

ALGORITMA DAN PEMROGAMAN
PROGRAM GUI



Disusun Oleh:
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Kegiatan 1.

Screenshot dari aplikasi Data Diri adalah sebagai berikut.

```
k.1.py - E:\sasa\k.1.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 = "Fatmawati Ersya Putri")
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 = "L200190200")
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 = "Mimpi Sejuta Dolar")
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 = "Maudy Ayunda")
L4.grid(row=4, sticky='W' ,column=1)

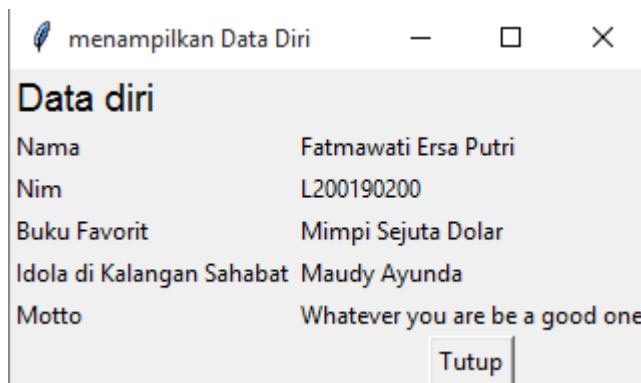
L5= Label(my_app, text = "Motto")
L5.grid(row=5, sticky='W', column=0)

L5= Label(my_app, text = "Whatever you are be a good one")
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.

```
k2.py - E:\sasa\k2.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)

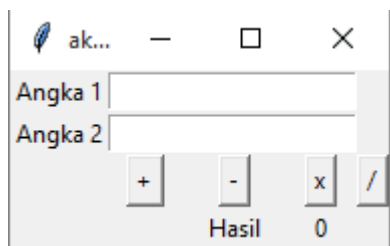
def bagi():
    a=float(x.get())
    b=float(y.get())
    hasil=a/b
    L.config(text=hasil)

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.

```
k3.py - E:\sasa\k3.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 = "Luas Balok")

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

L1=Label(my_app, text="Balok dibentuk oleh tiga pasang persegi atau persegi panjang, dengan paling tidak satu pasang si antaranya berbeda")
L1.grid(row=1, sticky='W', column=0, columnspan=2)

L2=Label(my_app, text="Balok dalam bangun ruang tiga dimensi")
L2.grid(row=2, sticky='W', column=0, columnspan=2)

L2=Label(my_app, text="Contoh benda balok adalah kasur, buku, kotak susu")
L2.grid(row=3, sticky='W', column=0, columnspan=2)

L3= Label(my_app, text = "Panjang:")
L3.grid(row=4, column=1, sticky="W")

panjang= IntVar()
E3= Entry(my_app, textvariable = panjang)
E3.grid(row=4, column=2, sticky="W")

L3= Label(my_app, text = "Lebar:")
L3.grid(row=5, column=1, sticky="W")

lebar= IntVar()
E1= Entry(my_app, textvariable = lebar)
E1.grid(row=5, column=2)

L3= Label(my_app, text = "Tinggi:")
L3.grid(row=6, column=1, sticky="W")

tinggi= IntVar()
E1= Entry(my_app, textvariable = tinggi)
E1.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= panjang.get()*lebar.get()*tinggi.get()
    L.config(text=hasil)

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

my_app.mainloop()
```

Hasil:

