

Pemrograman Desktop 4

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Input – Output 1

```
import sys
from PyQt6.QtWidgets import QApplication, QMainWindow, QLineEdit, QPushButton, QLabel

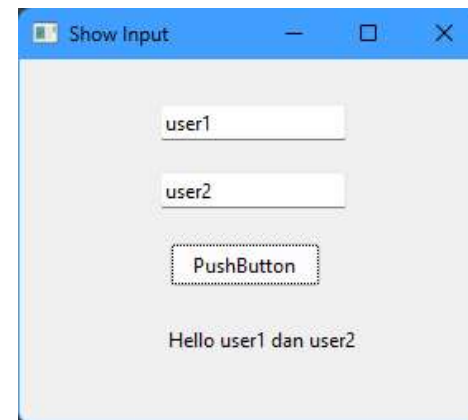
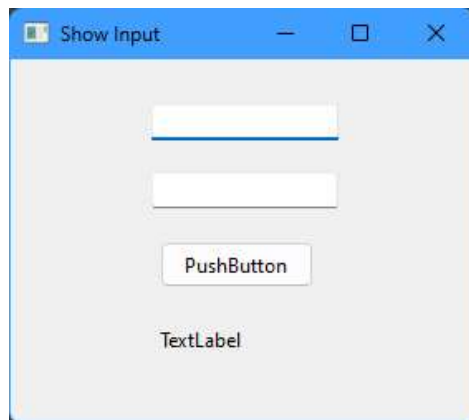
class MyForm(QMainWindow):
    def __init__(self):
        super().__init__()
        self.setWindowTitle("Show Input")
        self.resize(280, 220)
        self.lineEdit = QLineEdit(self)
        self.lineEdit.setGeometry(85, 27, 113, 22)
        self.lineEdit_2 = QLineEdit(self)
        self.lineEdit_2.setGeometry(85, 68, 113, 22)
        self.pushButton = QPushButton(self)
        self.pushButton.setGeometry(90, 110, 93, 28)
        self.label = QLabel(self)
        self.label.setGeometry(90, 161, 125, 16)
        self.pushButton.setText("PushButton")
        self.label.setText("TextLabel")
        self.pushButton.clicked.connect(self.displayMessage)
```

Input – Output 1

```
def displayMessage(self):  
    self.label.setText("Hello " + self.lineEdit.text() + " dan " +  
self.lineEdit_2.text())
```

```
if __name__ == "__main__":  
    app = QApplication(sys.argv)  
    myapp = MyForm()  
    myapp.show()  
    app.exec()
```

Input – Output 1



Kalkulator

```
import sys

from PyQt6.QtWidgets import QApplication, QMainWindow, QLineEdit, QRadioButton,
QPushButton, QLabel

class MyForm(QMainWindow):
    def __init__(self):
        super().__init__()
        self.setWindowTitle("Kalkulator Sederhana")
        self.resize(290, 415)
        self.radioButton = QRadioButton(self)
        self.radioButton.setGeometry(60, 110, 95, 20)
        self.radioButton_2 = QRadioButton(self)
        self.radioButton_2.setGeometry(60, 150, 95, 20)
        self.radioButton_3 = QRadioButton(self)
        self.radioButton_3.setGeometry(60, 190, 95, 20)
        self.radioButton_4 = QRadioButton(self)
        self.radioButton_4.setGeometry(60, 230, 95, 20)
```

Kalkulator

```
self.label = QLabel(self)
self.label.setGeometry(20, 270, 121, 16)
self.label_2 = QLabel(self)
self.label_2.setGeometry(20, 30, 131, 16)
self.lineEdit = QLineEdit(self)
self.lineEdit.setGeometry(160, 30, 113, 22)
self.lineEdit_2 = QLineEdit(self)
self.lineEdit_2.setGeometry(160, 70, 113, 22)
self.pushButton = QPushButton(self)
self.pushButton.setGeometry(120, 310, 93, 28)
self.label_3 = QLabel(self)
self.label_3.setGeometry(20, 70, 131, 16)
```

