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**KELAS : PEMROGRAMAN PYTHON D**

**Link Youtube : <https://youtu.be/woYG9YEInEk>**

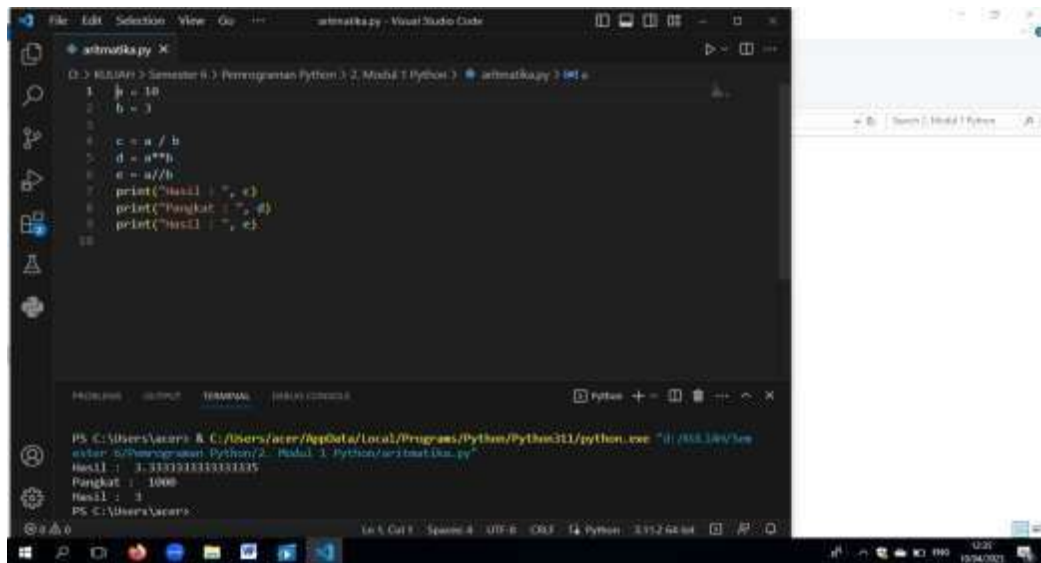
### **\*Instalasi**

Buka aplikasi VS code yang sudah terinstall. Kemudian klik Extensions pada ikon sebelah kiri. Lalu klik python jika sudah kemudian instal dan reload VS Code.



### **\*Modul 1**

- **Aritmatika**



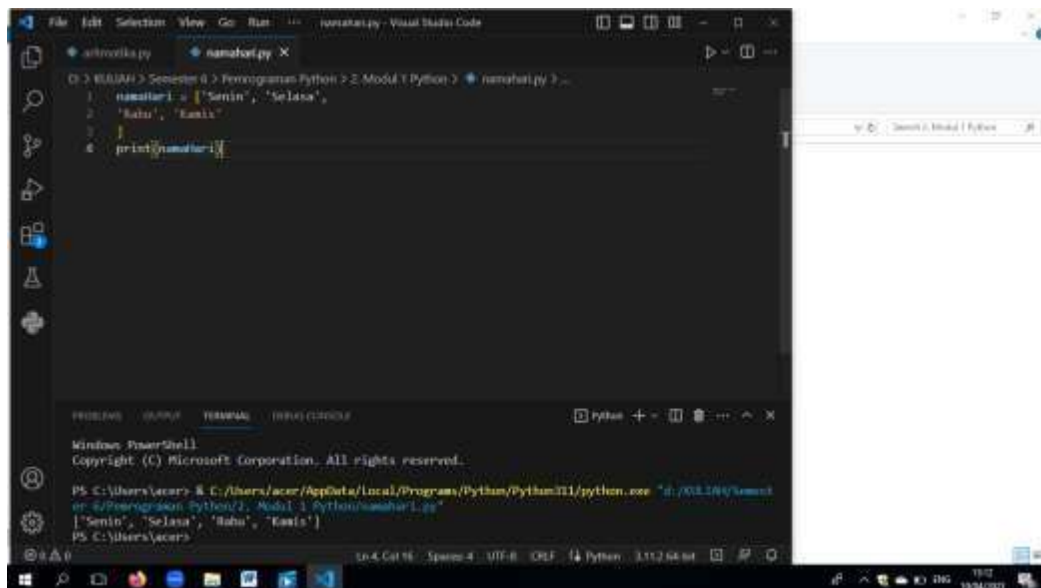
The screenshot shows the Visual Studio Code editor with a file named `aritmatika.py` open. The code in the editor is as follows:

```
1. a = 10
2. b = 3
3.
4. c = a / b
5. d = a**b
6. e = a//b
7. print("Hasil : ", e)
8. print("Pangkat : ", d)
9. print("Hasil : ", e)
```

The terminal output at the bottom shows the execution of the script:

```
PS C:\Users\acery> & C:\Users\acery\AppData\Local\Programs\Python\Python311\python.exe "d:/03.194/semes
ter 2/Programas Python/2. Modul 1 Python/aritmatika.py"
Hasil : 3.3333333333333335
Pangkat : 1000
Hasil : 3
PS C:\Users\acery>
```

- **Nama Hari**



The screenshot shows the Visual Studio Code editor with a file named `namahari.py` open. The code in the editor is as follows:

