

| Mata Kuliah | : Dasar Pemrograman |
|----------------------|---|
| Bobot Sks | : 2 |
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| Tutor | : Syahid Abdullah, S.Si, M.Kom |
| Capaian Pembelajaran | : 1. Mahasiswa mampu memahami Konsep Logika |
| Mata Kuliah | dan Pemrograman |
| | 2. Mahasiswa mampu memahami Konsep |
| | Algoritma dan Pemrograman |
| | 3. Mahasiswa mampu memahami Konsep |
| | Flowchart dan simbol-simbolnya |
| | 4. Mahasiswa mampu memahami Konsep |
| | Pseudocode dan simbol-simbolnya |
| | 5. Mahasiswa mampu memahami Konsep |
| | Variabel, Konstanta dan Tipe Data |
| | 6. Mahasiswa mampu memahami Konsep, Jenis |
| | operasi & operator yang harus digunakan |
| Kompetentsi Akhir di | 1. Mahasiswa menyelesaikan berbagai kasus |
| Setiap Tahap (Sub- | yang berkaitan dengan perkuliahan pertemuan |
| Cpmk) | 1-6 |
| Minggu Perkuliahan | 7 |
| Online Ke- | |

JUDUL TOPIK – Review Materi 1-6

Review

Quiz 1

1. Tulis algoritma penjumlahan 5 bilangan. Telusuri algoritma jika diberikan bilangan 1, 3, 5, 7, dan 9.



- 2. Tulis algoritma untuk menghitung rata-rata dari 5 bilangan. Telusuri algoritma jika diberikan bilangan 1, 3, 5, 7, dan 9.
- 3. Tulis algoritma untuk mengalikan 3 bilangan. Telusuri algoritma jika diberikan bilangan 2, 9, dan 6.

```
NAME : SUM5
        : X1,X2,X3,X4,X5
GIVENS
RESULTS : Total
DEFINITION: Total := SUM5(X1, X2, X3, X4, X5)
METHOD:
     DECLARE
     num X1
     num X2
     num X3
     num X4
     num X5
     num Total
     GET X1
     GET X2
     GET X3
     GET X4
     GET X5
     LET Total = X1 + X2 + X3 + X4 + X5
     GIVE Total
```



• Penelusuran Algoritma menggunakan bilangan 1, 3, 5, 7, 9

| | METHOD | Line | X1 | X2 | х3 | Х4 | Х5 | Total |
|-----|------------------------------------|----------------|----|----|----|----|----|-------|
| (1) | GET X1 | 1 | 1 | | | | | |
| (2) | GET X2 | 2 | | 3 | | | | |
| (3) | GET X3 | 3 | | | 5 | | | |
| (4) | GET X4 | 4 | | | | 7 | | |
| (5) | GET X5 | 5 | | | | | 9 | |
| (6) | LET Total = X1 + X2 + X3 + X4 + X5 | 6 | | | | | | 25 |
| (7) | GIVE Total | 7 output 25 | | | | | | |

```
NAME : AVG5
GIVENS : X1, X2, X3, X4, X5
RESULTS : AVG
DEFINITION: AVG := AVG5 (X1, X2, X3, X4, X5)
METHOD:
DECLARE
     num X1
     num X2
     num X3
     num X4
     num X5
     num AVG
     GET X1
     GET X2
     GET X3
     GET X4
     GET X5
     LET AVG = (X1 + X2 + X3 + X4 + X5) / 5
     GIVE AVG
```

• Penelusuran Algoritma menggunakan bilangan 1, 3, 5, 7, 9

| | METHOD | Line | X1 | X2 | Х3 | X4 | Х5 | AVG |
|-----|----------------------------------|---------------|----|----|----|----|----|-----|
| (1) | GET X1 | 1 | 1 | | | | | |
| (2) | GET X2 | 2 | | 3 | | | | |
| (3) | GET X3 | 3 | | | 5 | | | |
| (4) | GET X4 | 4 | | | | 7 | | |
| (5) | GET X5 | 5 | | | | | 9 | |
| (6) | LET AVG = (X1+X2+X3+X4 +X5)/5 | 6 | | | | | | 5 |
| (7) | GIVE AVG | 7 output 5 | | | | | | |

```
NAME : PROD3
GIVENS : X, Y, Z
RESULTS : PRODUCT
DEFINITION: PRODUCT := PROD3(X, Y, Z)
-----
METHOD:
    DECLARE
    num X
    num Y
    num Z
    num PRODUCT
    GET X
    GET Y
    GET Z
    LET PRODUCT = X * Y * Z
    GIVE PRODUCT
```

