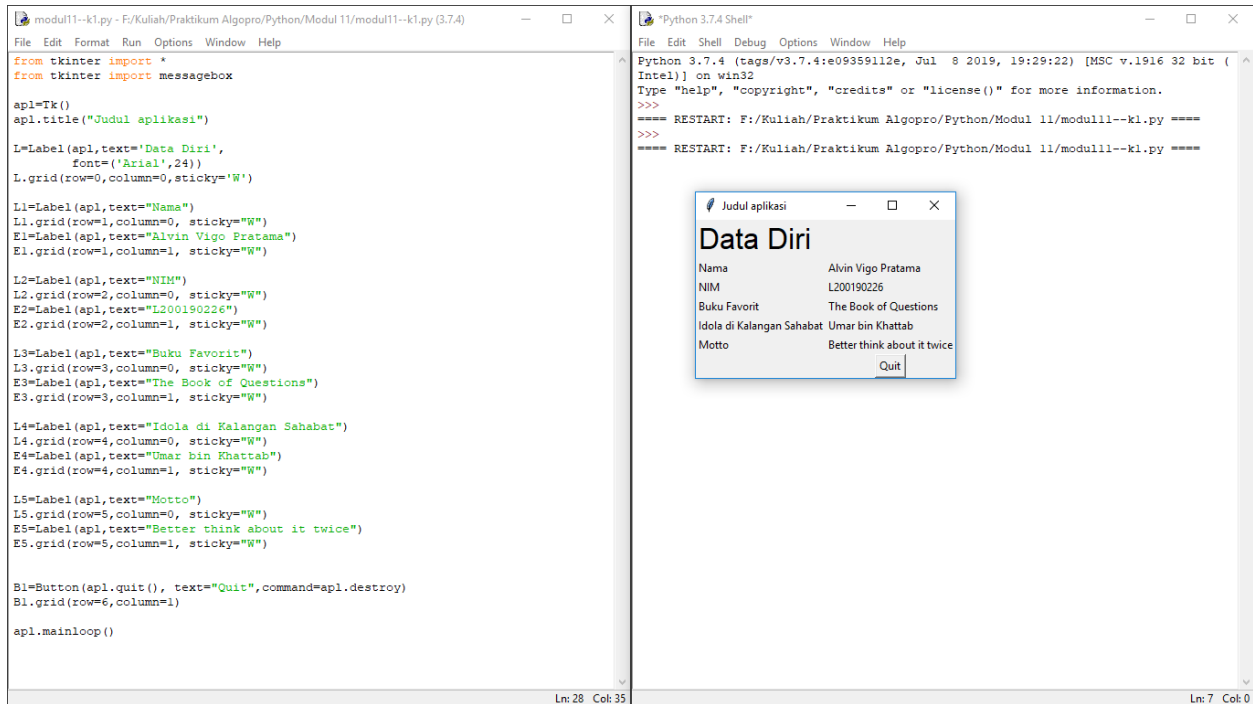


Praktikum Algoritma dan Pemrograman

Modul 11

Kegiatan 1. Menampilkan data diri



```
modul11--k1.py - F:/Kuliah/Praktikum Algoritma/Python/Modul 11/modul11--k1.py (3.7.4)
File Edit Format Run Options Window Help

from tkinter import *
from tkinter import messagebox

apl= Tk()
apl.title("Judul aplikasi")

L=Label(apl,text='Data Diri',
font=('Arial',24))
L.grid(row=0,column=0,sticky='W')

L1=Label(apl,text="Nama")
L1.grid(row=1,column=0, sticky="W")
E1=Label(apl,text="Alvin Vigo Pratama")
E1.grid(row=1,column=1, sticky="W")

L2=Label(apl,text="NIM")
L2.grid(row=2,column=0, sticky="W")
E2=Label(apl,text="L200190226")
E2.grid(row=2,column=1, sticky="W")

L3=Label(apl,text="Buku Favorit")
L3.grid(row=3,column=0, sticky="W")
E3=Label(apl,text="The Book of Questions")
E3.grid(row=3,column=1, sticky="W")

L4=Label(apl,text="Idola di Kalangan Sahabat")
L4.grid(row=4,column=0, sticky="W")
E4=Label(apl,text="Umar bin Khattab")
E4.grid(row=4,column=1, sticky="W")

L5=Label(apl,text="Motto")
L5.grid(row=5,column=0, sticky="W")
E5=Label(apl,text="Better think about it twice")
E5.grid(row=5,column=1, sticky="W")

B1=Button(apl.quit(), text="Quit",command=apl.destroy)
B1.grid(row=6,column=1)

apl.mainloop()
```