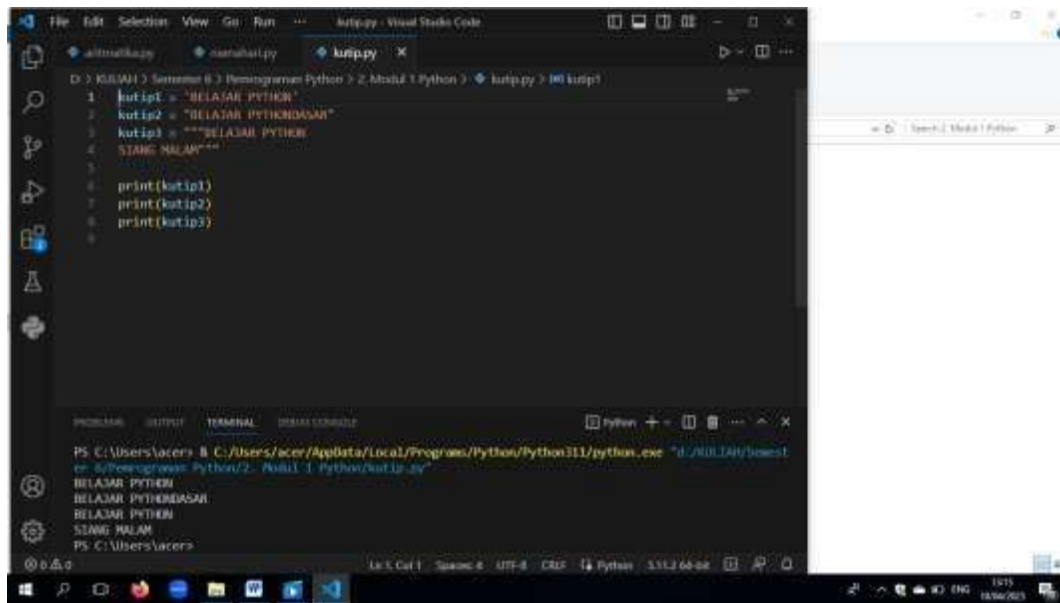
```
1. namahari = ["Senin", "Selasa",
2. "Rabu", "Kamis"]
3.
4. print(namahari)
```

The terminal output at the bottom shows the execution of the script:

```
Windows PowerShell
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PS C:\Users\acery> & C:\Users\acery\AppData\Local\Programs\Python\Python311\python.exe "d:/03.194/semes
ter 2/Programas Python/2. Modul 1 Python/namahari.py"
['Senin', 'Selasa', 'Rabu', 'Kamis']
PS C:\Users\acery>
```

- **Tanda Kutip**



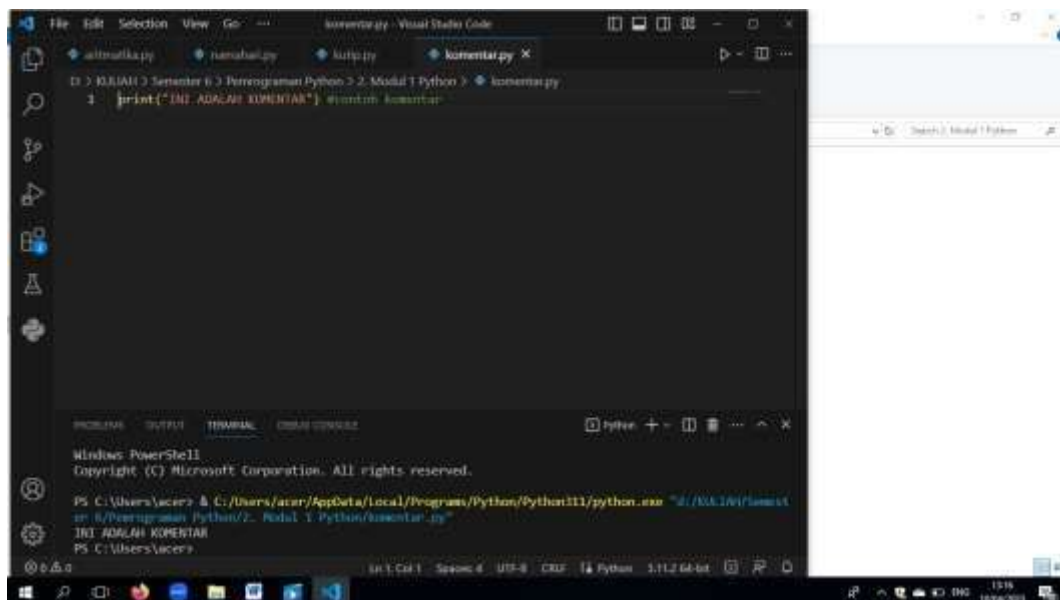
The screenshot shows the Visual Studio Code editor with a file named `kutip.py` open. The code in the editor is as follows:

```
1 kutip1 = "BELAJAR PYTHON"  
2 kutip2 = "BELAJAR PYTHONDASAR"  
3 kutip3 = """BELAJAR PYTHON  
4 SIANG MALAM"""  
5  
6 print(kutip1)  
7 print(kutip2)  
8 print(kutip3)
```

The terminal at the bottom shows the command to run the script and its output:

```
PS C:\Users\acera> & C:/Users/acer/AppData/Local/Programs/Python/Python311/python.exe "d:/KULIAH/semeser-6/Perograman-Python/2. Modul 1 Python/kutip.py"  
BELAJAR PYTHON  
BELAJAR PYTHONDASAR  
BELAJAR PYTHON  
SIANG MALAM  
PS C:\Users\acera>
```

- **Komentar**



The screenshot shows the Visual Studio Code editor with a file named `komentar.py` open. The code in the editor is as follows:

```
1 print("INI ADALAH KOMENTAR") #komentar-komentar
```

