

# Input dan Output Dari Python dan NetBeans

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No : 1

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Python :

1.

```
evaluasi > soal7.py > howmanyhours
1 def howmanyhours(x):
2     konfersi = x * 60 * 60
3     print(konfersi)
4 x = int(input("masukan jam = "))
5 howmanyhours(x)

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

PS E:\AhmadThoha.A.A> cd evaluasi
PS E:\AhmadThoha.A.A\evaluasi> python soal7.py
masukan jam = 12
43200
PS E:\AhmadThoha.A.A\evaluasi>
```

2.

```
evaluasi > soal8.py > less
1 def less(x, y):
2     bilangan = x + y
3     print(bilangan)
4     if(bilangan < 100):
5         print("true")
6     elif(bilangan >= 100):
7         print("false")
8 x = int(input("masukan bilangan = "))
9 y = int(input("masukan bilangan = "))
10
11 less(x, y)

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

PS E:\AhmadThoha.A.A> cd evaluasi
PS E:\AhmadThoha.A.A\evaluasi> python soal8.py
masukan bilangan = 54
masukan bilangan = 12
66
true
PS E:\AhmadThoha.A.A\evaluasi> python soal8.py
masukan bilangan = 78
masukan bilangan = 91
169
false
PS E:\AhmadThoha.A.A\evaluasi>
```

```
evaluasi > soal1.py > hello
1 def hello():
2     print("hello edabit.com")
3     hello()

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

PS E:\AhmadThoha.A.A\evaluasi> python soal1.py
hello edabit.com
PS E:\AhmadThoha.A.A\evaluasi>
```

3.

```
evaluasi > soal2.py > addition
1 def addition(x, y):
2     jumlah = x + y
3     print(jumlah)
4     x = int(input("masukan bil 1 ="))
5     y = int(input("masukan bil 2 ="))
6     addition(x, y)

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

PS E:\AhmadThoha.A.A\evaluasi> python soal2.py
masukan bil 1 =54
masukan bil 2 =31
85
PS E:\AhmadThoha.A.A\evaluasi>
```

4.

```
evaluasi > soal3.py > calcAge
1 def calcAge(x):
2     Age = x * 365
3     print(Age)
4     X = int(input("masukan umur = "))
5     calcAge(X)

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

PS E:\AhmadThoha.A.A\evaluasi> python soal3.py
masukan umur = 16
5840
PS E:\AhmadThoha.A.A\evaluasi> python soal3.py
masukan umur = 17
6205
PS E:\AhmadThoha.A.A\evaluasi>
```

5.

```
evaluasi > soal4.py > converft
1 def converft(x):
2     konfersi = x * 60
3     print(konfersi)
4     X = int(input("masukan jam = "))
5     converft(X)

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

PS E:\AhmadThoha.A.A\evaluasi> python soal4.py
masukan jam = 4
240
PS E:\AhmadThoha.A.A\evaluasi> python soal4.py
masukan jam = 1
60
PS E:\AhmadThoha.A.A\evaluasi>
```

6.

```

evaluasi > soal5.py > next
1 def next(x):
2     bil = x + 1
3     print(bil)
4 x = int(input("masukan bilangan = "))
5 next(x)

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```

PS E:\AhmadThoha.A.A\evaluasi> python soal5.py
masukan bilangan = 68
69
PS E:\AhmadThoha.A.A\evaluasi> python soal5.py
masukan bilangan = 1
2
PS E:\AhmadThoha.A.A\evaluasi>

```

7.

```

evaluasi > soal6.py > ...
1 def get_first_value(angka):
2     print(angka[0])
3
4 get_first_value(['87', '34', '90', '78'])

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```

PS E:\AhmadThoha.A.A\evaluasi> python soal6.py
87
PS E:\AhmadThoha.A.A\evaluasi>

```

8.

```

evaluasi > soal9.py > ...
1 def power(x, y):
2     jumlah = x * y
3     print(jumlah)
4 x = int(input("masukan bil 1 ="))
5 y = int(input("masukan bil 2 ="))
6 power(x, y)

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```

PS E:\AhmadThoha.A.A\evaluasi> python soal9.py
masukan bil 1 =24
masukan bil 2 =12
288
PS E:\AhmadThoha.A.A\evaluasi> python soal9.py
masukan bil 1 =1
masukan bil 2 =2
2
PS E:\AhmadThoha.A.A\evaluasi>

