

LAPORAN PRAKTIKUM

PEMROGRAMAN VISUAL

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Prepared By:
Ferdy Pradana Putra

Aplikasi Perhitungan Menggunakan Bahasa Pemrograman Python dan Konsep Object Oriented Programing (OOP)

Nama : Ferdy Pradana Putra

Nim : 200511032

Kelas : 20 C

Pemrograman Visual

Source Code

1. Persegi Panjang

```
from tkinter import Frame, Label, Entry, Button, YES, BOTH, END, Tk, W

class FrmPersegi:
    def __init__(self, parent, title):
        self.parent = parent
        self.parent.geometry("400x400")
        self.parent.title(title)
        self.parent.protocol("WM_DELETE_WINDOW", self.onKeluar)
        self.aturKomponen()

    def aturKomponen(self):
        mainFrame = Frame(self.parent, bd=10)
        mainFrame.pack(fill=BOTH, expand=YES)
        # pasang Label
        Label(mainFrame, text='Panjang:').grid(row=0, column=0,
                                                sticky=W, padx=5, pady=5)
        Label(mainFrame, text="Lebar:").grid(row=1, column=0,
                                              sticky=W, padx=5, pady=5)
        Label(mainFrame, text="Luas:").grid(row=3, column=0,
                                             sticky=W, padx=5, pady=5)
        Label(mainFrame, text="Keliling:").grid(row=4, column=0,
                                                 sticky=W, padx=5, pady=5)

        # pasang textbox
        self.txtPanjang = Entry(mainFrame)
        self.txtPanjang.grid(row=0, column=1, padx=5, pady=5)
        self.txtLebar = Entry(mainFrame)
        self.txtLebar.grid(row=1, column=1, padx=5, pady=5)
        self.txtLuas = Entry(mainFrame)
        self.txtLuas.grid(row=3, column=1, padx=5, pady=5)
        self.txtKeliling = Entry(mainFrame)
        self.txtKeliling.grid(row=4, column=1, padx=5, pady=5)
        # Pasang Button
        self.btnHitung = Button(mainFrame, text='Hitung',
                                command=self.onHitung)
        self.btnHitung.grid(row=2, column=1, padx=5, pady=5)
        # fungsi untuk menghitung luas dan keliling persegi panjang
```

```

def onHitung(self, event=None):

    panjang = int(self.txtPanjang.get())
    lebar = int(self.txtLebar.get())

    perspanj = persegi panjang(panjang, lebar)
    luas = perspanj.luas()
    kel = perspanj.keliling()
    self.txtLuas.delete(0, END)
    self.txtLuas.insert(END, str(luas))
    self.txtKeliling.delete(0, END)
    self.txtKeliling.insert(END, str(kel))

def onKeluar(self, event=None):
    # memberikan perintah menutup aplikasi
    self.parent.destroy()

class persegi panjang():
    # perhitungan dengan metode Pemrograman OOP
    def __init__(self, panjang, lebar):
        self.panjang = panjang
        self.lebar = lebar

    def luas(self):
        return self.panjang * self.lebar

    def keliling(self):
        return (2 * self.panjang) + (2 * self.lebar)

if __name__ == '__main__':
    root = Tk()
    aplikasi = FrmPersegi(root, "Program Luas dan Keliling Persegi Panjang")
    root.mainloop()

```

The screenshot shows a Python IDE with a file named `persegi-panjang.py` open. The code is a Tkinter application for calculating the area and perimeter of a square. The application window is titled "Program Luas dan Keliling Persegi Panjang". It contains input fields for "Panjang" (Length) and "Lebar" (Width), a "Hitung" (Calculate) button, and output labels for "Luas" (Area) and "Keliling" (Perimeter). The code uses Tkinter to create the GUI and calculate the area and perimeter based on the user input.

```

1 from tkinter import Frame, Label, Entry, Button, YES, BOTH, END, Tk, W
2 class FrmPersegi_Panjang:
3     def __init__(self, parent, title):
4         self.parent = parent
5         self.parent.title(title)
6         self.parent.geometry("400x300")
7         self.parent.config(bg="white")
8         self.parent.resizable(width=FALSE, height=FALSE)
9         self.parent.mainloop()
10
11 # Create the main window
12 root = Tk()
13 root.title("Program Luas dan Keliling Persegi Panjang")
14 root.geometry("400x300")
15 root.config(bg="white")
16 root.resizable(width=FALSE, height=FALSE)
17
18 # Create the main frame
19 mainFrame = Frame(root, bg="white", bd=10)
20 mainFrame.pack(pady=5)
21
22 # Create the input fields
23 txtPanjang = Entry(mainFrame)
24 txtPanjang.grid(row=0, column=0, padx=5, pady=5)
25 txtLebar = Entry(mainFrame)
26 txtLebar.grid(row=1, column=0, padx=5, pady=5)
27
28 # Create the calculate button
29 btnHitung = Button(mainFrame, text="Hitung", command=self.calculate)
30 btnHitung.grid(row=2, column=0, padx=5, pady=5)
31
32 # Create the output labels
33 lblLuas = Label(mainFrame, text="Luas:")
34 lblLuas.grid(row=3, column=0, sticky=W, padx=5, pady=5)
35 lblKeliling = Label(mainFrame, text="Keliling:")
36 lblKeliling.grid(row=4, column=0, sticky=W, padx=5, pady=5)
37
38 # Create the calculate method
39 def calculate(self):
40     panjang = txtPanjang.get()
41     lebar = txtLebar.get()
42     luas = panjang * lebar
43     keliling = 2 * (panjang + lebar)
44     lblLuas.config(text=f"Luas: {luas}")
45     lblKeliling.config(text=f"Keliling: {keliling}")
46
47 # Create the main loop
48 root.mainloop()

