ALGORITMA DAN PEMROGRAMAN

PROGRAM GUI

By:

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PROGRAM STUDI INFORMATIKA

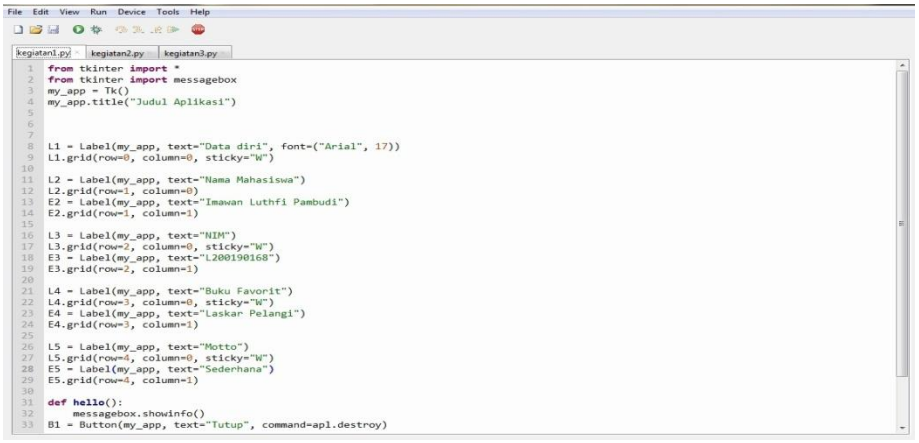
FAKULTAS KOMUNIKASI DAN INFORMATIKA

UNIVERSITAS MUHAMMADIYAH SURAKARTA

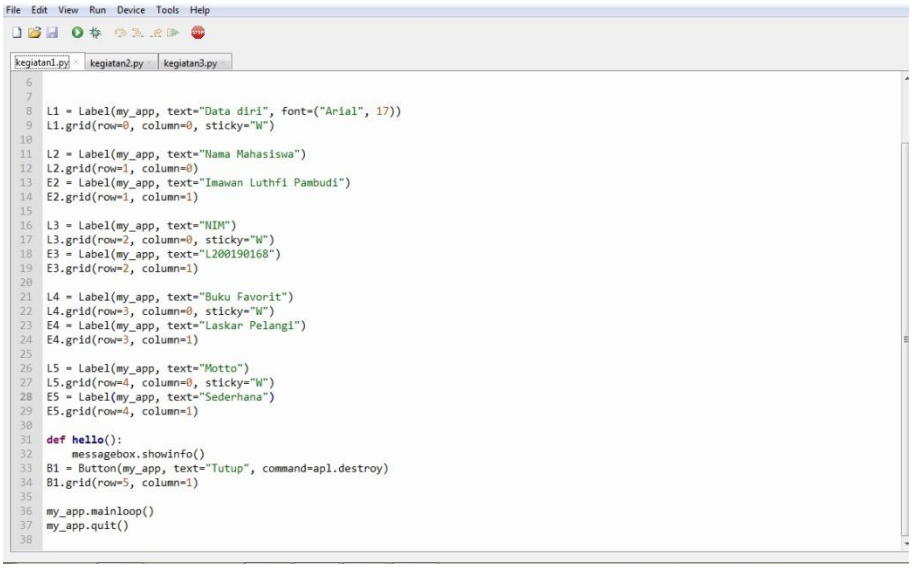
TAHUN 2019

PRAKTIKUM 11

Kegiatan 1.Menampilkan data diri

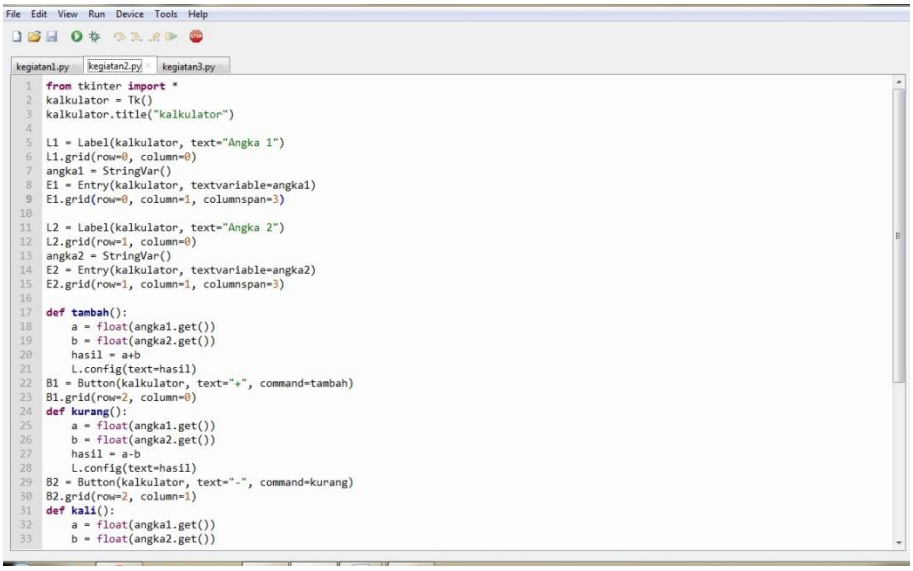


```
from tkinter import *
from tkinter import messagebox
my_app = Tk()
my_app.title("Judul Aplikasi")



L1 = Label(my_app, text="Data diri", font=("Arial", 17))
L1.grid(row=0, column=0, sticky="W")

L2 = Label(my_app, text="Nama Mahasiswa")
L2.grid(row=1, column=0)
E2 = Label(my_app, text="Imawan Luthfi Pambudi")
E2.grid(row=1, column=1)

L3 = Label(my_app, text="NIM")
L3.grid(row=2, column=0, sticky="W")
E3 = Label(my_app, text="L200190168")
E3.grid(row=2, column=1)

L4 = Label(my_app, text="Buku Favorit")
L4.grid(row=3, column=0, sticky="W")
E4 = Label(my_app, text="Laskar Pelangi")
E4.grid(row=3, column=1)

L5 = Label(my_app, text="Motto")
