

SEKOLAH MENENGAH KEJURUAN (SMK) "PRESTASI PRIMA"

Bidang Studi Keahlian : Teknologi Informasi dan Komunikasi Program Studi : TEKNIK KOMPUTER DAN INFORMATIKA DAN BROADCASTING Jalan Hankam Raya RT. 007/RW. 04 No. 89, Cilangkap, Cipayung, Jakarta Timur. Telp. 021-84306823, Kode Pos.13870

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LEMBAR KERJA PESERTA DIDIK PRAKTIK BLOKING TEMA : PENGENALAN PEMROGRAMAN PYTHON HARI – 3

Nama Siswa : Senja Dwi Aulia

Kelas : X PPLG 2

Materi Kegiatan Hari - 3 : PEMROGRAMAN PYTHON

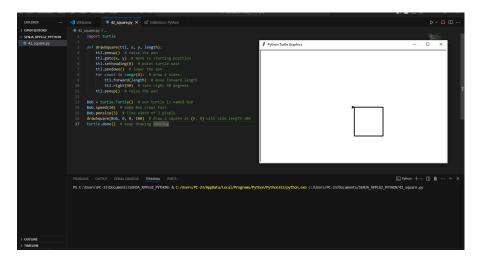
A. Petunjuk Pengerjaan:

- 1. Perhatikanlah Penjelasan Materi yang diberikan oleh Bapak/Ibu Guru
- 2. Isilah LKPD secara urut berikut sesuai kegiatan pada hari pelajaran
- 3. Kerjakanlah dengan teliti

KEGIATAN 3 PENGENALAN PEMROGRAMAN PYTHON

Setelah kalian mendengarkan penjelasan oleh Bapak/Ibu Guru tentang kegiatan 1 yaitu sejarah perkembangan komputer. Isilah Soal dibawah ini dengan benar:

Kerjakanlah Latihan Program Python pada Modul (42_Square.py sampai dengan 47_userInputPattern.py). Dan Sertakanlah source code dan output screenshot pada LKPD 42



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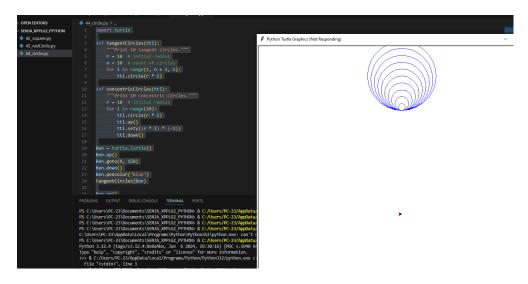
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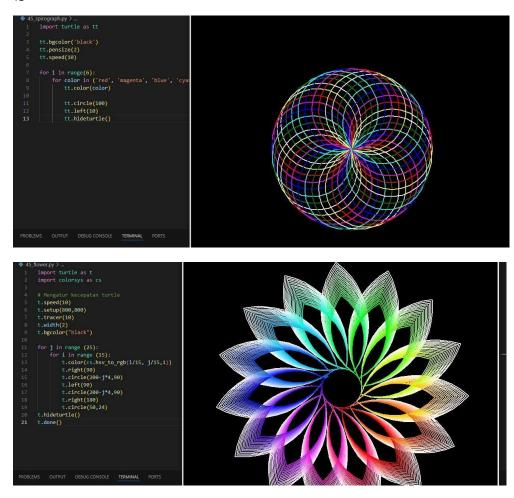
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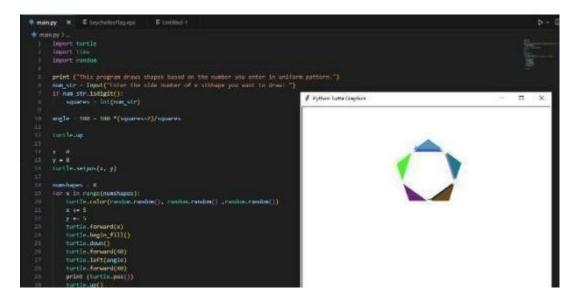
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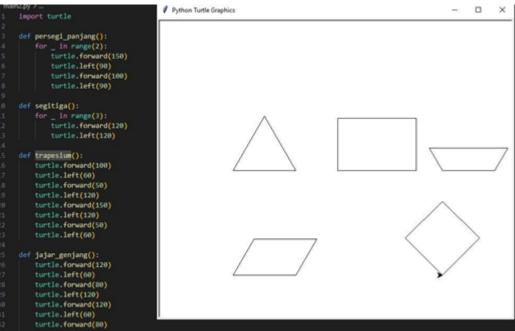
47



- 2. Kerjakanlah Latihan Turtle di Program python pada Modul.
- 1. Gambar bangun datar persegi panjang, segitiga, trapezium, jajar genjang, belah ketupat
- Gambar bangun datar persegi panjang dengan warna merah, segitiga dengan warna kuning, trapezium dengan warna hijau, jajar genjang dengan warna biru, segilima dengan warna ungu.
- 3. Gambar Bendera Indonesia
- 4. Gambar Fibonacci Tree
- 5. Gambar apapun sesuai dengan kreasi kalian
- 6. Gambar logo SMK Prestasi Prima

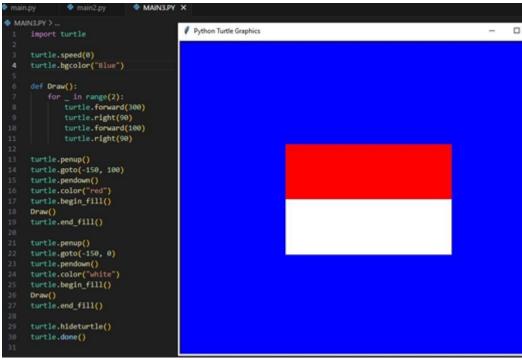
Silahkan screenshot kode program beserta hasilnya!

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```
main4.py > ...
1 import turtle
                                                                                                  - D X

₱ Python Turtle Graphics

      def fibonacci_tree(Turtle, length, depth):
          if depth -- 0:
          Turtle.forward(length)
          Turtle.left(30)
          fibonacci_tree(Turtle, length * 0.6, depth - 1)
          Turtle.right(60)
          fibonacci_tree(Turtle, length * 0.6, depth - 1)
          Turtle.left(30)
Turtle.backward(length)
      screen = turtle.Screen()
      Turtle = turtle.Turtle()
      Turtle.speed(0)
Turtle.left(90)
      fibonacci_tree(Turtle, 100, 7)
      screen.mainloop()
20
```

5.



6.

