Nama : Rosa Larasati

NIM : 211001074

Kelas : 3D

MINGGU KE II-2 KECERDASAN BUATAN

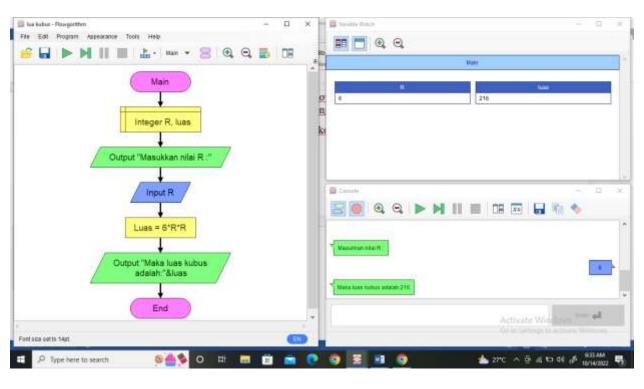
NAMA BANGUN	RUMUS LUAS	RUMUS VOLUM (ISI)
KUBUS R	6 x Rusuk x Rusuk 6 R ²	Rusuk x Rusuk x Rusuk R ³
BALOK FI	(2×p×1)+(2×p×1)+(2×1×1) 2pl + 2pt + 2lt	Luas alas x Tinggi
LIMAS SEGIEMPAT	Jumlahkan Luas ke-S Slainya $LS_2 + LS_2 + LS_3 + LS_4 + LS_6$	1/3 x Luas alas x Tinggi Lox T 5 1/3 La T
PRISMA SEGITIGA	Law Kellling Segitigo x Tinggi Priamo $LS = (S_1 + S_2 + S_3) \times T$ $Lp = Kel Segitigo \times T Priamo + 2 Loos Segitigo$ $LS = (S_1 + S_2 + S_3) \times T + a t$	Lues alas # Tinggl V2 # a # T 1/2 a # T
LIMAS SEGITIGA	Jumlahkan Luas ke-4 Sisinya $LS_1 + LS_2 + LS_3 + LS_4$	1/3 x Lues alas x Tingg
SELINDER (TABUNG)	Luas Solimut $ 2\pi rT $ Luas Permukaan $ 2\pi rT + 2\pi r^{2} $	Luas alas x Tinggi T r² T
KERUCUT	Luca Permukaan π rs + π r ²	t/3 x Luas alas x Tinggi 1/3 π r≥ T
BOLA (Luas Bola + Luas 4 Negkaran 4 Tr²	4/3 π r ³

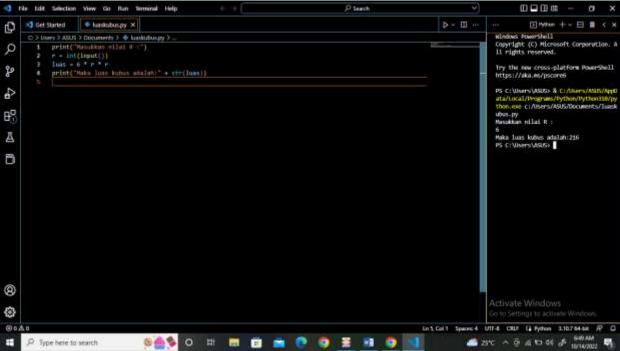
Berdasarkan dari gambar rumus Luas dan Keliling Bangunan datar di atas:

- 1. Buatlah flowchart dengan menggunakan flowgorithm berdasarkan Setiap rumus Luas dan Keliling Ban gunan datar, Jalankan sesuai dengan inputan kalian sampai menemukan hasil.
- 2. Kemudian ketik ulang SC pada flowgorithm ke Vs- code, Jalakan sampai menemukan Hasil.

