

```
lokasi =>(0.00,0.00)
gerak(x,y)(1), gerak_2(v,t,theta)(2), undo()(3), redo()(4), lokasi()(5), save()(6)
1
Masukkan (x,y) : 2.4 6.723
lokasi =>(2.40,6.72)
00
26
gerak(x,y)(1), gerak_2(v,t,theta)(2), undo()(3), redo()(4), lokasi()(5), save()(6)
6
Koordinat berhasil disimpan ke dalam file koordinat.txt
```

```
lokasi =>(0.00,0.00)
gerak(x,y)(1), gerak_2(v,t,theta)(2), undo()(3), redo()(4), lokasi()(5)
1
Masukkan (x,y) : 3 4
lokasi =>(3.00,4.00)
00
34
gerak(x,y)(1), gerak_2(v,t,theta)(2), undo()(3), redo()(4), lokasi()(5)
1
Masukkan (x,y) : 5 3
lokasi =>(8.00,7.00)
00
34
87
gerak(x,y)(1), gerak_2(v,t,theta)(2), undo()(3), redo()(4), lokasi()(5)
1
Masukkan (x,y) : 7.5215 8.1111
lokasi =>(15.52,15.11)
00
34
87
1515
gerak(x,y)(1), gerak_2(v,t,theta)(2), undo()(3), redo()(4), lokasi()(5)
2
Masukkan (v,t,theta) : 1 3 10
lokasi =>(18.48,15.63)
00
34
87
1515
1815
gerak(x,y)(1), gerak_2(v,t,theta)(2), undo()(3), redo()(4), lokasi()(5)
3
lokasi =>(15.00,15.00)
00
34
87
1515
1815
```

```

gerak(x,y)(1), gerak_2(v,t,theta)(2), undo()(3), redo()(4), lokasi()(5)
4
lokasi =>(18.00,15.00)
00
34
87
1515
1815
gerak(x,y)(1), gerak_2(v,t,theta)(2), undo()(3), redo()(4), lokasi()(5)
3
lokasi =>(15.00,15.00)
00
34
87
1515
1815
gerak(x,y)(1), gerak_2(v,t,theta)(2), undo()(3), redo()(4), lokasi()(5)
3
lokasi =>(8.00,7.00)
00
34
87
1515
1815
gerak(x,y)(1), gerak_2(v,t,theta)(2), undo()(3), redo()(4), lokasi()(5)
3
lokasi =>(3.00,4.00)
00
34
87
1515
1815
gerak(x,y)(1), gerak_2(v,t,theta)(2), undo()(3), redo()(4), lokasi()(5)
3
lokasi =>(0.00,0.00)
00
34
87
1515
1815
gerak(x,y)(1), gerak_2(v,t,theta)(2), undo()(3), redo()(4), lokasi()(5)
3

```

Ini akan keluar dari program karena undo sudah paling akhir