


[Materi 4, Pengulangan]

Microsoft Visual Basic 6.0

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Pengulangan dalam vb6
seperti apa yach.. ?

Cz yg aqu tau itu hanya
mengulang masa-masa indah
bersamamu.. 😊

Pengenalan Ms. Visual Basic 6.0

❖ Pengulangan

- Struktur Pengulangan (Looping) digunakan untuk mengulang suatu instruksi program sehingga tidak perlu menulis ulang instruksi program tersebut sebanyak pengulangan yang diinginkan

❖ Ada 3 Jenis Pengulangan :

1. For ... Next
2. While
3. Until

Pengulangan FOR .. NEXT Ms. Visual Basic 6.0

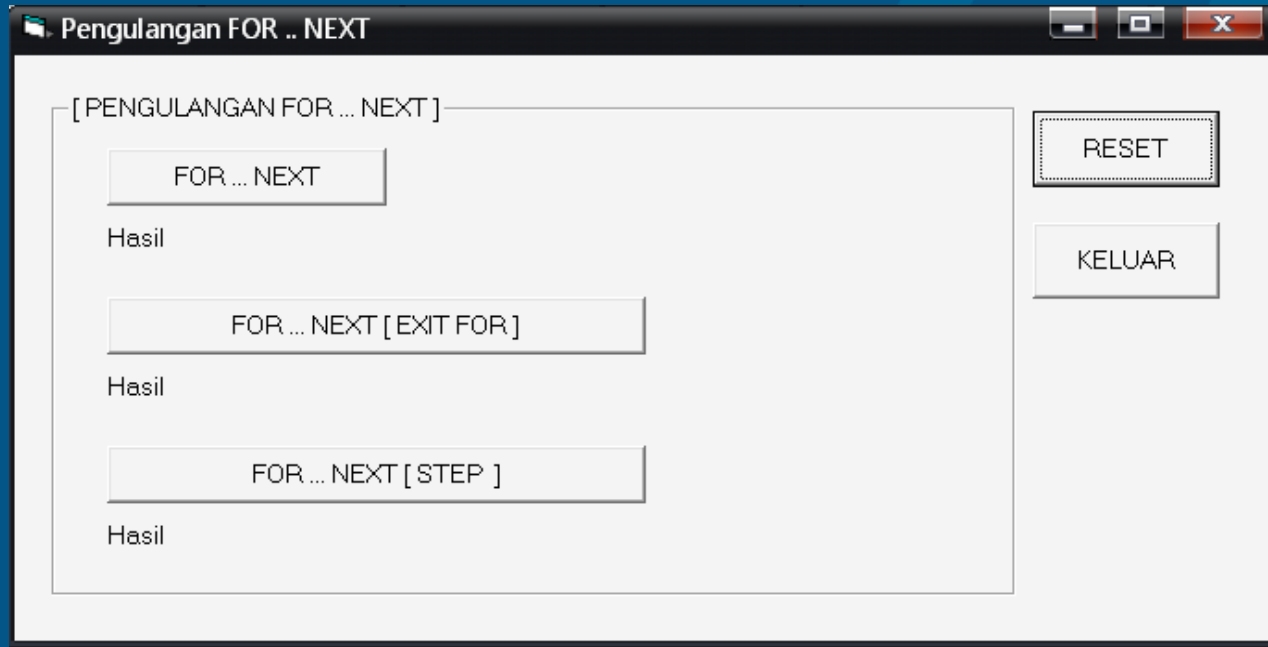
❖ For... Next

- Statement pengulangan For ... Next dipakai untuk melakukan pengulangan suatu blok program beberapa kali yang ditentukan oleh nilai awal dan nilai akhir
- Bentuk Umum :

```
FOR Variabel = NilaiAwak TO NilaiAkhir [STEP]  
Block Perintah  
[EXIT FOR]  
NEXT Variabel
```

Contoh 4.1 [Set User Interface]

- Buat Layout seperti di bawah ini :



Objek	Properties	Isi
Label1	Caption	Hasil
Label2	Caption	Hasil
Label3	Caption	Hasil
Frame1	Caption	[PENGULANGAN FOR .. NEXT]