Kalkulator

```
self.radioButton.setText("Tambah")
self.radioButton_2.setText("Kurang")
self.radioButton_3.setText("Kali")
self.radioButton_4.setText("Bagi")
self.label.setText("TextLabel")
self.label_2.setText("Enter First Number")
self.pushButton.setText("PushButton")
self.label_3.setText("Enter Second Number")
self.pushButton.clicked.connect(self.calculate)
```

```
def calculate(self):
    result = 0
    if len(self.lineEdit.text()) != 0:
        a = int(self.lineEdit.text())
    else:
        a = 0
    if len(self.lineEdit_2.text()) != 0:
        b = int(self.lineEdit_2.text())
    else:
        b = 0
```

Kalkulator

```
if self.radioButton.isChecked():  
    result = a + b  
if self.radioButton_2.isChecked():  
    result = a - b  
if self.radioButton_3.isChecked():  
    result = a * b  
if self.radioButton_4.isChecked():  
    result = a / b  
self.label.setText("Hasil: " + str(result))
```

```
if __name__ == "__main__":  
    app = QApplication(sys.argv)  
    myapp = MyForm()  
    myapp.show()  
    app.exec()
```


Kalkulator

Kalkulator Sederhana

Enter First Number

Enter Second Number

☐ Tambah

☐ Kurang

☐ Kali

☐ Bagi

TextLabel

PushButton

Kalkulator Sederhana

Enter First Number

Enter Second Number

☒ Tambah

☐ Kurang

☐ Kali

☐ Bagi

Hasil: 3

PushButton

Kalkulator Sederhana

Enter First Number

Enter Second Number

☐ Tambah

☒ Kurang

☐ Kali

☐ Bagi

Hasil: -1

PushButton

Warung

```
import sys

from PyQt6.QtWidgets import QApplication, QMainWindow, QLineEdit, QPushButton, QLabel, QCheckBox

class MyForm(QMainWindow):
    def __init__(self):
        super().__init__()
        self.setWindowTitle("Warung")
        self.resize(310, 360)
        self.checkBox = QCheckBox(self)
        self.checkBox.setGeometry(90, 70, 141, 20)
        self.checkBox_2 = QCheckBox(self)
        self.checkBox_2.setGeometry(90, 110, 121, 20)
        self.checkBox_3 = QCheckBox(self)
        self.checkBox_3.setGeometry(90, 150, 111, 20)
        self.checkBox_4 = QCheckBox(self)
        self.checkBox_4.setGeometry(90, 190, 111, 20)
        self.pushButton = QPushButton(self)
        self.pushButton.setGeometry(110, 240, 93, 28)
        self.lineEdit = QLineEdit(self)
        self.lineEdit.setEnabled(False)
        self.lineEdit.setGeometry(120, 300, 113, 22)
```

Warung

```
self.label = QLabel(self)
self.label.setGeometry(40, 300, 81, 16)
self.label_2 = QLabel(self)
self.label_2.setGeometry(90, 10, 201, 41)
self.checkBox.setText("Pecel 10.000")
self.checkBox_2.setText("Nasgor 12.000")
self.checkBox_3.setText("Sop 12.000")
self.checkBox_4.setText("Lodeh 13.000")
self.pushButton.setText("Hitung")
self.lineEdit.setText("0")
self.label.setText("Total Harga:")
self.label_2.setText("Warung Kita")

font = self.label_2.font()
font.setPointSize(19)
font.setBold(True)
font.setUnderline(True)
font.setWeight(75)
self.label_2.setFont(font)

self.pushButton.clicked.connect(self.calculate)
```

Warung

```
def calculate(self):  
    res = 0  
    if self.checkBox.isChecked():  
        res = res + 10000  
    if self.checkBox_2.isChecked():  
        res = res + 12000  
    if self.checkBox_3.isChecked():  
        res = res + 12000  
    if self.checkBox_4.isChecked():  
        res = res + 13000  
    self.lineEdit.setText(str(res))
```

```
if __name__ == "__main__":  
    app = QApplication(sys.argv)  
    myapp = MyForm()  
    myapp.show()  
    app.exec()
```