• Penelusuran Algoritma menggunakan bilangan 2, 9, 6

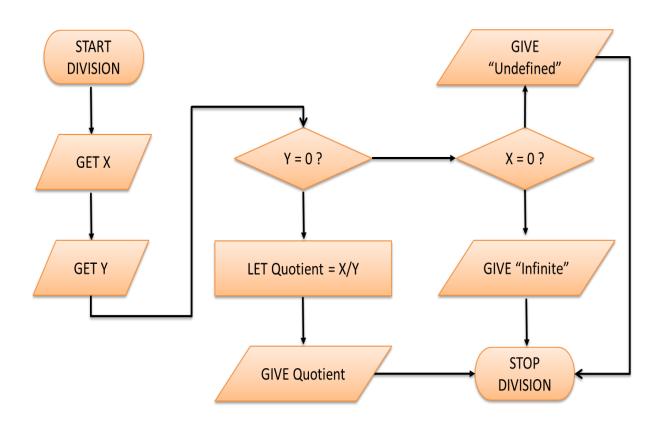
| | METHOD | Line | Х | Y | Z | PRODUCT |
|-----|-------------------------|-----------------|---|---|---|---------|
| (1) | GET X | 1 | 2 | | | |
| (2) | GET Y | 2 | | 9 | | |
| (3) | GET Z | 3 | | | 6 | |
| (4) | LET PRODUCT = X * Y * Z | 4 | | | | 108 |
| (5) | GIVE PRODUCT | 5 output 108 | | | | |

Quiz 2

- 1. Modifikasi Algoritma 2 (Quotient=X/Y) dengan menambahkan kondisi:
 - Jika Y = 0 dan X = 0, maka Quotient "Infinite"
 - Jika Y = 0 dan X ≠ 0, maka Quotient "Undefined"
 - Selain dua kondisi di atas, tampilkan nilai Quotient
- 2. Buat flowchart yang merepresentasikan Algoritma pada soal No. 1

```
NAME : Division
GIVENS : X, Y
RESULTS : Quotient
DEFINITION: Quotient := Division(X,Y)
METHOD :
 DECLARE
 num X
 num Y
 num Quotient
    GET X
    GET Y
     IF Y = 0
          IF X = 0
              GIVE "Undefined"
          ELSE
              GIVE "Infinite"
       END IF
     ELSE
          LET Quotient = X/Y
     END IF
     GIVE Quotient
```

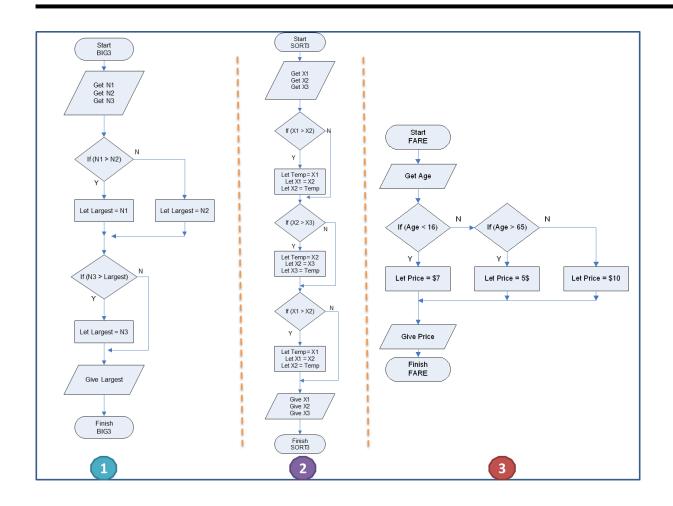




Quiz 3

 Tulislah algoritma (deskripsi & method) berdasarkan flowchart dengan menerapkan aturan dalam penulisan pseudocode





```
NAME: BIG3
GIVENS: N1, N2, N3
RESULTS: Largest
DEFINITION: Largest := BIG3(N1,N2,N3)
METHOD
DECLARE
num N1
 num N2
num N3
 num Largest
       GET N1
       GET N2
        GET N3
       IF N1 > N2
                LET Largest = N1
       ELSE
                LET Largest = N2
        END IF
       IF N3 > Largest
                LET Largest = N3
       END IF
       GIVE Largest
```



```
NAME : SORT3
GIVENS : X1, X2, X3
INTERMEDIATE: Temp
DEFINITION: SORT3 (X1, X2, X3)
______
METHOD:
 DECLARE
 num X1
 num X2
 num X3
 num Temp
 GET X1
 GET X2
 GET X3
 IF X1 > X2
   LET Temp = X1
   LET X1 = X2
   LET X2 = Temp
 END IF
```

```
IF X2 > X3
  LET Temp = X2
  LET X2 = X3
  LET X3 = Temp
END IF

IF X1 > X2
  LET Temp = X1
  LET X1 = X2
  LET X2 = Temp
END IF

GIVE X1
GIVE X2
GIVE X3
```



```
NAME : FARE
GIVENS : Age
DEFINITION: FARE (Age)
METHOD :
 DECLARE
 num Age
 string Price
 GET Age
 IF Age < 16
  LET Price = '$7'
 ELSE IF Age > 65
  LET Price = '$5'
 ELSE
  LET Price = '$10'
 END IF
 GIVE Price
```