# Jurnal Modul 3
# Konstruksi Perangkat Lunak
# PRODI REKAYASA PERANGKAT LUNAK

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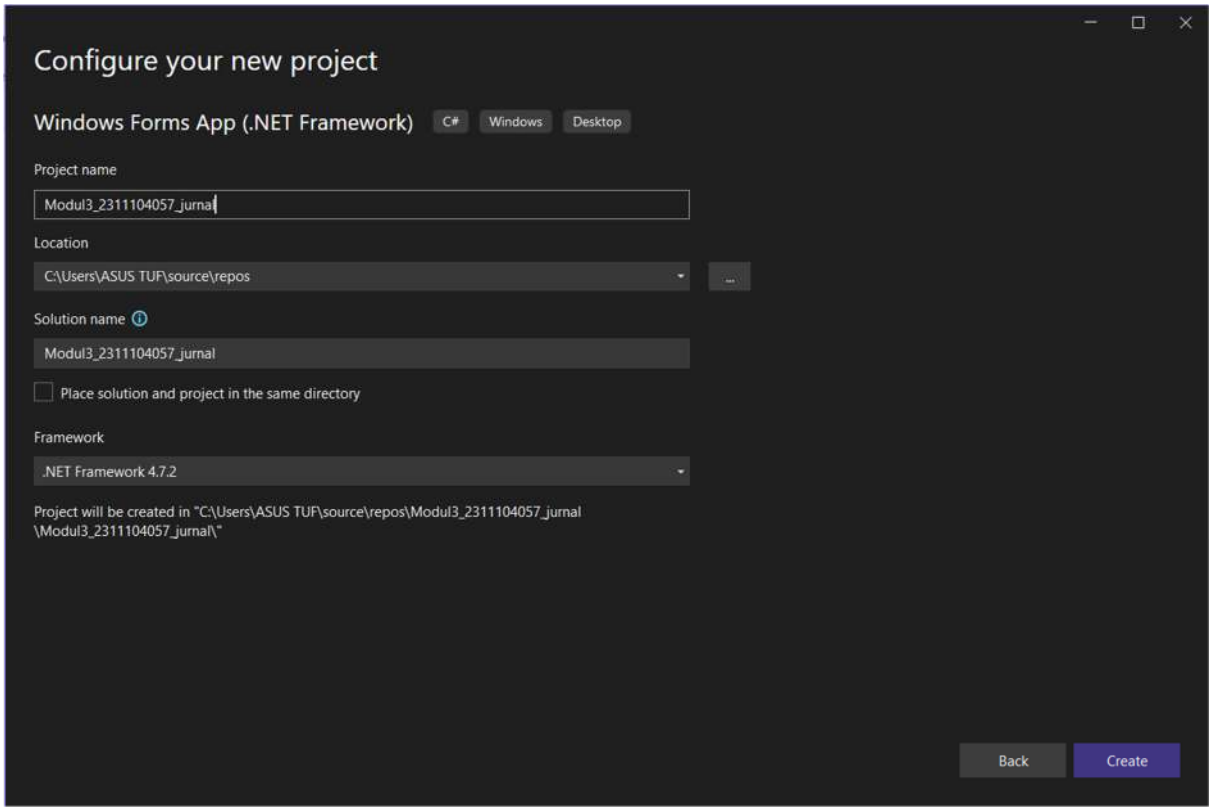
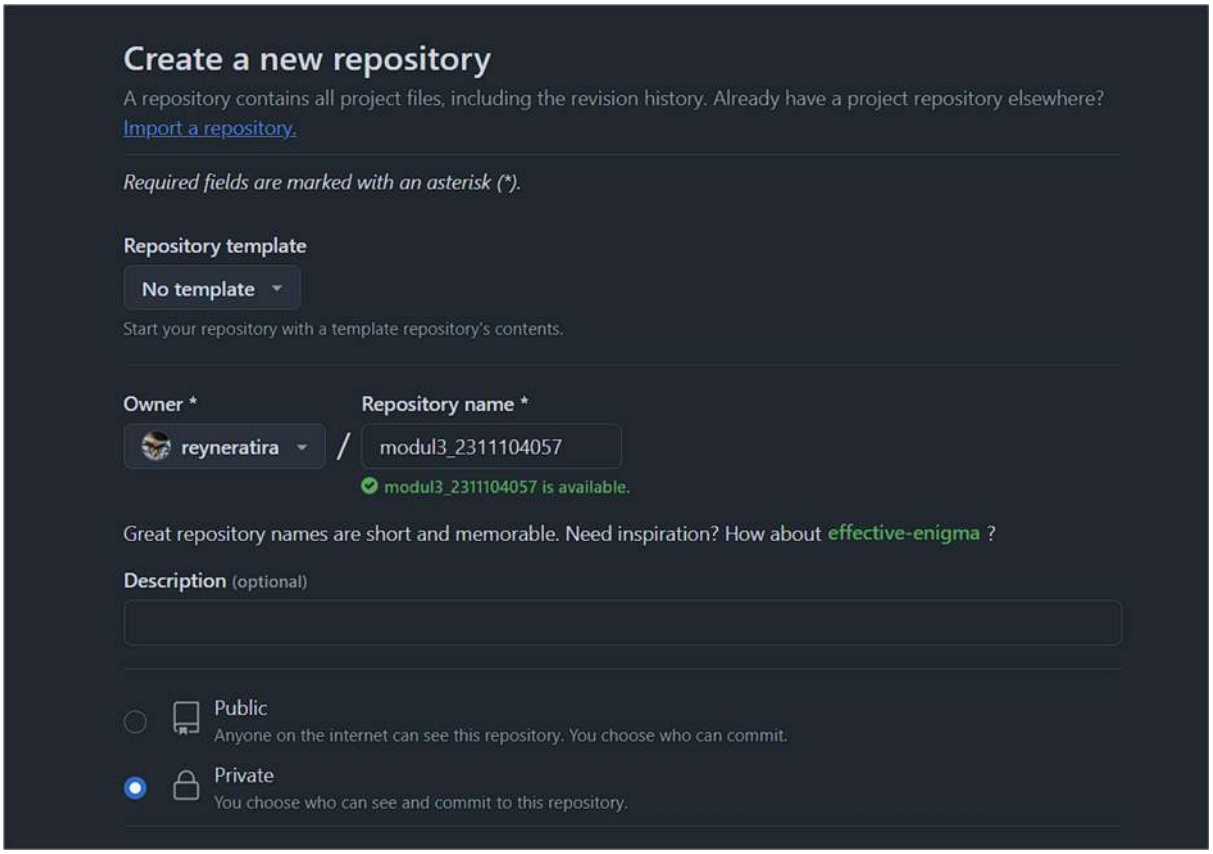
**PURWOKERTO**

