Nama : Ambar Wati

NIM : 20.01.013.001

Kelas : C

Mata Kuliah : Pemrograman Python

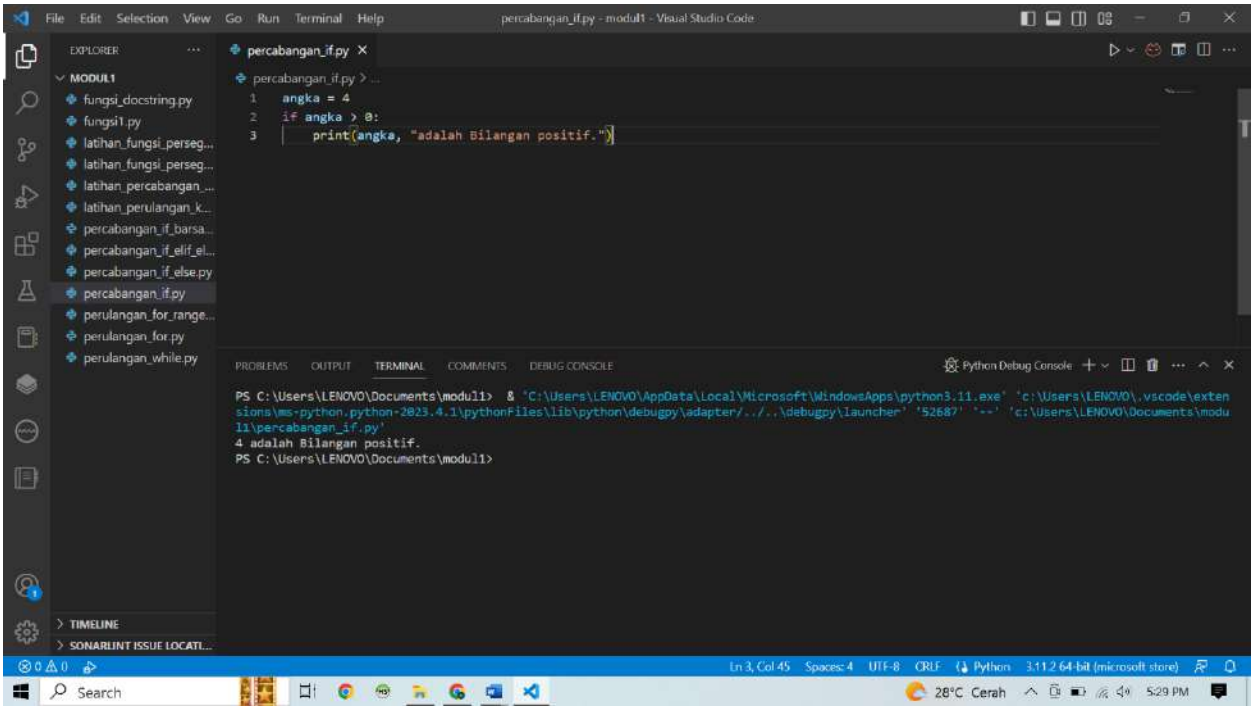
Task 4

Python Modul 4

Percabangan

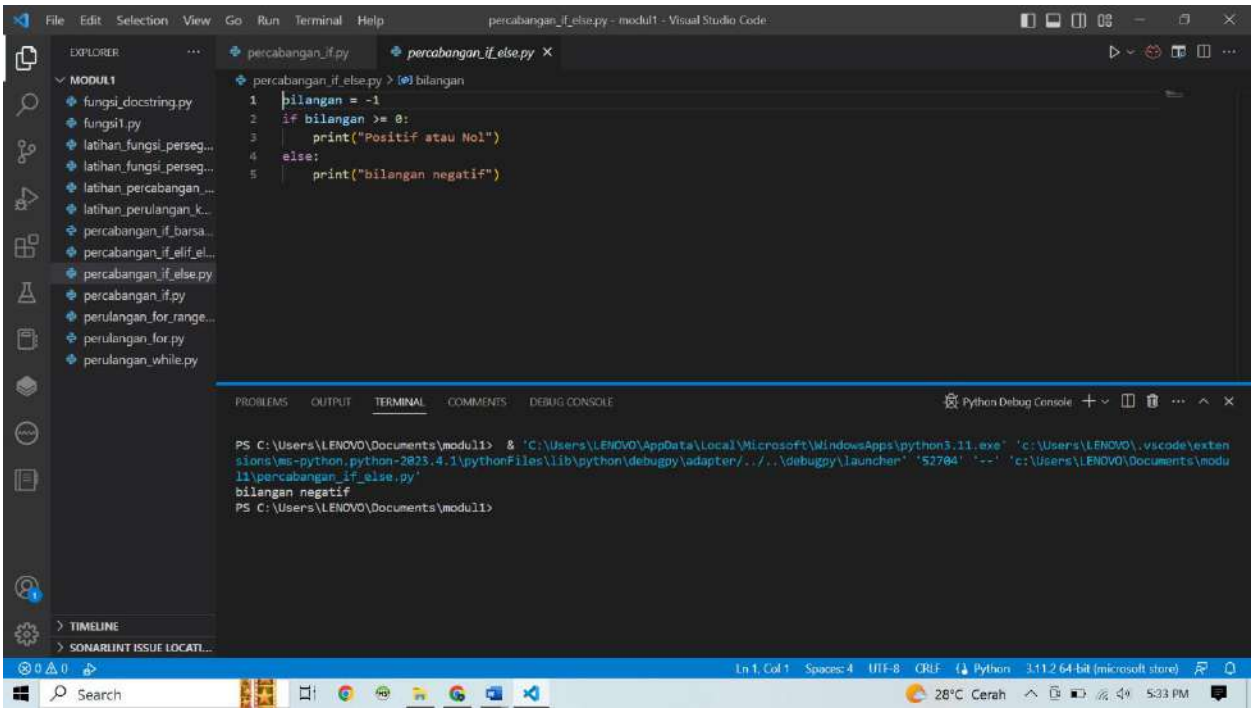
1. Pernyataan if

   Terdiri dari ekspresi Boolean diikuti satu baris atau lebih pernyataan



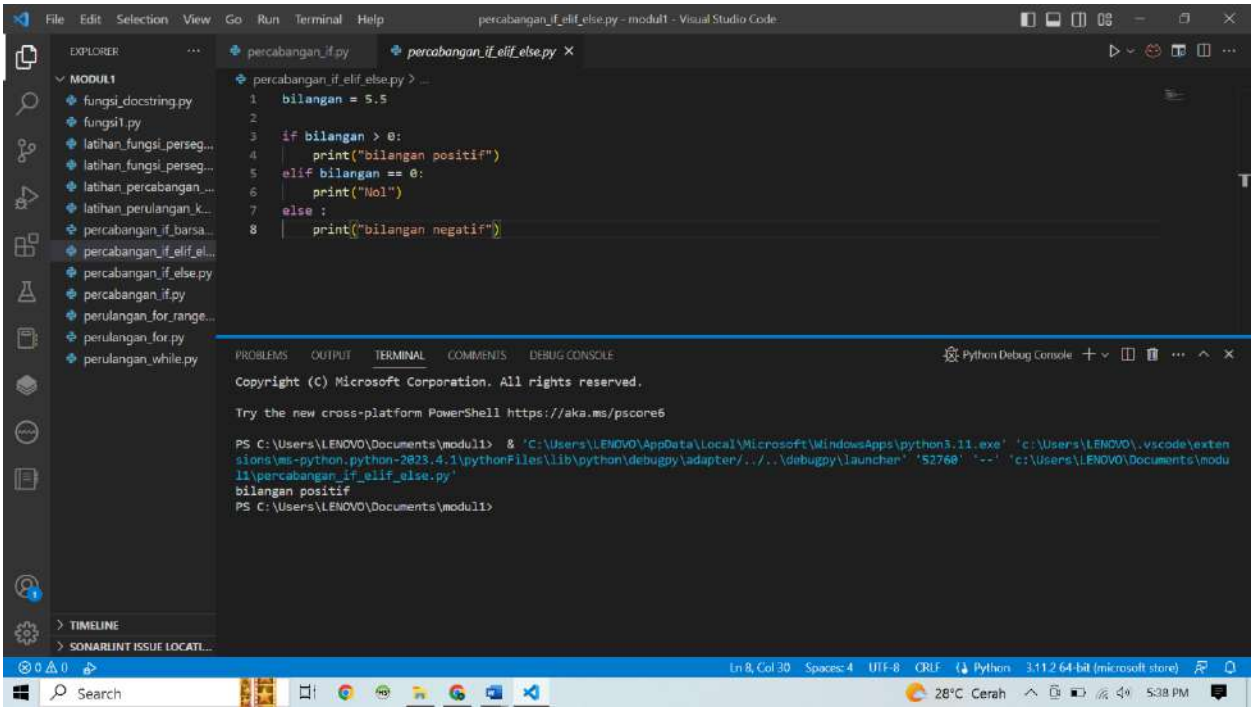
2. Pernyataan if_else

   Ada 2 kondisi, komdisi pertaman kalau benar dan kondisi ke dua kalau salah.

