

Penyeleksian Kondisi

- if
- if else
- if else if
- switch

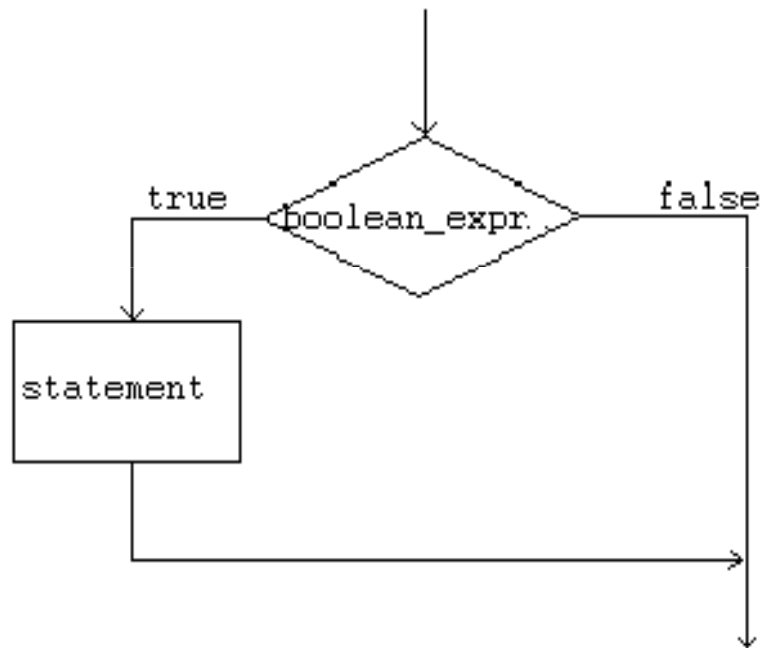
if

```
if (EXPRESSION)
    Statement;
Next_statement;
```

OR

```
if (EXPRESSION)
{
    Statement;
}
Next_statement;
```

if flowchart



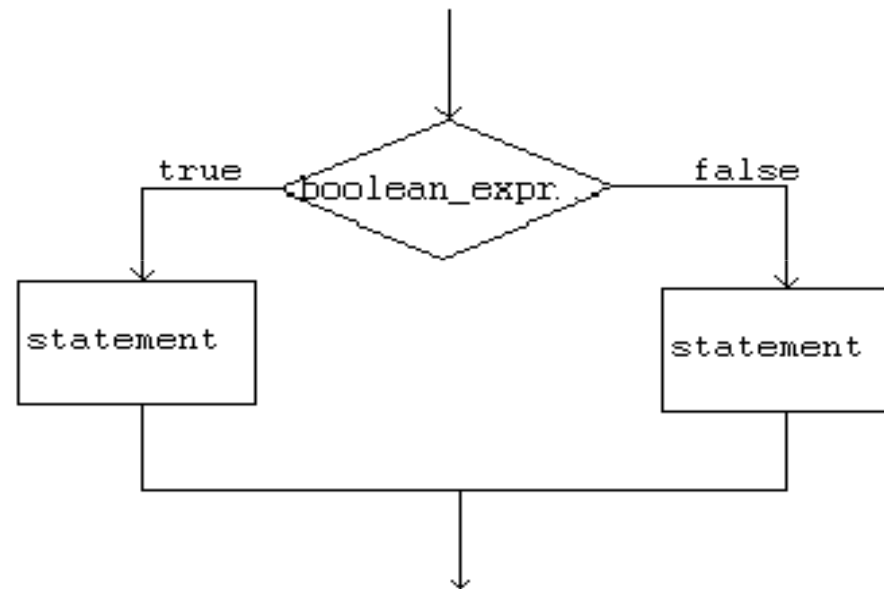
if (sample)

```
#include <stdio.h>
#include <conio.h>
main()
{
    float nilai = 74.01;
    if (nilai >= 65)
    {
        printf("lulus");
    }
    getch();
}
```

if else

```
if (EXPRESSION)
{
    Statement1;
}else{
    Statement2;
}
Next_statement;
```

if else flowchart



if else (sample)

```
#include <stdio.h>
#include <conio.h>
main()
{
    float nilai = 74.01;
    if (nilai >= 65)
    {
        printf("lulus");
    }else{
        printf("tidak lulus");
    }
    getch();
}
```

Conditional Operator

- ?
- Condition ? Expression1 : Expression2
- Sample :

