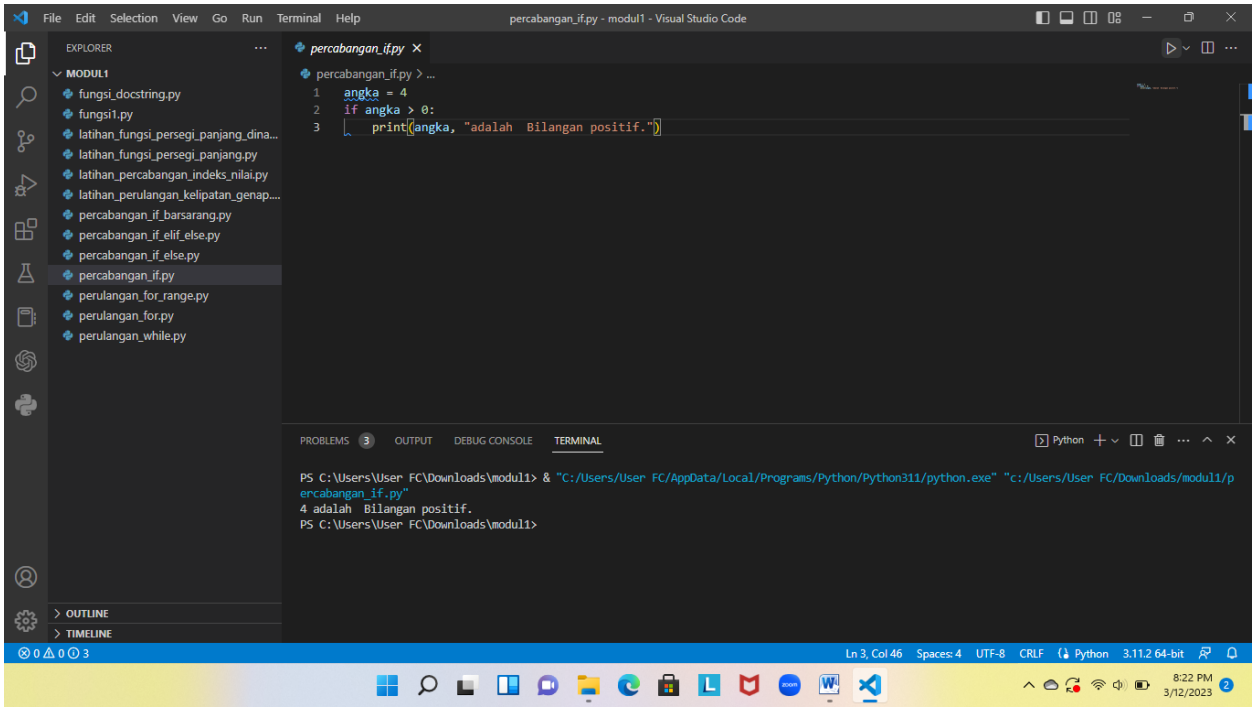
Nama : Armanita Aning

NIM : 20.01.013.002

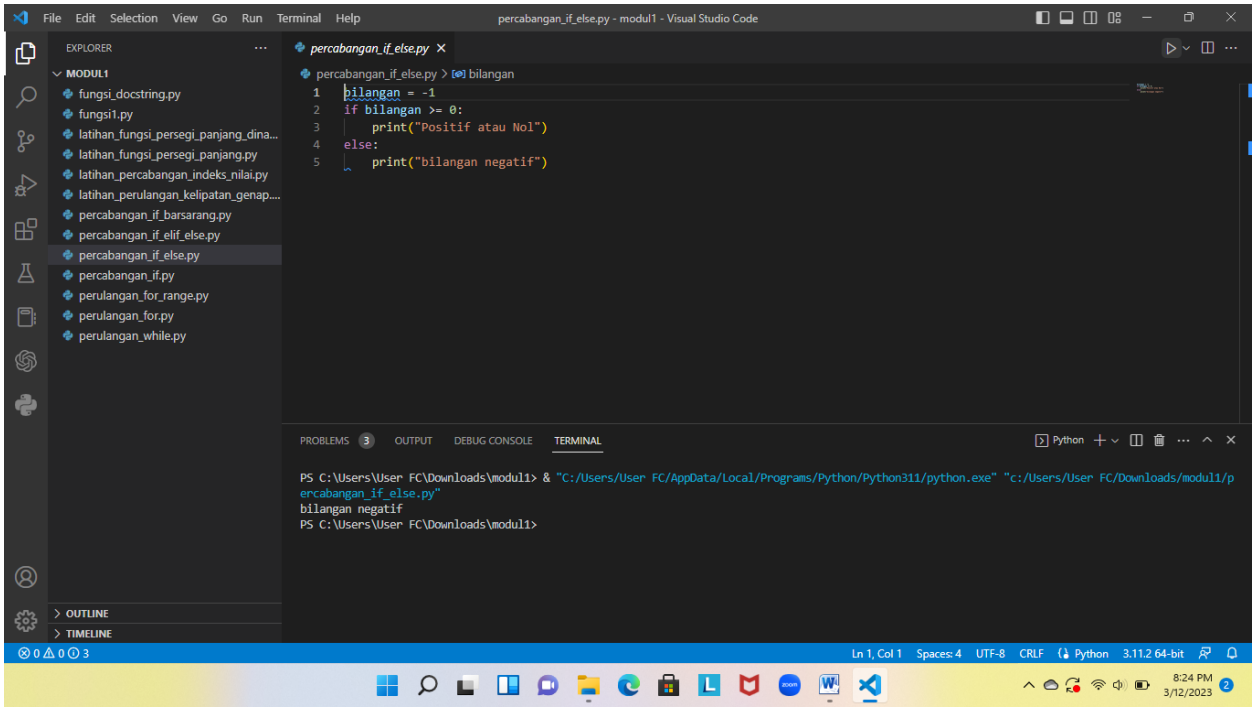
Kelas : C Pemgrograman Python

Python 5 Modul 4

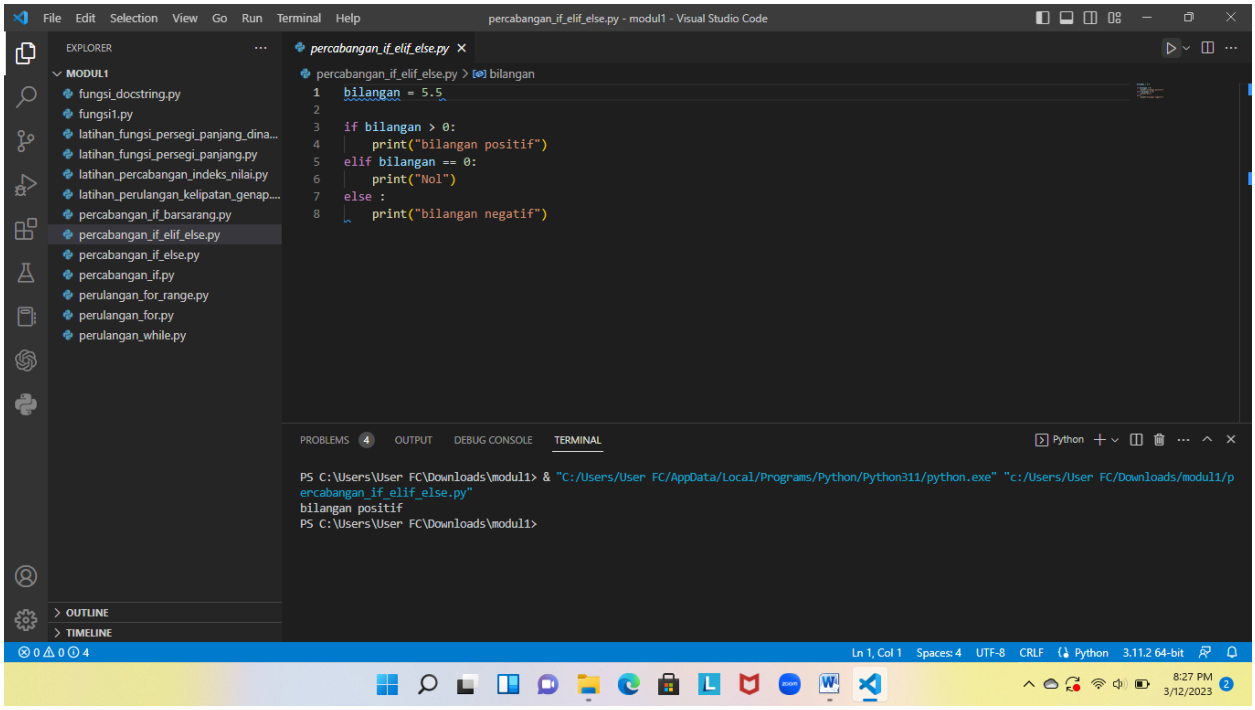
1. Contoh pernyataan if



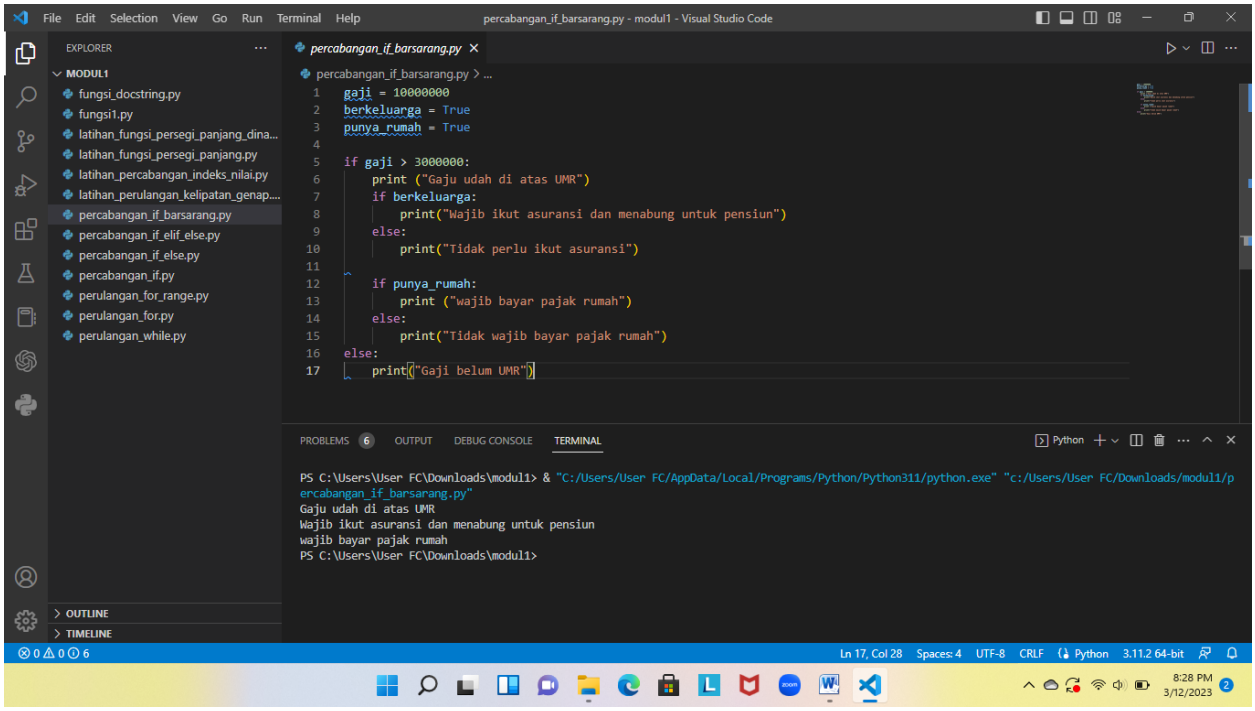
2. Pernyataan if else



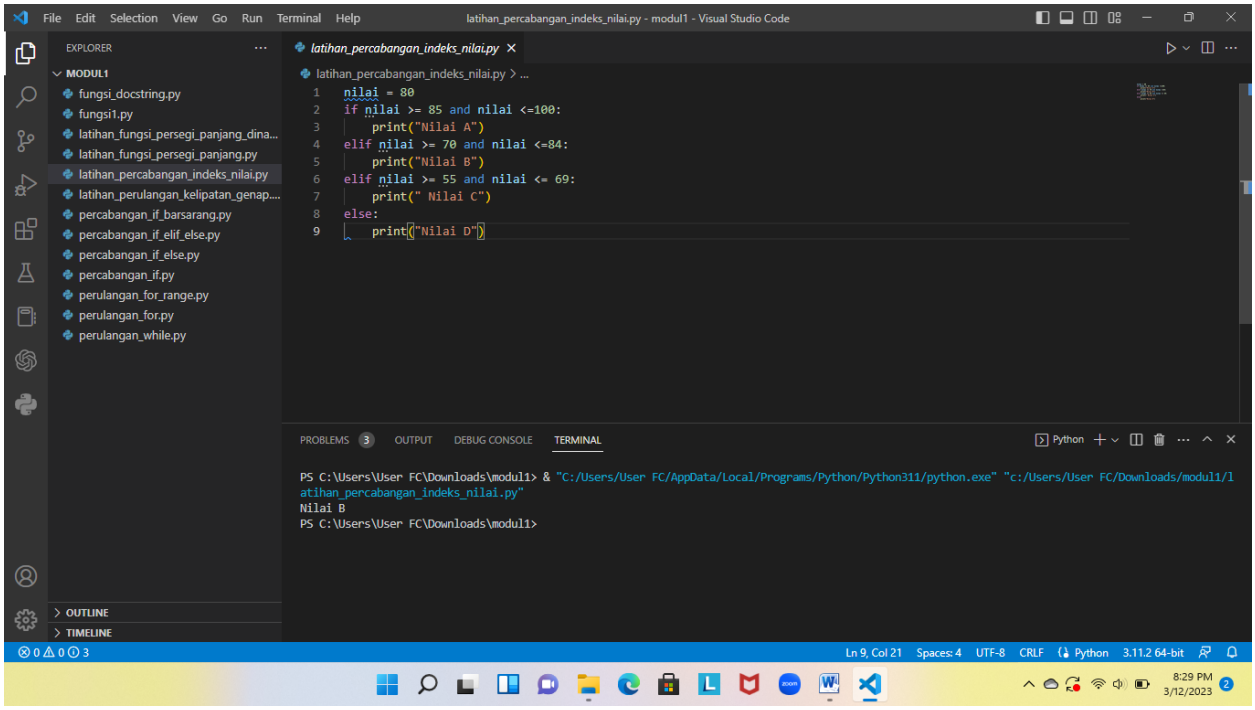
3. Pernyataan if else



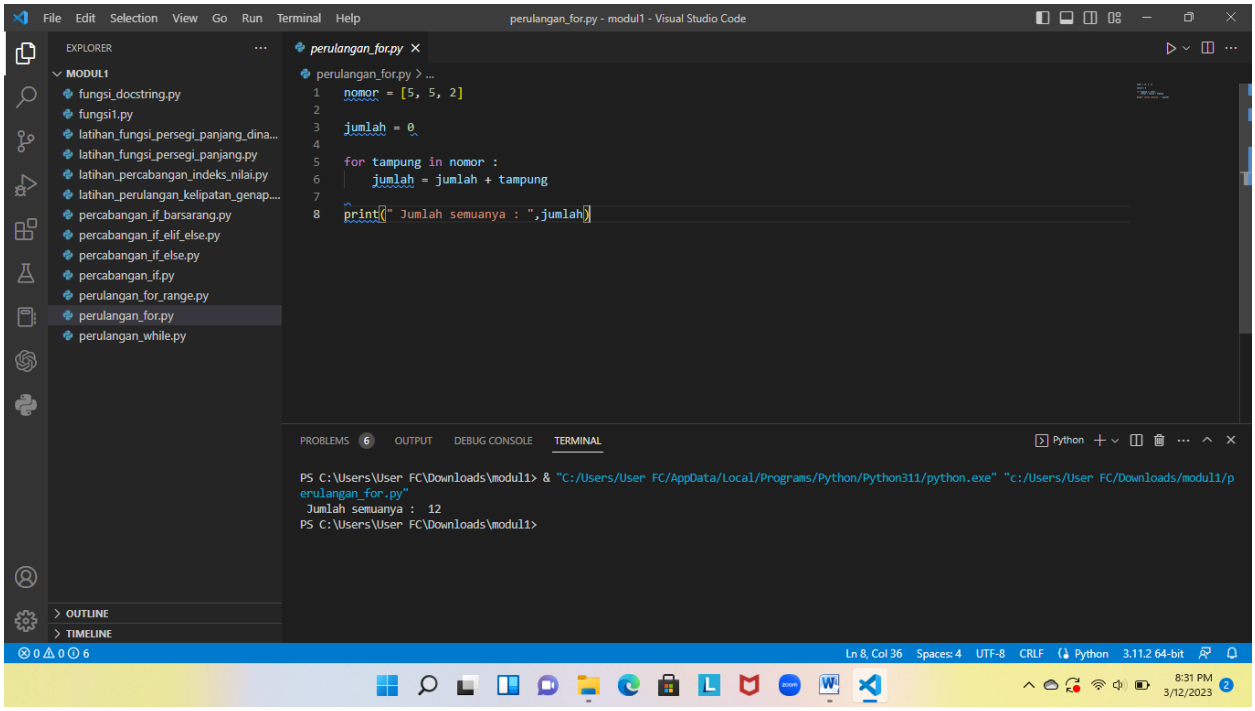
4. If bersarang



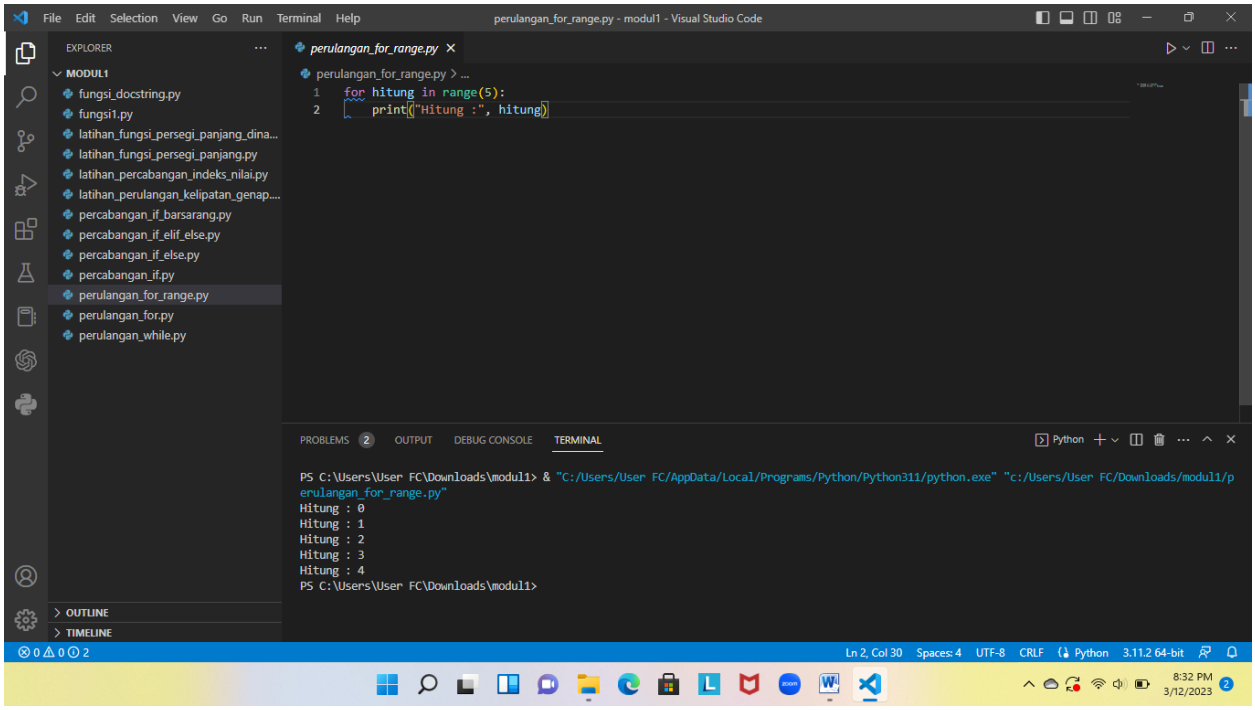
5. Percabangan indeks nilai statis



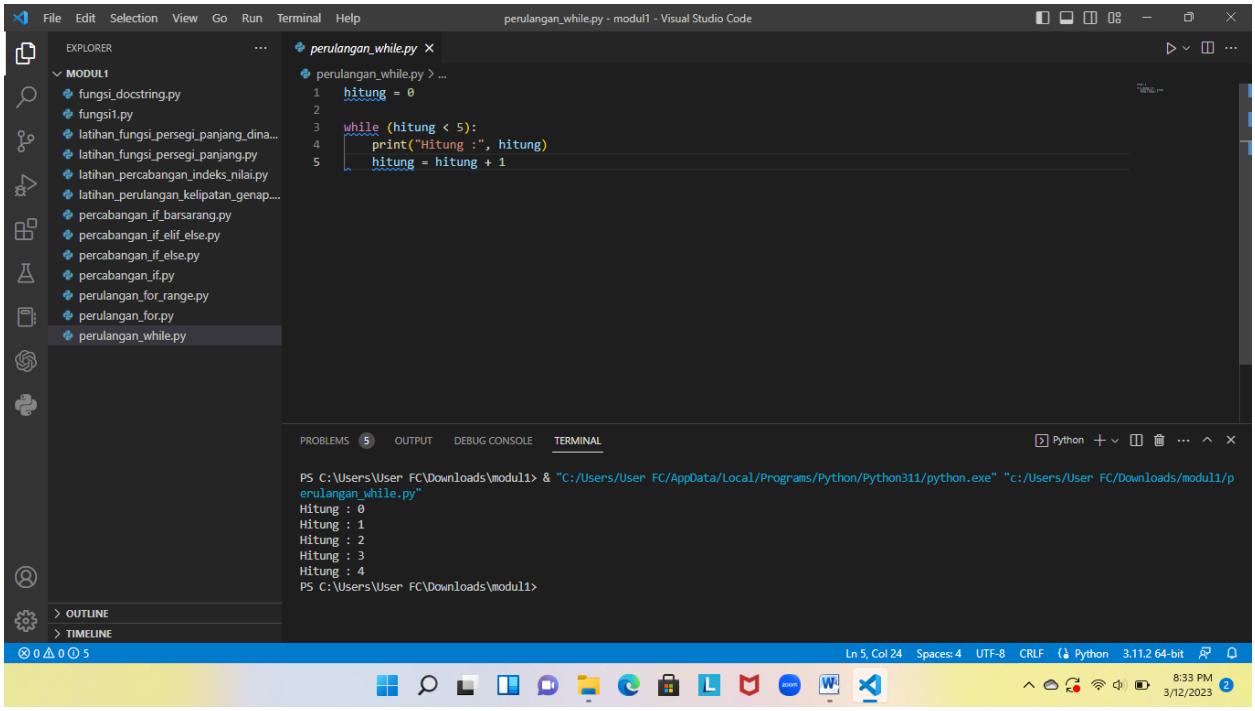
6. Perulangan for



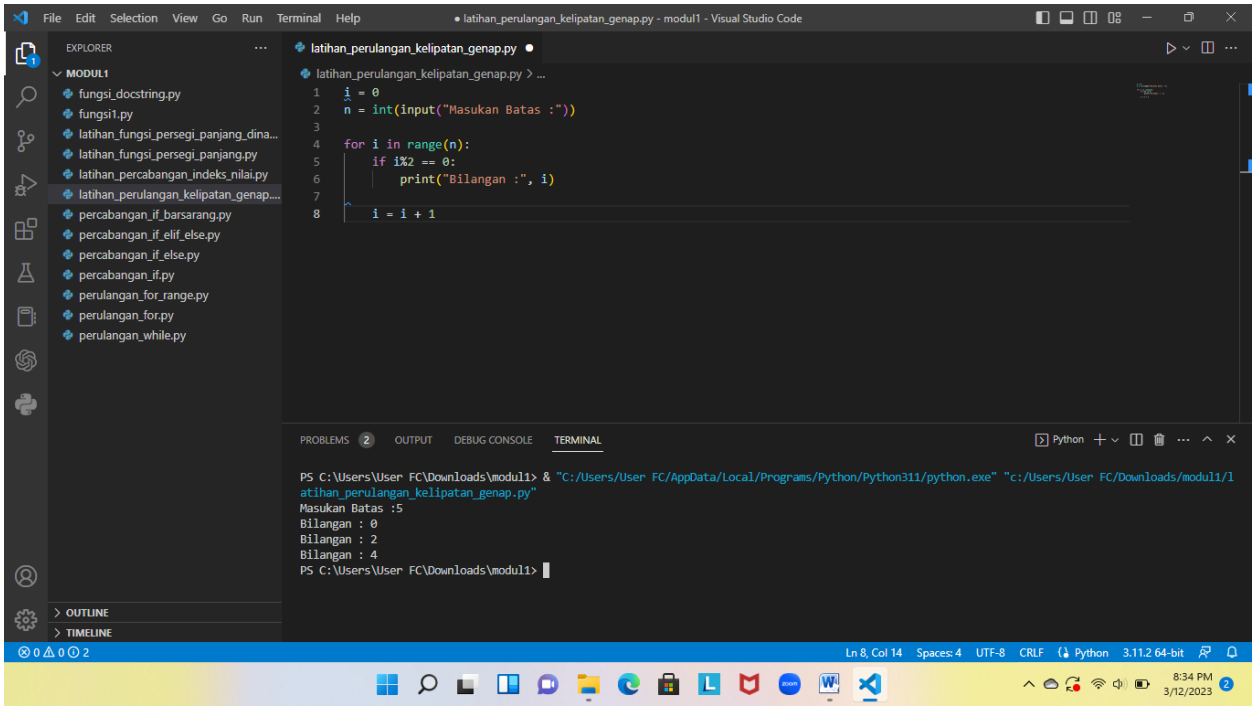
7. Perulangan for dengan range



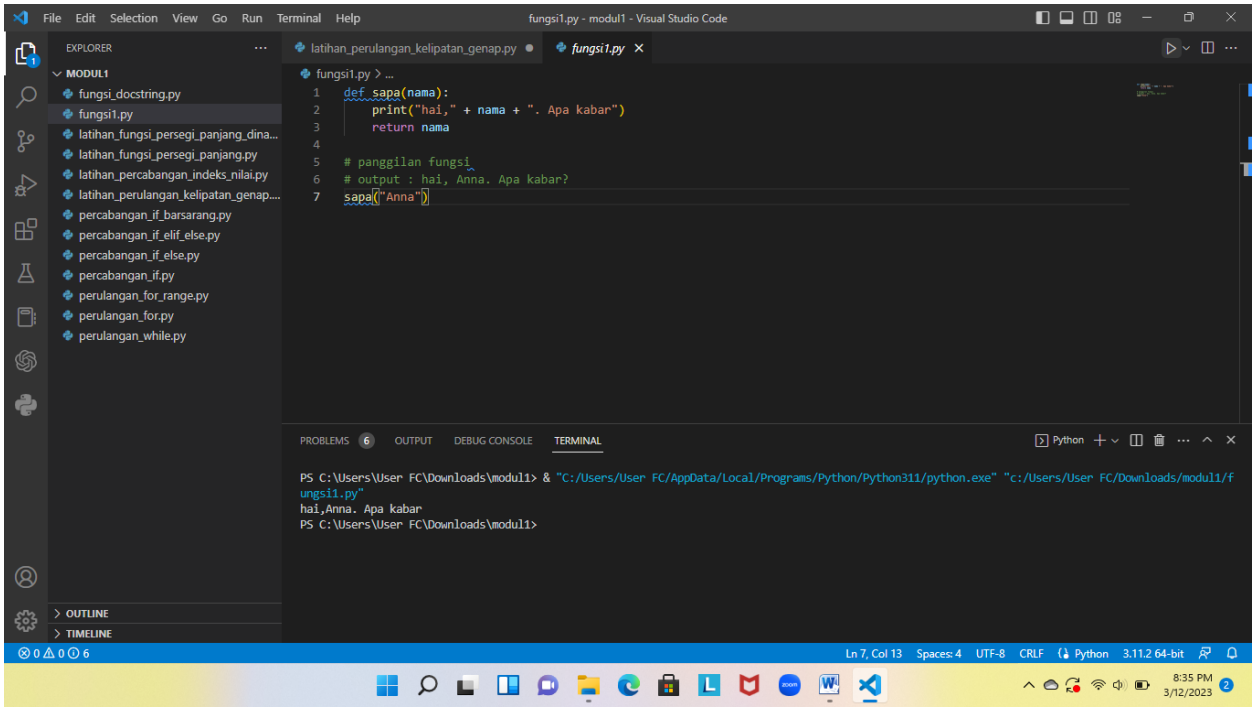
8. Perulangan while



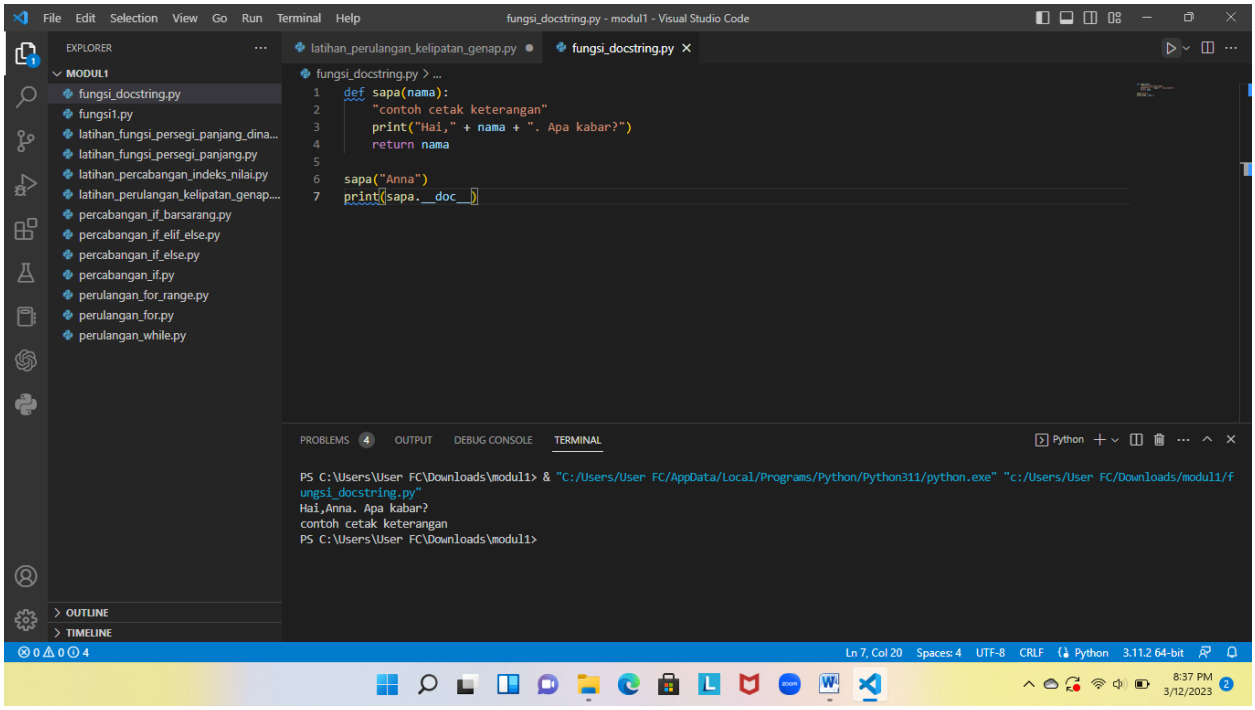
9. Kelipatan bilangan genap



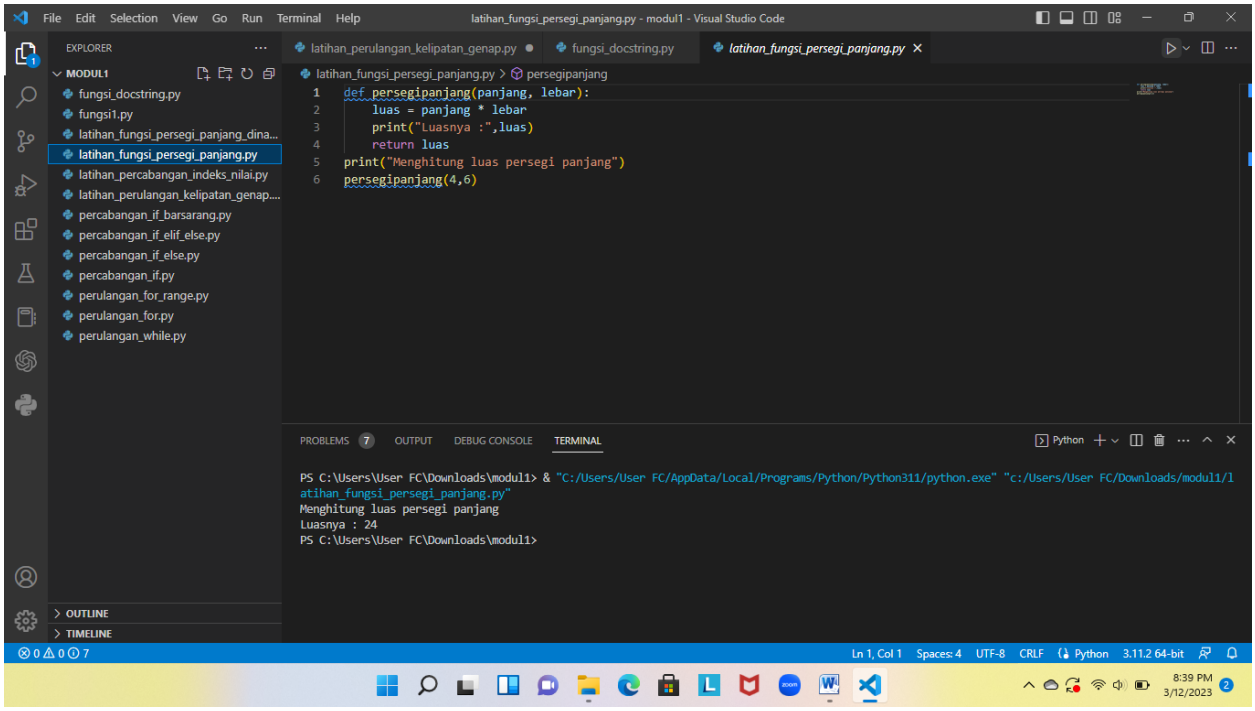
10. Fungsi



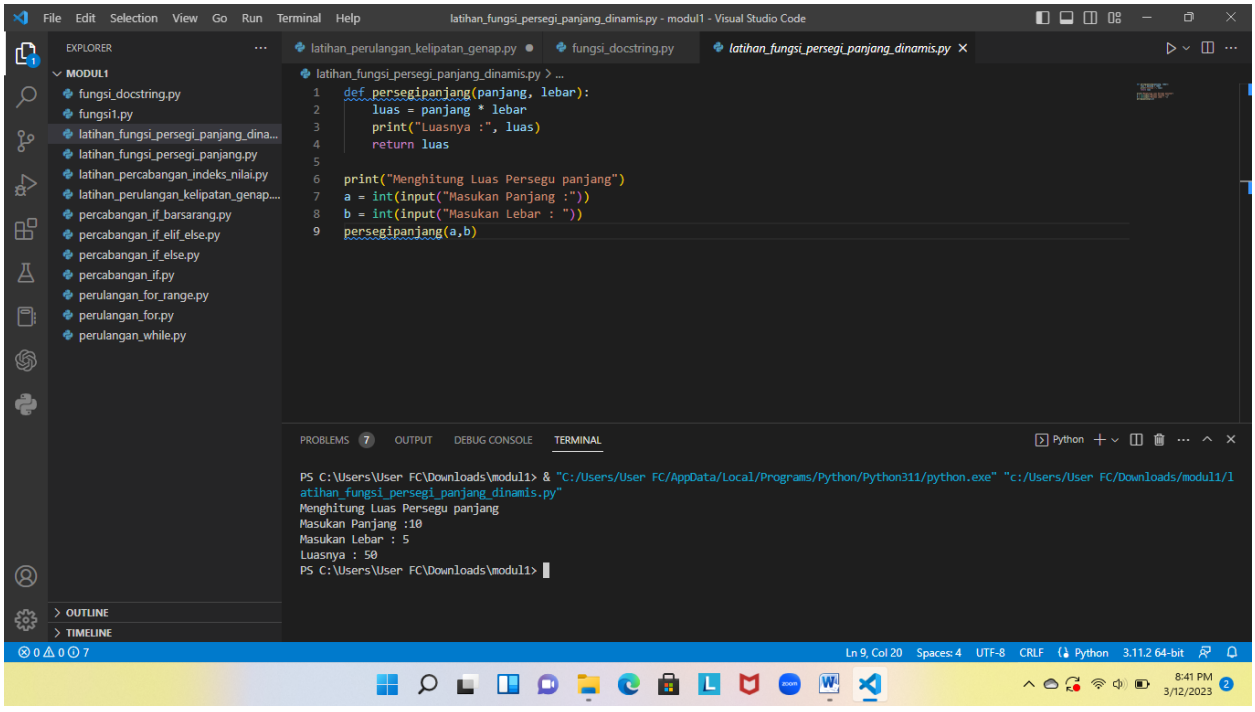
11. Docstring



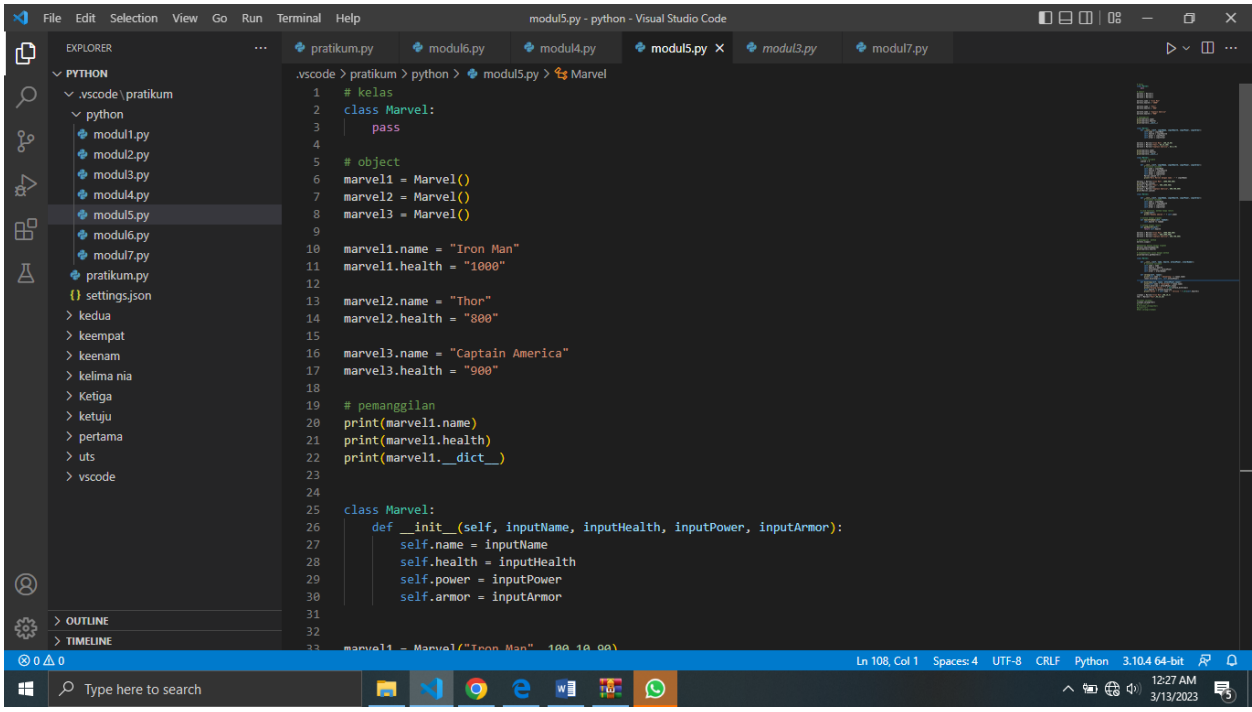
