

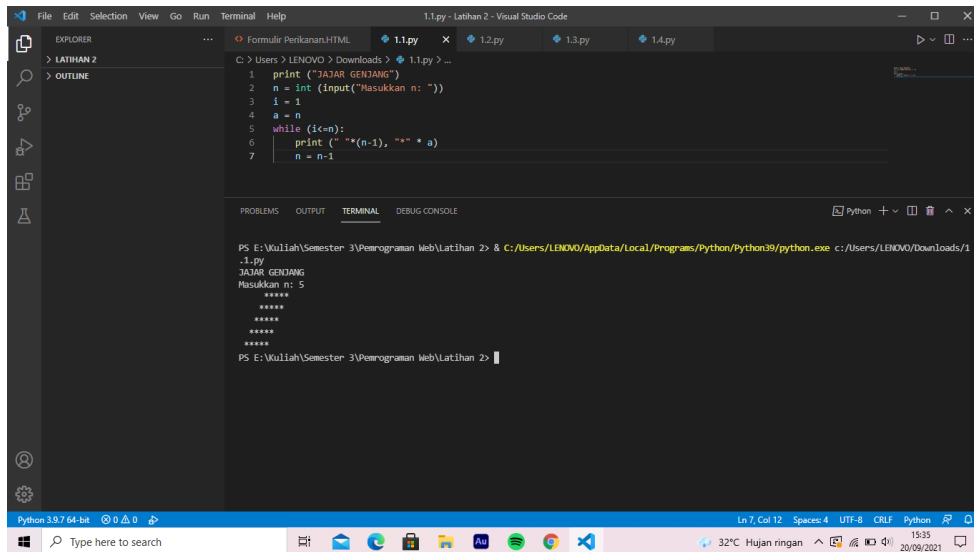
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## Laporan Pemrograman Berorientasi Objek

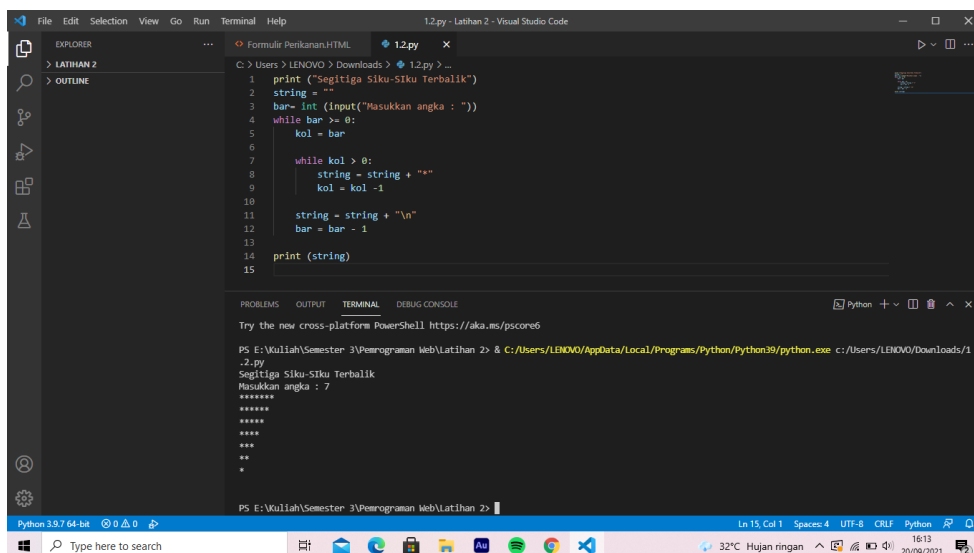
1. Buatlah kelas untuk mengimplementasikan metode-metode untuk menggambar bangun datar dengan menggunakan '\*'



The screenshot shows a Visual Studio Code window with a Python file named '1.1.py'. The code defines a function to draw a diamond shape. The terminal output shows the program running and printing a diamond shape made of asterisks.

```
1 print ("JAJAR GENJANG")
2 n = int (input("Masukkan n: "))
3 i = 1
4 a = n
5 while (i<=n):
6     print (" "*(n-1), "*" * a)
7     n = n - 1
```

```
PS E:\Muli\Semester 3\Pemrograman Web\Latihan 2> & C:/Users/LENGVO/AppData/Local/Programs/Python/Python39/python.exe c:/Users/LENGVO/Downloads/1
.py
JAJAR GENJANG
Masukkan n: 5
*****
*****
*****
*****
*****
PS E:\Muli\Semester 3\Pemrograman Web\Latihan 2>
```



The screenshot shows a Visual Studio Code window with a Python file named '1.2.py'. The code defines a function to draw an inverted triangle. The terminal output shows the program running and printing an inverted triangle made of asterisks.

```
1 print ("Segitiga Siku-Siku Terbalik")
2 string = ""
3 bar= int (input("Masukkan angka : "))
4 while bar >= 0:
5     kol = bar
6
7     while kol > 0:
8         string = string + "*"
9         kol = kol - 1
10
11     string = string + "\n"
12     bar = bar - 1
13
14 print (string)
15
```

```
PS E:\Muli\Semester 3\Pemrograman Web\Latihan 2> & C:/Users/LENGVO/AppData/Local/Programs/Python/Python39/python.exe c:/Users/LENGVO/Downloads/1
.py
Segitiga Siku-Siku Terbalik
Masukkan angka : 7
*****
*****
****
***
**
*
PS E:\Muli\Semester 3\Pemrograman Web\Latihan 2>
```

- a. Luas Segitiga

