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Modul1.py - C:\Users\fflah\Documents\Python\Modul1.py (3.6.2)

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```
#nomor 1
def cetakSiku(n):
    x = int(n)
    string = ""
    bar = 1

# Looping Baris
    while bar <= x:
            kol = bar

        # Looping Kolom
            while kol > 0:
                    string = string + "*"
                    kol = kol - 1

            string = string + "\n"
            bar = bar + 1
    print (string)
```

```
#nomor 2
def gambarlahPersegiEmpat(a,b):
    for i in range(a) :
        if i==0 or i==a-1:
            print ("@"*b)
        else:
            print ("@"+" "*(b-2)+"@")
```

```
#nomor 3A
k =(input("Masukkan huruf : "))
hv = ["a","i","u","e","o","A","I","U","E","O"]
hitung = 0
for i in k :
    if i in hv:
        hitung+=1
jml = len(k)
print ("(", jml, ",", hitung, ")")
```

```python
#nomor 3B
k =(input("Masukkan huruf : "))
hv = ["a","i","u","e","o","A","I","U","E","O"]
hitung = 0
for i in k :
    if i in hv:
        hitung+=1
jml = len(k)
print ("(", jml, ",", jml-hitung, ")")
```

```python
#nomor 4
def rerata(b):
    r = sum (b) / len (b)
    print(r)
```

```python
#nomor 5
from math import sqrt as sq
def apakahPrima(n):
    n = int(n)
    assert n>=0
    primaKecil= [2,3,5,7,11]
    bukanPrKecil = [0,1,4,6,8,9,10]
    if  n in primaKecil:
        return True
    elif n in bukanPrKecil:
        return False
    else:
        for i in range(2,int(sq(n))+1):
            if(n % 2) == 1:
                if(n % 3) != 0:
                    if(n % 5) != 0:
                        return True
                else:
                    return False
```

```python
#nomor 6
k = [2,3,5]
for n in range(2,1000):
        if n in k :
                print(n)
        elif(n % 2) == 1:
            if(n % 3) != 0:
                if(n % 5) != 0:
                        print(n)
```

```python
#nomor 7
def faktorPrima(n):
    list = []
    loop = 2
    while loop <= n :
        if (n % loop) == 0 :
            n /= loop
            list.append(loop)
        else:
            loop+=1
    return list
print(list)
```

```python
#nomor 8
h = input("h = ")
k = input("k = ")
def apakahTerkandung(h,k):
        if h in k:
            return True
        else :
            return False
```

```python
#nomor 9
for i in range(1,100):
    if(i % 3) == 0 and (i % 5) == 0 :
        i = "Python UMS"
    elif(i % 3) == 0:
        i = "Python"
    elif(i % 5) == 0:
        i = "UMS"
    print(i)
```

```python
#nomor 10
from math import sqrt as akar
def selesaikanABC(a,b,c):
    a = float(a)
    b = float(b)
    c = float(c)
    D = b**2 - 4*a*c
    if (D < 0):
        print("Determinan negatif. Persamaan tidak mempunyai akar real.")
    else:
        x1 = (-b + akar(D))/(2*a)
        x2 = (-b - akar(D))/(2*a)
        hasil = (x1,x2)
        return hasil
```

```python
#nomor 11
def apakahKabisat(n):
    b = int(n)
    if(n % 4) == 0:
        if(n % 100) == 0:
            if(n % 400) == 0:
                return True
            else:
                return False
        else:
            return True
    else:
        return False
```

```python
#nomor 12
import random
r = random.randint(1,100)
print("Permainan tebak angka."+"\n"+"Saya menyimpan sebuah angka bulat antara 1
b = "Masukkan tebakan ke-"
f = ":> "
c = 1
d = str(c)
for i in range(1,100):
    e = (b+d+f)
    a = int(input(e))
    c+=1
    d = str(c)
    if(a < r):
        print("Itu terlalu kecil. Coba lagi.")
    elif(a > r):
        print("Itu terlalu besar. Coba lagi.")
    elif(a == r):
        print("Ya. Anda benar")
        break
```

```
#nomor 13
angka = {1:"satu " , 2:"dua " , 3:"tiga " , 4:"empat " , 5:"lima " , 6:"enam " , 7:"tujuh " , 8:"delapan " , 9:"sembilan "}

b = "puluh "
c = "ratus "
d = "ribu "
e = "juta "
f = "milyar "
g = "triliun "

def katakan(x):
    y = str(x)
    n = len(y)
    if n <= 3:
        if n == 1:
            if y == "0":
                return ""
            else:
                return angka[int(y)]
        elif n == 2:
            if y[0] == "1":
                if y[1] == "1":
                    return "sebelas"
                elif y[0] == "0":
                    x = y[1]
                    return katakan(x)
                elif y[1] == "0":
                    return "sepuluh"
                else:
                    return angka[int(y[1])]+ "belas"
            elif y[0] == "0":
                x = y[1]
                return katakan(x)
            else:
                x = y[1]
                return angka[int(y[0])]+ b + katakan(x)
        else:
            if y[0] == "1":
                x = y[1:]
                return "seratus " + katakan(x)
            elif y[0] == "0":
                x = y[1:]
                return katakan(x)
            else:
                x = y[1:]
                return angka[int(y[0])]+ c + katakan(x)
    elif 3 < n <= 6:
        p = y[-3:]
        q = y[:-3]
        if q == "1":
            return  "seribu " + katakan(p)
        elif q == "000":
            return katakan(p)
        else:
            return katakan(q) + d + katakan(p)
    elif 6 < n <=9:
        r = y[-6:]
        s = y[:-6]
        return katakan(s) + e + katakan(r)
    elif 9 < n <=12:
        t = y[-9:]
        u = y[:-9]
        return katakan(u) + f + katakan(t)
    else:
        v = y[-12:]
        w = y[:-12]
        return katakan(w) + g + katakan(v)
```

```python
#nomor 14
def formatRupiah(n):
    a = str(n)
    if len(a) <= 3:
        return  "Rp " + a
    else:
        p = a[-3:]
        q = a[:-3]
        return formatRupiah(q) + "." + p
        print ("Rp " + formatRupiah(q) + "." + p)
```