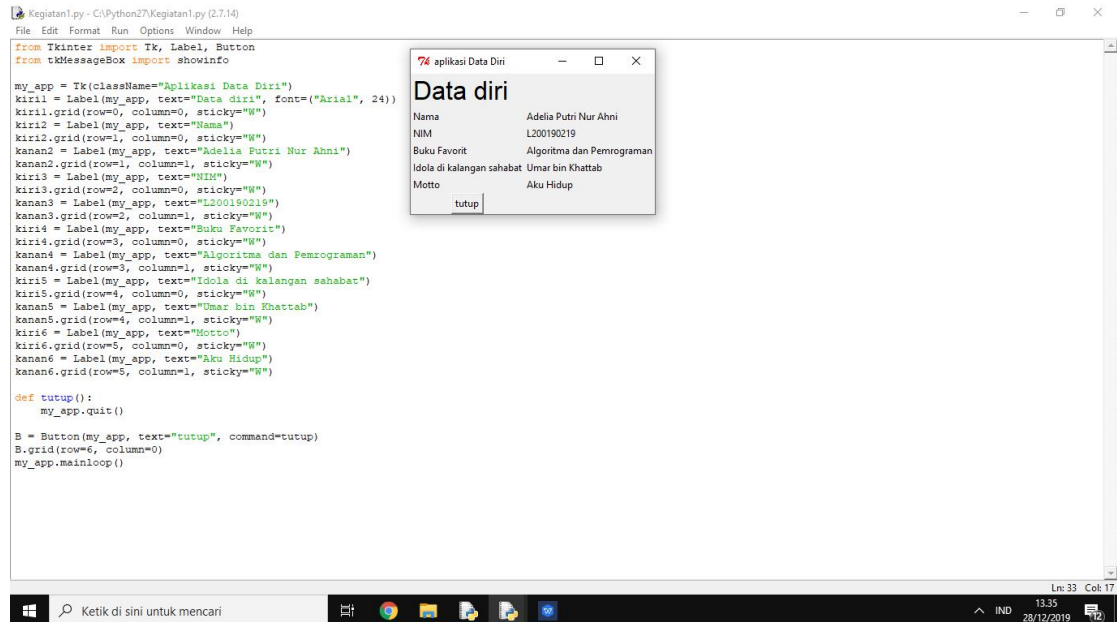


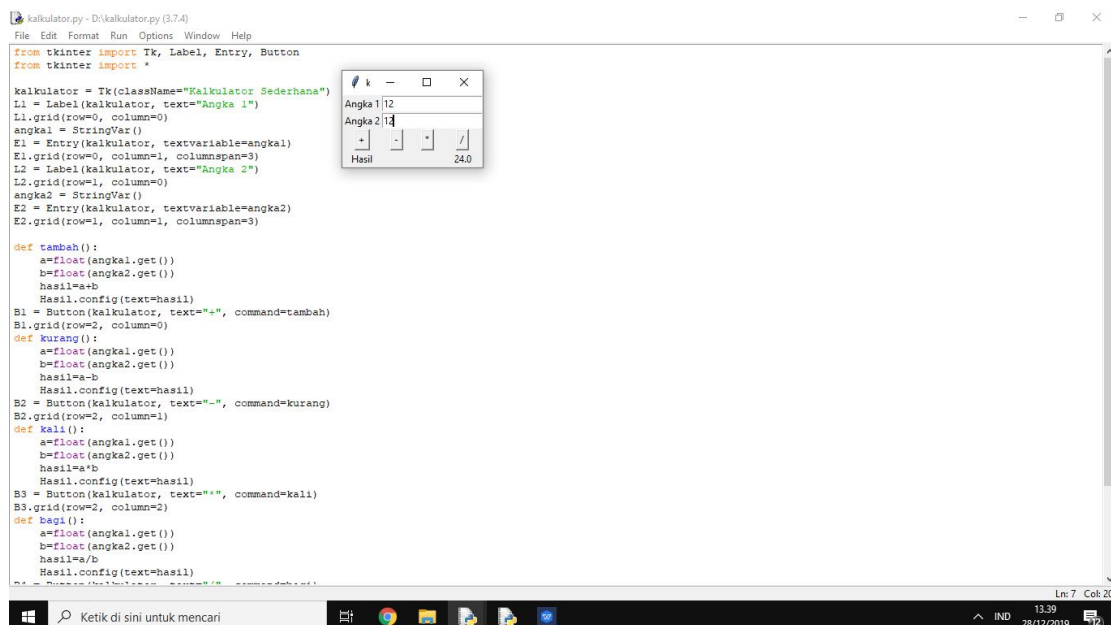
Nama : Adelia Putri Nur Ahni
NIM : L200190219