```

```
from tkinter import Frame, Label, Entry, Button, YES, BOTH, END, Tk, W
```

[illegible]

```

Label(mainFrame, text="Luas:").grid(row=6, column=0,
                                     sticky=W, padx=5, pady=5)
Label(mainFrame, text="Keliling:").grid(row=7, column=0,
                                         sticky=W, padx=5, pady=5)

# pasang textbox
self.txtAlas = Entry(mainFrame)
self.txtAlas.grid(row=0, column=1, padx=5, pady=5)
self.txtTinggi = Entry(mainFrame)
self.txtTinggi.grid(row=1, column=1, padx=5, pady=5)
self.txtSisia = Entry(mainFrame)
self.txtSisia.grid(row=2, column=1, padx=5, pady=5)
self.txtSisib = Entry(mainFrame)
self.txtSisib.grid(row=3, column=1, padx=5, pady=5)
self.txtSisic = Entry(mainFrame)
self.txtSisic.grid(row=4, column=1, padx=5, pady=5)
self.txtLuas = Entry(mainFrame)
self.txtLuas.grid(row=6, column=1, padx=5, pady=5)
self.txtKeliling = Entry(mainFrame)
self.txtKeliling.grid(row=7, column=1, padx=5, pady=5)
# Pasang Button
self.btnHitung = Button(mainFrame, text='Hitung',
                        command=self.onHitung)
self.btnHitung.grid(row=5, column=1, padx=5, pady=5)
# fungsi untuk menghitung luas dan keliling persegi panjang

def onHitung(self, event=None):
    # perhitungan dengan metode Pemrograman Terstruktur
    alas = int(self.txtAlas.get())
    tinggi = int(self.txtTinggi.get())
    sisia = int(self.txtSisia.get())
    sisib = int(self.txtSisib.get())
    sisic = int(self.txtSisic.get())

    segi3 = segitiga(alas, tinggi, sisia, sisib, sisic)
    luas = segi3.luas()
    kel = segi3.keliling()

    self.txtLuas.delete(0, END)
    self.txtLuas.insert(END, str(luas))
    self.txtKeliling.delete(0, END)
    self.txtKeliling.insert(END, str(kel))

def onKeluar(self, event=None):
    # memberikan perintah menutup aplikasi
    self.parent.destroy()

class segitiga():
    # perhitungan dengan metode Pemrograman OOP

```

```

def __init__(self, alas, tinggi, sisia, sisib, sisic):
    self.alas = alas
    self.tinggi = tinggi
    self.sisia = sisia
    self.sisib = sisib
    self.sisic = sisic

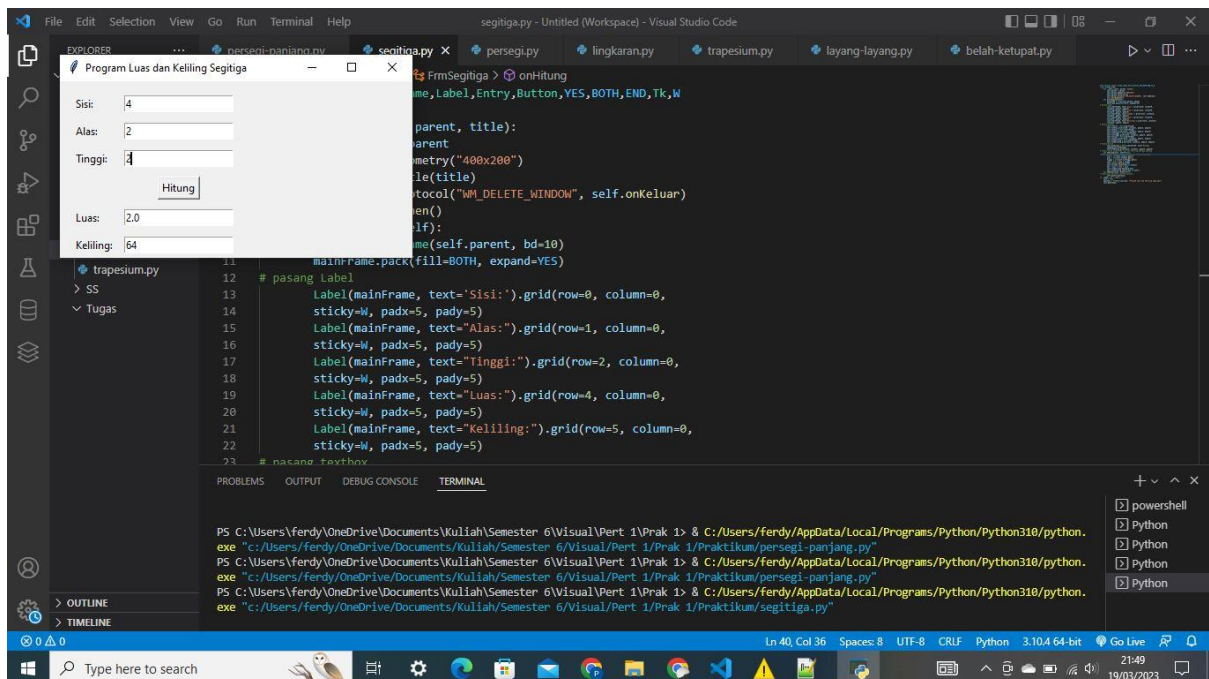
def luas(self):
    return 0.5 * self.alas * self.tinggi

def keliling(self):
    return self.sisia + self.sisib + self.sisic

if __name__ == '__main__':
    root = Tk()
    aplikasi = FrmSegitiga(root, "Program Luas dan Keliling Segitiga")
    root.mainloop()