Contoh 4.1 [Kode Program]

Listing Program

Option Explicit

Dim ulang As Integer

Private Sub Command1_Click()

For ulang = 1 To 10

Label1.Caption = Label1.Caption & ", " & ulang

Next ulang

End Sub

Private Sub Command2_Click()

For ulang = 1 To 30

Label2.Caption = Label2.Caption & ", " & ulang

If ulang = 20 Then

Exit For

End If

Next ulang

End Sub

Private Sub Command3_Click()

For ulang = 1 To 30 Step 2

Label3.Caption = Label3.Caption & ", " & ulang
Next ulang

End Sub

Private Sub Command4_Click()

Form_Load

End Sub

Private Sub Command5_Click()

Unload Me

End Sub

Private Sub Form_Load()

Label1.Caption = "Hasil "

Label2.Caption = "Hasil "

Label3.Caption = "Hasil "

End Sub

Pengenalan DO WHILE Ms. Visual Basic 6.0

❖ DO WHILE LOOP

- Bila kondisi pada while memenuhi syarat (True), maka block perintah akan dilaksanakan, dan Bila kondisi pada while tidak memenuhi syarat (False), maka Block perintah tidak akan pernah terlaksanakan.
- Bentuk Umum :

```
DO WHILE KONDISI
    Block Perintah
[EXIT DO]
LOOP
```

Pengenalan DO WHILE Ms. Visual Basic 6.0

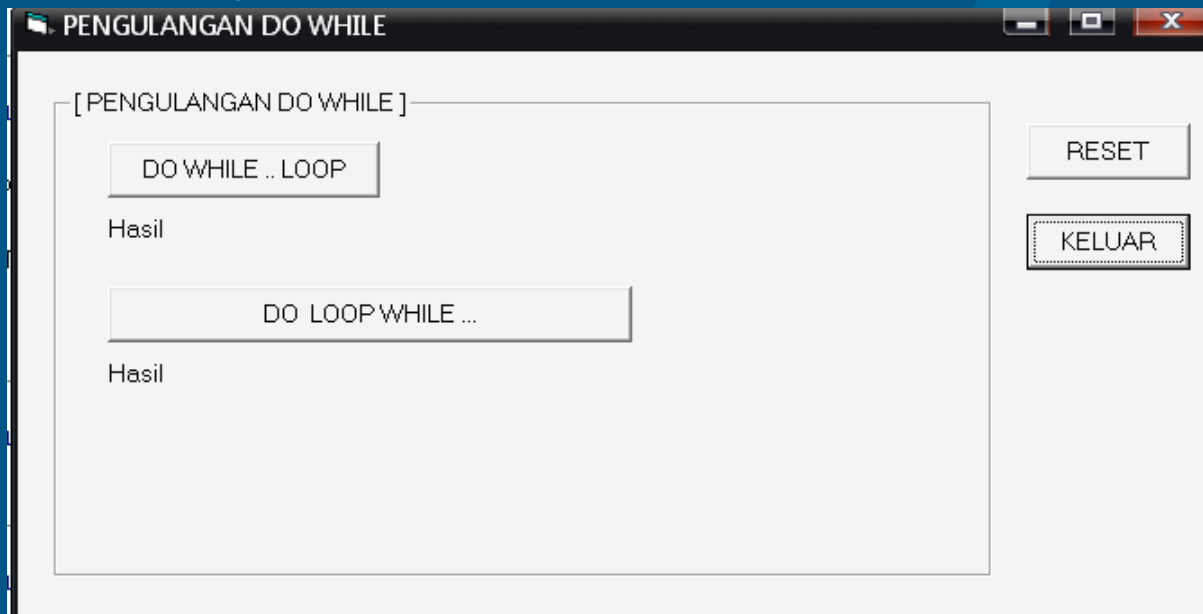
❖ DO LOOP... WHILE

- Laksanakan dulu block perintah, kemudian test kondisi pada While, bila memenuhi syarat (bernilai True) Proses dilanjutkan kelangkah berikutnya, Tapi bila tidak memenuhi syarat (bernilai False) Proses terhenti atau tidak dilanjutkan kealangkah berikutnya.
- Bentuk Umum :

```
DO Block Perintah  
[EXIT DO]  
LOOP WHILE KONDISI
```