The terminal at the bottom shows the command to run the script and its output:

```
Windows PowerShell  
Copyright (C) Microsoft Corporation. All rights reserved.  
  
PS C:\Users\acera> & C:/Users/acer/AppData/Local/Programs/Python/Python311/python.exe "d:/KULIAH/semeser-6/Perograman-Python/2. Modul 1 Python/komentar.py"  
INI ADALAH KOMENTAR  
PS C:\Users\acera>
```

- **Operator Perbandingan**

```
File Edit Selection View Go perbandingan.py - Visual Studio Code
altmulkap.py almaharip.py kufip.py komentar.py perbandingan.py
D:\KULIAH1 > Semester 6 > Pemrograman Python 2 > Modul 1 Python > perbandingan.py 10 a
1 a = 10
2 b = 3
3
4 c = a < b
5 print(c)
6
7 c = a > b
8 print(c)
9
10 c = a == b
11 print(c)
12
13 c = a != b
14 print(c)
15

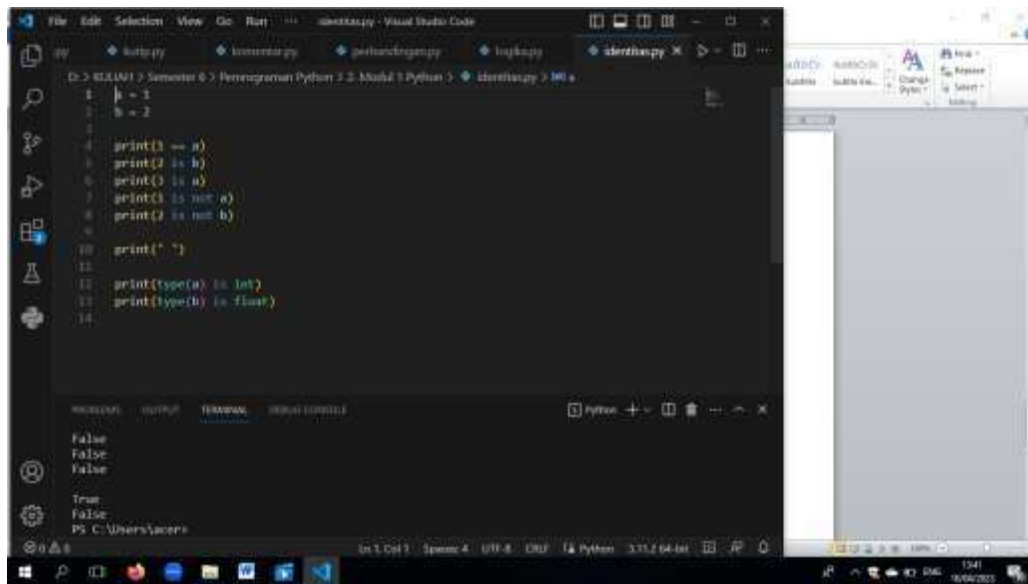
PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
Python
PS C:\Users\acera> & C:/Users/acer/AppData/Local/Programs/Python/Python311/python.exe "d:/KULIAH1/Semester 6/Pemrograman Python/2. Modul 1 Python/perbandingan.py"
False
True
False
True
PS C:\Users\acera>
```

- **Operator Logika**

```
File Edit Selection View Go Run logika.py - Visual Studio Code
namaaharip.py kufip.py komentar.py perbandingan.py logika.py
D:\KULIAH1 > Semester 6 > Pemrograman Python 2 > Modul 1 Python > logika.py 10 a
1 a = True
2 b = False
3 c = True
4
5 d = a and c
6 print(d)
7
8 d = a and b
9 print(d)
10
11 d = a or b
12 print(d)
13
14 d = a or c
15 print(d)

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
Python
PS C:\Users\acera> & C:/Users/acer/AppData/Local/Programs/Python/Python311/python.exe "d:/KULIAH1/Semester 6/Pemrograman Python/2. Modul 1 Python/logika.py"
True
False
True
True
True
PS C:\Users\acera>
```

- **Identitas**



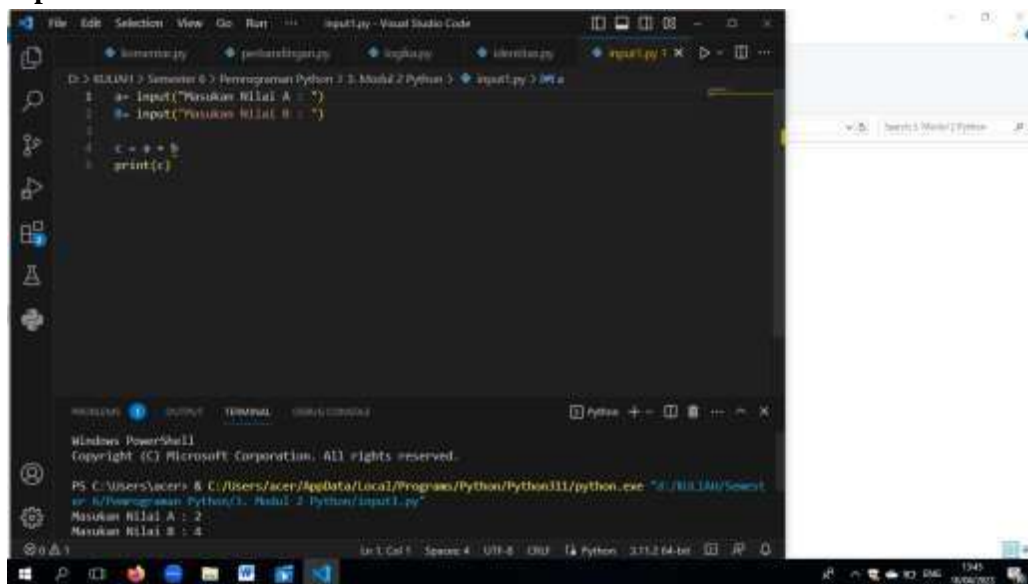
```
1 a = 1
2 b = 2
3
4 print(1 == a)
5 print(2 == b)
6 print(1 == a)
7 print(1 == not a)
8 print(2 == not b)
9
10 print(' ')
11
12 print(type(a) == int)
13 print(type(b) == float)
14
```

