

**LAPORAN PRAKTIKUM
GRAFIKA KOMPUTER**
(DOSEN PENGAMPU : Rio Priantama, S.T., M.T.I)

Modul 2



DISUSUN OLEH :
NAMA: MOHAMAD ABAN SY'BANA
NIM : 20230810012
KELAS : TINFC-2023-04

TEKNIK INFORMATIKA
FAKULTAS ILMU KOMPUTER
UNIVERSITAS KUNINGAN
2025

PRAKTIKUM

Membuat Persegi

The screenshot shows the PyCharm IDE interface. The code in the editor is:

```
Modul_2 > prak1.py > @gambar_kotak
1 import matplotlib.pyplot as plt    Import "matplotlib.pyplot" could not be resolved from source
2 import matplotlib.patches as patches  Import "matplotlib.patches" could not be resolved from source
3
4 # Buat Figure dan axes
5 fig, ax = plt.subplots()
6
7 def gambar_kotak(ukuran: int):
8     """
9         Menggambar kotak dengan panjang sisi yang ditentukan oleh parameter 'ukuran'.
10
11     Parameter:
12         ukuran (int): Panjang sisi kotak.
13     """
14
15     # Membuat kotak
16     kotak = patches.Rectangle(
17         (0, 0), ukuran, ukuran,
18         edgecolor='blue', facecolor='none', linewidth=2
19     )
20
21     # Atur batas subplot
22     ax.set_xlim(-10, ukuran + 10)
23     ax.set ylim(-10, ukuran + 10)
24
25     # Tambahkan grid dan buat proporsional
26     plt.grid(True)
27     plt.gca().set_aspect('equal', adjustable='box')
28     plt.show()
29
30     # Panggil fungsi di luar definisi
31 gambar_kotak(100)
32
```

The terminal output shows:

```
TERM TI 2023\Osen Praktikum\Pak Rio\Modul_2\prak1.py
```

The figure window displays a blue square centered at the origin with side lengths of 20 units, spanning from -10 to 10 on both axes.

Membuat Lingkaran

The screenshot shows the PyCharm IDE interface. The code in the editor is:

```
Modul_2 > prak1.py > @gambar_lingkaran
1 import matplotlib.pyplot as plt    Import "matplotlib.pyplot" could not be resolved from source
2 import matplotlib.patches as patches  Import "matplotlib.patches" could not be resolved from source
3
4 # Buat Figure dan axes
5 fig, ax = plt.subplots()
6
7 def gambar_lingkaran(radius):
8     """
9         Menggambar lingkaran dengan radius yang ditentukan oleh parameter 'radius'.
10
11     Parameter:
12         radius (int): Radius lingkaran.
13     """
14
15     # Membuat lingkaran
16     lingkaran = patches.Circle(
17         (0, 0), radius,
18         edgecolor='blue', facecolor='none', linewidth=2
19     )
20
21     # Atur batas subplot
22     ax.set_xlim(-radius - 10, radius + 10)
23     ax.set ylim(-radius - 10, radius + 10)
24
25     # Tambahkan grid dan buat proporsional
26     plt.grid(True)
27     plt.gca().set_aspect('equal', adjustable='box')
28     plt.show()
29
30     # Panggil fungsi di luar definisi
31 gambar_lingkaran(50)
32
```

The terminal output shows:

```
TERM TI 2023\Osen Praktikum\Pak Rio\Modul_2\TempCodeRunnerFile.py
```

The figure window displays a blue circle centered at the origin with a radius of 50 units, spanning from -50 to 50 on both axes.

Membuat Segitiga

The screenshot shows the PyCharm IDE interface. The code in the editor is:

```
Modul_2 > prak1.py > @gambar_segitiga
1 import matplotlib.pyplot as plt    Import "matplotlib.pyplot" could not be resolved from source
2 import matplotlib.patches as patches  Import "matplotlib.patches" could not be resolved from source
3
4 # Buat Figure dan axes
5 fig, ax = plt.subplots()
6
7 def gambar_segitiga(panjang_sisi):
8     t1 = (0, 0)
9     t2 = (panjang_sisi, 0)
10    t3 = (panjang_sisi / 2, (panjang_sisi * (3**0.5)) / 2)
11
12    # Membuat segitiga
13    segitiga = patches.Polygon(
14        [t1, t2, t3], closed=True, edgecolor='blue', facecolor='none', linewidth=2)
15
16    # Atur batas subplot
17    ax.set_xlim(-10, panjang_sisi + 10)
18    ax.set ylim(-10, (panjang_sisi * (3**0.5)) / 2 + 10)
19
20    # Tambahkan grid dan buat proporsional
21    plt.grid(True)
22    plt.gca().set_aspect('equal', adjustable='box')
23    plt.show()
24
25    # Panggil fungsi di luar definisi
26 gambar_segitiga(100)
27
28
```

The terminal output shows:

```
TERM TI 2023\Osen Praktikum\Pak Rio\Modul_2\prak1.py
```

The figure window displays a blue equilateral triangle centered at the origin with a side length of 100 units, spanning from -100 to 100 on both axes.

Membuat Persegi Panjang

The screenshot shows the VS Code interface with the following details:

- File Explorer:** Shows files like praktek1.py, praktek2.py, praktek3.py, praktek4.py, postes1.py, postes2.py, praktek1.py, praktek2.py, praktek3.py, praktek4.py, postes1.py, postes2.py, tugas1.py, and tugas2.py.
- Editor:** Displays the code for `praktek4.py` which contains a function `gambar_persegi_panjang` to draw a rectangle.
- Terminal:** Shows the command `python Pak Rio\Modul_2\praktek4.py` being run.
- Output:** Shows the resulting plot titled "Figure 1" with a blue rectangle of width 100 and height 50 on a grid.
- Status Bar:** Shows the file path `Pak Rio\Modul_2\praktek4.py`, Python version 3.10.0, and other development status.

TUGAS

Membuat Mobil

The screenshot shows the VS Code interface with the following details:

- File Explorer:** Shows files like praktek1.py, praktek2.py, praktek3.py, praktek4.py, postes1.py, postes2.py, praktek1.py, praktek2.py, praktek3.py, praktek4.py, postes1.py, postes2.py, tugas1.py, and tugas2.py.
- Editor:** Displays the code for `tugas1.py` which contains a function `gambar_mobil` to draw a simple car.
- Terminal:** Shows the command `python Pak Rio\Modul_2\tugas1.py` being run.
- Output:** Shows the resulting plot titled "Figure 1" with a blue car-like shape on a grid.
- Status Bar:** Shows the file path `Pak Rio\Modul_2\tugas1.py`, Python version 3.10.0, and other development status.