Contoh 4.2 [Set User Interface]

- Buat Layout seperti di bawah ini :



- Set Properties:

Objek	Properties	Isi
Label1	Caption	Hasil
Label2	Caption	Hasil
Frame1	Caption	[PENGULANGAN DO WHILE]

Contoh 4.2 [Kode Program]

Listing Program

```
Dim Awal, Akhir As Integer
```

```
Private Sub Command1_Click()
```

```
Awal = 1
```

```
Akhir = 10
```

```
Do While Awal <= Akhir
```

```
Label1.Caption = Label1.Caption & ", " & Awal
```

```
Awal = Awal + 1
```

```
Loop
```

```
End Sub
```

```
Private Sub Command2_Click()
```

```
Awal = 1
```

```
Akhir = 20
```

```
Do
```

```
Label2.Caption = Label2.Caption & ", " & Awal
```

```
Awal = Awal + 1
```

```
Loop While Awal <= Akhir
```

```
End Sub
```

```
Private Sub Command3_Click()
```

```
Form_Load
```

```
End Sub
```

```
Private Sub Command4_Click()
```

```
Unload Me
```

```
End Sub
```

```
Private Sub Form_Load()
```

```
Label1.Caption = "Hasil"
```

```
Label2.Caption = "Hasil"
```

```
End Sub
```

Pengenalan DO UNTIL Ms. Visual Basic 6.0

❖ DO UNTIL

- Adalah Kebalikan dari DO WHILE. Until akan mengulangi suatu perintah (instruksi) selama kondisi yang dibandingkan tidak memenuhi syarat (bernilai FALSE) dan akan berhenti apabila Kondisinya memenuhi syarat (bernilai TRUE). Diantaranya bentuk UNTIL terdiri dari :

-DO UNTIL LOOP

```
DO UNTIL KONDISI
```

```
    Perintah
```

```
    .....
```

```
        [EXIT DO]
```

```
LOOP
```

- -DO LOOP UNTIL

```
DO Perintah
```

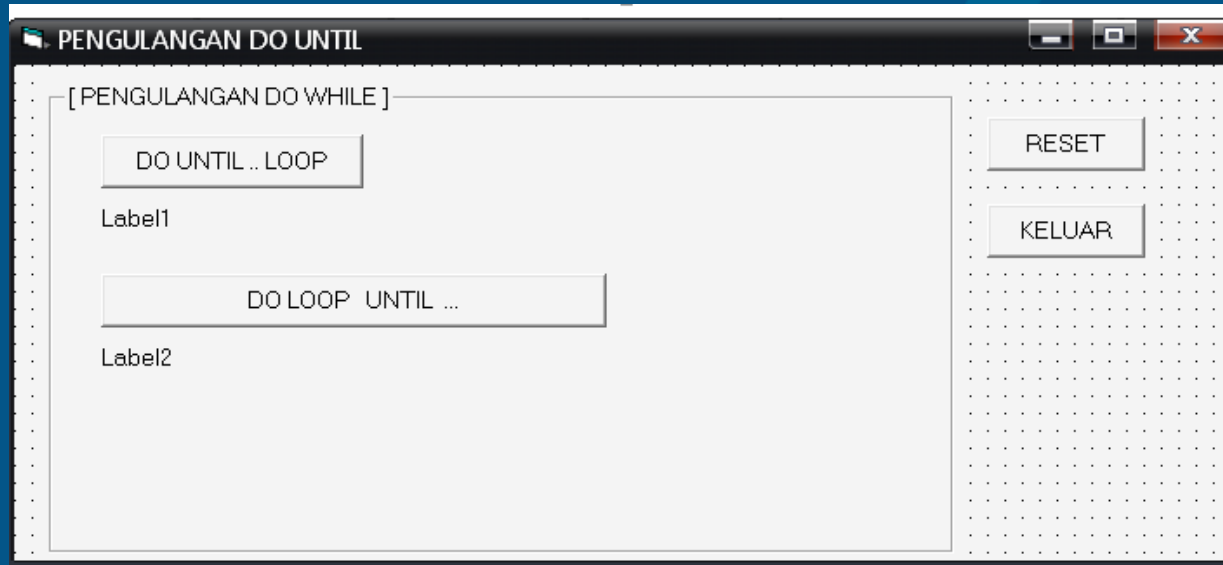
```
    .....
```

```
        [EXIT DO]
```

```
LOOP UNTIL KONDISI
```