`X = y > 7 ? 25 : 50`

Conditional Operator (cont)

```
X = y > 7 ? 25 : 50
```

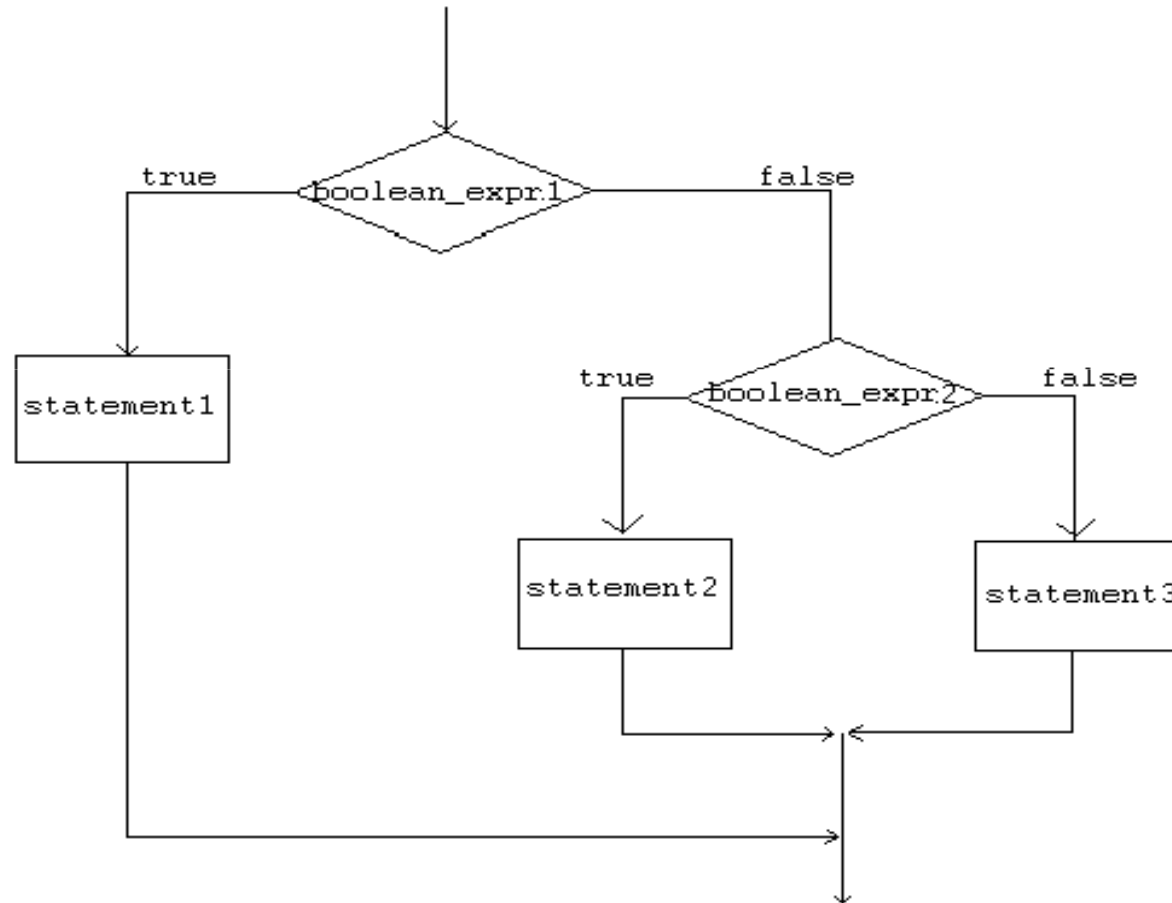
Equals

```
if (y > 7)
{
    x = 25;
} else {
    x = 50;
}
```

if elseif else

```
if (EXPRESSION _1)
{
    Statement1;
}elseif (EXPRESSION _2) {
    Statement2;
}else{
    Statement3;
}
Next_statement;
```

