

PRAKTIKUM ALGORITMA dan PEMROGRAMAN
PRAKTIKUM 11: TOPIK LANJUT (PROGRAM GUI)



Disusun Oleh:

AS'AD NIROT AHMADI

L200220155

PROGRAM STUDI TEKNIK INFORMATIKA
FAKULTAS KOMUNIKASI DAN INFORMATIKA
UNIVERSITAS MUHAMMADIYAH SURAKARTA
TAHUN 2022/2023

Kegiatan 1. Menampilkan data diri

```
prak11.1.py - D:/Prak ALGOPRO/pyhton/prak11.1.py (3.10.7)
File Edit Format Run Options Window Help
from tkinter import Tk, Label, Entry, mainloop
from tkinter import LEFT, RIGHT

app = Tk(className = "Aplikasi dengan tabel")

l1 = Label(app, text='Data diri',
font=('Arial', 30, 'bold')).grid()

l2 = Label(app, text='Nama')
l2.grid(row=1, column=0)
e2 = Entry(app)
e2.grid(row=1, column=1)

l3 = Label(app, text='NIM')
l3.grid(row=2, column=0)
e3 = Entry(app)
e3.grid(row=2, column=1)

l4 = Label(app, text='Buku favorit')
l4.grid(row=3, column=0)
e4 = Entry(app)
e4.grid(row=3, column=1)

l5 = Label(app, text='Idola di kalangan sahabat')
l5.grid(row=4, column=0)
e5 = Entry(app)
e5.grid(row=4, column=1)

l6 = Label(app, text='Motto')
l6.grid(row=5, column=0)
e6 = Entry(app)
e6.grid(row=5, column=1)

app.mainloop()
```

Kode program:

```
from tkinter import Tk, Label, Entry, mainloop
from tkinter import LEFT, RIGHT

app = Tk(className = "Aplikasi dengan tabel")

l1 = Label(app, text='Data diri',
font=('Arial', 30, 'bold')).grid()

l2 = Label(app, text='Nama')
l2.grid(row=1, column=0)

e2 = Entry(app)
e2.grid(row=1, column=1)

l3 = Label(app, text='NIM')
l3.grid(row=2, column=0)

e3 = Entry(app)
e3.grid(row=2, column=1)

l4 = Label(app, text='Buku favorit')
l4.grid(row=3, column=0)

e4 = Entry(app)
e4.grid(row=3, column=1)

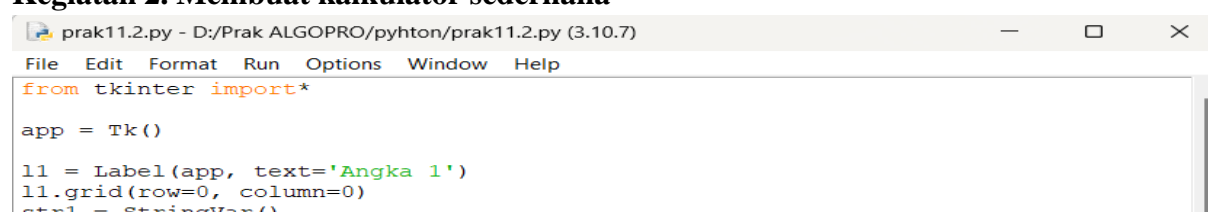
l5 = Label(app, text='Idola di kalangan sahabat')
l5.grid(row=4, column=0)

e5 = Entry(app)
e5.grid(row=4, column=1)

l6 = Label(app, text='Motto')
l6.grid(row=5, column=0)

e6 = Entry(app)
e6.grid(row=5, column=1)

app.mainloop()
```

Kegiatan 2. Membuat kalkulator sederhana

```
def hapus():
    str1.set(0)
    str2.set(0)
    c.set(0)

b1 = Button(app, text='+', command=plus)
b1.grid(row=2, column=0)
b1.grid(padx=25, pady =10)
b2 = Button(app, text='-', command=min)
b2.grid(row=2, column=1)
b2.grid(padx=25, pady =10)
b3 = Button(app, text='x', command=kali)
b3.grid(row=2, column=2)
b3.grid(padx=25, pady =10)
b4 = Button(app, text=':', command=bagi)
b4.grid(row=2, column=3)
b4.grid(padx=25, pady =10)
b5 = Button(app, text='Hapus', command=hapus)
b5.grid(row=4, columnspan=3)
b5.grid(padx=25, pady =10)

l3 = Label(app, text='Hasil').grid(row=3, column=0)
e3 = Entry(app, textvariable=c)
e3.grid(row=3, column=1)
e3.grid(padx=15, pady=10)

app, mainloop()
```

