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KELAS : PEMROGRAMAN PYTHON D

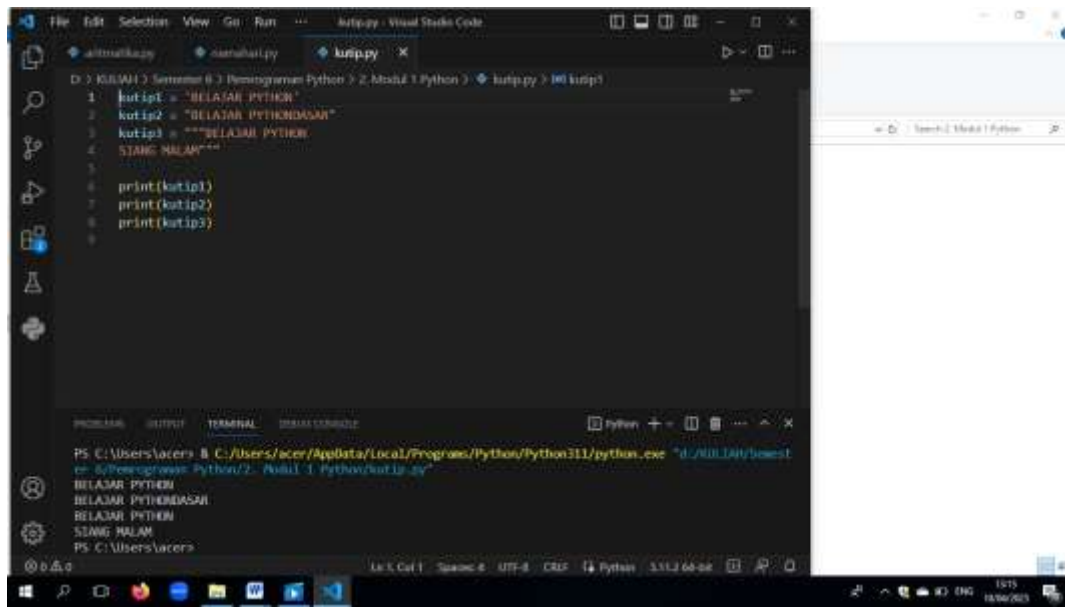
***Instalasi**

Buka aplikasi VS code yang sudah terinstall. Kemudian klik Extensions pada ikon sebelah kiri. Lalu klik python jika sudah kemudian instal dan reload VS Code.



***Modul 1**

- **Aritmatika**



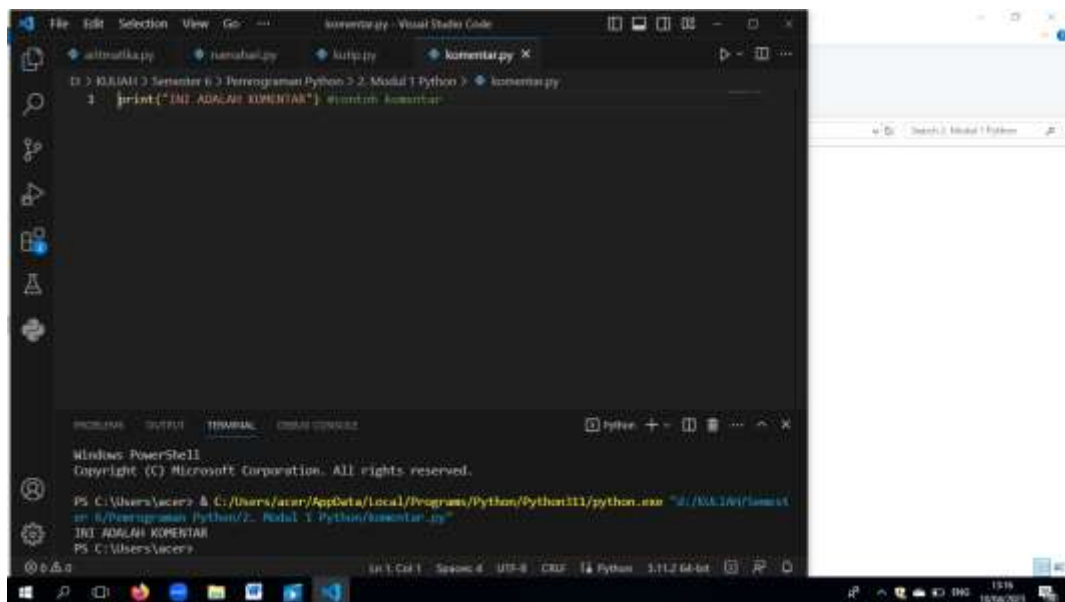
The screenshot shows the Visual Studio Code editor with a file named `kutip.py` open. The code defines three string variables: `kutip1` (a simple string), `kutip2` (a double-quoted string), and `kutip3` (a triple-quoted string). Each variable is printed to the console. The terminal at the bottom shows the command `python kutip.py` being executed, resulting in the output: `BEKAS PYTHON`, `BEKAS PYTHON`, and `BEKAS PYTHON`.

```
1 kutip1 = "BEKAS PYTHON"
2 kutip2 = "BEKAS PYTHON"
3 kutip3 = """BEKAS PYTHON"""
4
5 print(kutip1)
6 print(kutip2)
7 print(kutip3)
```

