

TUGAS LEPKOM

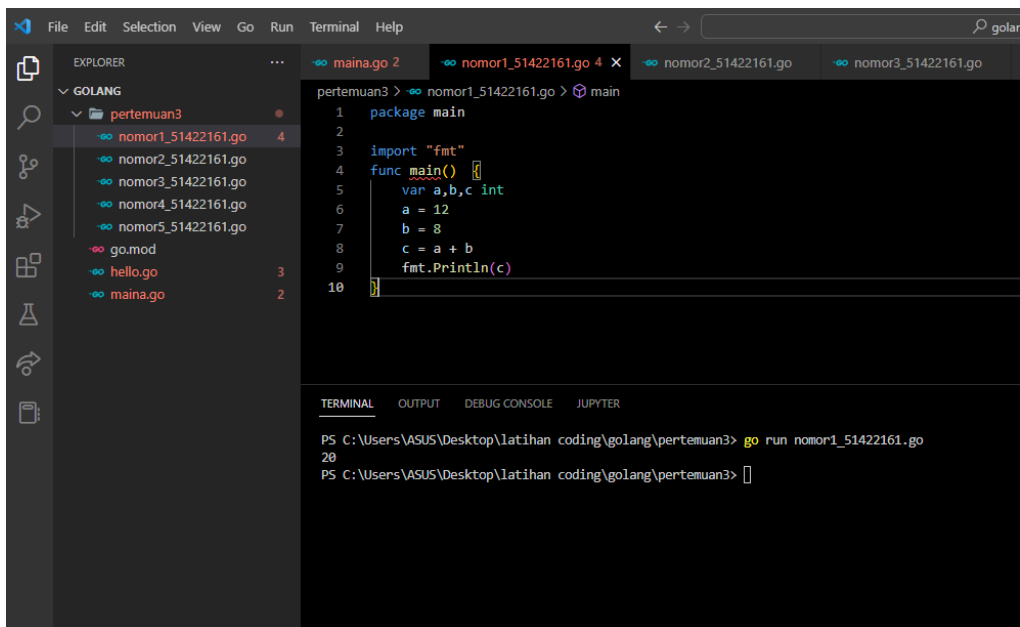
MINGGU 3

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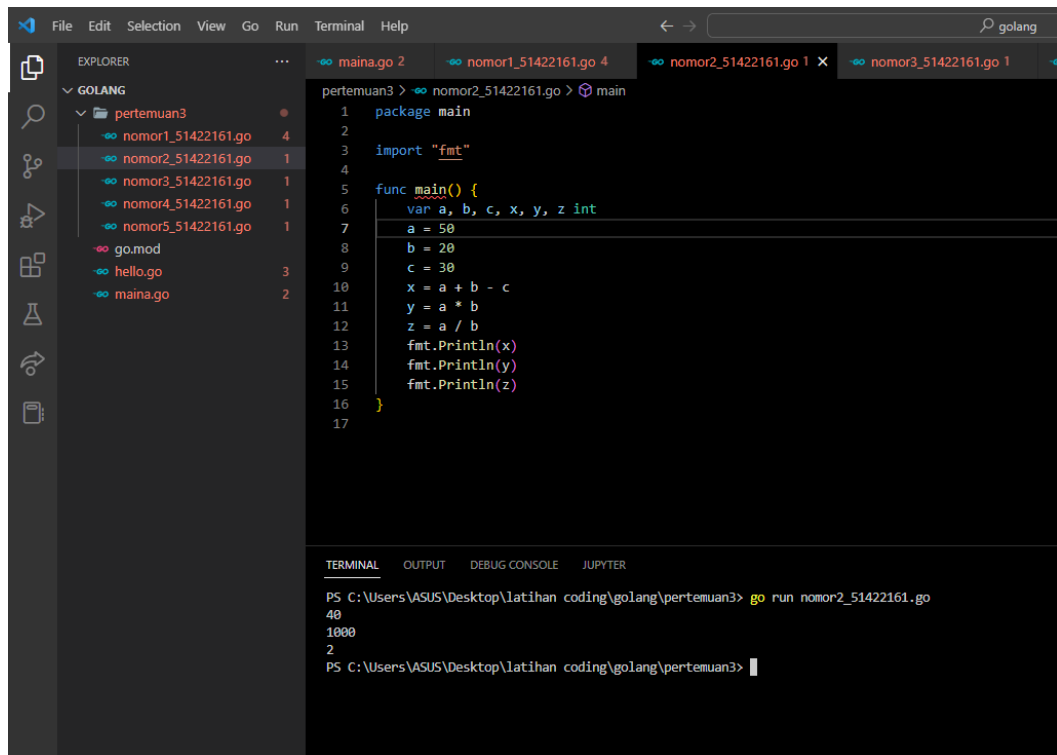
NPM : 51422161