Warung



Warung

Warung Kita

☐ Pecel 10.000

☐ Nasgor 12.000

☐ Sop 12.000

☐ Lodeh 13.000

Hitung

Total Harga: 0



Warung

Warung Kita

☒ Pecel 10.000

☐ Nasgor 12.000

☒ Sop 12.000

☐ Lodeh 13.000

Hitung

Total Harga: 22000



Warung

Warung Kita

☒ Pecel 10.000

☐ Nasgor 12.000

☒ Sop 12.000

☒ Lodeh 13.000

Hitung

Total Harga: 35000

SpinBox

```
import sys
from PyQt6.QtWidgets import QApplication, QLabel, QMainWindow, QPushButton, QSpinBox, QLineEdit, QDoubleSpinBox

class MyForm(QMainWindow):
    def __init__(self):
        super().__init__()
        self.setWindowTitle("Spin Box")
        self.resize(378, 178)
        self.pushButton = QPushButton(self)
        self.pushButton.setGeometry(140, 130, 93, 28)
        self.spinBox = QSpinBox(self)
        self.spinBox.setGeometry(120, 30, 81, 22)
        self.label = QLabel(self)
        self.label.setGeometry(20, 30, 111, 16)
        self.label_2 = QLabel(self)
        self.label_2.setGeometry(20, 70, 91, 16)
        self.label_3 = QLabel(self)
        self.label_3.setGeometry(140, 100, 151, 16)
        self.lineEdit = QLineEdit(self)
        self.lineEdit.setEnabled(False)
        self.lineEdit.setGeometry(240, 30, 113, 22)
```

SpinBox

```
self.lineEdit_2 = QLineEdit(self)
    self.lineEdit_2.setEnabled(False)
    self.lineEdit_2.setGeometry(240, 60, 113, 22)
    self.doubleSpinBox = QDoubleSpinBox(self)
    self.doubleSpinBox.setGeometry(120, 70, 81, 22)
    self.doubleSpinBox.setSingleStep(0.1)
    self.pushButton.setText("Jumlahkan")
    self.label.setText("Angka pertama")
    self.label_2.setText("Angka kedua")
    self.label_3.setText("TextLabel")

    self.spinBox.editingFinished.connect(self.tampil1)
    self.doubleSpinBox.editingFinished.connect(self.tampil2)
    self.pushButton.clicked.connect(self.calculate)

def tampil1(self):
    self.lineEdit.setText(str(self.spinBox.value()))

def tampil2(self):
    self.lineEdit_2.setText(str(self.doubleSpinBox.value()))
```

SpinBox

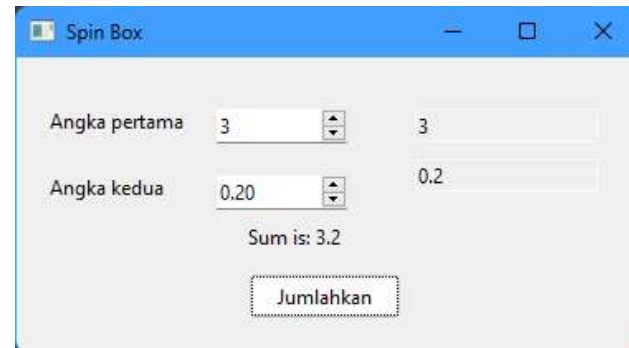
```
def calculate(self):  
    jumlah = self.spinBox.value() + self.doubleSpinBox.value()  
    self.label_3.setText('Sum is: ' + str(jumlah))
```

```
if __name__ == "__main__":  
    app = QApplication(sys.argv)  
    myapp = MyForm()  
    myapp.show()  
    app.exec()
```


SpinBox



A screenshot of a Windows application window titled "Spin Box". The window has a blue title bar with standard minimize, maximize, and close buttons. The main content area is light gray. It contains two labels: "Angka pertama" and "Angka kedua". Next to "Angka pertama" is a spin box with the value "0". Next to "Angka kedua" is a spin box with the value "0.00". To the right of these spin boxes are two empty text input fields. Below the spin boxes is a label "TextLabel". At the bottom center is a button labeled "Jumlahkan".



A screenshot of the same "Spin Box" application window after a calculation. The "Angka pertama" spin box now shows "3" and the "Angka kedua" spin box shows "0.20". The text input field to the right of "Angka pertama" now contains the value "3", and the text input field to the right of "Angka kedua" contains "0.2". Below the spin boxes, the label "Sum is: 3.2" is now visible. The "Jumlahkan" button is still at the bottom center.