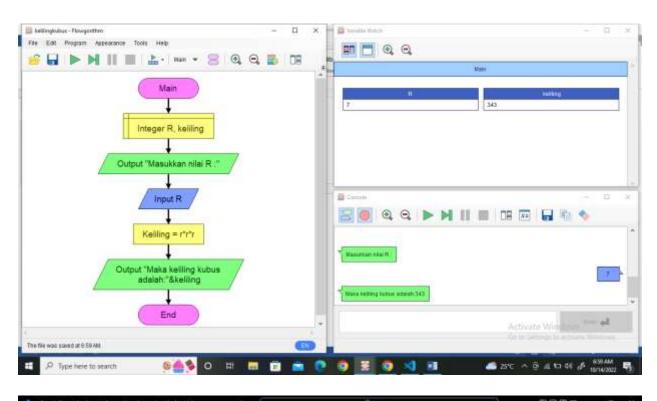
1. KUBUS

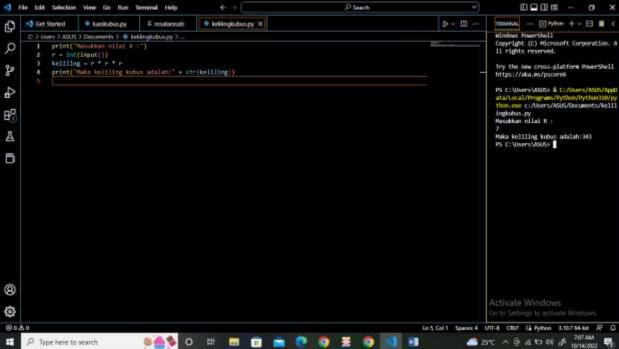
• Luas Kubus





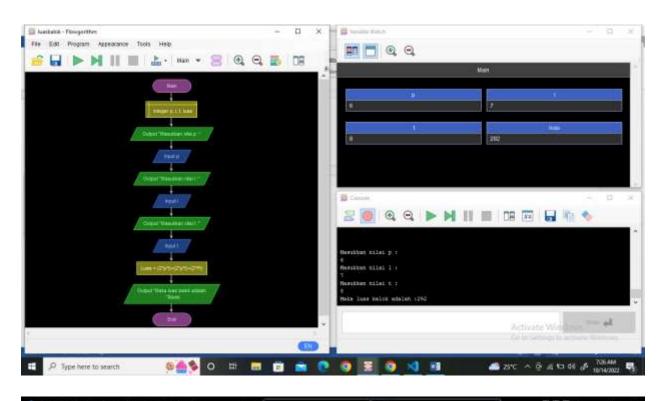
• Volume kubus

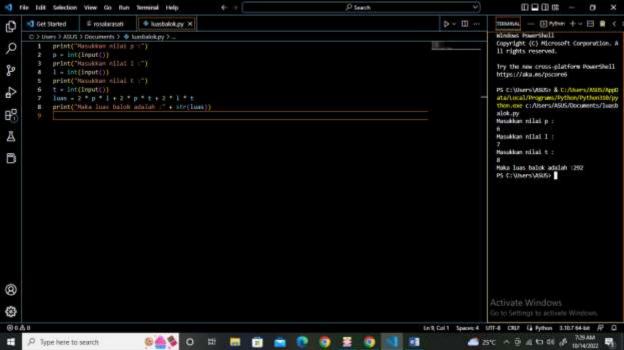




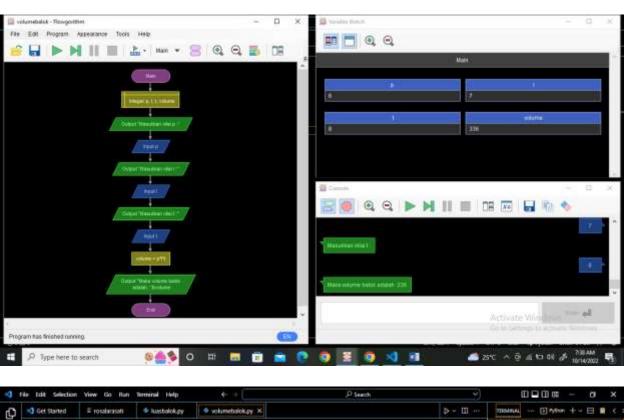