```

Hasil Program Perhitungan Segitiga



3. Persegi / Bujur Sangkar

```

from tkinter import Frame, Label, Entry, Button, YES, BOTH, END, Tk, W

```

```

class FrmPersegi:
    def __init__(self, parent, title):
        self.parent = parent

```



```

self.parent.geometry("400x400")
self.parent.title(title)
self.parent.protocol("WM_DELETE_WINDOW", self.onKeluar)
self.aturKomponen()

def aturKomponen(self):
    mainFrame = Frame(self.parent, bd=10)
    mainFrame.pack(fill=BOTH, expand=YES)
    # pasang Label
    Label(mainFrame, text='Sisi :').grid(row=0, column=0,
                                         sticky=W, padx=5, pady=5)
    Label(mainFrame, text="Luas:").grid(row=2, column=0,
                                         sticky=W, padx=5, pady=5)
    Label(mainFrame, text="Keliling:").grid(row=3, column=0,
                                             sticky=W, padx=5, pady=5)

    # pasang textbox
    self.txtSisi = Entry(mainFrame)
    self.txtSisi.grid(row=0, column=1, padx=5, pady=5)
    self.txtLuas = Entry(mainFrame)
    self.txtLuas.grid(row=2, column=1, padx=5, pady=5)
    self.txtKeliling = Entry(mainFrame)
    self.txtKeliling.grid(row=3, column=1, padx=5, pady=5)
    # Pasang Button
    self.btnHitung = Button(mainFrame, text='Hitung',
                            command=self.onHitung)
    self.btnHitung.grid(row=1, column=1, padx=5, pady=5)
    # fungsi untuk menghitung luas dan keliling persegi panjang

def onHitung(self, event=None):
    # perhitungan dengan metode Pemrograman Terstruktur
    sisi = int(self.txtSisi.get())

    perseg = persegi(sisi)
    luas = perseg.luas()
    kel = perseg.keliling()

    self.txtLuas.delete(0, END)
    self.txtLuas.insert(END, str(luas))
    self.txtKeliling.delete(0, END)
    self.txtKeliling.insert(END, str(kel))

def onKeluar(self, event=None):
    # memberikan perintah menutup aplikasi
    self.parent.destroy()

class persegi():
    def __init__(self, sisi):
        self.sisi = sisi