Kode program:

```
from tkinter import*

app = Tk()

l1 = Label(app, text='Angka 1')
l1.grid(row=0, column=0)

str1 = StringVar()
e1 = Entry(app, textvariable=str1)
e1.grid(row=0, column=1)

l2 = Label(app, text='Angka 2')
l2.grid(row=1, column=0)

str2 = StringVar()
e2 = Entry(app, textvariable=str2)
e2.grid(row=1, column=1)

c = StringVar()

def plus(*args):
    a = str1.get()
    b = str2.get()
    tambah = int(a) + int(b)
    c.set(tambah)

def min(*args):
    a = str1.get()
    b = str2.get()
    kurang = int(a) - int(b)
    c.set(kurang)

def kali(*args):
    a = str1.get()
    b = str2.get()
    kali = int(a) * int(b)
    c.set(kali)

def bagi(*args):
    a = str1.get()
    b = str2.get()
```

```

    bagi = int(a) / int(b)
    c.set(bagi)
def hapus():
    str1.set(0)
    str2.set(0)
    c.set(0)
b1 = Button(app, text='+', command=plus)
b1.grid(row=2, column=0)
b1.grid(padx=25, pady =10)
b2 = Button(app, text='-', command=min)
b2.grid(row=2, column=1)
b2.grid(padx=25, pady =10)
b3 = Button(app, text='x', command=kali)
b3.grid(row=2, column=2)
b3.grid(padx=25, pady =10)
b4 = Button(app, text=':', command=bagi)
b4.grid(row=2, column=3)
b4.grid(padx=25, pady =10)
b5 = Button(app, text='Hapus', command=hapus)
b5.grid(row=4, columnspan=3)
b5.grid(padx=25, pady =10)
l3 = Label(app, text='Hasil').grid(row=3, column=0)
e3 = Entry(app, textvariable=c)
e3.grid(row=3, column=1)
e3.grid(padx=15, pady=10)
app, mainloop()

```

Kegiatan 3. Menghitung luas bangun geometri

```
prak11.3.py - D:/Prak ALGOPRO/pyhton/prak11.3.py (3.10.7)
File Edit Format Run Options Window Help
from tkinter import*

app = Tk()

l = Label(app, text='Data diri',
font=('Arial', 30, 'bold')).grid(row=0, column=0)
la = Label(app, text='bangun yang saya dapat adalah piramid yang merupakan bangu
la.grid()

l1 = Label(app, text='Sisi alas:')
l1.grid(row=10, column=0)
str1 = StringVar()
e1 = Entry(app, textvariable=str1)
e1.grid(row=10, column=1)

l2 = Label(app, text='Tinggi Segitiga:')
l2.grid(row=15, column=0)
str2 = StringVar()
e2 = Entry(app, textvariable=str2)
e2.grid(row=15, column=1)
c = StringVar()

def hitung(*args):
    a = str1.get()
    b = str2.get()
    luasAlas = int(a) * int(a)
    sisiTegak= int(a) * int(b)/2
    luasPiramid = luasAlas + (4*sisiTegak)
    c.set(luasPiramid)

b1 = Button(app, text='Hitung luas', command = hitung)
b1.grid(row=20, column=0)
b1.grid(padx=25, pady =15)
l3 = Label(app, text='Luas').grid(row=20, column=1)
e3 = Entry(app, textvariable=c)
e3.grid(row=20, column=2)

app, mainloop()
```

Ln: 8 Col: 9

Kode program:

```
from tkinter import*

app = Tk()

l = Label(app, text='Data diri',
font=('Arial', 30, 'bold')).grid(row=0, column=0)

la = Label(app, text='bangun yang saya dapat adalah piramid yang merupakan bangun ruang limas segi empat')

la.grid()

l1 = Label(app, text='Sisi alas:')

l1.grid(row=10, column=0)

str1 = StringVar()

e1 = Entry(app, textvariable=str1)

e1.grid(row=10, column=1)

l2 = Label(app, text='Tinggi Segitiga:')

l2.grid(row=15, column=0)

str2 = StringVar()

e2 = Entry(app, textvariable=str2)

e2.grid(row=15, column=1)

c = StringVar()

def hitung(*args):

    a = str1.get()

    b = str2.get()

    luasAlas = int(a) * int(a)

    sisiTegak= int(a) * int(b)/2

    luasPiramid = luasAlas + (4*sisiTegak)

    c.set(luasPiramid)

b1 = Button(app, text='Hitung luas', command = hitung)

b1.grid(row=20, column=0)

b1.grid(padx=25, pady =15)

l3 = Label(app, text='Luas').grid(row=20, column=1)

e3 = Entry(app, textvariable=c)

e3.grid(row=20, column=2)

app, mainloop()
```