2. BALOK

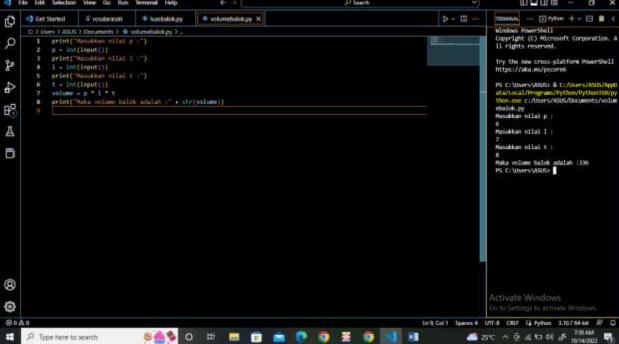
• Luas Balok





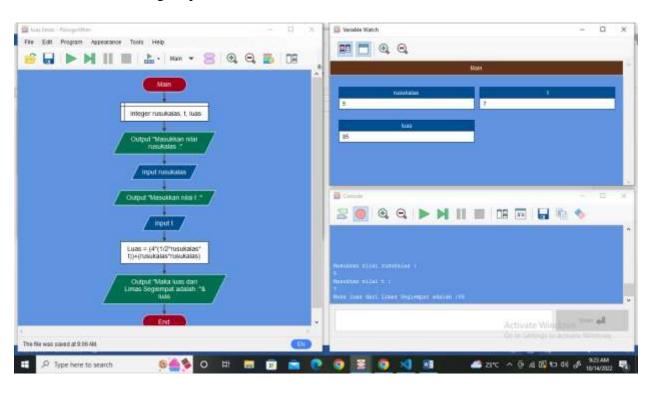
• Volume Balok

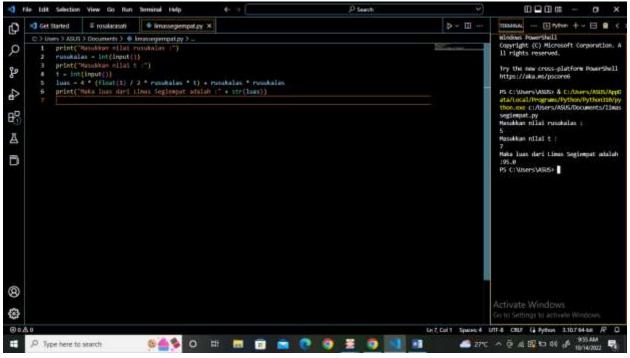




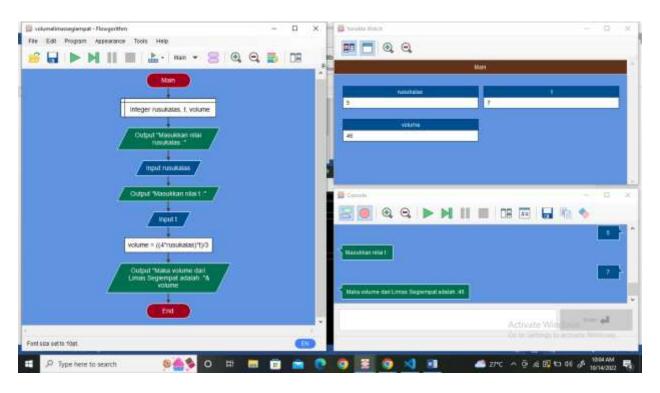
3. LIMAS SEGIEMPAT