```

```

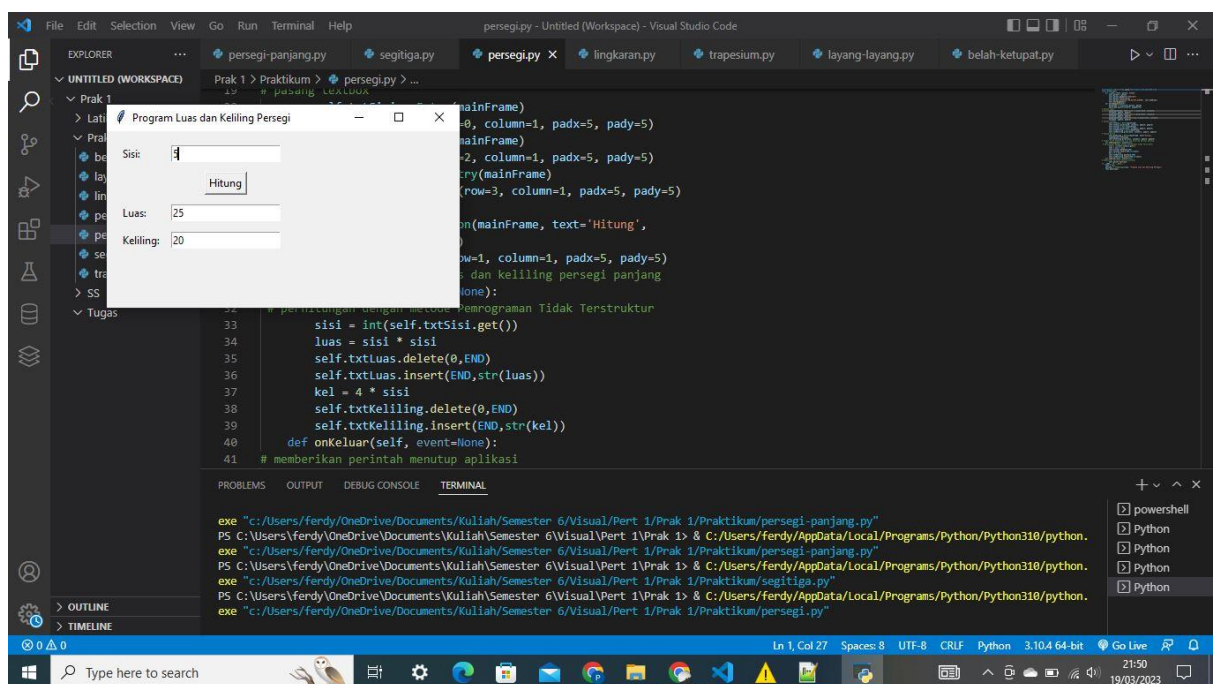
def luas(self):
    return self.sisi * self.sisi

def keliling(self):
    return (4 * self.sisi)

if __name__ == '__main__':
    root = Tk()
    aplikasi = FrmPersegi(root, "Program Luas dan Keliling Persegi")
    root.mainloop()

```

Hasil Program Perhitungan Persegi / Bujur Sangkar



4. Lingkaran

from tkinter import Frame, Label, Entry, Button, YES, BOTH, END, Tk, W

```

class FrmLingkaran:
    def __init__(self, parent, title):
        self.parent = parent
        self.parent.geometry("400x400")
        self.parent.title(title)
        self.parent.protocol("WM_DELETE_WINDOW", self.onKeluar)
        self.aturKomponen()

    def aturKomponen(self):

```



```

mainFrame = Frame(self.parent, bd=10)
mainFrame.pack(fill=BOTH, expand=YES)
# pasang Label
Label(mainFrame, text='Jari Jari :').grid(row=0, column=0,
                                           sticky=W, padx=5, pady=5)
Label(mainFrame, text="Luas:").grid(row=2, column=0,
                                     sticky=W, padx=5, pady=5)
Label(mainFrame, text="Keliling:").grid(row=3, column=0,
                                         sticky=W, padx=5, pady=5)

# pasang textbox
self.txtjari = Entry(mainFrame)
self.txtjari.grid(row=0, column=1, padx=5, pady=5)
self.txtLuas = Entry(mainFrame)
self.txtLuas.grid(row=2, column=1, padx=5, pady=5)
self.txtKeliling = Entry(mainFrame)
self.txtKeliling.grid(row=3, column=1, padx=5, pady=5)
# Pasang Button
self.btnHitung = Button(mainFrame, text='Hitung',
                        command=self.onHitung)
self.btnHitung.grid(row=1, column=1, padx=5, pady=5)
# fungsi untuk menghitung luas dan keliling persegi panjang

def onHitung(self, event=None):
    # perhitungan dengan metode Pemrograman Terstruktur
    jari = float(self.txtjari.get())

    bunder = lingkaran(jari)
    luas = bunder.luas()
    kel = bunder.keliling()

    self.txtLuas.delete(0, END)
    self.txtLuas.insert(END, str(luas))
    self.txtKeliling.delete(0, END)
    self.txtKeliling.insert(END, str(kel))

def onKeluar(self, event=None):
    # memberikan perintah menutup aplikasi
    self.parent.destroy()

class lingkaran():
    # perhitungan dengan metode Pemrograman OOP
    def __init__(self, jari):
        self.jari = jari

    def luas(self):
        return 3.14 * (self.jari * self.jari)

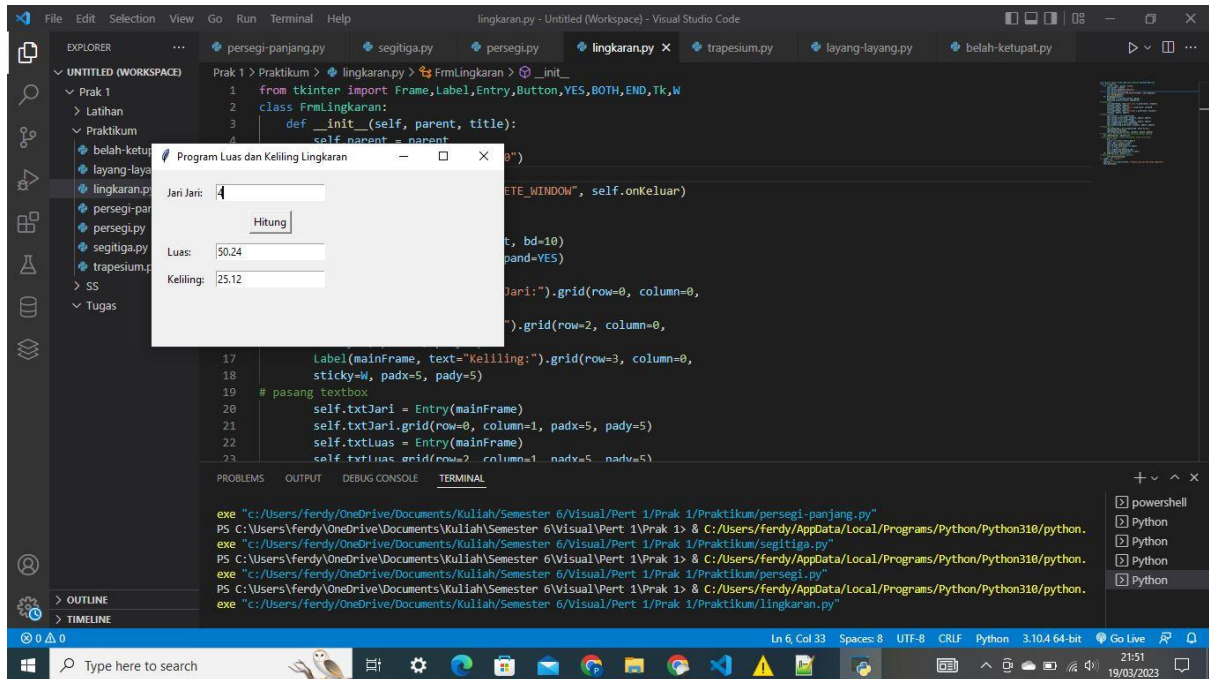
    def keliling(self):