```

9.

```

evaluasi > soal10.py > area
1 def area(x, y):
2     angka = (x * y) / 2
3     print(angka)
4 x = int(input("masukan angka = "))
5 y = int(input("masukan angka = "))
6 area(x, y)

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```

PS E:\AhmadThoha.A.A\evaluasi> python soal10.py
masukan angka = 24
masukan angka = 11
132.0
PS E:\AhmadThoha.A.A\evaluasi> python soal10.py
masukan angka = 1
masukan angka = 2
1.0
PS E:\AhmadThoha.A.A\evaluasi>

```

10.

```

evaluasi > soal11.py > area
1 def area(x, y):
2     angka = (x + y) * 2
3     print(angka)
4 x = int(input("masukan angka = "))
5 y = int(input("masukan angka = "))
6 area(x, y)

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```

PS E:\AhmadThoha.A.A\evaluasi> python soal11.py
masukan angka = 11
masukan angka = 21
64
PS E:\AhmadThoha.A.A\evaluasi> python soal11.py
masukan angka = 1
masukan angka = 2
6
PS E:\AhmadThoha.A.A\evaluasi>

```

11.

```

evaluasi > soal12.py > less
1 def less(x):
2     bilangan = x
3     print(bilangan)
4     if(bilangan <= 0):
5         print("true")
6     else:
7         print("false")
8 x = int(input("masukan bilangan = "))
9
10 less(x)

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```

PS E:\AhmadThoha.A.A\evaluasi> python soal12.py
masukan bilangan = 10
10
false
PS E:\AhmadThoha.A.A\evaluasi> python soal12.py
masukan bilangan = -10
-10
true
PS E:\AhmadThoha.A.A\evaluasi>

```

12.

```

BMI.py > ...
1 # mengkatagorikan berat badan
2
3 BB = int(input("masukan berat badan = "))
4 TB = int(input("masukan tinggi badan = "))
5
6 bmi = BB / ((TB / 100)) ** 2
7
8
9 print(bmi)
10
11 if(bmi <= 18.5):
12     print("berat badan kurang proporsional")
13 elif(bmi > 18.5 and bmi <= 22.9):
14     print("berat badan ideal")
15 elif(bmi >= 23 and bmi <= 29.9):
16     print("berat badan berpotensi obesitas")
17 elif(bmi > 30):
18     print("obesitas")

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```

berat badan kurang proporsional
PS E:\AhmadThoha.A.A> python BMI.py
masukan berat badan = 54
masukan tinggi badan = 160
21.093749999999996
berat badan ideal
PS E:\AhmadThoha.A.A>

```

```

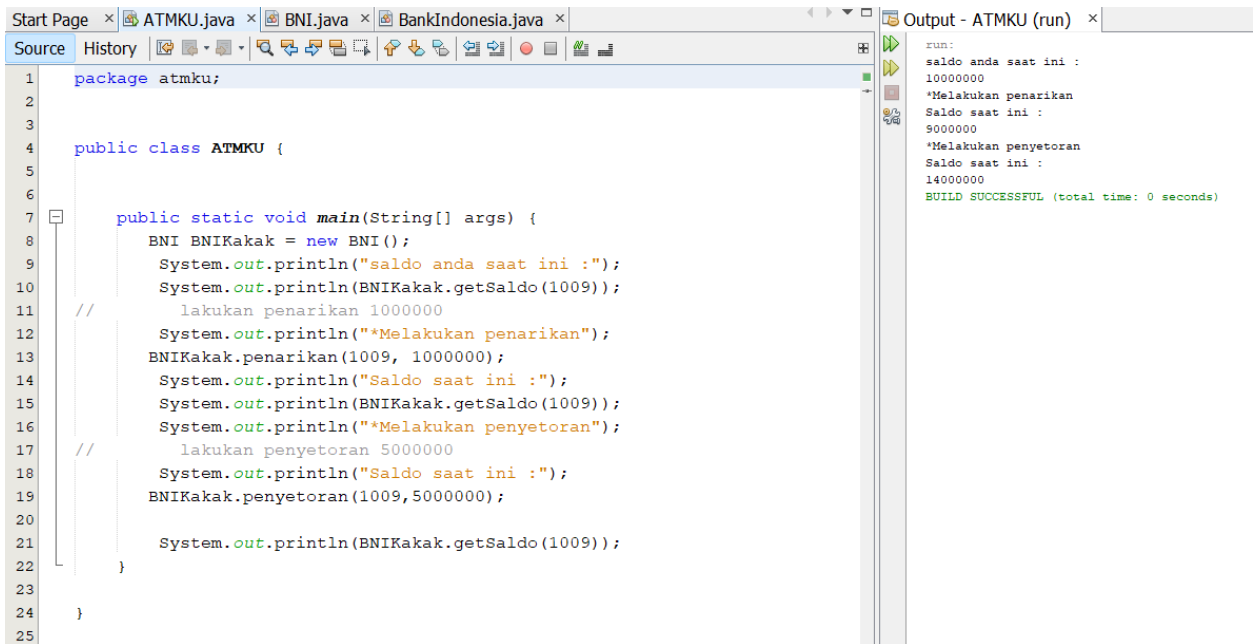
24.977043158861342
berat badan berpotensi obesitas
PS E:\AhmadThoha.A.A> python BMI.py
masukan berat badan = 90
masukan tinggi badan = 169
31.51150169811982
obesitas
PS E:\AhmadThoha.A.A>