Terminal Output:

```
PS C:\Users\acer> python kutip.py
BEKAS PYTHON
BEKAS PYTHON
BEKAS PYTHON
```

- **Komentar**



The screenshot shows the Visual Studio Code editor with a file named `komentar.py` open. The code contains a single line: `print("INI ADALAH KOMENTAR")`. The terminal at the bottom shows the command `python komentar.py` being executed, resulting in the output: `INI ADALAH KOMENTAR`.

```
1 print("INI ADALAH KOMENTAR")
```

Terminal Output:

```
PS C:\Users\acer> python komentar.py
INI ADALAH KOMENTAR
```

- **Operator Perbandingan**

```
File Edit Selection View Go ... perbandingan.py - Visual Studio Code
D:\KULIAH1 > Semester 6 > Pemrograman Python > 2. Modul 1 Python > perbandingan.py 10 a
1 a = 10
2 b = 3
3
4 c = a < b
5 print(c)
6
7 c = a > b
8 print(c)
9
10 c = a == b
11 print(c)
12
13 c = a != b
14 print(c)
15

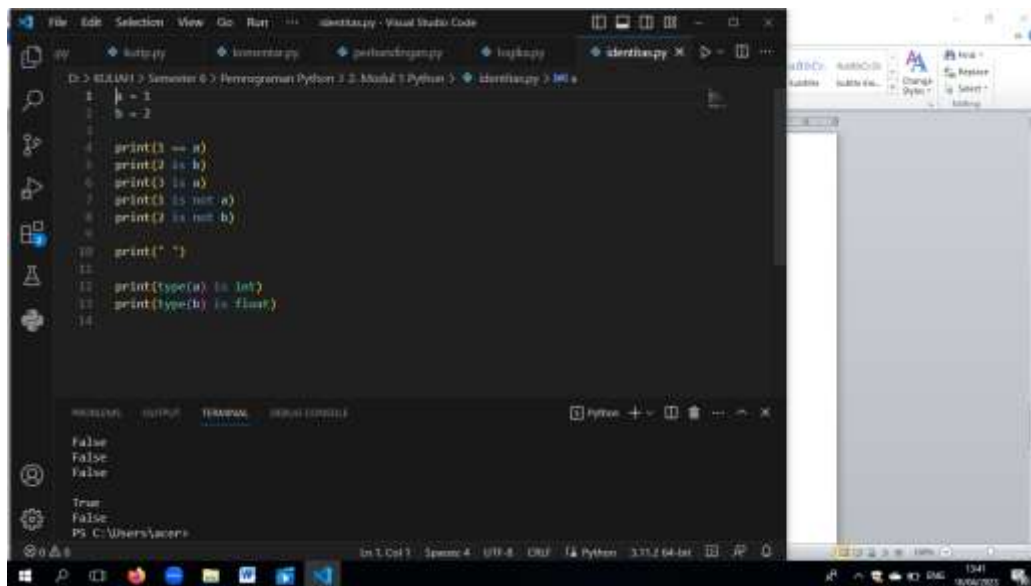
PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "d:/KULIAH1/Semester 6/Pemrograman Python/2. Modul 1 Python/perbandingan.py"
False
True
False
True
PS C:\Users\acer>
```

- **Operator Logika**

```
File Edit Selection View Go Run ... logika.py - Visual Studio Code
D:\KULIAH1 > Semester 6 > Pemrograman Python > 2. Modul 1 Python > logika.py 10 a
1 a = True
2 b = False
3 c = True
4
5 d = a and c
6 print(d)
7
8 d = a and b
9 print(d)
10
11 d = a or b
12 print(d)
13
14 d = a or c
15 print(d)

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "d:/KULIAH1/Semester 6/Pemrograman Python/2. Modul 1 Python/logika.py"
True
False
True
True
PS C:\Users\acer>
```