Praktikum Algoritma dan Pemrograman Modul 11

Kegiatan 1



Kegiatan 2



```
kalkulator.py - D:\kalkulator.py (3.7.4)
File Edit Format Run Options Window Help
#####
L2 = Label(kalkulator, text="Angka 2")
L2.grid(row=1, column=0)
angka2 = StringVar()
E2 = Entry(kalkulator, textvariable=angka2)
E2.grid(row=1, column=1, columnspan=3)

def tambah():
    a=float(angka1.get())
    b=float(angka2.get())
    hasil=a+b
    Hasil.config(text=hasil)
B1 = Button(kalkulator, text="+", command=tambah)
B1.grid(row=2, column=0)

def kurang():
    a=float(angka1.get())
    b=float(angka2.get())
    hasil=a-b
    Hasil.config(text=hasil)
B2 = Button(kalkulator, text="-", command=kurang)
B2.grid(row=2, column=1)

def kali():
    a=float(angka1.get())
    b=float(angka2.get())
    hasil=a*b
    Hasil.config(text=hasil)
B3 = Button(kalkulator, text="*", command=kali)
B3.grid(row=2, column=2)

def bagi():
    a=float(angka1.get())
    b=float(angka2.get())
    hasil=a/b
    Hasil.config(text=hasil)
B4 = Button(kalkulator, text="/", command=bagi)
B4.grid(row=2, column=3)
LabelHasil=Label(kalkulator, text="Hasil")
LabelHasil.grid(row=3, column=0)
Hasil=Label(kalkulator, text="0")
Hasil.grid(row=3, column=3)

kalkulator.mainloop()
```

Kegiatan 3

```
Kegiatan3.py - C:\Users\user\AppData\Local\Programs\Python\Python37-32\Kegiatan3.py (3.7.4)
File Edit Format Run Options Window Help
#####
from tkinter import *
my_app=Tk()
my_app.title("Bangun Geometri")

L1=Label(my_app, text="Bangun Geometri", font=("Arial", 24))
L1.grid(row=0, column=0, columnspan=2, sticky="NW")

L2=Label(my_app, text="Nama")
L2.grid(row=1, column=0, sticky="NW")
E2=Label(my_app, text="Prisma")
E2.grid(row=1, column=1, sticky="NW")

L2=Label(my_app, text="Dimensi")
L2.grid(row=2, column=0, sticky="NW")
E2=Label(my_app, text="Bangun Ruang")
E2.grid(row=2, column=1, sticky="NW")

L2=Label(my_app, text="Contoh benda")
L2.grid(row=3, column=0, sticky="NW")
E2=Label(my_app, text="Piramid")
E2.grid(row=3, column=1, sticky="NW")

L2=Label(my_app, text="Titik sudut")
L2.grid(row=4, column=0, sticky="NW")
E2=Label(my_app, text="6")
E2.grid(row=4, column=1, sticky="NW")

L1=Label(my_app, text="Luas alas prisma")
L1.grid(row=5, column=0, sticky="NW")
Luasalasprisma=StringVar()
E1=Entry(my_app, textvariable=Luasalasprisma)
E1.grid(row=5, column=1)

L2=Label(my_app, text="Luas selimut prisma")
L2.grid(row=6, column=0, sticky="NW")
Luasselmutprisma=StringVar()
E2=Entry(my_app, textvariable=Luasselmutprisma)
E2.grid(row=6, column=1)

L3=Label(my_app, text="Tinggi")
L3.grid(row=7, column=0, sticky="NW")
Tinggi=StringVar()
E3=Entry(my_app, textvariable=Tinggi)
E3.grid(row=7, column=1)

def hitungLuas():
    a=float(Luasalasprisma.get())
    b=float(Luasselmutprisma.get())
    c=float(Tinggi.get())
    hasil= 2*(a + b)
    Hasil.config(text=hasil)
B1=Button(my_app, text="Hitung Luas", command=hitungLuas)
B1.grid(row=8, column=0, sticky="NW")

LabelHasil=Label(my_app, text="Luas alas prisma")
LabelHasil.grid(row=5, column=0, sticky="NW")
Hasil=Label(my_app, text="0")
Hasil.grid(row=5, column=3)

my_app.mainloop()
```

Bangun Geometri

Nama	Prisma
Dimensi	Bangun Ruang
Contoh benda	Piramid
Titik sudut	6
Luas alas prisma	12
Luas selimut prisma	12
Tinggi	14
Hitung Luas	48.0