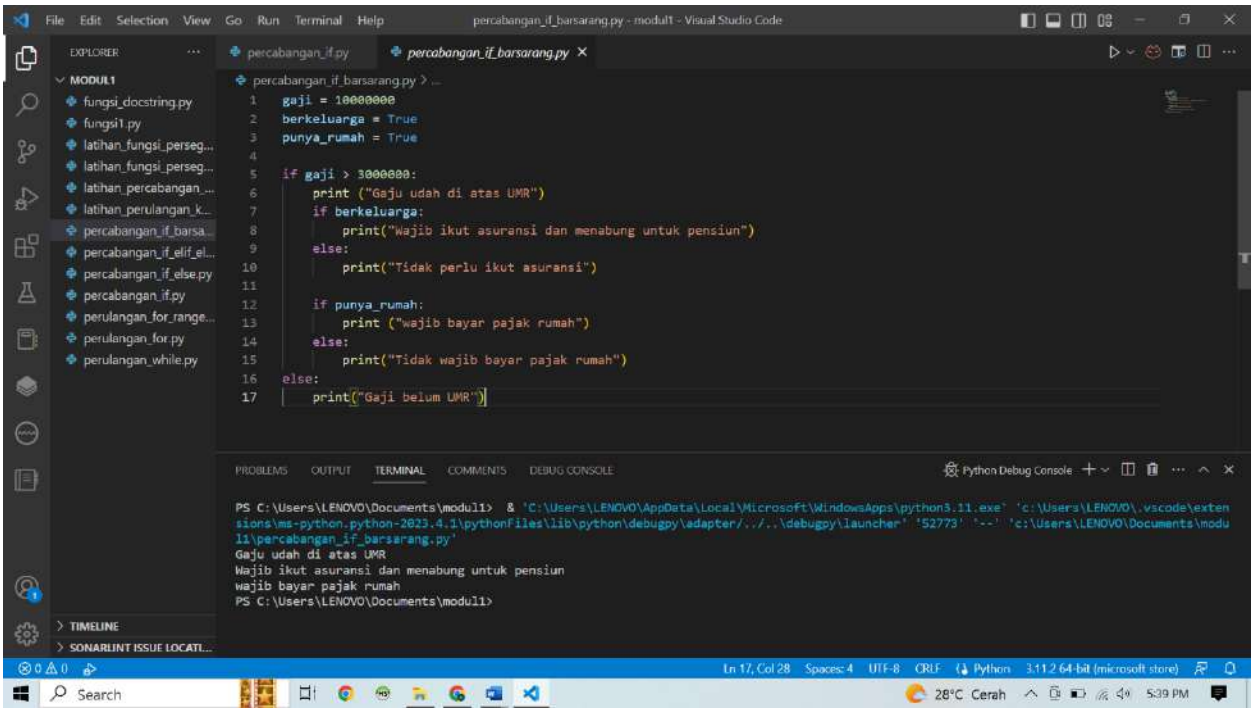


3. Pernyataan if_elif_else

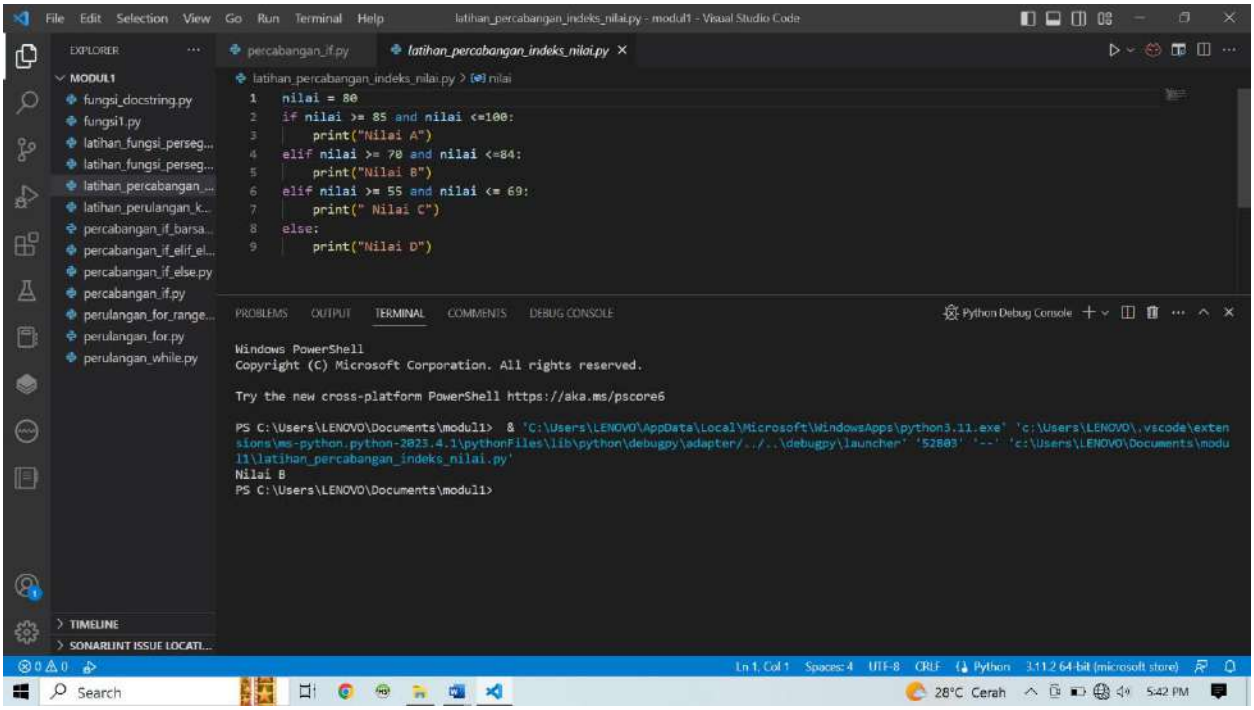
   Pernyataan if_elif_else digunanakn untuk menguji lebih dari 2 kondisi