- **Identitas**



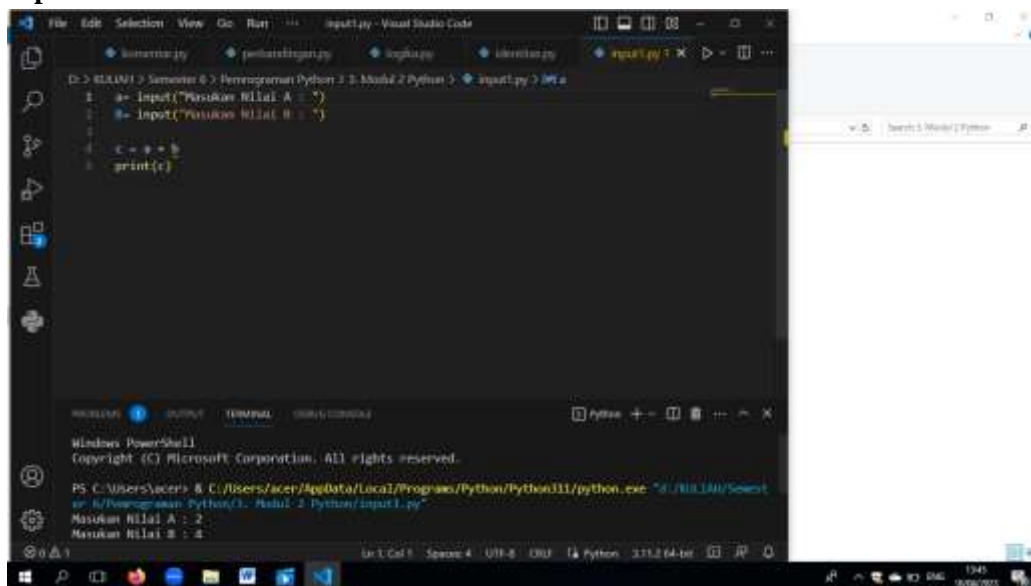
```
1 a = 1
2 b = 2
3
4 print(1 == a)
5 print(2 is b)
6 print(1 is a)
7 print(1 is not a)
8 print(2 is not b)
9
10 print(' ')
11
12 print(type(a) is int)
13 print(type(b) is float)
14
```

Output:

```
False
False
False
True
False
PS C:\Users\acer>
```

*Modul 2

- Input



```
1 a= input("Masukan Nilai A : ")
2 b= input("Masukan Nilai B : ")
3
4 c = a + b
5 print(c)
```

Output:

```
Windows PowerShell
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PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe -u "C:/Users/acer/OneDrive/Desktop/Modul 2 Python/input1.py"
Masukan Nilai A : 2
Masukan Nilai B : 2
```

- List_Akses

```
1 my_list = ["Saya", "hello", "python", "programming", 2019]
2
3 # output : Saya
4 print(my_list[0])
5
6 print(my_list[2])
7
8 #list dalam list
9 your_list = ["hello", [1,2,3], "python"]
10
11 #output :
12 print(your_list[1][0])
13
14 #output :
15 print(your_list[1][2])
16
17 #output : hello
18 print(your_list[0])
```

Output:

```
Saya
python
1
3
hello
PS C:\Users\acer>
```

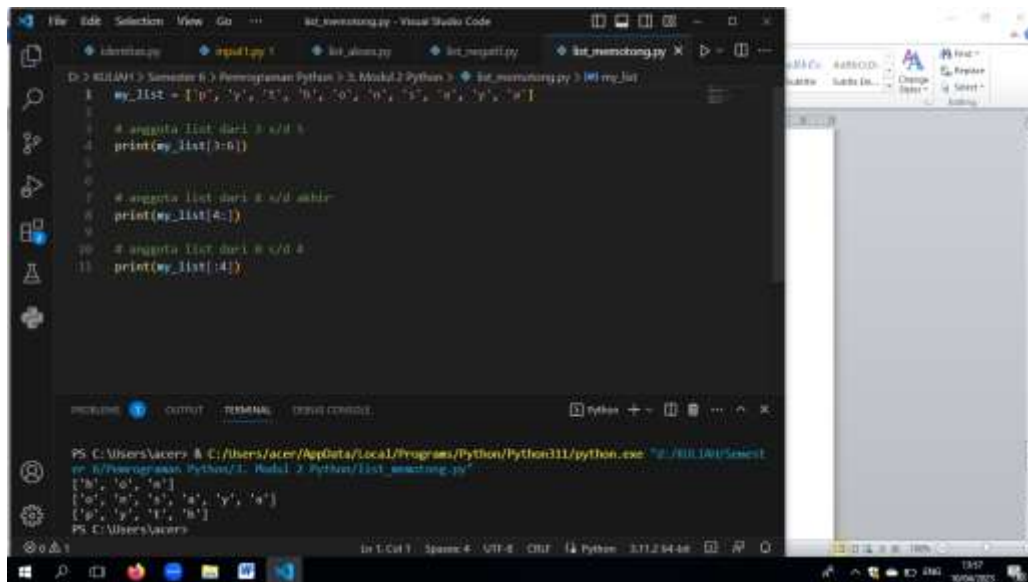
- **List_Negatif**

```
1 my_list = ['p', 'y', 't', 'h', 'o', 'n']
2
3 # output : n
4 print(my_list[-1])
5
6 print(my_list[-3])
7
```