12. Fungsi persegi panjang



13. Persegi panjang dinamis



Python 6 modul 5


File Edit Selection View Go Run Terminal Help
modul5.py - python - Visual Studio Code
EXPLORER
PYTHON
.vscode \ pratikum
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modul1.py
modul2.py
modul3.py
modul4.py
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modul7.py
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OUTLINE
TIMELINE
pratikum.py
modul6.py
modul4.py
modul5.py
modul3.py
modul7.py
.vscode > pratikum > python > modul5.py > Marvel
# kelas
class Marvel:
pass
# object
marvel1 = Marvel()
marvel2 = Marvel()
marvel3 = Marvel()
marvel1.name = "Iron Man"
marvel1.health = "1000"
marvel2.name = "Thor"
marvel2.health = "800"
marvel3.name = "Captain America"
marvel3.health = "900"
# pemanggilan
print(marvel1.name)
print(marvel1.health)
print(marvel1.__dict__)
class Marvel:
def __init__(self, inputName, inputHealth, inputPower, inputArmor):
self.name = inputName
self.health = inputHealth
self.power = inputPower
self.armor = inputArmor
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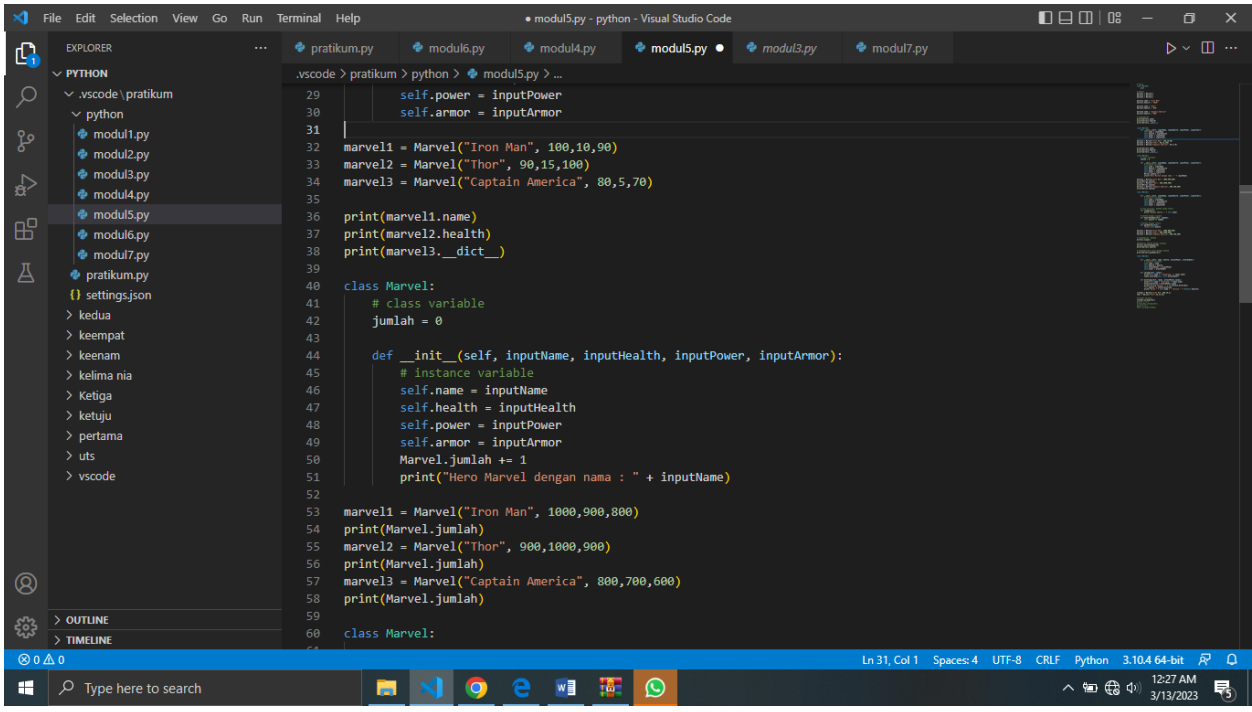
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• modul5.py - python - Visual Studio Code
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modul3.py
modul7.py
.vscode > pratikum > python > modul5.py > ...
self.power = inputPower
self.armor = inputArmor
marvel1 = Marvel("Iron Man", 100,10,90)
marvel2 = Marvel("Thor", 90,15,100)
marvel3 = Marvel("Captain America", 80,5,70)
print(marvel1.name)
print(marvel2.health)
print(marvel3.__dict__)
class Marvel:
# class variable
jumlah = 0
def __init__(self, inputName, inputHealth, inputPower, inputArmor):
# instance variable
self.name = inputName
self.health = inputHealth
self.power = inputPower
self.armor = inputArmor
Marvel.jumlah += 1
