

LAPORAN PRAKTIKUM

PEMROGRAMAN BERORIENTASI OBJEK LANJUT

2023



Prepared By:

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210511112 / R3

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Kelas : TI21C / R3

Aplikasi Pemutar Suara 10 Hewan yang berbeda – beda (format: *.mp3)

Script =

```
#nama : ALI MABRUR MUBAROK
```

```
#nim : 210511112
```

```
#kelas : TI21C / R3
```

```
from tkinter import *
```

```
from turtle import color
```

```
from playsound import playsound
```

```
root3 = Tk()
```

```
root3.title('Aplikasi Macam - macam suara hewan')
```

```
root3.config(background="blue")
```

```
Label(root3, text="PEMUTAR SUARA JENIS - JENIS HEWAN", bg="yellow", font="Lobster 30").grid(  
    row=0, column=0, columnspan=3, pady=5)
```

```
class Animal:
```

```
    def make_sound(self):
```

```
        print("The animal makes a sound")
```

```
class Dog(Animal):
```

```
    def make_sound():
```

```
        playsound('D:\TUGAS FILE MANAGER (SISTEM INFORMASI)\ALI MABRUR MUBAROK\SEMESTER  
4\PEMROGRAMAN BERORIENTASI OBJEK LANJUT\Pertemuan 3\Hewan\suara - anjing.mp3')
```

```
b1 = Button(root3, text="Anjing", font="Normal 20", command=make_sound, relief=RAISED, bd=5,
bg="lightgray", activebackground="purple")
```

```
b1.grid(row=3, column=0, padx=15, pady=15)
```

```
class Cat(Animal):
```

```
    def make_sound():
```

```
        playsound('D:\TUGAS FILE MANAGER (SISTEM INFORMASI)\ALI MABRUR MUBAROK\SEMESTER
4\PEMROGRAMAN BERORIENTASI OBJEK LANJUT\Pertemuan 3\Hewan\suara - kucing.mp3')
```

```
b2 = Button(root3, text="Kucing", font="Normal 20", command=make_sound, relief=RAISED, bd=5,
bg="lightgray", activebackground="purple")
```

```
b2.grid(row=3, column=1, padx=15, pady=15)
```

```
class Chicken(Animal):
```

```
    def make_sound():
```

```
        playsound('D:\TUGAS FILE MANAGER (SISTEM INFORMASI)\ALI MABRUR MUBAROK\SEMESTER
4\PEMROGRAMAN BERORIENTASI OBJEK LANJUT\Pertemuan 3\Hewan\suara - ayam.mp3')
```

```
b3 = Button(root3, text="Ayam", font="Normal 20", command=make_sound, relief=RAISED, bd=5,
bg="lightgray", activebackground="purple")
```

```
b3.grid(row=3, column=2, padx=15, pady=15)
```

```
class Pig(Animal):
```

```
    def make_sound():
```

```
        playsound('D:\TUGAS FILE MANAGER (SISTEM INFORMASI)\ALI MABRUR MUBAROK\SEMESTER
4\PEMROGRAMAN BERORIENTASI OBJEK LANJUT\Pertemuan 3\Hewan\suara - babi.mp3')
```

```
b4 = Button(root3, text="Babi", font="Normal 20", command=make_sound, relief=RAISED, bd=5,
bg="lightgray", activebackground="purple")
```

```
b4.grid(row=4, column=0, padx=15, pady=15)
```

```
class Bird(Animal):

    def make_sound():

        playsound('D:\TUGAS FILE MANAGER (SISTEM INFORMASI)\ALI MABRUR MUBAROK\SEMESTER
4\PEMROGRAMAN BERORIENTASI OBJEK LANJUT\Pertemuan 3\Hewan\suara - burung.mp3')

        b5 = Button(root3, text="Burung", font="Normal 20", command=make_sound, relief=RAISED, bd=5,
bg="lightgray", activebackground="purple")

        b5.grid(row=4, column=1, padx=15, pady=15)
```

```
class Elephant(Animal):

    def make_sound():

        playsound('D:\TUGAS FILE MANAGER (SISTEM INFORMASI)\ALI MABRUR MUBAROK\SEMESTER
4\PEMROGRAMAN BERORIENTASI OBJEK LANJUT\Pertemuan 3\Hewan\suara - gajah.mp3')

        b6 = Button(root3, text="Gajah", font="Normal 20", command=make_sound, relief=RAISED, bd=5,
bg="lightgray", activebackground="purple")

        b6.grid(row=4, column=2, padx=15, pady=15)
```

```
class Sheep(Animal):

    def make_sound():

        playsound('D:\TUGAS FILE MANAGER (SISTEM INFORMASI)\ALI MABRUR MUBAROK\SEMESTER
4\PEMROGRAMAN BERORIENTASI OBJEK LANJUT\Pertemuan 3\Hewan\suara - kambing.mp3')

        b7 = Button(root3, text="Kambing", font="Normal 20", command=make_sound, relief=RAISED, bd=5,
bg="lightgray", activebackground="purple")

        b7.grid(row=5, column=0, padx=15, pady=15)
```

```
class Monkey(Animal):

    def make_sound():
```

```
playsound('D:\TUGAS FILE MANAGER (SISTEM INFORMASI)\ALI MABRUR MUBAROK\SEMESTER  
4\PEMROGRAMAN BERORIENTASI OBJEK LANJUT\Pertemuan 3\Hewan\suara - monyet.mp3')
```

```
b8 = Button(root3, text="Monyet", font="Normal 20", command=make_sound, relief=RAISED, bd=5,  
bg="lightgray", activebackground="purple")
```

```
b8.grid(row=5, column=1, padx=15, pady=15)
```

```
class Cow(Animal):
```

```
    def make_sound():
```

```
        playsound('D:\TUGAS FILE MANAGER (SISTEM INFORMASI)\ALI MABRUR MUBAROK\SEMESTER  
4\PEMROGRAMAN BERORIENTASI OBJEK LANJUT\Pertemuan 3\Hewan\suara - sapi.mp3')
```

```
b9 = Button(root3, text="Sapi", font="Normal 20", command=make_sound, relief=RAISED, bd=5,  
bg="lightgray", activebackground="purple")
```

```
b9.grid(row=5, column=2, padx=15, pady=15)
```

```
class Lion(Animal):
```

```
    def make_sound():
```

```
        playsound('D:\TUGAS FILE MANAGER (SISTEM INFORMASI)\ALI MABRUR MUBAROK\SEMESTER  
4\PEMROGRAMAN BERORIENTASI OBJEK LANJUT\Pertemuan 3\Hewan\suara - singa.mp3')
```

```
b10 = Button(root3, text="Singa", font="Normal 20", command=make_sound, relief=RAISED, bd=5,  
bg="lightgray", activebackground="purple")
```

```
b10.grid(row=6, column=1, padx=15, pady=15)
```

```
def animal_sound(animal):
```

```
    animal.make_sound()
```

```
root3.mainloop()
```

