

ALGORITMA DAN PEMROGRAMAN
TOPIK LANJUT (PROGRAM GUI)



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PRAKTIKUM 11

Kegiatan 1.

Menampilkan Data Diri

```
Kegiatan1.py - C:\Users\iki\source\lab\Program\Python\Python37-32\Praktikum 11\Kegiatan1.py (3.7.0)
File Edit Format Run Options Window Help
from tkinter import Tk, Label, Entry, Button, IntVar
from tkinter import messagebox

my_app = Tk(className = "Menampilkan Data Diri")

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

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

L1= Label(my_app, text = "Kiki Nur Indah Sari")
L1.grid(row=1, sticky="N", column=1)

L2= Label(my_app, text = "Nim")
L2.grid(row=2, sticky="N", column=0)

L2= Label(my_app, text = "L200190177")
L2.grid(row=2, sticky="N", column=1)

L3= Label(my_app, text = "Buku Favorit")
L3.grid(row=3, sticky="N", column=0)

L3= Label(my_app, text = "Mimpi Sejuta Dollar")
L3.grid(row=3, sticky="N", column=1)

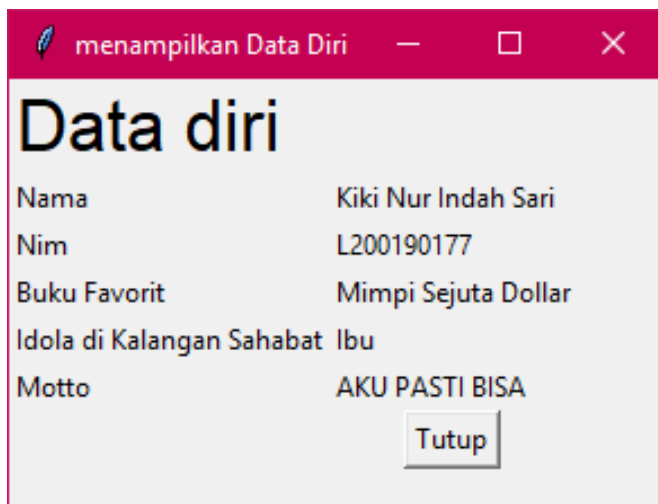
L4= Label(my_app, text = "Idola di Kalangan Sahabat")
L4.grid(row=4, sticky="N", column=0)

L4= Label(my_app, text = "Ibu")
L4.grid(row=4, sticky="N", column=1)

L5= Label(my_app, text = "Motto")
L5.grid(row=5, sticky="N", column=0)

L5= Label(my_app, text = "AKU PASTI BISA")
L5.grid(row=5, sticky="N", column=1)
```

Output



Kegiatan 2.

Membuat Kalkulator sederhana

```
Kegiatan2.py : C:\Users\ak...n\AppData\Local\Programs\Python\Python37-32\Python11\Kegiatan2.py (3.7.3)
File Edit Format Run Options Window Help
from tkinter import Tk, Label, Entry, Button, StringVar
from tkinter import messagebox

my_app = Tk(className = "Kalkulator Sederhana")

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

x= StringVar()
E1= Entry(my_app, textvariable=x)
E1.grid(row=0, column=1, columnspan=3)

L2= Label(my_app, text = "Angka 2")
L2.grid(row=1, column=0)

y= StringVar()
E2= Entry(my_app, textvariable=y)
E2.grid(row=1, column=1, columnspan=3)

def tambah():
    a= float(x.get())
    b= float(y.get())
    hasil=a+b
    L.config(text=hasil)

B1= Button(my_app, text="+", command = tambah)
B1.grid(row=2, column=1)

def kurang():
    a= float(x.get())
    b= float(y.get())
    hasil=a-b
    L.config(text=hasil)

B2= Button(my_app, text="-", command = kurang)
B2.grid(row=2, column=2)

def kali():
    a= float(x.get())
    b= float(y.get())
    hasil=a*b

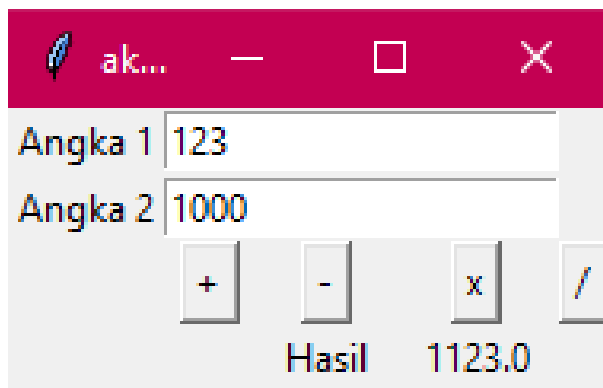
def bagi():
    a= float(x.get())
    b= float(y.get())
    hasil=a/b

L= Label(my_app, text="Hasil")
L.grid(row=3, column=0)

B3= Button(my_app, text="x", command = kali)
B3.grid(row=3, column=1)

B4= Button(my_app, text="/", command = bagi)
B4.grid(row=3, column=2)
```

Output



Kegiatan 3.

Menghitung luas bangun geometri

```
Kegiatan 3.12 - C:\Users\hikun\id\AppData\Local\Programs\Python\Python37-32\Praktikum 3\Kegiatan 3.12 (3.7.0)
File Edit Format Run Options Window Help
from tkinter import Tk, Label, Entry, Button, IntVar
from tkinter import messagebox

my_app = Tk(className = "Akses terhadap properti widget")

A=Label(my_app, text="Bangun Geometri", font=("Arial", 14))
A.grid(row=0, sticky="N", column=0)

A=Label(my_app, text="Nama Bangun")
A.grid(row=1, sticky="N", column=0)

A=Label(my_app, text="Tabung")
A.grid(row=1, sticky="N", column=1)

A=Label(my_app, text="Dimensi")
A.grid(row=2, sticky="N", column=0)

A=Label(my_app, text="3 Dimensi")
A.grid(row=2, sticky="N", column=1)

A=Label(my_app, text="Contoh Benda")
A.grid(row=3, sticky="N", column=0)

A=Label(my_app, text="Kaleng")
A.grid(row=3, sticky="N", column=1)

L1= Label(my_app, text = "Jari-jari :")
L1.grid(row=4, column=0, sticky="N")

jari= IntVar()
E1= Entry(my_app, textvariable = jari)
E1.grid(row=4, column=1)

def hitung():
    pi = 3.14
    hasil= 2*pi*jari.get()**2
    L.config(text=hasil)

B1= Button(my_app, text= "Hitung Luas", command = hitung)
B1.grid(row=5, column=0)
```

Output