Output:

```
False
False
False
True
False
```

## \*Modul 2

- Input

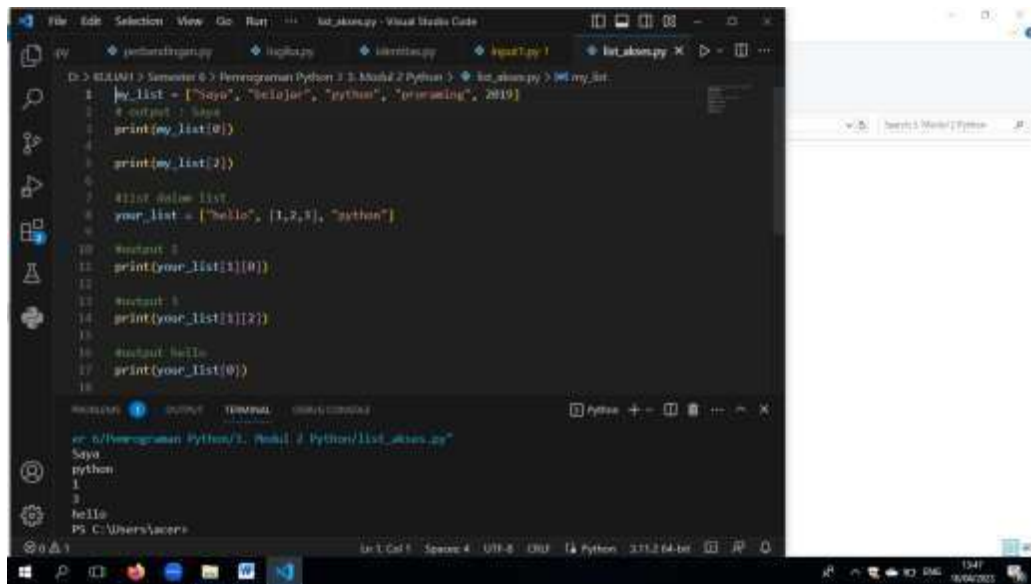


```
1 a= input("Masukan Nilai A : ")
2 b= input("Masukan Nilai B : ")
3
4 c = a + b
5 print(c)
```

Terminal Output:

```
PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "C:/Users/acer/Downloads/Modul 2 Python/input1.py"
Masukan Nilai A : 2
Masukan Nilai B : 4
```

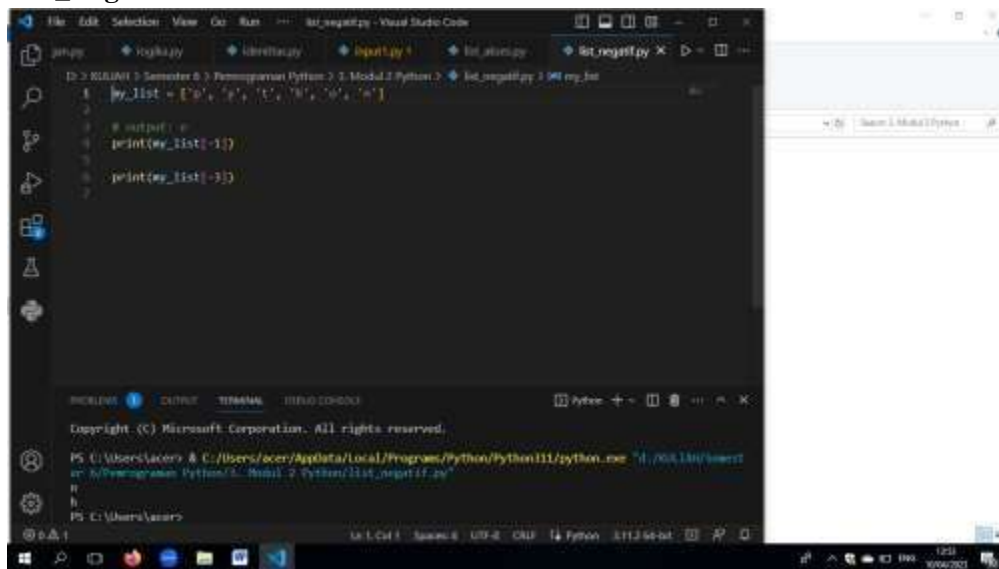
- List\_Akses



```
1 my_list = ["Saya", "hello", "python", "programming", 2019]
2 # output : Saya
3 print(my_list[0])
4
5 print(my_list[2])
6
7 #list dalam list
8 your_list = ["hello", [1,2,3], "python"]
9
10 #output :
11 print(your_list[1][0])
12
13 #output :
14 print(your_list[1][2])
15
16 #output : hello
17 print(your_list[0])
18
```

