



SEKOLAH MENENGAH KEJURUAN (SMK)
" PRESTASI PRIMA "

Bidang Studi Keahlian : Teknologi Informasi dan Komunikasi
Program Studi : TEKNIK KOMPUTER DAN INFORMATIKA DAN BROADCASTING
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LEMBAR KERJA PESERTA DIDIK
PRAKTIK BLOKING
TEMA : PENGENALAN PEMROGRAMAN PYTHON
HARI - 4

Nama Siswa : SENJA DWI AULIA

Kelas : X PPLG 2
Materi Kegiatan Hari - 4 : PEMROGRAMAN PYTHON

A. Petunjuk Pengerjaan :

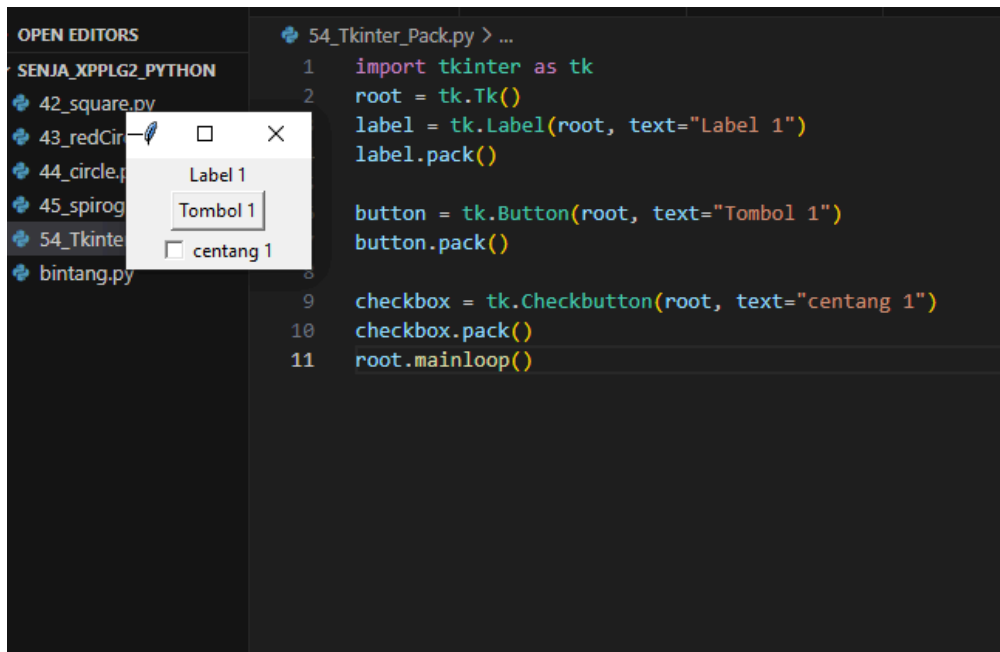
1. Perhatikanlah Penjelasan Materi yang diberikan oleh Bapak/Ibu Guru
2. Isilah LKPD secara urut berikut sesuai kegiatan pada hari pelajaran
3. Kerjakanlah dengan teliti

KEGIATAN 4

PENGENALAN PEMROGRAMAN PYTHON

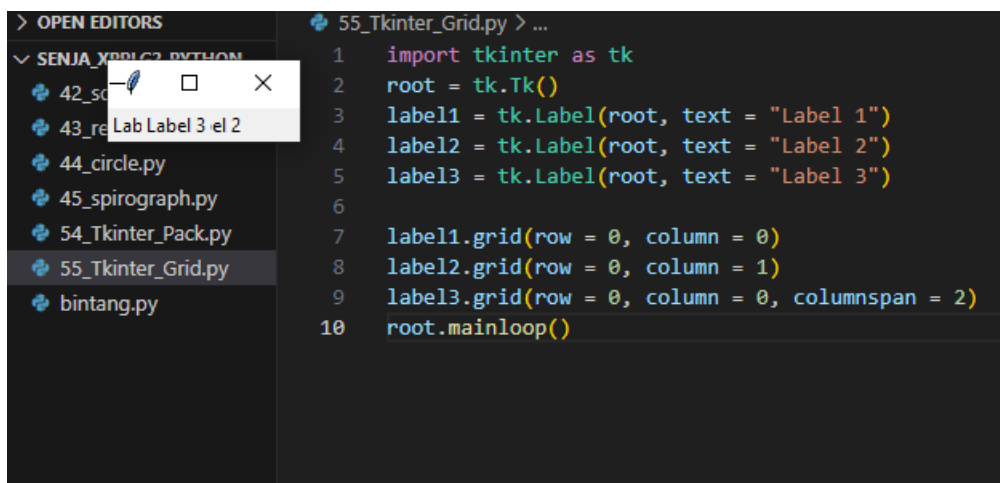
Setelah kalian mendengarkan penjelasan oleh Bapak/Ibu Guru tentang kegiatan 1 yaitu sejarah perkembangan komputer. Isilah Soal dibawah ini dengan benar:

1. Kerjakanlah Latihan Program Python pada Modul (54_Tkinter_Pack.py sampai dengan 62_img_viewer.py). Dan Sertakanlah source code dan output screenshot pada LKPD 54_Tkinter_Pack.py



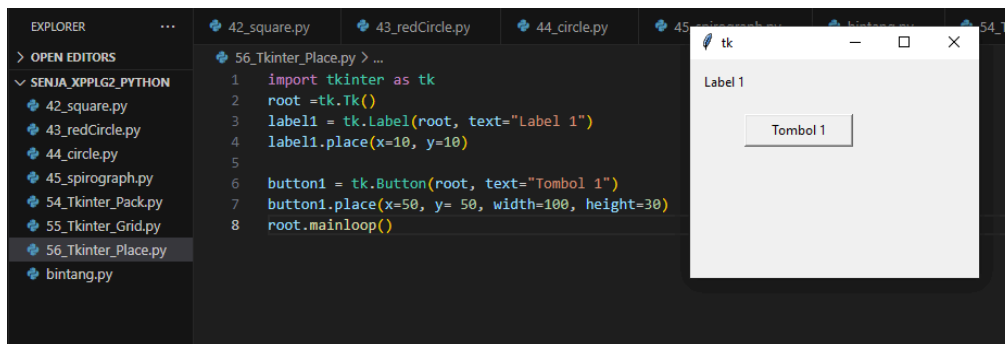
```
54_Tkinter_Pack.py > ...
1  import tkinter as tk
2  root = tk.Tk()
   label = tk.Label(root, text="Label 1")
   label.pack()
3
   button = tk.Button(root, text="Tombol 1")
   button.pack()
4
5
   checkbox = tk.Checkbutton(root, text="centang 1")
6   checkbox.pack()
7   root.mainloop()
8
```

55_Tkinter_Grid.py

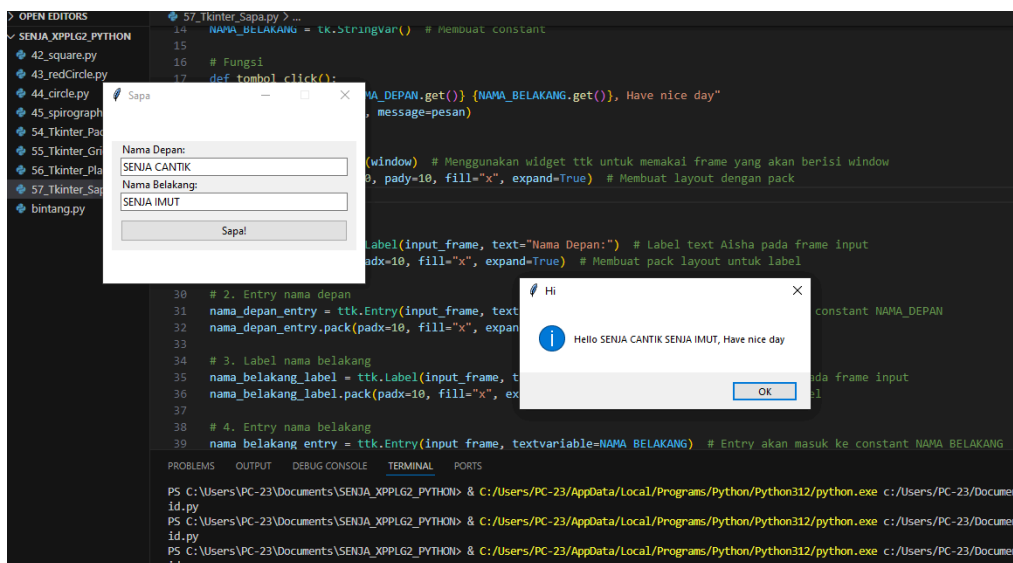


```
> OPEN EDITORS
55_Tkinter_Grid.py > ...
1  import tkinter as tk
2  root = tk.Tk()
3  label1 = tk.Label(root, text = "Label 1")
4  label2 = tk.Label(root, text = "Label 2")
5  label3 = tk.Label(root, text = "Label 3")
6
7  label1.grid(row = 0, column = 0)
8  label2.grid(row = 0, column = 1)
9  label3.grid(row = 0, column = 0, columnspan = 2)
10 root.mainloop()
```

