

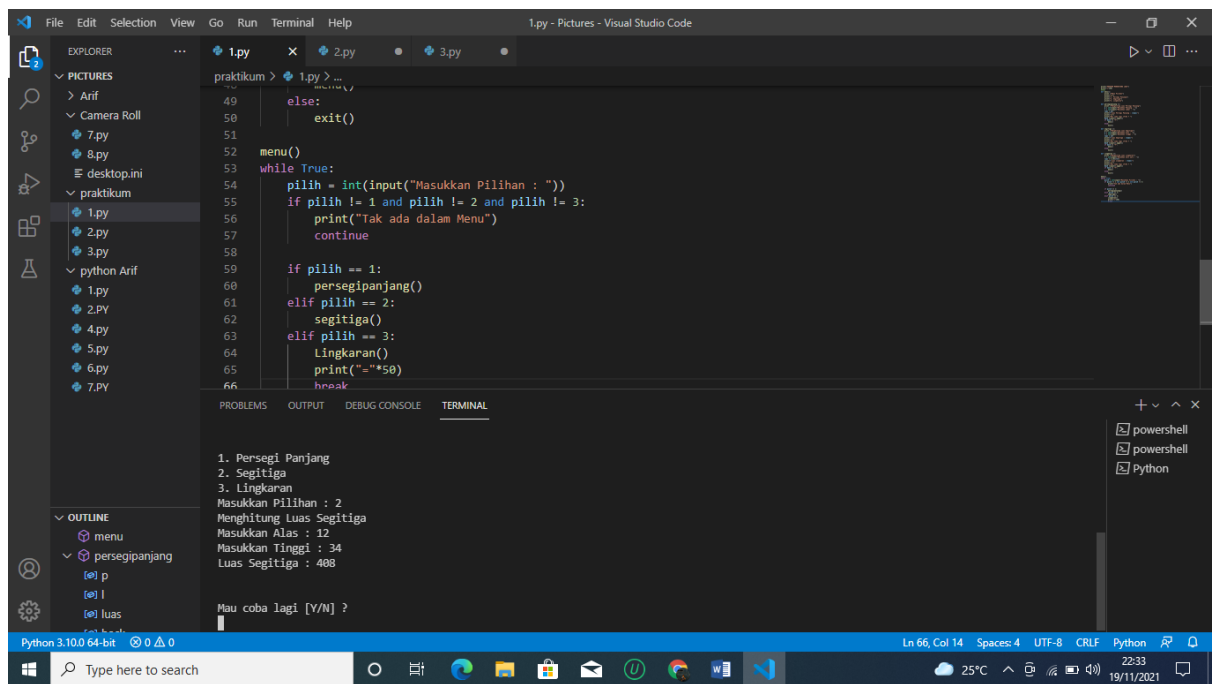
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KELAS : AI-B

NIM : 20.01.013.045

1. PROGRAM menghitung luas

```
1 print("PROGRAM MENGHITUNG LUAS")
2 print("="*40)
3 #MENU
4 def menu():
5     print("Menu Pilihan")
6     print("\n")
7     print("1. Persegi Panjang")
8     print("2. Segitiga")
9     print("3. Lingkaran")
10
11 def persegi panjang ():
12     print ("Menghitung Luas Persegi Panjang")
13     p = int(input("Masukkan Panjang : "))
14     l = int(input("Masukkan Lebar : "))
15     luas = p*l
16     print(f"Luas Persegi Panjang : {luas}")
17     print("\n")
18     print("Mau coba lagi [Y/N] ? ")
19     back =input().upper()
20     if back == "Y":
21         menu()
22     else:
23         exit()
24
25 def segitiga ():
26     print ("Menghitung Luas Segitiga")
27     a = int(input("Masukkan Alas : "))
28     t = int(input("Masukkan Tinggi : "))
29     luas = a*t
30     print(f"Luas Segitiga : {luas}")
31     print("\n")
32     print("Mau coba lagi [Y/N] ? ")
33     back =input().upper()
34     if back == "Y":
35         menu()
36     else:
37         exit()
38
39 def lingkaran ():
40     print ("Menghitung Luas Lingkaran")
41     r = int(input("Masukkan Jari jari : "))
42     luas = 3.14*(r*r)
43     print(f"Luas Lingkaran : {luas}")
44     print("\n")
45     print("Mau coba lagi [Y/N] ? ")
46     back =input().upper()
47     if back == "Y":
48         menu()
49     else:
50         exit()
51
52 menu()
53 while True:
54     pilih = int(input("Masukkan Pilihan : "))
55     if pilih != 1 and pilih != 2 and pilih != 3:
56         print("Tak ada dalam Menu")
```

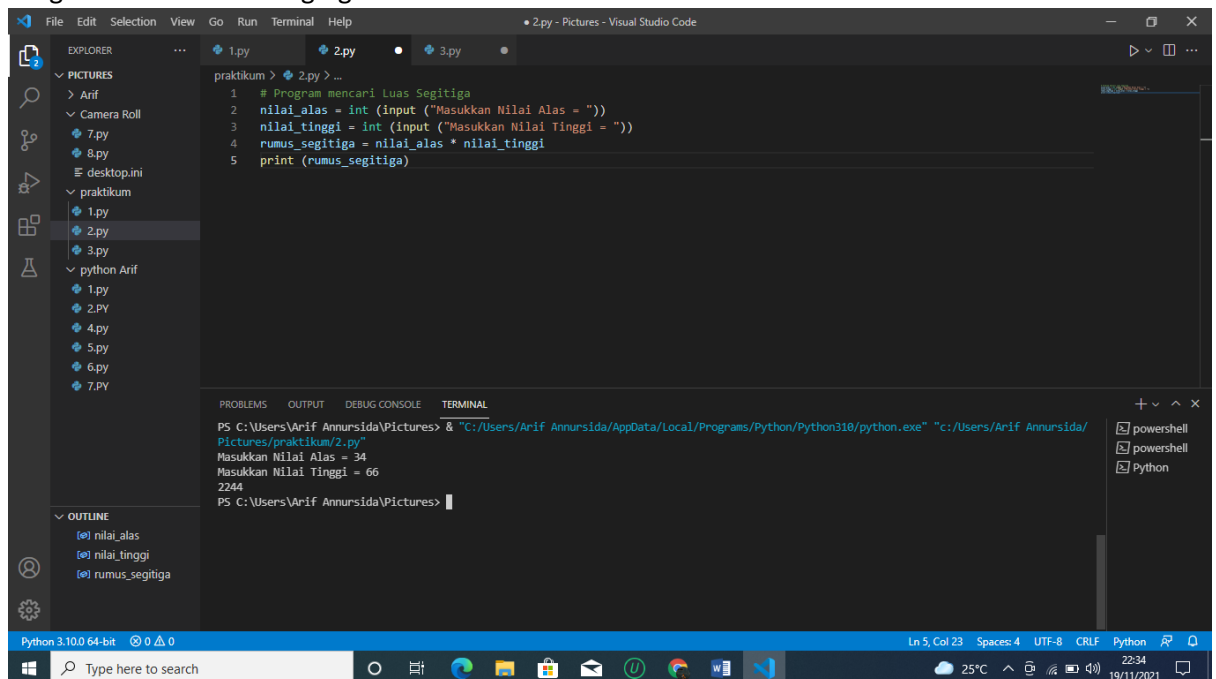


```
praktikum > 1.py > ...
49     else:
50         exit()
51
52     menu()
53     while True:
54         pilih = int(input("Masukkan Pilihan : "))
55         if pilih != 1 and pilih != 2 and pilih != 3:
56             print("Tak ada dalam Menu")
57             continue
58
59         if pilih == 1:
60             persegi panjang()
61         elif pilih == 2:
62             segitiga()
63         elif pilih == 3:
64             Lingkaran()
65         print("=="*50)
66         break
```

1. Persegi Panjang
2. Segitiga
3. Lingkaran
Masukkan Pilihan : 2
Menghitung Luas Segitiga
Masukkan Alas : 12
Masukkan Tinggi : 34
Luas Segitiga : 408

Mau coba lagi [Y/N] ?

