

 **visual** programming

Validation

Simulation



Bachelor of Information Systems
Institut Teknologi Del



Learning Objective(s)

.....

This material should address the following question(s).

- How to do validation?

Discussion Point

.....

Validation:
A Simulation.

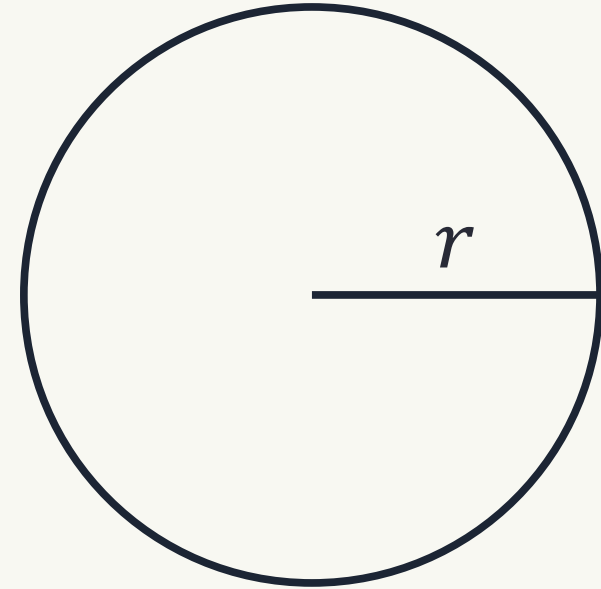


Problem

- To calculate the circumference of a circle, we use formula:

$$C = 2\pi r$$

- π is a constant, 3.14
- r is the circle radius.
- C is the circumference.

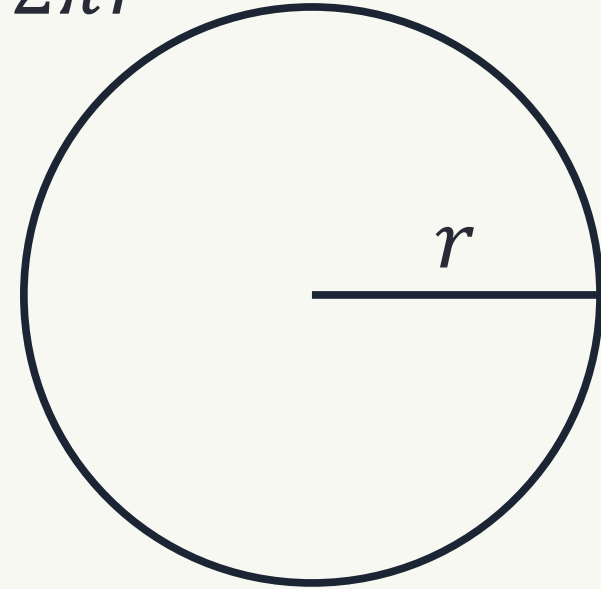




Problem

- Calculating a **circle's circumference**.
- The user should be able to enter the circle's radius.
- The solution then calculate the circumference.
- Lastly, the solution display the calculated circumference.

$$C = 2\pi r$$

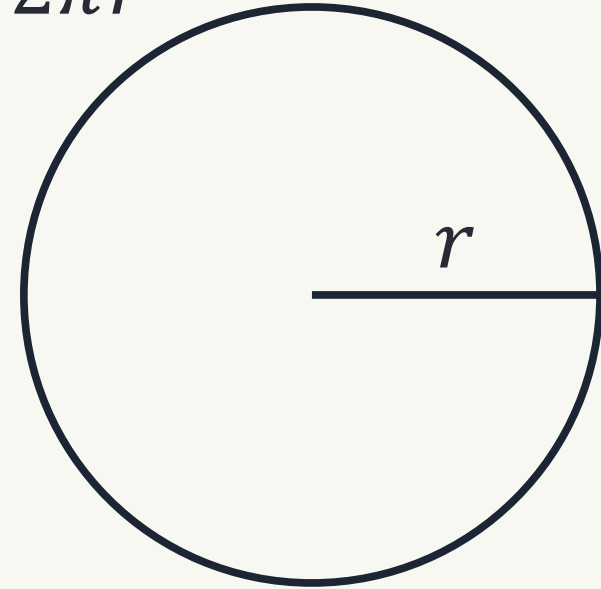




Problem

- What if, the user enters an invalid value, $r \leq 0$.
 - 0, -5, -10?

$$C = 2\pi r$$





Problem

User input **cannot** be trusted.
How to prevent such things?

– EOF –



Course Lecturer

Mario E. S. Simaremare
Institut Teknologi Del



@simaremare



@dasar-pemrograman



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