

 visual programming

Repetition (Non-Deterministic)

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 develop a non-deterministic repetition?

Discussion Point

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Non-deterministic **Repetition**:
A Simulation.



Problem

- **Guessing number** game.
- At the beginning, the solution should generate a random number (1 – 5).
- The user then enters his/her guessing until it is correct.
- The solution then shows the random number.



1, 2, 3, 4, 5

Data Type Conversion

Function	Description
ToChar(<i>n</i>)	Convert a character code <i>n</i> into a character.
ToCode(<i>c</i>)	Convert a character <i>c</i> into a character code (integer).
ToFixed(<i>r</i> , <i>i</i>)	Convert real number <i>r</i> to a string with <i>i</i> digits after the decimal point. This function is useful for currency.
ToInteger(<i>n</i>)	Convert a string to an integer
ToReal(<i>n</i>)	Convert a string to an real
ToString(<i>n</i>)	Convert a number to a string

Other

Function	Description
EOF()	Returns true if the end of the file was reached. This is used with files opened for reading.
Random(<i>n</i>)	A random number between 0 and (<i>n</i> - 1)
Size(<i>a</i>)	The size (number of elements) in an array

– EOF –



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@dasar-pemrograman



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