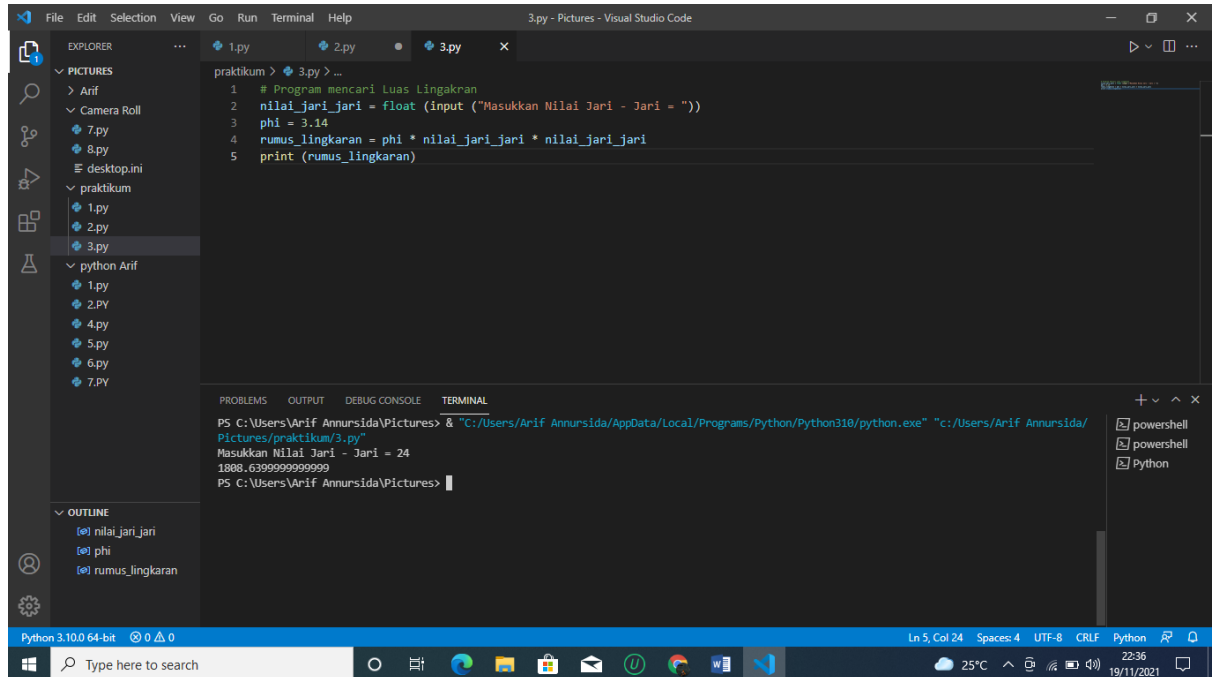
2. Program mencari luas segitiga



```
praktikum > 2.py > ...
1  # Program mencari Luas Segitiga
2  nilai_alas = int(input("Masukkan Nilai Alas = "))
3  nilai_tinggi = int(input("Masukkan Nilai Tinggi = "))
4  rumus_segitiga = nilai_alas * nilai_tinggi
5  print(rumus_segitiga)
```

PS C:\Users\Arif Annursida\AppData\Local\Programs\Python\Python310\python.exe "c:/Users/Arif Annursida/Pictures/praktikum/2.py"
Masukkan Nilai Alas = 34
Masukkan Nilai Tinggi = 66
2244
PS C:\Users\Arif Annursida\Pictures>