PS C:\Users\acer>

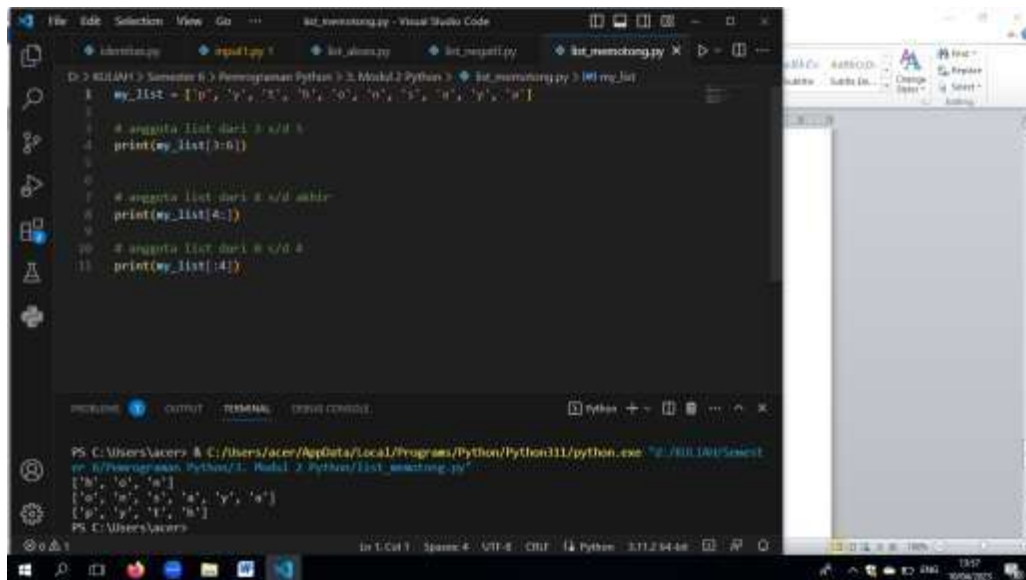
- **List\_Negatif**



```
1 my_list = ['h', 'e', 'l', 'l', 'o', ' ', 'w', 'o', 'r', 'l', 'd']
2
3 # output : o
4 print(my_list[-1])
5
6 print(my_list[-3])
7
```

PS C:\Users\acer>

- **List\_Memotong**

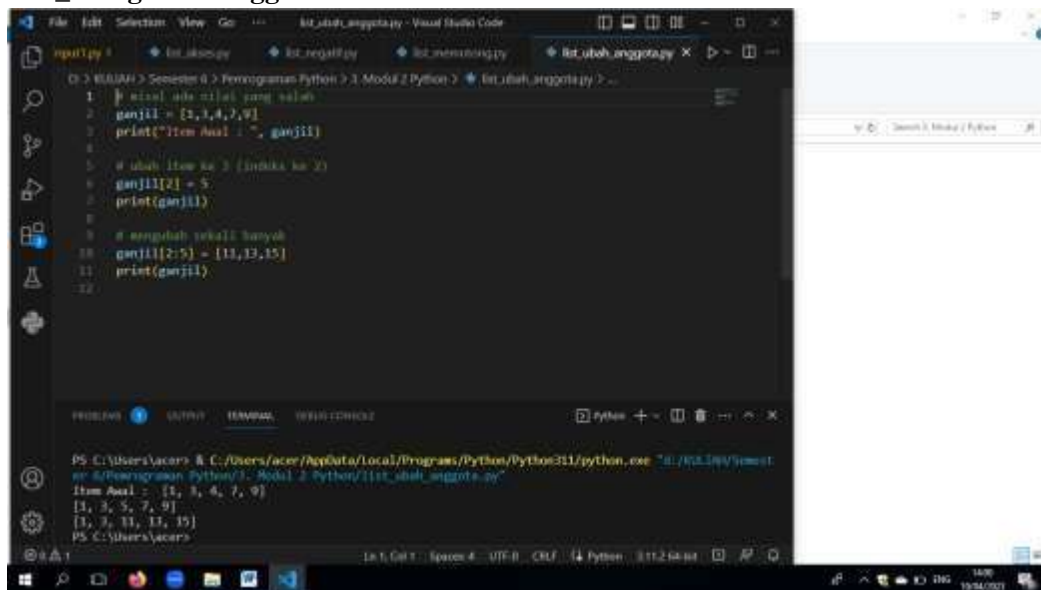


```
D:\> KULIAH > Semester 6 > Pemrograman Python > 3. Modul 2 Python > list_mengubah.py > |@ my_list
1 my_list = ['p', 'y', 't', 'i', 'n', 'g', 'g', 'e', 't', 'a', 'n', 'g']
2
3 # anggota list dari 3 s/d 5
4 print(my_list[3:6])
5
6
7 # anggota list dari 8 s/d akhir
8 print(my_list[4:])
9
10
11 # anggota list dari 8 s/d 4
12 print(my_list[4])

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
Python

PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "D:/KULIAH/Semester 6/Pemrograman Python/3. Modul 2 Python/list_mengubah.py"
['p', 'y', 't', 'i', 'n', 'g', 'g', 'e', 't', 'a', 'n', 'g']
['p', 'y', 't', 'i', 'n', 'g', 'g', 'e', 't', 'a', 'n', 'g']
['p', 'y', 't', 'i', 'n', 'g', 'g', 'e', 't', 'a', 'n', 'g']
PS C:\Users\acer>
```

