**Program Loop dan Mirroring**

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Catatan: dalam program ini tidak digunakan “\” untuk memisahkan baris, namun program dapat dijalankan sesuai seharusnya.

**SOURCE CODE**

TOP\_LEFT = "┏ "

TOP\_CENTER = "┳ "

TOP\_RIGHT = "┓"

HORIZONTAL\_LINE = "━"

MIDDLE\_LEFT = "┣ "

MIDDLE\_CENTER = "╋ "

MIDDLE\_RIGHT = "┫"

VERTICAL\_LINE = "┃"

BOTTOM\_LEFT = "┗ "

BOTTOM\_CENTER = "┻ "

BOTTOM\_RIGHT = "┛"

SYMBOL\_1 = "▫"

SYMBOL\_2 = " “

SYMBOL\_3 = "▪"

LIMIT = 15 # membatasi bangun supaya tidak terlalu besar

MULTIPLIER = 2 # pengali sederhana untuk mengatur lebar bangun

def draw\_top(size): # menggambar bagian atas

print(TOP\_LEFT + HORIZONTAL\_LINE\*size\*MULTIPLIER +

TOP\_CENTER + HORIZONTAL\_LINE\*size\*MULTIPLIER + TOP\_RIGHT)

def draw\_main(size): # menggambar bagian tengah

list1 = list(range(0, size + 1))

list2 = list(range(size - 1, -1, -1))

for line in (list1+list2):

if line == size:

print(MIDDLE\_LEFT + HORIZONTAL\_LINE\*size\*MULTIPLIER +

MIDDLE\_CENTER + HORIZONTAL\_LINE\*size\*MULTIPLIER + MIDDLE\_RIGHT)

else:

print(VERTICAL\_LINE + SYMBOL\_1\*((size-line)\*MULTIPLIER-1) + SYMBOL\_3 +

SYMBOL\_2\*line\*MULTIPLIER + VERTICAL\_LINE +

SYMBOL\_2\*((size-line)\*MULTIPLIER-1) + SYMBOL\_3 +

SYMBOL\_1\*(line\*MULTIPLIER) + VERTICAL\_LINE)

def draw\_bottom(size): # menggambar bagian bawah

print(BOTTOM\_LEFT + HORIZONTAL\_LINE\*size\*MULTIPLIER +

BOTTOM\_CENTER + HORIZONTAL\_LINE\*size\*MULTIPLIER + BOTTOM\_RIGHT)

def draw\_shape(size): # menggambar bangun

draw\_top(size)

draw\_main(size)

draw\_bottom(size)

def input\_size(): # melakukan input

size = int(input("Input a positive integer: "))

if (size < 1):

return 1

elif (size > LIMIT):

return LIMIT

else:

return size

size = input\_size()

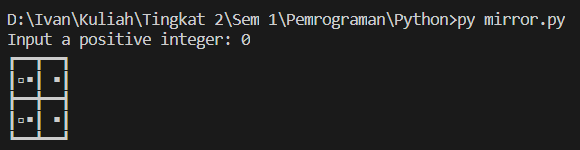
draw\_shape(size)

**HASIL**

Bangun simetri atas bawah

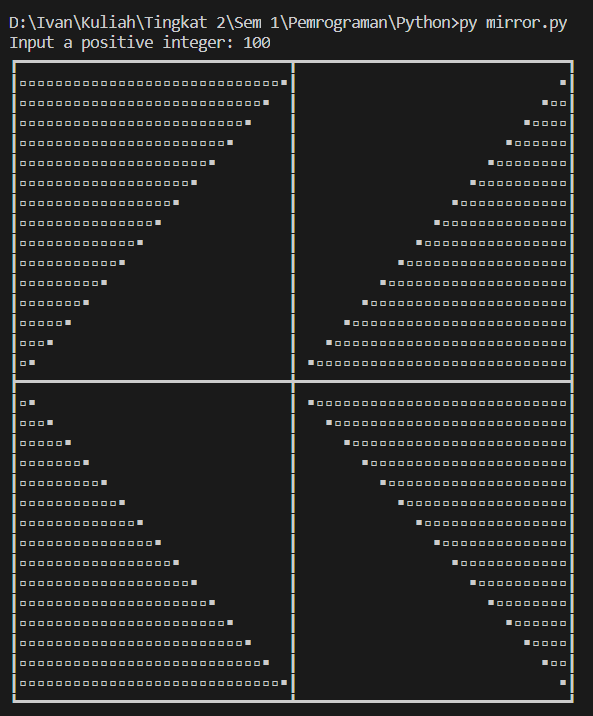
Input = 0

Input dinaikkan menjadi 1

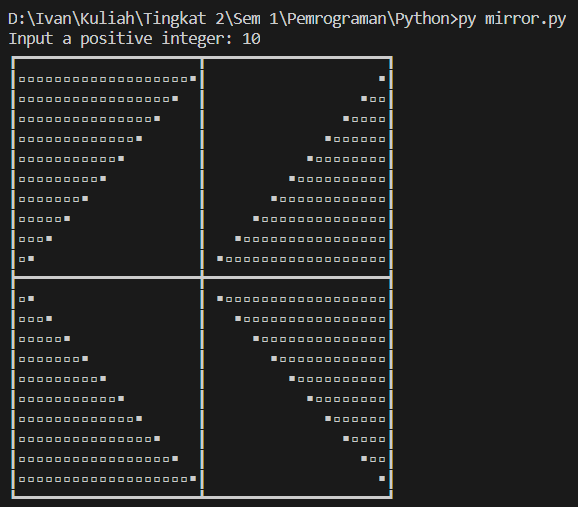


Input = 100

Input diturunkan menjadi 15 (LIMIT)



Input = 10



Input = 4

