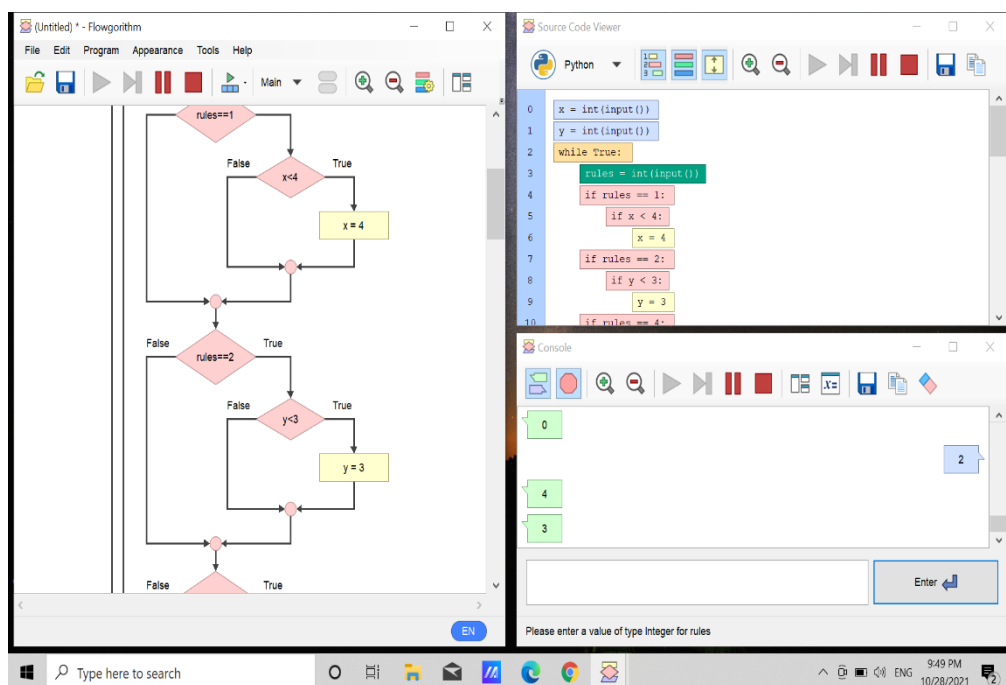
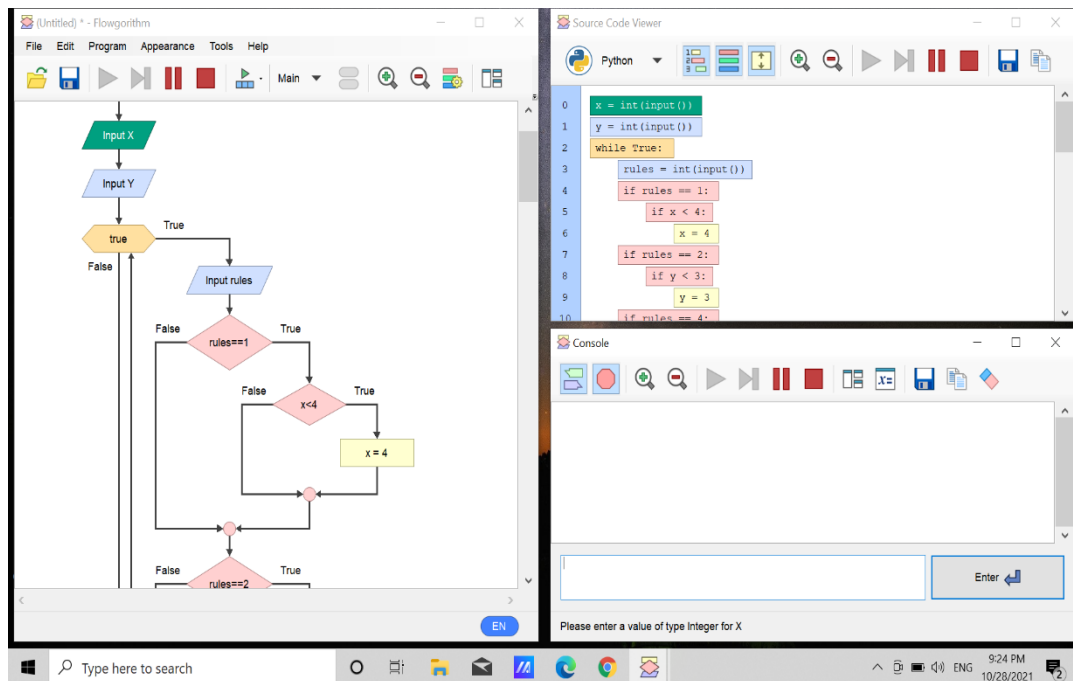