Output:

```
n
t
PS C:\Users\acer>
```

- **List_Memotong**

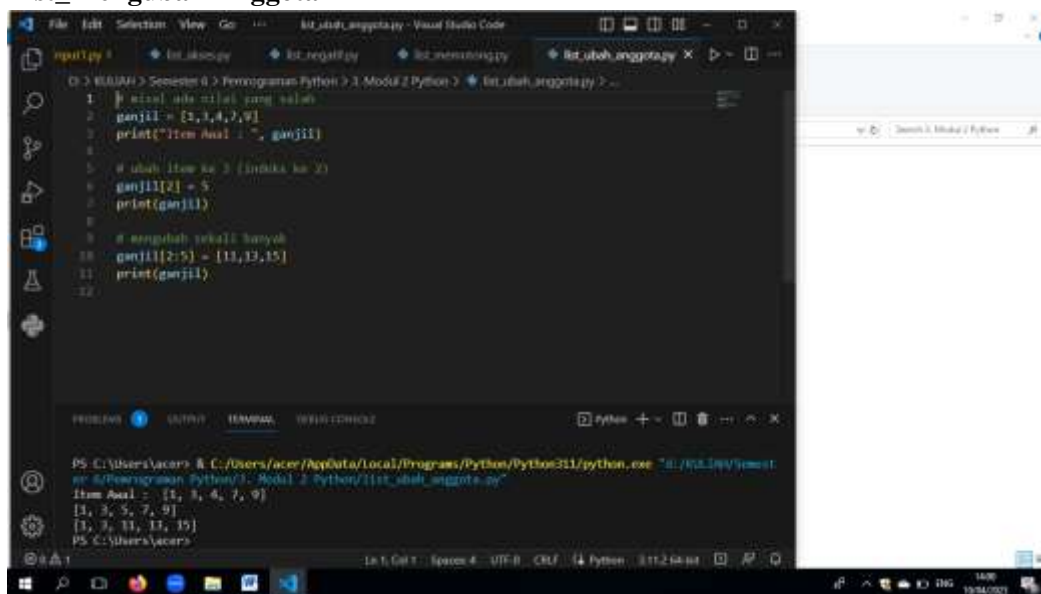


```
1 my_list = ['p', 'y', 't', 'h', 'o', 'n', ' ', 'i', 's', ' ', 's', 'e', 'm', 'e', 's', 't', 'e', 'r', '4']
2
3 # anggota list dari 3 s/d 4
4 print(my_list[3:4])
5
6 # anggota list dari 4 s/d akhir
7 print(my_list[4:])
8
9 # anggota list dari 8 s/d 4
10 print(my_list[4])
```

PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "D:/RIZKI/Semester 4/Perograman Python/1. Modul 2 Python/list_mengubah.py"

['h', 'o', 'n']
['n', ' ', 'i', 's', ' ', 's', 'e', 'm', 'e', 's', 't', 'e', 'r', '4']
['p', 'y', 't', 'h']

- **List_Mengubah Anggota**



```
1 # misal ada nilai yang akan
2 ganjil = [1, 3, 4, 7, 9]
3 print("Item Awal : ", ganjil)
4
5 # ubah item ke 3 (indika ke 2)
6 ganjil[2] = 5
7 print(ganjil)
8
9 # menambah sekali banyak
10 ganjil[2:5] = [11, 13, 15]
11 print(ganjil)
12
```

PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "D:/RIZKI/Semester 4/Perograman Python/1. Modul 2 Python/list_ubah_anggota.py"

Item Awal : [1, 3, 4, 7, 9]
[1, 3, 5, 7, 9]
[1, 3, 11, 13, 15]

***Modul 3**

- **Dictionary Hapus Anggota**


```
dict_saya = {1:1, 2:4, 3:9, 4:10, 5:25}

print(dict_saya.pop(3))

print(dict_saya.pop(1))

print(dict_saya)

del dict_saya[2]

print(dict_saya)

dict_saya.clear()

del dict_saya
```

```
PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "d:/KULIAH/Semester 6/Perograman Python/4. Modul 3 Python/dictionaryhapus_anggota.py"
9
{5, 25}
{1: 1, 2: 4, 4: 10}
{1: 1, 4: 10}
PS C:\Users\acer>
```