if elseif else Flowchart



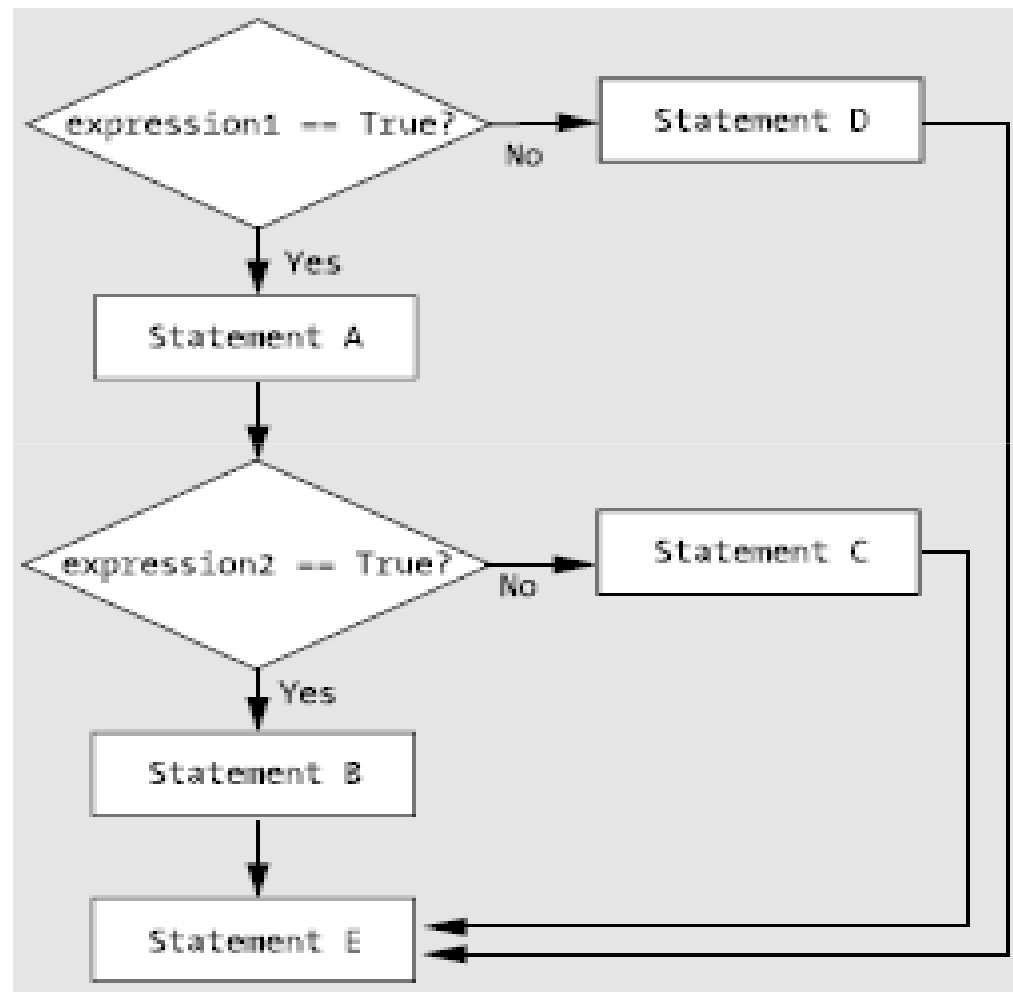
if else if (sample)

```
#include <stdio.h>
#include <conio.h>
main()
{
    float nilai;
    printf("Masukkan nilai : ");
    scanf("%f",&nilai);
    if (nilai >= 65)
    {
        printf("A");
    }else if(nilai == 0){
        printf("Pasti E");
    }else{
        printf("Bisa B,C atau D");
    }
    getch();
}
```

Nested If

```
if (expression1)
{
    StatementA;
    if (expression2)
    {
        StatementB;
    }else{
        StatementC;
    }
}else{
    StatementD;
}
Statement E;
```

Flowchart



Exercise (1)

```
int a = 1;
int b = 2;
int c;
if (a < b) {
    c = a + b;
} else {
    c = a - b;
}
c ?
```

Exercise (2)

```
int a = 1;
```

```
int b = 2;
```

```
int c;
```

```
c = a > b ? a+b : a-b
```

```
c ?
```


Exercise (3)

```
int a = 1;
int b = 2;
int c = 1;
int d;
if(a==c){
    if(b==c){
        d = a + b + c;
    }else{
        d = a - b + c;
    }
}else{
    if(a != c){
        d = a - b - c;
    }else{
        d = 0;
    }
}
d?
```

Exercise (4)

```
int a = 1;
int b = 2;
int c;
if (a < b) {
    c = a + b;
} else {
    c = a - b;
}
c++;
c ?
```