```

```
return 2 * 3.14 * self.jari
```

```
if __name__ == '__main__':  
    root = Tk()  
    aplikasi = FrmLingkaran(root, "Program Luas dan Keliling Lingkaran")  
    root.mainloop()
```

Hasil Program Perhitungan Lingkaran



5. Trapezium

```
from tkinter import Frame, Label, Entry, Button, YES, BOTH, END, Tk, W
```

```
class FrmTrapezium:
```

```
    def __init__(self, parent, title):
        self.parent = parent
        self.parent.geometry("400x400")
        self.parent.title(title)
        self.parent.protocol("WM_DELETE_WINDOW", self.onKeluar)
        self.aturKomponen()
```

```
    def aturKomponen(self):
        mainFrame = Frame(self.parent, bd=10)
        mainFrame.pack(fill=BOTH, expand=YES)
        # pasang Label
        Label(mainFrame, text='Alas a :').grid(
            row=0, column=0, sticky=W, padx=5, pady=5)
        Label(mainFrame, text='Alas b :').grid(
            row=1, column=0, sticky=W, padx=5, pady=5)
        Label(mainFrame, text='Tinggi :').grid(
            row=2, column=0, sticky=W, padx=5, pady=5)
        Label(mainFrame, text='Sisi a:').grid(
            row=3, column=0, sticky=W, padx=5, pady=5)
        Label(mainFrame, text='Sisi b:').grid(
            row=4, column=0, sticky=W, padx=5, pady=5)
        Label(mainFrame, text='Sisi c:').grid(
            row=5, column=0, sticky=W, padx=5, pady=5)
        Label(mainFrame, text='Sisi d:').grid(
            row=6, column=0, sticky=W, padx=5, pady=5)
        Label(mainFrame, text="Luas :").grid(
            row=8, column=0, sticky=W, padx=5, pady=5)
        Label(mainFrame, text="Keliling :").grid(
            row=9, column=0, sticky=W, padx=5, pady=5)
        # pasang textbox
        self.txtalasa = Entry(mainFrame)
        self.txtalasa.grid(row=0, column=1, padx=5, pady=5)
        self.txtalasd = Entry(mainFrame)
        self.txtalasd.grid(row=1, column=1, padx=5, pady=5)
        self.txttinggi = Entry(mainFrame)
        self.txttinggi.grid(row=2, column=1, padx=5, pady=5)
        self.txtsisia = Entry(mainFrame)
        self.txtsisia.grid(row=3, column=1, padx=5, pady=5)
        self.txtsisib = Entry(mainFrame)
        self.txtsisib.grid(row=4, column=1, padx=5, pady=5)
        self.txtsisic = Entry(mainFrame)
        self.txtsisic.grid(row=5, column=1, padx=5, pady=5)
```

```

self.txtsisid = Entry(mainFrame)
self.txtsisid.grid(row=6, column=1, padx=5, pady=5)
self.txtLuas = Entry(mainFrame)
self.txtLuas.grid(row=8, column=1, padx=5, pady=5)
self.txtKeliling = Entry(mainFrame)
self.txtKeliling.grid(row=9, column=1, padx=5, pady=5)
# Pasang Button
self.btnHitung = Button(mainFrame, text='Hitung',
                        command=self.onHitung)
self.btnHitung.grid(row=7, column=1, padx=5, pady=5)
# fungsi untuk menghitung luas dan keliling persegi panjang

def onHitung(self, event=None):
    # perhitungan dengan metode Pemrograman Terstruktur
    alasa = int(self.txtalasa.get())
    alasb = int(self.txtalab.get())
    tinggi = int(self.txttinggi.get())
    sisia = int(self.txtsisia.get())
    sisib = int(self.txtsisib.get())
    sisic = int(self.txtsisic.get())
    sisid = int(self.txtsisid.get())

    trapes = trapesium(alasa, alasb, tinggi, sisia, sisib, sisic, sisid)
    luas = trapes.luas()
    kel = trapes.keliling()

    self.txtLuas.delete(0, END)
    self.txtLuas.insert(END, str(luas))
    self.txtKeliling.delete(0, END)
    self.txtKeliling.insert(END, str(kel))

def onKeluar(self, event=None):
    # memberikan perintah menutup aplikasi
    self.parent.destroy()

class trapesium():
    # perhitungan dengan metode Pemrograman OOP
    def __init__(self, alasa, alasb, tinggi, sisia, sisib, sisic, sisid):
        self.alasa = alasa
        self.alasb = alasb
        self.tinggi = tinggi
        self.sisia = sisia
        self.sisib = sisib
        self.sisic = sisic
        self.sisid = sisid

    def luas(self):
        return 1/2 * (self.alasa + self.alasb) * self.tinggi