4. Tambahan : if Bersarang

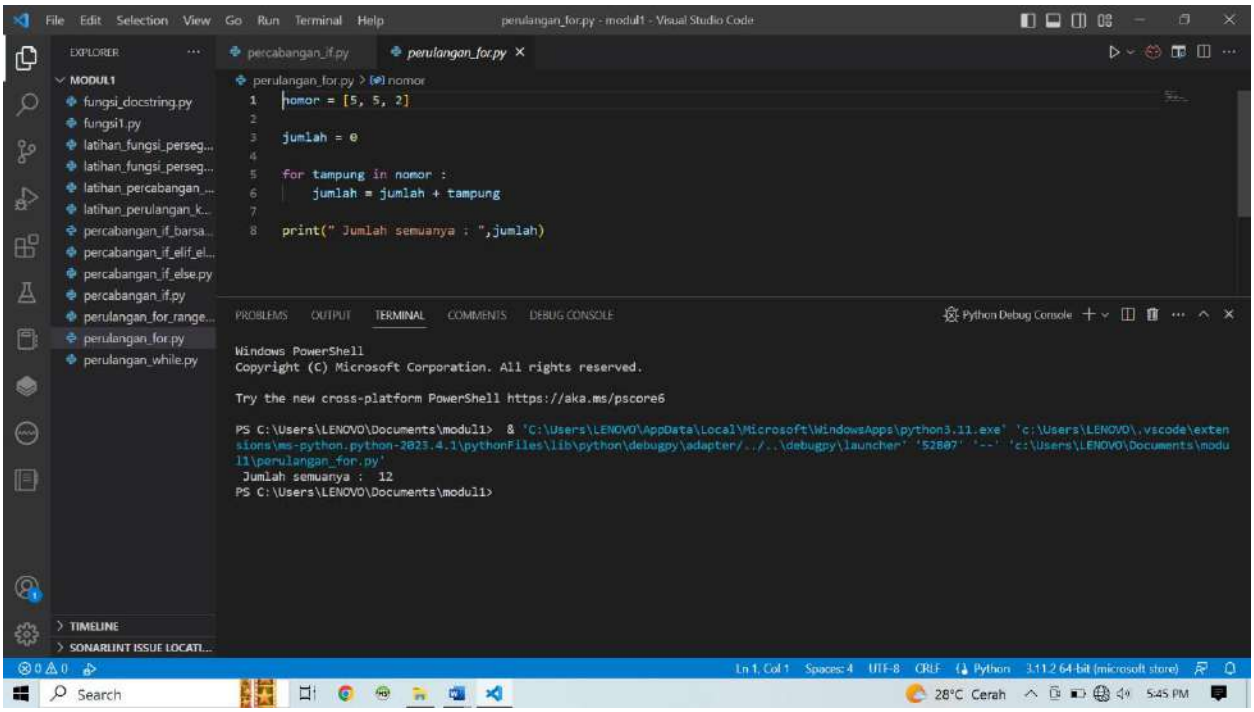


5. Contoh Program Percabangan Indeks Nilai Statis

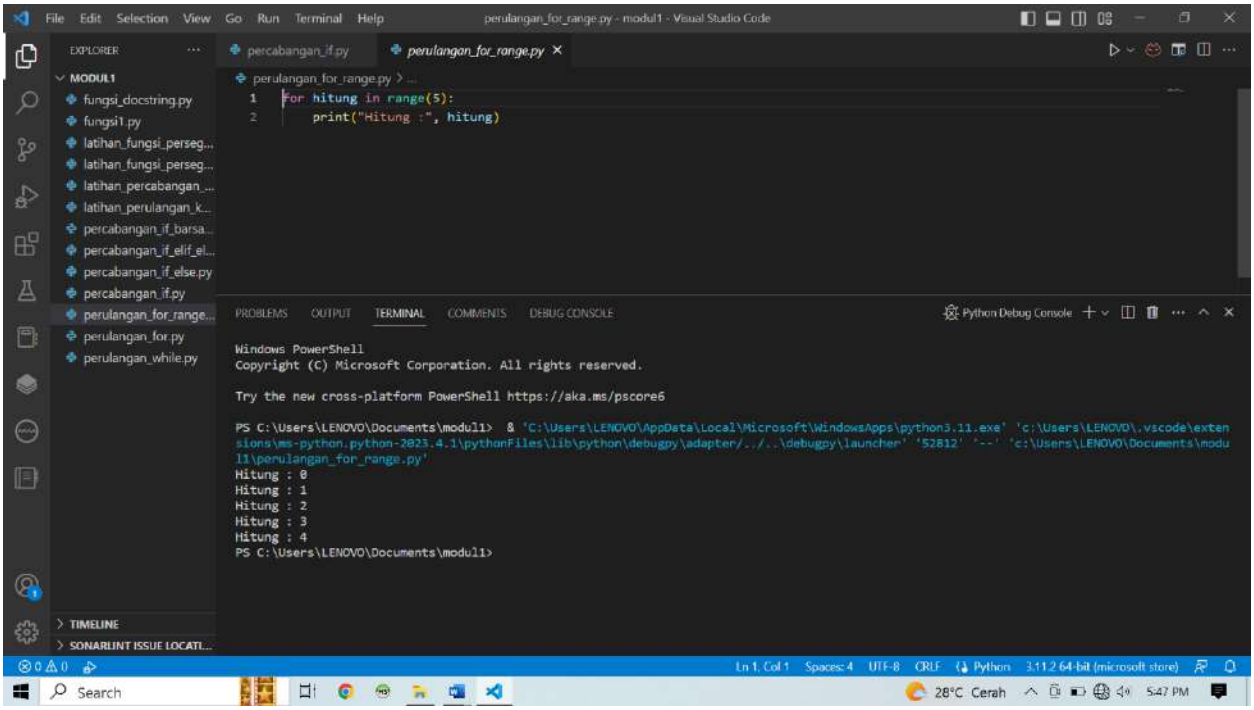


Perulangan

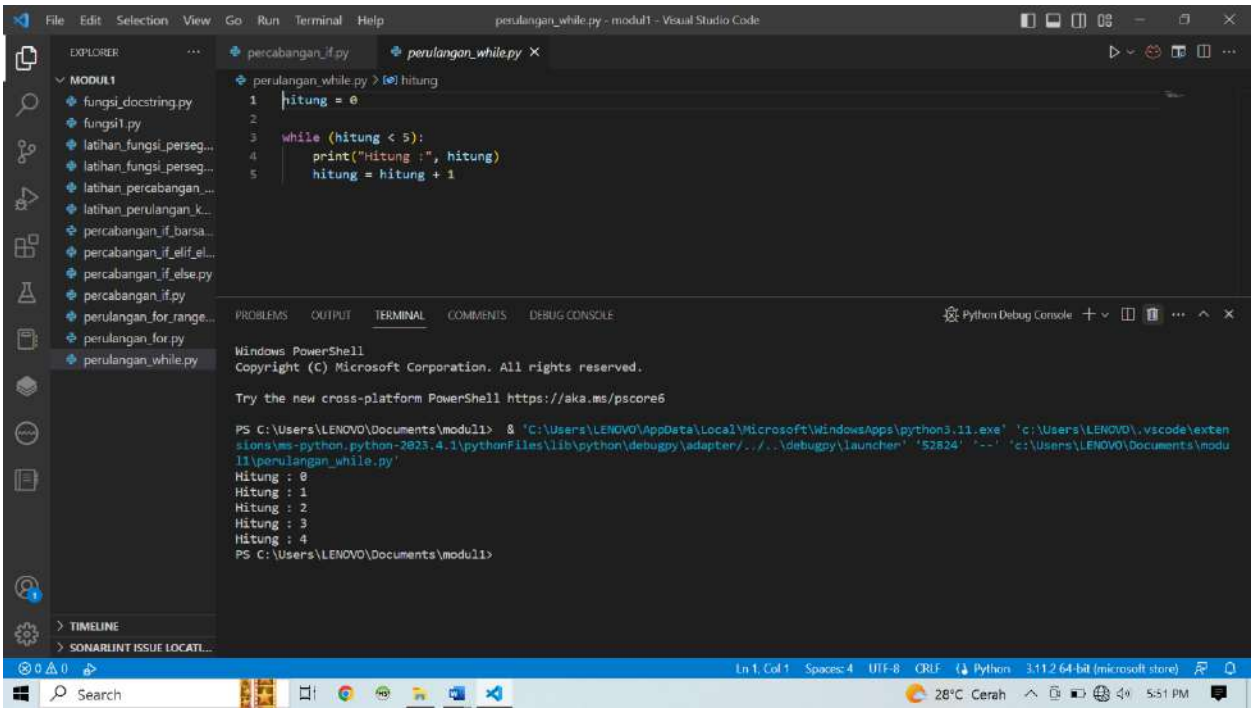
1. Perulangan dengan menggunakan for



