

Jurnal Modul 10
Konstruksi Perangkat Lunak
PRODI REKAYASA PERANGKAT LUNAK

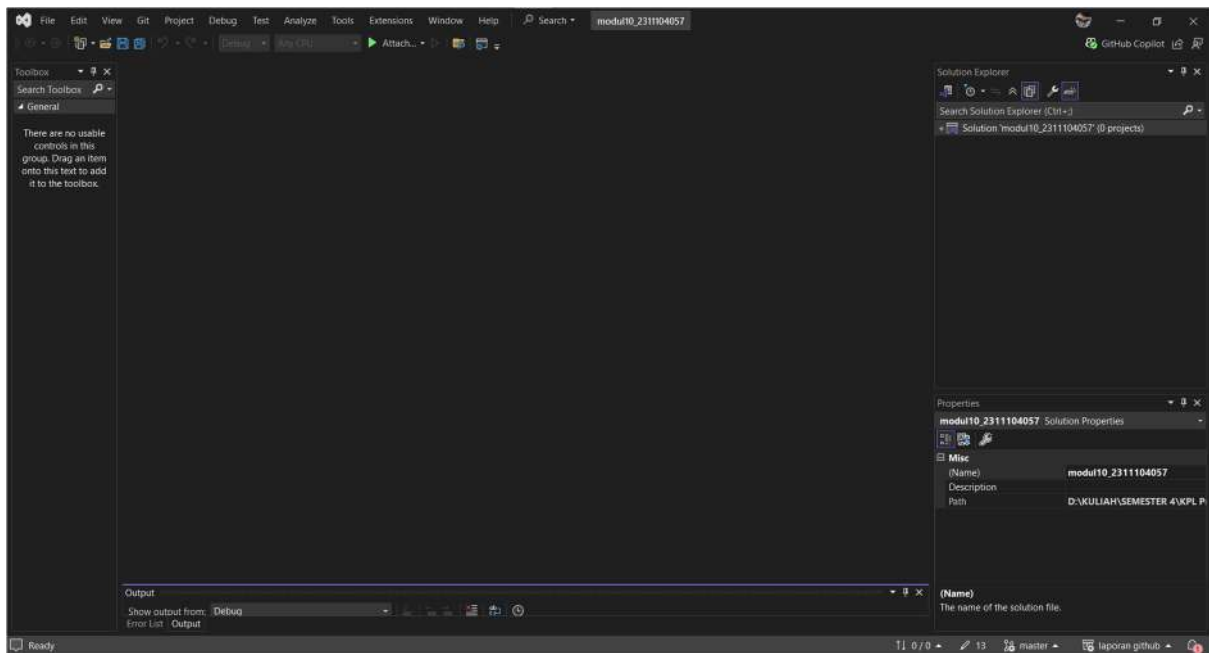


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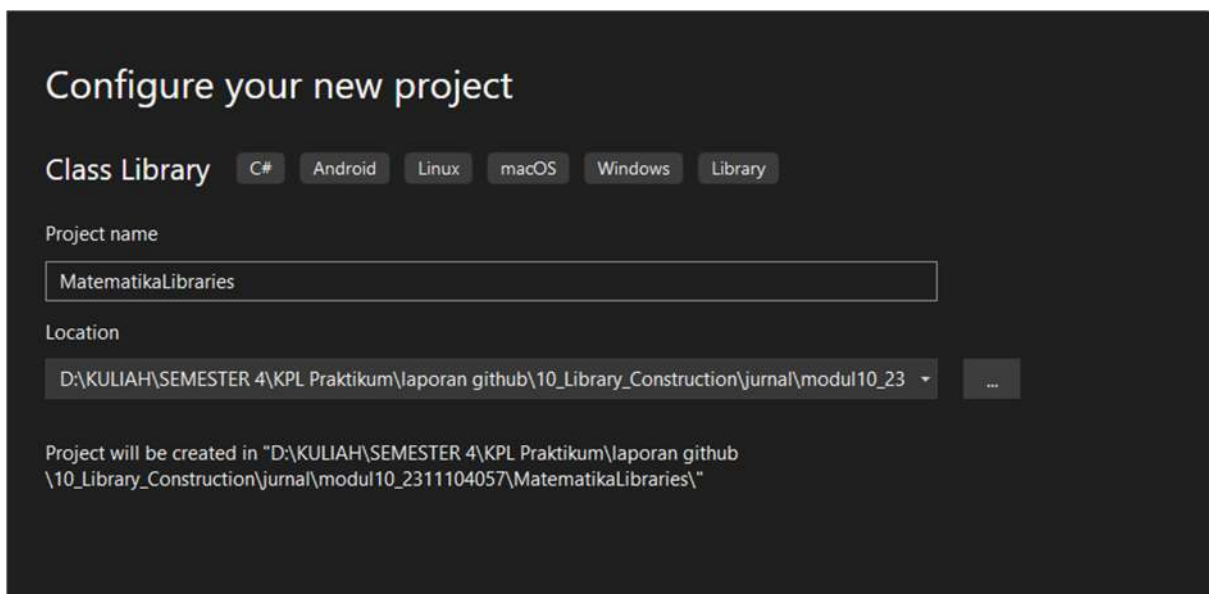
DIREKTORAT TELKOM UNIVERSITY
PURWOKERTO

Jurnal Modul 10

1. Initialize project dan push



2. Membuat class library



```
1 reference
public int FPB(int a, int b)
{
    while (b != 0)
    {
        int temp = b;
        b = a % b;
        a = temp;
    }
    return a;
}

0 references
public int KPK(int a, int b)
{
    return (a * b) / FPB(a, b);
}
```

```
0 references
public string Turunan(int[] persamaan)
{
    string result = "";
    int derajat = persamaan.Length - 1;

    for (int i = 0; i < persamaan.Length - 1; i++)
    {
        int koef = persamaan[i] * (derajat - i);
        int pangkat = derajat - i - 1;

        if (koef == 0) continue;

        if (result.Length > 0 && koef > 0)
            result += " + ";
        else if (koef < 0)
            result += " - ";

        result += $"{Math.Abs(koef)}";

        if (pangkat > 0)
            result += $"x{pangkat > 1 ? pangkat.ToString() : ""}";
    }

    return result;
}
```

```

0 references
public string Integral(int[] persamaan)
{
    string result = "";
    int derajat = persamaan.Length - 1;

    for (int i = 0; i < persamaan.Length; i++)
    {
        int pangkat = derajat - i + 1;
        double koef = (double)persamaan[i] / pangkat;

        if (persamaan[i] == 0) continue;

        if (result.Length > 0 && koef > 0)
            result += " + ";
        else if (koef < 0)
            result += " - ";

        result += $"{Math.Abs(koef)}x{((pangkat > 1 ? pangkat.ToString() : ""))}";
    }

    result += " + C";
    return result;
}