Contoh 4.3 [Set User Interface]

- Buat Layout seperti di bawah ini :



- Set Properties:

Objek	Properties	Isi
Label1	Caption	Hasil
Label2	Caption	Hasil
Frame1	Caption	[PENGULANGAN DO UNTIL]

Contoh 4.3 [Kode Program]

Listing Program

```
Dim Awal, Akhir As Integer
Private Sub Command1_Click()
Awal = 1
Akhir = 10
Do Until Awal = Akhir
Label1.Caption = Label1.Caption & ", " & Awal
Awal = Awal + 1
```

```
Loop
End Sub
```

```
Private Sub Command2_Click()
Awal = 1
Akhir = 10
Do
Label2.Caption = Label2.Caption & ", " & Awal
Awal = Awal + 1
Loop Until Awal = Akhir
End Sub
```

```
Private Sub Command3_Click()
Form_Load
End Sub
```

```
Private Sub Command4_Click()
Unload Me
End Sub
```

```
Private Sub Form_Load()
Label1.Caption = "Hasil"
Label2.Caption = "Hasil"
```

```
End Sub
```

Pengenalan Objek Timer Ms. Visual Basic 6.0

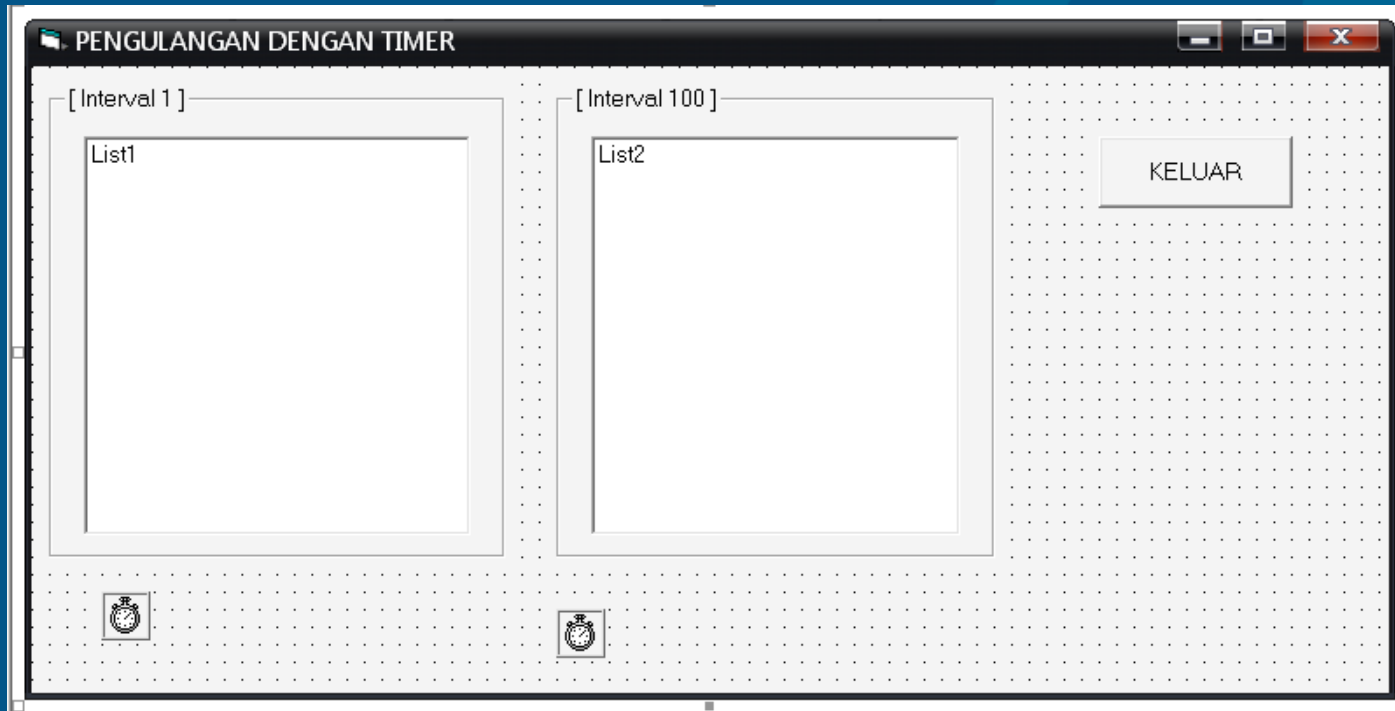
❖ OBJECT TIMER

- OBJECT TIMER Juga digunakan untuk mengulang sebagian dari rutine sehingga tidak perlu menulis ulang rutine sebanyak pengulangan yang diinginkan.
-
- OBJECT TIMER mengendalikan instruksi program yang dilaksanakan berulang-ulang, yg dikendalikan dg propertie interval dr timer tsb
