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Kelas : IF-03-02

TUGAS ALPRO & STRUKTUR DATA

1. SOURCE CODE

```
#include <stdio.h>
    #include <stdlib.h>
    #include <string.h>
    int getCardValue(char card) {
         if (card == 'J') return 10;
        else if (card == 'Q') return 11;
else if (card == 'K') return 12;
else if (card == '1') return 1;
         else return (int)(card - '0');
    void printCards(char *cards, int length) {
         for (int i = 0; i < length; i++) {
             printf("%c ", cards[i]);
        printf("\n");
    int sortCards(char *cards, int length) {
        int swaps = 0;
for (int i = 0; i < length - 1; i++) {</pre>
             int min_idx = i;
             for (int j = i; j < length; j++) {
                 if (getCardValue(cards[j]) < getCardValue(cards[min_idx])) {</pre>
                     min_idx = j;
             if (min_idx != i)
                 char temp = cards[i];
                 cards[i] = cards[min_idx];
                 cards[min_idx] = temp;
                 swaps++;
                 printf("Pertukaran %d : ", swaps);
                 printCards(cards, length);
         return swaps;
    int main() {
        int jumlah;
        printf("Masukkan jumlah kartu: ");
         scanf("%d", &jumlah);
        char kartu[jumlah];
         printf("Masukkan nilai kartu (1-9, J, Q, K): ");
         for (int i = 0; i < jumlah; i++) {</pre>
             scanf(" %c", &kartu[i]);
         int swaps = sortCards(kartu, jumlah);
        printf("\n]umlah minimal langkah pertukaran: %d\n", swaps);
         free(kartu);
         return 0;
```

2. OUTPUT

```
Masukkan nilai kartu (1-9, J, Q, K): 918273645QKJ
.
Pertukaran 1: . 1 8 2 7 3 6 4 5 Q K J 9
Pertukaran 2: . 1 2 8 7 3 6 4 5 Q K J 9
Pertukaran 3: . 1 2 3 7 8 6 4 5 Q K J 9
Pertukaran 3: . 1 2 3 7 8 6 4 5 Q K J 9
Pertukaran 4: . 1 2 3 4 8 6 7 5 Q K J 9
Pertukaran 5: . 1 2 3 4 5 6 7 8 Q K J 9
Pertukaran 6: . 1 2 3 4 5 6 7 8 9 K J Q
Pertukaran 7: . 1 2 3 4 5 6 7 8 9 J K Q
Pertukaran 8: . 1 2 3 4 5 6 7 8 9 J Q K
Jumlah minimal langkah pertukaran: 8
```