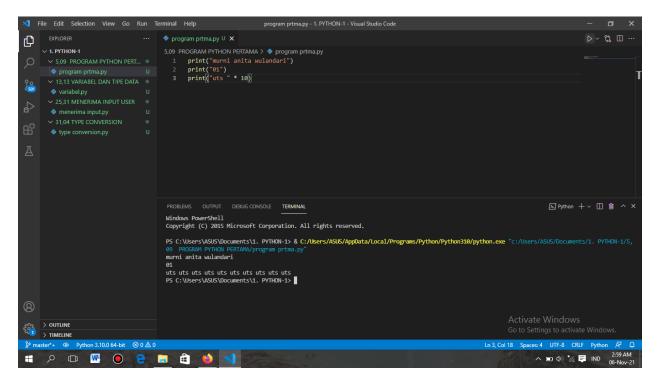
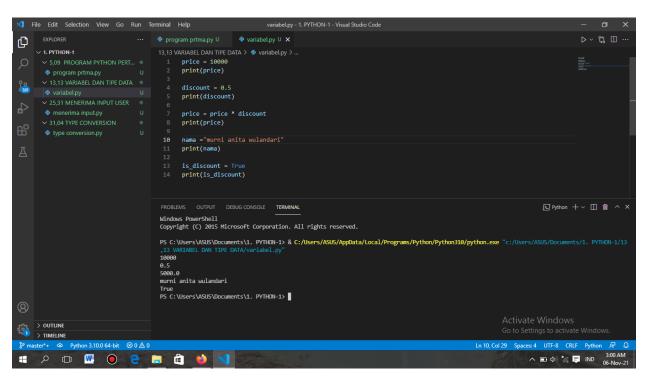
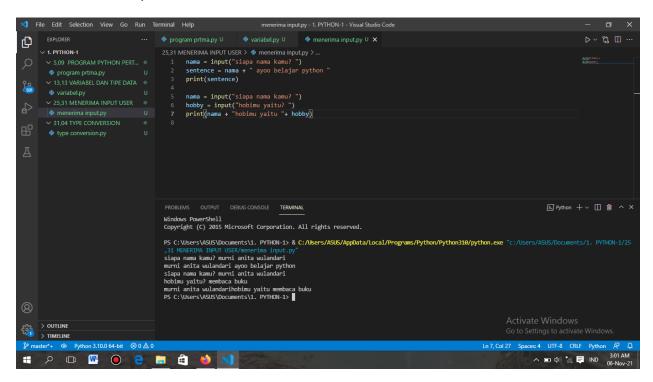
1. Membuat program pertama



2. Variabel



3. Menerima input



4. Type conversion