-
- Interval pengulangan yg dilakukan pd timer sesuai dgn seting propertie interval yg kita masukan. Dan akan berhenti jika Running program berakhir atau lewat code yg kita berikan.



Contoh 4.4 [Set User Interface]

- Buat Layout seperti di bawah ini :



- Set Properties:

Objek	Properties	Isi
Frame1	Caption	[Interval 1]
Frame2	Caption	[Interval 2]

Contoh 4.4 [Kode Program]

Listing Program

```
Dim ulang1, ulang2 As Integer
```

```
Private Sub Command1_Click()
```

```
Unload Me
```

```
End Sub
```

```
Private Sub Form_Load()
```

```
Timer1.Interval = 1
```

```
Timer2.Interval = 1000
```

```
End Sub
```

```
Private Sub Timer1_Timer()
```

```
List1.AddItem "STMIK TASIKMALAYA"
```

```
ulang1 = ulang1 + 1
```

```
If ulang1 = 10 Then
```

```
Timer1.Enabled = False
```

```
End If
```

```
End Sub
```

```
Private Sub Timer2_Timer()
```

```
List2.AddItem "STMIK TASIKMALAYA"
```

```
ulang2 = ulang2 + 1
```

```
If ulang2 = 10 Then
```

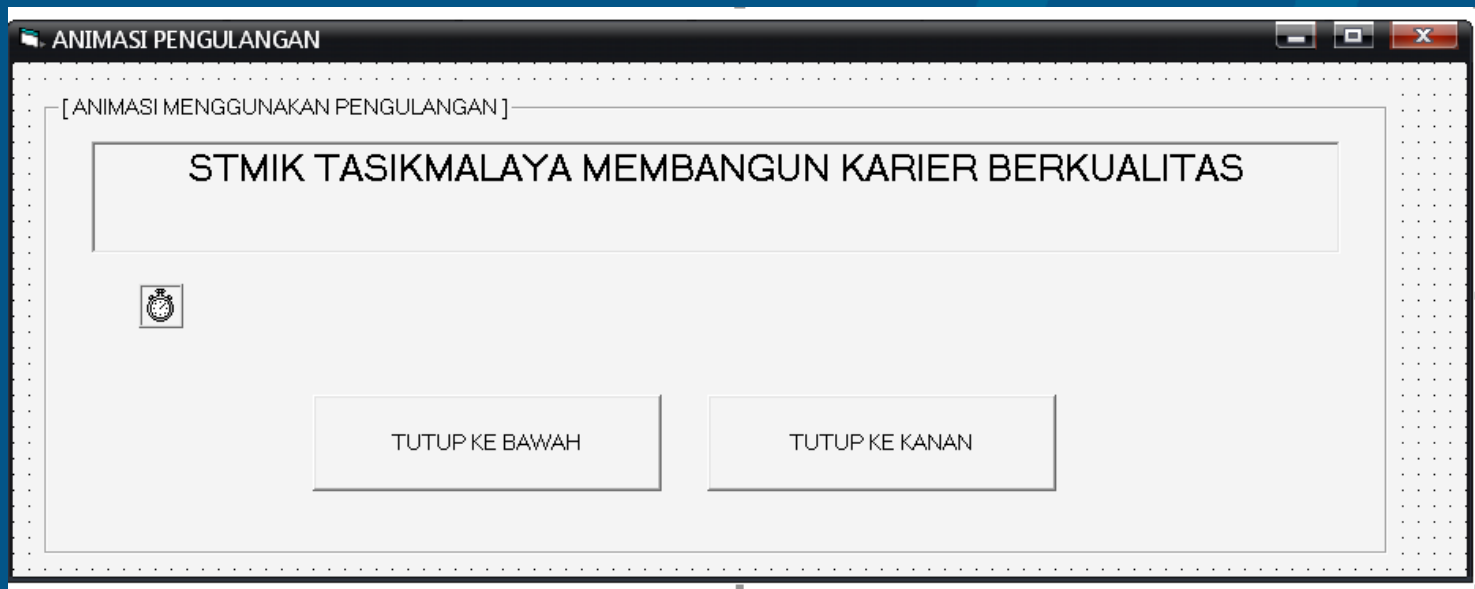
```
Timer2.Enabled = False
```

```
End If
```

```
End Sub
```