L5.grid(row=4, column=0, sticky="W")
E5 = Label(my_app, text="Sederhana")
E5.grid(row=4, column=1)

def hello():
    messagebox.showinfo()
B1 = Button(my_app, text="Tutup", command=apl.destroy)
```

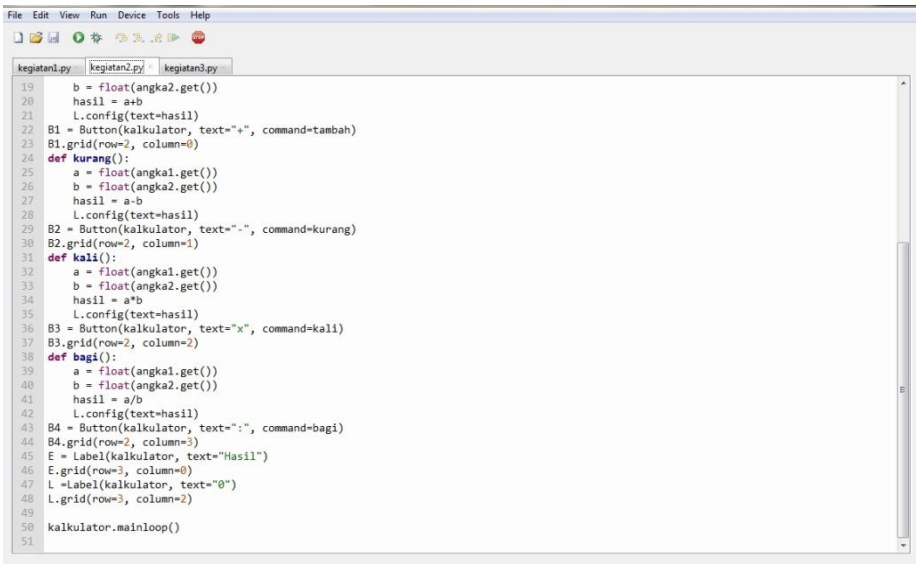


```


L1 = Label(my_app, text="Data diri", font=("Arial", 17))
L1.grid(row=0, column=0, sticky="W")

L2 = Label(my_app, text="Nama Mahasiswa")
L2.grid(row=1, column=0)
E2 = Label(my_app, text="Imawan Luthfi Pambudi")
E2.grid(row=1, column=1)

L3 = Label(my_app, text="NIM")
L3.grid(row=2, column=0, sticky="W")
E3 = Label(my_app, text="L200190168")
E3.grid(row=2, column=1)

L4 = Label(my_app, text="Buku Favorit")
L4.grid(row=3, column=0, sticky="W")
E4 = Label(my_app, text="Laskar Pelangi")
E4.grid(row=3, column=1)

L5 = Label(my_app, text="Motto")
L5.grid(row=4, column=0, sticky="W")
E5 = Label(my_app, text="Sederhana")
E5.grid(row=4, column=1)

def hello():
    messagebox.showinfo()
B1 = Button(my_app, text="Tutup", command=apl.destroy)
B1.grid(row=5, column=1)

my_app.mainloop()
my_app.quit()