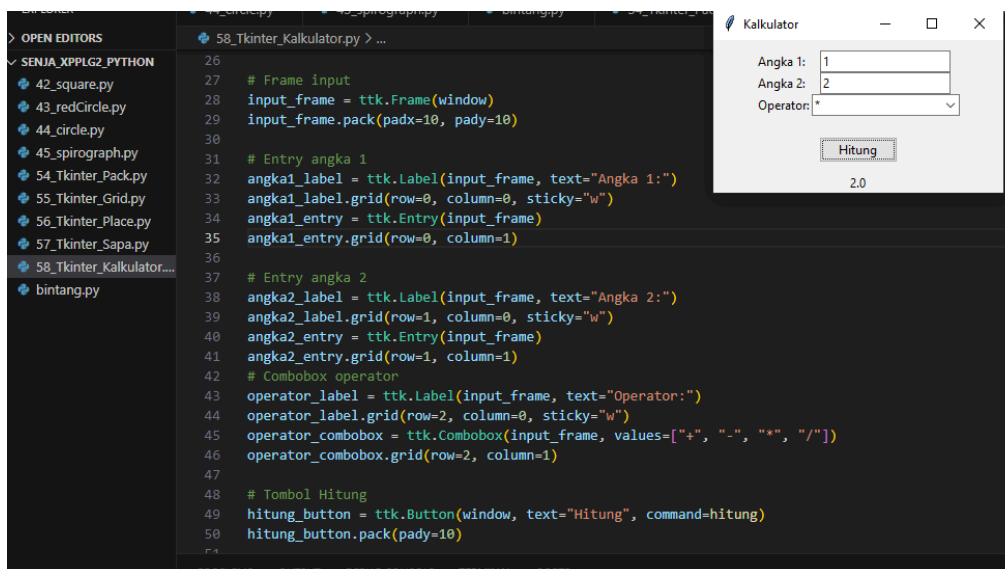
56_Tkinter_Place.py



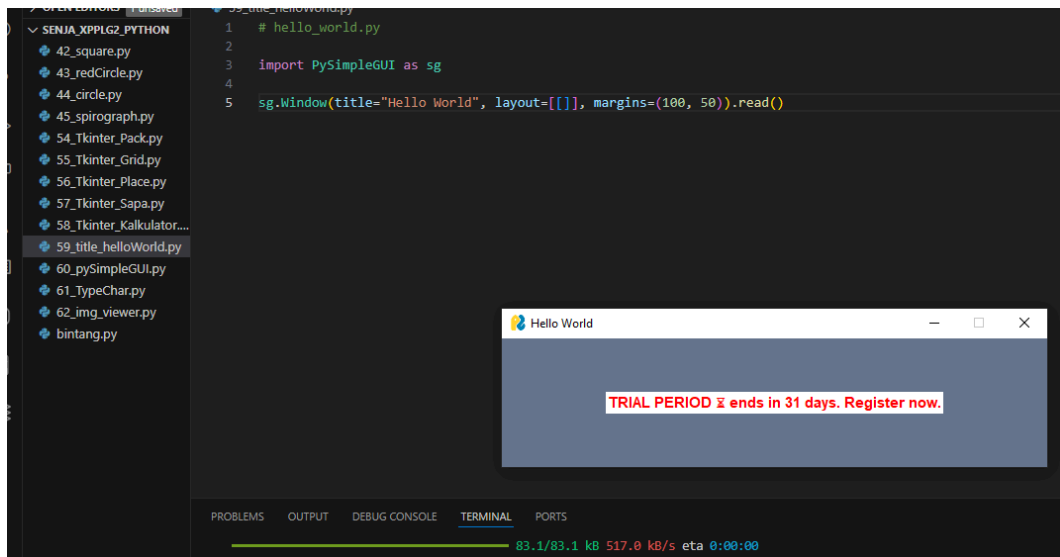
57_Tkinter_Sapa.py



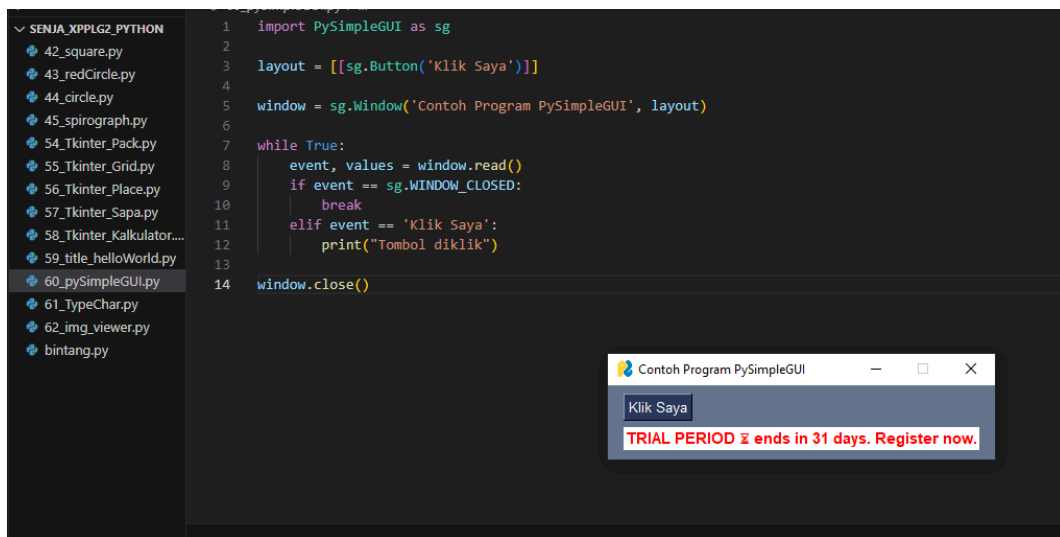
58_Tkinter_Kalkulator.py



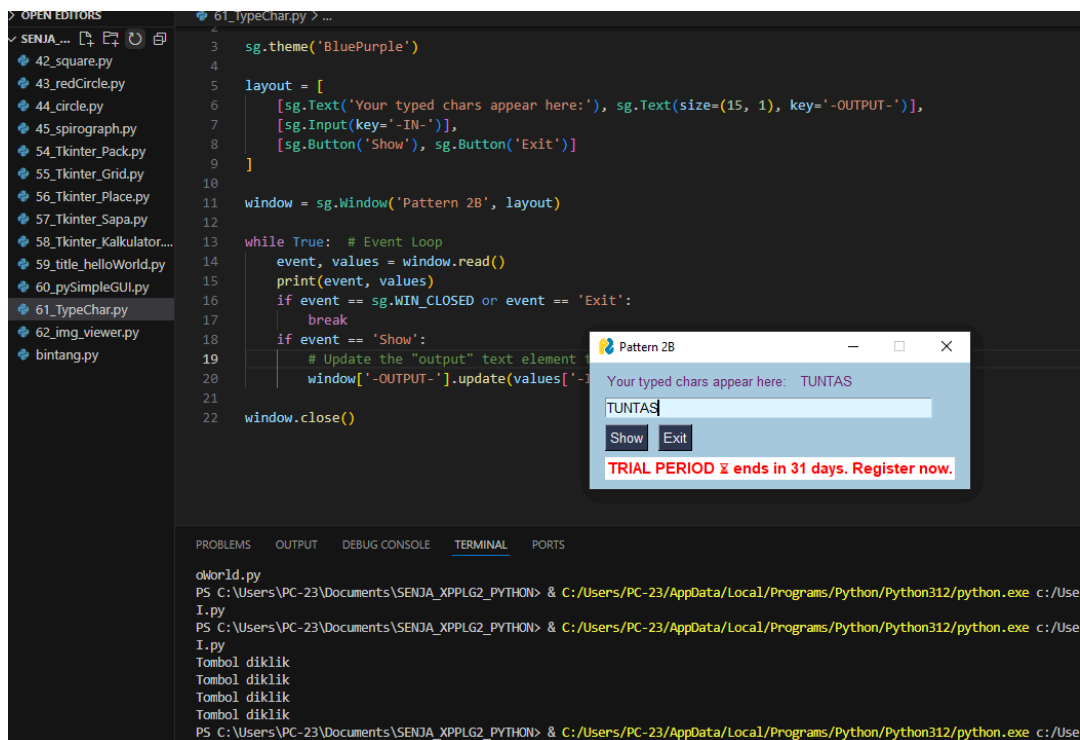
59_title_helloWorld.py



