

Nama : Firman Abdul Zaelani

NPM : 181410046

Kelompok : 1 (Satu)

1. Latihan – Case Of

{Nama : Firman Abdyl Zaelani}

{NPM : 18.14.1.0046}

{Nama : case_of.pas}

program case_of;

uses crt;

var

Nama : string;

Gol : char;

JmlAnak : integer;

UpahKotor, UpahBersih : real;

PersenTunjangan : real;

begin

CLRSCR;

write('Nama : '); readln>Nama);

write('Gol (A-D) : '); readln(Gol);

write('Jumlah Anak : '); readln(JmlAnak);

Case Gol of

'A' : UpahKotor:=1000000;

'B' : UpahKotor:=800000;

'C' : UpahKotor:=600000;

```
'D' : UpahKotor:=400000;
```

```
end;
```

```
if (JmlAnak > 2) then
```

```
PersenTunjangan := 0.3
```

```
else
```

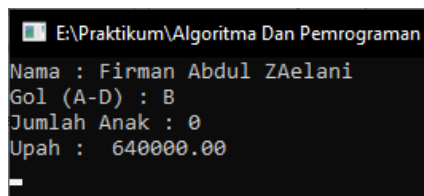
```
PersenTunjangan := 0.2;
```

```
UpahBersih:= UpahKotor - (UpahKotor*PersenTunjangan);
```

```
writeln('Upah : ', UpahBersih:10:2);
```

```
readln;
```

```
end.
```



A screenshot of a Windows command prompt window. The title bar reads 'E:\Praktikum\Algoritma Dan Pemrograman'. The command prompt shows the following output: 'Nama : Firman Abdul ZAelani', 'Gol (A-D) : B', 'Jumlah Anak : 0', and 'Upah : 640000.00'. A cursor is visible on the line following the output.

2. Latihan – if_berkalang

```
{Nama      : Firman Abdyl Zaelani}
```

```
{NPM       : 18.14.1.0046}
```

```
{Nama      : if_berkalang.pas}
```

```
program if_berkalang;
```

```
uses crt;
```

```
var
```

```
angka: integer;
```

```
begin
```

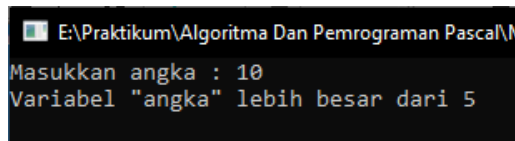
```

CLRSCR;
write('Masukkan angka : ');readln(angka);
if (angka > 5) then
writeln('Variabel "angka" lebih besar dari 5')
else
if (angka <5) then
writeln('Variabel "angka" lebih kecil dari 5')
else
if (angka = 5) then
writeln('Angka ini angka 5');

readln;

end.

```



The screenshot shows a Windows command prompt window with the title "E:\Praktikum\Algoritma Dan Pemrograman Pascal\N". The prompt displays the output of the Pascal program: "Masukkan angka : 10" followed by "Variabel 'angka' lebih besar dari 5".

3. Latihan – tampil_karakter

```

{Nama      : Firman Abdyl Zaelani}
{NPM       : 18.14.1.0046}
{Nama      : tampil_karakter.pas}

```

```

program tampil_karakter;
uses crt;

var
A : char;

begin

```

```

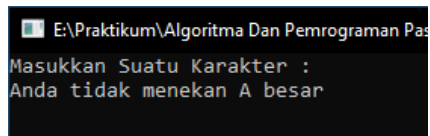
CLRSCR;
write('Masukkan Suatu Karakter : ');
A:=readkey;
writeln;

if A='A' then
writeln('Anda menekan A besar')
else
writeln('Anda tidak menekan A besar');

readln;

end.

```



4. Latihan – tunjangan

```

{Nama      : Firman Abdyl Zaelani}
{NPM      : 18.14.1.0046}
{Nama      : tunjangan.pas}

```

```

program tunjangan1;
uses crt;

var
JumlahAnak : integer;
GajiKotor, Tunjangan, PersenTunjangan : real;

begin

```

```

CLRSCR;
PersenTunjangan:= 0.2;
write('Gaji Kotor : '); readln(GajiKotor);
write('Jumlah Anak : '); readln(JumlahAnak);

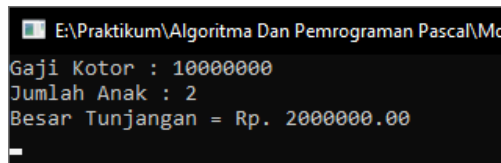
if JumlahAnak > 2 then
PersenTunjangan := 0.3;

Tunjangan := PersenTunjangan*GajiKotor;

writeln('Besar Tunjangan = Rp. ', Tunjangan:10:2);
readln;

end.

