PRAKTIKUM ALGORITMA DAN PEMROGRAMAN

PRAKTIKUM 11: PROGRAM GUI

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TAHUN 2019

Kegiatan 1

Berikut ini merupakan screenshot dari program kegiatan 1.

```
from tkinter import *
from tkinter import messagebox

apl = Tk()
apl.title("Data Diri")

A1 = Label(apl, text='Data Diri', font=('Gabriola', 20))
A1.grid(row=0, column=0)

B1 = Label(apl, text="Nama")
B1.grid(row=1, column=0, sticky="W")
nama = StringVar()
C1 = Entry(apl, textvariable=nama)
C1.grid(row=1, column=1)

D1 = Label(apl, text="NIM")
D1.grid(row=2, column=0, sticky="W")
nim = StringVar()
E1 = Entry(apl, textvariable=nim)
E1.grid(row=2, column=1)


F1 = Label(apl, text="Buku Favorit")
F1.grid(row=3, column=0, sticky="W")
bukufav = StringVar()
G1 = Entry(apl, textvariable=bukufav)
G1.grid(row=3, column=1)

H1 = Label(apl, text="Idola di Kalangan Sahabat")
H1.grid(row=4, column=0, sticky="W")
idola = StringVar()
I1 = Entry(apl, textvariable=idola)
I1.grid(row=4, column=1)
```

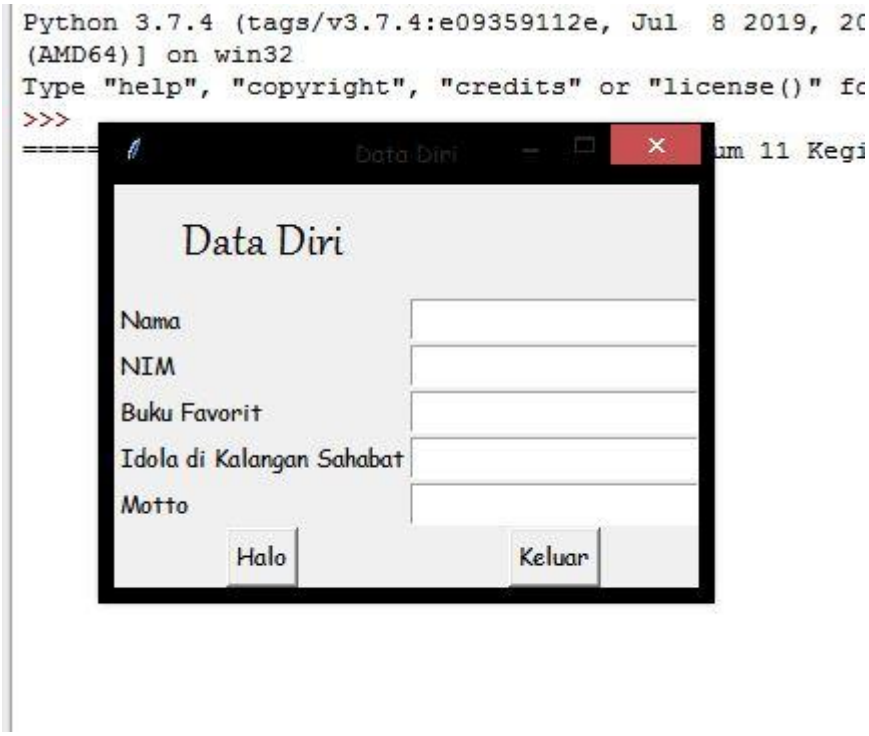
```
J1 = Label(apl, text="Parameter 2 :")
J1.grid(row=5, column=0, sticky="W")
p1 = StringVar()
K1 = Entry(apl, textvariable=p1)
K1.grid(row=5, column=1)

def hitung():
    a = float(p1.get())
    b = float(p2.get())
    hasil = 0.5*a*b*4 #Piramid
    L.config(text=hasil)
B2 = Button(apl, text='Hitung', command=hitung)
B2.grid(row=6, column=0)

L1 = Label(apl, text='Luas = ')
L1.grid(row=6, column=1)
L = Label(apl, text='0')
L.grid(row=6, column=2)

apl.mainloop()
```