```

Kegiatan 2.Membuat kalkulator sederhana

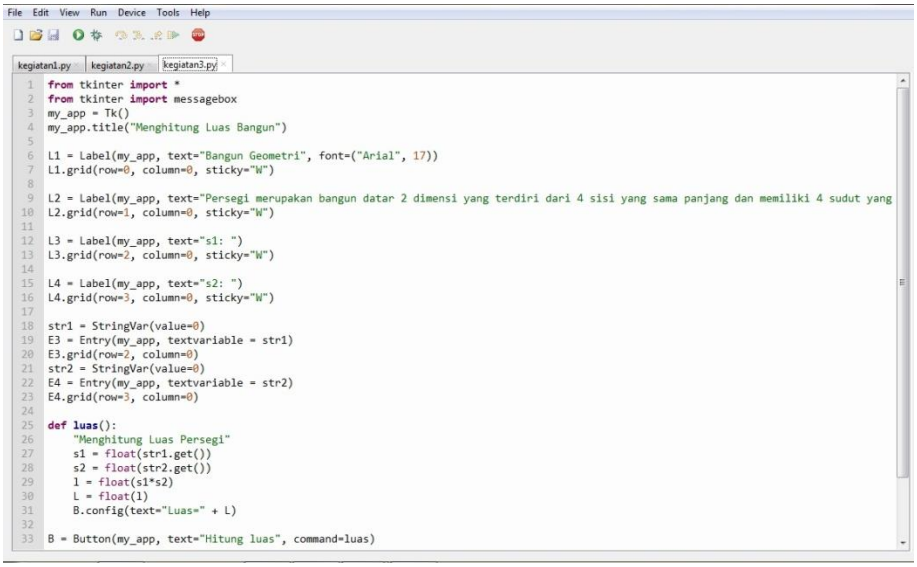


```
from tkinter import *
kalkulator = Tk()
kalkulator.title("kalkulator")

L1 = Label(kalkulator, text="Angka 1")
L1.grid(row=0, column=0)
angka1 = StringVar()
E1 = Entry(kalkulator, textvariable=angka1)
E1.grid(row=0, column=1, columnspan=3)

L2 = Label(kalkulator, text="Angka 2")
L2.grid(row=1, column=0)
angka2 = StringVar()
E2 = Entry(kalkulator, textvariable=angka2)
E2.grid(row=1, column=1, columnspan=3)

def tambah():
    a = float(angka1.get())
    b = float(angka2.get())
    hasil = a+b
    L.config(text=hasil)
B1 = Button(kalkulator, text="+", command=tambah)
B1.grid(row=2, column=0)
def kurang():
    a = float(angka1.get())
    b = float(angka2.get())
    hasil = a-b
    L.config(text=hasil)
B2 = Button(kalkulator, text="-", command=kurang)
B2.grid(row=2, column=1)
def kali():
    a = float(angka1.get())
    b = float(angka2.get())
```