3. Program mencari luas lingkaran

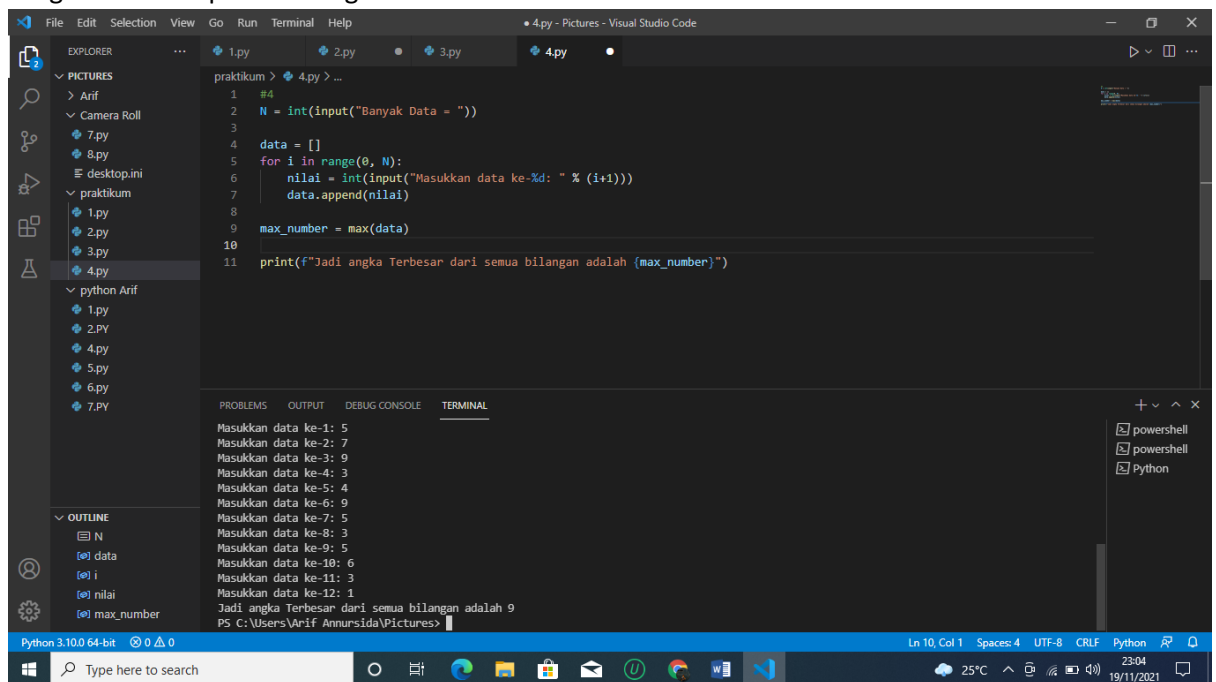


The screenshot shows the Visual Studio Code interface with a Python file named `3.py` open. The code calculates the area of a circle based on user input for the radius. The terminal shows the execution of the program, where the user enters a radius of 24, resulting in an area of 1808.6399999999999.

```
1 # Program mencari Luas Lingkaran
2 nilai_jari_jari = float(input("Masukkan Nilai Jari - Jari = "))
3 phi = 3.14
4 rumus_lingkaran = phi * nilai_jari_jari * nilai_jari_jari
5 print(rumus_lingkaran)
```

```
PS C:\Users\Arif Annursida\Pictures> & "C:/Users/Arif Annursida/AppData/Local/Programs/Python/Python310/python.exe" "c:/Users/Arif Annursida/Pictures/praktikum/3.py"
Masukkan Nilai Jari - Jari = 24
1808.6399999999999
PS C:\Users\Arif Annursida\Pictures>
```