print("Hero Marvel dengan nama : " + inputName)
marvel1 = Marvel("Iron Man", 1000,900,800)
print(Marvel.jumlah)
marvel2 = Marvel("Thor", 900,1000,900)
print(Marvel.jumlah)
marvel3 = Marvel("Captain America", 800,700,600)
print(Marvel.jumlah)
class Marvel:
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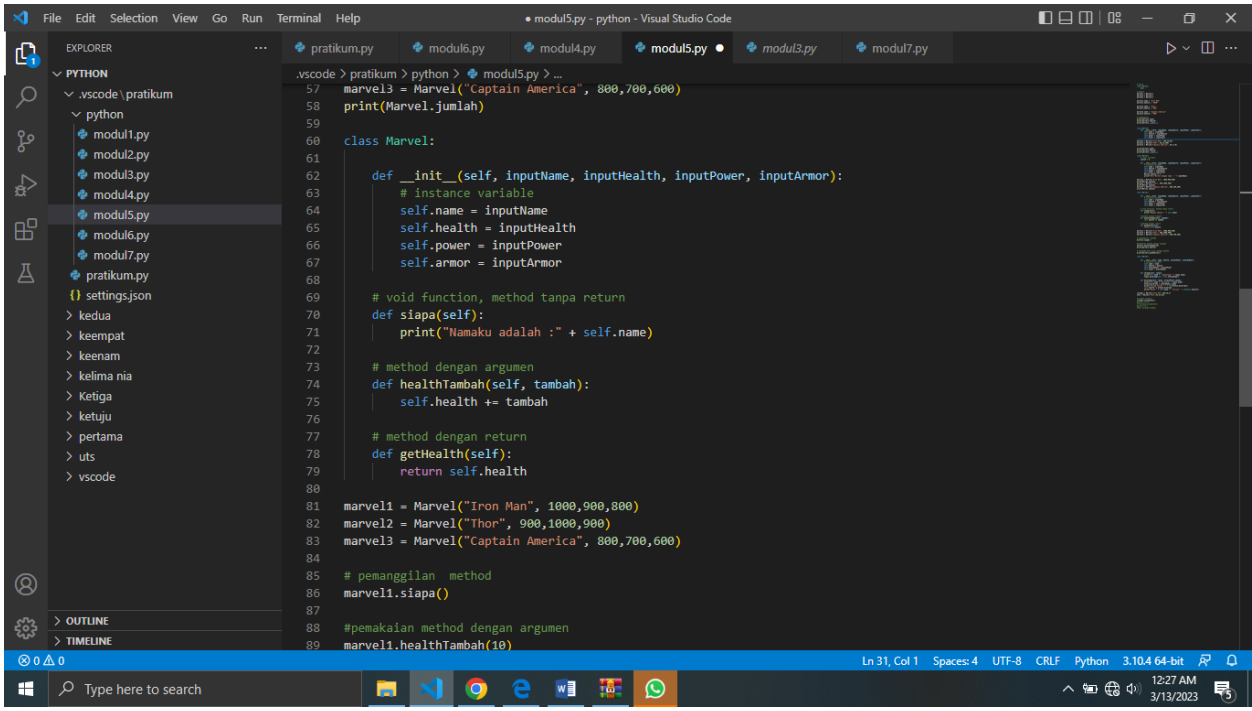
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• modul5.py - python - Visual Studio Code
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modul7.py
.vscode > pratikum > python > modul5.py > ...
marvel3 = Marvel("Captain America", 800,700,600)
print(Marvel.jumlah)
class Marvel:
def __init__(self, inputName, inputHealth, inputPower, inputArmor):
# instance variable
self.name = inputName
self.health = inputHealth
self.power = inputPower
self.armor = inputArmor
# void function, method tanpa return
def siapa(self):
print("Namaku adalah :" + self.name)
