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TUGAS PENDAHULUAN MODUL 9

#include<stdio.h>

//cara1

typedef struct{

char\* name;

int price;

int cooldown;

int mana\_required;

}Item;

//cara2

struct Hero{

int strength;

int agility;

int intellegence;

Item slot1,slot2,slot3;

};

void make\_hero(struct Hero \*X, int str, int agi, int itg){

//assign nilai atribut ke hero

X->strength = str;

X->agility = agi;

X->intellegence = itg;

}

void hero\_type(struct Hero X){

//cetak tipe hero (strength/agility/intellegence), attribute dengan nilai tertinggi merupakan tipe hero tersebut.

//misalkan Pudge(25,14,14), maka tipenya Strength

printf("HERO BER-TYPE = ");

if((X.strength > X.agility) && (X.strength > X.intellegence)){

printf("STRENGHT");

} else if ((X.agility > X.intellegence) && ( X.agility > X.strength)){

printf("AGILITY");

} else {

printf("INTELLEGENCE");

}

}

void hero\_info(struct Hero X){

//cetak atribut, tipe, dan item pada hero

printf("strenght = %d \n",X.strength);

printf("agility = %d \n",X.agility);

printf("intellegence = %d \n",X.intellegence);

hero\_type(X); printf("\n");

printf("ITEM HERO = %s | %s | %s \n",X.slot1.name ,X.slot2.name ,X.slot3.name);

printf("COOLDOWN ITEM = %d | %d | %d \n",X.slot1.cooldown ,X.slot2.cooldown ,X.slot3.cooldown);

printf("MANA HERO = %d | %d | %d \n",X.slot1.mana\_required ,X.slot2.mana\_required ,X.slot3.mana\_required);

// printf("TOTAL HARGA ITEM = %d \n",X.slot1.price + X.slot2.price + X.slot3.price);

}

void item\_init(Item \*I,char\* nam, int prc, int cld, int mnrq ){

//isi keterangan item seperti name, price, cooldown, dan mana\_required

I->name = nam;

I->price = prc;

I->cooldown = cld;

I->mana\_required = mnrq;

}

void buying\_item(struct Hero \*X, Item item1, Item item2, Item item3){

//pasangkan hero dengan item, assign item ke slot hero.

X->slot1 = item1;

X->slot2 = item2;

X->slot3 = item3;

}

struct Hero richest\_hero(struct Hero X){

//BONUS

//tentukan hero dengan total harga item termahal

int sum0;

sum0 = X.slot1.price + X.slot2.price + X.slot3.price;

printf("TOTAL HARGA ITEM = %d \n", sum0);

}

int main(){

struct Hero

Skywrath\_Mage,

Necrophos,

Viper,

Outworld\_Devourer,

Pudge;

Item item[5];

item\_init(&item[0],"Rod\_of\_Atos",3100,16,50);

item\_init(&item[1],"Dagon",7200,15,180);

item\_init(&item[2],"Divine\_Rapier",6200,0,0);

item\_init(&item[3],"Scythe\_of\_Vyse",5700,25,100);

item\_init(&item[4],"Aghanim\_Scepter",4200,0,0);

make\_hero(&Skywrath\_Mage,19,13,27);

make\_hero(&Necrophos,16,15,22);

make\_hero(&Viper,20,21,15);

make\_hero(&Outworld\_Devourer,19,24,26);

make\_hero(&Pudge,25,14,14);

buying\_item(&Skywrath\_Mage,item[0],item[3],item[4]);

buying\_item(&Necrophos,item[1],item[3],item[4]);

buying\_item(&Viper,item[1],item[2],item[4]);

buying\_item(&Outworld\_Devourer,item[0],item[2],item[3]);

buying\_item(&Pudge,item[4],item[3],item[1]);

printf("Skywrath Mage's Attribute:\n");

hero\_info(Skywrath\_Mage);

richest\_hero(Skywrath\_Mage);

printf("============================\n");

printf("Necrophos' Attribute:\n");

hero\_info(Necrophos);

richest\_hero(Necrophos);

printf("============================\n");

printf("Viper's Attribute:\n");

hero\_info(Viper);

richest\_hero(Viper);

printf("============================\n");

printf("Outworld\_Devourer's Attribute:\n");

hero\_info(Outworld\_Devourer);

richest\_hero(Outworld\_Devourer);

