



Program Menu;

Uses Crt;

Var

x, y, kursor, i : Integer;

tombol : Char;

tampil_pilihan : Boolean;

pilihan : Array [1..9] Of String;

Procedure Latar;

Begin

For x:=1 To 80 Do

Begin

For y:=1 To 25 Do

Begin

Gotoxy(x, y);

Write(Char(178));

End;

End;

For x:=20 To 60 Do

Begin

For y:=3 To 21 Do

Begin

Gotoxy(x, y);

TextBackground(Blue);

Write(' ');

End;

```
End;

For x:=21 To 61 Do
  Begin
    Gotoxy(x, 22);
    TextBackground(Black);
    Write(' ');
  End;

  For y:=5 To 21 Do
    Begin
      Gotoxy(61, y);
      TextBackground(Black);
      Write(' ');
    End;
  End;

Procedure menu_pilihanperhitungan;
  Begin
    y:=4;
    For i:= 1 To 9 Do
      Begin
        Gotoxy(21, y);
        If kursor = i Then
          Begin
            TextBackground(Red);
          End
        Else
          Begin
            TextBackground(Blue);
          End;
        Writeln(i, ' ', pilihan[i]);
        y:=y+2;
      End;
    End;

  End;

Procedure PerhitunganLuas_segitiga;
Var
  alas, tinggi, luas : Real;
  Begin
    Gotoxy(21, 4);
    Writeln('Luas Segitiga');
    Gotoxy(21, 6);
```

```
        Write('Alas : ');
        Readln(alas);
            Gotoxy(21, 8);
            Write('Tinggi : ');
            Readln(tinggi);
            luas := alas*tinggi*1/2;
            Gotoxy(21, 10);
            Write('Luas Segitiga = ', luas:2:2);
            Readln;
End;

Procedure PerhitunganLuas_bujur_sangkar;
Var

sisi, luas : Integer;
    Begin
        Gotoxy(21, 4);
        Writeln('Luas Bujur Sangkar');
        Gotoxy(21, 6);
        Write('Sisi : ');
        Readln(sisi);
            Gotoxy(21, 8);
            luas := sisi*sisi;
            Write('Luas Bujur Sangkar = ', luas);

        Readln;
    End;

Procedure PerhitunganLuas_persegi_panjang;
Var

panjang, lebar, luas : Integer;
    Begin
        Gotoxy(21, 4);
        Writeln('Luas Persegi Panjang');
        Gotoxy(21, 6);
        Write('Panjang : ');
        Readln(panjang);
            Gotoxy(21, 8);
            Write('Lebar : ');
            Readln(lebar);
                Gotoxy(21,10);
                luas := panjang*lebar;
                Write('Luas Persegi Panjang = ', luas);

        Readln;
```

```
End;
```

```
Procedure PerhitungnLuas_lingkaran;
```

```
Var
```

```
jari2, luas : Real;
```

```
Begin
```

```
    Gotoxy(21, 4);
```

```
    Writeln('Luas Lingkaran');
```

```
        Gotoxy(21, 6);
```

```
        Write('Jari - Jari : ');
```

```
    Readln(jari2);
```

```
        Gotoxy(21,8);
```

```
        luas := 3.14*(jari2*jari2);
```

```
        Write('Luas Lingkaran = ', luas:2:2);
```

```
    Readln;
```

```
End;
```

```
Procedure PemrogramanLuas_jajar_genjang;
```

```
Var
```

```
alas, tinggi, luas : Integer;
```

```
Begin
```

```
    Gotoxy(21, 4);
```

```
    Writeln('Luas Jajar Genjang');
```

```
        Gotoxy(21, 6);
```

```
        Write('Alas : ');
```

```
    Readln(alas);
```

```
    Gotoxy(21, 8);
```

```
    Write('Tinggi : ');
```

```
    Readln(tinggi);
```

```
        Gotoxy(21,10);
```

```
        luas := alas*tinggi;
```

```
        Write('Luas Jajar Genjang = ', luas);
```

```
    Readln;
```

```
End;
```

```
Procedure PemrogramanLuas_trapesium;
```

```
Var
```

```
s1, s2, tinggi, luas : Real;
```

```
Begin
```

```
    Gotoxy(21, 4);
```

```
    Writeln('Luas Trapesium');
```

```
        Gotoxy(21, 6);
```

```
        Write('Sisi Pertama : ');
        Readln(s1);
            Gotoxy(21, 8);
            Write('Sisi Kedua : ');
            Readln(s2);
                Gotoxy(21, 10);
                Write('Tinggi : ');
                Readln(tinggi);
                    Gotoxy(21,12);
                    luas := (s1+s2)*tinggi/2;
                    Write('Luas Trapesium = ', luas:2:2);

        Readln;
    End;

Procedure PerhitunganLuas_belah_ketupat;
Var
d1, d2, luas : Real;
    Begin
        Gotoxy(21, 4);
        Writeln('Luas Belah Ketupat');
        Gotoxy(21, 6);
        Write('Diagonal Pertama : ');
        Readln(d1);
        Gotoxy(21, 8);
        Write('Diagonal Kedua : ');
        Readln(d2);
        Gotoxy(21,10);
        luas := d1*d2/2;
        Write('Luas Belah Ketupat = ', luas:2:2);

        Readln;
    End;

Procedure PerhitunganLuas_layang_layang;
Var
d1, d2, luas : Real;
    Begin
        Gotoxy(21, 4);
        Writeln('Luas Layang - Layang');
        Gotoxy(21, 6);
        Write('Diagonal Pertama : ');
        Readln(d1);
        Gotoxy(21, 8);
```