# method dengan argumen
def healthTambah(self, tambah):
self.health += tambah
# method dengan return
def getHealth(self):
return self.health
marvel1 = Marvel("Iron Man", 1000,900,800)
marvel2 = Marvel("Thor", 900,1000,900)
marvel3 = Marvel("Captain America", 800,700,600)
# pemanggilan method
marvel1.siapa()
#pemakaian method dengan argumen
marvel1.healthTambah(10)
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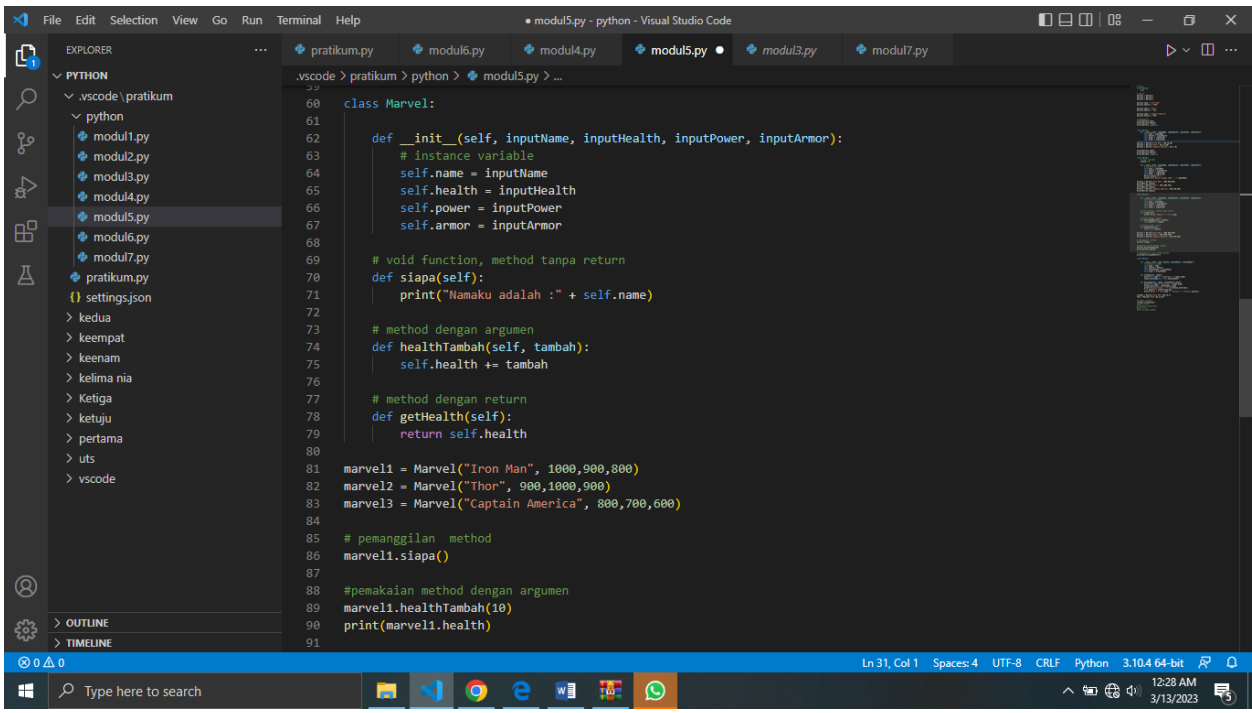
File Edit Selection View Go Run Terminal Help
• modul5.py - python - Visual Studio Code
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modul7.py
.vscode > pratikum > python > modul5.py > ...
class Marvel:
def __init__(self, inputName, inputHealth, inputPower, inputArmor):
# instance variable
self.name = inputName
self.health = inputHealth
self.power = inputPower
self.armor = inputArmor
# void function, method tanpa return
def siapa(self):
print("Namaku adalah :" + self.name)
