PRAKTIKUM ALGORITMA DAN PEMROGRAMAN
PRAKTIKUM 11

Disusun Oleh:

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INFORMATIKA

FAKULTAS KOMUNIKASI DAN INFORMATIKA

UNIVERSITAS MUHAMMADIYAH SURAKARTA

2019/2020

Kegiatan 1

```python
from tkinter import *
from tkinter import messagebox
my_app = Tk()
my_app.title("Tentang Data Diri")

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, sticky="W")
E2 = Label(my_app, text="Dimas Ibnu Rahmadhani")
E2.grid(row=1, column=1, sticky="W")

L3 = Label(my_app, text="NIM")
L3.grid(row=2, column=0, sticky="W")
E3 = Label(my_app, text="L200190178")
E3.grid(row=2, column=1, sticky="W")

L4 = Label(my_app, text="Buku favorit")
L4.grid(row=3, column=0, sticky="W")
E4 = Label(my_app, text="Kisah Tanah Jawa")
E4.grid(row=3, column=1, sticky="W")

L5 = Label(my_app, text="Idola di kalangan sahabat")
L5.grid(row=4, column=0, sticky="W")
E5 = Label(my_app, text="Gus Dur")
E5.grid(row=4, column=1, sticky="W")

L6 = Label(my_app, text="Motto")
L6.grid(row=5, column=0, sticky="W")
E6 = Label(my_app, text="Tata krama menjadikanmu pria")
E6.grid(row=5, column=1, sticky="W")

def hello():
    messagebox.showinfo()
B1 = Button(my_app, text="Tutup", command=my_app.destroy)
B1.grid(row=6, column=1)

my_app.quit()
my_app.mainloop()
```
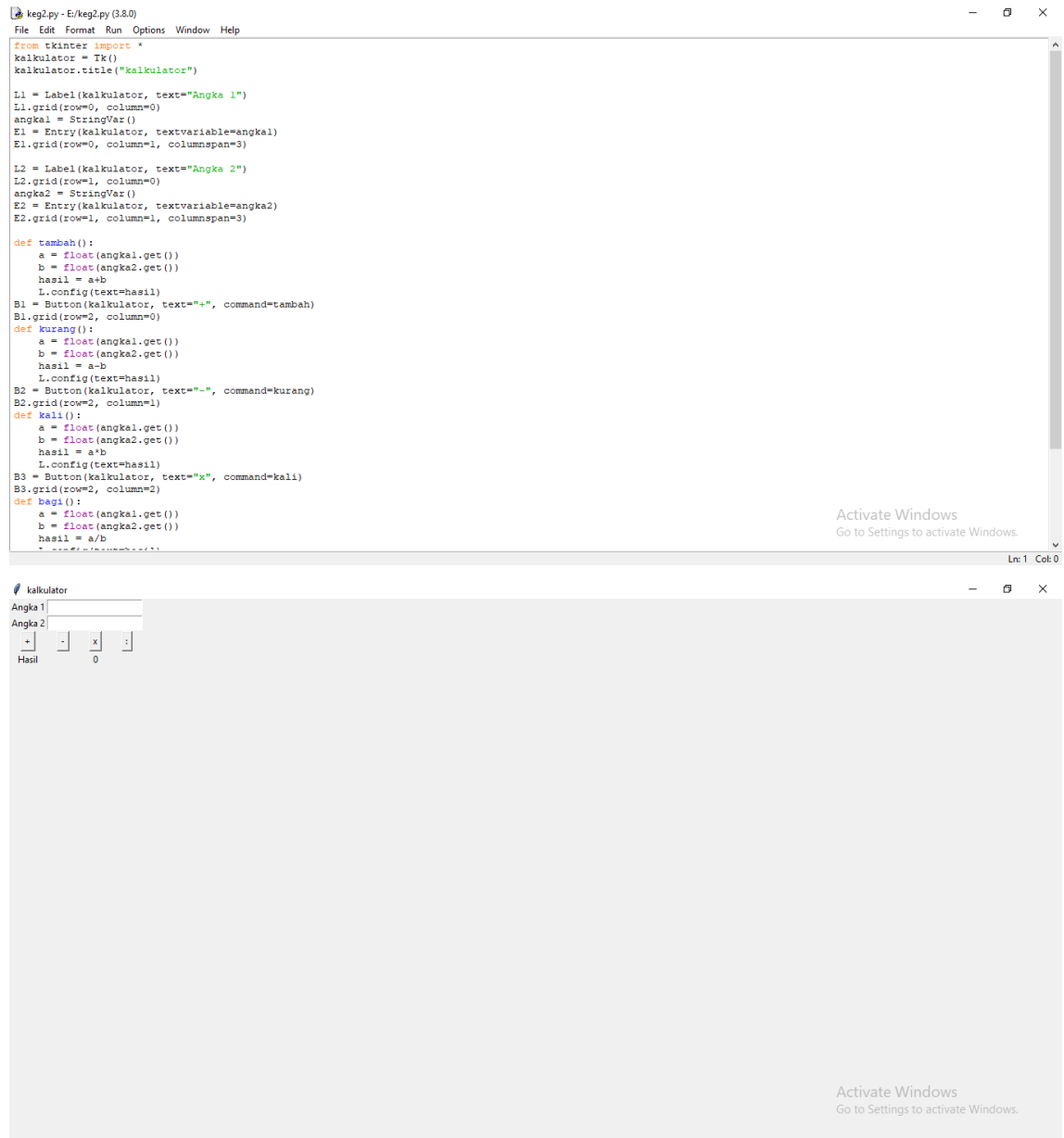
Tentang Data Diri

Data diri

Nama mahasiswa	Dimas Ibnu Rahmadhani
NIM	L200190178
Buku favorit	Kisah Tanah Jawa
Idola di kalangan sahabat	Gus Dur
Motto	Tata krama menjadikanmu pria

Tutup

Kegiatan 2

File Edit Format Run Options Window Help

```python
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())
    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
```

Ln: 1 Col: 0

Angka 1 [   ]
Angka 2 [   ]
[+] [-] [x] [:]
Hasil   0

Kegiatan 3

File Edit Format Run Options Window Help

```python
from tkinter import Tk, Label, Entry, Button, StringVar
from tkinter import messagebox

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

Z=Label(my_app, text ="Bangun Geometri", font=("Arial", 14))
Z.grid(row=0, sticky='W', column=0)

Z=Label(my_app, text ="Nama Bangun")
Z.grid(row=1, sticky='W', column=0)

Z=Label(my_app, text =": Persegi.")
Z.grid(row=1, sticky='W', column=1)

Z=Label(my_app, text ="Dimensi")
Z.grid(row=2, sticky='W', column=0)

Z=Label(my_app, text =": 2 Dimensi.")
Z.grid(row=2, sticky='W', column=1)

Z=Label(my_app, text ="Contoh Benda")
Z.grid(row=3, sticky='W', column=0)

Z=Label(my_app, text =": Triplek.")
Z.grid(row=3, sticky='W', column=1)

L1= Label(my_app, text = "Parameter 1 :")
L1.grid(row=4, column=0, sticky="W")

x= StringVar()
E1= Entry(my_app, textvariable = x)
E1.grid(row=4, column=1)


def hitung():
    a= float(x.get())
    hasil=a*a
    L.config(text=hasil)

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

Ln: 31 Col: 35

---

akses terhadap properti widget

Bangun Geometri

Nama Bangun	: Persegi.
Dimensi	: 2 Dimensi.
Contoh Benda	: Triplek.
Parameter 1 :	

Hitung Luas

Luas =   0