

PRAKTIKUM ALGORITMA DAN PEMROGRAMAN

TOPIK LANJUT (PROGRAM GUI)



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UNIVERSITAS MUHAMMADIYAH SURAKARTA

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Kegiatan 1.

Screenshot dari aplikasi Data Diri adalah sebagai berikut.

```
*Kegiatan 1.py - E:\PRAKTIKUM\Praktikum11\Kegiatan 1.py (3.8.0)*
File Edit Format Run Options Window Help
from tkinter import Tk, Label, Entry, Button
from tkinter import messagebox

my_app = Tk(className = "Data Diri")

L = Label(my_app, text = "Data Diri", font = ("Arial", 24))
L.grid(row = 0, column = 0, sticky="w")

L1 = Label(my_app, text = "Nama")
L1.grid(row = 1, column = 0, sticky="w")

L2 = Label(my_app, text = "Putra Weka Pratama")
L2.grid(row = 1, column = 1, sticky="w")

L3 = Label(my_app, text = "NIM")
L3.grid(row = 2, column = 0, sticky="w")

L4 = Label(my_app, text = "L200190175")
L4.grid(row = 2, column = 1, sticky="w")

L5 = Label(my_app, text = "Buku favorit")
L5.grid(row = 3, column = 0, sticky="w")

L6 = Label(my_app, text = "Tere Liye : Daun yang jatuh tidak pernah membenci angin, Tentang kamu, dst")
L6.grid(row = 3, column = 1, sticky="w")

L7 = Label(my_app, text = "Idola dikalagan sahabat")
L7.grid(row = 4, column = 0, sticky="w")

L8 = Label(my_app, text = "Mario Teguh")
L8.grid(row = 4, column = 1, sticky="w")

L9 = Label(my_app, text = "Motto")
L9.grid(row = 5, column = 0, sticky="w")

L10 = Label(my_app, text = "Melakukan Hal Sederhana, Hasilnya Luar Biasa")
L10.grid(row = 5, column = 1, sticky="w")

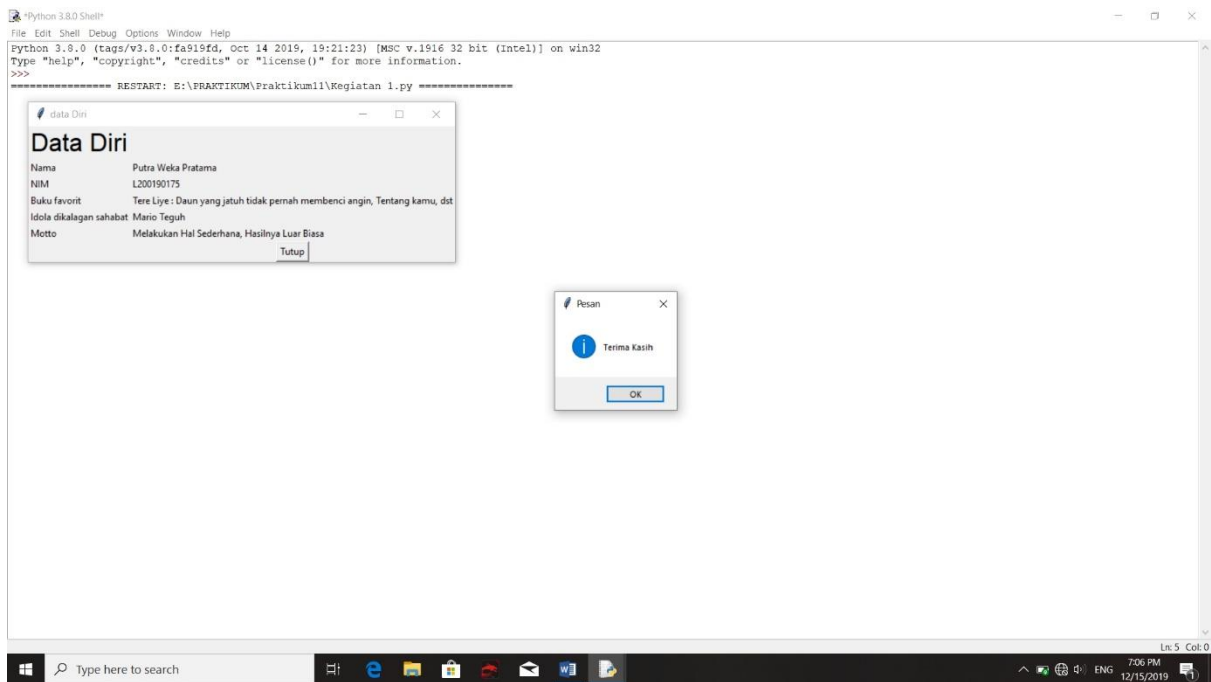
def keluar():
    my_app.quit()
    messagebox.showinfo("Pesan", "Terima Kasih")

B = Button(my_app, text = "Tutup", command = keluar)
B.grid(row = 6, column = 1)

my_app.mainloop()
```

```
*Python 3.8.0 Shell*
File Edit Shell Debug Options Window Help
Python 3.8.0 (tags/v3.8.0:fa919fd, Oct 14 2019, 19:21:23) [MSC v.1916 32 bit (Intel)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
===== RESTART: E:\PRAKTIKUM\Praktikum11\Kegiatan 1.py =====

data Diri
Data Diri
Name          Putra Weka Pratama
NIM           L200190175
Buku favorit   Tere Liye : Daun yang jatuh tidak pernah membenci angin, Tentang kamu, dst
Idola dikalagan sahabat Mario Teguh
Motto         Melakukan Hal Sederhana, Hasilnya Luar Biasa
Tutup
```



Kegiatan 2.