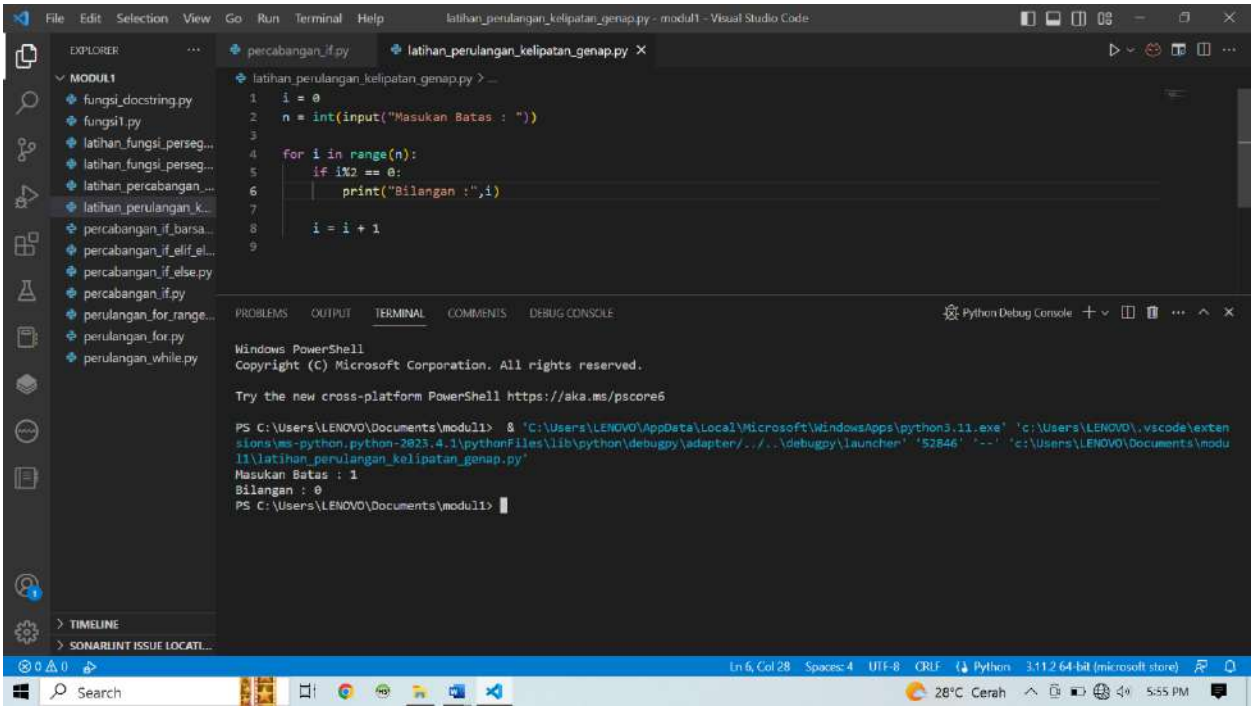
Perulangan for dengan range



2. Perulangan Menggunakan while

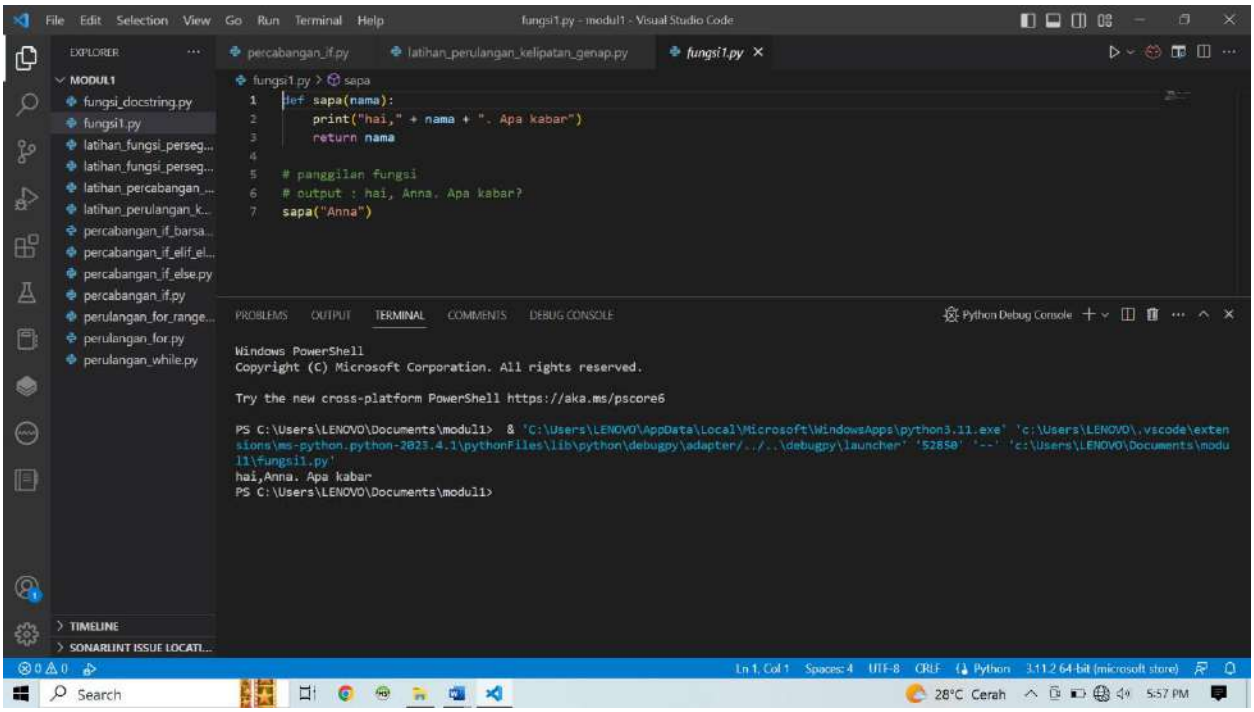


3. Contoh Program Kelipatan Bilangan Genap

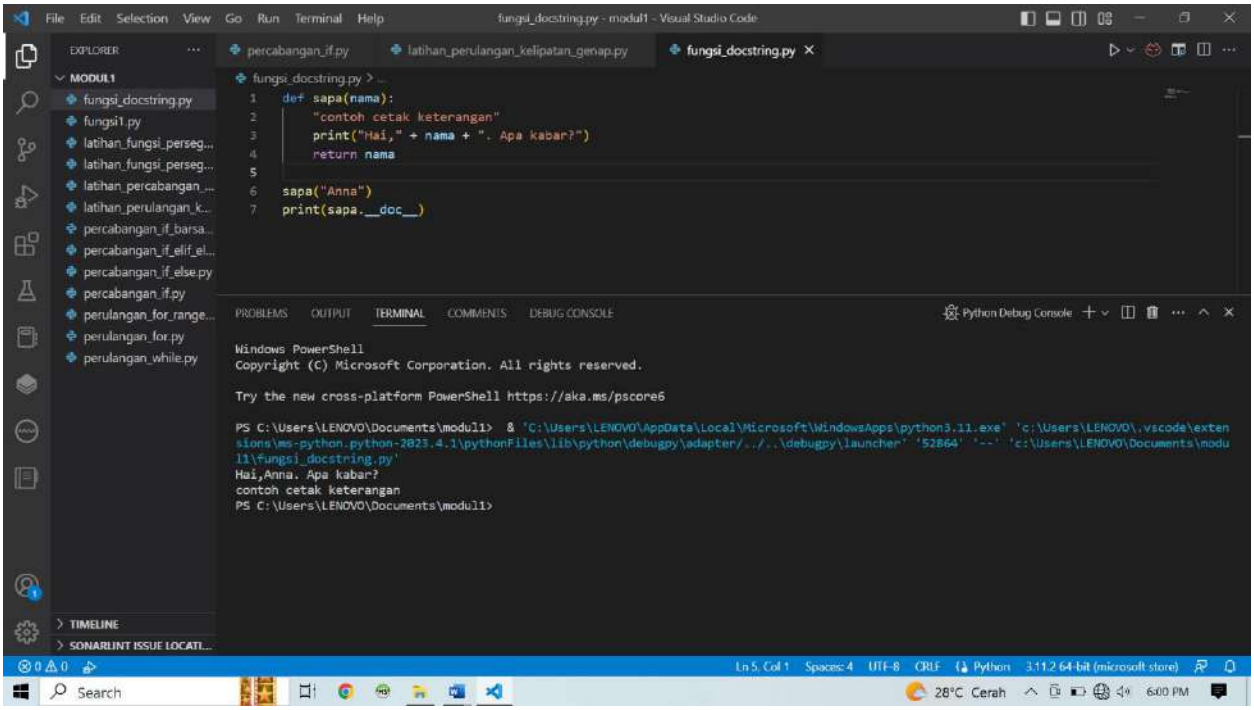