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Nim : 20.01.013.014

Kelas : A



Untitled - Flowgorithm

File Edit Program Appearance Tools Help

```

graph TD
    Start(( )) --> R2{rules==2}
    R2 -- True --> Y3[y=3]
    R2 -- False --> R4{rules==4}
    Y3 --> J1(( ))
    R4 -- True --> Y0{y>0}
    Y0 -- True --> Xx[x=x]
    Y0 -- False --> J1
    Xx --> Y3_2[y=y-3]
    Y3_2 --> J1
    J1 --> End(( ))
          
```

EN

Source Code Viewer

Python

```

8      if y < 3:
9          y = 3
10     if rules == 4:
11         if y > 0:
12             x = x
13             y = y - 3
14     if rules == 5:
15         if x > 0:
16             x = 0
17     if rules == 6:
18         if y > 0:
          
```

Console

0

4

3

2

Enter

Please enter a value of type Integer for rules

Type here to search

9:50 PM 10/26/2021

Untitled - Flowgorithm

File Edit Program Appearance Tools Help

```

graph TD
    Start(( )) --> R5{rules==5}
    R5 -- True --> X0[x=0]
    R5 -- False --> R6{rules==6}
    X0 --> J1(( ))
    R6 -- True --> Y0{y>0}
    Y0 -- True --> Y3[y=y-3]
    Y0 -- False --> J1
    Y3 --> End(( ))
          
```

EN

Source Code Viewer

Python

```

12     x = x
13     y = y - 3
14     if rules == 5:
15         if x > 0:
16             x = 0
17     if rules == 6:
18         if y > 0:
19             y = 0
20     if rules == 7:
21         if x + y >= 4 and y > 0:
22             y = 4
          
```

Console

0

4

3

2

Enter

Please enter a value of type Integer for rules

Type here to search

9:50 PM 10/26/2021

Flowgorithm and Source Code Viewer interface showing a flowchart and Python code.

Flowchart Logic:

```
graph TD
    Start(( )) --> Y3[y = y - 3]
    Y3 --> J1(( ))
    J1 --> R5{rules == 5}
    R5 -- True --> J2(( ))
    R5 -- False --> J3{rules == 6}
    J2 --> X0{x > 0}
    X0 -- True --> X0Assign[x = 0]
    X0 -- False --> J3
    J3 -- True --> Y0[y = 0]
    Y0 --> J4{y > 0}
    J4 -- True --> End(( ))
    J4 -- False --> J1
```

Python Code:

```
12 x = x
13 y = y - 3
14 if rules == 5:
15     if x > 0:
16         x = 0
17 if rules == 6:
18     if y > 0:
19         y = 0
20 if rules == 7:
21     if x + y >= 4 and y > 0:
22         y = 4
```

Console:

4

3

0

Enter

Please enter a value of type Integer for rules

Flowgorithm and Source Code Viewer interface showing a flowchart and Python code.

Flowchart Logic:

```
graph TD
    Start(( )) --> Y3[y = y - 3]
    Y3 --> J1(( ))
    J1 --> R5{rules == 5}
    R5 -- True --> J2(( ))
    R5 -- False --> J3{rules == 6}
    J2 --> X0{x > 0}
    X0 -- True --> X0Assign[x = 0]
    X0 -- False --> J3
    J3 -- True --> Y0[y = 0]
    Y0 --> J4{y > 0}
    J4 -- True --> End(( ))
    J4 -- False --> J1
```

Python Code:

```
12 x = x
13 y = y - 3
14 if rules == 5:
15     if x > 0:
16         x = 0
17 if rules == 6:
18     if y > 0:
19         y = 0
20 if rules == 7:
21     if x + y >= 4 and y > 0:
22         y = 4
```

Console:

3

4

3

Enter

Please enter a value of type Integer for rules

Untitled1 - Flowgorithm

File Edit Program Appearance Tools Help

EN

Source Code Viewer

Python

```

12 x = x
13 y = y - 3
14 if rules == 5:
15     if x > 0:
16         x = 0
17 if rules == 6:
18     if y > 0:
19         y = 0
20 if rules == 7:
21     if x + y >= 4 and y > 0:
22         x = 4
23         y = y - (4 - x)
24 if rules == 8:

```

Console

4

3

4

0

Enter

Please enter a value of type integer for rules

Untitled1 - Flowgorithm

File Edit Program Appearance Tools Help

EN

Source Code Viewer

Python

```

14 if rules == 5:
15     if x > 0:
16         x = 0
17 if rules == 6:
18     if y > 0:
19         y = 0
20 if rules == 7:
21     if x + y >= 4 and y > 0:
22         x = 4
23         y = y - (4 - x)
24 if rules == 8:

```

Console

4

3

4

0

Enter

Please enter a value of type integer for rules

Untitled1 - Flowgorithm

File Edit Program Appearance Tools Help

```

graph TD
    Start(( )) --> R5{rules==5}
    R5 -- True --> X0[x = 0]
    R5 -- False --> R6{rules==6}
    R6 -- True --> Y0[y = 0]
    R6 -- False --> R7{rules==7}
    R7 -- True --> R7C{if x + y >= 4 and y > 0}
    R7C -- True --> X4[x = 4]
    R7C -- True --> Y4[y = y - (4 - x)]
    R7C -- False --> End(( ))
    R7 -- False --> End
    
```

Source Code Viewer

Python

```

14 if rules == 5:
15     if x > 0:
16         x = 0
17 if rules == 6:
18     if y > 0:
19         y = 0
20 if rules == 7:
21     if x + y >= 4 and y > 0:
22         x = 4
23         y = y - (4 - x)
24 if rules == 8:

```

Console

4

3

4

Enter

Please enter a value of type Integer for rules

Type here to search

9:51 PM 10/28/2021

Untitled1 - Flowgorithm

File Edit Program Appearance Tools Help

```

graph TD
    Start(( )) --> R8{rules==8}
    R8 -- True --> R8C{if x + y >= 3 and y > 0}
    R8C -- True --> X3[x = x - (3 - y)]
    R8C -- True --> Y3[y = 3]
    R8C -- False --> R9{rules==9}
    R8 -- False --> R9
    R9 -- True --> End(( ))
    R9 -- False --> End
    
```

Source Code Viewer

Python

```

19 y = 0
20 if rules == 7:
21     if x + y >= 4 and y > 0:
22         x = 4
23         y = y - (4 - x)
24 if rules == 8:
25     if x + y >= 3 and y > 0:
26         x = x - (3 - y)
27         y = 3
28 if rules == 9:
29     if x + y >= 4 and y > 0:

```

Console

4

3

3

Enter

Please enter a value of type Integer for rules

Type here to search

9:52 PM 10/28/2021

Flowchart and Source Code Viewer showing a program logic for calculating the sum of two numbers based on a rule.

Flowchart Logic:

```
graph TD
    Start([Start]) --> Y0[y = 0]
    Y0 --> Join1(( ))
    Rule1{rules == 10}
    Join1 --> Rule1
    Rule1 -- True --> Rule2{x + y <= 3 and x > 0}
    Rule1 -- False --> Join2(( ))
    Rule2 -- True --> X0[x = 0]
    Rule2 -- False --> Join2
    X0 --> YXY[y = x + y]
    YXY --> Join2
    Join2 --> OutputX[/Output X/]
    OutputX --> End([End])
```

Source Code (Python):

```
27 y = 3
28 if rules == 9:
29     if x + y <= 4 and y > 0:
30         x = x + y
31         y = 0
32 if rules == 10:
33     if x + y <= 3 and x > 0:
34         x = 0
35         y = x + y
36 print(x)
37 print(y)
```

Console Output:

```
3
4
3
```

Please enter a value of type Integer for rules

Flowchart and Source Code Viewer showing a program logic for calculating the sum of two numbers based on a rule.

Flowchart Logic:

```
graph TD
    Start([Start]) --> Y0[y = 0]
    Y0 --> Join1(( ))
    Rule1{rules == 10}
    Join1 --> Rule1
    Rule1 -- True --> Rule2{x + y <= 3 and x > 0}
    Rule1 -- False --> Join2(( ))
    Rule2 -- True --> X0[x = 0]
    Rule2 -- False --> Join2
    X0 --> YXY[y = x + y]
    YXY --> Join2
    Join2 --> OutputX[/Output X/]
    OutputX --> End([End])
```

Source Code (Python):

```
27 y = 3
28 if rules == 9:
29     if x + y <= 4 and y > 0:
30         x = x + y
31         y = 0
32 if rules == 10:
33     if x + y <= 3 and x > 0:
34         x = 0
35         y = x + y
36 print(x)
37 print(y)
```

Console Output:

```
3
4
3
```

Please enter a value of type Integer for rules