Python 3.7.4 Shell

Python 3.7.4 (tags/v3.7.4:e09359112e, Jul 8 2019, 19:29:22) [MSC v.1916 32 bit (Intel)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
==== RESTART: F:/Kuliah/Praktikum Algoritma/Python/Modul 11/modul11--k1.py ====
>>>
==== RESTART: F:/Kuliah/Praktikum Algoritma/Python/Modul 11/modul11--k1.py ====

Judul aplikasi

Data Diri

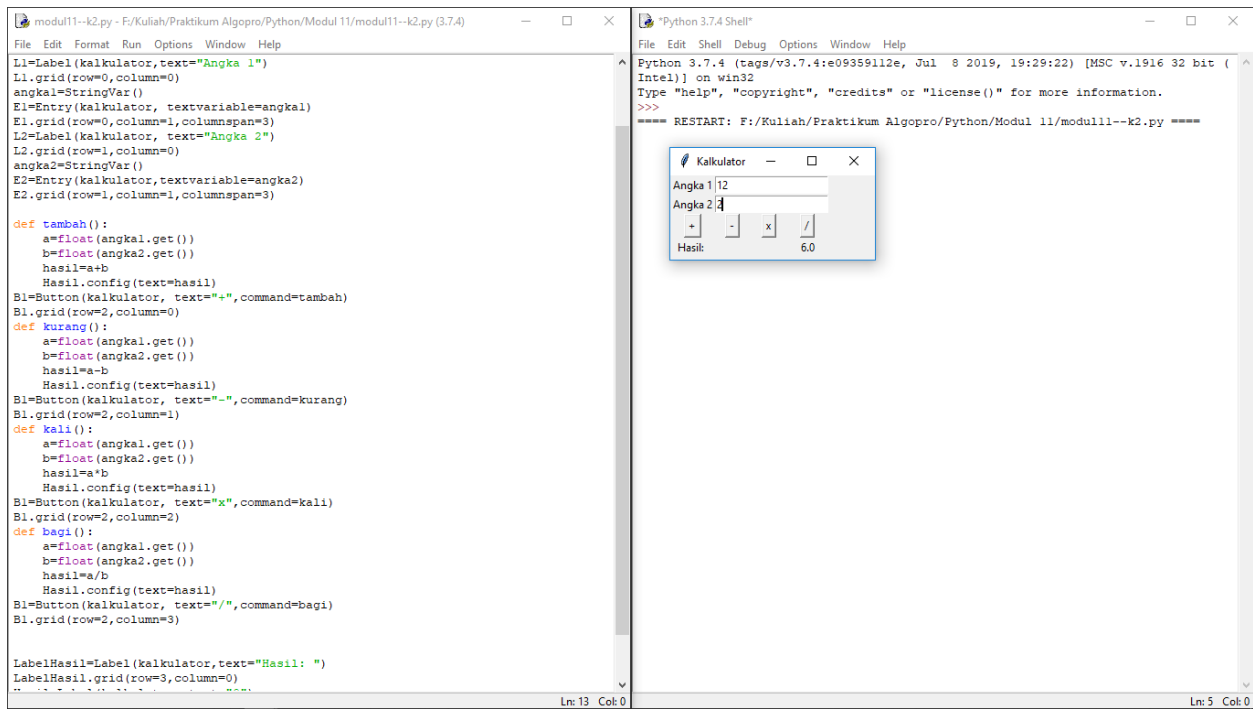
Nama	Alvin Vigo Pratama
NIM	L200190226
Buku Favorit	The Book of Questions
Idola di Kalangan Sahabat	Umar bin Khattab
Motto	Better think about it twice