- **List\_Mengubah Anggota**



```
D:\> KULIAH > Semester 6 > Pemrograman Python > 3. Modul 2 Python > list_ubah_anggota.py > ...
1 # misal ada nilai yang akan
2 ganjil = [1, 3, 4, 7, 9]
3 print("Item Awal : ", ganjil)
4
5 # ubah item ke 3 (index ke 2)
6 ganjil[2] = 5
7 print(ganjil)
8
9 # mengubah sekali banyak
10 ganjil[2:5] = [11, 13, 15]
11 print(ganjil)
12
```

```
PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE
Python

PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "D:/KULIAH/Semester 6/Pemrograman Python/3. Modul 2 Python/list_ubah_anggota.py"
Item Awal : [1, 3, 4, 7, 9]
[1, 3, 5, 7, 9]
[1, 3, 11, 13, 15]
PS C:\Users\acer>
```

**\*Modul 3**

- **Dictionary Hapus Anggota**



```
1 dict_saya = {'1':1, '2':4, '3':9, '4':16, '5':25}
2
3 print(dict_saya.pop(3))
4
5 print(dict_saya.popitem())
6
7 print(dict_saya)
8
9 del dict_saya[2]
10
11 print(dict_saya)
12
13 dict_saya.clear()
14
15 del dict_saya
```

PROBLEMS | OUTPUT | TERMINAL | DEBUG CONSOLE

PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "d:/MOD 3/Modul 3/Program Python/4. Modul 3 Python/dictionaryhapus\_anggota.py"

9

{5: 25}

{1: 1, 2: 4, 4: 16}

{1: 1, 4: 16}

PS C:\Users\acer>

- **Set Hapus Anggota**

```
1 set_saya = {1,2,3,4,5}
2 print(set_saya)
3
4 set_saya.discard(4)
5 print(set_saya)
6
7 set_saya.remove(3)
8 print(set_saya)
9
10 set_saya.discard(6)
```

PROBLEMS | OUTPUT | TERMINAL | DEBUG CONSOLE

PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "d:/MOD 3/Modul 3/Program Python/4. Modul 3 Python/sethapus\_anggota.py"

{1, 2, 3, 4, 5}

{1, 2, 3, 5}

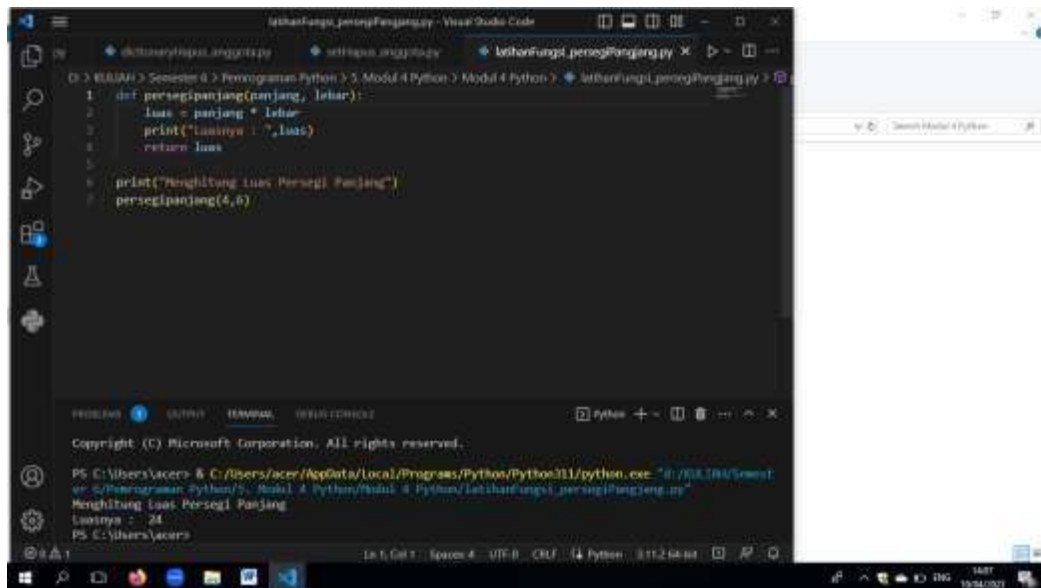
{1, 2, 5}

PS C:\Users\acer>

**\*Modul 4**

- **Latihan Fungsi Persegi Panjang**





```
1 def persegi panjang(panjang, lebar):
2     luas = panjang * lebar
3     print("Luasnya : ", luas)
4     return luas
5
6 print("Menghitung luas Persegi Panjang")
7 persegi panjang(4,6)
```