4. Program menampilkan bilangan terbesar

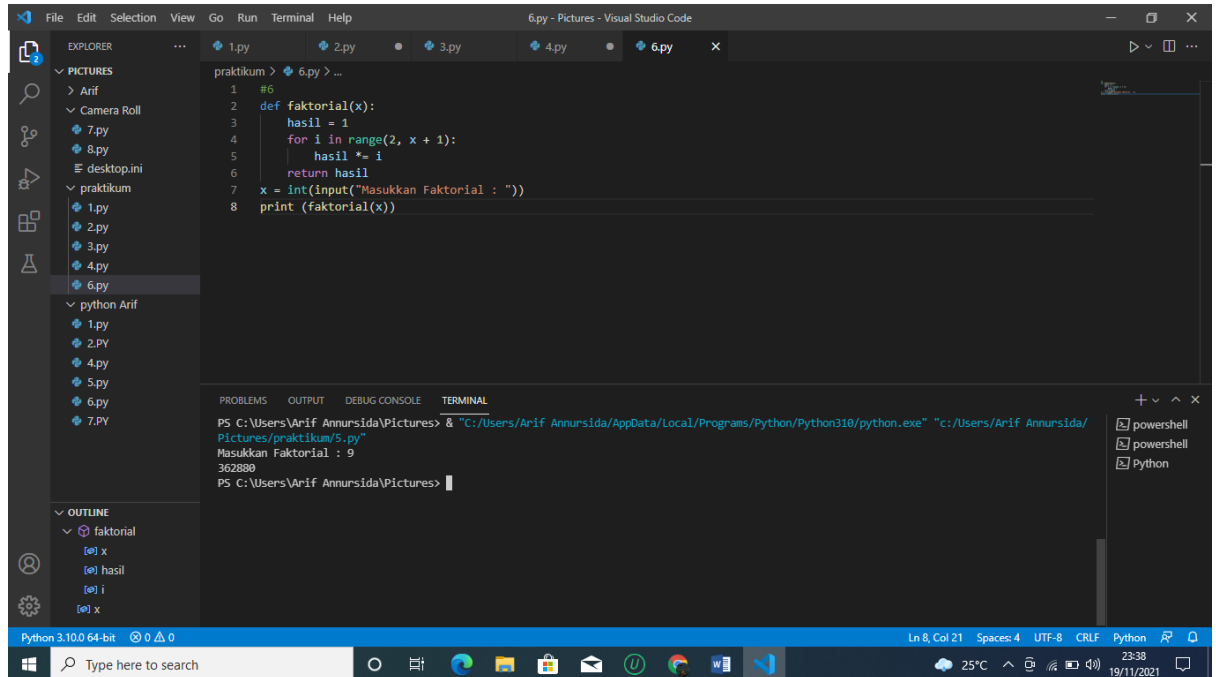


The screenshot shows the Visual Studio Code interface with a Python file named `4.py` open. The code prompts the user to enter the number of data points, then collects those numbers into a list and finds the maximum value. The terminal shows the execution of the program, where the user enters 12 data points, and the program correctly identifies 9 as the maximum value.

```
1 #4
2 N = int(input("Banyak Data = "))
3
4 data = []
5 for i in range(0, N):
6     nilai = int(input("Masukkan data ke-%d: " % (i+1)))
7     data.append(nilai)
8
9 max_number = max(data)
10
11 print(f"Jadi angka Terbesar dari semua bilangan adalah {max_number}")
```

```
Masukkan data ke-1: 5
Masukkan data ke-2: 7
Masukkan data ke-3: 9
Masukkan data ke-4: 3
Masukkan data ke-5: 4
Masukkan data ke-6: 9
Masukkan data ke-7: 5
Masukkan data ke-8: 3
Masukkan data ke-9: 5
Masukkan data ke-10: 6
Masukkan data ke-11: 3
Masukkan data ke-12: 1
Jadi angka Terbesar dari semua bilangan adalah 9
PS C:\Users\Arif Annursida\Pictures>
```

6. Program bilangan faktorial



The screenshot displays the Visual Studio Code interface with a Python file named `6.py` open. The code defines a function `faktorial(x)` that calculates the factorial of `x` using a loop. The function is called with the input `9`, and the output `362880` is printed.

```
1 #6
2 def faktorial(x):
3     hasil = 1
4     for i in range(2, x + 1):
5         hasil *= i
6     return hasil
7 x = int(input("Masukkan Faktorial : "))
8 print (faktorial(x))
```

The terminal window shows the execution of the program:

```
PS C:\Users\Arif Annursida\Pictures> & "C:/Users/Arif Annursida/AppData/Local/Programs/Python/Python310/python.exe" "c:/Users/Arif Annursida/Pictures/praktikum/5.py"
Masukkan Faktorial : 9
362880
PS C:\Users\Arif Annursida\Pictures>
```

The Explorer sidebar shows the file structure, including the `praktikum` folder and the `6.py` file. The Outline sidebar shows the function `faktorial` and its variables `x`, `hasil`, and `i`.