Jurnal Modul 3

1. Github repo dan local repo

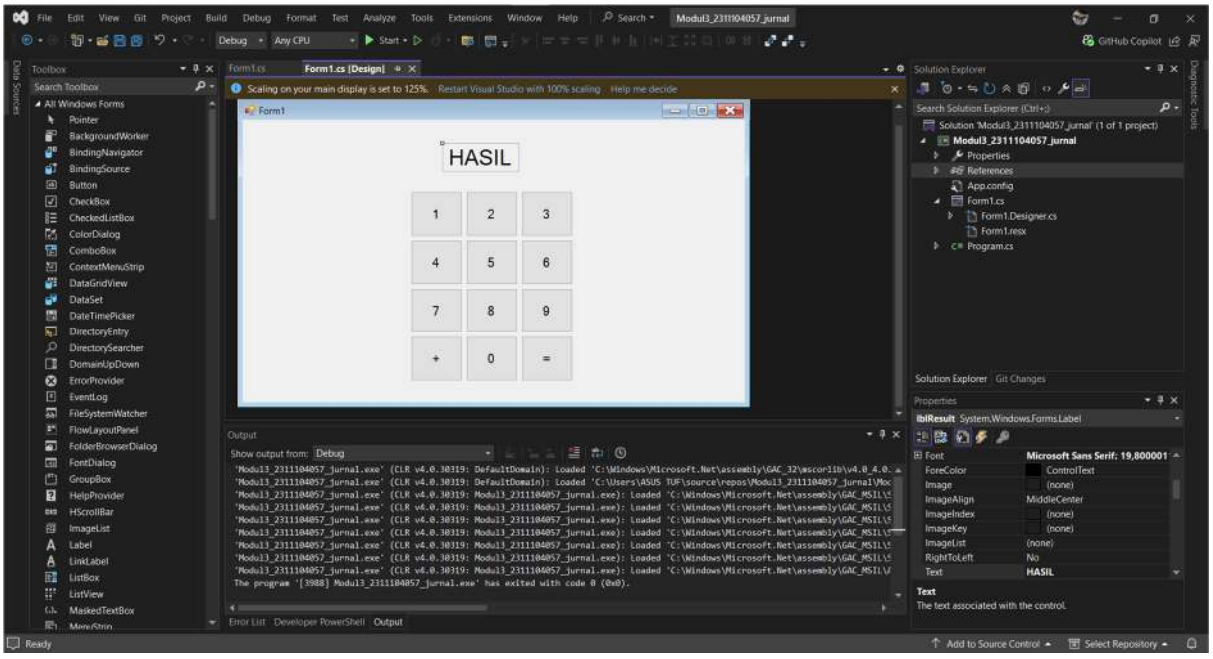


2. Git init, gitignore, git add, dan git commit

```
Developer PowerShell
Developer PowerShell
**********************************************************************
PS C:\Users\ASUS TUF\source\repos\Modul3_2311104057_jurnal\Modul3_2311104057_jurnal> git init
Initialized empty Git repository in C:/Users/ASUS TUF/source/repos/Modul3_2311104057_jurnal/Modul3_2311104057_jurnal/.
git/
PS C:\Users\ASUS TUF\source\repos\Modul3_2311104057_jurnal\Modul3_2311104057_jurnal> echo "# Windows Forms App Git Ign
ore" > .gitignore
PS C:\Users\ASUS TUF\source\repos\Modul3_2311104057_jurnal\Modul3_2311104057_jurnal> echo "bin/" >> .gitignore
>>
PS C:\Users\ASUS TUF\source\repos\Modul3_2311104057_jurnal\Modul3_2311104057_jurnal> echo "obj/" >> .gitignore
>>
PS C:\Users\ASUS TUF\source\repos\Modul3_2311104057_jurnal\Modul3_2311104057_jurnal> echo "Debug/" >> .gitignore
>>
PS C:\Users\ASUS TUF\source\repos\Modul3_2311104057_jurnal\Modul3_2311104057_jurnal> echo "Release/" >> .gitignore
>>
PS C:\Users\ASUS TUF\source\repos\Modul3_2311104057_jurnal\Modul3_2311104057_jurnal> echo "TestResults/" >> .gitignore
>>
PS C:\Users\ASUS TUF\source\repos\Modul3_2311104057_jurnal\Modul3_2311104057_jurnal> echo ".vscode/" >> .gitignore
>>
PS C:\Users\ASUS TUF\source\repos\Modul3_2311104057_jurnal\Modul3_2311104057_jurnal> git add .
>>
PS C:\Users\ASUS TUF\source\repos\Modul3_2311104057_jurnal\Modul3_2311104057_jurnal> git commit -m "first commit"
[master (root-commit) 177fcd2] first commit
 27 files changed, 948 insertions(+)
 create mode 100644 .gitignore
 create mode 100644 .vs/Modul3_2311104057_jurnal.csproj.dtbcache.json
 create mode 100644 App.config
 create mode 100644 Form1.Designer.cs
 create mode 100644 Form1.cs
 create mode 100644 Form1.resx
 create mode 100644 Modul3_2311104057_jurnal.csproj
 create mode 100644 Program.cs
 create mode 100644 Properties/AssemblyInfo.cs
 create mode 100644 Properties/Resources.Designer.cs
 create mode 100644 Properties/Resources.resx
 create mode 100644 Properties/Settings.Designer.cs
 create mode 100644 Properties/Settings.settings
Developer PowerShell  Error List  Developer PowerShell  Output
```