- **Set Hapus Anggota**

```
set_saya = {1,2,3,4,5}

print(set_saya)

set_saya.discard(4)

print(set_saya)

set_saya.remove(5)

print(set_saya)

set_saya.discard(6)
```

```
PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "d:/KULIAH/Semester 6/Perograman Python/4. Modul 3 Python/sethapus_anggota.py"
{1, 2, 3, 4, 5}
{1, 2, 3, 5}
{1, 2, 3}
PS C:\Users\acer>
```

***Modul 4**

- **Latihan Fungsi Persegi Panjang**


```
1 def persegi panjang(panjang, lebar):
2     luas = panjang * lebar
3     print("Luasnya : ", luas)
4     return luas
5
6 print("Menghitung Luas Persegi Panjang")
7 persegi panjang(4,6)
```

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PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "d://KULIAH/Semester 5/Perograman Python/5. Modul 4 Python/Modul 4 Python/latihan fungsi persegi panjang.py"

Menghitung Luas Persegi Panjang

Luasnya : 24

PS C:\Users\acer>

- Fungsi Docstring

```
1 def sapa(nama):
2     """contoh cetak keterangan"""
3     print("Hai, " + nama + ". Apa kabar?")
4     return nama
5
6 sapa("Anna")
7 print(sapa.__doc__)
```

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PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "d://KULIAH/Semester 5/Perograman Python/5. Modul 4 Python/Modul 4 Python/fungsi docstring.py"

Hai, Anna. Apa kabar?

contoh cetak keterangan

PS C:\Users\acer>

*Modul 5

- Oop Dasar

```

1 # kelas
2 class Marvel:
3     pass
4
5 # object
6 marvel1 = Marvel()
7 marvel2 = Marvel()
8 marvel3 = Marvel()
9
10 marvel1.name = "Iron Man"
11 marvel1.health = "1000"
12
13 marvel2.name = "Thor"
14 marvel2.health = "1000"
15
16 marvel3.name = "Captain America"
17 marvel3.health = "800"
18

```

Traceback (most recent call last):
File "d:\KULIAH\Semester 6\Penrograman Python\6. Modul 5 Python\oop_dasar.py", line 6, in <module>
marvel1 = Marvel()
NameError: name 'Marvel' is not defined. Did you mean: 'Marvel'?

- Oop Game

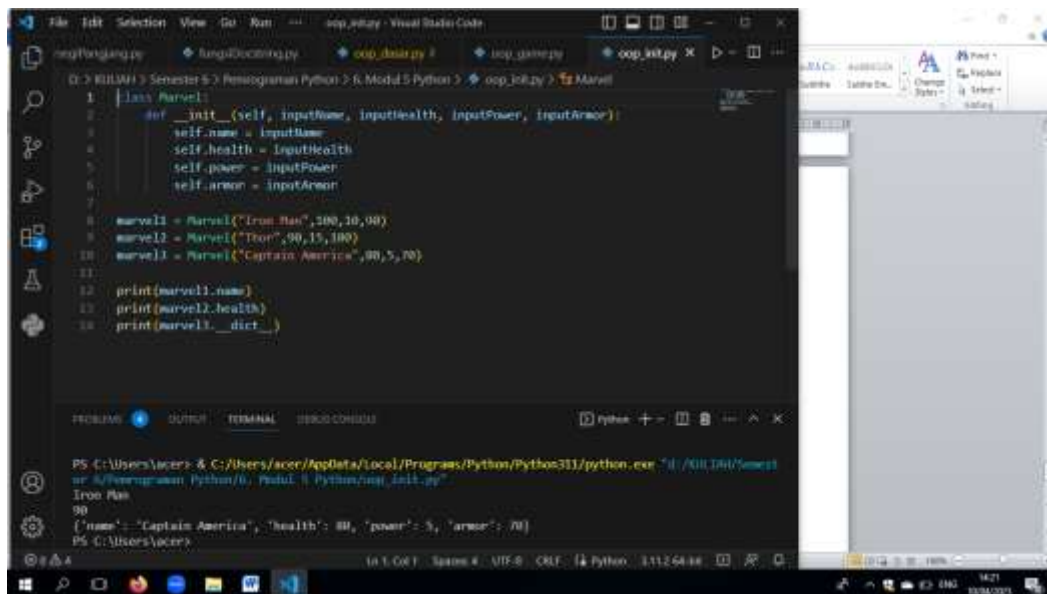
```

1 class Marvel:
2
3     def __init__(self, name, health, attackPower, armorNumber):
4         self.name = name
5         self.health = health
6         self.attackPower = attackPower
7         self.armorNumber = armorNumber
8
9     def __str__(self, lawan):
10        print(self.name + " menyerang " + lawan.name)
11        lawan.diserang(self, self.attackPower)
12
13    def diserang(self, lawan, attackPower_lawan):
14        print(self.name + " diserang " + lawan.name)
15        attack_diterima = attackPower_lawan
16        print("terangin karena : " + str(attack_diterima))
17        self.health -= attack_diterima
18        print("darah" + self.name + " tersisa " + str(self.health))
19

```

Traceback (most recent call last):
File "d:\KULIAH\Semester 6\Penrograman Python\6. Modul 5 Python\oop_game.py", line 24, in <module>
Ironman.serang(Thor)
AttributeError: 'Marvel' object has no attribute 'serang'. Did you mean: 'diserang'?

