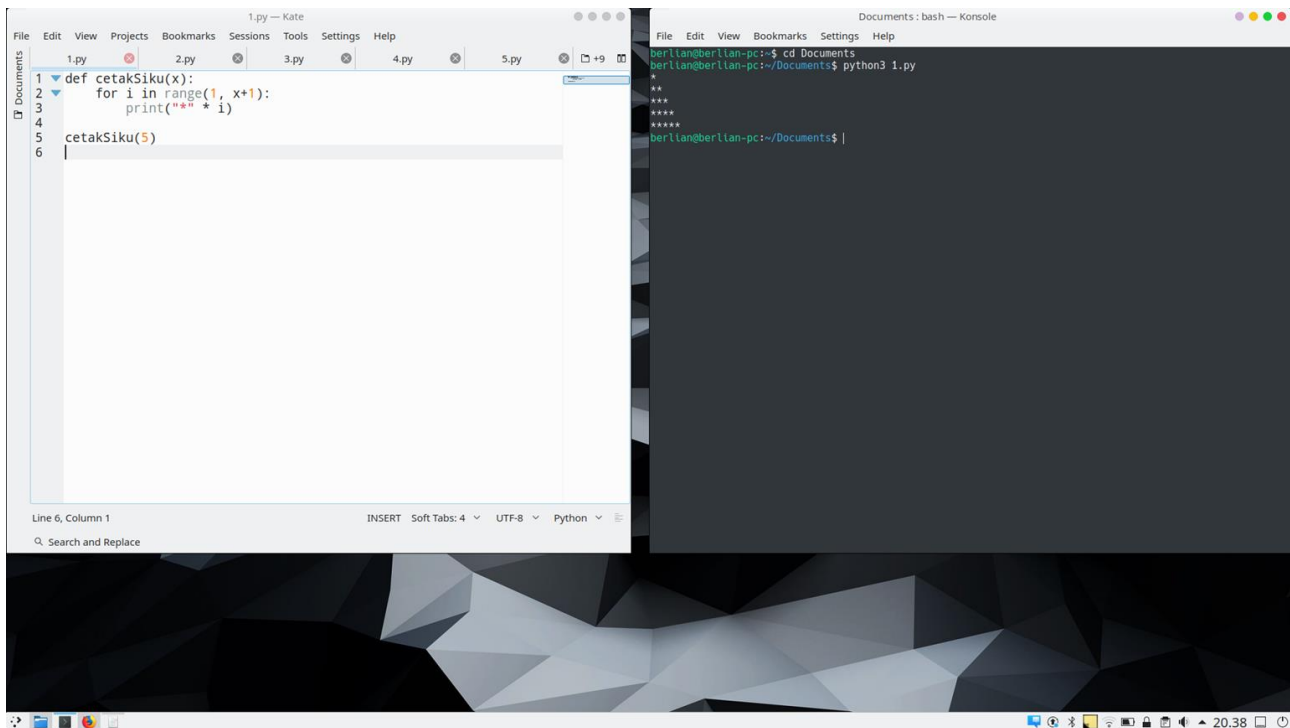


Nama : Berlian Vidia Puspa
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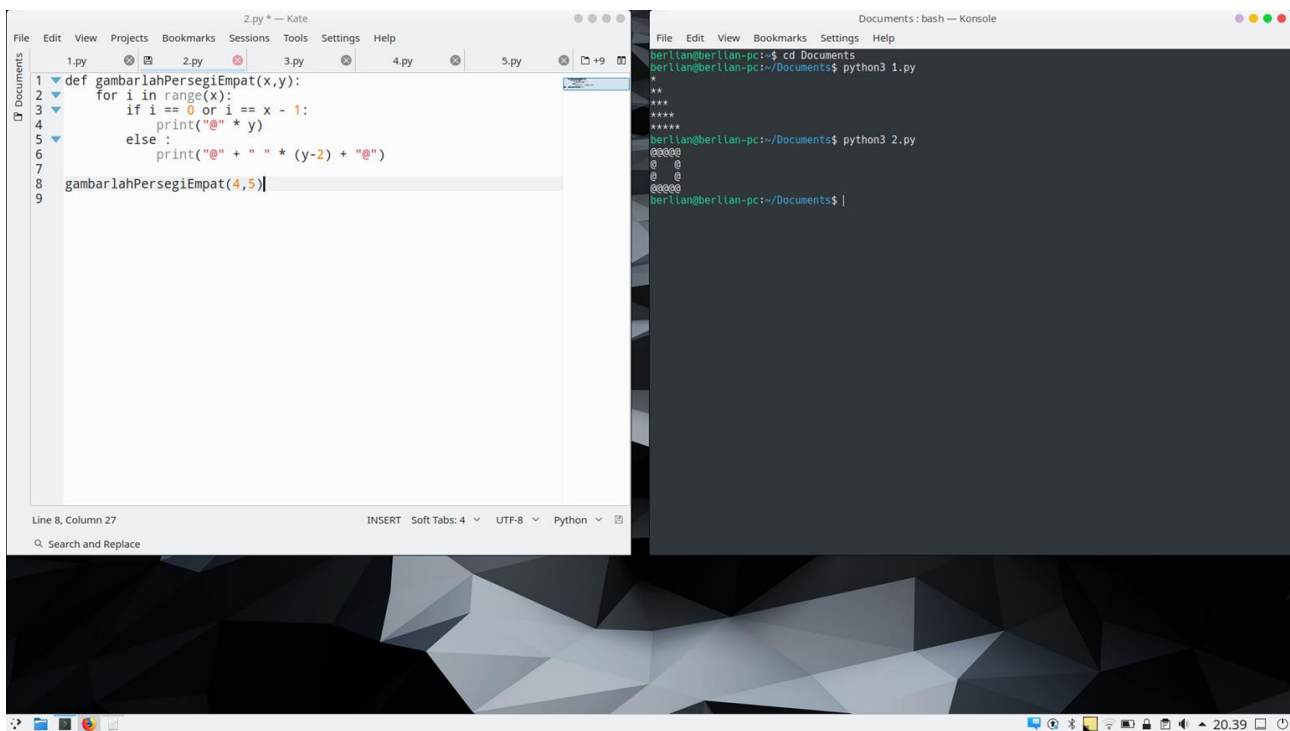
MODUL 1



The screenshot shows a Python program in the Kate editor and its execution in a terminal. The program defines a function `cetakSiku(x)` that prints a right-angled triangle of asterisks. The function is called with `cetakSiku(5)`.

```
1 def cetakSiku(x):
2     for i in range(1, x+1):
