



# SISTEM INFORMASI

Fakultas Sains dan Teknologi  
Universitas Islam Negeri Imam Bonjol Padang



UIN IMAM BONJOL  
PADANG

# Materi Pertemuan 5

## Tuple

Aulia Arham, M.Eng



# Contoh Program



```
#contoh penggunaan tuple  
#program 1  
#Create a tuple with different data types  
print("program 1")  
tuplex = ("tuple", False, 3.2, 1)  
print(tuplex)
```

# Contoh Program



```
#program 2  
print("program 2")  
#Create a tuple with numbers  
tuplex = 5, 10, 15, 20, 25  
print(tuplex)  
#Create a tuple of one item  
tuplex = 5,  
print(tuplex)
```

# Contoh Program



```
print("program 3")
#program 3
#create a tuple
tuplex = (4, 6, 2, 8, 3, 1)
print(tuplex)
#tuples are immutable, so you can not add new elements
#using merge of tuples with the + operator you can add an element and it will create a
new tuple
tuplex = tuplex + (9,)
print(tuplex)
#adding items in a specific index
tuplex = tuplex[:5] + (15, 20, 25) + tuplex[:5]
print(tuplex)
#converting the tuple to list
listx = list(tuplex)
#use different ways to add items in list
listx.append(30)
tuplex = tuple(listx)
print(tuplex)
```

# Contoh Program



```
print("program 4")
#program 4
#create a tuple
tuplex = (4, 6, 2, 8, 3, 1)
print(tuplex)
#tuples are immutable, so you can not add new elements
#using merge of tuples with the + operator you can add an element and it will create a
new tuple
tuplex = tuplex + (9,)
print(tuplex)
#adding items in a specific index
tuplex = tuplex[:5] + (15, 20, 25) + tuplex[:5]
print(tuplex)
#converting the tuple to list
listx = list(tuplex)
#use different ways to add items in list
listx.append(30)
tuplex = tuple(listx)
print(tuplex)
```

# Materi Pertemuan 5

## Dictionary

Aulia Arham, M.Eng



# Contoh Program



```
print("\ncontoh 1")
dic1={1:10, 2:20}
dic2={3:30, 4:40}
dic3={5:50,6:60}
dic4 = {}
for d in (dic1, dic2, dic3): dic4.update(d)
print(dic4)
print("\ncontoh 2")
d = {1: 10, 2: 20, 3: 30, 4: 40, 5: 50, 6: 60}
cek_angka = 3
if cek_angka in d:
    print(cek_angka,' tersedia dalam dictionary')
else:
    print(cek_angka,'tidak tersedia dalam dictionary')
print("\ncontoh 3")
d1 = {'a': 100, 'b': 200}
d2 = {'x': 300, 'y': 200}
d = d1.copy()
d.update(d2)
print(d)
```



# Tugas Tuple



1. Program menampilkan isi dari sebuah tuple kemudian mengkonversikan ke format string, untuk keluarannya dapat dilihat pada gambar dibawah

```
/Users/twseptian/PycharmProjects/BelajarPython/venv/bin/python  
('g', 'a', 'n', 't', 'e', 'n', 'g')  
ganteng
```

# Tugas Dictionary



1. Program permainan tebak nama binatang dalam Bahasa Inggris ke Bahasa Indonesia, untuk keluarannya dapat di lihat pada gambar disamping

```
twseptian@lab ~ <ruby-2.4.0>  
$ python3 /Users/twseptian/PycharmProjects  
Game Tebak Binatang dalam bahasa Inggris  
  
Bermain ? ('y' untuk bermain)-> y  
  
Ant  
Jawaban anda : Semut  
Semut  
  
BENAR  
_____  
Mosquito  
Jawaban anda : Nyamuk  
Nyamuk  
  
BENAR  
_____  
Spider  
Jawaban anda : Laba laba  
Laba-laba  
  
SALAH  
_____  
Fly  
Jawaban anda : 
```

U  
—  
N  
—  
B

EDUCATION



Thank You