Berikut merupakan screenshoot hasil dari program kegiatan 1



Kegiatan 2

Berikut ini merupakan screenshot dari kegiatan 2.

```
from tkinter import *
from tkinter import messagebox

kalkulator = Tk()

kalkulator.title("Kalkulator")
L1 = Label(kalkulator, text="Angka 1")
L1.grid(row=0, column=0, sticky="W")
a1 = StringVar()
E1 = Entry(kalkulator, textvariable=a1)
E1.grid(row=0, column=1, columnspan=3)

L2 = Label(kalkulator, text="Angka 2")
L2.grid(row=1, column=0, sticky="W")
a2 = StringVar()
E2 = Entry(kalkulator, textvariable=a2)
E2.grid(row=1, column=1, columnspan=3)

def tambah():
    a = float(a1.get())
    b = float(a2.get())
    hasil = a+b
    L.config(text=hasil)
B1 = Button(kalkulator, text='+', command=tambah)
B1.grid(row=2, column=0)
```

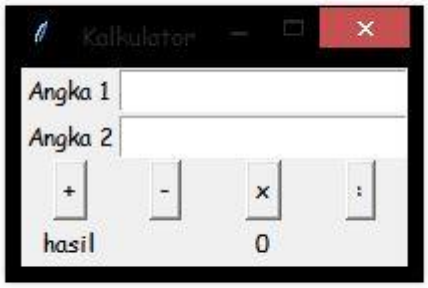
```
def kurang():
    a = float(a1.get())
    b = float(a2.get())
    hasil = a-b
    L.config(text=hasil)
B1 = Button(kalkulator, text='-', command=kurang)
B1.grid(row=2, column=1)

def kali():
    a = float(a1.get())
    b = float(a2.get())
    hasil = a*b
    L.config(text=hasil)
B1 = Button(kalkulator, text='x', command=kali)
B1.grid(row=2, column=2)

def bagi():
    a = float(a1.get())
    b = float(a2.get())
    hasil = a/b
    L.config(text=hasil)
B1 = Button(kalkulator, text=':', command=bagi)
B1.grid(row=2, column=3)

A1 = Label(kalkulator, text='hasil')
A1.grid(row=3, column=0)
L = Label(kalkulator, text='0')
L.grid(row=3, column=2)
kalkulator.mainloop()
```

Berikut merupakan screenshot hasil dari program kegiatan 2



Kegiatan 3

Berikut ini merupakan screenshot dari kegiatan 3.

```
from tkinter import *
from tkinter import messagebox

apl = Tk()
apl.title("Bangun Geometri")

A1 = Label(apl, text='Bangun Geometri', font=('Gabriola', 20))
A1.grid(row=0, column=0)

B1 = Label(apl, text="Nama")
B1.grid(row=1, column=0, sticky="W")
nama = StringVar()
C1 = Entry(apl, textvariable=nama)
C1.grid(row=1, column=1)

D1 = Label(apl, text="Dimensi")
D1.grid(row=2, column=0, sticky="W")
dimensi = StringVar()
E1 = Entry(apl, textvariable=dimensi)
E1.grid(row=2, column=1)

F1 = Label(apl, text="Contoh Benda")
F1.grid(row=3, column=0, sticky="W")
benda = StringVar()
G1 = Entry(apl, textvariable=benda)
G1.grid(row=3, column=1)

H1 = Label(apl, text="Parameter 1 :")
H1.grid(row=4, column=0, sticky="W")
p2 = StringVar()
I1 = Entry(apl, textvariable=p2)
I1.grid(row=4, column=1)

J1 = Label(apl, text="Parameter 2 :")
J1.grid(row=5, column=0, sticky="W")
p1 = StringVar()
K1 = Entry(apl, textvariable=p1)
K1.grid(row=5, column=1)

def hitung():
    a = float(p1.get())
    b = float(p2.get())
    hasil = 0.5*a*b*4 #Piramid
    L.config(text=hasil)
B2 = Button(apl, text='Hitung', command=hitung)
B2.grid(row=6, column=0)

L1 = Label(apl, text='Luas = ')
L1.grid(row=6, column=1)
L = Label(apl, text='0')
L.grid(row=6, column=2)

apl.mainloop()
```

Berikut merupakan screenshoot dari program kegiatan 3