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```
        Write('Diagonal Kedua : ');
        Readln(d2);
            Gotoxy(21,10);
            luas := d1*d2/2;
            Write('Luas Layang - Layang = ', luas:2:2);
        Readln;
End;

Begin
Clrscr;
Latar;
    pilihan[1]:='Luas Segitiga ';
    pilihan[2]:='Luas Bujur Sangkar ';
    pilihan[3]:='Luas Persegi Panjang ';
    pilihan[4]:='Luas Lingkaran ';
    pilihan[5]:='Luas Jajar Genjang ';
    pilihan[6]:='Luas Trapesium ';
    pilihan[7]:='Luas Belah Ketupat ';
    pilihan[8]:='Luas Layang - Layang ';
    pilihan[9]:='Keluar ';

        kursor:=1;
        tampil_pilihan:=true;
        While kursor<>10 Do
            Begin
                If tampil_pilihan=true Then
                    Begin
                        menu_pilihan;
                    End;
            End;

tombol:=ReadKey;
    If tombol=#80 Then
        Begin
            kursor:=kursor+1;
            If kursor > 9 Then
                Begin
                    kursor:=1;
                End;
            End
        End
    Else
        If tombol=#72 Then
            Begin
```

```
        kursor:=kursor-1;
        If kursor < 1 Then
        Begin
            kursor:=9;
        End;
    End
Else
    If tombol=#13 Then
    Begin
        tampil_pilihan:=false;
    Clrscr;
    Latar;
        TextBackground(Blue);
        If kursor=1 Then
        Begin
            luas_segitiga;
        End
    Else
        If kursor=2 Then
        Begin
            luas_bujur_sangkar;
        End
        Else If kursor=3 Then
        Begin
            luas_persegi_panjang;
        End
    Else
        If kursor=4 Then
        Begin
            luas_lingkaran;
        End
        Else
            If kursor=5 Then
            Begin
                luas_jajar_genjang;
            End
        Else
            If kursor=6 Then
            Begin
                luas_trapesium;
```

```
        End
    Else
        If kursor=7 Then
            Begin
                luas_belah_ketupat;
            End
        Else
            If kursor=8 Then
                Begin
                    luas_layang_layang;
                End
            Else
                If kursor=9 Then
                    Begin
                        kursor:=10;
                    End;
                tampilan_pilihan:=true;
                Clrscr;
                Latar;

                End;
            End;
        End.
    End.
```