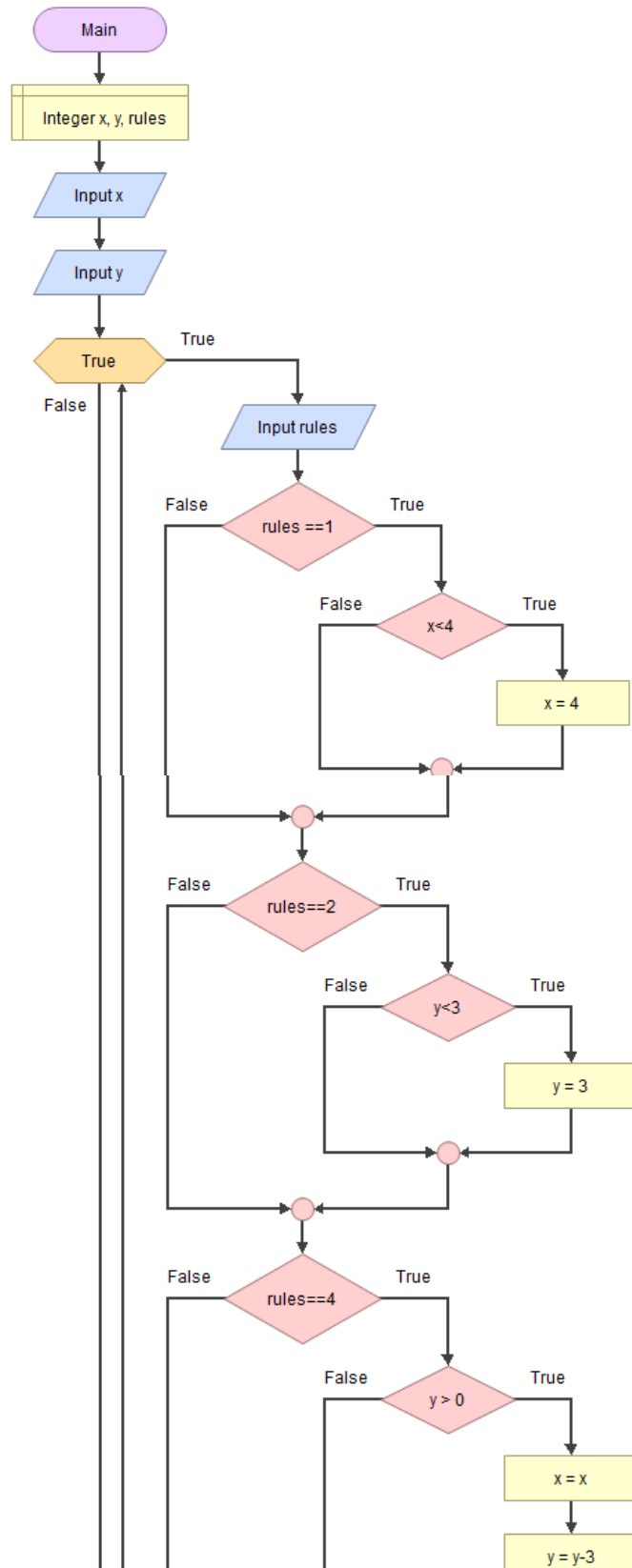
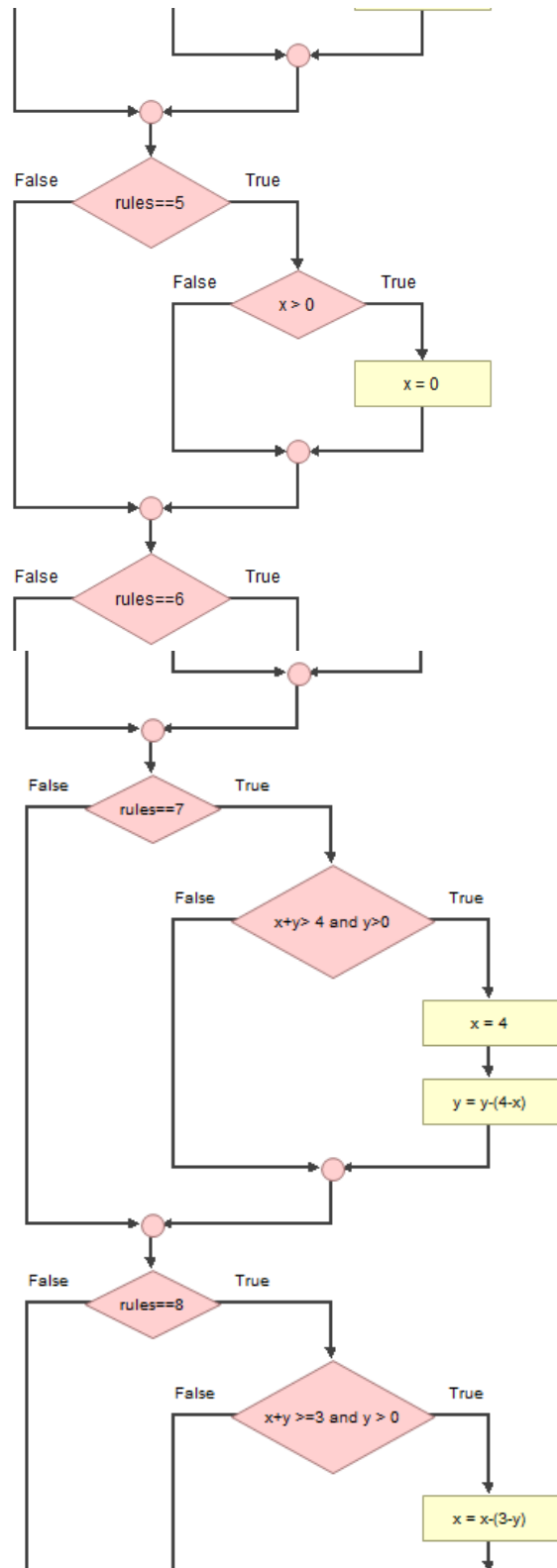
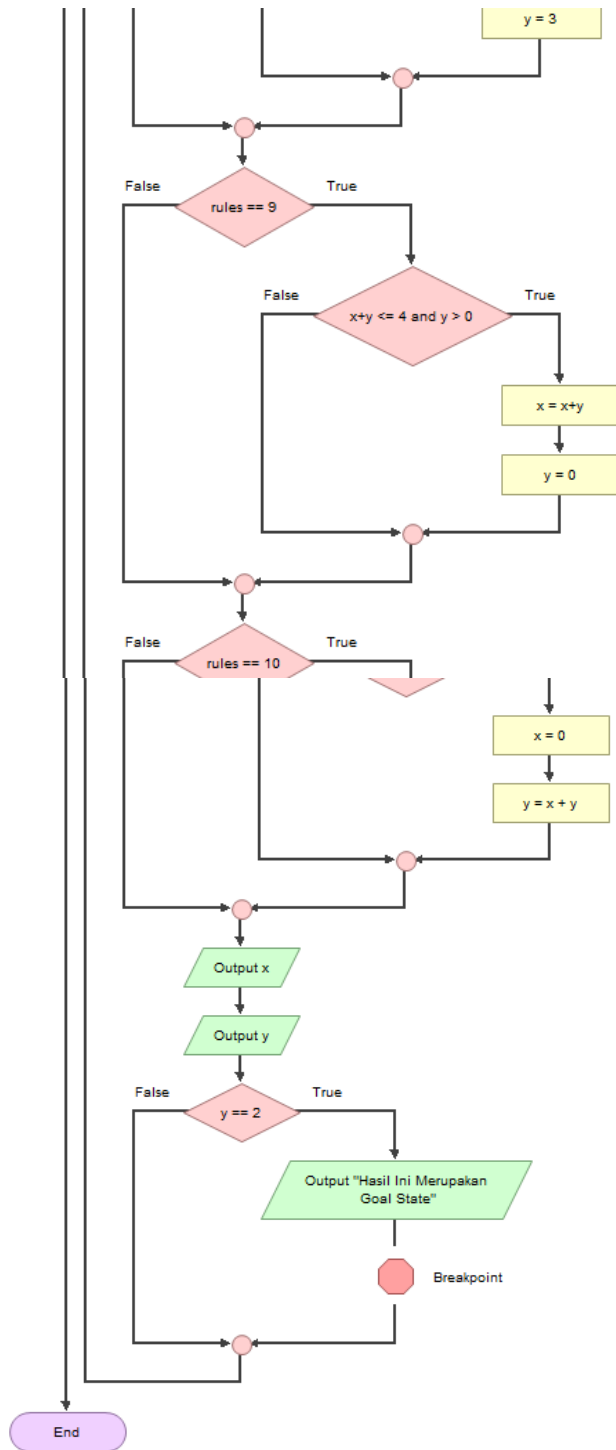


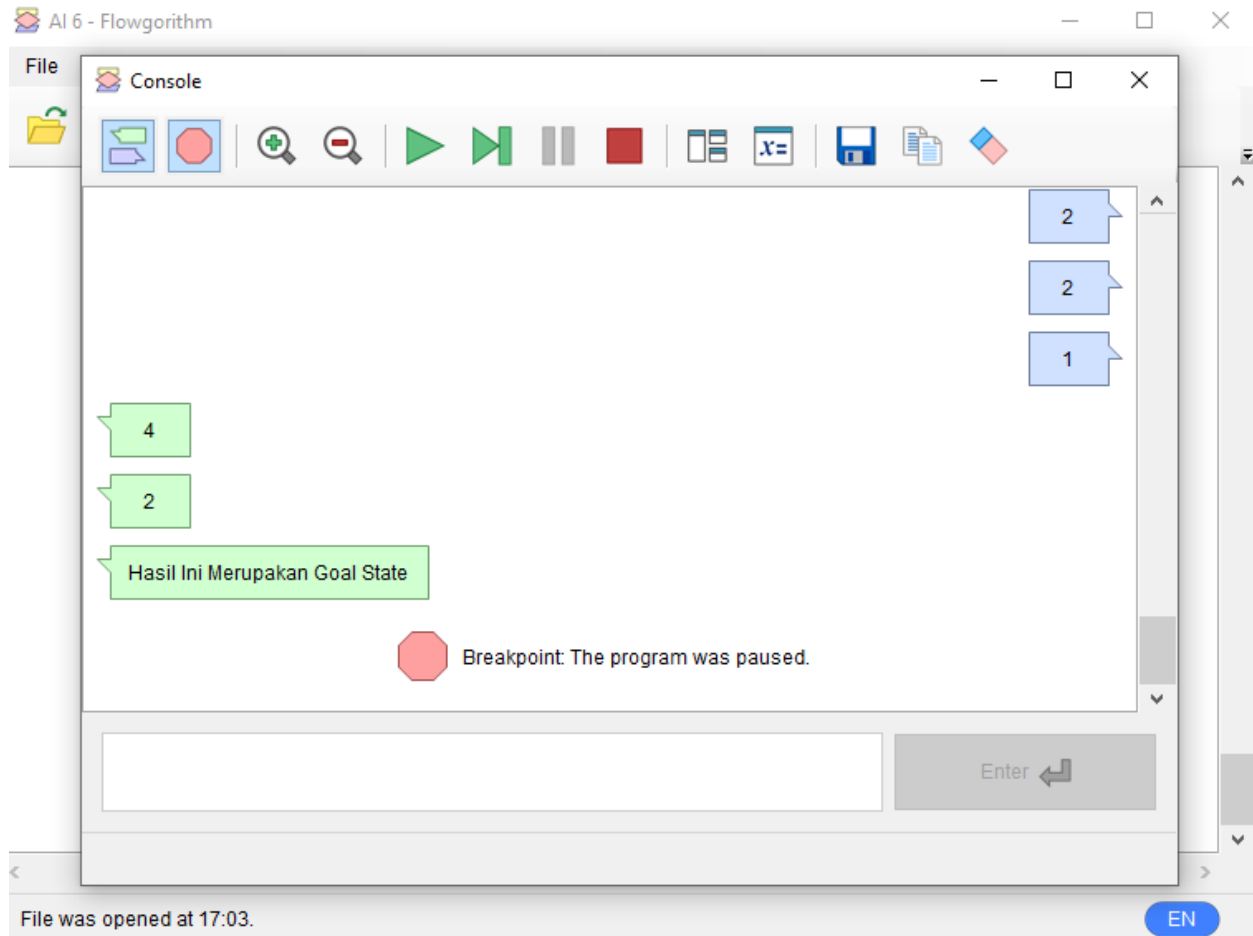
TUGAS PRAKTIKUM III





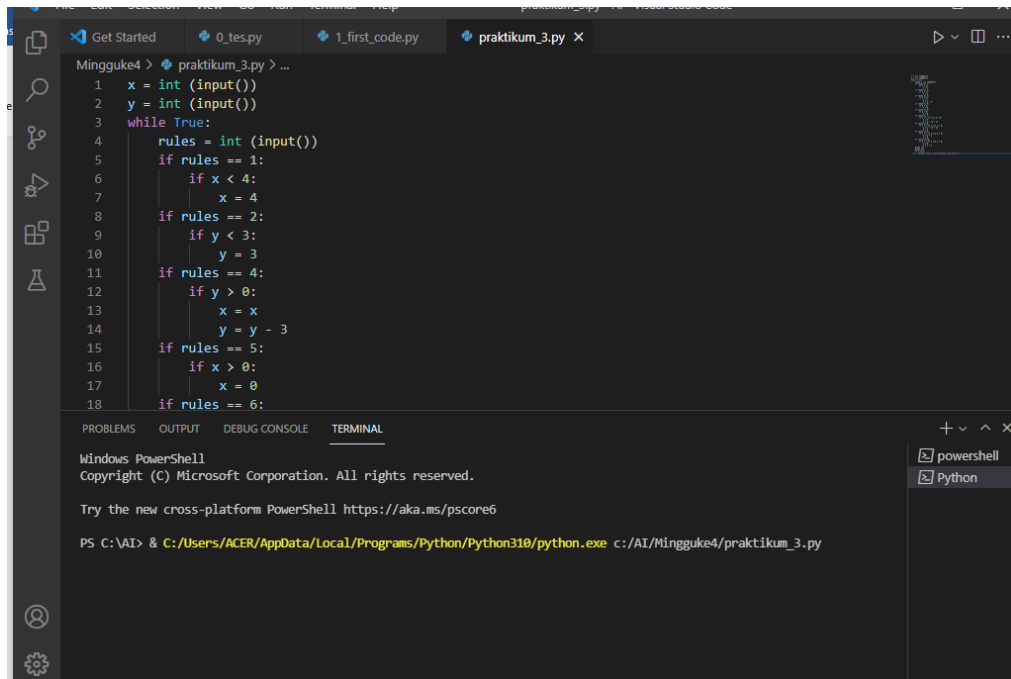


Hasil Running Flowchart diatas



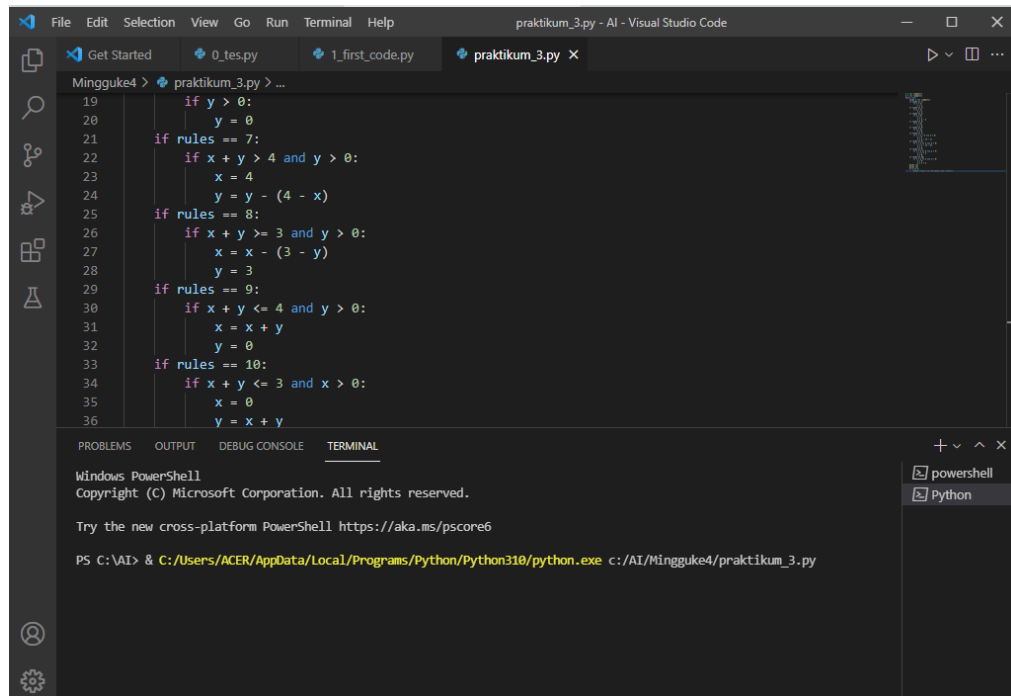
Hasil Menulis Ulang Flowchart

Penyelesaian Masalah Wadah X=4 Kg Dan Y=3 Kg. Dengan Goal Y=2 Pada VsCode