3. GUI




4. Code dan hasil run

```
    private double currentResult = 0;
```

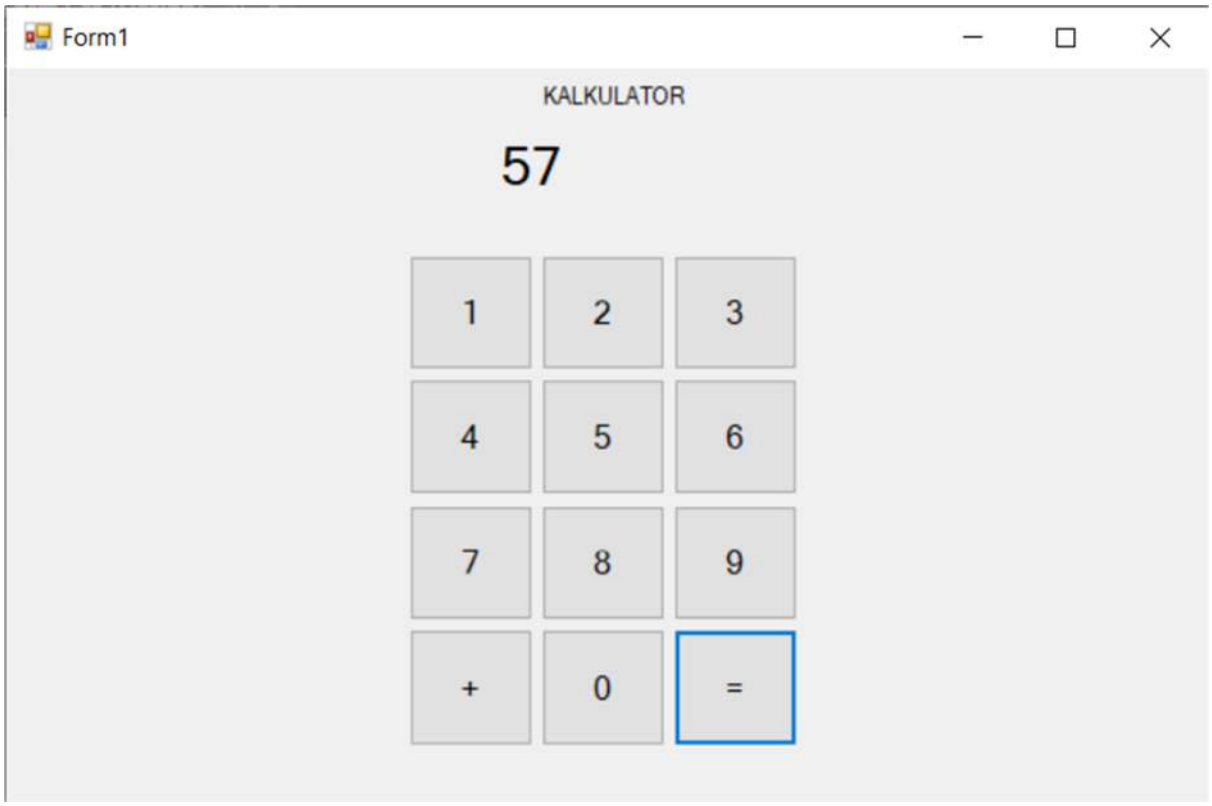
```
private bool isNewNumber = true;
private string operation = "";

public Form1()
{
    InitializeComponent();
    lblResult.Text = "";
}

private void button1_Click(object sender, EventArgs e)
{
    Button button = (Button)sender;

    if (isNewNumber)
    {
        lblResult.Text = button.Text;
        isNewNumber = false;
    }
    else
    {
        lblResult.Text += button.Text;
    }
}

private void button2_Click(object sender, EventArgs e)
{
    Button button = (Button)sender;

    if (isNewNumber)
    {
        lblResult.Text = button.Text;
        isNewNumber = false;
    }
    else
    {
        lblResult.Text += button.Text;
    }
}

private void button3_Click(object sender, EventArgs e)
{
    Button button = (Button)sender;

    if (isNewNumber)
    {
        lblResult.Text = button.Text;
        isNewNumber = false;
    }
    else
    {
        lblResult.Text += button.Text;
    }
}

private void button4_Click(object sender, EventArgs e)
{
    Button button = (Button)sender;

    if (isNewNumber)
    {
        lblResult.Text = button.Text;
        isNewNumber = false;
    }
```

```
    else
    {
        lblResult.Text += button.Text;
    }
}
private void button5_Click(object sender, EventArgs e)
{
    Button button = (Button)sender;

    if (isNewNumber)
    {
        lblResult.Text = button.Text;
        isNewNumber = false;
    }
    else
    {
        lblResult.Text += button.Text;
    }
}

private void button6_Click(object sender, EventArgs e)
{
    Button button = (Button)sender;

    if (isNewNumber)
    {
        lblResult.Text = button.Text;
        isNewNumber = false;
    }
    else
    {
        lblResult.Text += button.Text;
    }
}

private void button7_Click(object sender, EventArgs e)
{
    Button button = (Button)sender;

    if (isNewNumber)
    {
        lblResult.Text = button.Text;
        isNewNumber = false;
    }
    else
    {
        lblResult.Text += button.Text;
    }
}

private void button8_Click(object sender, EventArgs e)
{
    Button button = (Button)sender;

    if (isNewNumber)
    {
        lblResult.Text = button.Text;
        isNewNumber = false;
    }
    else
    {
        lblResult.Text += button.Text;
    }
```

