```
JUDUL
       Progran perhitungan aritmatika
       24 SEPTEMBER 2022
       VINANDRA FITRIANSYAH
KAMUS
int a, b, hasil; ← interger
char aritmatika; ← character
DSKRIPSI
              Output selamat dating di pemograman aritmatika
              Output masukan nilai pertama
              Input a ← interger
              Output pilih operator +, - , /, *
              Input aritmatika \leftarrow character
              Output masukan nilai kedua
              Input b ← interger
              if (aritmatika == '+')
                      {
                             hasil = a + b;
                      }
              else if (aritmatika == '-')
                      {
                             hasil = a - b;
                      }
              else if (aritmatika == '/')
                      {
                             hasil = a / b;
```

```
}
else if (aritmatika == '*')
       {
              hasil = a * b;
       }
else
       output "operator anda salah"
}
Output hasil
if (hasil%2==0)
       {
              Output " Genap"
       }
else
      {
              output " Ganjil"
```

}

```
Start here X ke6.cpp X
    1
          // Judul : perhitungan aritmatika
    2
          // memo : vinandra fitriansnya 24 september
    3
          #include <iostream>
    4
          using namespace std;
    5
    6
          //kamus
    7
          int a, b, hasil;
    8
          char aritmatika;
    9
   10
   11
   12
   13
          int main()
   14
         ₽{
   15
              // deskripsi
              cout << "Selamat datrang di program aritmatika" << endl;</pre>
   16
   17
   18
             cout << "masukan nilai pertama: ";
   19
              cin >> a;
   20
   21
   22
             cout << "Pilih operator +,-,/,*: ";
   23
              cin >> aritmatika;
   24
              cout << "Masukan nilai ke dua: ";
   25
   26
              cin >> b;
   27
   28
              cout << a << aritmatika << b;
   29
   30
              if (aritmatika == '+')
    31
    32
                      hasil = a + b;
```

```
Start here X ke6.cpp X
    27
    28
                cout << a << aritmatika << b;
    29
    30
                if (aritmatika == '+')
    31
    32
                        hasil = a + b;
    33
                    }
                else if (aritmatika == '-')
    34
    35
    36
                        hasil = a - b;
    37
                    }
                else if (aritmatika == '/')
    38
    39
    40
                        hasil = a / b;
    41
                    }
                else if (aritmatika == '*')
    42
    43
                    {
    44
                        hasil = a * b;
    45
                } else
    46
    47
                    cout << "operator anda salah";
    48
    49
    50
                cout << " = " << hasil;
    51
    52
                if (hasil%2==0) {
    53
                    cout << " Genap";
    54
                } else {
    55
                    cout << " Ganjil";
    56
    57
           }
    58
```