- Oop Init

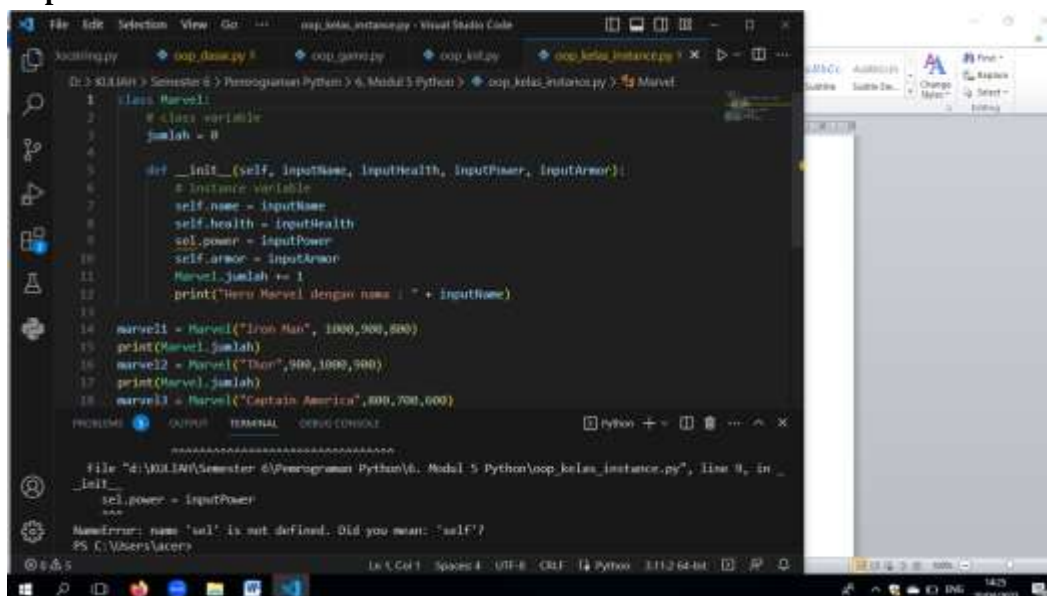


```
1 class Marvel:
2     def __init__(self, inputName, inputHealth, inputPower, inputArmor):
3         self.name = inputName
4         self.health = inputHealth
5         self.power = inputPower
6         self.armor = inputArmor
7
8     marvel1 = Marvel("Iron Man", 100, 10, 90)
9     marvel2 = Marvel("Thor", 90, 15, 100)
10    marvel3 = Marvel("Captain America", 80, 5, 70)
11
12    print(marvel1.name)
13    print(marvel2.health)
14    print(marvel3.__dict__)
```

PS C:\Users\acer> C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "D:/KULIAH/Semester 6/Programan Python/6. Modul 5 Python/oop_init.py"