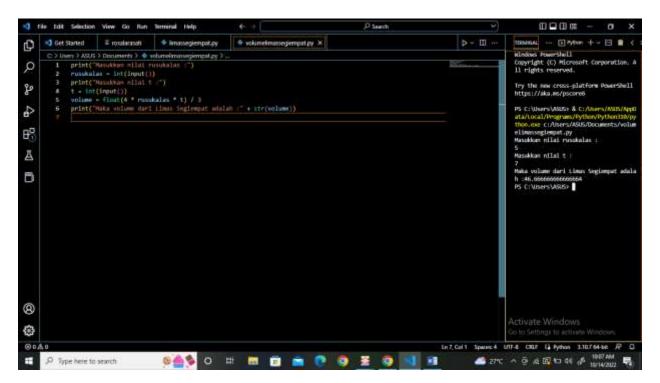
• Luas Limas Segiempat





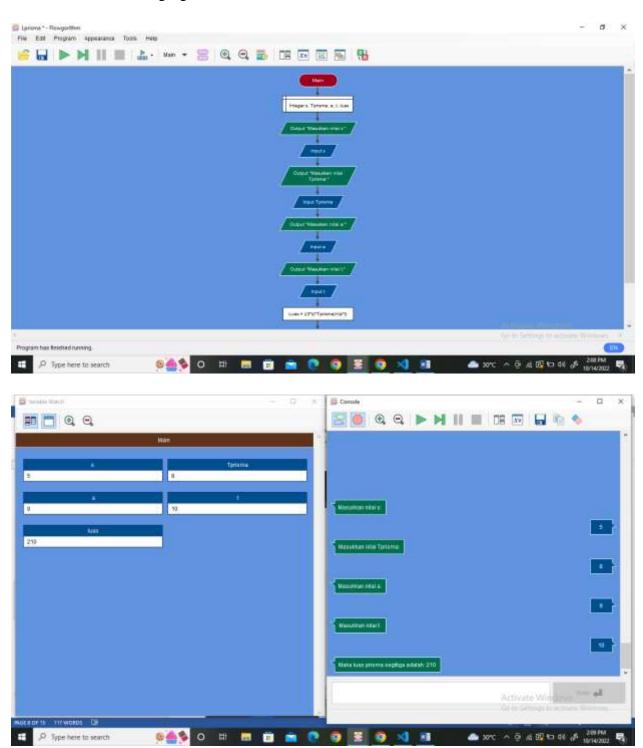
Volume Limas Segiempat

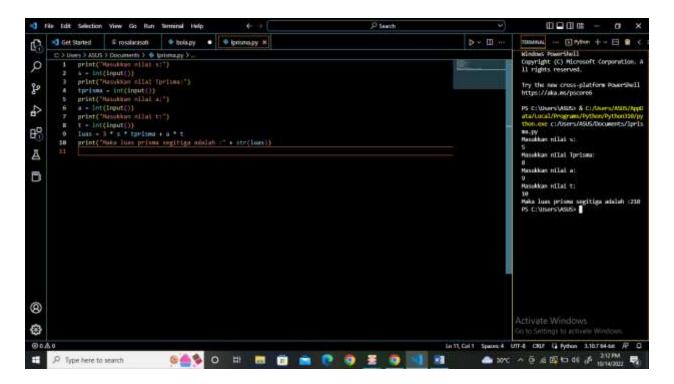




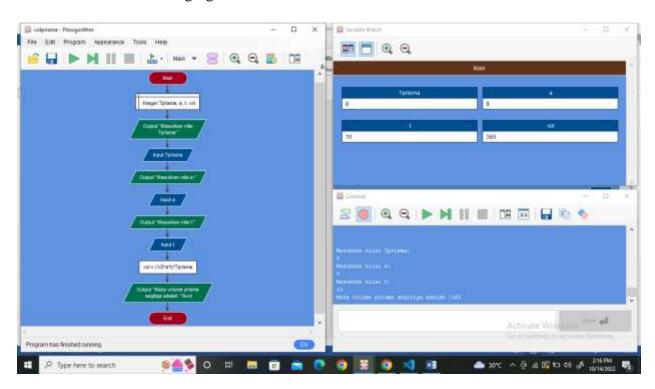
4. PRISMA SEGITIGA

