

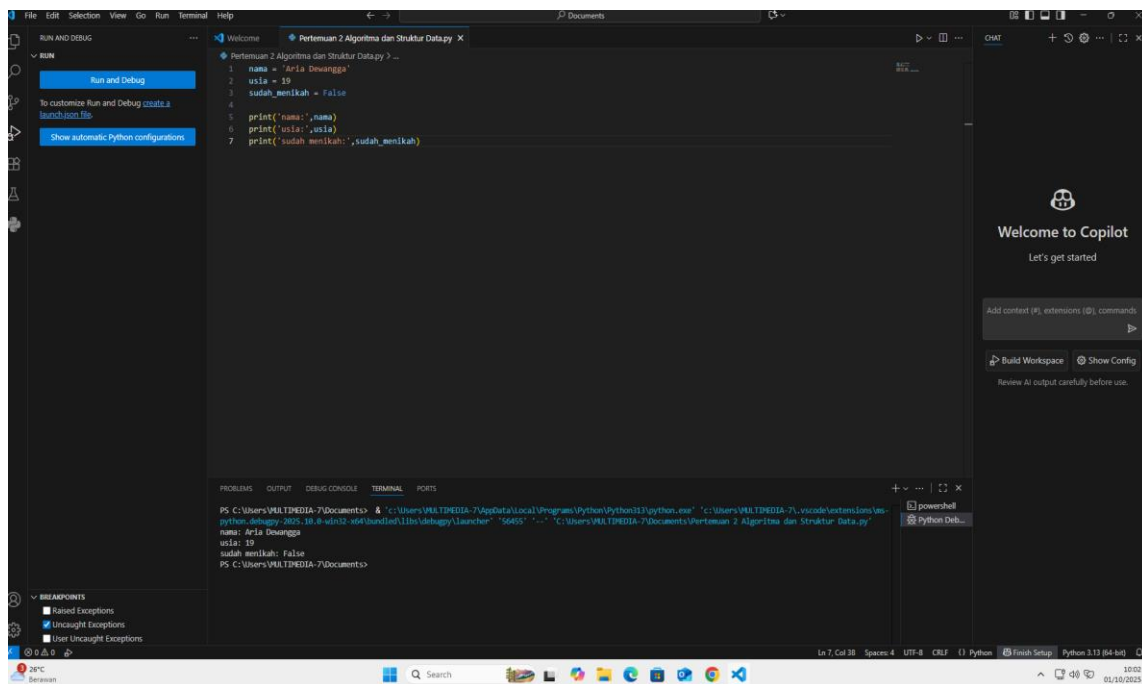
Nama: aria dewangga

Prodi: Ilkom

Semester : 1

Contoh-contoh Program Penulisan aturan sintaks & tipe data numerik + string.

1). Cara membuat variabel

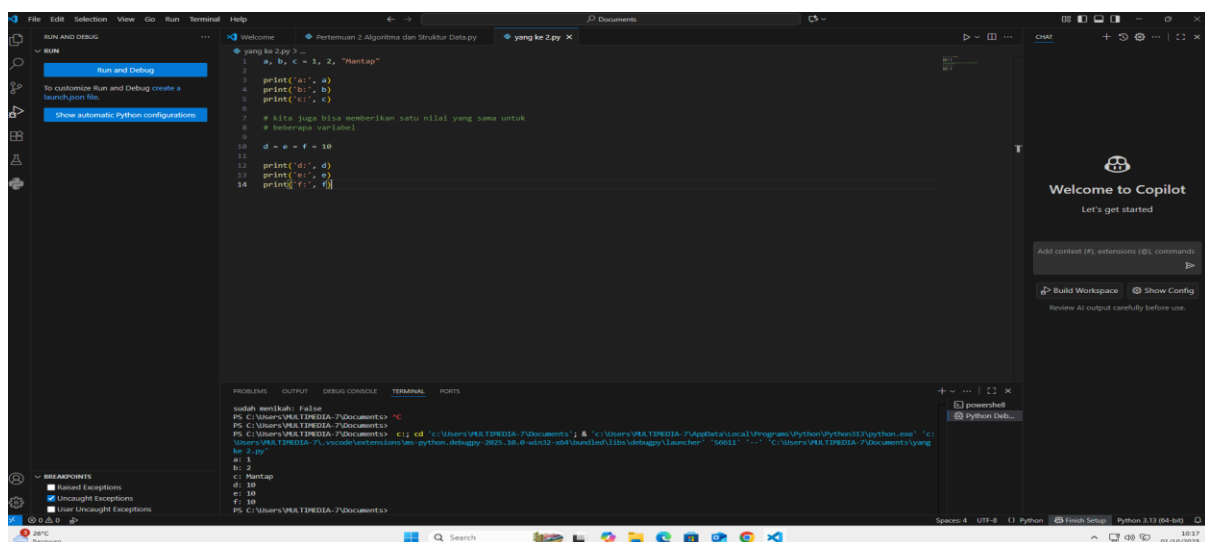


The screenshot shows a Visual Studio Code editor with a Python file named 'Pertemuan 2 Algoritma dan Struktur Data.py'. The code defines three variables: 'nama' (string), 'usia' (integer), and 'sudah_menikah' (boolean), and prints their values. The terminal output shows the execution results.

```
1 nama = 'Aria Dewangga'
2 usia = 19
3 sudah_menikah = False
4
5 print('nama:', nama)
6 print('usia:', usia)
7 print('sudah menikah:', sudah_menikah)
```

```
PS C:\Users\MULTIMEDIA-7\Documents> & 'c:\Users\MULTIMEDIA-7\AppData\Local\Programs\Python\Python113\python.exe' 'c:\Users\MULTIMEDIA-7\.vscode\extensions\ms-python.debugpy-2025.10.0-win32-x64\bundledLibs\debugpy_launcher' "5665" - "c:\Users\MULTIMEDIA-7\Documents\Pertemuan 2 Algoritma dan Struktur Data.py"
usia: 19
sudah menikah: False
PS C:\Users\MULTIMEDIA-7\Documents>
```