Quit

Ln: 28 Col: 35

Ln: 7 Col: 0

Kegiatan 2. Membuat kalkulator sederhana



The screenshot displays a Python IDE with two windows. The left window, titled 'modul11--k2.py', contains the source code for a simple calculator. The code uses Tkinter to create a GUI with two input fields for numbers, buttons for addition, subtraction, multiplication, and division, and a label for the result. The right window, titled 'Python 3.7.4 Shell', shows the command prompt output after running the program. It indicates that the program was restarted and then displays the GUI window titled 'Kalkulator'. The GUI has two input fields: 'Angka 1' with the value '12' and 'Angka 2' with the value '4'. Below these are four buttons: '+', '-', 'x', and '/'. The 'Hasil:' label shows the result '6.0'.

```
modul11--k2.py - F:/Kuliah/Praktikum Algoritma/Python/Modul 11/modul11--k2.py (3.7.4)
File Edit Format Run Options Window Help

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
    Hasil.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
    Hasil.config(text=hasil)
B1=Button(kalkulator, text="-", command=kurang)
B1.grid(row=2, column=1)
def kali():
    a=float(angka1.get())
    b=float(angka2.get())
    hasil=a*b
    Hasil.config(text=hasil)
B1=Button(kalkulator, text="x", command=kali)
B1.grid(row=2, column=2)
def bagi():
    a=float(angka1.get())
    b=float(angka2.get())
    hasil=a/b
    Hasil.config(text=hasil)
B1=Button(kalkulator, text="/", command=bagi)
B1.grid(row=2, column=3)

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

Ln: 13 Col: 0

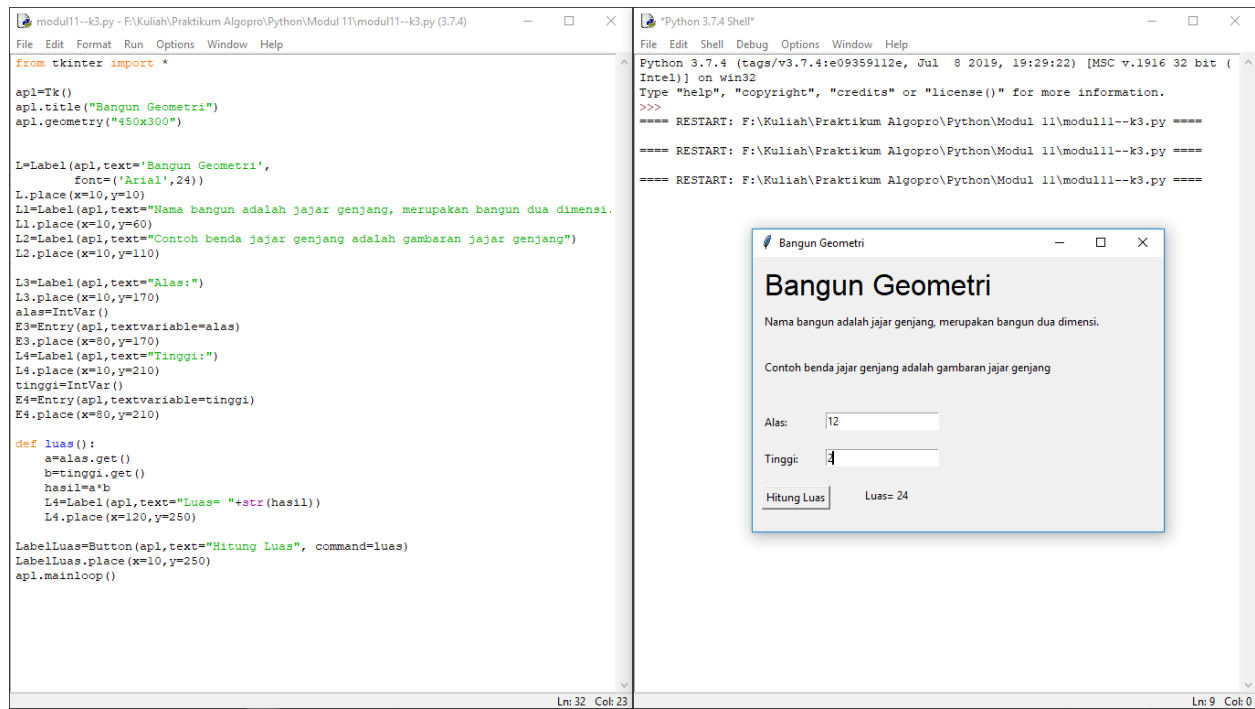
Python 3.7.4 Shell
File Edit Shell Debug Options Window Help

Python 3.7.4 (tags/v3.7.4:0000000, Jul 8 2019, 19:29:22) [MSC v.1916 32 bit (Intel)] on win32
Type "help", "copyright", "credits" or "license()" for more information.
>>>
==== RESTART: F:/Kuliah/Praktikum Algoritma/Python/Modul 11/modul11--k2.py ====

Kalkulator
Angka 1 12
Angka 2 4
+ - x /
Hasil: 6.0

Ln: 5 Col: 0
```

Kegiatan 3. Menghitung luas bangun geometri



Alvin Vigo Pratama

L200190226