1.



```
File Edit Selection View Go Run Terminal Help
EXPLORER
GOLANG
  pertemuan3
    nomor1_51422161.go 4
    nomor2_51422161.go
    nomor3_51422161.go
    nomor4_51422161.go
    nomor5_51422161.go
    go.mod
    hello.go
    maina.go 2
maina.go 2
nomor1_51422161.go 4
nomor2_51422161.go
nomor3_51422161.go
nomor4_51422161.go
nomor5_51422161.go
go.mod
hello.go
maina.go 2
pertemuan3 > nomor1_51422161.go > main
1 package main
2
3 import "fmt"
4 func main() {
5     var a,b,c int
6     a = 12
7     b = 8
8     c = a + b
9     fmt.Println(c)
10 }
TERMINAL OUTPUT DEBUG CONSOLE JUPYTER
PS C:\Users\ASUS\Desktop\latihan coding\golang\pertemuan3> go run nomor1_51422161.go
20
PS C:\Users\ASUS\Desktop\latihan coding\golang\pertemuan3>
```

- Definiskan variable a b c tipe data integer
- a bernilai 12
- b bernilai 8
- c bernilai variable a ditambah variable b
- dan outputnya variable c



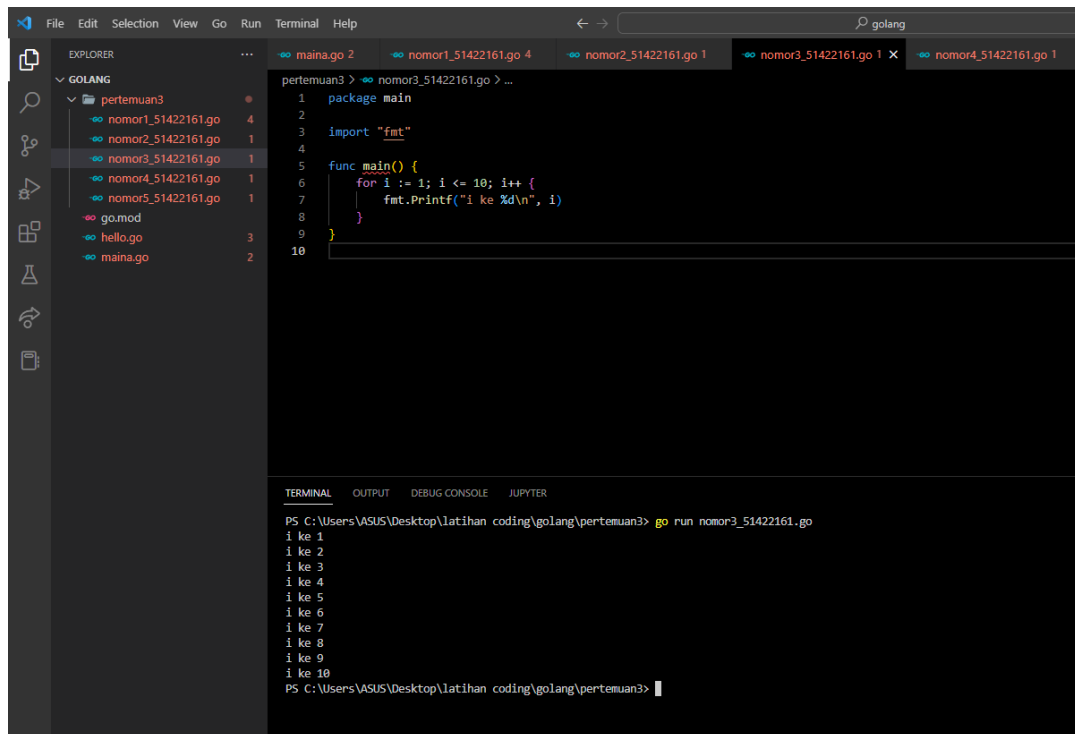
The screenshot shows the Visual Studio Code interface with a Go project. The Explorer panel on the left shows a folder named 'GOLANG' containing a subfolder 'pertemuan3'. Inside 'pertemuan3', there are five files named 'nomor1_51422161.go' through 'nomor5_51422161.go', each with a line count of 4, 1, 1, 1, and 1 respectively. There are also 'go.mod', 'hello.go', and 'main.go' files. The main editor shows the code for 'nomor2_51422161.go', which is a Go program. The code defines a package 'main', imports 'fmt', and has a 'main' function. Inside the function, it declares five integer variables: 'a', 'b', 'c', 'x', and 'z'. It assigns values: 'a' is 50, 'b' is 20, and 'c' is 30. Then it calculates 'x' as 'a + b - c', 'y' as 'a * b', and 'z' as 'a / b'. Finally, it prints the values of 'x', 'y', and 'z' using 'fmt.Println'. The terminal at the bottom shows the command 'go run nomor2_51422161.go' being executed, resulting in the output '40', '1000', and '2' on separate lines.

```
1 package main
2
3 import "fmt"
4
5 func main() {
6     var a, b, c, x, y, z int
7     a = 50
8     b = 20
9     c = 30
10    x = a + b - c
11    y = a * b
12    z = a / b
13    fmt.Println(x)
14    fmt.Println(y)
15    fmt.Println(z)
16 }
17
```