```

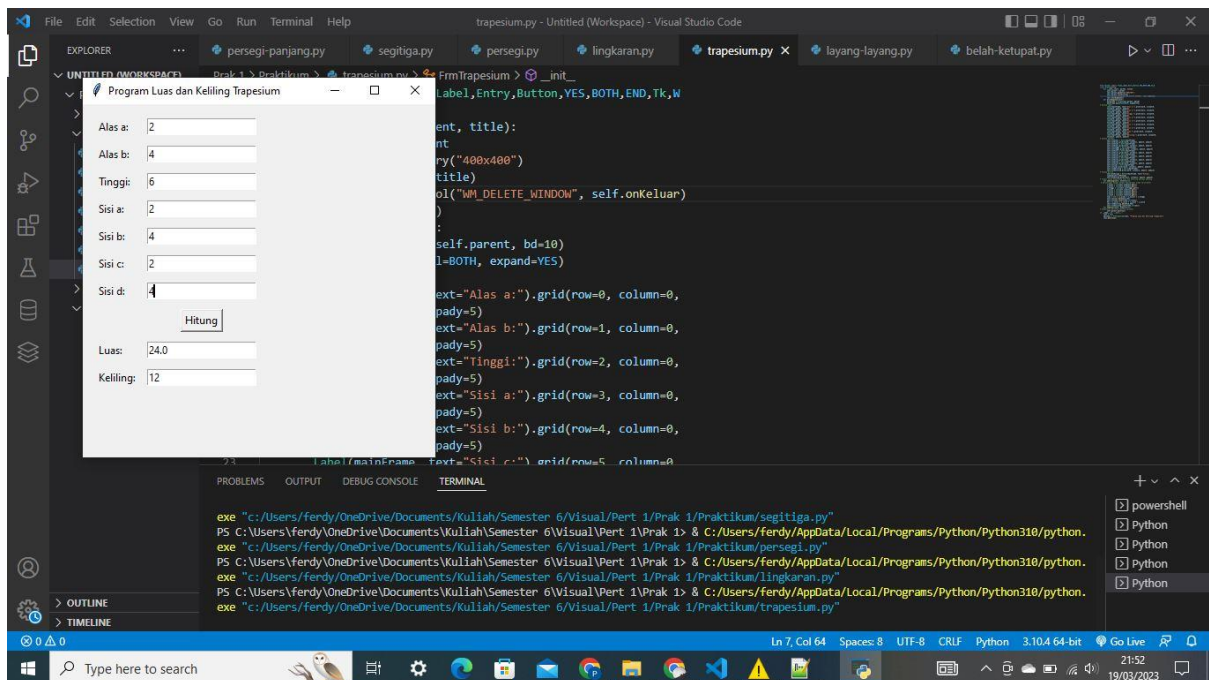
```

def keliling(self):
    return self.sisia + self.sisib + self.sisic + self.sisid

if __name__ == '__main__':
    root = Tk()
    aplikasi = FrmTrapeسيوم(root, "Program Luas dan Keliling Trapezium")
    root.mainloop()

