

LAPORAN TUGAS PEKAN 5
ALGORITMA DAN PEMROGAMAN
DI SUSUN OLEH :
ABDUL KARIM ALGAZALI
NIM 2511532029
DOSEN PENGAMPU : Dr.WAHYUDI, S.T, M.T
ASISTEN LABORATORIUM: AUFAN TAUFIQURRAHMAN



DEPARTEMEN INFORMATIKA
FAKULTAS TEKNOLOGI INFORMASI
UNIVERSITAS ANDALAS
PADANG, 2025

Kode program

```
package Tugas6_2511532029;

import java.util.Random;

import java.util.Scanner;

public class LemparDadu2_2511532029 {

    public static void main(String[] args) {
        Random rand = new Random();
        Scanner input = new Scanner(System.in);
        int tries = 0;
        int sum = 0;
        boolean menang = false;
        boolean lanjut = true;

        while (lanjut && !menang) {
            int dadu1 = rand.nextInt(6) + 1;
            int dadu2 = rand.nextInt(6) + 1;
            sum = dadu1 + dadu2;
            tries++;

            System.out.println("\n" + dadu1 + " + " + dadu2 + " = " + sum);

            if (sum == 7) {
                menang = true;
                System.out.println("Tebakan Anda Benar");
                System.out.println("Anda menang setelah " + tries + " percobaan!");
            }
        }
    }
}
```

```

} else {

    System.out.println("Tebakan Anda Salah");

    System.out.print("Apakah mau lempar dadu (ya / tidak?) ");

    String jawaban = input.next();

    if (!jawaban.equalsIgnoreCase("ya")) {

        lanjut = false;

        System.out.println("Anda gagal menang");

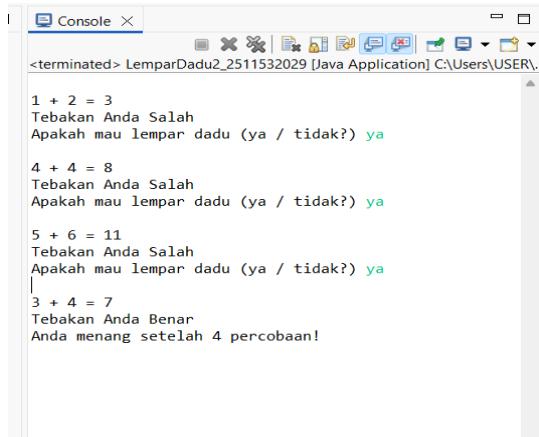
    }

}

input.close();
}
}

```

Output yang dihasilkan



The screenshot shows a Java application window titled "Console". The title bar also displays the application name "LemparDadu2_2511532029 [Java Application]" and the path "C:\Users\USER\". The console window contains the following text:

```

<terminated> LemparDadu2_2511532029 [Java Application] C:\Users\USER\

1 + 2 = 3
Tebakan Anda Salah
Apakah mau lempar dadu (ya / tidak?) ya

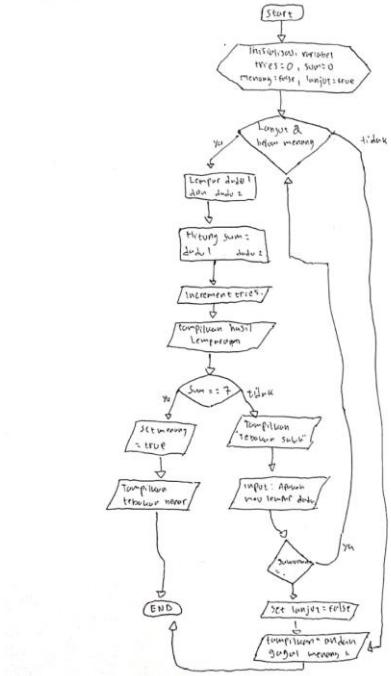
4 + 4 = 8
Tebakan Anda Salah
Apakah mau lempar dadu (ya / tidak?) ya

5 + 6 = 11
Tebakan Anda Salah
Apakah mau lempar dadu (ya / tidak?) ya

3 + 4 = 7
Tebakan Anda Benar
Anda menang setelah 4 percobaan!

```

Flowchart



Pseudocode

Judul Program Lempar Dadu (Program simulasi lempar dua dadu hingga mendapatkan jumlah 7)
Deklarasi <ol style="list-style-type: none">1. rand : Random2. input : Scanner3. tries, sum, dadu1, dadu2 : Integer4. jawaban : String5. menang, lanjut : Boolean
Pseudocode <ol style="list-style-type: none">1. tries \leftarrow 02. sum \leftarrow 03. menang \leftarrow false4. lanjut \leftarrow true5. WHILE lanjut = true AND menang = false DO<ol style="list-style-type: none">1. dadu1 \leftarrow random(1-6)2. dadu2 \leftarrow random(1-6)3. sum \leftarrow dadu1 + dadu24. tries \leftarrow tries + 15. Tampilkan dadu1 + " + " + dadu2 + " = " + sum6. IF sum = 7 THEN<ol style="list-style-type: none">1. menang \leftarrow true2. Tampilkan "Tebakan Anda Benar"3. Tampilkan "Anda menang setelah " + tries + " percobaan!"7. ELSE<ol style="list-style-type: none">1. Tampilkan "Tebakan Anda Salah"2. Baca jawaban3. IF jawaban \neq "ya" THEN<ol style="list-style-type: none">1. lanjut \leftarrow false2. Tampilkan "Anda gagal menang"6. Tutup input

