

LAPORAN TUGAS
ALGORITMA DAN PEMROGRAMAN
PERULANGAN FOR

Disusun Oleh :

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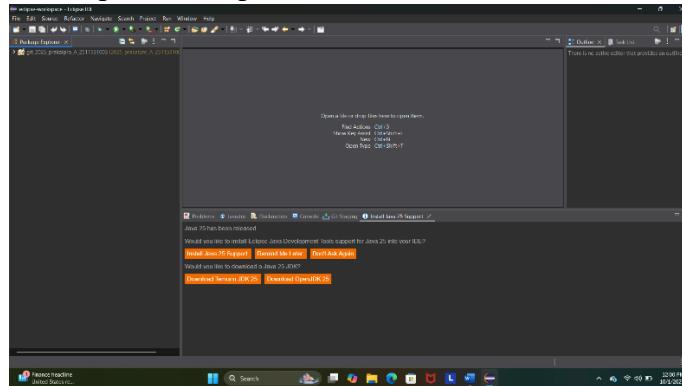
FAKULTAS TEKNOLOGI INFORMASI
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STUDI KASUS

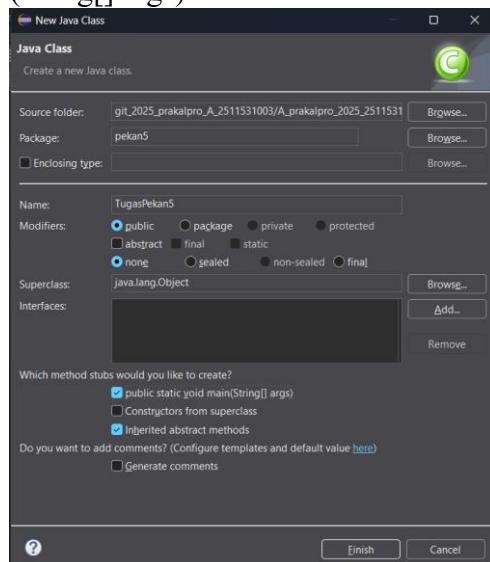
MEMBUAT PROGRAM POLA BELAH KETUPAT

1.1 Program Eclipse

1) Buka aplikasi eclipse



- 2) Klik kanan pada package pekan 5, pilih “New”, lalu pilih class. Buat nama dengan ketentuan nama harus Uppercase pada awal kalimat dan tanpa “spasi”, lalu centang tanda “public static void main (string[] args)” lalu “finish”



- 3) Maka akan muncul tampilan seperti berikut ini

```
1 package pekan5;
2
3 public class TugasPekan5 {
4
5     public static void main(String[] args) {
6         // TODO Auto-generated method stub
7
8     }
9
10 }
```

- 4) Tuliskan program berikut ini

```
package pekan5;

public class TugasPekan5 {

    public static void main(String[] args) {
        // TODO Auto-generated method stub
        System.out.print("#");
        for (int i = 0; i < 16; i++) {
            System.out.print("=");
        }
        System.out.print("#");
        System.out.println();

        for (int j = 0; j < 4; j++) {
            System.out.print("|");
            for (int k = 0; k < (-2*j+6); k++) {
                System.out.print(" ");
            }
            System.out.print("<>");
            for (int l = 0; l < 4*j; l++) {
                System.out.print(".");
            }
            System.out.print("<>");
            for (int k = 0; k < (-2*j+6); k++) {
                System.out.print(" ");
            }
            System.out.print("|");
            System.out.println();
        }
        for (int j = 0; j < 4; j++) {
            System.out.print("|");
            for (int k = 0; k < (2*j); k++) {
                System.out.print(" ");
            }
            System.out.print("<>");
            for (int l = 0; l < (-4*j+12); l++) {
                System.out.print(".");
            }
            System.out.print("<>");
            for (int k = 0; k < (2*j); k++) {
                System.out.print(" ");
            }
            System.out.println("|");
        }
        System.out.print("#");
        for (int i = 0; i < 16; i++) {
            System.out.print("=");
        }
        System.out.println("#");
    }
}
```

- 5) Jalankan program dengan menekan tombol hijau bergambar ► (Run) pada kiri atas di Menu Bar