```

13.

## NetBeans :

1.



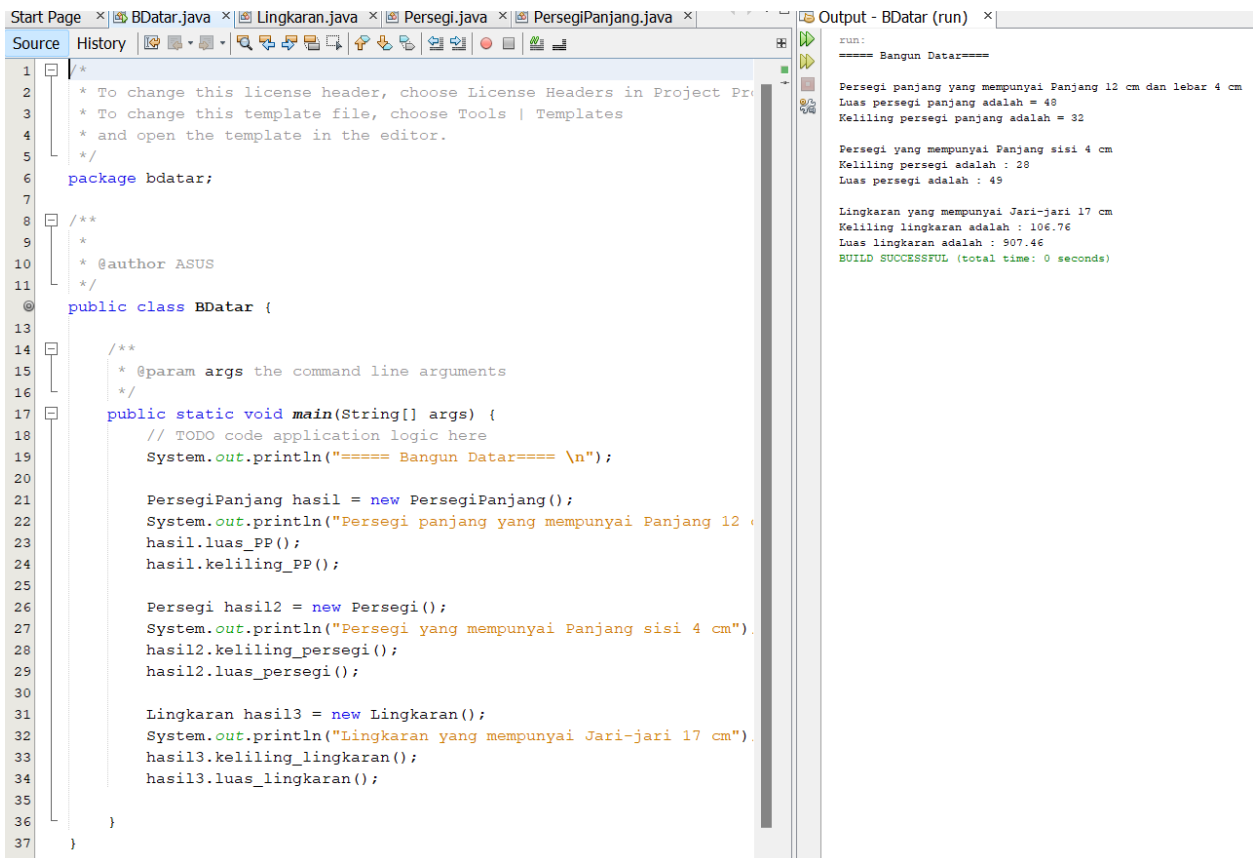
The screenshot shows the NetBeans IDE with the 'ATMKU.java' file open. The code defines a package 'atmku' and a public class 'ATMKU'. Inside the class, there is a 'main' method that creates a 'BNIKakak' object of type 'BNI'. It then performs two transactions: a withdrawal of 1,000,000 and a deposit of 500,000, with corresponding console output. The output window on the right shows the execution results, including the initial balance, the withdrawal, the updated balance, the deposit, and the final balance, all successful.

```
1 package atmku;
2
3
4 public class ATMKU {
5
6
7     public static void main(String[] args) {
8         BNI BNIKakak = new BNI();
9         System.out.println("saldo anda saat ini :");
10        System.out.println(BNIKakak.getSaldo(1009));
11        // lakukan penarikan 1000000
12        System.out.println("**Melakukan penarikan");
13        BNIKakak.penarikan(1009, 1000000);
14        System.out.println("Saldo saat ini :");
15        System.out.println(BNIKakak.getSaldo(1009));
16        System.out.println("**Melakukan penyetoran");
17        // lakukan penyetoran 5000000
18        System.out.println("Saldo saat ini :");
19        BNIKakak.penyetoran(1009, 5000000);
20
21        System.out.println(BNIKakak.getSaldo(1009));
22    }
23
24 }
25
```