Latihan

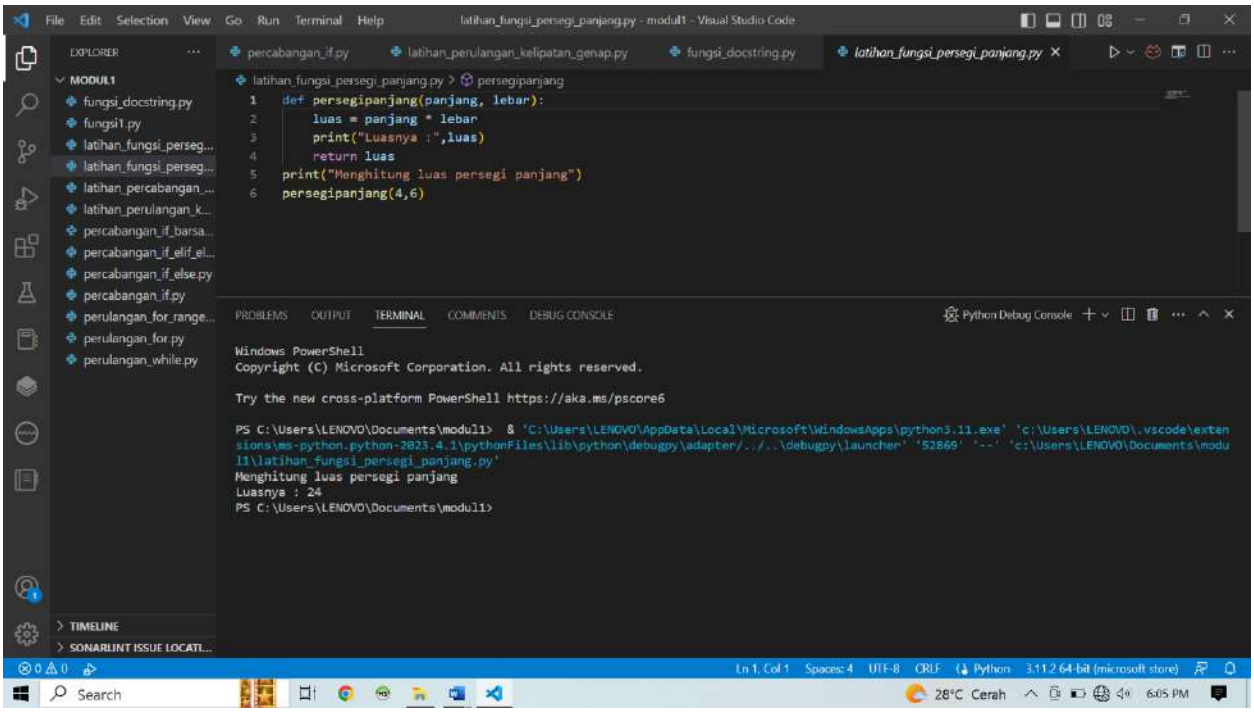
1. Mendefinisikan Fungsi

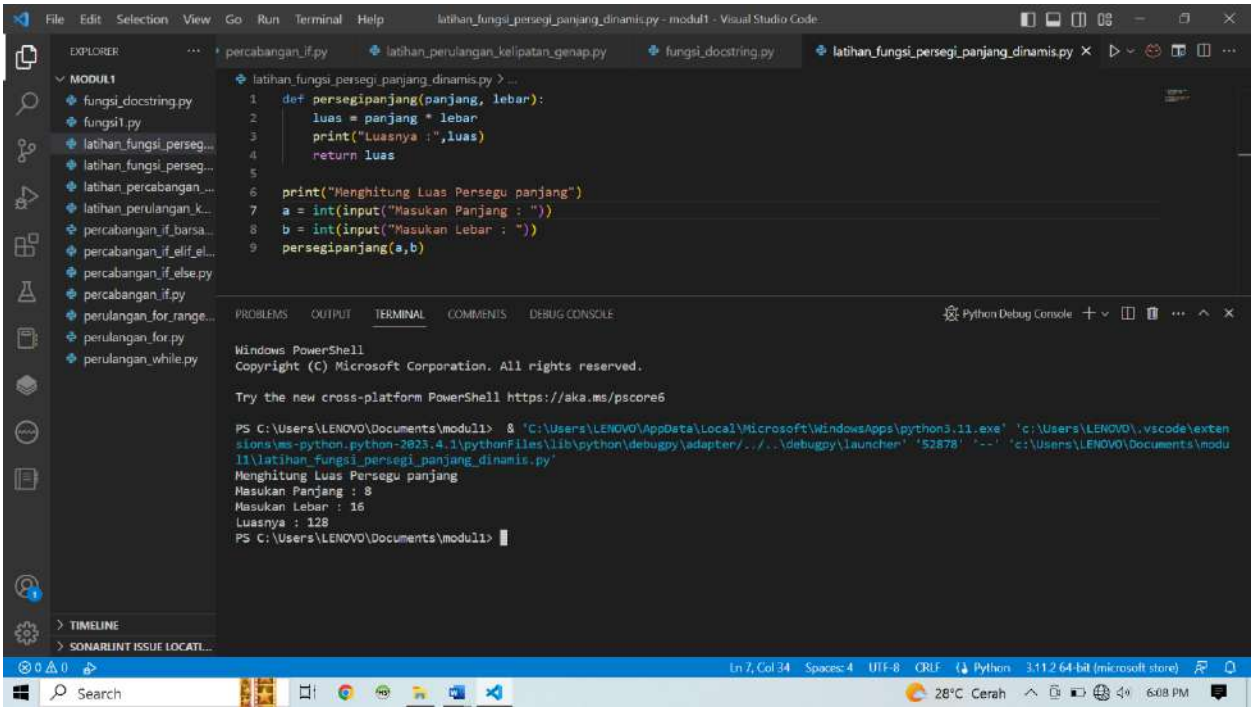


2. Docstring



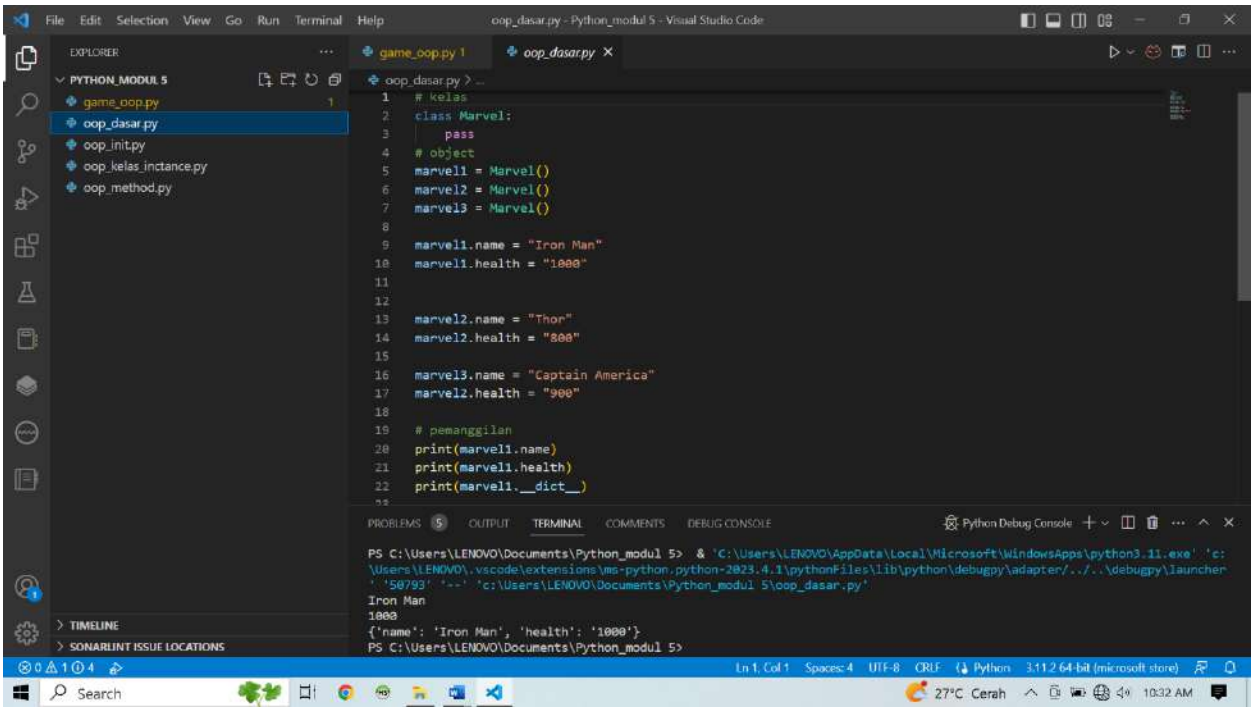
3. Contoh Program Luas Persegi Panjang dengan Fungsi