Screenshot dari kalkulator sederhana adalah sebagai berikut

```
from tkinter import Tk, Label, Entry, Button, IntVar
from tkinter import messagebox

my_app = Tk(className = "Kalkulator Sederhana")

L1 = Label(my_app, text = "Angka 1")
L1.grid(row = 0, column = 0, sticky="w")

angka1 = IntVar()
E = Entry(my_app, textvariable = angka1)
E.grid(row = 0, column = 1, columnspan = 3)

L1 = Label(my_app, text = "Angka 2")
L1.grid(row = 1, column = 0, sticky="w")

angka2 = IntVar()
E1 = Entry(my_app, textvariable = angka2)
E1.grid(row = 1, column = 1, columnspan = 3)

H = Label(my_app, text = "Hasil")
H.grid(row = 3, column = 0, sticky="w")

H1 = Label(my_app)
H1.grid(row = 3, column = 2, sticky="w")

def Hitung(op):
    if op == '+':
        hasil = angka1.get()+angka2.get()
    elif op == '-':
        hasil = angka1.get()-angka2.get()
    elif op == '*':
        hasil = angka1.get()*angka2.get()
    elif op == '/':
        hasil = angka1.get()/angka2.get()

    H1.config(text = hasil)

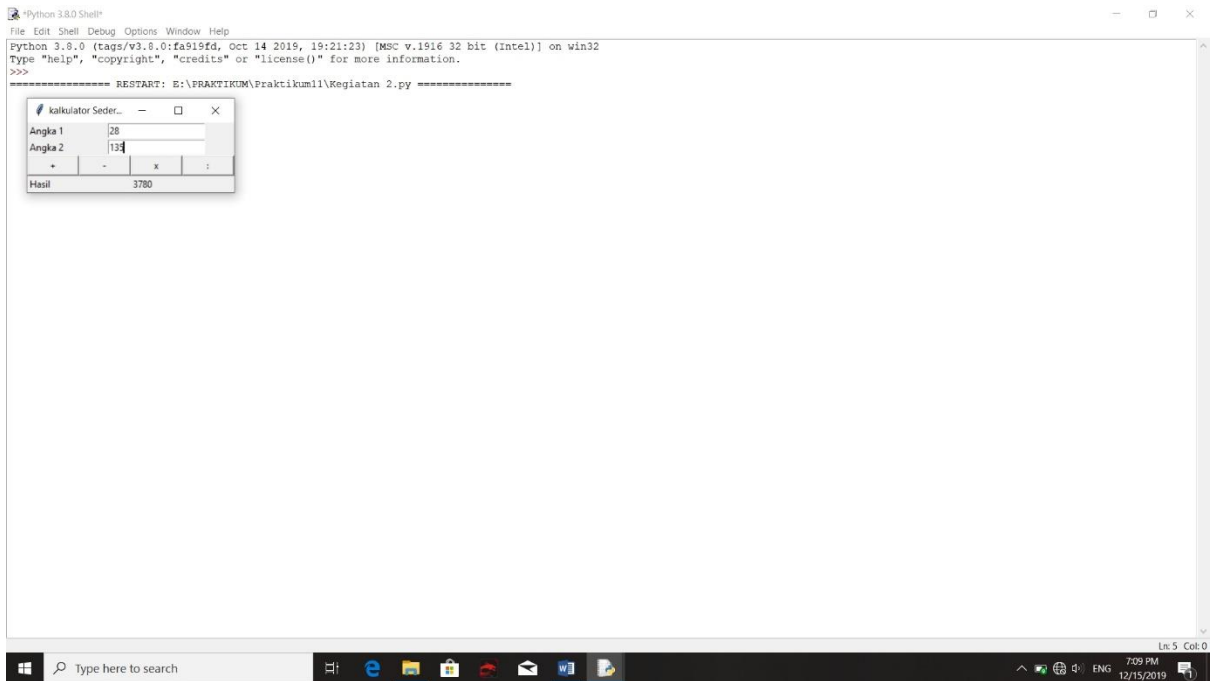
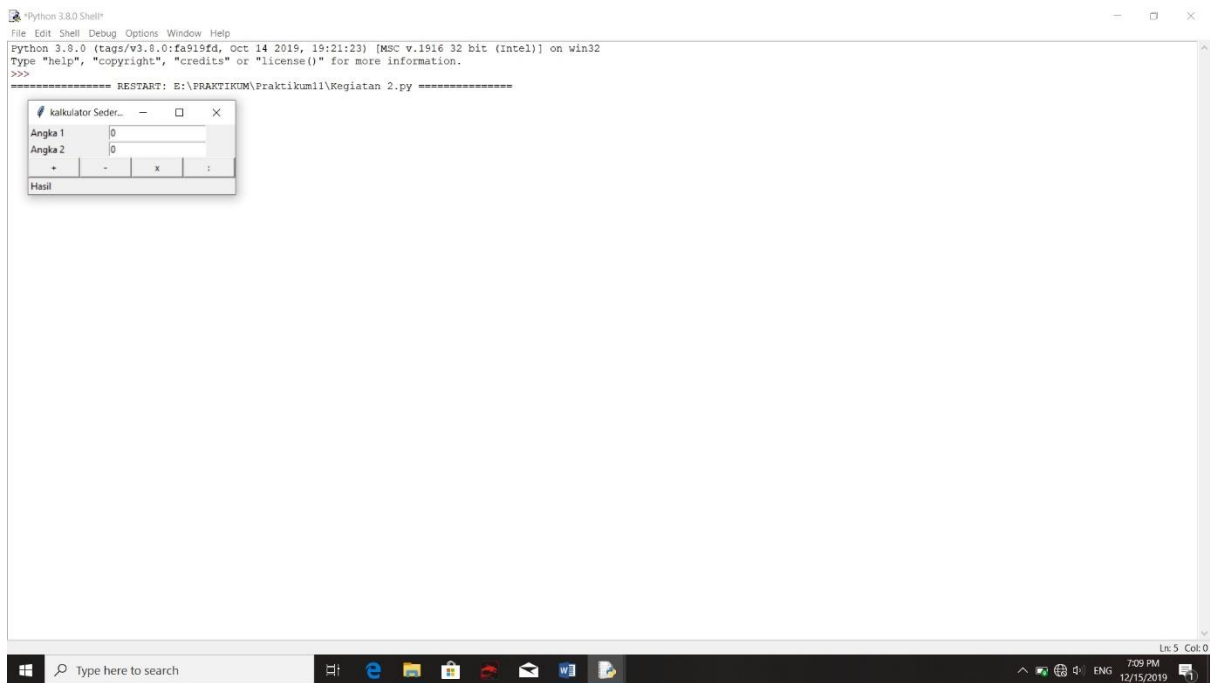
B1 = Button(my_app, text = "+", width="8", command = lambda:Hitung('+'))
B1.grid(row = 2, column = 0)

B2 = Button(my_app, text = "-", width="8", command = lambda:Hitung('-'))
B2.grid(row = 2, column = 1)

B3 = Button(my_app, text = "x", width="8", command = lambda:Hitung('*'))
B3.grid(row = 2, column = 2)

B4 = Button(my_app, text = ":", width="8", command = lambda:Hitung('/'))
B4.grid(row = 2, column = 3)

my_app.mainloop()
```