2). Aturan assignment

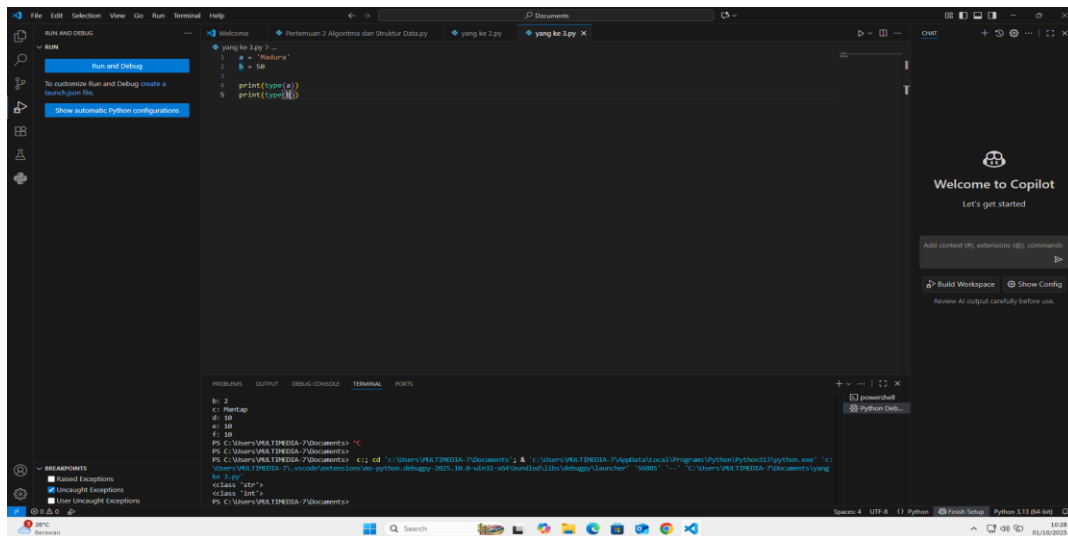


The screenshot shows a Visual Studio Code editor with a Python file named 'yang ke 2.py'. The code demonstrates variable assignment and arithmetic operations. The terminal output shows the execution results.

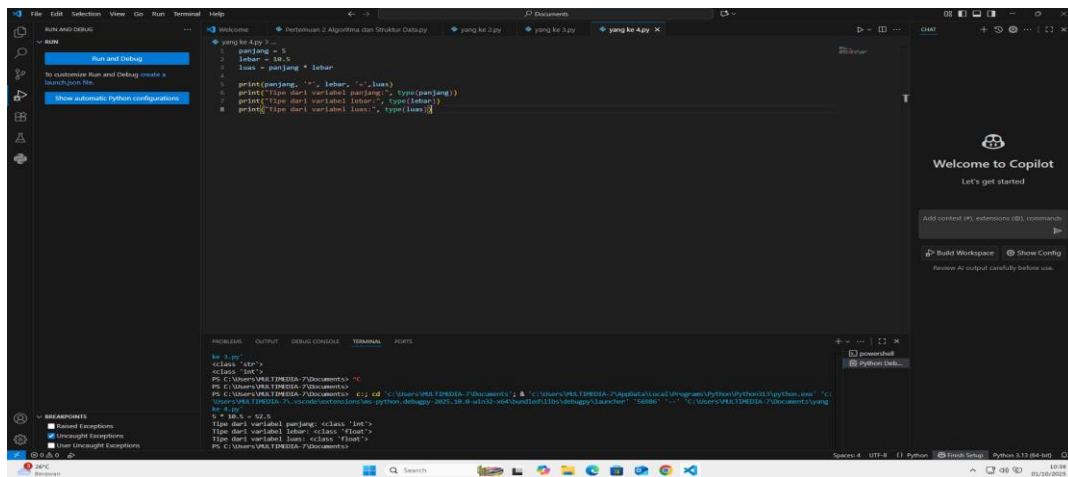
```
1 a, b, c = 1, 2, "Rantap"
2
3 print('a:', a)
4 print('b:', b)
5 print('c:', c)
6
7 # kita juga bisa memberikan satu nilai yang sama untuk
8 # beberapa variabel
9
10 d = e = f = 10
11
12 print('d:', d)
13 print('e:', e)
14 print('f:', f)
```

```
PS C:\Users\MULTIMEDIA-7\Documents> cd "c:\Users\MULTIMEDIA-7\Documents" & & 'c:\Users\MULTIMEDIA-7\AppData\Local\Programs\Python\Python113\python.exe' 'c:\Users\MULTIMEDIA-7\.vscode\extensions\ms-python.debugpy-2025.10.0-win32-x64\bundledLibs\debugpy_launcher' "5661" - "c:\Users\MULTIMEDIA-7\Documents\yang ke 2.py"
a: 1
b: 2
c: Rantap
d: 10
e: 10
f: 10
PS C:\Users\MULTIMEDIA-7\Documents>
```

3). Memeriksa type data pada python



4). Mencoba type data numerik



5). Tipe data string