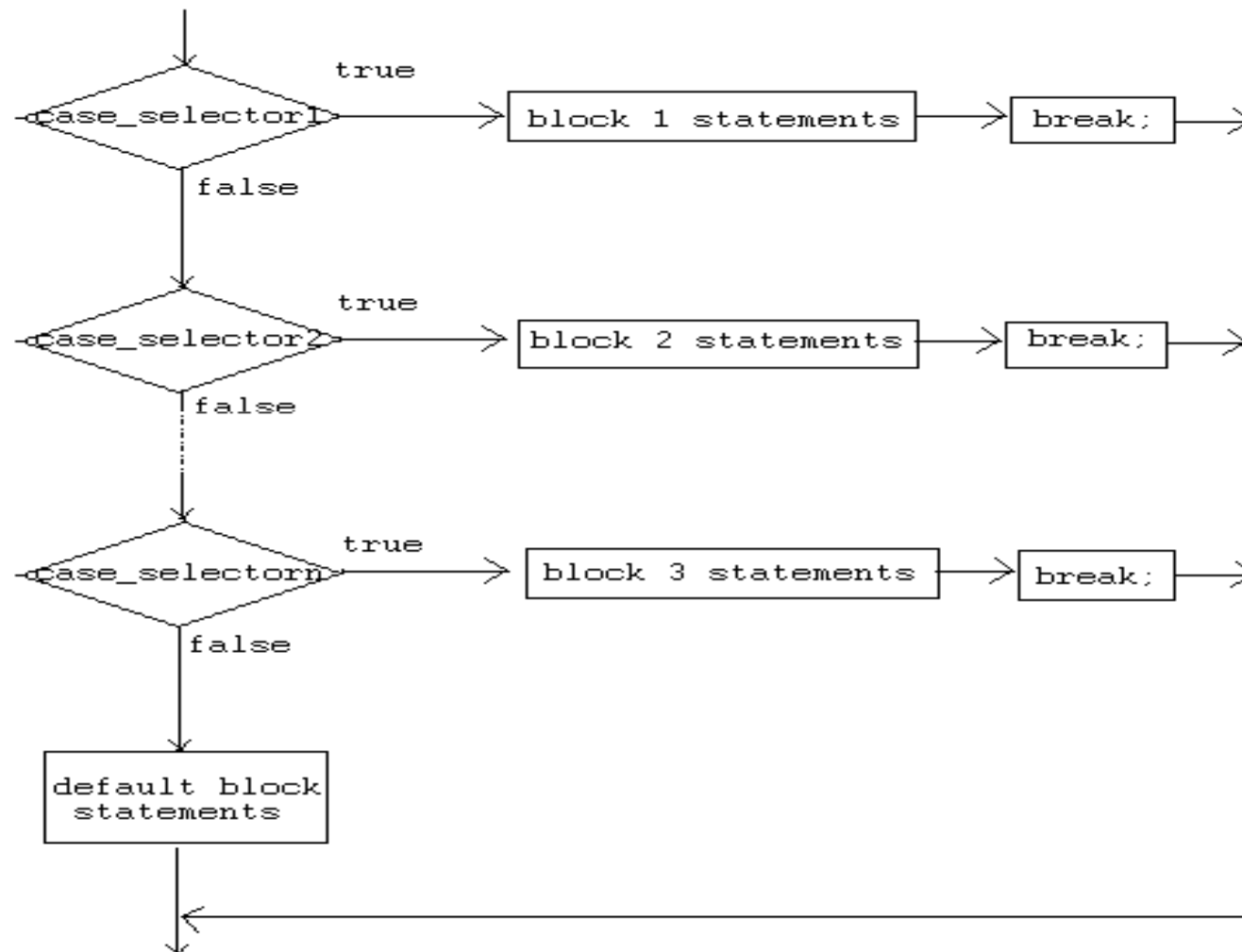
Exercise (5)

```
int a = 1;int b = 2;int c = 1;int d;  
if(a==c) {  
    if(b==c) {  
        d = a + b + c;  
    }else{  
        d = a - b + c;  
    }  
d++;  
}else{  
    if(a != c) {  
        d = a - b - c;  
    }else{  
        d = 0;  
    }  
d--;  
}  
d++;  
d?
```

switch

```
switch (number)
{
  case 1 :
    statement1;
    break;
  case 2 :
    statement2;
    break;
  case 3 :
    statement3;
    break;
  default :
    statement4;
    break;
}
Statement 5;
```

Flowchart



Sample

```
#include <stdio.h>
#include <conio.h>
main()
{
    int pilih;
    printf("masukan pilihan [1/0] :"); scanf("%d",&pilih);
    switch(pilih)
    {
        case 1:
            printf("Anda memilih %d",pilih);
            break;
        case 0:
            printf("Anda memilih %d",pilih);
            break;
        default :
            printf("Input tidak valid");
            break;
    }
    getch();
}
```

Exercise (6)

- Buat flowchart dari contoh if else if diatas
- Buat flowchart dari contoh switch diatas
- Buat flowchart dari latihan 1 – 5 diatas
- Buat flowchart proses autentikasi pengisian KRS

Question ?