Iron Man
90
{'name': 'Captain America', 'health': 80, 'power': 5, 'armor': 70}

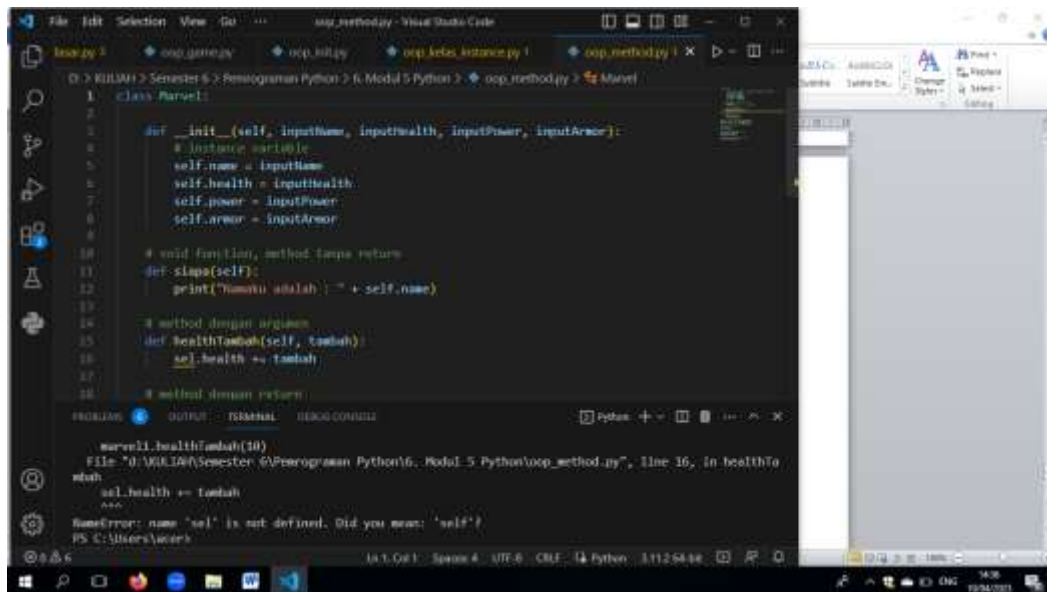
- Oop Kelas Instance



```
1 class Marvel:
2     # class variable
3     jumlah = 0
4
5     def __init__(self, inputName, inputHealth, inputPower, inputArmor):
6         # instance variable
7         self.name = inputName
8         self.health = inputHealth
9         self.power = inputPower
10        self.armor = inputArmor
11        Marvel.jumlah += 1
12        print("Hero Marvel dengan nama : " + inputName)
13
14    marvel1 = Marvel("Iron Man", 1000, 900, 500)
15    print(Marvel.jumlah)
16    marvel2 = Marvel("Thor", 500, 1000, 500)
17    print(Marvel.jumlah)
18    marvel3 = Marvel("Captain America", 800, 700, 600)
```

File "D:/KULIAH/Semester 6/Programan Python/6. Modul 5 Python/oop_kelas_instance.py", line 9, in __init__
self.power = inputPower
NameError: name 'sel' is not defined. Did you mean: 'self'?

- Oop Method

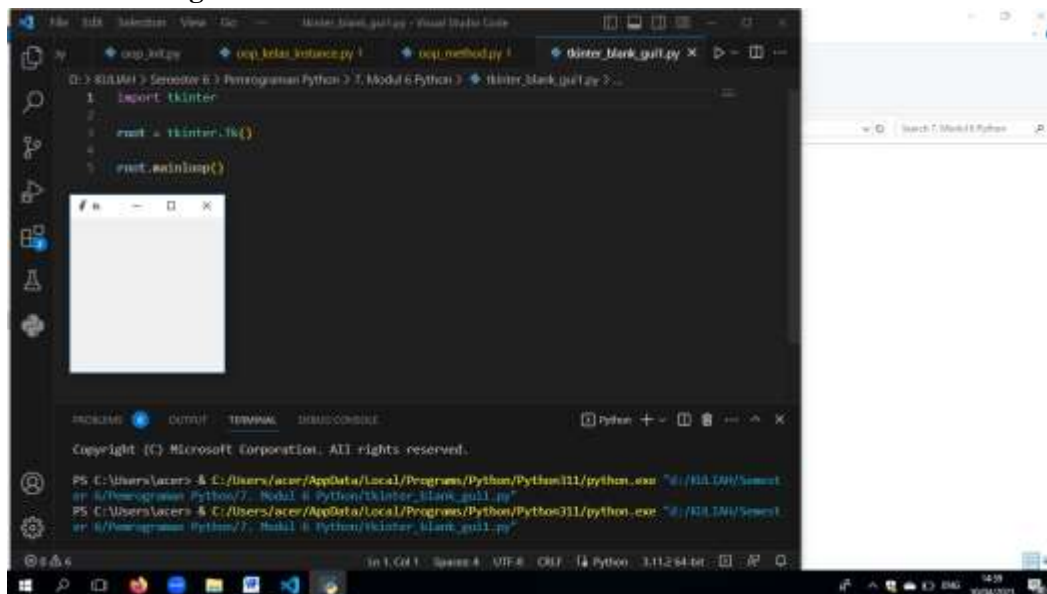


```

1 class Marvel:
2
3     def __init__(self, inputName, inputHealth, inputPower, inputArmor):
4         # instance variable
5         self.name = inputName
6         self.health = inputHealth
7         self.power = inputPower
8         self.armor = inputArmor
9
10    # void function, method tanpa return
11    def siapa(self):
12        print("Namaku adalah: " + self.name)
13
14    # method dengan argumen
15    def healthTambah(self, tambah):
16        self.health += tambah
17
18    # method dengan return
19
20    marvel1.healthTambah(10)
21
22 File: "D:\KULIAH\Semester 6\Penrograman Python\6. Modul 5 Python\oop_method.py", line 16, in healthTa
23 mah
24     self.health += tambah
25
26 NameError: name 'self' is not defined. Did you mean: 'self'?
27 PS C:\Users\acer>
  
