

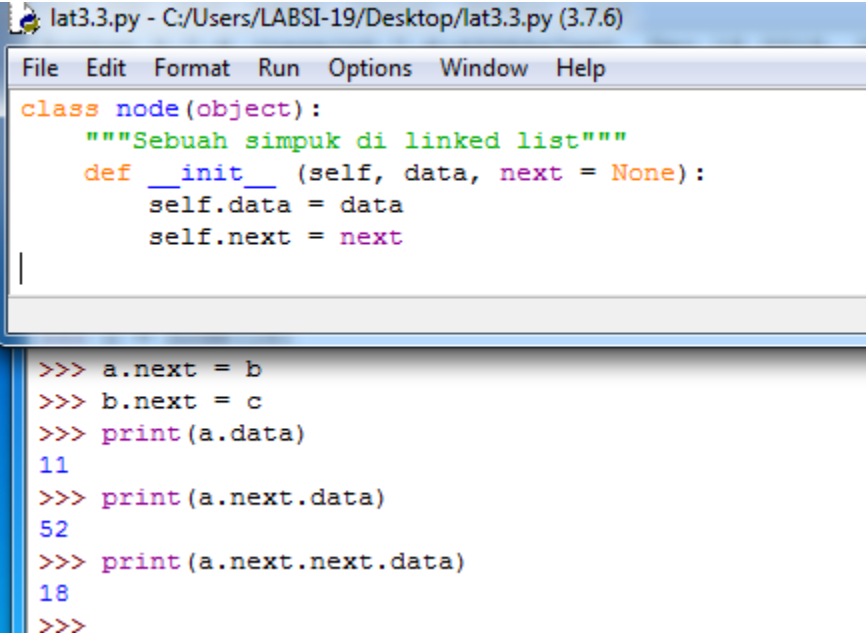
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Latihan Modul 3

- ```
>>> A= [[2,3], [5,7]]
>>> A [0][1]
3
>>> A[1][1]
7
```

latihan 3.1
- ```
>>> B = [ [0 for j in range(3)] for i in range(3)]  
>>> B  
[[0, 0, 0], [0, 0, 0], [0, 0, 0]]
```

latihan3.2



The screenshot shows a Python IDE window titled 'lat3.3.py - C:/Users/LABSI-19/Desktop/lat3.3.py (3.7.6)'. The menu bar includes File, Edit, Format, Run, Options, Window, and Help. The code defines a 'node' class with an 'init' method that sets 'data' and 'next' attributes. Below the class definition, there are three lines of code: 'a.next = b', 'b.next = c', and 'print(a.data)'. The output shows '11'. Then, 'print(a.next.data)' is executed, showing '52'. Finally, 'print(a.next.next.data)' is executed, showing '18'.
- ```
>>> a.next = b
>>> b.next = c
>>> print(a.data)
11
>>> print(a.next.data)
52
>>> print(a.next.next.data)
18
>>>
```

latihan3.3

```
lat3.4.py - C:/Users/LABSI-19/Desktop/lat3.4.py (3.7.6)
File Edit Format Run Options Window Help

class node(object):
 """Sebuah simpuk di linked list"""
 def __init__(self, data, next = None):
 self.data = data
 self.next = next
 def kunjungi(head):
 curNode = head
 while curNode is not None:
 print(curNode.data)
 curNode = curNode.next

>>> a = node(11)
>>> kunjungi(a)
11
>>>
```

4.

latihan3.4

```
>>> print(a.data)
Dono
>>> print(a.next.data)
kasino
>>> print(b.prev.data)
Dono
>>> print(b.data)
kasino
>>> print(b.next.data)
indro
>>> print(c.prev.data)
kasino
>>> print(c.data)
indro
```

```
lat3.5.py - C:/Users/LABSI-19/Desktop/lat3.5.py (3.7.6)
File Edit Format Run Options Window Help

def __init__(self, data):
 self.data = data
 self.next = None
 self.prev = None

a = DNode("Dono")
b = DNode("kasino")
c = DNode("indro")

a.next = b
b.next = c
b.prev = a
c.prev = b
```

5.

latihan3.5