# method dengan argumen
def healthTambah(self, tambah):
self.health += tambah
# method dengan return
def getHealth(self):
return self.health
marvel1 = Marvel("Iron Man", 1000,900,800)
marvel2 = Marvel("Thor", 900,1000,900)
marvel3 = Marvel("Captain America", 800,700,600)
# pemanggilan method
marvel1.siapa()
#pemakaian method dengan argumen
marvel1.healthTambah(10)
print(marvel1.health)
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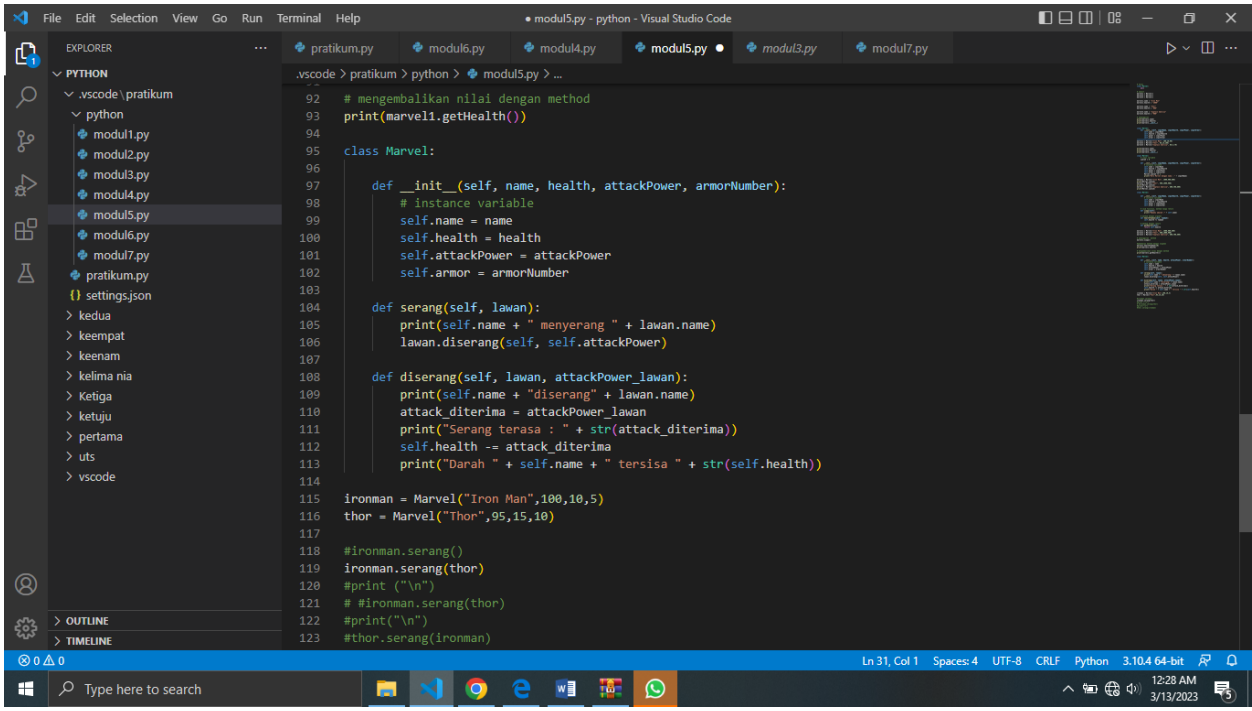
File Edit Selection View Go Run Terminal Help
• modul5.py - python - Visual Studio Code
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pratikum.py
modul6.py
modul4.py
modul5.py •
modul3.py
modul7.py
.vscode > pratikum > python > modul5.py > ...
92 # mengembalikan nilai dengan method
93 print(marvel1.getHealth())
94
95 class Marvel:
96
97 def __init__(self, name, health, attackPower, armorNumber):
98 # instance variable
99 self.name = name