```



The screenshot shows a terminal window with the following text:

```

E:\Praktikum\Algoritma Dan Pemrograman Pascal\Mc
Gaji Kotor : 10000000
Jumlah Anak : 2
Besar Tunjangan = Rp. 2000000.00

```

5. Tugas1

```

{Nama      : Firman Abdul Zaelani}
{NPM       : 18.14.1.0046}
{Nama      : tugas1.pas}

```

```

program tugas1;
uses crt;

var
nilai, quiz, absen, uts, uas, tugas : real;
huruf_mutu : char;

```

```

begin
CLRSCR;
quiz := 40;
absen := 100;
uts := 60;
uas := 50;
tugas := 80;

writeln('Absen = ',absen:5:2,'UTS = ',uts:5:2);
writeln('Tugas = ',tugas:5:2,'UAS = ',uas:5:2);
writeln('Quiz = ',quiz:5:2);

nilai:=((0.1*absen)+(0.2*tugas)+(0.3*quiz)+(0.4*uts)+(0.5*uas))/2;

if(nilai>85) and (nilai<=100) then
huruf_mutu:='A'
else if (nilai>70) and (nilai<=85) then
huruf_mutu:='B'
else if (nilai>55) and (nilai<=70) then
huruf_mutu:='C'
else if (nilai>40) and (nilai<=55) then
huruf_mutu:='D'
else if (nilai>0) and (nilai<=40) then
huruf_mutu:='E';

writeln('Huruf Mutu : ',huruf_mutu);

readln;

end.

```

```
E:\Praktikum\Algoritma Dan Pemrograman P
Absen = 100.00UTS = 60.00
Tugas = 80.00UAS = 50.00
Quiz = 40.00
Huruf Mutu : D
```

6. Tugas – MenghitungGajiKar

{Nama : Firman Abdul Zaelani }

{NPM : 18.14.1.0046 }

{Nama Program : MenghitungGajiKar.pas }

program menghitunggajikar;

uses crt;

var

nama, status : string;

gajiPokok, persentase, tunjangan, potong_iuran , gaji_bersih : real;

Gol : char;

A, B : integer;

begin

clrscr;

writeln('Menghitung Gaji Karyawan _____');

writeln;

write('Nama Karyawan : '); readln(nama);

write('Golongan (A/B) : '); readln(Gol);

write('Status (Nikah/Belum) : '); readln(status);

{proses Golongan}

Case Gol of

'A' : gajiPokok := 200000;

'B' : gajiPokok := 350000;

```

end;

{Proses Ketentuan tunjangan}
if (status = 'Nikah') and (Gol = 'A') then
    tunjangan := 50000
else if (status = 'Nikah') and (Gol = 'B') then
    tunjangan := 75000
else if (status = 'Belum') and (Gol = 'A') then
    tunjangan := 25000
else if (status = 'Belum') and (Gol = 'B') then
    tunjangan := 60000;

{proses kententuan potong iuran}
if (gajiPokok <= 300000) then
    persentase := 0.5
else if (gajiPokok > 300000) then
    persentase := 0.1;

{proses potong iuran}
potong_iuran := (gajiPokok+tunjangan)*persentase;
gaji_bersih := gajiPokok+tunjangan-potong_iuran;

writeln;
writeln;
writeln('Cetak Struk Slip Gaji Karyawan ');
writeln('-----');
writeln('Nama Karyawan      : ', nama);
writeln('Golongan              : ', Gol);
writeln('Status (Nikah/Belum    : ', status);
writeln('Gaji Pokok              :Rp.',gajiPokok:10:2);
writeln('Tunjangan               :Rp.',tunjangan:10:2);

```



```

writeln('Potongan Iuran          :Rp.',potong_iuran:10:2);
writeln('-----');
writeln('Gaji Bersih yang didapatkan  :Rp.',gaji_bersih:10:2);
writeln('-----');

readln;

end.

```



```

Free Pascal
Menghitung Gaji Karyawan
Nama Karyawan      : Firman Abdul Zaelani
Golongan (A/B)    : A
Status (Nikah/Belum) : Belum

Cetak Struk Slip Gaji Karyawan
-----
Nama Karyawan      :Firman Abdul Zaelani
Golongan           :A
Status (Nikah/Belum) :Belum
Gaji Pokok         :Rp. 200000.00
Tunjangan          :Rp. 25000.00
Potongan Iuran    :Rp. 112500.00
-----
Gaji Bersih yang didapatkan :Rp. 112500.00
-----

```