

ALGORITMA DAN PEMROGAMAN
PROGRAM GUI



Disusun Oleh:
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Kegiatan 1.

Screenshot dari aplikasi Data Diri adalah sebagai berikut.

```
keg1.py - F:\ALGOPRO\latihan p.1\keg1.py (3.7.4)
File Edit Format Run Options Window Help
from tkinter import Tk, Label, Entry, Button, StringVar
from tkinter import messagebox

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

L=Label(my_app, text = "Data diri", font=("Arial", 14))
L.grid(row=0, sticky='W', column=0)

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

L1= Label(my_app, text = "Nurma Trisnawati")
L1.grid(row=1, sticky='W', column=1)

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

L2= Label(my_app, text = "L200190187")
L2.grid(row=2, sticky='W', column=1)

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

L3= Label(my_app, text = "Laskar pelangi")
L3.grid(row=3, sticky='W', column=1)

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

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

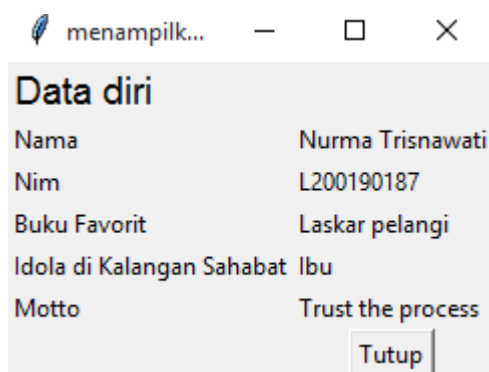
L5= Label(my_app, text = "Motto")
L5.grid(row=5, sticky='W', column=0)

L5= Label(my_app, text = "Trust the process")
L5.grid(row=5, sticky='W', column=1)

def info():
    my_app.destroy()

B1= Button(my_app, text= "Tutup", command = info)
B1.grid(row=6, column=1)
```

Hasil:



Kegiatan 2.

Screenshot dari kalkulator sederhana adalah sebagai berikut.

```
keg2.py - F:\ALGOPRO\latihan p.11\keg2.py (3.7.4)
File Edit Format Run Options Window Help
from tkinter import Tk, Label, Entry, Button, StringVar
from tkinter import messagebox

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

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)

B1=Button(my_app, text="-", command = kurang)
B1.grid(row=2, column=2)

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

    L.config(text=hasil)

B1=Button(my_app, text="x", command = kali)
B1.grid(row=2, column=3)

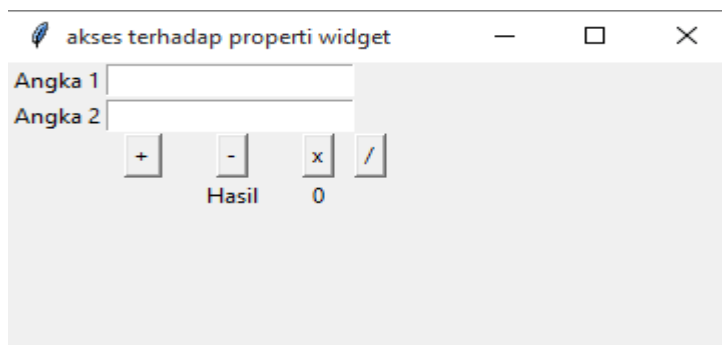
def bagi():
    a=float(x.get())
    b=float(y.get())
    hasil=a/b
    L.config(text=hasil)

B1=Button(my_app, text="/", command = bagi)
B1.grid(row=2, column=4)

A1=Label(my_app, text="Hasil")
A1.grid(row=3, column=2)
L=Label(my_app, text="0")
L.grid(row=3, column=3)

my_app.mainloop()
```

Hasil:



Kegiatan 3.

Screenshot dari aplikasin Bangun Geometri adalah sebagai berikut.

```
keg3.py - F:\ALGOPRO\latihan p.11\keg3.py (3.7.4)
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")

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

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

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

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

R=Label(my_app, text=": 3 Dimensi")
R.grid(row=2, sticky='W', column=1)

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

R=Label(my_app, text=": Selang Air")
R.grid(row=3, sticky='W', column=1)

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

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)

A1=Label(my_app, text="Luas =")
A1.grid(row=6, column=0)
L=Label(my_app, text="0")
L.grid(row=6, column=2)

my_app.mainloop()
```

Hasil:

