

 visual programming

Variable & Constant

Simulation



Bachelor of Information Systems
Institut Teknologi Del



Learning Objective(s)

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This material should address the following question(s).

- How to use variable and constant?

Discussion Point

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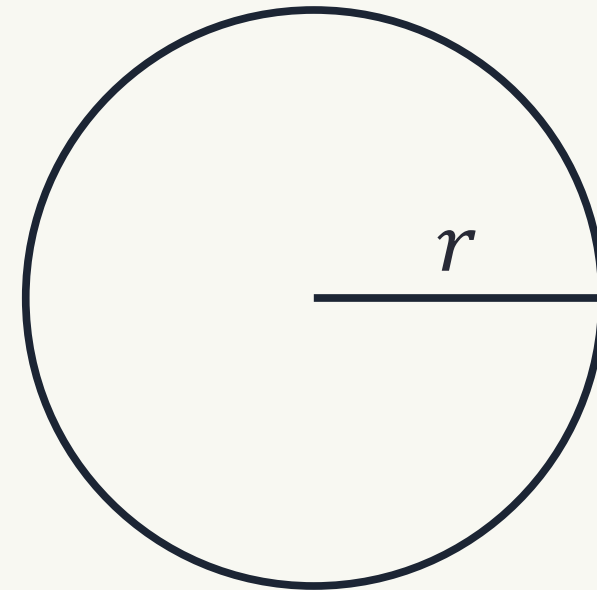
Variable & Constant:
A Simulation.



Challenge

- Calculating the **area** of a circle.
- We have three values:
 - π is a constant, whereas
 - r and A are variable values, their values may change.

$$A = \pi r^2$$

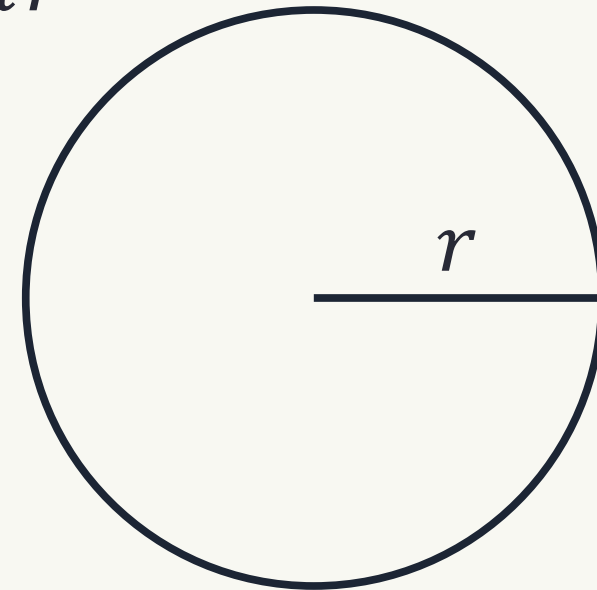




Challenge

- The user provides the radius of the circle (r).
- The solution calculates the area of the circle (A) and display it.
- An example:
 - If user enters 5 as the radius, then the solution should output 78.5398163397447.

$$A = \pi r^2$$



– EOF –



Course Lecturer

Mario E. S. Simaremare
Institut Teknologi Del



@simaremare



@dasar-pemrograman



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