3         print("*" * i)
4
5 cetakSiku(5)
6
```

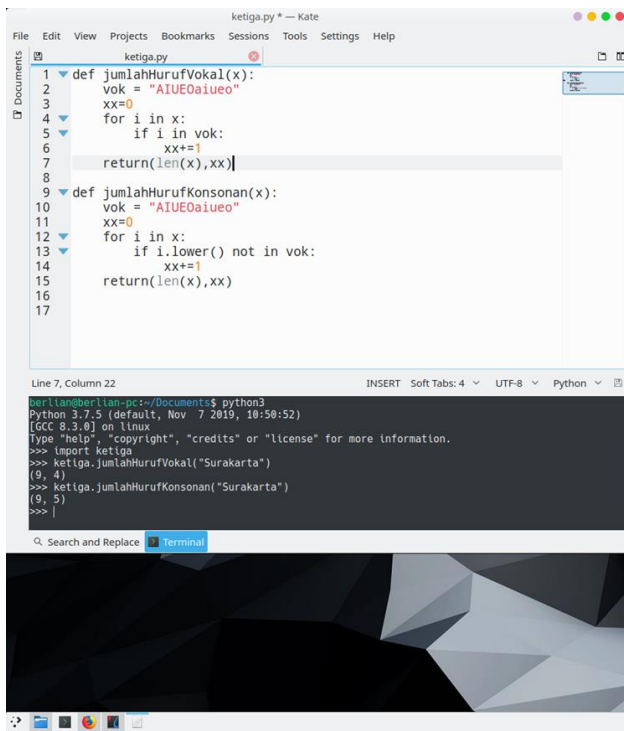
```
berlian@berlian-pc:~$ cd Documents
berlian@berlian-pc:~/Documents$ python3 1.py
*
**
***
****
*****
berlian@berlian-pc:~/Documents$
```



The screenshot shows a Python program in the Kate editor and its execution in a terminal. The program defines a function `gambarlahPersegiEmpat(x,y)` that prints a square of asterisks. The function is called with `gambarlahPersegiEmpat(4,5)`.