TERMINAL OUTPUT: PS C:\Users\ASUS\Desktop\latihan coding\golang\pertemuan3> go run nomor2_51422161.go
40
1000
2
PS C:\Users\ASUS\Desktop\latihan coding\golang\pertemuan3>

- Definisikan variable a b c x y z tipe data integer
- a bernilai 50
- b bernilai 20
- c bernilai 30
- x bernilai variable a ditambah variable b dikurang c
- y bernilai variable a dikali variable b
- z bernilai variable a dibagi b
- output nya dari variable x y z

3.



The screenshot shows a VS Code editor with a Go project. The Explorer sidebar on the left shows a folder named 'GOLANG' containing a subfolder 'pertemuan3'. Inside 'pertemuan3', there are five Go files: 'nomor1_51422161.go' (4 lines), 'nomor2_51422161.go' (1 line), 'nomor3_51422161.go' (1 line), 'nomor4_51422161.go' (1 line), and 'nomor5_51422161.go' (1 line). There are also 'go.mod' (3 lines), 'hello.go' (2 lines), and 'main.go' (2 lines) files. The main editor window shows the code for 'nomor3_51422161.go', which is a Go program with a for loop that prints 'i ke' followed by the value of 'i' from 1 to 10. The terminal at the bottom shows the command 'go run nomor3_51422161.go' being executed, resulting in the output: 'i ke 1', 'i ke 2', 'i ke 3', 'i ke 4', 'i ke 5', 'i ke 6', 'i ke 7', 'i ke 8', 'i ke 9', and 'i ke 10'.

```
1 package main
2
3 import "fmt"
4
5 func main() {
6     for i := 1; i <= 10; i++ {
7         fmt.Printf("i ke %d\n", i)
8     }
9 }
10
```

```
PS C:\Users\VASUS\Desktop\latihan coding\golang\pertemuan3> go run nomor3_51422161.go
i ke 1
i ke 2
i ke 3
i ke 4
i ke 5
i ke 6
i ke 7
i ke 8
i ke 9
i ke 10
PS C:\Users\VASUS\Desktop\latihan coding\golang\pertemuan3>
```

Perulangan dimana variable i sama dengan 1, jika i kurang dari sama dengan 10 maka lakukan perulangan dan mengeluarkan output nya

%d = variable I jadi %d berfungsi untuk memanggil yang ada di variable i

4.

