

Pemrograman Desktop 1

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Instalasi

- Instal PyCharm
- Instal pyqt6: `pip3 install pyqt6`
- Instal Qt designer: `pip3 install pyqt6-tools`
 - Lokasi Qt designer.exe:
C:\Users\Yonathan\PycharmProjects\PemrogDesktop\venv\Lib\site-packages\qt6_applications\Qt\bin

First Program

```
from PyQt6.QtWidgets import QApplication, QWidget, QPushButton
import sys
```

```
class DemoWind(QWidget):
```

```
    def __init__(self, parent=None):
```

```
        QWidget.__init__(self, parent)
```

```
        self.setGeometry(300, 300, 350, 100)
```

```
        self.setWindowTitle('Demo window')
```

```
        self.button = QPushButton('Close', self)
```

```
        self.button.setGeometry(10, 10, 70, 40)
```

```
        self.button.clicked.connect(self.close)
```

```
if __name__ == '__main__':
```

```
    app = QApplication(sys.argv)
```

```
    window = DemoWind() # Create a QWidget, which will be our window.
```

```
    window.show() # IMPORTANT!!!! Windows are hidden by default.
```

```
    app.exec() # Start the event loop.
```

Program 1

- fungsi `setGeometry` berperan dalam mengatur ukuran obyek visual
- Dua argumen pertama berisi nilai ujung kiri atas komponen visual bakal diletakkan di posisi mana; sedangkan dua argumen terakhir berisi nilai lebar dan tingginya