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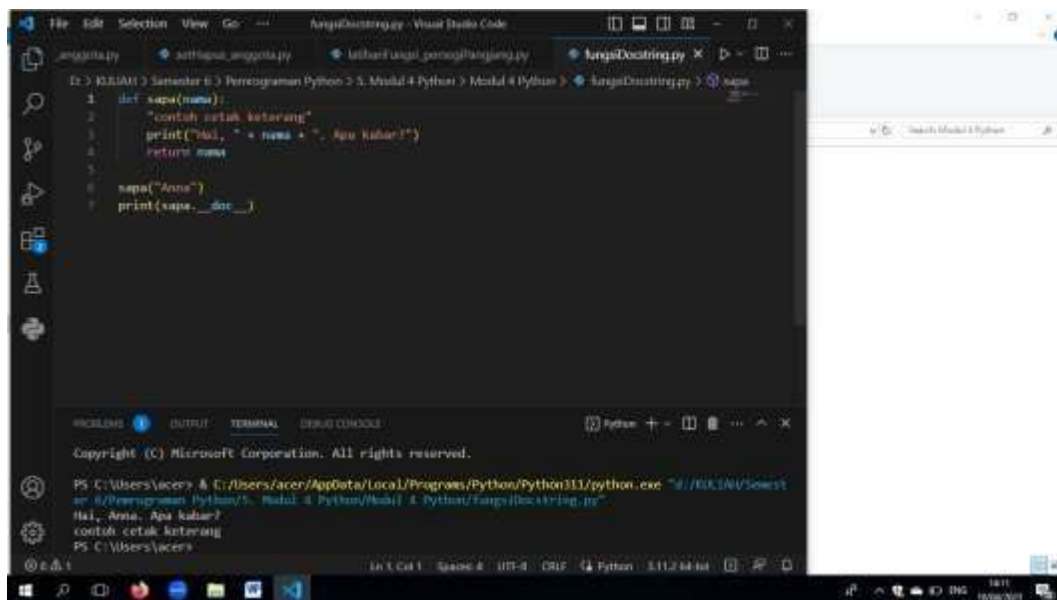
PS C:\Users\acer> C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "d:/KULIAH/Semester 5/Perograman Python/5. Modul 4 Python/Modul 4 Python/latihan fungsi persegi panjang.py"

Menghitung luas Persegi Panjang

Luasnya : 24

PS C:\Users\acer>

- Fungsi Docstring



```
1 def sapa(nama):
2     """contoh cetak keterangan"""
3     print("Hai, " + nama + ". Apa kabar?")
4     return nama
5
6 sapa("Anna")
7 print(sapa.__doc__)
```

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PS C:\Users\acer> C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "d:/KULIAH/Semester 5/Perograman Python/5. Modul 4 Python/Modul 4 Python/Fungsi Docstring.py"

Hai, Anna. Apa kabar?

contoh cetak keterangan

PS C:\Users\acer>

## \*Modul 5

- Oop Dasar

```
1 # kelas
2 class Marvel:
3     pass
4
5 # object
6 marvel1 = Marvel()
7 marvel2 = Marvel()
8 marvel3 = Marvel()
9
10 marvel1.name = "Iron Man"
11 marvel1.health = "1000"
12
13 marvel2.name = "Thor"
14 marvel2.health = "1000"
15
16 marvel3.name = "Captain America"
17 marvel3.health = "900"
18
```

Traceback (most recent call last):  
File "d:\KULIAH\Semester 6\Penrograman Python\6. Modul 5 Python\oop\_dasar.py", line 6, in <module>  
 marvel = Marvel()  
NameError: name 'Marvel' is not defined. Did you mean: 'Marvel'?

- Oop Game

```
1 class Marvel:
2
3     def __init__(self, name, health, attackPower, armorNumber):
4         self.name = name
5         self.health = health
6         self.attackPower = attackPower
7         self.armorNumber = armorNumber
8
9
10     def __str__(self, lawan):
11         print(self.name + " menyerang " + lawan.name)
12         lawan.diserang(self, self.attackPower)
13
14     def diserang(self, lawan, attackPower_lawan):
15         print(self.name + " diserang " + lawan.name)
16         attack_diterima = attackPower_lawan
17         print("terasa karena : " + str(attack_diterima))
18         self.health -= attack_diterima
19         print("Darah " + self.name + " tersisa " + str(self.health))
20
```

Traceback (most recent call last):  
File "d:\KULIAH\Semester 6\Penrograman Python\6. Modul 5 Python\oop\_game.py", line 24, in <module>  
 Ironman.serang(Dur)
AttributeError: 'Marvel' object has no attribute 'serang'. Did you mean: 'diserang'?

- Oop Init

```
1 class Marvel:
2     def __init__(self, inputName, inputHealth, inputPower, inputArmor):
3         self.name = inputName
4         self.health = inputHealth
5         self.power = inputPower
6         self.armor = inputArmor
7
8     marvel1 = Marvel("Iron Man", 100, 10, 90)
9     marvel2 = Marvel("Thor", 90, 15, 100)
10    marvel3 = Marvel("Captain America", 80, 5, 70)
11
12    print(marvel1.name)
13    print(marvel2.health)
14    print(marvel3.__dict__)
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

PS C:\Users\acer> C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "D:/KULIAH/Semester 6/Programan Python/6. Modul 5 Python/oop\_init.py"

Iron Man  
90  
{'name': 'Captain America', 'health': 80, 'power': 5, 'armor': 70}

PS C:\Users\acer>

- Oop Kelas Instance

```
1 class Marvel:
2     # class variable
3     jumlah = 0
4
5     def __init__(self, inputName, inputHealth, inputPower, inputArmor):
6         # instance variable
7         self.name = inputName
8         self.health = inputHealth
9         self.power = inputPower
10        self.armor = inputArmor
11        Marvel.jumlah += 1
12        print("Here Marvel dengan nama : " + inputName)
13
14    marvel1 = Marvel("Iron Man", 1000, 900, 600)
15    print(Marvel.jumlah)
16    marvel2 = Marvel("Thor", 900, 1000, 900)
17    print(Marvel.jumlah)
18    marvel3 = Marvel("Captain America", 800, 700, 600)
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

File "D:/KULIAH/Semester 6/Programan Python/6. Modul 5 Python/oop\_kelas\_instance.py", line 9, in \_\_init\_\_  
self.power = inputPower  
NameError: name 'sel' is not defined. Did you mean: 'self'?