Contoh 4.5 [Set User Interface]

- Buat Layout seperti di bawah ini :



- Set Properties:

Objek	Properties	Isi
Frame1	Caption	[ANIMASI MENGGUNAKAN PENGULANGAN]
Label1	Caption BorderStyle	STMIK TASIKMALAYA MEMBANGUN KARIER BERKUALITAS FixedSingle

Contoh 4.5 [Kode Program]

Listing Program

```
Dim kalimat As String  
Dim bergerak As Integer
```

```
Private Sub Command1_Click()  
Do  
Me.Top = Me.Top + 20  
DoEvents  
Loop Until Me.Top > Screen.Height
```

```
Unload Me  
End Sub
```

```
Private Sub Command2_Click()  
Do  
Me.Left = Me.Left + 20  
DoEvents  
Loop Until Me.Left > Screen.Width  
Unload Me  
End Sub
```

```
Private Sub Form_Load()  
kalimat = Label1.Caption  
End Sub
```

```
Private Sub Timer1_Timer()  
kalimat = Right(kalimat, Len(kalimat) - 1) &  
Left(kalimat, 1)  
Label1.Caption = kalimat  
Me.Caption = kalimat  
End Sub
```

3
2
4
4
4
4
2
4
5
3
0
4
3
5
4



Latihan 4.1

LATIHAN 4.1

- Buatlah Program Pengulangan, Tanggal, Tahun, Bulan. Menggunakan FOR NEXT & DO WHILE dengan objek ComboBox [Combo.additem]
- Aturan
- 1. Tanggal = 1 s.d 30
- 2. Bulan = 1 s.d 12
- Tahun = 1991 = 2030

The screenshot shows a Windows application window titled "Pengulangan Tanggal". The window contains two sections for loop exercises:

- FOR NEXT:** This section contains three dropdown menus labeled "Tanggal:", "Bulan:", and "Tahun:". The "Tanggal:" dropdown is labeled "Combo", "Bulan:" is labeled "Com", and "Tahun:" is labeled "Combo3".
- DO WHILE:** This section also contains three dropdown menus labeled "Tanggal:", "Bulan:", and "Tahun:". The "Tanggal:" dropdown is labeled "Combo", "Bulan:" is labeled "Com", and "Tahun:" is labeled "Combo6".

To the right of these sections is a button labeled "KELUAR".

LATIHAN 4.2

- Buatlah Program Simulasi Lampu Stopan. Menggunakan Object Timer, Shape dan Label
- Aturan
- 1. Lampu Merah = 30 detik
- 2. Lampu Kuning = 5 detik
- 3. Lampu Hijau = 30 detik