```

Hasil Program Perhitungan Trapezium



6. Layang – Layang

```

from tkinter import Frame, Label, Entry, Button, YES, BOTH, END, Tk, W

```

```

class FrmLayang:
    def __init__(self, parent, title):
        self.parent = parent
        self.parent.geometry("400x400")
        self.parent.title(title)
        self.parent.protocol("WM_DELETE_WINDOW", self.onKeluar)
        self.aturKomponen()

    def aturKomponen(self):
        mainFrame = Frame(self.parent, bd=10)
        mainFrame.pack(fill=BOTH, expand=YES)
        # pasang Label
        Label(mainFrame, text='Diagonal 1 :').grid(row=0, column=0,

```

```

                                sticky=W, padx=5, pady=5)
Label(mainFrame, text='Diagonal 2 :').grid(row=1, column=0,
                                sticky=W, padx=5, pady=5)
Label(mainFrame, text='Sisi Pendek Layang :').grid(row=2, column=0,
                                sticky=W, padx=5,
pady=5)
Label(mainFrame, text='Sisi Panjang Layang :').grid(row=3, column=0,
                                sticky=W, padx=5,
pady=5)
Label(mainFrame, text="Luas:").grid(row=5, column=0,
                                sticky=W, padx=5, pady=5)
Label(mainFrame, text="Keliling:").grid(row=6, column=0,
                                sticky=W, padx=5, pady=5)

# pasang textbox
self.txtdiagonal1 = Entry(mainFrame)
self.txtdiagonal1.grid(row=0, column=1, padx=5, pady=5)
self.txtdiagonal2 = Entry(mainFrame)
self.txtdiagonal2.grid(row=1, column=1, padx=5, pady=5)
self.txtsisipen = Entry(mainFrame)
self.txtsisipen.grid(row=2, column=1, padx=5, pady=5)
self.txtsisipan = Entry(mainFrame)
self.txtsisipan.grid(row=3, column=1, padx=5, pady=5)
self.txtLuas = Entry(mainFrame)
self.txtLuas.grid(row=5, column=1, padx=5, pady=5)
self.txtKeliling = Entry(mainFrame)
self.txtKeliling.grid(row=6, column=1, padx=5, pady=5)
# Pasang Button
self.btnHitung = Button(mainFrame, text='Hitung',
                        command=self.onHitung)
self.btnHitung.grid(row=4, column=1, padx=5, pady=5)
# fungsi untuk menghitung luas dan keliling persegi panjang

def onHitung(self, event=None):
    # perhitungan dengan metode Pemrograman Terstruktur
    d1 = int(self.txtdiagonal1.get())
    d2 = int(self.txtdiagonal2.get())
    sipen = int(self.txtsisipen.get())
    sipan = int(self.txtsisipan.get())

    lyg = layang(d1, d2, sipen, sipan)
    luas = lyg.luas()
    kel = lyg.keliling()

    self.txtLuas.delete(0, END)
    self.txtLuas.insert(END, str(luas))
    self.txtKeliling.delete(0, END)
    self.txtKeliling.insert(END, str(kel))

```



```

def onKeluar(self, event=None):
    # memberikan perintah menutup aplikasi
    self.parent.destroy()

class layang():
    # perhitungan dengan metode Pemrograman OOP
    def __init__(self, d1, d2, sipen, sipan):
        self.d1 = d1
        self.d2 = d2
        self.sipen = sipen
        self.sipan = sipan

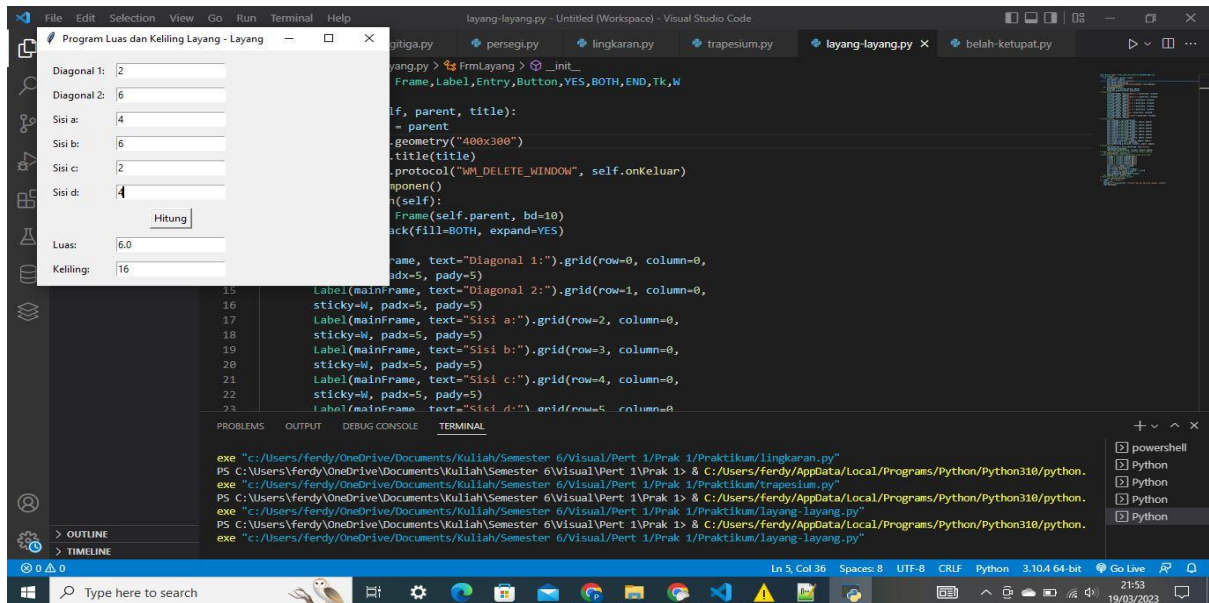
    def luas(self):
        return 1/2 * (self.d1 * self.d2)

    def keliling(self):
        return 2 * (self.sipen * self.sipan)

if __name__ == '__main__':
    root = Tk()
    aplikasi = FrmLayang(root, "Program Luas dan Keliling Layang Layang")
    root.mainloop()