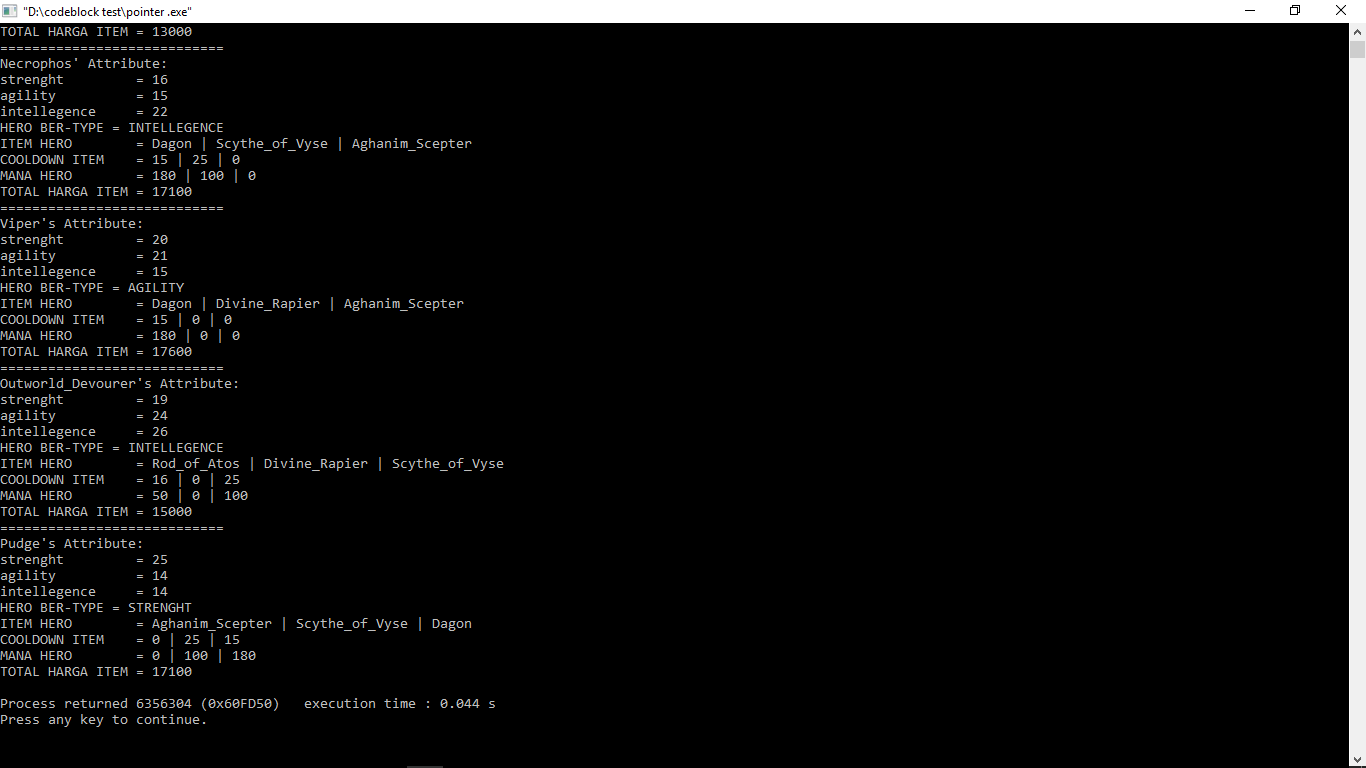
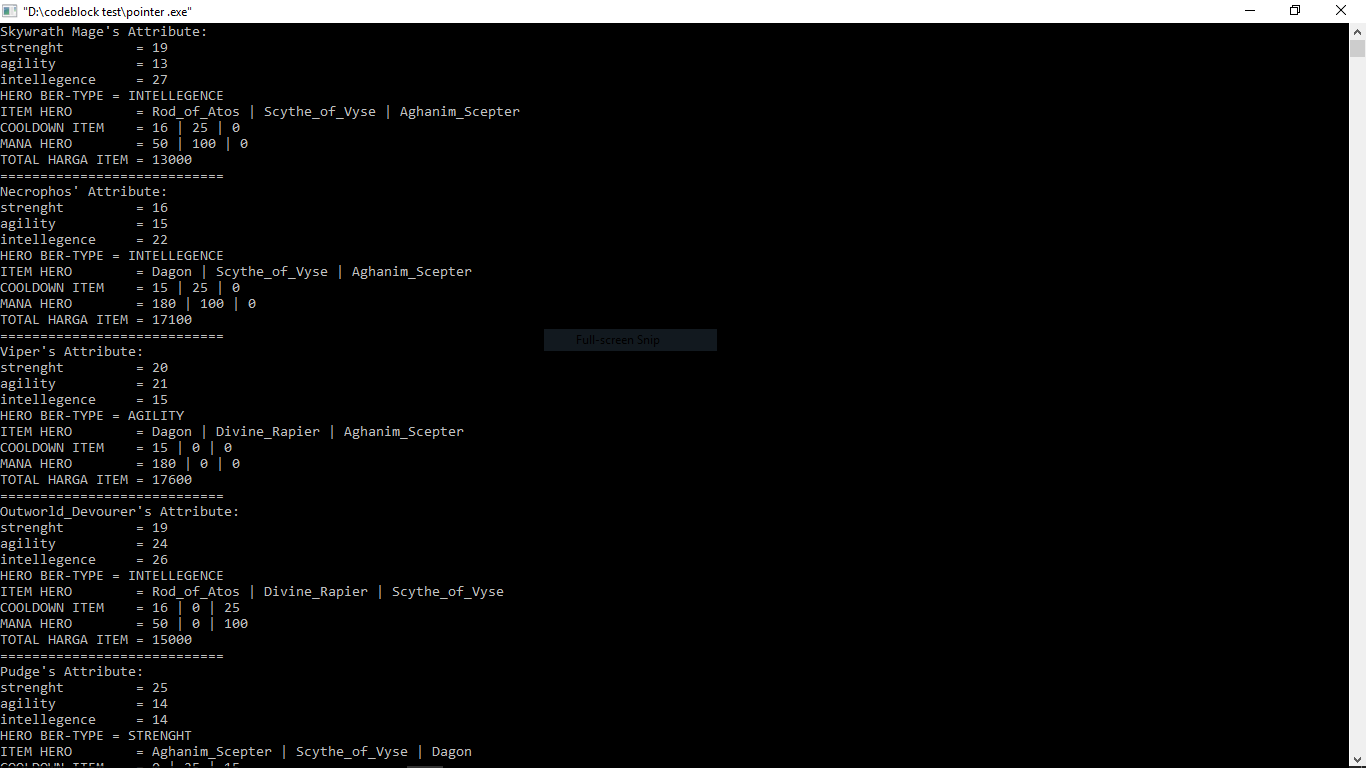
printf("============================\n");

printf("Pudge's Attribute:\n");

hero\_info(Pudge);

richest\_hero(Pudge);

}



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| Jika saya terbukti melanggar, maka saya bersedia menerima sanksi yang berlaku." |