

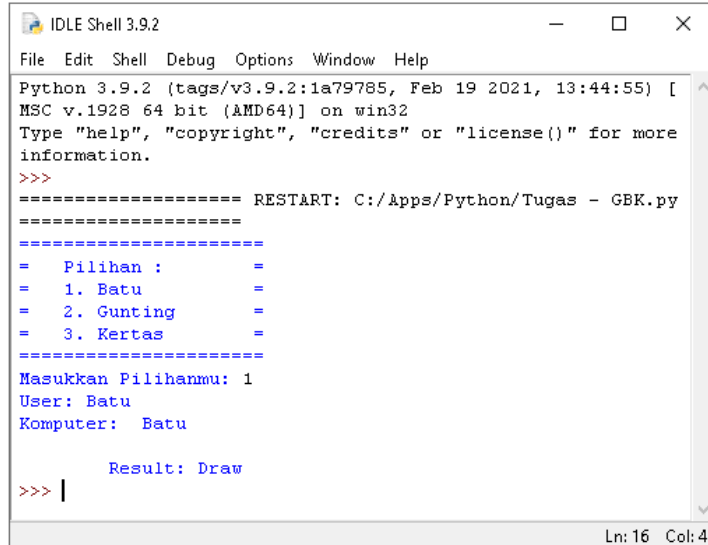
Tugas - GBK.py - C:/Apps/Python/Tugas - GBK.py (3.9.2)

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```
import random

print ("=====")
print ("=   Pilihan :   =")
print ("=  1. Batu      =")
print ("=  2. Gunting    =")
print ("=  3. Kertas     =")
print ("=====")

def permainan ():
    User = int(input("Masukkan Pilihanmu: "))
    kom = random.choice(["Batu", "Gunting", "Kertas"])
    if User == 1:
        print("User: Batu")
        print("Komputer: ", kom)
        print("")
        if kom == "Batu":
            print("\tResult: Draw")
        if kom == "Gunting":
            print("\tResult: You Win")
        if kom == "Kertas":
            print("\tResult: You Lose")
    if User == 2:
        print("User: Gunting")
        print("Komputer: ", kom)
        print("")
        if kom == "Batu":
            print("\tResult: You Lose")
        if kom == "Gunting":
            print("\tResult: Draw")
        if kom == "Kertas":
            print("\tResult: You Win")
    if User == 3:
        print("User: Kertas")
        print("Komputer: ", kom)
        print("")
        if kom == "Batu":
            print("\tResult: You Win")
        if kom == "Gunting":
            print("\tResult: You Lose")
        if kom == "Kertas":
            print("\tResult: Draw")
```



```
IDLE Shell 3.9.2
File Edit Shell Debug Options Window Help
Python 3.9.2 (tags/v3.9.2:1a79785, Feb 19 2021, 13:44:55) [
MSC v.1928 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license()" for more
information.
>>>
===== RESTART: C:/Apps/Python/Tugas - GBK.py
=====
=   Pilihan :   =
=  1. Batu      =
=  2. Gunting    =
=  3. Kertas     =
=====
Masukkan Pilihanmu: 1
User: Batu
Komputer:  Batu

Result: Draw
>>> |
```

Ln:16 Col:4

```
import random
```

```
print ("=====")
print ("=  Pilihan :      =")
print ("=  1. Batu       =")
print ("=  2. Gunting     =")
print ("=  3. Kertas      =")
print ("=====")
```

```
def permainan ():
```

```
    User = int(input("Masukkan Pilihanmu: "))
```

```
    kom = random.choice(["Batu", "Gunting", "Kertas"])
```

```
    if User == 1:
```

```
        print("User: Batu")
```

```
        print("Komputer: ", kom)
```

```
        print("")
```

```
        if kom == "Batu":
```

```
            print("\tResult: Draw")
```

```
        if kom == "Gunting":
```

```
            print("\tResult: You Win")
```

```
        if kom == "Kertas":
```

```
            print("\tResult: You Lose")
```

```
    if User == 2:
```

```
        print("User: Gunting")
```

```
        print("Komputer: ", kom)
```

```
        print("")
```

```
        if kom == "Batu":
```

```
            print("\tResult: You Lose")
```

```
        if kom == "Gunting":
```

```
            print("\tResult: Draw")
```

```
        if kom == "Kertas":
```

```
            print("\tResult: You Win")
```

```
    if User == 3:
```

```
        print("User: Kertas")
```

```
        print("Komputer: ", kom)
```

```
        print("")
```

```
        if kom == "Batu":
```

```
            print("\tResult: You Win")
```

```
        if kom == "Gunting":
```

```
            print("\tResult: You Lose")
```

```
        if kom == "Kertas":
```

```
>>>
```

```
===== RESTART: C:/Apps/Python/Tugas - GBK.py =
```

```
=====
```

```
=====
```

```
=  Pilihan :      =
```

```
=  1. Batu       =
```

```
=  2. Gunting     =
```

```
=  3. Kertas      =
```

```
=====
```

```
Masukkan Pilihanmu: 2
```

```
User: Gunting
```

```
Komputer: Batu
```

```
Result: You Lose
```

```
>>>
```

Ln: 16 Col: 4

```
import random
```

```
print ("=====")
print ("=   Pilihan :   =")
print ("=  1. Batu      =")
print ("=  2. Gunting    =")
print ("=  3. Kertas     =")
print ("=====")
```