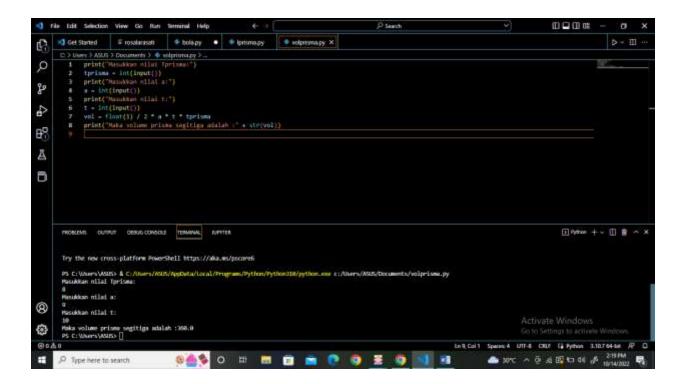
• Luas Prisma Segitiga





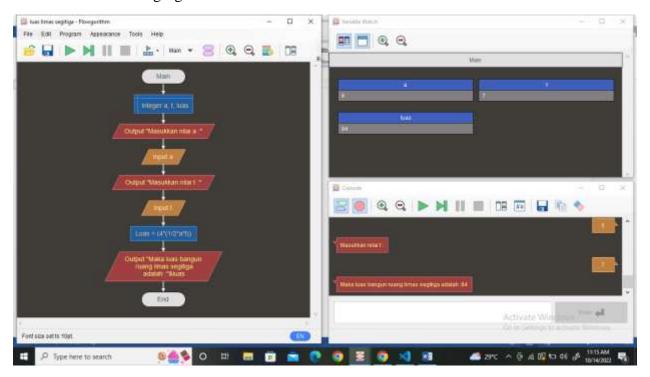
• Volume Prisma Segitiga

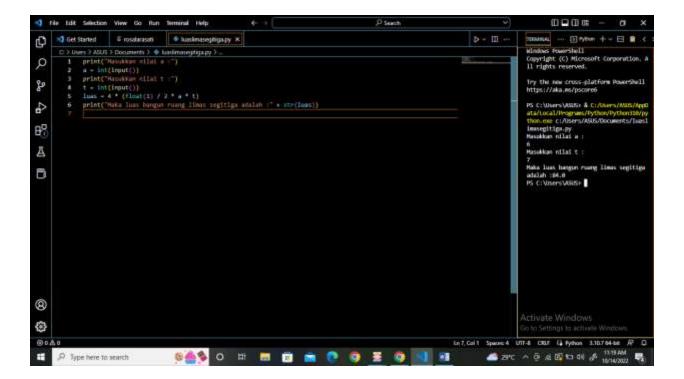




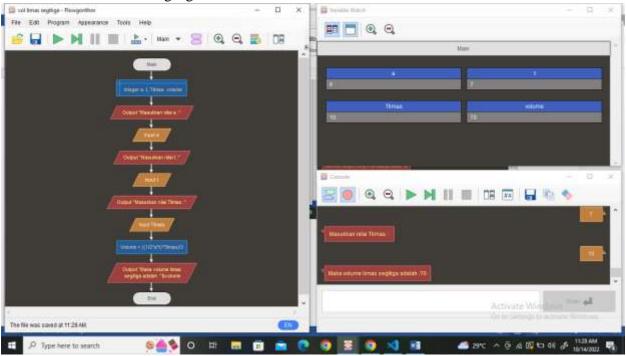
5. LIMAS SEGITIGA