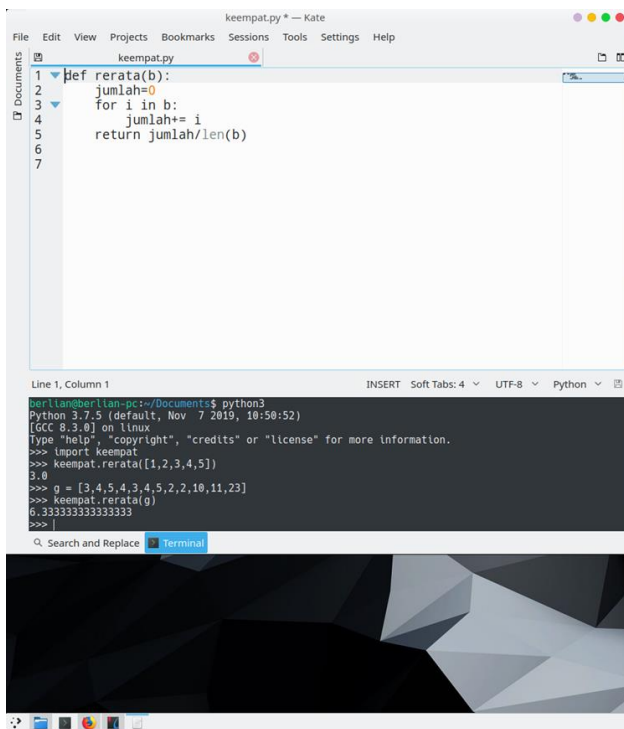
```
1 def gambarlahPersegiEmpat(x,y):
2     for i in range(x):
3         if i == 0 or i == x - 1:
4             print("@" * y)
5         else:
6             print("@ " + " " * (y-2) + "@")
7
8 gambarlahPersegiEmpat(4,5)
9
```

```
berlian@berlian-pc:~$ cd Documents
berlian@berlian-pc:~/Documents$ python3 1.py
*
**
***
****
berlian@berlian-pc:~/Documents$ python3 2.py
@@@@
@ @
@ @
@ @
@@@@
berlian@berlian-pc:~/Documents$
```



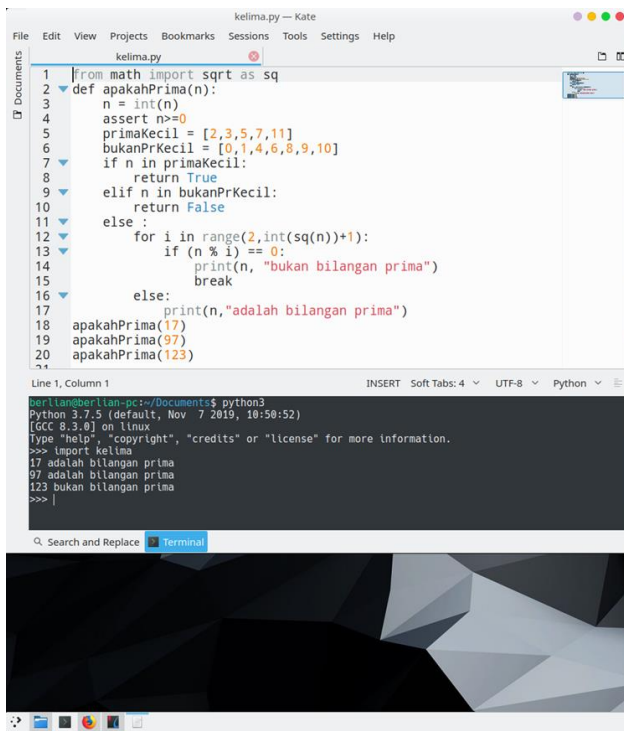
```
ketiga.py
1 def jumlahHurufVokal(x):
2     vok = "AIUEOaiueo"
3     xx=0
4     for i in x:
5         if i in vok:
6             xx+=1
7     return(len(x),xx)
8
9 def jumlahHurufKonsonan(x):
10     vok = "AIUEOaiueo"
11     xx=0
12     for i in x:
13         if i.lower() not in vok:
14             xx+=1
15     return(len(x),xx)
16
17
```

berliandberlian-pci:~/Documents\$ python3
Python 3.7.5 (default, Nov 7 2019, 10:50:52)
[GCC 8.3.0] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> import ketiga
>>> ketiga.jumlahHurufVokal("Surakarta")
(9, 4)
>>> ketiga.jumlahHurufKonsonan("Surakarta")
(9, 5)
>>> |