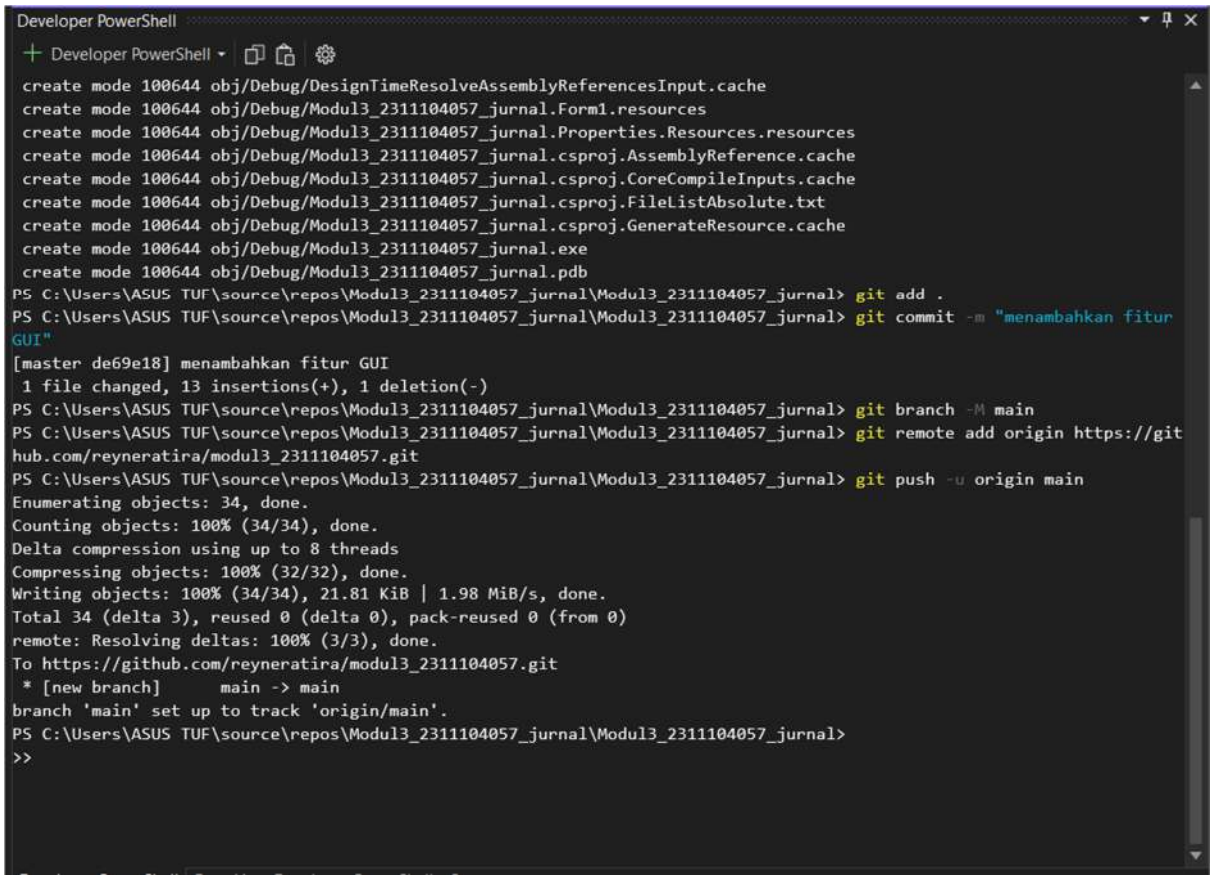
```
}

private void button9_Click(object sender, EventArgs e)
{
    Button button = (Button)sender;

    if (isNewNumber)
    {
        lblResult.Text = button.Text;
        isNewNumber = false;
    }
    else
    {
        lblResult.Text += button.Text;
    }
}

private void button0_Click(object sender, EventArgs e)
{
    Button button = (Button)sender;

    if (isNewNumber)
    {
        lblResult.Text = button.Text;
        isNewNumber = false;
    }
    else
    {
        lblResult.Text += button.Text;
    }
}

private void buttonPlus_Click(object sender, EventArgs e)
{
    Button button = (Button)sender;
    double currentNumber = Convert.ToDouble(lblResult.Text);

    if (operation == "+")
    {
        currentResult += currentNumber;
    }
    else
    {
        currentResult = currentNumber;
    }

    operation = button.Text;
    lblResult.Text = currentResult.ToString();
    isNewNumber = true;
}

private void buttonEquals_Click(object sender, EventArgs e)
{
    double currentNumber = Convert.ToDouble(lblResult.Text);

    if (operation == "+")
    {
        currentResult += currentNumber;
    }

    lblResult.Text = currentResult.ToString();
    operation = "";
    isNewNumber = true;
```

```
    }
}
```

Hasil Run :




5. Final commit & push




https://github.com/reyneratira/modul3_2311104057