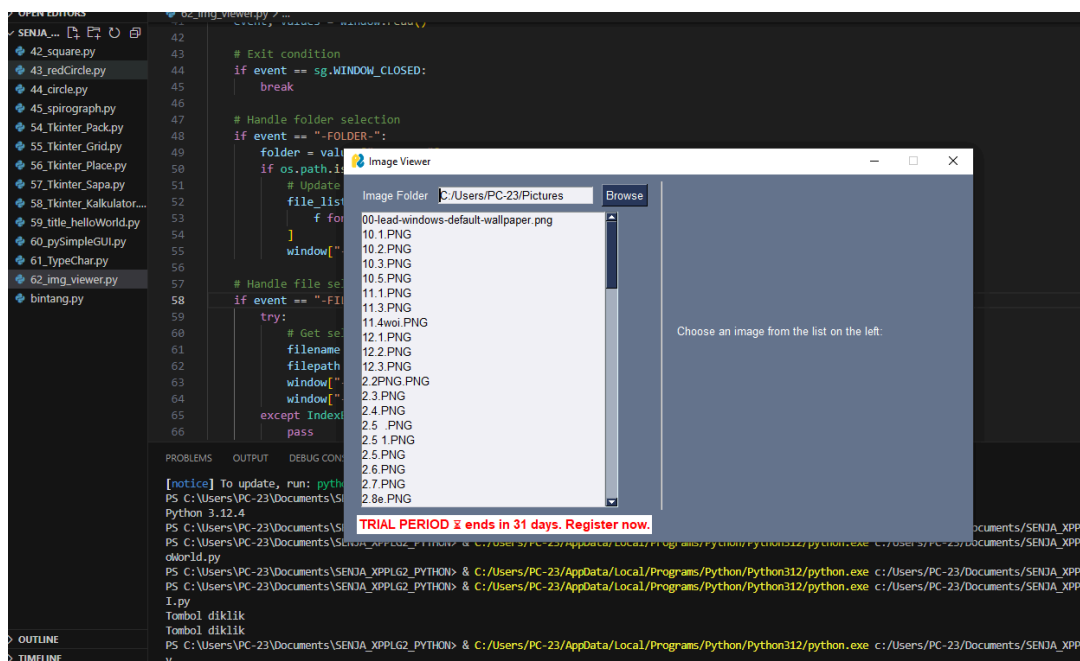
60_pySimpleGUI.py



61_TypeChar.py



62_img_viewer.py



2. Kerjakanlah Latihan Tkinter di Program python pada Modul.

1. Program Kasir

A simple graphical user interface for a cashier program. It features a light gray background. At the top, the label "Harga:" is followed by a white text input field. Below this, the label "Kuantitas:" is followed by another white text input field. A button labeled "Hitung Total" is positioned below the second input field. At the bottom, the text "Total: Rp.0.00" is displayed.

