

 visual programming

# Array

*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 array correctly?

# Discussion Point

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**Array:**  
A Simulation.



# Problem

- A **to-do list** holds a handful of important agenda (items) we need to do.
- Any addressed item is marked as finished or done.



Distinction between the “**done**” and “undone” items.

*An example of a to-do list.*

**Today's To Do List:**

1. Meeting with supervisor. [done]
2. Do Math exercise, due tonight. [done]
3. Group discussion (lunch).
4. Designing the change-password feature.

The number of items are **arbitrary**, but **planned**.

The items are **textual** and written concisely.

*How many variables do we need?  
Is 5 enough? 10?*



# Problem

- At the beginning, the user should enter the number of agenda he/she would list.
- Afterwards, the user enters his/her agenda, one-by-one.
- Later, the solution shows all of the agenda in the list.



– EOF –



# Course Lecturer

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