

## ACTIVITY PERTEMUAN 2

**NAMA : MUHAMMAD TARMIDZI BARIQ**

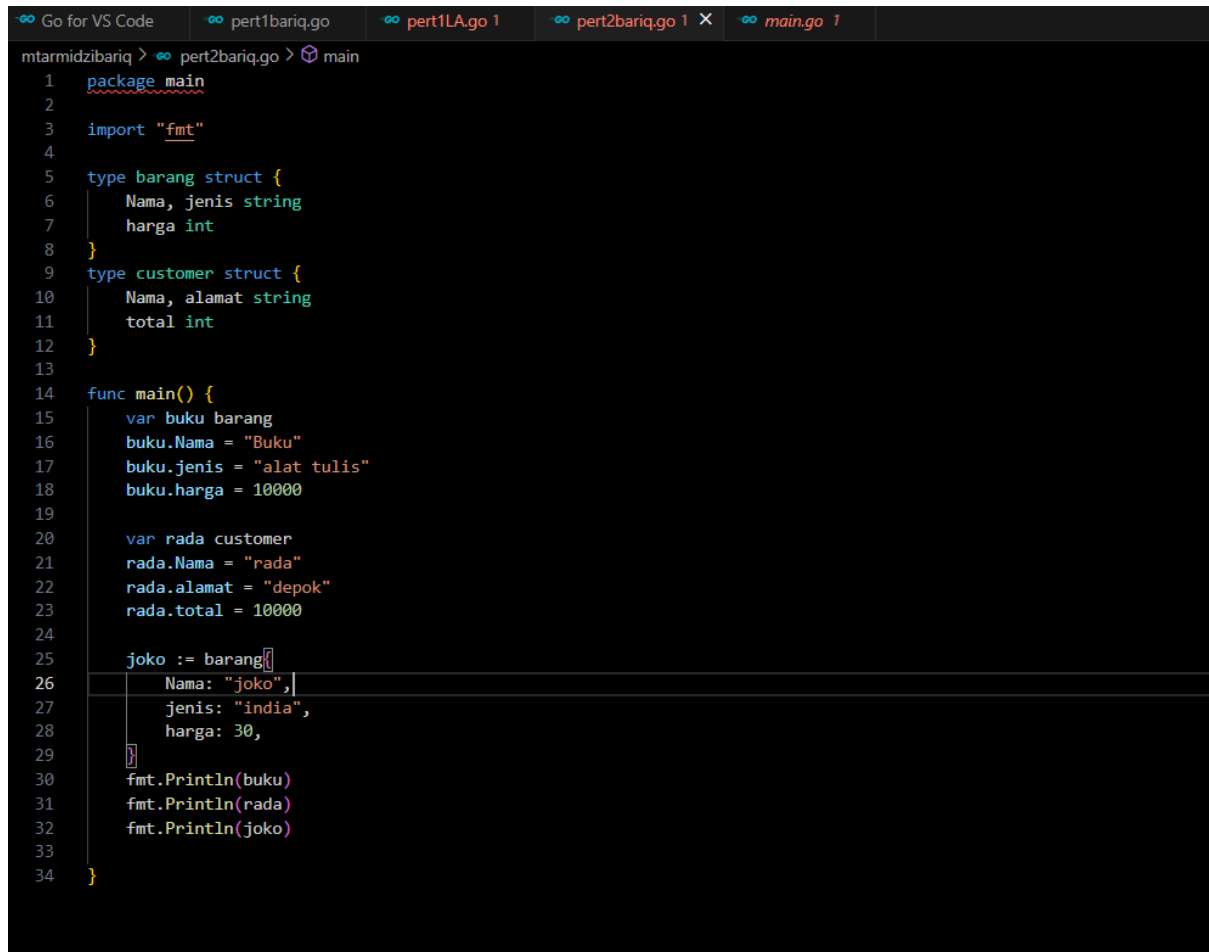
**NPM : 51422161**

**KELAS : 2IA11**

**MATERI : ARRAY, STRUCT, POINTER**

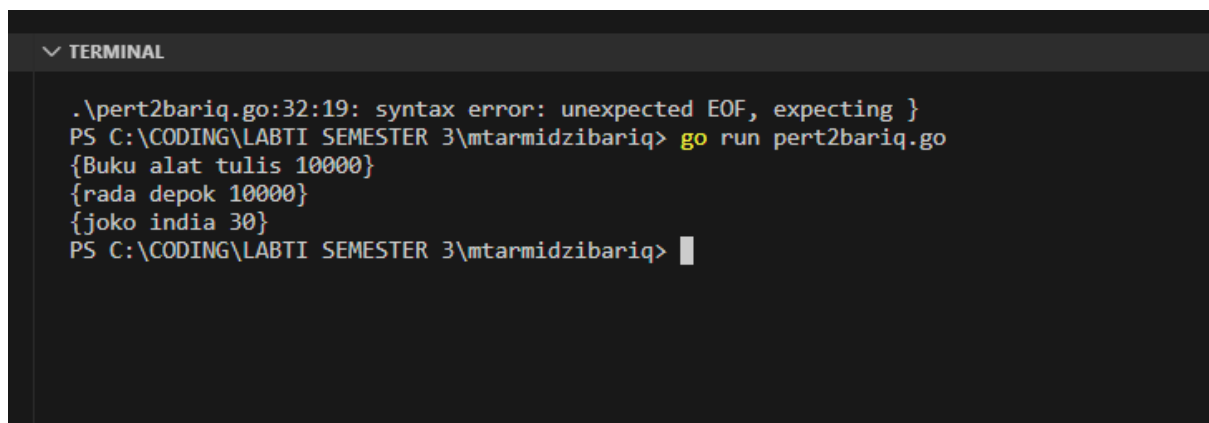
**MATA PRAKTIKUM : ALGORITMA PEMOGRAMAN 3B**

### PROGRAM



```
Go for VS Code  pert1bariq.go  pert1LA.go 1  pert2bariq.go 1 X  main.go 1
mtarmidzibariq > pert2bariq.go > main
1  package main
2
3  import "fmt"
4
5  type barang struct {
6      Nama, jenis string
7      harga int
8  }
9  type customer struct {
10     Nama, alamat string
11     total int
12 }
13
14 func main() {
15     var buku barang
16     buku.Nama = "Buku"
17     buku.jenis = "alat tulis"
18     buku.harga = 10000
19
20     var rada customer
21     rada.Nama = "rada"
22     rada.alamat = "depok"
23     rada.total = 10000
24
25     joko := barang{
26         Nama: "joko",
27         jenis: "india",
28         harga: 30,
29     }
30     fmt.Println(buku)
31     fmt.Println(rada)
32     fmt.Println(joko)
33
34 }
```

### OUTPUT



```
✓ TERMINAL
.\pert2bariq.go:32:19: syntax error: unexpected EOF, expecting }
PS C:\CODING\LABTI SEMESTER 3\mtarmidzibariq> go run pert2bariq.go
{Buku alat tulis 10000}
{rada depok 10000}
{joko india 30}
PS C:\CODING\LABTI SEMESTER 3\mtarmidzibariq> 
```