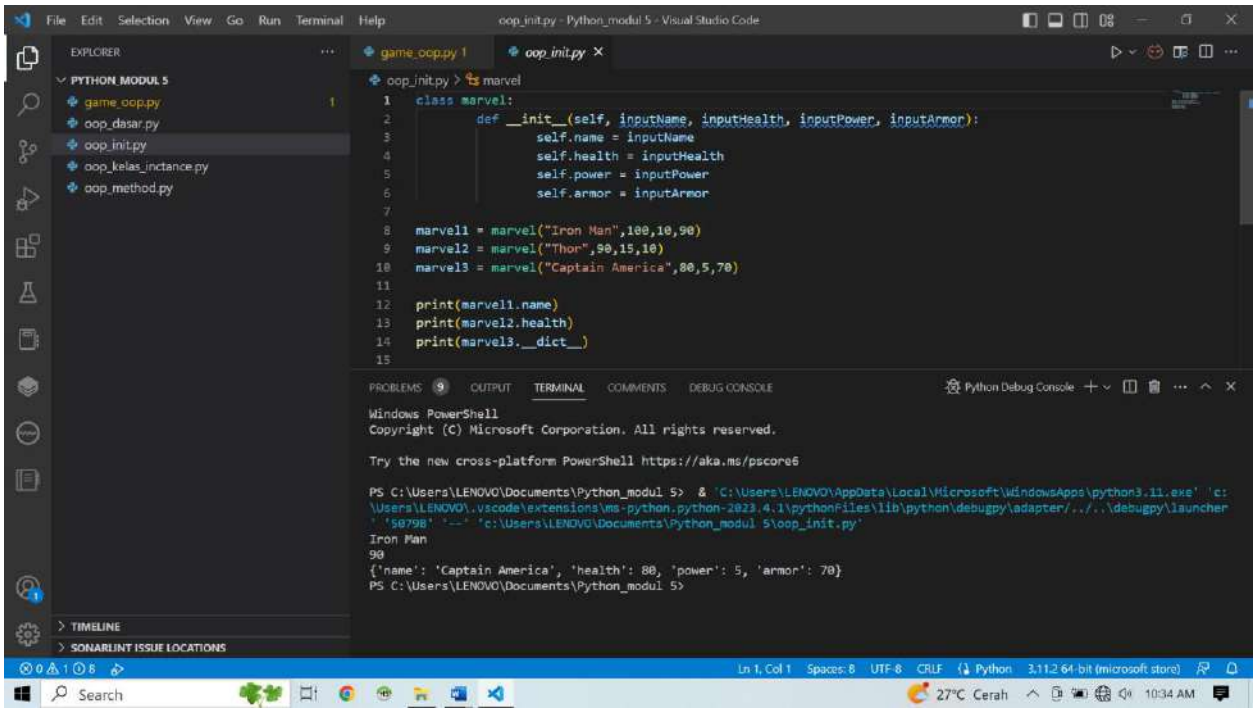


Python Modul 5

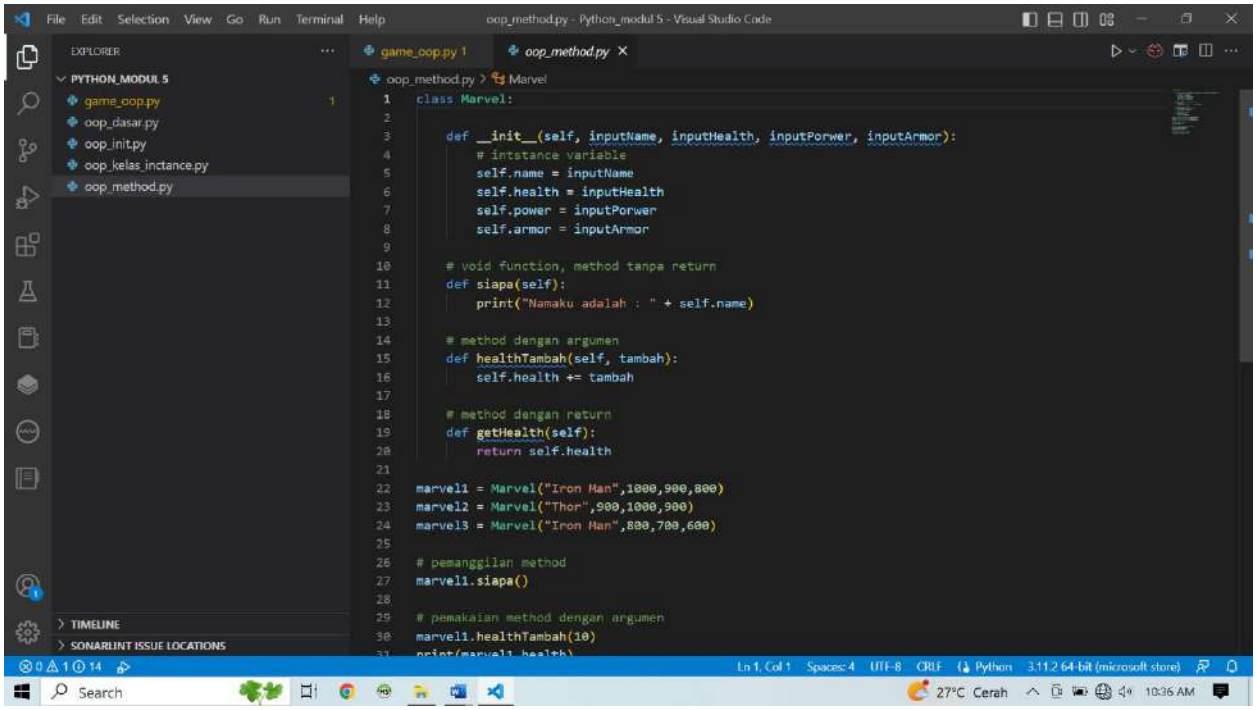
1. Perkenalan Kelas dan Object

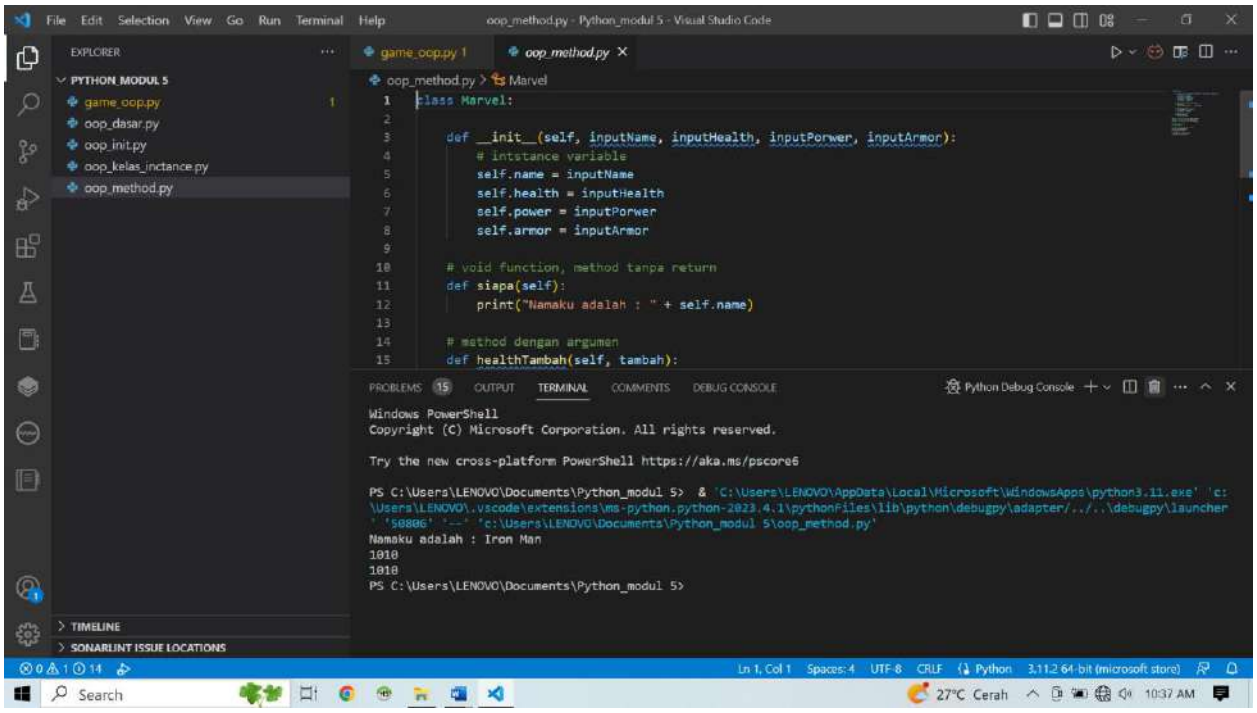


2. Kelas dan Object Sederhana



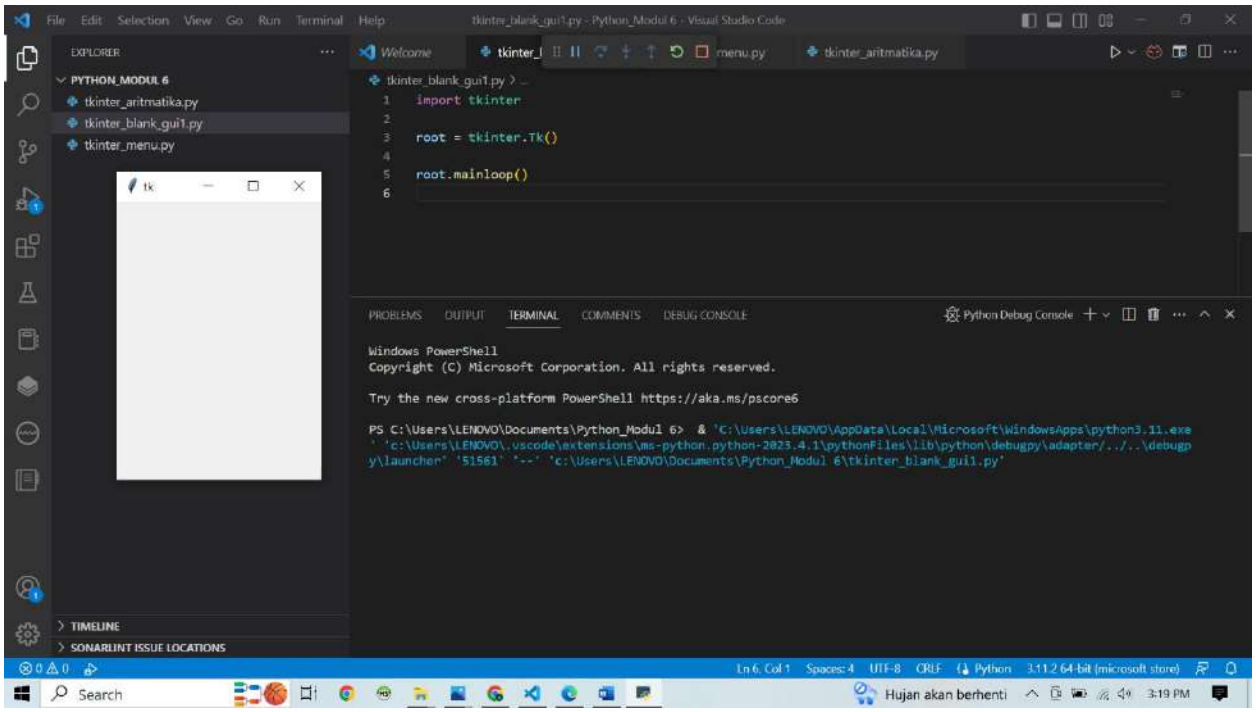
3. Method


File Edit Selection View Go Run Terminal Help
oop_method.py - Python_modul 5 - Visual Studio Code
EXPLORER
PYTHON_MODUL 5
game_oop.py
oop_dasar.py
oop_init.py
oop_kelas_inctance.py
oop_method.py
TIMELINE
SONARLINT ISSUE LOCATIONS
game_oop.py 1
oop_method.py
oop_method.py > Marvel
class Marvel:
def __init__(self, inputName, inputHealth, inputPorwer, inputArmor):
# intstance variable
self.name = inputName
self.health = inputHealth
self.power = inputPorwer
self.armor = inputArmor
# void function, method tanpa return
def siapa(self):
print("Namaku adalah : " + self.name)
# method dengan argumen
def healthTambah(self, tambah):
self.health += tambah
# method dengan return
def getHealth(self):
return self.health
marvel1 = Marvel("Iron Man",1000,900,800)
marvel2 = Marvel("Thor",900,1000,900)
marvel3 = Marvel("Iron Man",800,700,600)
# pemanggilan method
marvel1.siapa()
# pemakaian method dengan argumen
marvel1.healthTambah(10)
Ln 1, Col 1 Spaces: 4 UTF-8 CRLF Python 3.11.2 64-bit (microsoft store)
Search
27°C Cerah
10:36 AM


File Edit Selection View Go Run Terminal Help
oop_method.py - Python_modul 5 - Visual Studio Code
EXPLORER
PYTHON_MODUL 5
game_oop.py
oop_dasar.py
oop_init.py
oop_kelas_inctance.py
oop_method.py
TIMELINE
SONARLINT ISSUE LOCATIONS
game_oop.py 1
oop_method.py
oop_method.py > Marvel
class Marvel:
def __init__(self, inputName, inputHealth, inputPorwer, inputArmor):
# intstance variable
self.name = inputName
self.health = inputHealth
self.power = inputPorwer
self.armor = inputArmor
# void function, method tanpa return
def siapa(self):
print("Namaku adalah : " + self.name)
# method dengan argumen
def healthTambah(self, tambah):
PROBLEMS 15 OUTPUT TERMINAL COMMENTS DEBUG CONSOLE
Python Debug Console
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.
Try the new cross-platform PowerShell https://aka.ms/pscore6
PS C:\Users\LENOVO\Documents\Python_modul 5> & 'C:\Users\LENOVO\AppData\Local\Microsoft\WindowsApps\python3.11.exe' 'c:\Users\LENOVO\.vscode\extensions\ms-python.python-2023.4.1\pythonFiles\lib\python\debugpy\adapter/../..\debugpy\launcher' '50806' '--' 'c:\Users\LENOVO\Documents\Python_modul 5\oop_method.py'
Namaku adalah : Iron Man
1010
1010
PS C:\Users\LENOVO\Documents\Python_modul 5>
Ln 1, Col 1 Spaces: 4 UTF-8 CRLF Python 3.11.2 64-bit (microsoft store)
Search
27°C Cerah
10:37 AM