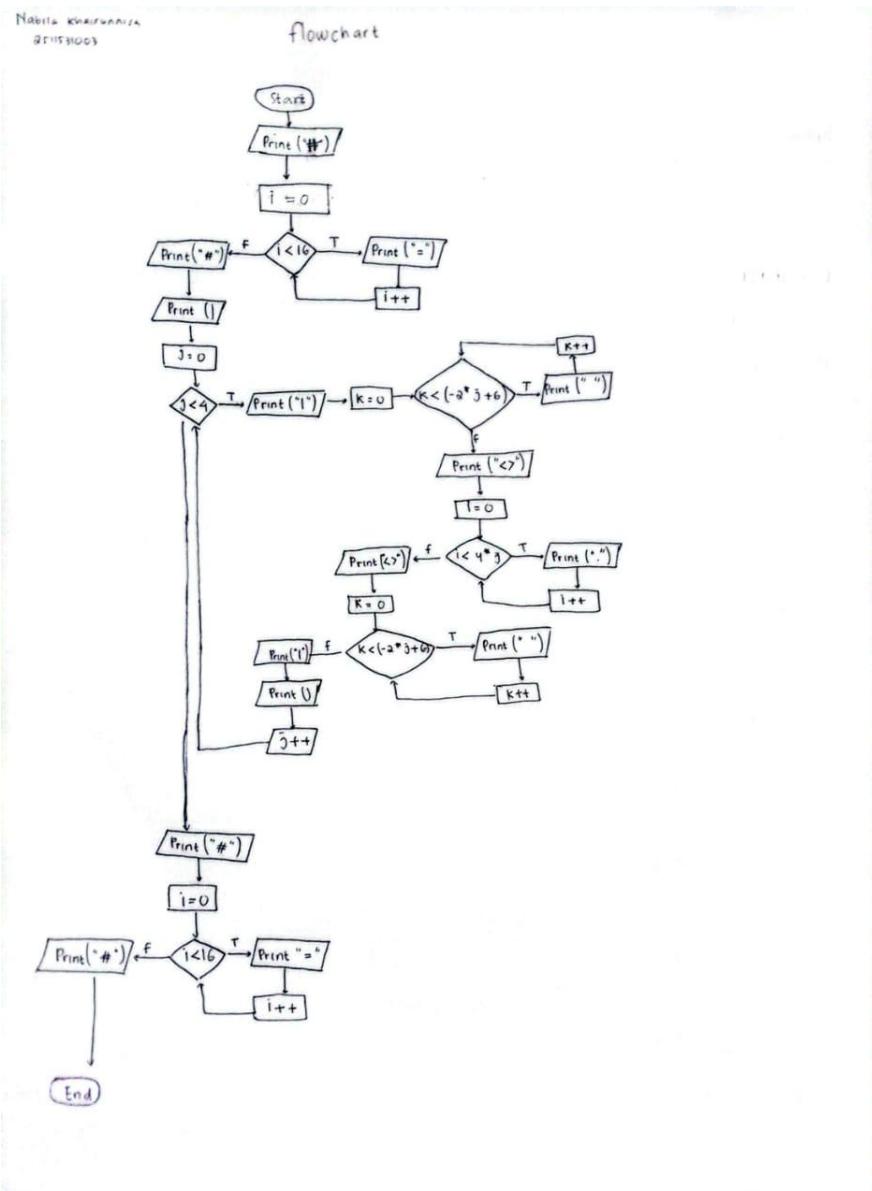


- 6) Program akan menghasilkan output seperti berikut

```
#=====#
|      <><>      |
|      <>....<>      |
|      <>.....<>      |
| <>.....<>      |
| <>.....<>      |
|      <>....<>      |
|      <>....<>      |
|      <><>      |
#=====#
```

1.2 Flowchart dan Pseudocode

1.2.1 Flowchart



1.2.2 Pseudocode

Pseudocode

Judul
Program membuat pola belah ketupat

{ Program untuk membuat pola belah ketupat }

Deklarasi

Var i,j,k,l : Integer;

Pseudocode

```
1. Print ("#")
2. for i ← 0 to 15
3.   Print ("")
4. end for
5. Print ("#") + pindah baris
6. for j ← 0 to 3
7.   Print (" ")
8.   for k ← 0 to (-2*j+6)
9.     Print (" ")
10.    end for
11.   print ("<>")
12.   for l ← 0 to (4*j)
13.     Print (".")
14.   end for
15.   print ("<>")
16.   for k ← 0 to (-2*j+6)
17.     Print (" ")
18.   end for
19.   Print (" ") + pindah baris
20. end for
21. for j ← 0 to 3
22.   Print (" ")
23.   for k ← 0 to (2*j)
24.     Print (" ")
25.   end for
26.   print ("<>")
27.   for l ← 0 to (4*j)
28.     Print (".")
29.   end for
30.   print ("<>")
31. Print K←0 to (2*j)
32. Print (" ")
33. end for
34. print (" " + pindah baris
35. end for
36. Print ("#")
37. for i ← 0 to 15
38.   Print ("#")
39. end for
40. Print ("#")
```