Kegiatan 3. Screenshot dari aplikasi Bangun Geometri adalah sebagai berikut

```
from tkinter import Tk, Label, Entry, Button, IntVar
from tkinter import messagebox

my_app = Tk(className = "Luas Piramid")

L = Label(my_app, text = "Luas Piramid", font = ("Arial", 16))
L.grid(row = 0, column = 0, sticky="w")

L1 = Label(my_app, text = "Limas atau piramid adalah bangun ruang yang memiliki sisi atau bidang samping berbentuk segitiga dan memiliki puncak.")
L1.grid(row = 1, column = 0, columnspan = 2, sticky="w")

L2 = Label(my_app, text = "Limas dengan alas berupa persegi disebut juga piramida.")
L2.grid(row = 2, column = 0, columnspan = 2, sticky="w")

L2 = Label(my_app, text = "Contoh benda berbentuk limas atau piramid adalah topi kerucut, corong, gunung, dan lain-lain.")
L2.grid(row = 3, column = 0, columnspan = 2, sticky="w")

L3 = Label(my_app, text = "Alas")
L3.grid(row = 4, column = 1, sticky="w")

alas = IntVar()
E3 = Entry(my_app, textvariable = alas)
E3.grid(row = 4, column = 2)

L3 = Label(my_app, text = "Tinggi")
L3.grid(row = 5, column = 1, sticky="w")

tinggi = IntVar()
E3 = Entry(my_app, textvariable = tinggi)
E3.grid(row = 5, column = 2)

L3 = Label(my_app, text = "Sisi")
L3.grid(row = 6, column = 1, sticky="w")

sisi = IntVar()
E3 = Entry(my_app, textvariable = sisi)
E3.grid(row = 6, column = 2)

H = Label(my_app, text = "Luas")
H.grid(row = 7, column = 1, sticky="w")

H1 = Label(my_app)
H1.grid(row = 7, column = 2, sticky="w")

def Hitung():
    hasil = sisi.get()*sisi.get()+2*alas.get()*tinggi.get()
    H1.config(text = hasil)

B1 = Button(my_app, text = "Hitung", width="9", command = lambda:Hitung())
B1.grid(row = 8, column = 2)

my_app.mainloop()
```