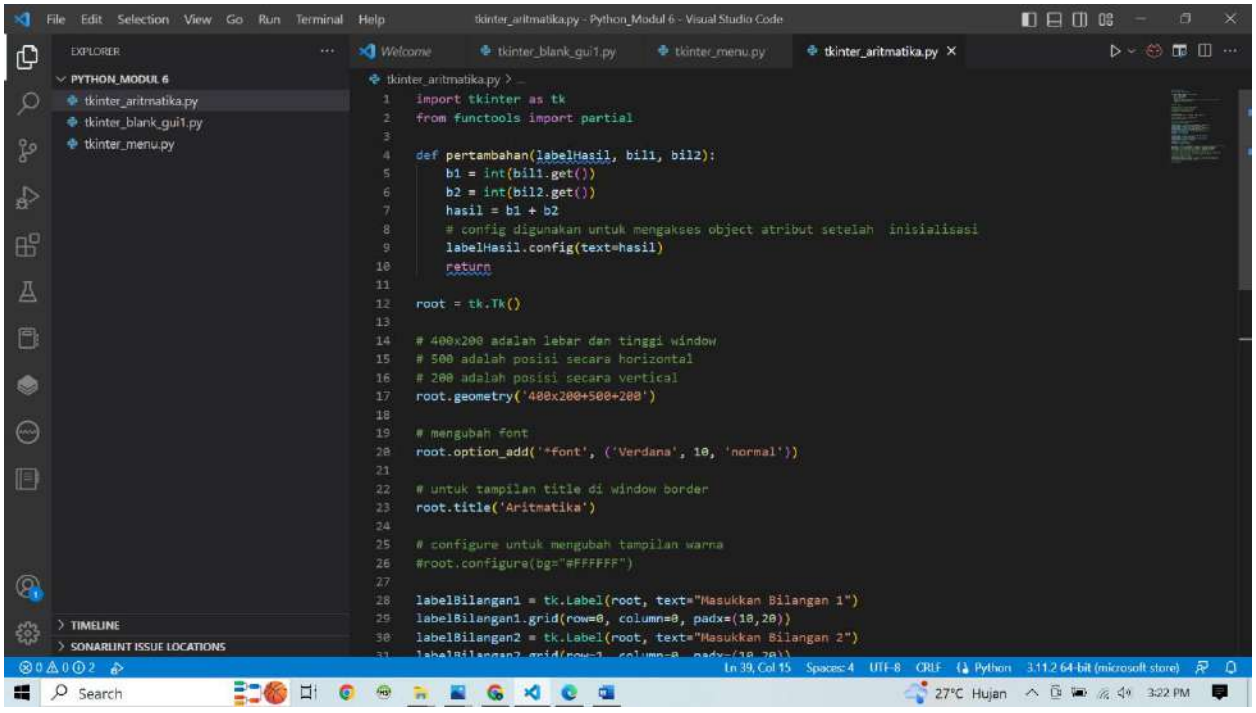
Python Modul 6

1. Tampilan GUI Sederhana

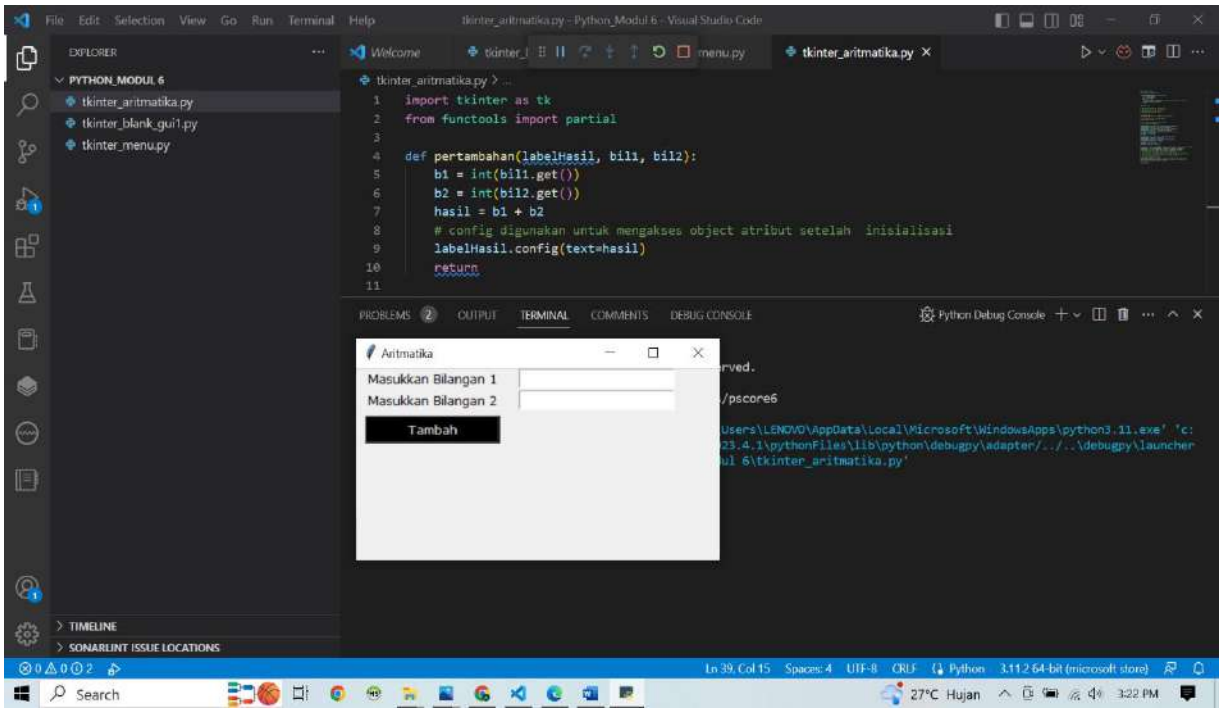


Kode Tampilan GUI sederhana dan gambat Tampilan GUI sederhana

2. Contoh Aplikasi Aritmatika Pertambahan

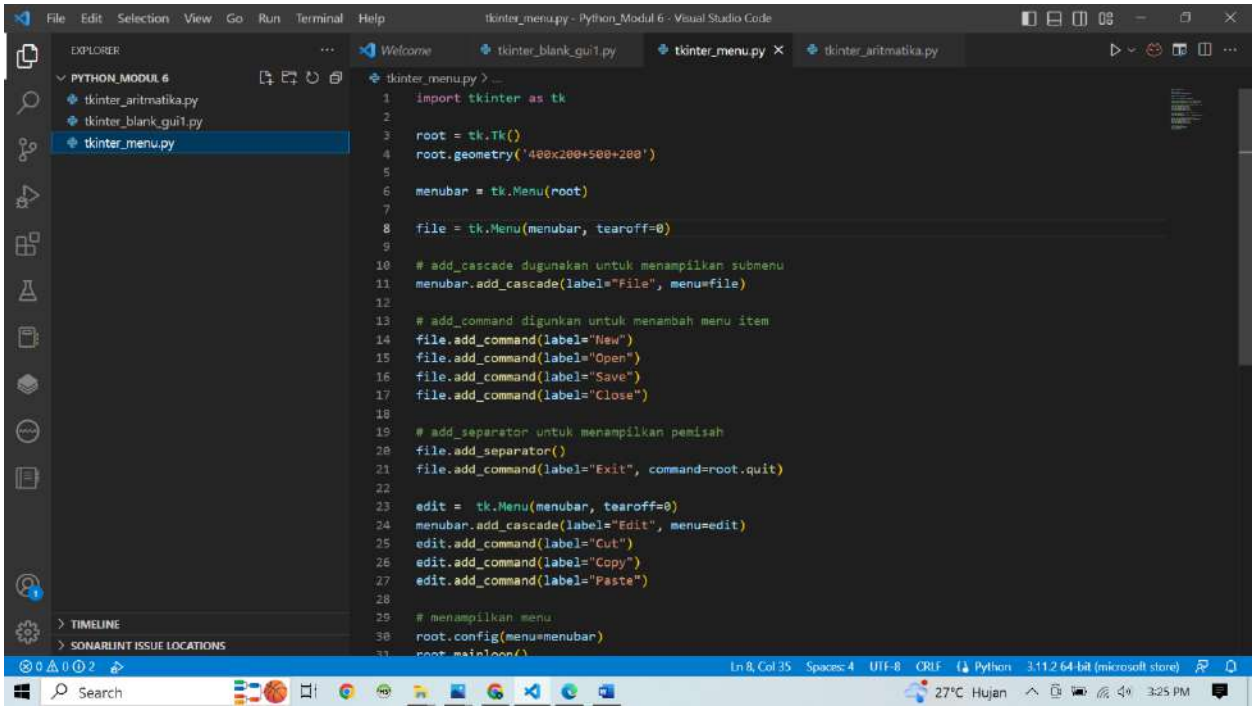


Kode Aplikasi Artimatika pertambahan

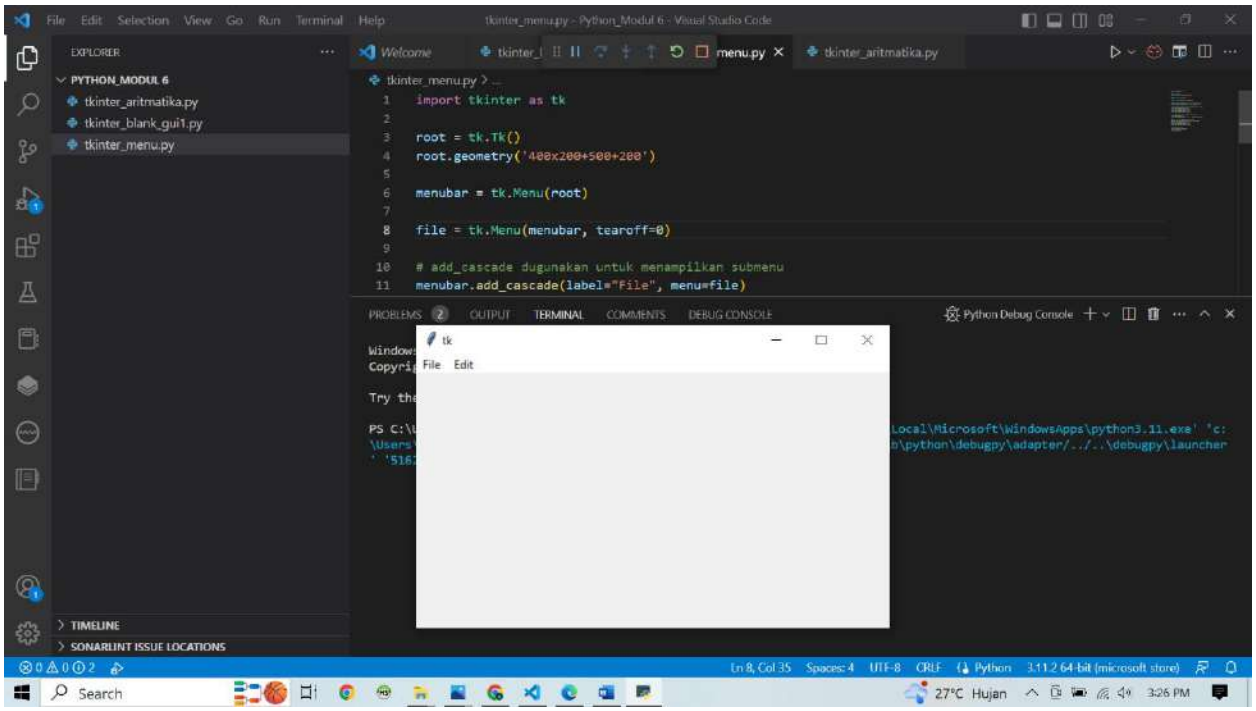


Gambar Aplikasi Aritmatika

3. Membuat Menu



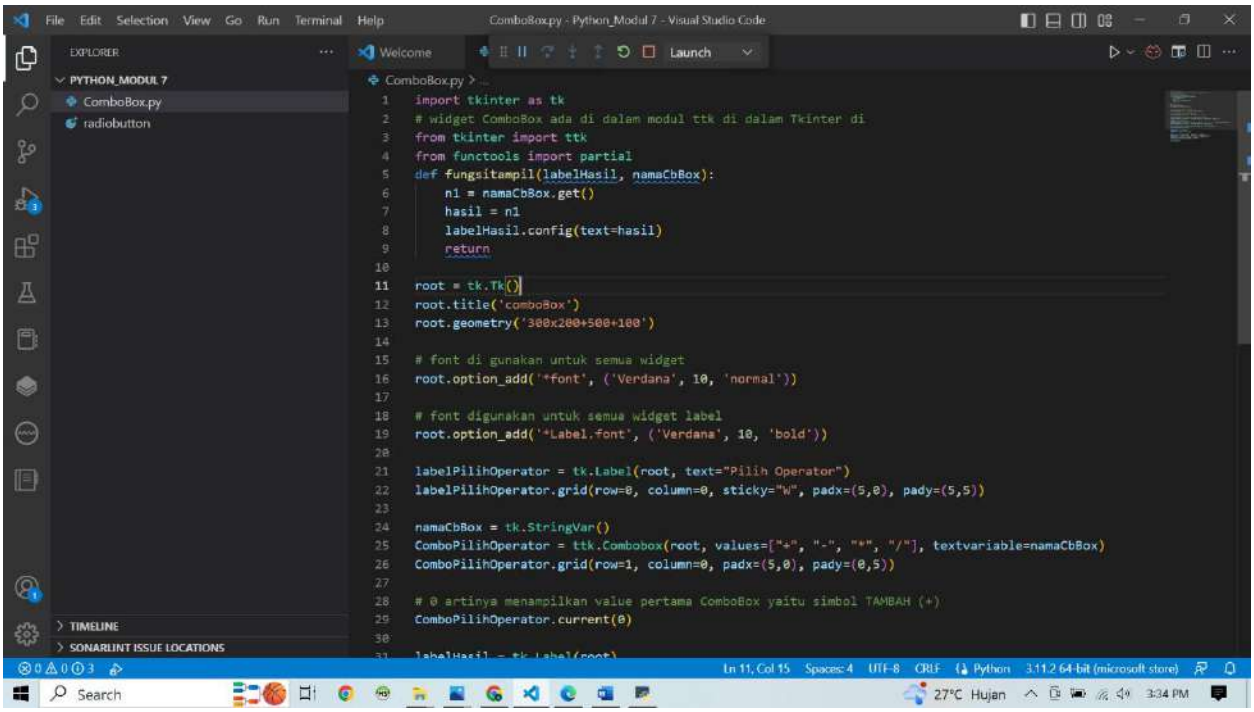
Kode Tampilan Menu



Gambar Tambilan Menu

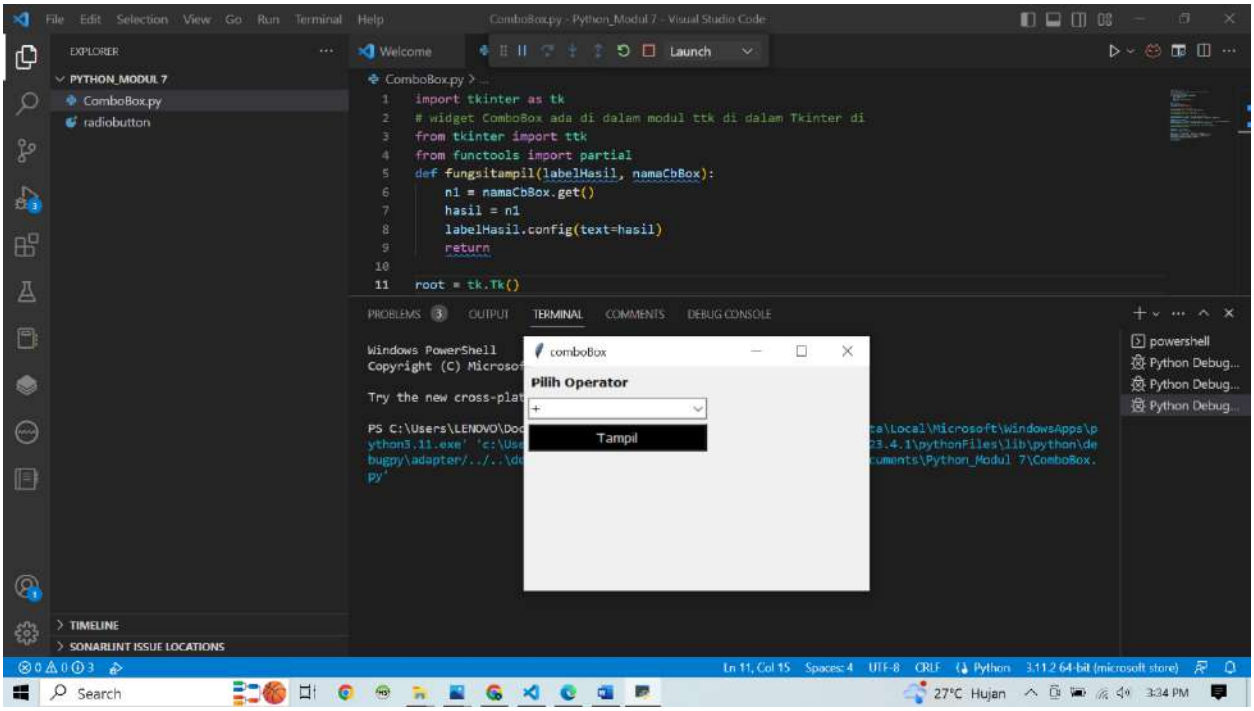
Python Modul 7

1. ComboBox



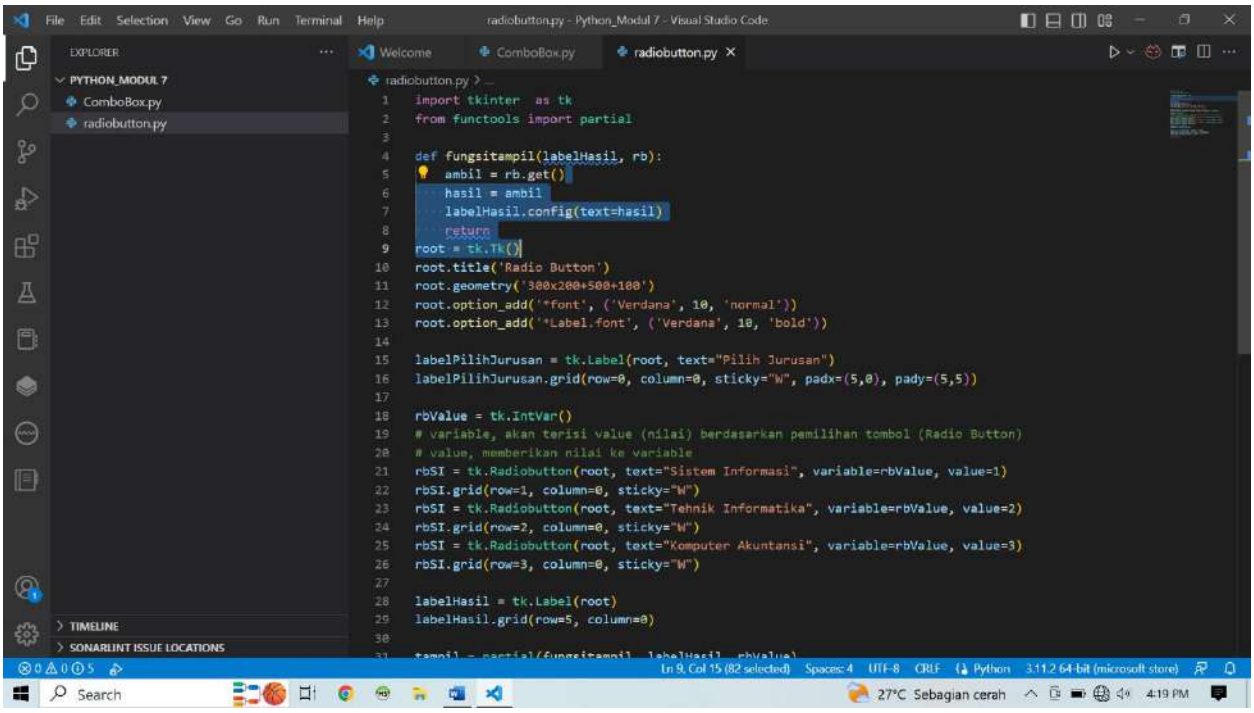
```
import tkinter as tk
# widget ComboBox ada di dalam modul ttk di dalam Tkinter di
from tkinter import ttk
from functools import partial
def fungsitampil(labelHasil, namaCbBox):
    n1 = namaCbBox.get()
    hasil = n1
    labelHasil.config(text=hasil)
    return

root = tk.Tk()
root.title('comboBox')
root.geometry('300x200+500+100')

# font di gunakan untuk semua widget
root.option_add('*font', ('Verdana', 10, 'normal'))

# font digunakan untuk semua widget label
root.option_add('*Label.font', ('Verdana', 10, 'bold'))

labelPilihOperator = tk.Label(root, text="Pilih Operator")
labelPilihOperator.grid(row=0, column=0, sticky="W", padx=(5,0), pady=(5,5))

namaCbBox = tk.StringVar()
ComboPilihOperator = ttk.Combobox(root, values=["+", "-", "*", "/"], textvariable=namaCbBox)
