JURNAL 10

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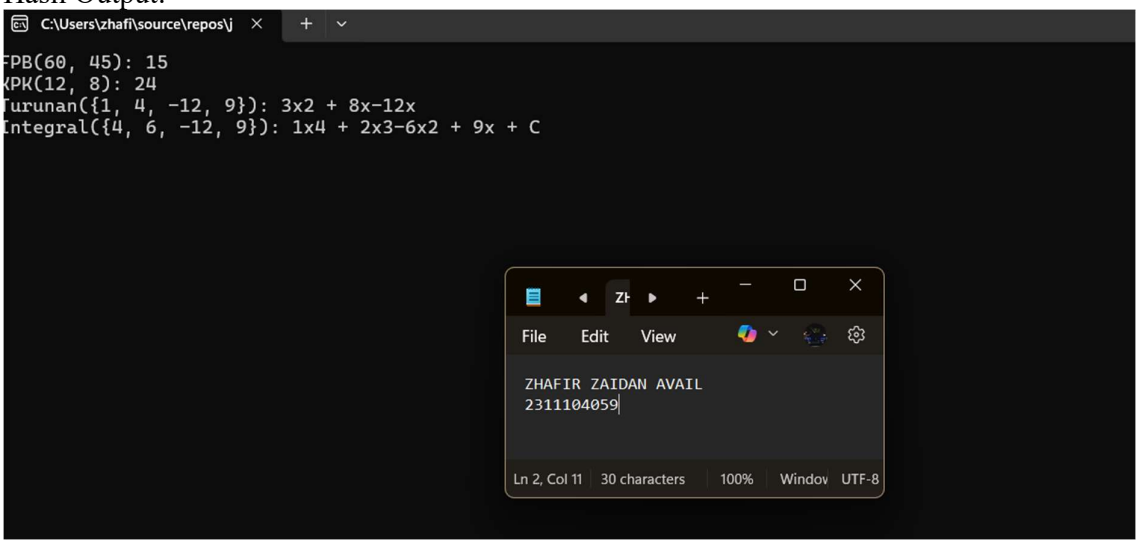
Hasil Output:



Method dalam Library

Buka file Class1.cs dan ubah menjadi:

```
using System;

namespace MatematikaLibraries
{
    public class Matematika
    {
        public int FPB(int a, int b)
        {
            while (b != 0)
            {
                int temp = b;
                b = a % b;
                a = temp;
            }
            return a;
        }

        public int KPK(int a, int b)
        {
            return (a * b) / FPB(a, b);
        }

        public string Turunan(int[] koef)
        {
            string result = "";
            int pangkat = koef.Length - 1;

            for (int i = 0; i < koef.Length - 1; i++)
            {
                int newKoef = koef[i] * pangkat;
                if (newKoef == 0) { pangkat--; continue; }

                if (result != "" && newKoef > 0)
                    result += " + ";

                result += $"{newKoef}x";
```

```
                if (pangkat - 1 > 1)
                    result += $"{pangkat - 1}";
                else if (pangkat - 1 == 1)
                    result += "";

                pangkat--;
            }
            return result;
        }

        public string Integral(int[] koef)
        {
            string result = "";
            int pangkat = koef.Length;

            for (int i = 0; i < koef.Length; i++)
            {
                double newKoef = (double)koef[i] / (pangkat - i);
                if (result != "" && newKoef >= 0)
                    result += " + ";

                result += $"{newKoef}x";
                if ((pangkat - i) != 1)
                    result += $"{pangkat - i}";
            }

            result += " + C";
            return result;
        }
    }
}
```

Tambahkan Console App (Aplikasi Pemanggil)

1. Klik kanan pada solution → **Add → New Project**.
2. Pilih **Console App (.NET Core)**.
3. Beri nama: ConsoleAppPemanggil
4. Klik **Create**.

Tambahkan Referensi Library

1. Klik kanan pada ConsoleAppPemanggil → **Add → Project Reference**.
2. Centang MatematikaLibraries.
3. Klik **OK**.

Tulis Program Pemanggil

Buka Program.cs dan ganti isinya:

```
using System;
using MatematikaLibraries;

namespace ConsoleAppPemanggil
{
    class Program
    {
        static void Main(string[] args)
        {
            Matematika math = new Matematika();

            Console.WriteLine("FPB(60, 45): " + math.FPB(60, 45));
            Console.WriteLine("KPK(12, 8): " + math.KPK(12, 8));
            Console.WriteLine("Turunan({1, 4, -12, 9}): " + math.Turunan(new int[] {
1, 4, -12, 9 }));
            Console.WriteLine("Integral({4, 6, -12, 9}): " + math.Integral(new int[]
{ 4, 6, -12, 9 }));

            Console.ReadLine();
        }
    }
}
```