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| --- | --- |
| NO | Source Code |
| 1  2  3  4  5  6  7  8  9  10  11  12  13  14  15  16  17  18  19  20  21  22  23  24  25  26  27  28  29  30  31  32  33  34  35  36  37  38  39  40  41  42  43  44  45  46  47  48  49  50  51  52  53  54  55  56  57  58  59  50  60  61  62  63  64  65  66  67  68  69  70  71  72  73  74  75  76  77  78  79  80  81  82  83  84  85  86  87  88  89  90  91  92  93  94  95  96  97  98  99  100  101  102  103  104  105  106  107  108  109  110  111  112  113  114  115  116  117  118  119  120  121  122  123  124  125  126  127  128  129  130  131  132  133  134  135  136  137  138  139  140  141  142  143  144  145  146  147  148  149  150  151  152  153  154  155  156  157  158  159  160  161  162  163  164  165  166  167  168  169  170  171  172  173  174  175  176  177  178  179  180  181  182  183  184  185  186  187  188  189  190  191  192  193  194  195  196  197  198  199  200  201  202  203  204  205  206  207  208  209  210  211  212  213  214  215  216  217  218  219  220  221  222  223  224  225  226  227  228  229  230  231  232  233  234  235  236 | import tkinter  import time  import datetime  import pygame  from tkinter import \*  from tkinter import messagebox  import tkinter as tk  from tkinter import ttk  from tkinter.messagebox import showinfo  start = tkinter.Tk()  # Tampil title aplikasi  start.title("Times Up")  start.geometry('600x280+300+200')  # Isi list pilihan  options\_list = ["Sound iPhone", "Sound Samsung", "Sound Bis"]  value\_inside = tkinter.StringVar(start)  value\_inside.set("Sound Timer")  # Tampilkan menu untuk memilih dari isi list pilihan  options\_menu = tkinter.OptionMenu(start, value\_inside, \*options\_list)  options\_menu.config(font=('Consolas 15'))  options\_menu.pack()  options\_menu.place(x=80, y=20)  # Tampilkan label timer  TimerLabel = Label(start, text="SET TIMER :", font=('Consolas 15'))  TimerLabel.pack()  TimerLabel.place(x=80, y=80)  # Deklarasi variable  hour = StringVar()  minute = StringVar()  second = StringVar()  timer = datetime  jam\_sisa = int  total\_detik = int  menit\_sisa = int  # Isi default timer  hour.set("00")  minute.set("00")  second.set("00")  # Tampilkan Hour label  HourLabel = Label(start, text="Hour :", font=('Arial 18'))  HourLabel.pack()  HourLabel.place(x=80, y=110)  # Tampilkan entry Hour  HourEntry = Entry(start, width=3, font=("Arial", 18, ""), textvariable=hour)  HourEntry.place(x=150, y=110)  # Tampilkan Menit label  MinuteLabel = Label(start, text="Minute :", font=('Arial 18'))  MinuteLabel.pack()  MinuteLabel.place(x=200, y=110)  # Tampilkan entry Minute  MinuteEntry = Entry(start, width=3, font=("Arial", 18, ""), textvariable=minute)  MinuteEntry.place(x=290, y=110)  # Tampilkan Second label  SecondLabel = Label(start, text="Second :", font=('Arial 18'))  SecondLabel.pack()  SecondLabel.place(x=340, y=110)  # Tampilkan entry Second  SecondEntry = Entry(start, width=3, font=("Arial", 18, ""), textvariable=second)  SecondEntry.place(x=440, y=110)  def popup\_pesan1():  win = tk.Toplevel()  win.wm\_title("P e r h a t i a n . . !")  win.geometry('270x80+500+300')  l = tk.Label(win, text="Masukkan Timer Terlebih Dahulu")  l.place(x=26, y=10)  b = ttk.Button(win, text="Oke", command=win.destroy)  b.place(x=85, y=40)  def popup\_pesan2():  win = tk.Toplevel()  win.wm\_title("P e r h a t i a n . . !")  win.geometry('270x80+500+300')  l = tk.Label(win, text="Pilih Sound Timer Terlebih Dahulu")  l.place(x=26, y=10)  b = ttk.Button(win, text="Oke", command=win.destroy)  b.place(x=85, y=40)  def start\_music():  # Ini kalau timer gak diisi  if int(hour.get()) + int(minute.get()) + int(second.get()) == 0:  # Print("Masukkan Timer Terlebih Dahulu")  popup\_pesan1()  elif value\_inside.get() == "Sound iPhone":  def CountDown():  temp = int(hour.get()) \* 3600 + int(minute.get()) \* 60 + int(second.get())  while temp > -1:  mins, secs = divmod(temp, 60)  hours = 0  if mins > 60:  hours, mins = divmod(mins, 60)  hour.set("{0:2d}".format(hours))  minute.set("{0:2d}".format(mins))  second.set("{0:2d}".format(secs))  start.update()  time.sleep(1)  if (temp == 0):  pygame.init()  pygame.mixer.init()  pygame.mixer.music.load("C:/Users/USER/OneDrive/Felisha Putri Firdy/Sound Times Up/Sound iPhone.mpeg")  pygame.mixer.music.play(loops=-1)  temp -= 1  CountDown()  elif value\_inside.get() == "Sound Samsung":  def CountDown():  temp = int(hour.get()) \* 3600 + int(minute.get()) \* 60 + int(second.get())  while temp > -1:  mins, secs = divmod(temp, 60)  hours = 0  if mins > 60:  hours, mins = divmod(mins, 60)  hour.set("{0:2d}".format(hours))  minute.set("{0:2d}".format(mins))  second.set("{0:2d}".format(secs))  start.update()  time.sleep(1)  if (temp == 0):  pygame.init()  pygame.mixer.init()  pygame.mixer.music.load("C:/Users/USER/OneDrive/Felisha Putri Firdy/Sound Times Up/Sound Samsung.mpeg")  pygame.mixer.music.play(loops=-1)  temp -= 1  CountDown()  elif value\_inside.get() == "Sound Bis":  def CountDown():  temp = int(hour.get()) \* 3600 + int(minute.get()) \* 60 + int(second.get())  while temp > -1:  mins, secs = divmod(temp, 60)  hours = 0  if mins > 60:  hours, mins = divmod(mins, 60)  hour.set("{0:2d}".format(hours))  minute.set("{0:2d}".format(mins))  second.set("{0:2d}".format(secs))  start.update()  time.sleep(1)  if (temp == 0):  pygame.init()  pygame.mixer.init()  pygame.mixer.music.load("C:/Users/USER/OneDrive/Felisha Putri Firdy/Sound Times Up/Sound Bis.mpeg")  pygame.mixer.music.play(loops=-1)  temp -= 1  CountDown()  else:  # Print("Pilih Sound Timer Terlebih Dahulu")  popup\_pesan2()  return None  def stop\_music():  pygame.mixer.music.stop()  return None  play\_button = tkinter.Button(start, text='START', command=start\_music)  play\_button.config(font=('Consolas 15'))  play\_button.pack()  play\_button.place(x=80, y=160)  stop\_button = tkinter.Button(start, text='STOP', command=stop\_music)  stop\_button.config(font=('Consolas 15'))  stop\_button.pack()  stop\_button.place(x=180, y=160)  start.mainloop() |