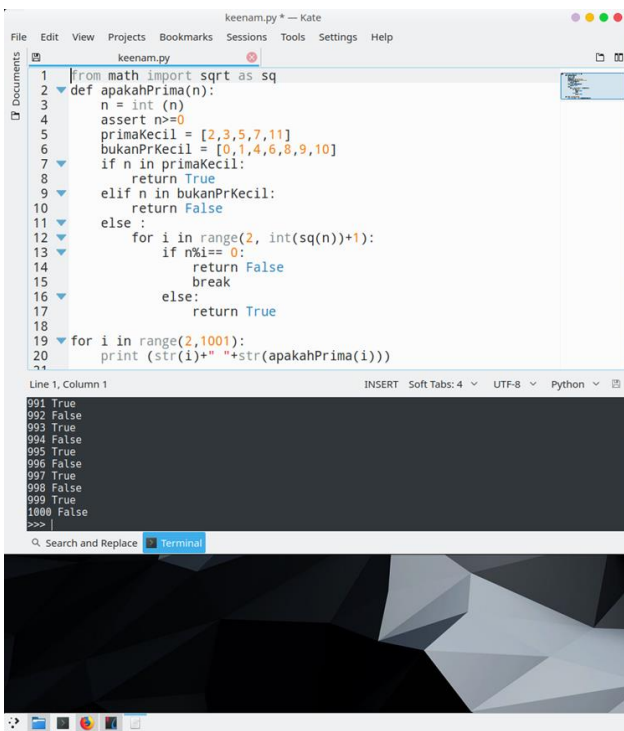
```
keempat.py
1 def rerata(b):
2     jumlah=0
3     for i in b:
4         jumlah+= i
5     return jumlah/len(b)
6
7
```

berliandberlian-pci:~/Documents\$ python3
Python 3.7.5 (default, Nov 7 2019, 10:50:52)
[GCC 8.3.0] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> import keempat
>>> keempat.rerata([1,2,3,4,5])
3.0
>>> g = [3,4,5,4,3,4,5,2,2,10,11,23]
>>> keempat.rerata(g)
6.333333333333333
>>> |