```
def permainan ():
```

```
    User = int(input("Masukkan Pilihanmu: "))
```

```
    kom = random.choice(["Batu", "Gunting", "Kertas"])
```

```
    if User == 1:
```

```
        print("User: Batu")
```

```
        print("Komputer: ", kom)
```

```
        print("")
```

```
        if kom == "Batu":
```

```
            print("\tResult: Draw")
```

```
        if kom == "Gunting":
```

```
            print("\tResult: You Win")
```

```
        if kom == "Kertas":
```

```
            print("\tResult: You Lose")
```

```
    if User == 2:
```

```
        print("User: Gunting")
```

```
        print("Komputer: ", kom)
```

```
        print("")
```

```
        if kom == "Batu":
```

```
            print("\tResult: You Lose")
```

```
        if kom == "Gunting":
```

```
            print("\tResult: Draw")
```

```
        if kom == "Kertas":
```

```
            print("\tResult: You Win")
```

```
    if User == 3:
```

```
        print("User: Kertas")
```

```
        print("Komputer: ", kom)
```

```
        print("")
```

```
        if kom == "Batu":
```

```
            print("\tResult: You Win")
```

```
        if kom == "Gunting":
```

```
            print("\tResult: You Lose")
```

```
        if kom == "Kertas":
```

```
IDLE Shell 3.9.2
File Edit Shell Debug Options Window Help
===== RESTART: C:/Apps/Python/Tugas - GBK.p
y =====
=====
=   Pilihan :   =
=  1. Batu      =
=  2. Gunting    =
=  3. Kertas     =
=====
Masukkan Pilihanmu: 3
User: Kertas
Komputer: Gunting

Result: You Lose
>>> |
```

Ln: 16 Col: 4

```
import random

print ("=====")
print ("=   Pilihan :   =")
print ("=   1. Batu      =")
print ("=   2. Gunting    =")
print ("=   3. Kertas     =")
print ("=====")

def permainan ():
    User = int(input("Masukkan Pilihammu: "))
    kom = random.choice(["Batu", "Gunting", "Kertas"])
    if User == 1:
        print("User: Batu")
        print("Komputer: ", kom)
        print("")
        if kom == "Batu":
            print("\tResult: Draw")
        if kom == "Gunting":
            print("\tResult: You Win")
        if kom == "Kertas":
            print("\tResult: You Lose")
    if User == 2:
        print("User: Gunting")
        print("Komputer: ", kom)
        print("")
        if kom == "Batu":
            print("\tResult: You Lose")
        if kom == "Gunting":
            print("\tResult: Draw")
        if kom == "Kertas":
            print("\tResult: You Win")
    if User == 3:
        print("User: Kertas")
        print("Komputer: ", kom)
        print("")
        if kom == "Batu":
            print("\tResult: You Win")
        if kom == "Gunting":
            print("\tResult: You Lose")
        if kom == "Kertas":
            print("\tResult: Draw")
```

Tugas - GBK.py - C:/Apps/Python/Tugas - GBK.py (3.9.2)

File Edit Format Run Options Window Help

```
print ("= 3. Kertas =")
print ("=====")

def permainan ():
    User = int(input("Masukkan Pilihanmu: "))
    kom = random.choice(["Batu", "Gunting", "Kertas"])
    if User == 1:
        print("User: Batu")
        print("Komputer: ", kom)
        print("")
        if kom == "Batu":
            print("\tResult: Draw")
        if kom == "Gunting":
            print("\tResult: You Win")
        if kom == "Kertas":
            print("\tResult: You Lose")
    if User == 2:
        print("User: Gunting")
        print("Komputer: ", kom)
        print("")
        if kom == "Batu":
            print("\tResult: You Lose")
        if kom == "Gunting":
            print("\tResult: Draw")
        if kom == "Kertas":
            print("\tResult: You Win")
    if User == 3:
        print("User: Kertas")
        print("Komputer: ", kom)
        print("")
        if kom == "Batu":
            print("\tResult: You Win")
        if kom == "Gunting":
            print("\tResult: You Lose")
        if kom == "Kertas":
            print("\tResult: Draw")
    if User >= 4:
        print("= Pilihan salah =")
permainan()
```