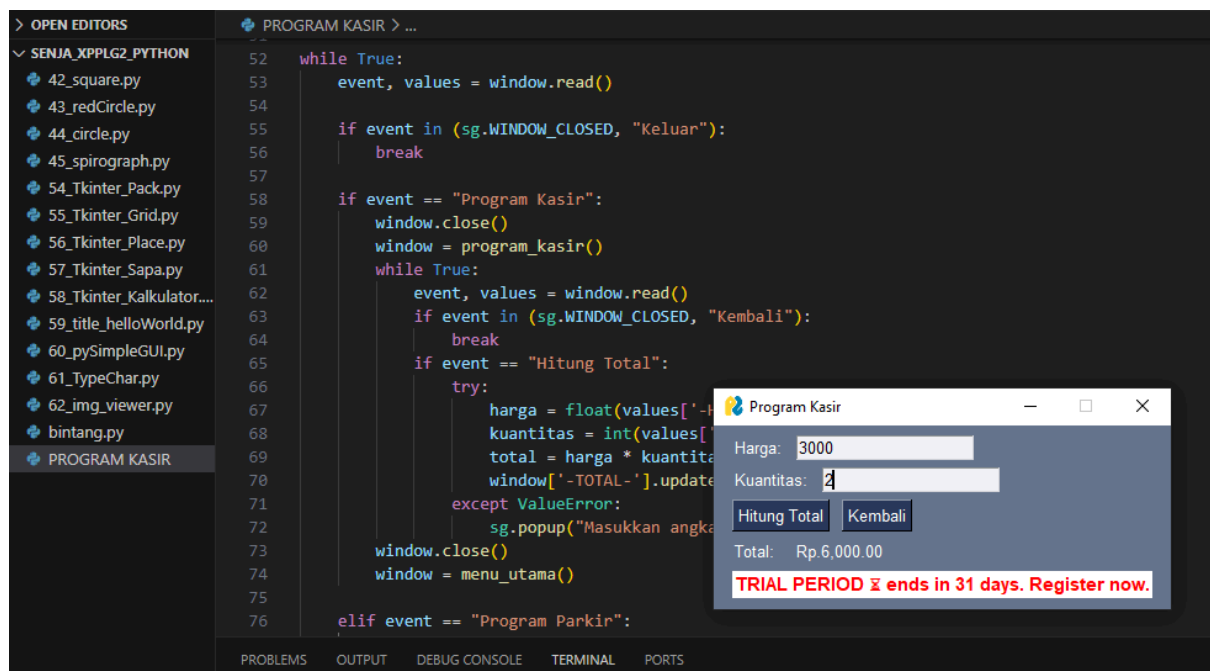
2. Program Parkir

A parking application interface titled "Aplikasi Parkir Kelompok 6". It has a light gray background. On the left, there are five input fields: "Cari NoPol" with a "Cari" button, "No Plat Polisi", "Waktu Masuk", "Waktu Keluar", and "Biaya" with a "Button" button. To the right of these fields, the text "Biaya Per Jam" and "Rp. 2.000" is displayed in large red font. At the bottom, there are two scrollable list boxes. The left one is titled "List Pelanggan Urut Terakhir Keluar" and the right one is titled "List Pelanggan Banyak Bayar". Both lists have a header row with columns: "No Plat Polisi", "Masuk", "Keluar", and "Biaya".