The screenshot shows the Visual Studio Code editor with a file named `praktikum_3.py` open. The code is written in Python and implements a logic for a container problem. It starts by taking inputs for `x` and `y`, then enters a `while True` loop. Inside the loop, it checks for `rules` 1 through 6, applying various conditions to update `x` and `y`. The terminal at the bottom shows the command to run the script: `PS C:\AI> & C:/Users/ACER/AppData/Local/Programs/Python/Python310/python.exe c:/AI/Mingguke4/praktikum_3.py`.

```
1 x = int(input())
2 y = int(input())
3 while True:
4     rules = int(input())
5     if rules == 1:
6         if x < 4:
7             x = 4
8     if rules == 2:
9         if y < 3:
10            y = 3
11    if rules == 4:
12        if y > 0:
13            x = x
14            y = y - 3
15    if rules == 5:
16        if x > 0:
17            x = 0
18    if rules == 6:
```



The screenshot shows the continuation of the Python script in `praktikum_3.py`. It continues the `while True` loop with `rules` 7 through 10, applying more conditions to update `x` and `y`. The terminal at the bottom shows the same command to run the script: `PS C:\AI> & C:/Users/ACER/AppData/Local/Programs/Python/Python310/python.exe c:/AI/Mingguke4/praktikum_3.py`.

```
19         if y > 0:
20             y = 0
21     if rules == 7:
22         if x + y > 4 and y > 0:
23             x = 4
24             y = y - (4 - x)
25     if rules == 8:
26         if x + y >= 3 and y > 0:
27             x = x - (3 - y)
28             y = 3
29     if rules == 9:
30         if x + y <= 4 and y > 0:
31             x = x + y
32             y = 0
33     if rules == 10:
34         if x + y <= 3 and x > 0:
35             x = 0
36             y = x + y
```