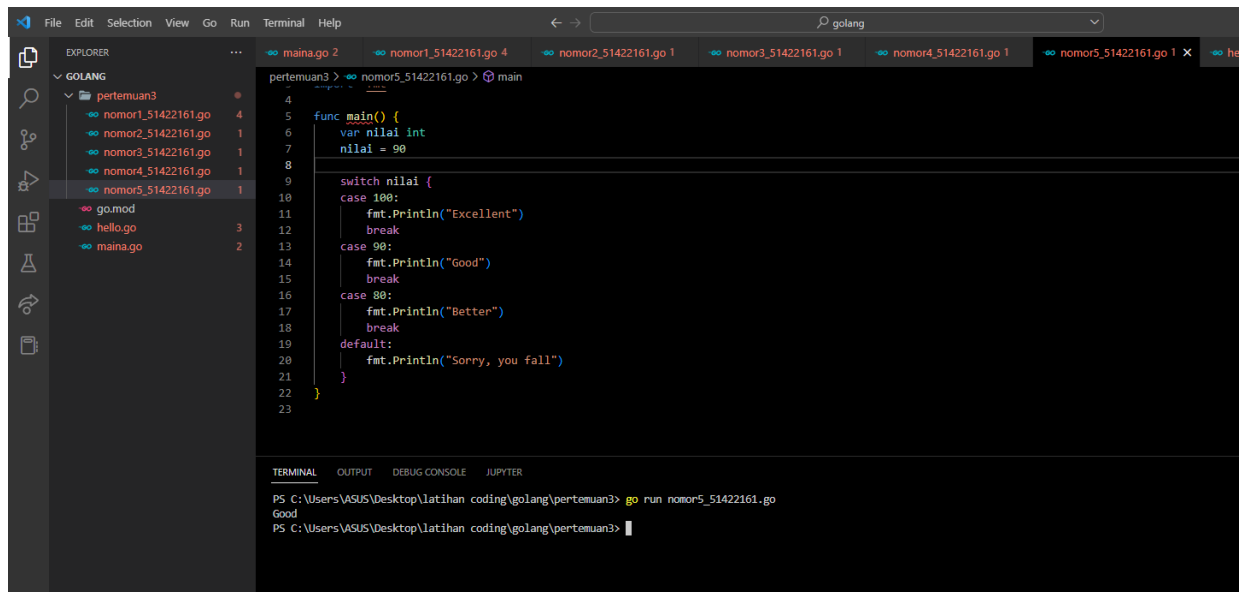
```
1 package main
2
3 import "fmt"
4
5 func main() {
6     i := 10
7     if i > 10{
8         fmt.Println("You Big")
9     } else{
10        fmt.Println("Sorry, You Small")
11    }
12 }
13
```

TERMINAL OUTPUT

```
PS C:\Users\VASUS\Desktop\latihan coding\golang\pertemuan3> go run nomor4_51422161.go
You Big
PS C:\Users\VASUS\Desktop\latihan coding\golang\pertemuan3> go run nomor4_51422161.go
Sorry, You Small
PS C:\Users\VASUS\Desktop\latihan coding\golang\pertemuan3>
```

- variable i bernilai 10
- Jika i lebih besar daripada 10 output nya “You Big”
- Jika bukan output nya “Sorry, You Small”
- Nah untuk output ini karena i bernilai 10 jadi kondisi if di lewatkan dan kondisi else yang dijalankan

5.



The screenshot shows a Go IDE with a file explorer on the left and a code editor on the right. The file explorer shows a project named 'pertemuan3' with several Go files. The code editor displays a Go program with a switch statement. The terminal at the bottom shows the command 'go run nomor5_51422161.go' and the output 'Good'.

```
4
5 func main() {
6     var nilai int
7     nilai = 90
8
9     switch nilai {
10        case 100:
11            fmt.Println("Excellent")
12            break
13        case 90:
14            fmt.Println("Good")
15            break
16        case 80:
17            fmt.Println("Better")
18            break
19        default:
20            fmt.Println("Sorry, you fall")
21        }
22    }
23 }
```

TERMINAL OUTPUT:

```
PS C:\Users\VASUS\Desktop\latihan coding\golang\pertemuan3> go run nomor5_51422161.go
Good
PS C:\Users\VASUS\Desktop\latihan coding\golang\pertemuan3>
```

- Variable nilai bernilai 90
- Jika nilai sama dengan 100 maka output Excellent
- Jika nilai sama dengan 90 maka output Good
- Jika nilai sama dengan 80 maka output excellent
- Jika nilai bukan dari 80 90 dan 100 maka output nya Sorry, you fall
- Nah karena nilai sama denga 90 maka yang case 100 di lewatkan dan dijalan kan case 90 dengan menampilkan output nya Good