100 self.health = health
101 self.attackPower = attackPower
102 self.armor = armorNumber
103
104 def serang(self, lawan):
105 print(self.name + " menyerang " + lawan.name)
106 lawan.diserang(self, self.attackPower)
107
108 def diserang(self, lawan, attackPower_lawan):
109 print(self.name + "diserang" + lawan.name)
110 attack_diterima = attackPower_lawan
111 print("Serang terasa : " + str(attack_diterima))
112 self.health -= attack_diterima
113 print("Darah " + self.name + " tersisa " + str(self.health))
114
115 ironman = Marvel("Iron Man",100,10,5)
116 thor = Marvel("Thor",95,15,10)
117
118 #ironman.serang()
119 ironman.serang(thor)
120 #print ("\n")
121 # #ironman.serang(thor)
122 #print("\n")
123 #thor.serang(ironman)
Ln 31, Col 1 Spaces: 4 UTF-8 CRLF Python 3.10.4 64-bit
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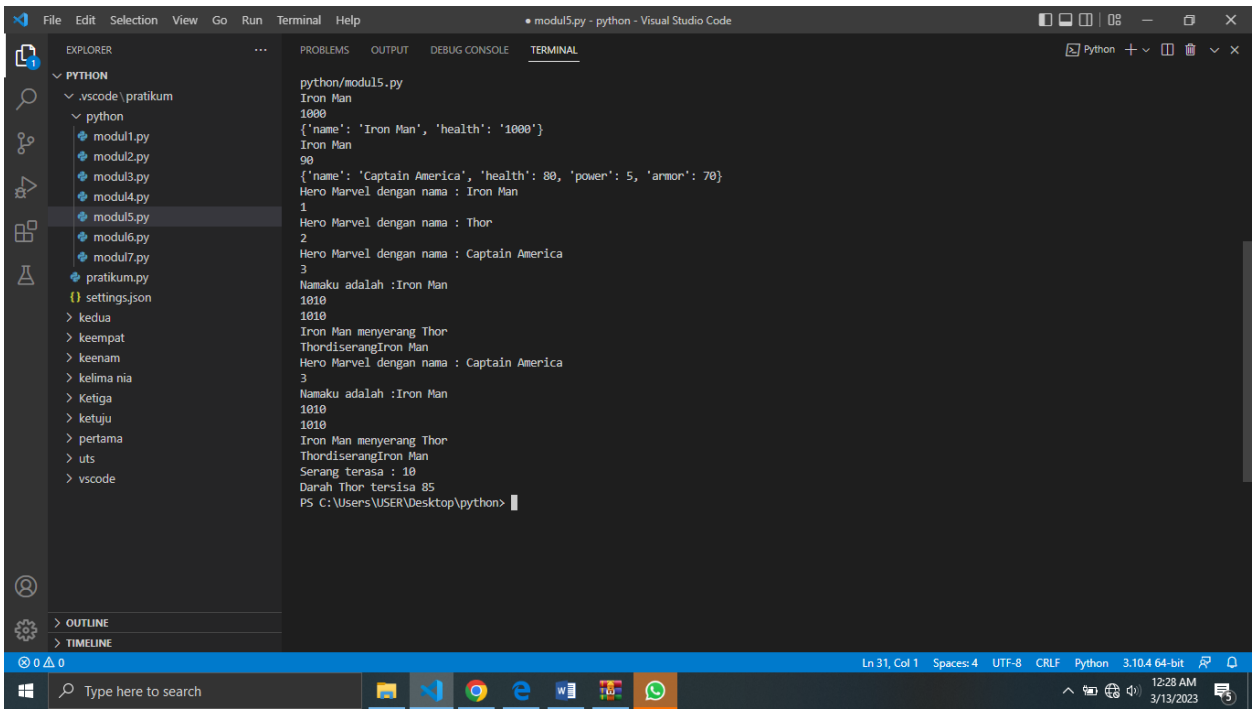
File Edit Selection View Go Run Terminal Help
