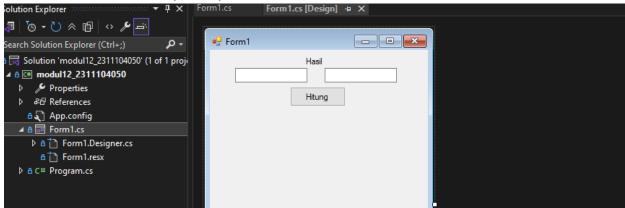
Putra Strata Tandika Setyawan

2311104050

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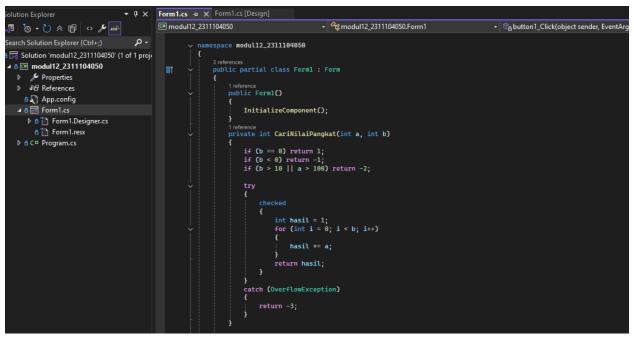
Jurnal Modul 12

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++)</pre>
                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}";
  }
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    ▶ № Properties
    ▶ № References

                                                      int a = int.Parse(txtA.Text);
int b = int.Parse(txtB.Text);
int hasil = CariNilaiPangkat(a, b);
lblHasil.Text = $"Hasil: {hasil}";
  App.config
  ▲ A 

Form1.cs
   ▷ 🐧 🛅 Form1.Designer.cs
     ∆ Torm1.resx
  ▷ A C# Program.cs
```

4. Hasil Outputnya