```

Hasil Program Perhitungan Layang - Layang



7. Belah Ketupat

```
from tkinter import Frame, Label, Entry, Button, YES, BOTH, END, Tk, W
```

```
class FrmBelahKetupat:
    def __init__(self, parent, title):
        self.parent = parent
        self.parent.geometry("400x400")
        self.parent.title(title)
        self.parent.protocol("WM_DELETE_WINDOW", self.onKeluar)
        self.aturKomponen()

    def aturKomponen(self):
        mainFrame = Frame(self.parent, bd=10)
        mainFrame.pack(fill=BOTH, expand=YES)
        # pasang Label
        Label(mainFrame, text='Diagonal 1 :').grid(
            row=0, column=0, sticky=W, padx=5, pady=5)
        Label(mainFrame, text='Diagonal 2 :').grid(
            row=1, column=0, sticky=W, padx=5, pady=5)
        Label(mainFrame, text='Sisi :').grid(
            row=2, column=0, sticky=W, padx=5, pady=5)
        Label(mainFrame, text="Luas :").grid(
            row=4, column=0, sticky=W, padx=5, pady=5)
        Label(mainFrame, text="Keliling :").grid(
            row=5, column=0, sticky=W, padx=5, pady=5)
```

```

# pasang textbox
self.txtDiagonal1 = Entry(mainFrame)
self.txtDiagonal1.grid(row=0, column=1, padx=5, pady=5)
self.txtDiagonal2 = Entry(mainFrame)
self.txtDiagonal2.grid(row=1, column=1, padx=5, pady=5)
self.txtSisi = Entry(mainFrame)
self.txtSisi.grid(row=2, column=1, padx=5, pady=5)
self.txtLuas = Entry(mainFrame)
self.txtLuas.grid(row=4, column=1, padx=5, pady=5)
self.txtKeliling = Entry(mainFrame)
self.txtKeliling.grid(row=5, column=1, padx=5, pady=5)
# Pasang Button
self.btnHitung = Button(mainFrame, text='Hitung',
                        command=self.onHitung)
self.btnHitung.grid(row=3, column=1, padx=5, pady=5)
# fungsi untuk menghitung luas dan keliling persegi panjang

def onHitung(self, event=None):
    # perhitungan dengan metode Pemrograman Terstruktur
    d1 = int(self.txtDiagonal1.get())
    d2 = int(self.txtDiagonal2.get())
    sisi = int(self.txtSisi.get())

    belah = belahketupat(d1, d2, sisi)
    luas = belah.luas()
    kel = belah.keliling()

    self.txtLuas.delete(0, END)
    self.txtLuas.insert(END, str(luas))
    self.txtKeliling.delete(0, END)
    self.txtKeliling.insert(END, str(kel))

def onKeluar(self, event=None):
    # memberikan perintah menutup aplikasi
    self.parent.destroy()

class belahketupat():
    # perhitungan dengan metode Pemrograman OOP
    def __init__(self, d1, d2, sisi):
        self.d1 = d1
        self.d2 = d2
        self.sisi = sisi

    def luas(self):
        return 1/2 * (self.d1 * self.d2)

    def keliling(self):
        return 4 * self.sisi

```

```

if __name__ == '__main__':
    root = Tk()
    aplikasi = FrmBelahKetupat(root, "Program Luas dan Keliling Belah
Ketupat")
    root.mainloop()

```

Hasil Program Perhitungan Belah Ketupat