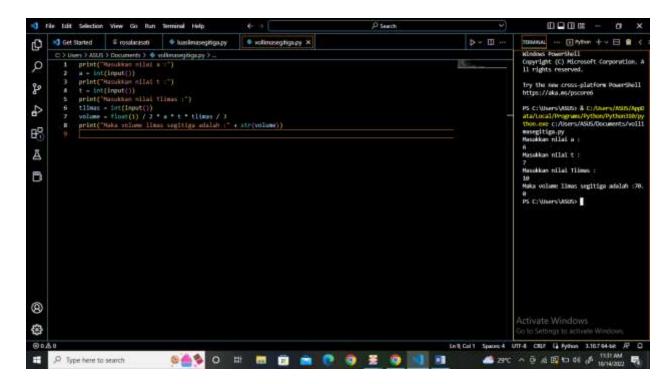
• Luas Limas segitiga





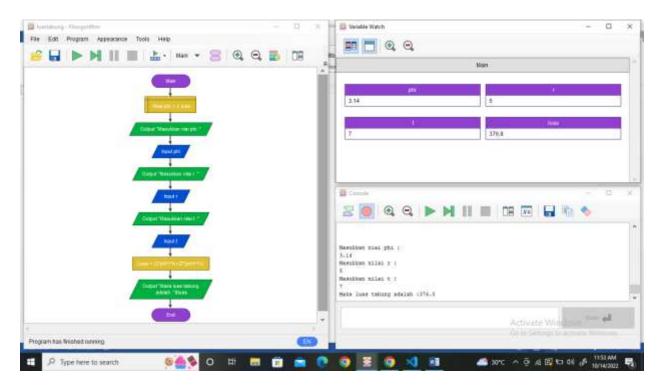
• Volume Limas Segitiga

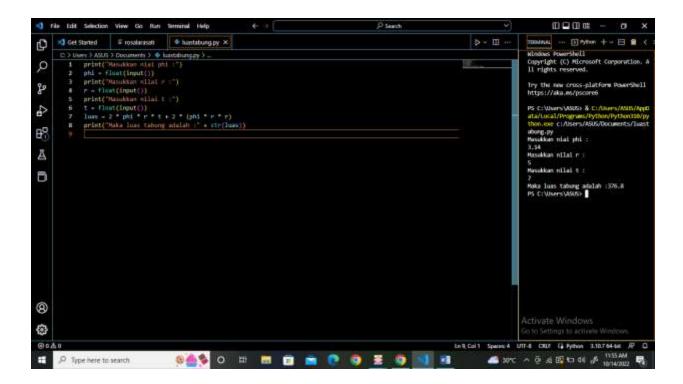




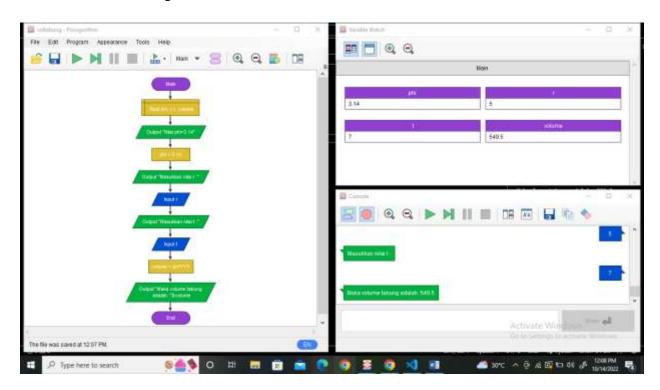
6. SILINDER (TABUNG)