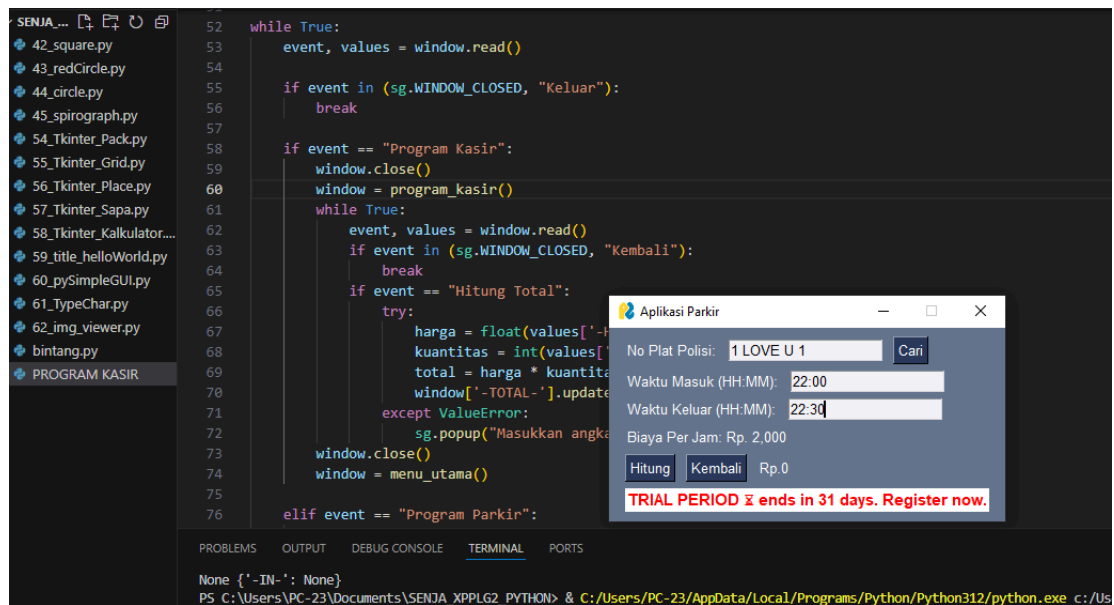
3. Program Data Siswa

A student data entry program window titled "DATA SISWA BARU". The window has a title bar with "MainWindow" and standard window controls. The main area has a light gray background. At the top, there is a cyan-colored header bar with the text "DATA SISWA BARU" in bold black font. Below the header, there are three input fields: "Nama Lengkap" with the text "Siswa Baru", "Tanggal Lahir" with the text "7 Juli 2007", and "Asal Sekolah" which is currently empty.

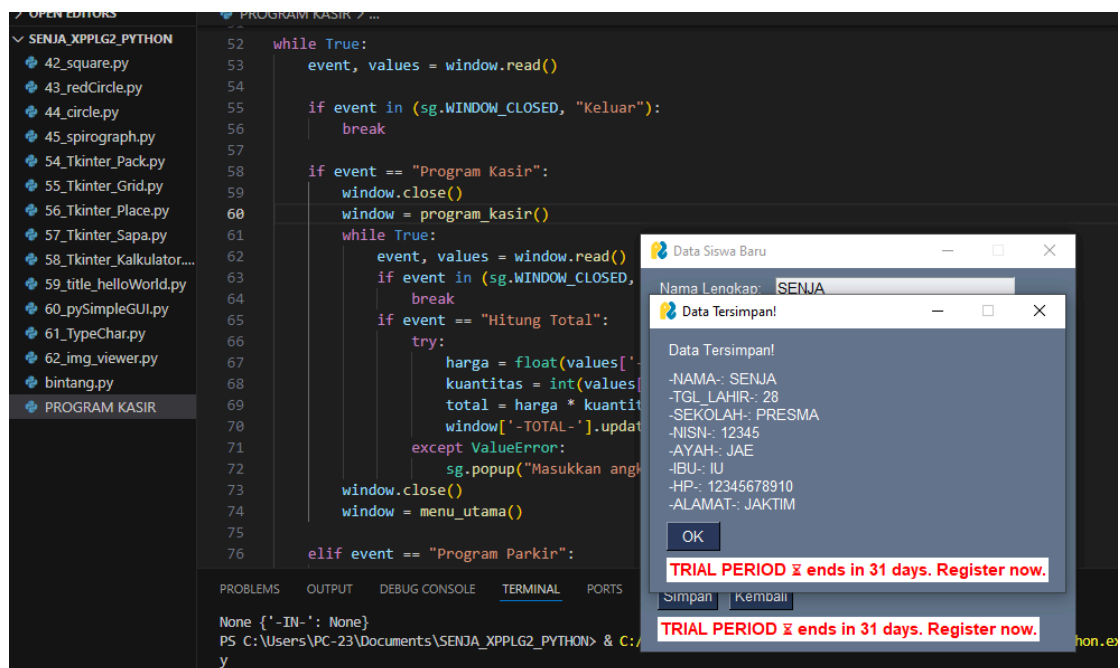
PROGRAM KASIR



PROGRAM PARKIR



PROGRAM DATA SISWA



-Selesai-