

LAPORAN PEMROGRAMAN DASAR
TUGAS STRUCT DAN UNION



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1. Consider the following statements:

C/C++

```
struct nameType
{
    string first;
    string last;
}
```

C/C++

```
struct courseType
{
    string name;
    int callNum;
    int credits;
    char grade;
}
```

C/C++

```
struct studentType
{
    nameType name;
    double gpa;
    courseType course;
}
```

C/C++

```
studentType student;
studentType classList[100];
courseType course;
nameType name;
```

Mark the following statements as valid or invalid. If a statement is invalid, explain why.

C/C++

a. `student.course.callNum = "CSC230";`

- **Invalid.** There is a type mismatch. `student.course.callNum` is defined as an `int` (integer), but `"CSC230"` is a string literal. You cannot assign a string to an integer.

C/C++

b. `cin >> student.name;`

- **Invalid.** The `>>` operator (used with `cin`) is not automatically defined for an entire `struct` like `nameType`. You must read input into the *individual members* of the struct, like this:

```
cin >> student.name.first >> student.name.last;
```

C/C++

```
c. classList[0] = name;
```

- **Invalid.** This is a type mismatch. `classList[0]` is a variable of type `studentType`, but `name` is a variable of type `nameType`. You cannot assign a `nameType` struct directly to a `studentType` struct. (You could, however, assign it to the correct member: `classList[0].name = name;`)

C/C++

```
d. classList[1].gpa = 3.45;
```

- **Valid.** `classList[1]` refers to the second `studentType` object in the array. Its `.gpa` member is a `double`, and `3.45` is a valid `double` value.

C/C++

```
e. name = classList[15].name;
```

- **Valid.** The variable `name` is of type `nameType`. The member `classList[15].name` is also of type `nameType`. You can assign one struct to another struct of the **same type**.

C/C++

```
f. student.name = name;
```

- **Valid.** Both `student.name` and the variable `name` are of type `nameType`. This assignment is valid, just like in statement e.

C/C++

```
g. cout << classList[10] << endl;
```

- **Invalid.** Much like statement b with `cin`, the `<<` operator (used with `cout`) is not automatically defined for an entire `studentType` struct. You must print the *individual members* you want to see (e.g., `cout << classList[10].name.first;`).

C/C++

```
h.   for (int j = 0; j < 100; j++)  
        classList[j].name = name;
```

- **Valid.** This loop iterates through every `studentType` object in the `classList` array. In each iteration, it assigns the `nameType` variable `name` to the `name` member of the student (`classList[j].name`). This is a valid struct-to-struct assignment (as seen in **e** and **f**).

C/C++

```
i.   classList.course.credits = 3;
```

- **Invalid.** `classList` is an **array**, not a single **struct** instance. You cannot use the dot operator (`.`) directly on an array. You must first specify *which element* of the array you want to access using an index (e.g., `classList[0].course.credits = 3;`).

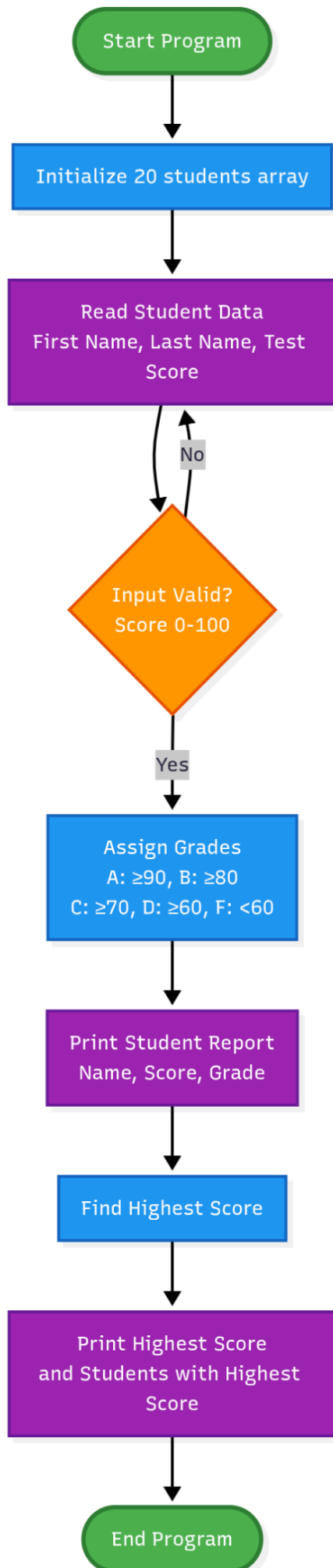
C/C++

```
j.   course = studentType.course;
```

- **Invalid.** `studentType` is the *name of the struct type* (like a blueprint), not a variable. You can only use the dot operator (`.`) to access members of an *instance* (a variable) of that type, such as `student`. The valid statement would be `course = student.course;`.

2.

- Flowchart:



- Explanation:

The code begins by **initializing an array** to hold data for 20 students. It then enters a process to **read student data**, including their name and test score, and immediately enters an **input validation loop** to ensure the score is within the valid 0-100 range. Once valid data is received, the program **assigns a letter grade** (A-F) based on the score and **prints a report** for that student. After this data handling (which is implicitly looped for all students), the program finds the **highest score** from the entire array, **prints that score** along with the name(s) of the student(s) who earned it, and then terminates.

- Screenshoot:

```
Enter data for 20 students:
Format: FirstName LastName TestScore
-----
Student 1: Student First 90
Student 2: Student Second 80
Student 3: Student Third 95
Student 4: Student Fourth 70
Student 5: Student Fifth 75
Student 6: Student Sixth 80
Student 7: Student Seventh 85
Student 8: Student Eighth 85
Student 9: Student Ninth 90
Student 10: Student Tenth 60
Student 11: Student Eleventh 65
Student 12: Student Twelveth 55
Student 13: Student Thirteenth 55
Student 14: Student Fourteenth 70
Student 15: Student Fifteenth 70
Student 16: Student Sixteenth 100
Student 17: Student Seventeenth 95
Student 18: Student Eighteenth 95
Student 19: Student Nineteenth 75
Student 20: Studen Twentieth 80
```

```

=====
STUDENT GRADE REPORT
=====
Student Name          Test Score    Grade
-----
First, Student        90            A
Second, Student       80            B
Third, Student        95            A
Fourth, Student       70            C
Fifth, Student        75            C
Sixth, Student        80            B
Seventh, Student      85            B
Eighth, Student       85            B
Ninth, Student        90            A
Tenth, Student        60            D
Eleventh, Student     65            D
Twelveth, Student     55            F
Thirteenth, Student   55            F
Fourteenth, Student   70            C
Fifteenth, Student    70            C
Sixteenth, Student    100           A
Seventeenth, Student  95            A
Eighteenth, Student   95            A
Nineteenth, Student   75            C
Twentieth, Studen     80            B
=====

Highest Test Score: 100

Students having the highest test score:
Sixteenth, Student

```

- Code Repository
github.com/mfachriza/tugas-struct-dan-union