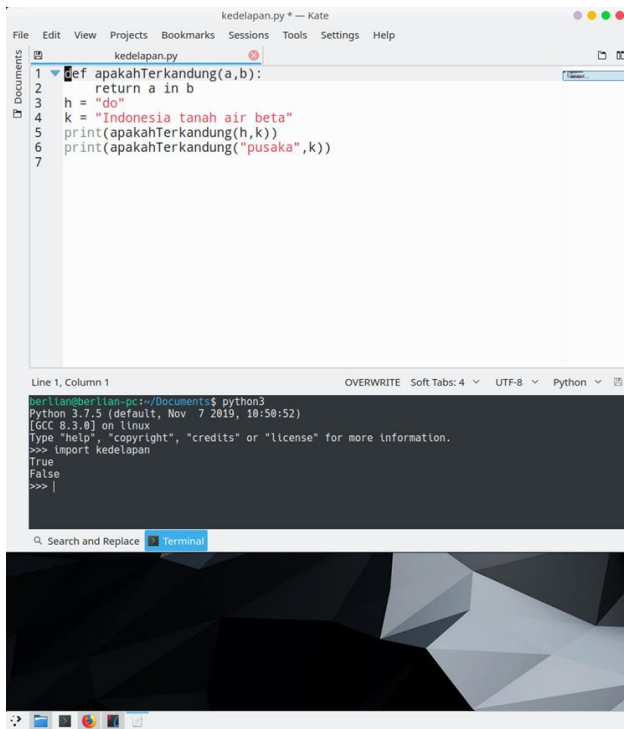
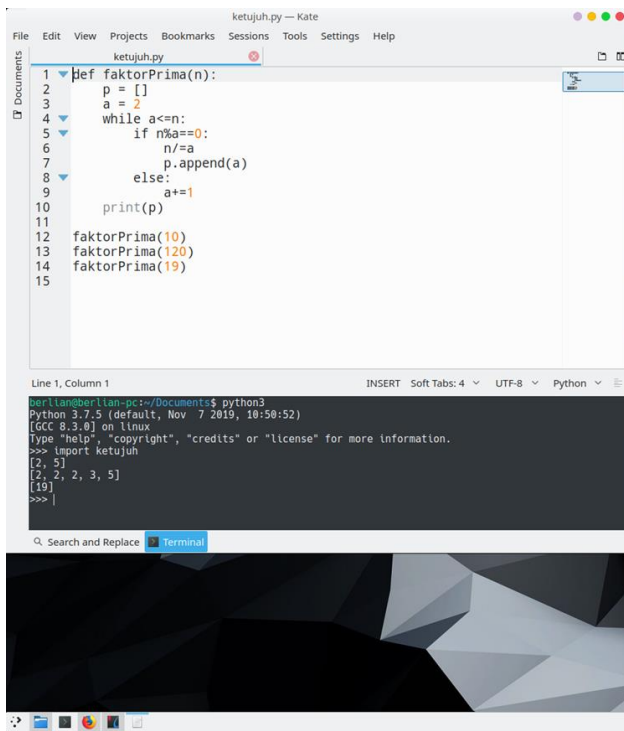
```
kelima.py
1 from math import sqrt as sq
2 def apakahPrima(n):
3     n = int(n)
4     assert n >= 0
5     primaKecil = [2,3,5,7,11]
6     bukanPrKecil = [0,1,4,6,8,9,10]
7     if n in primaKecil:
8         return True
9     elif n in bukanPrKecil:
10        return False
11    else:
12        for i in range(2, int(sq(n))+1):
13            if (n % i) == 0:
14                print(n, "bukan bilangan prima")
15                break
16            else:
17                print(n, "adalah bilangan prima")
18        apakahPrima(17)
19        apakahPrima(97)
20        apakahPrima(123)
```