Output - ATMKU (run)

```
run:
saldo anda saat ini :
10000000
**Melakukan penarikan
Saldo saat ini :
9000000
**Melakukan penyetoran
Saldo saat ini :
14000000
BUILD SUCCESSFUL (total time: 0 seconds)
```

2.



The screenshot shows the NetBeans IDE with the 'BDatar.java' file open. The code defines a package 'bdatar' and a public class 'BDatar'. The 'main' method creates three objects: 'PersegiPanjang', 'Persegi', and 'Lingkaran'. It then calls methods on these objects to calculate and display the perimeter and area for a rectangle, a square, and a circle. The output window on the right shows the results of these calculations.

```
1 /*
2  * To change this license header, choose License Headers in Project Properties
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package bdatar;
7
8 /**
9  *
10  * @author ASUS
11  */
12 public class BDatar {
13
14     /**
15      * @param args the command line arguments
16      */
17     public static void main(String[] args) {
18         // TODO code application logic here
19         System.out.println("==== Bangun Datar==== \n");
20
21         PersegiPanjang hasil = new PersegiPanjang();
22         System.out.println("Persegi panjang yang mempunyai Panjang 12 cm dan lebar 4 cm");
23         hasil.luas_PP();
24         hasil.keliling_PP();
25
26         Persegi hasil2 = new Persegi();
27         System.out.println("Persegi yang mempunyai Panjang sisi 4 cm");
28         hasil2.keliling_persegi();
29         hasil2.luas_persegi();
30
31         Lingkaran hasil3 = new Lingkaran();
32         System.out.println("Lingkaran yang mempunyai Jari-jari 17 cm");
33         hasil3.keliling_lingkaran();
34         hasil3.luas_lingkaran();
35     }
36 }
37
```

Output - BDatar (run)

```
run:
==== Bangun Datar====

Persegi panjang yang mempunyai Panjang 12 cm dan lebar 4 cm
Luas persegi panjang adalah = 48
Keliling persegi panjang adalah = 32

Persegi yang mempunyai Panjang sisi 4 cm
Keliling persegi adalah : 28
Luas persegi adalah : 49

Lingkaran yang mempunyai Jari-jari 17 cm
Keliling lingkaran adalah : 106.76
Luas lingkaran adalah : 907.46
BUILD SUCCESSFUL (total time: 0 seconds)
```

Start Page x IntroPBORB.java x Mobil.java x MobilSport.java x Motor.java x Output - IntroPBO-RB (run) x