```

*Modul 6

- Tkinter blank gui



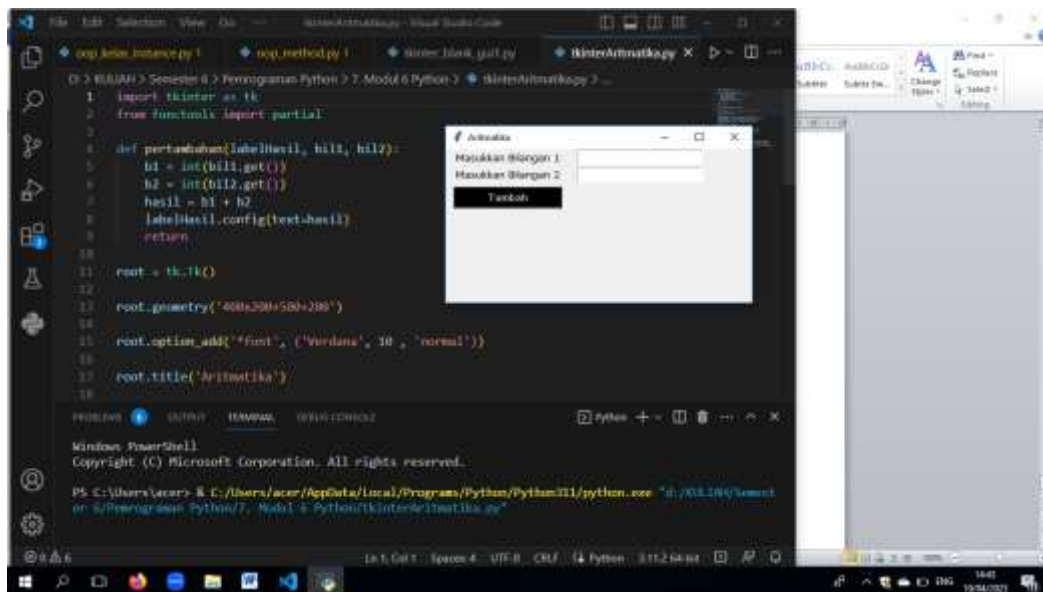
```

1 import tkinter
2
3 root = tkinter.Tk()
4
5 root.mainloop()
  
```

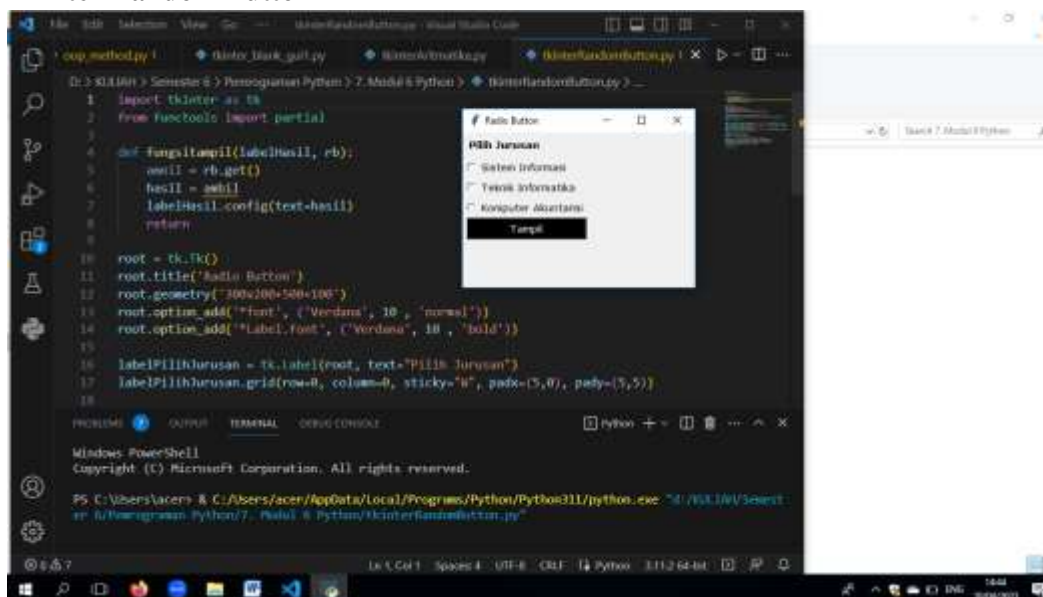
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PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "D:\KULIAH\Semest
er 6\Penrograman Python\7. Modul 6 Python\tkinter_blank_gui.py"
PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "D:\KULIAH\Semest
er 6\Penrograman Python\7. Modul 6 Python\tkinter_blank_gui.py"

- Tkinter Aritmatika



- **Tkinter Random Button**



*Modul 7

- **Combobox**

