PRAKTIKUM ALGORITMA DAN PEMOGRAMAN

PYHTON

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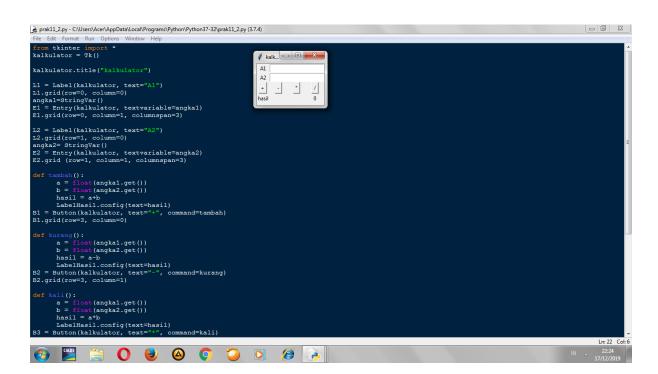
NIM   :L200190214

Kegiatan 1

```
E1 = Entry(apl)
E1.grid(row=1, column=1)

L2 = Label (apl, text="NIM")
L2.grid(row=2, column=0, sticky="W")
nim= StringVar()
E2 = Entry(apl)
E2.grid(row=2, column=1)

L3 = Label (apl, text="Buku Favorit")
L3.grid(row=3, column=0, sticky="W")
buku = StringVar()
E3 = Entry(apl)
E3.grid(row=3, column=1)

L4 = Label (apl, text="Idola")
L4.grid(row=4, column=0, sticky="W")
idola= StringVar()
E4 = Entry(apl)
E4.grid(row=4, column=1)

L5 = Label(apl, text="Motto")
L5.grid(row=5, column=0, sticky="W")
motto= StringVar()
E5 = Entry(apl)
E5.grid(row=5, column=1)

hasil = StringVar()
def quit():
        hasil.set("quit" + nama.get())
L5= Label(apl, text=hasil.get())
L5.grid(row=6, column=1)

B1= Button(apl, text="quit", command=quit)
B1.grid(row=7, column=1)

apl.mainloop()
```

Kegiatan 2

```
from tkinter import *
kalkulator = Tk()

kalkulator.title("kalkulator")

L1 = Label(kalkulator, text="A1")
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="A2")
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
        LabelHasil.config(text=hasil)
B1 = Button(kalkulator, text="+", command=tambah)
B1.grid(row=3, column=0)

def kurang():
        a = float(angka1.get())
        b = float(angka2.get())
        hasil = a-b
        LabelHasil.config(text=hasil)
B2 = Button(kalkulator, text="-", command=kurang)
B2.grid(row=3, column=1)

def kali():
        a = float(angka1.get())
        b = float(angka2.get())
        hasil = a*b
        LabelHasil.config(text=hasil)
B3 = Button(kalkulator, text="*", command=kali)
```

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```python
        LabelHasil.config(text=hasil)
B1 = Button(kalkulator, text="+", command=tambah)
B1.grid(row=3, column=0)

def kurang():
        a = float(angka1.get())
        b = float(angka2.get())
        hasil = a-b
        LabelHasil.config(text=hasil)
B2 = Button(kalkulator, text="-", command=kurang)
B2.grid(row=3, column=1)

def kali():
        a = float(angka1.get())
        b = float(angka2.get())
        hasil = a*b
        LabelHasil.config(text=hasil)
B3 = Button(kalkulator, text="*", command=kali)
B3.grid(row=3, column=2)

def bagi():
        a = float(angka1.get())
        b = float(angka2.get())
        hasil = a/b
        LabelHasil.config(text=hasil)
B4 = Button(kalkulator, text="/")
B4.grid(row=3, column=3)


M1 = Label(kalkulator, text="hasil")
M1.grid(row=7, column=0)
L = Label(kalkulator)
L.grid(row=7, column=2)

LabelHasil = Label(kalkulator, text="0")
LabelHasil.grid(row=7, column=3)

kalkulator.mainloop()
```

Ln: 22 Col: 6

Kegiatan 3

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```python
from tkinter import *
apl = Tk()


apl.title("Bangun Geometri")

A1 = Label(apl, text="Persegi", font=("Calibri light",20))
A1.grid(row=0, column=0)

B1 = Label(apl, text="Bangun Geomteri Persegi. memiliki 2 dimensi")
B1.grid(row=1, column=0, sticky="W")
##C1= Label(apl, text="persegi")
##C1.grid(row= 1, column=1, sticky="W")

D1 = Label(apl, text="memiliki sisi yang saling berhadapan")
D1.grid(row=2, column=0, sticky="W")
##E1= Label(apl, text="2")
##E1.grid(row=2, column=1, sticky="W")

F1 = Label(apl, text="contoh benda sehari-hari ialah kertas")
F1.grid(row=3, column=0, sticky="W")
##G1 = Label(apl, text="kertas")
##G1.grid(row=3, column=1, sticky="W")

H1= Label(apl, text="Sisi")
H1.grid(row=4, column=0)
sisi= StringVar()
H2 = Entry(apl, textvariable=sisi)
H2.grid(row=4, column=1)

H3 = Label(apl, text="Sisi")
H3.grid(row=5, column=0)
sisi
=StringVar()
H4 = Entry(apl, textvariable=sisi)
H4.grid(row=5, column=1)

def hitung():
        s = float(sisi.get())
```

Ln: 34 Col: 0

Bangun Geometri

Persegi

Bangun Geomteri Persegi. memiliki 2 dimensi

memiliki sisi yang saling berhadapan

contoh benda sehari-hari ialah kertas

Sisi

Sisi

Hitung Luas

Luas   0

```
##C1.grid(row= 1, column=1, sticky="W")

D1 = Label(apl, text="memiliki sisi yang saling berhadapan")
D1.grid(row=2, column=0, sticky="W")
##E1= Label(apl, text="2")
##E1.grid(row=2, column=1, sticky="W")

F1 = Label(apl, text="contoh benda sehari-hari ialah kertas")
F1.grid(row=3, column=0, sticky="W")
##G1 = Label(apl, text="kertas")
##G1.grid(row=3, column=1, sticky="W")

H1= Label(apl, text="Sisi")
H1.grid(row=4, column=0)
sisi= StringVar()
H2 = Entry(apl, textvariable=sisi)
H2.grid(row=4, column=1)

H3 = Label(apl, text="Sisi")
H3.grid(row=5, column=0)
sisi
=StringVar()
H4 = Entry(apl, textvariable=sisi)
H4.grid(row=5, column=1)

def hitung():
    s = float(sisi.get())
    hasil = s*s
    L.config(text=hasil)
I1 = Button(apl, text="Hitung Luas", command=hitung)
I1.grid(row=6, column=1)

M1 = Label(apl, text="Luas")
M1.grid(row=7, column=0)
L = Label(apl, text="0")
L.grid(row=7, column=1)

apl.mainloop()
```