PS C:\Users\acer>

- Oop Method

```

1 class Marcel:
2
3     def __init__(self, inputName, inputHealth, inputPower, inputArmor):
4         # instance variable
5         self.name = inputName
6         self.health = inputHealth
7         self.power = inputPower
8         self.armor = inputArmor
9
10        # void function, method tanpa return
11        def slaps(self):
12            print("Namaku adalah: " + self.name)
13
14        # method dengan argumen
15        def healthTambah(self, tambah):
16            self.health += tambah
17
18        # method dengan return
19
20        marcel.healthTambah(10)
21
22        File: "D:\RILIAH\Semester 6\Penrograman Python\6. Modul 5 Python\oop_method.py", line 16, in healthTa
23            self.health += tambah
24            ^^^
25        NameError: name 'self' is not defined. Did you mean: 'self'?
26        PS C:\Users\acer>
  
```

## \*Modul 6

- Tkinter blank gui

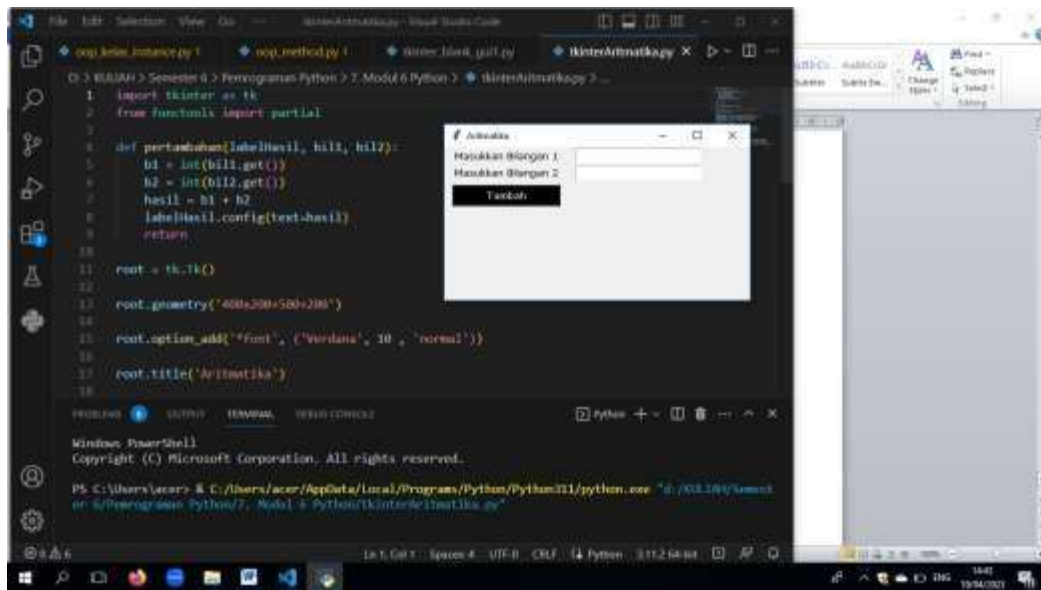
```

1 import tkinter
2
3 root = tkinter.Tk()
4
5 root.mainloop()
  
```

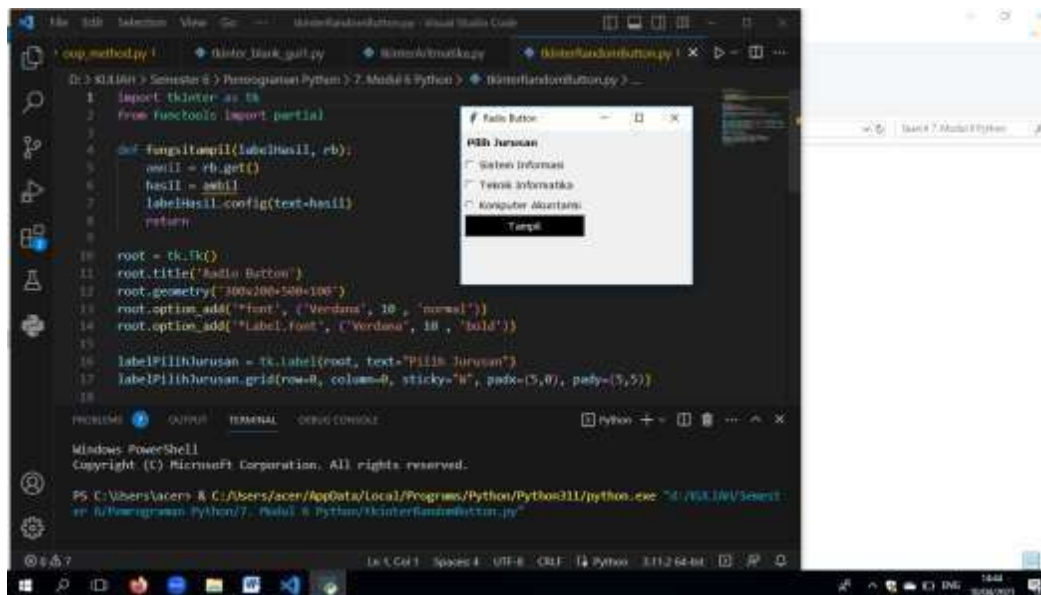
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PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python111\python.exe "D:\RILIAH\Semest  
er 6\Penrograman Python\7. Modul 6 Python\tkinter\_blank\_gui.py"  
PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python111\python.exe "D:\RILIAH\Semest  
er 6\Penrograman Python\7. Modul 6 Python\tkinter\_blank\_gui.py"

- Tkinter Aritmatika



- **Tkinter Random Button**



**\*Modul 7**

- **Combobox**

