

LAPORAN PEMROGRAMAN DASAR
TUGAS STRUCT DAN UNION



Disusun oleh:
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FAKULTAS TEKNIK
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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;`).

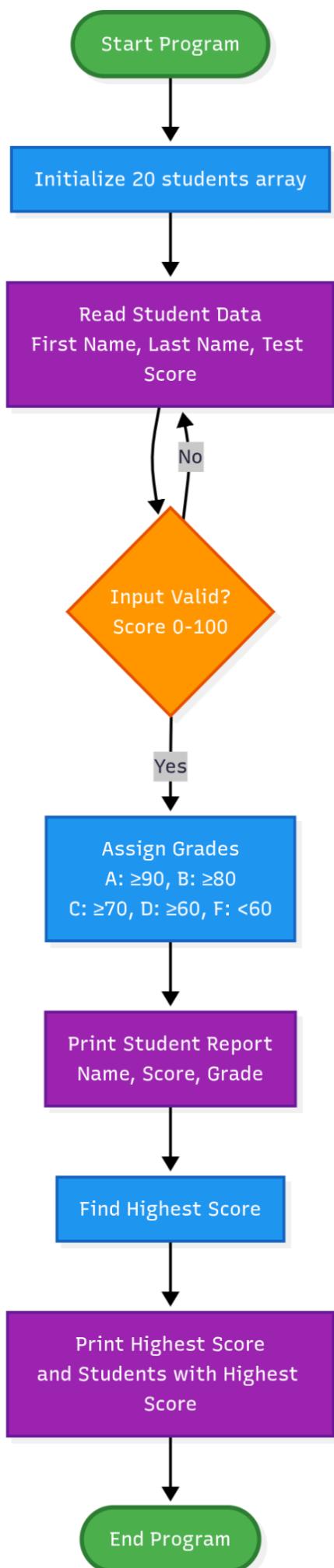
C/C++

```
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.

- Screenshot:

```
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 Tweleveth 55  
Student 13: Student Thirteenth 55  
Student 14: Student Fourteenth 70  
Student 15: Student Fifteenth 70  
Student 16: Student Sixteenth 100  
Student 17: Student Seventeeth 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
Tweleveth, Student    55             F
Thirteenth, Student   55             F
Fourteenth, Student   70             C
Fifteenth, Student    70             C
Sixteenth, Student    100            A
Seventeeth, 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/mfachrizalg/tugas-struct-dan-union