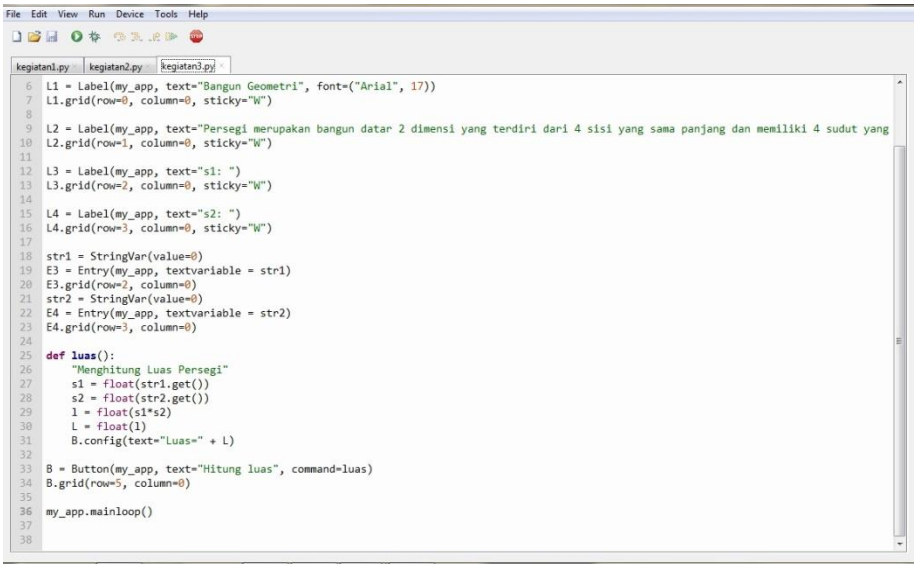


```
    b = float(angka2.get())
    hasil = a+b
    L.config(text=hasil)
B1 = Button(kalkulator, text="+", command=tambah)
B1.grid(row=2, column=0)
def kurang():
    a = float(angka1.get())
    b = float(angka2.get())
    hasil = a-b
    L.config(text=hasil)
B2 = Button(kalkulator, text="-", command=kurang)
B2.grid(row=2, column=1)
def kali():
    a = float(angka1.get())
    b = float(angka2.get())
    hasil = a*b
    L.config(text=hasil)
B3 = Button(kalkulator, text="x", command=kali)
B3.grid(row=2, column=2)
def bagi():
    a = float(angka1.get())
    b = float(angka2.get())
    hasil = a/b
    L.config(text=hasil)
B4 = Button(kalkulator, text=":", command=bagi)
B4.grid(row=2, column=3)
E = Label(kalkulator, text="Hasil")
E.grid(row=3, column=0)
L =Label(kalkulator, text="0")
L.grid(row=3, column=2)

kalkulator.mainloop()
```

Kegiatan 3.Menghitung luas bangun Geometri



```
from tkinter import *
from tkinter import messagebox
my_app = Tk()
my_app.title("Menghitung Luas Bangun")

L1 = Label(my_app, text="Bangun Geometri", font=("Arial", 17))
L1.grid(row=0, column=0, sticky="W")

L2 = Label(my_app, text="Persegi merupakan bangun datar 2 dimensi yang terdiri dari 4 sisi yang sama panjang dan memiliki 4 sudut yang
L2.grid(row=1, column=0, sticky="W")

L3 = Label(my_app, text="s1: ")
L3.grid(row=2, column=0, sticky="W")

L4 = Label(my_app, text="s2: ")
L4.grid(row=3, column=0, sticky="W")

str1 = StringVar(value=0)
E3 = Entry(my_app, textvariable = str1)
E3.grid(row=2, column=0)
str2 = StringVar(value=0)
E4 = Entry(my_app, textvariable = str2)
E4.grid(row=3, column=0)

def luas():
    "Menghitung Luas Persegi"
    s1 = float(str1.get())
    s2 = float(str2.get())
    l = float(s1*s2)
    L = float(l)
    B.config(text="Luas=" + L)

B = Button(my_app, text="Hitung luas", command=luas)
```



```
L1 = Label(my_app, text="Bangun Geometri", font=("Arial", 17))
L1.grid(row=0, column=0, sticky="W")

L2 = Label(my_app, text="Persegi merupakan bangun datar 2 dimensi yang terdiri dari 4 sisi yang sama panjang dan memiliki 4 sudut yang
L2.grid(row=1, column=0, sticky="W")

L3 = Label(my_app, text="s1: ")
L3.grid(row=2, column=0, sticky="W")

L4 = Label(my_app, text="s2: ")
L4.grid(row=3, column=0, sticky="W")

str1 = StringVar(value=0)
E3 = Entry(my_app, textvariable = str1)
E3.grid(row=2, column=0)
str2 = StringVar(value=0)
E4 = Entry(my_app, textvariable = str2)
E4.grid(row=3, column=0)

def luas():
    "Menghitung Luas Persegi"
    s1 = float(str1.get())
    s2 = float(str2.get())
    l = float(s1*s2)
    L = float(l)
    B.config(text="Luas=" + L)

B = Button(my_app, text="Hitung luas", command=luas)
B.grid(row=5, column=0)

my_app.mainloop()
```