Source History

```

1  /*
2  * To change this license header, choose License Headers in Project Properties
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package intropbo.rb;
7
8  /**
9   *
10   * @author MyBook Z Series
11   */
12  public class IntroPBORB {
13
14      /**
15       * @param args the command line arguments
16       */
17      public static void main(String[] args) {
18          // TODO code application logic here
19          // tipe data itu ada 2 :
20          //primitive : diawali dengan huruf kecil, objek(turunan) : diawali dengan huruf besar
21          //objek terbuat dari class
22          Motor grandInjeksi = new Motor();
23          // skywave.ngepot();
24          // skywave.mumbul();
25          grandInjeksi.mesin = "injeksi";
26          grandInjeksi.setBody("body MX");
27          System.out.println("bodynya " + grandInjeksi.getBody(1));
28          System.out.println("mesinnya " + grandInjeksi.mesin);
29          System.out.println("bannya " + grandInjeksi.ban);
30          System.out.println("-----");
31
32          MobilSport avanza = new MobilSport();
33          avanza.maju();
34          avanza.mundur();
35          avanza.pemilik();
36          avanza.ngedrieff();
37          System.out.println(avanza.mesin);
38          System.out.println(avanza.jok_mobil);
39          System.out.println(avanza.bahan_bakar);
40          System.out.println(avanza.spoiler);
41      }
42  }
43

```

run:

```

ngennnggg!!!
bodynya body MX
mesinnya injeksi
bannya 2
-----
mobil maju
mobil mundur
mobil ini bisa 360 driff
6000
6
avtur
1
BUILD SUCCESSFUL (total time: 0 seconds)

```

3.

Start Page x Pekerjaan.java x Kuli.java x Nelayan.java x Petani.java x Output - Pekerjaan (run) x

Source History

```

1  /*
2  * To change this license header, choose License Headers in Project Properties
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package pekerjaan;
7
8  /**
9   *
10   * @author MyBook Z Series
11   */
12  public class Pekerjaan {
13      String Ladang;
14      String Alat;
15      String Pakaian;
16
17      public static void main(String[] args) {
18          Petani hasil = new Petani();
19          hasil.Petani();
20
21          Nelayan hasil1 = new Nelayan();
22          hasil1.Nelayan();
23
24          Kuli hassil = new Kuli();
25          hassil.Kuli();
26      }
27  }
28
29

```

run:

```

Tempat Sawah Properti Cangkul Pakaian Cacing
Tempat Laut Properti Pukat Pakaian Cacing
Tempat Proyek Properti Cangkul Pakaian Helm Proyek
BUILD SUCCESSFUL (total time: 0 seconds)

```

4.

The screenshot shows an IDE with a Java file named `Salam.java`. The code defines a package `salam` and a class `Salam` with a `main` method. The `main` method prints several lines of text, including a greeting, a self-introduction, and personal details. The output window shows the execution of the `main` method, displaying the printed text and a successful build status.

```
1  /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6  package salam;
7
8  /**
9   *
10   * @author MyBook Z Series
11   */
12  public class Salam {
13
14      /**
15       * @param args the command line arguments
16       */
17      public static void main(String[] args) {
18          System.out.println ("Assalamu'alaikum WR. Wb\n"
19              + "Perkenalkan Nama saya Ahmad Thoha Abdul Aziz,\n"
20              + "saya siswa dari jurusan Rekayasa Perangkat Lunak. Saya murid SMK N 02 Karanganyar kelas X RB.\n"
21              + "Saya lahir di Karanganyar pada tanggal 25 Oktober 2007.\n"
22              + "Hobi saya Bermain Game\n"
23              + "Saya tinggal di Salam RT 04 RW 04, Jenawi, Karanganyar.\n"
24              + "Sekian,\n"
25              + "Wassalamu'alaikum Wr. Wb");// TODO code application logic here
26      }
27
28  }
29
```

Output - Salam (run)

```
run:
Assalamu'alaikum WR. Wb
Perkenalkan Nama saya Ahmad Thoha Abdul Aziz,
saya siswa dari jurusan Rekayasa Perangkat Lunak. Saya murid SMK N 02 Karanganyar kelas X RB.
Saya lahir di Karanganyar pada tanggal 25 Oktober 2007.
Hobi saya Bermain Game
Saya tinggal di Salam RT 04 RW 04, Jenawi, Karanganyar.
Sekian,
Wassalamu'alaikum Wr. Wb
BUILD SUCCESSFUL (total time: 0 seconds)
```

5.