```

3. Membuat project utama

Configure your new project

Console App C# Linux macOS Windows Console

Project name

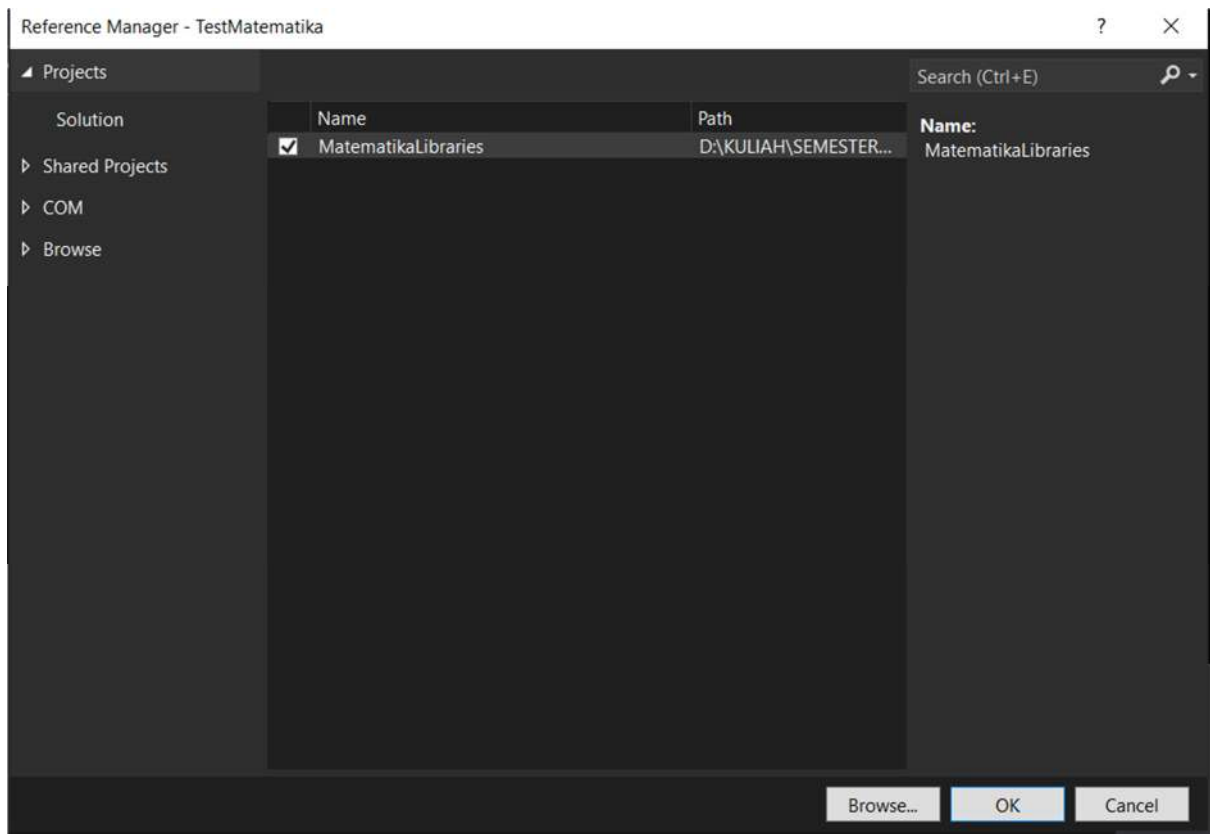
TestMatematika

Location

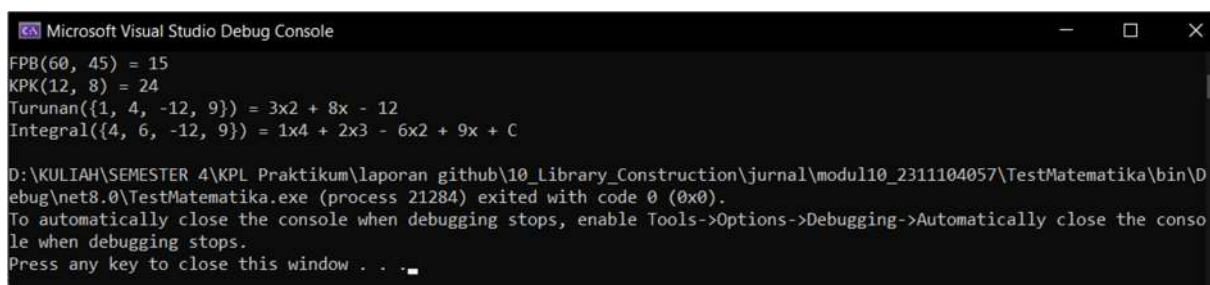
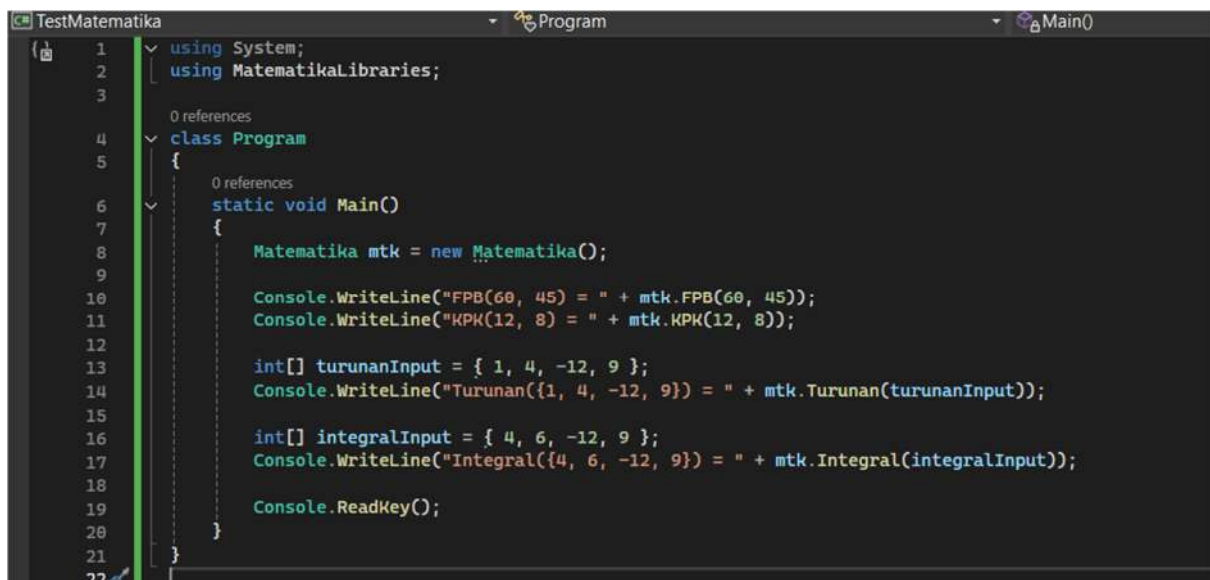
D:\KULIAH\SEMESTER 4\KPL Praktikum\laporan github\10_Library_Construction\jurnal\modul10_23

Project will be created in "D:\KULIAH\SEMESTER 4\KPL Praktikum\laporan github\10_Library_Construction\jurnal\modul10_23\1104057\TestMatematika"

4. Menambahkan project reference



5. Implementasi di Program.cs



6. Push

```
D:\KULIAH\SEMESTER 4\KPL Praktikum\laporan github git:(master)±3 (0.146s)
git add 10_Library_Construction/jurnal/

D:\KULIAH\SEMESTER 4\KPL Praktikum\laporan github git:(master)±7 (0.207s)
git commit -m "jurnal 10: membuat matematika libraries"
[master 9651b75] jurnal 10: membuat matematika libraries
 5 files changed, 146 insertions(+)
 create mode 100644 10_Library_Construction/jurnal/modul10_2311104057/MatematikaLibraries/Matematika.cs
 create mode 100644 10_Library_Construction/jurnal/modul10_2311104057/MatematikaLibraries/MatematikaLibraries.csproj
 create mode 100644 10_Library_Construction/jurnal/modul10_2311104057/TestMatematika/Program.cs
 create mode 100644 10_Library_Construction/jurnal/modul10_2311104057/TestMatematika/TestMatematika.csproj
 create mode 100644 10_Library_Construction/jurnal/modul10_2311104057/modul10_2311104057.sln

D:\KULIAH\SEMESTER 4\KPL Praktikum\laporan github git:(master)±2 (3.013s)
git push
Enumerating objects: 14, done.
Counting objects: 100% (14/14), done.
Delta compression using up to 8 threads
Compressing objects: 100% (11/11), done.
Writing objects: 100% (12/12), 2.29 KiB | 1.14 MiB/s, done.
Total 12 (delta 1), reused 0 (delta 0), pack-reused 0 (from 0)
remote: Resolving deltas: 100% (1/1), completed with 1 local object.
To https://github.com/reynerratira/KPL_REYNER-ATIRA-PRASETYO_2311104057_S1SE-07-02.git
 46c80e0..9651b75  master -> master
```