ComboPilihOperator.grid(row=1, column=0, padx=(5,0), pady=(0,5))

# 0 artinya menampilkan value pertama ComboBox yaitu simbol TAMBAH (+)
ComboPilihOperator.current(0)
```

Kode Tampilan ComboBox



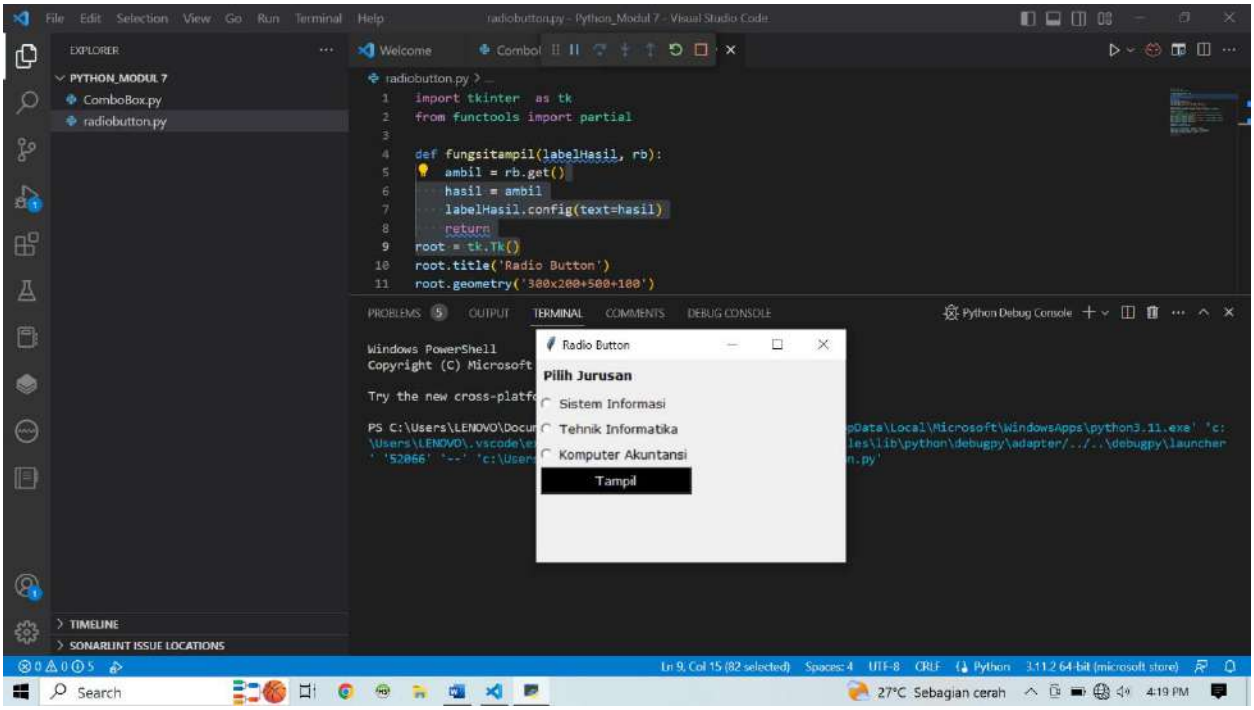
Tampilan ComboBox

2. RadioButton



```python
import tkinter  as tk
from functools import partial

def fungsitampil(labelHasil, rb):
    ambil = rb.get()
    hasil = ambil
    labelHasil.config(text=hasil)
    return
root = tk.Tk()
root.title('Radio Button')
root.geometry('300x200+500+100')
root.option_add('*font', ('Verdana', 10, 'normal'))
root.option_add('*Label.font', ('Verdana', 10, 'bold'))

labelPilihJurusan = tk.Label(root, text="Pilih Jurusan")
labelPilihJurusan.grid(row=0, column=0, sticky="W", padx=(5,0), pady=(5,5))

rbValue = tk.IntVar()
# variable, akan terisi value (nilai) berdasarkan pemilihan tombol (Radio Button)
# value, memberikan nilai ke variable
rbSI = tk.Radiobutton(root, text="Sistem Informasi", variable=rbValue, value=1)
rbSI.grid(row=1, column=0, sticky="W")
rbSI = tk.Radiobutton(root, text="Tehnik Informatika", variable=rbValue, value=2)
rbSI.grid(row=2, column=0, sticky="W")
rbSI = tk.Radiobutton(root, text="Komputer Akuntansi", variable=rbValue, value=3)
rbSI.grid(row=3, column=0, sticky="W")

labelHasil = tk.Label(root)
labelHasil.grid(row=5, column=0)
```

Kode Tampilan RadioButton



Tampilan RadioButton