

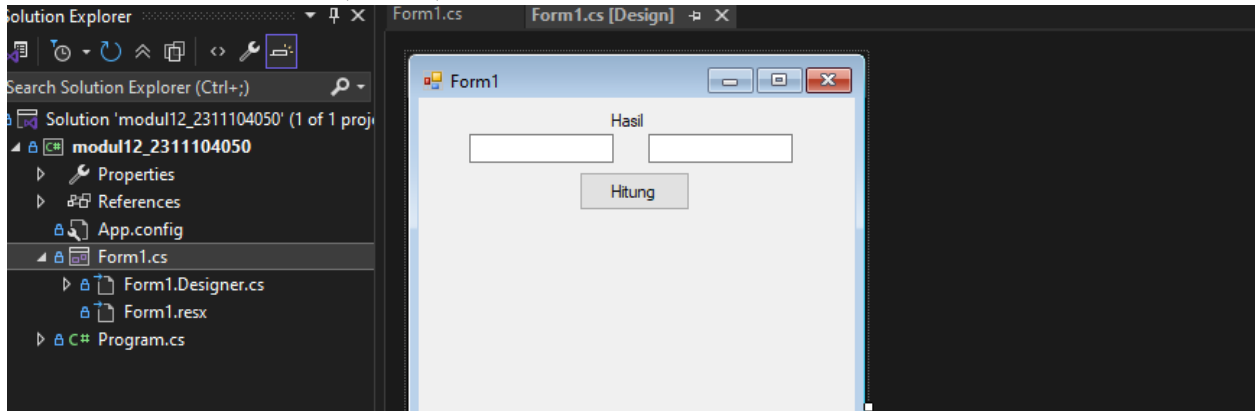
Putra Strata Tandika Setyawan

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S1SE0702

Jurnal Modul 12

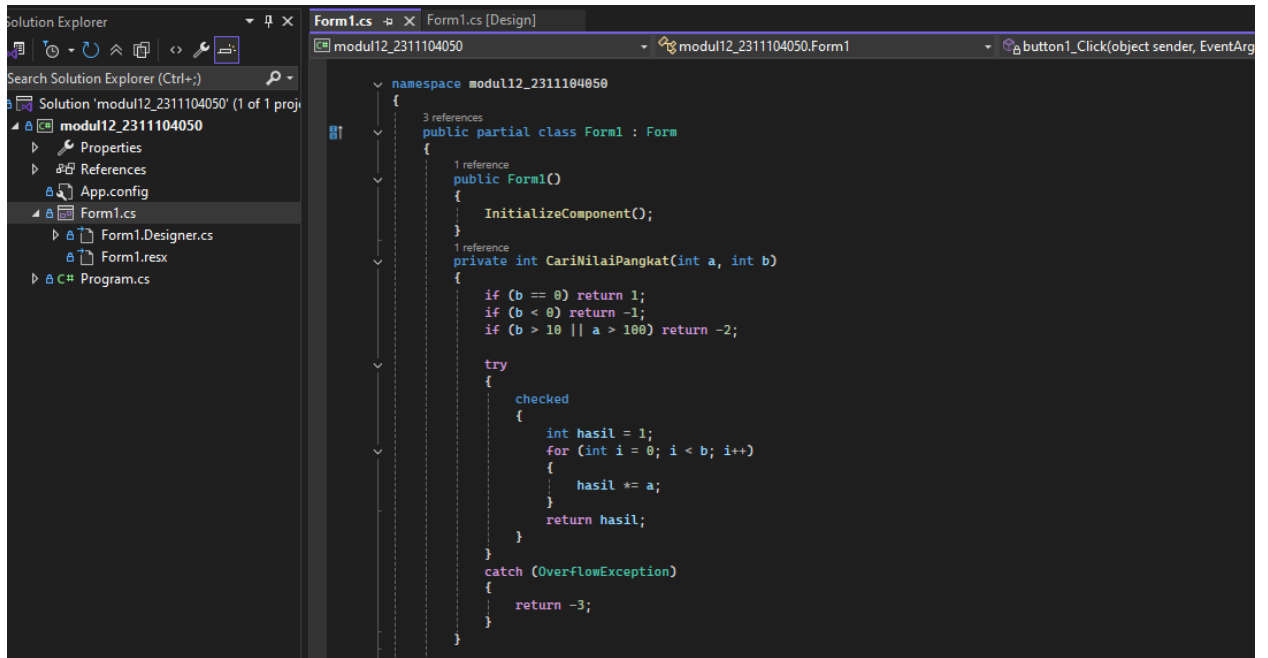
1. Membuat susunan textbox,button, dan label



2. Menambahkan Method cari nilai pangkat

```
private int CariNilaiPangkat(int a, int b)
{
    if (b == 0) return 1;
    if (b < 0) return -1;
    if (b > 10 || a > 100) return -2;

    try
    {
        checked
        {
            int hasil = 1;
            for (int i = 0; i < b; i++)
            {
                hasil *= a;
            }
            return hasil;
        }
    }
    catch (OverflowException)
    {
        return -3;
    }
}
```

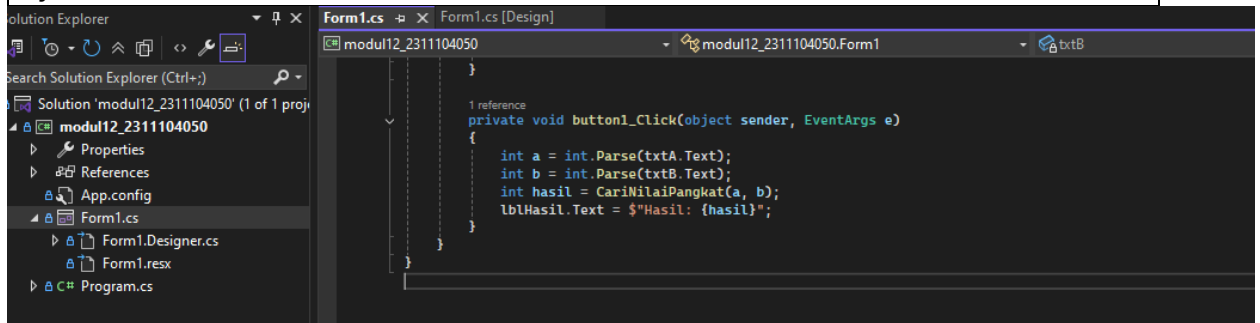


3. Menambahkan Fungsi pada button

```

private void button1_Click(object sender, EventArgs e)
{
    int a = int.Parse(txtA.Text);
    int b = int.Parse(txtB.Text);
    int hasil = CariNilaiPangkat(a, b);
    lblHasil.Text = $"Hasil: {hasil}";
}

```



4. Hasil Outputnya

