

SISTEM INFORMASI

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Materi Pertemuan 5

Tuple

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

#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)

```
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)
```

```
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)
```

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Dictionary

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```
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_angkat,'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)
```

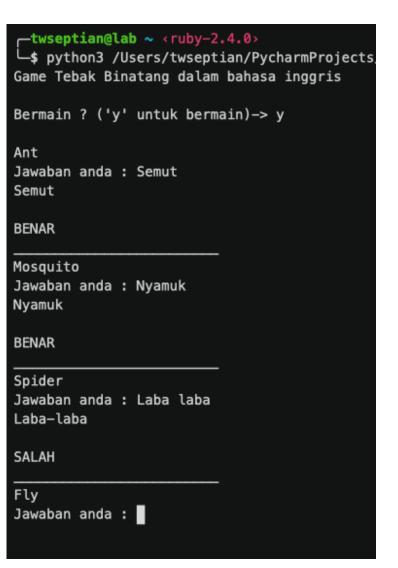
Tugas Tuple

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

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





Thank You