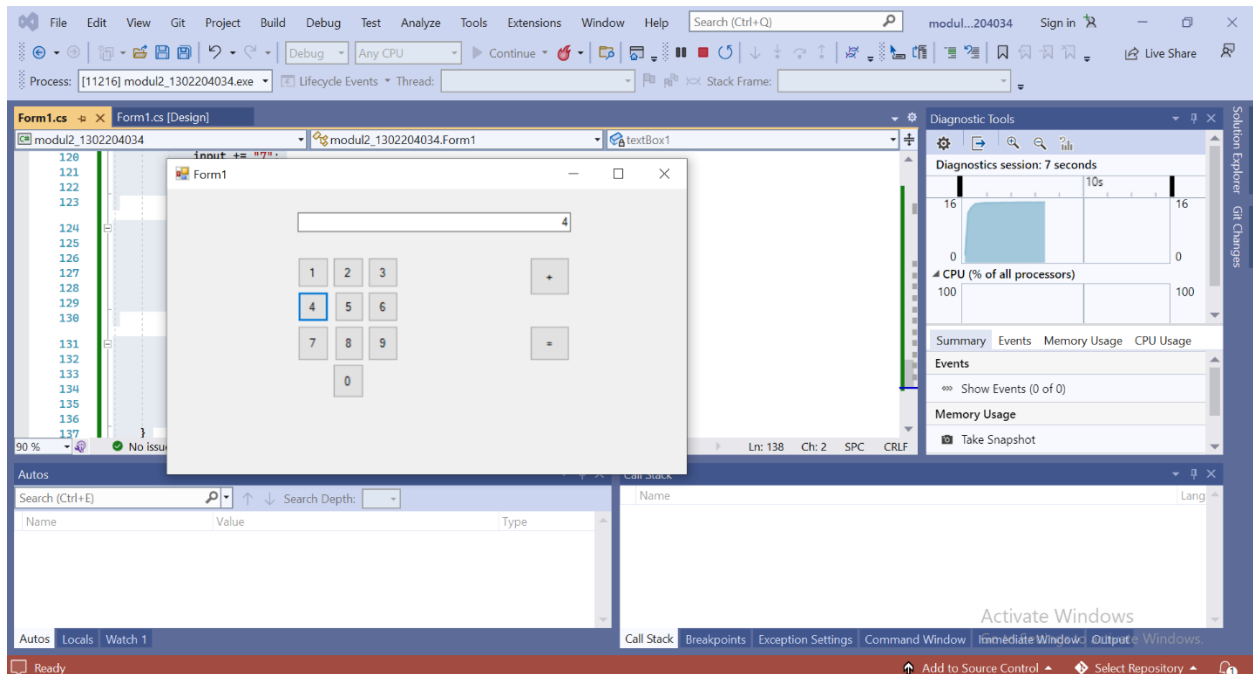


input 4 digit terakhir NIM:



Hasil penjumlahan:





3 + 4 = 7

iii. Penjelasan singkat code:

```
private void button5_Click(object sender, EventArgs e)
{
    this.textBox1.Text = "";
    input += "5";
    this.textBox1.Text += input;
}
```

```
}
```

Jika mengklik button angka maka keluar angka tsb.

```
private void tambah_Click(object sender, EventArgs e)
{
    operand1 = input;
    operation = '+';
    input = string.Empty;
}
```

Jika mengklik button tambah maka akan menambahkan ke 2 angka tsb.

```
private void hasil_Click(object sender, EventArgs e)
{
    operand2 = input;
    double num1, num2;
    double.TryParse(operand1, out num1);
    double.TryParse(operand2, out num2);

    if (operation == '+')
    {
        result = num1 + num2;
        textBox1.Text = result.ToString();
    }
}
```

Jika mengklik sama dengan maka akan keluar hasil penjumlahan.