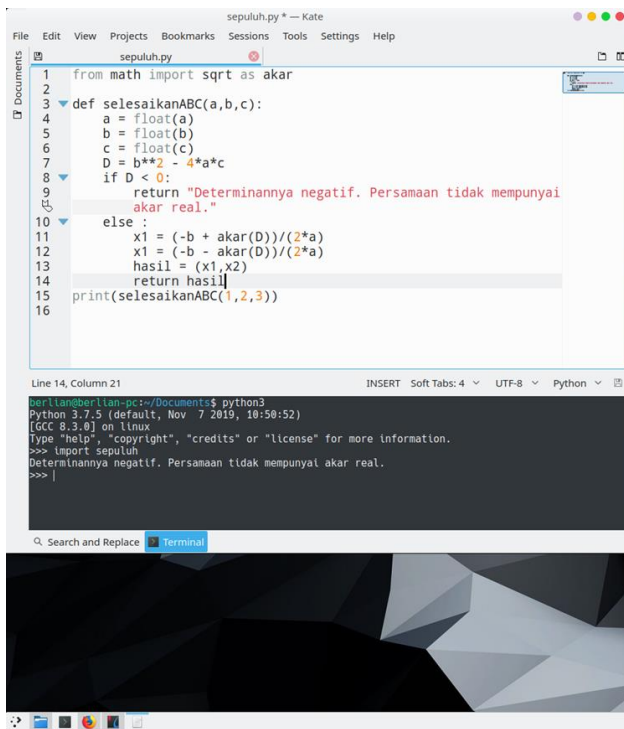
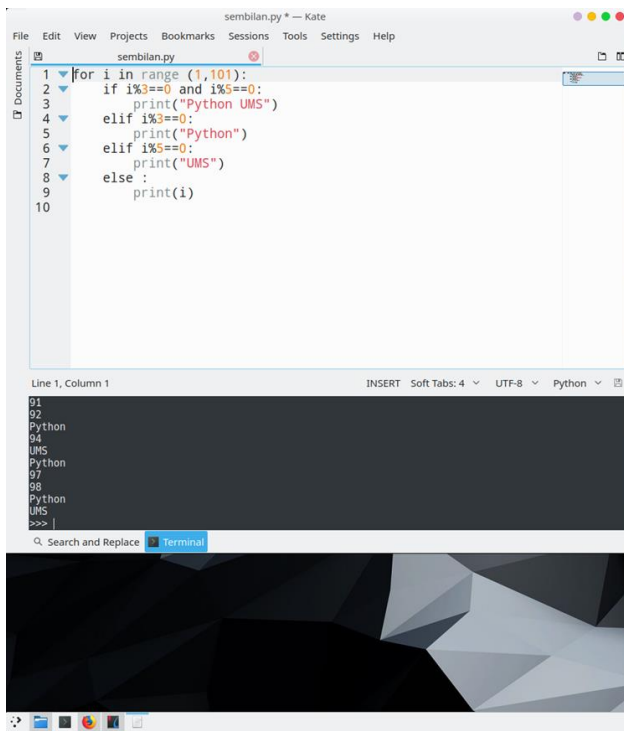
```
berilangbilan-pci~/Documents$ python3
Python 3.7.5 (default, Nov 7 2019, 10:50:52)
[GCC 8.3.0] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> import kelima
17 adalah bilangan prima
97 adalah bilangan prima
123 bukan bilangan prima
>>> |
```



```
keenam.py
1 from math import sqrt as sq
2 def apakahPrima(n):
3     n = int(n)
4     assert n >= 0
5     primaKecil = [2,3,5,7,11]
6     bukanPrKecil = [0,1,4,6,8,9,10]
7     if n in primaKecil:
8         return True
9     elif n in bukanPrKecil:
10        return False
11    else:
12        for i in range(2, int(sq(n))+1):
13            if n%i== 0:
14                return False
15                break
16            else:
17                return True
18
19 for i in range(2,1001):
20     print (str(i)+" "+str(apakahPrima(i)))
```

```
991 True
992 False
993 True
994 False
995 True
996 False
997 True
998 False
999 True
1000 False
>>> |
```





```
sebelas.py — Kate
File Edit View Projects Bookmarks Sessions Tools Settings Help
sebelas.py
1 def apakahKabisat(n):
2     if n%4==0:
3         if n%100==0 and n%400==0:
4             return True
5         elif n%100==0 and n%400!=0:
6             return False
7         return True
8     return False
9
10 print(apakahKabisat(1896))
11 print(apakahKabisat(1897))
12 print(apakahKabisat(1900))
13 print(apakahKabisat(2000))
14 print(apakahKabisat(2004))
15 print(apakahKabisat(2100))
16 print(apakahKabisat(2400))
17

Line 1, Column 1 INSERT Soft Tabs: 4 UTF-8 Python
[GCC 8.3.0] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> import sebelas
True
False
True
True
False
True
>>> |
Search and Replace Terminal
```

```
duabelas.py — Kate
File Edit View Projects Bookmarks Sessions Tools Settings Help
duabelas.py
5 print("Saya menyimpan sebuah angka bulat antara 1 sampai 100.
6 Coba tebak.")
7 i = 1
8 gameOver = True
9 while i<= 3:
10     a = int(input("Masukkan tebakan ke-"+str(i)+":>"))
11     if a == tebak:
12         print("Ya, Anda benar")
13         gameOver = False
14         break
15     else:
16         if a<= tebak:
17             print("Itu terlalu kecil. Coba lagi")
18         else:
19             print("Itu terlalu besar. Coba lagi")
20     i = i+1
21 if gameOver:
22     print("Permainan selesai")
23

Line 13, Column 14 INSERT Soft Tabs: 4 UTF-8 Python
berliandberlian-pci:~/Documents$ python3
Python 3.7.5 (default, Nov 7 2019, 10:50:52)
[GCC 8.3.0] on linux
Type "help", "copyright", "credits" or "license" for more information.
>>> import duabelas
Permainan tebak angka.
Saya menyimpan sebuah angka bulat antara 1 sampai 100. Coba tebak.
Masukkan tebakan ke-1:>50
Itu terlalu kecil. Coba lagi
Masukkan tebakan ke-2:>75
Itu terlalu kecil. Coba lagi
Search and Replace Terminal
```