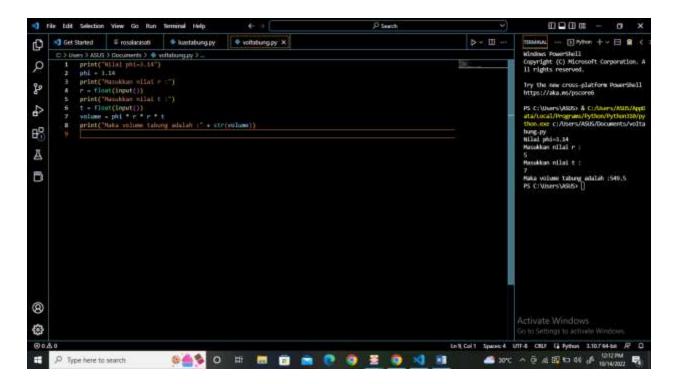
• Luas Tabung





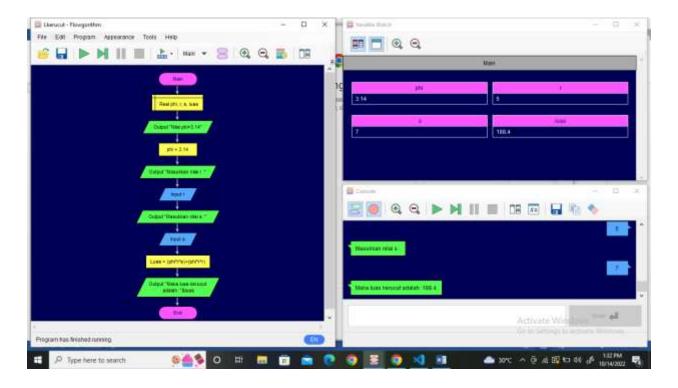
Volume Tabung

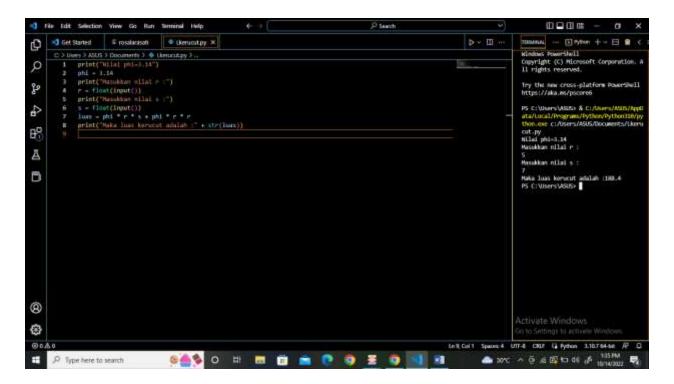




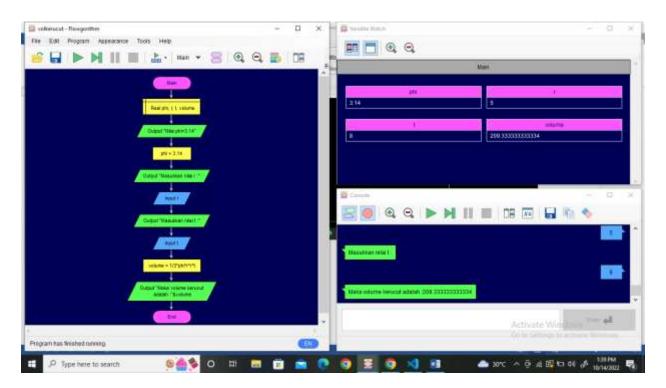
7. KERUCUT

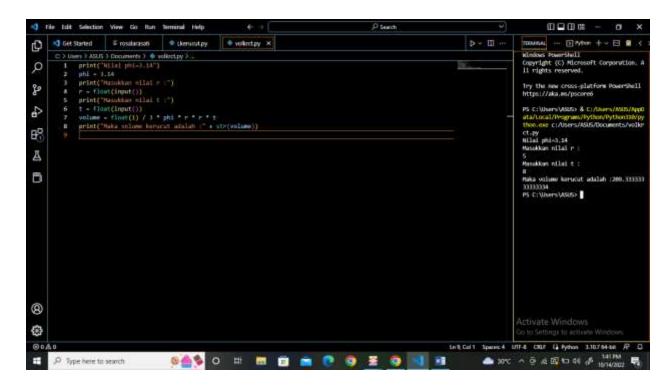
• Luas Kerucut





Volume Kerucut





8. BOLA