• modul5.py - python - Visual Studio Code
EXPLORER
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vscode
OUTLINE
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PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL
Python
python/modul5.py
Iron Man
1000
{'name': 'Iron Man', 'health': '1000'}
Iron Man
90
{'name': 'Captain America', 'health': 80, 'power': 5, 'armor': 70}
Hero Marvel dengan nama : Iron Man
1
Hero Marvel dengan nama : Thor
2
Hero Marvel dengan nama : Captain America
3
Namaku adalah :Iron Man
1010
1010
Iron Man menyerang Thor
ThordiserangIron Man
Hero Marvel dengan nama : Captain America
3
Namaku adalah :Iron Man
1010
1010
Iron Man menyerang Thor
ThordiserangIron Man
Serang terasa : 10
Darah Thor tersisa 85
PS C:\Users\USER\Desktop\python>
Ln 31, Col 1 Spaces: 4 UTF-8 CRLF Python 3.10.4 64-bit
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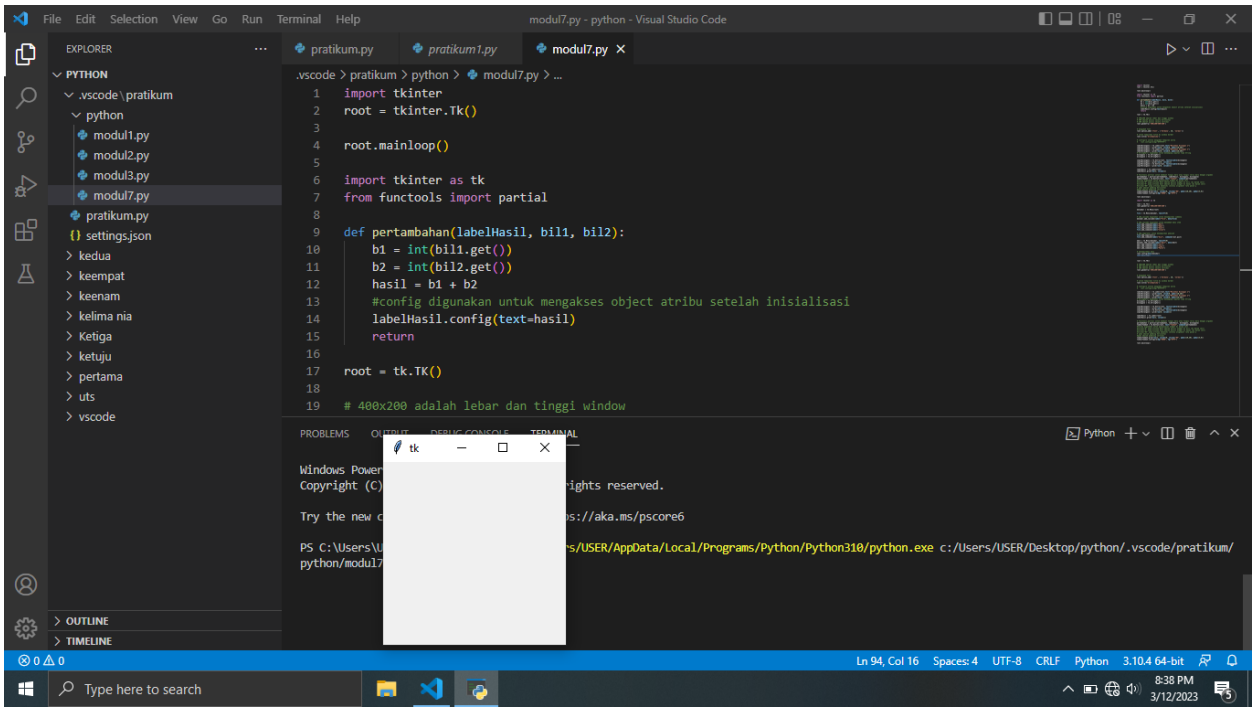
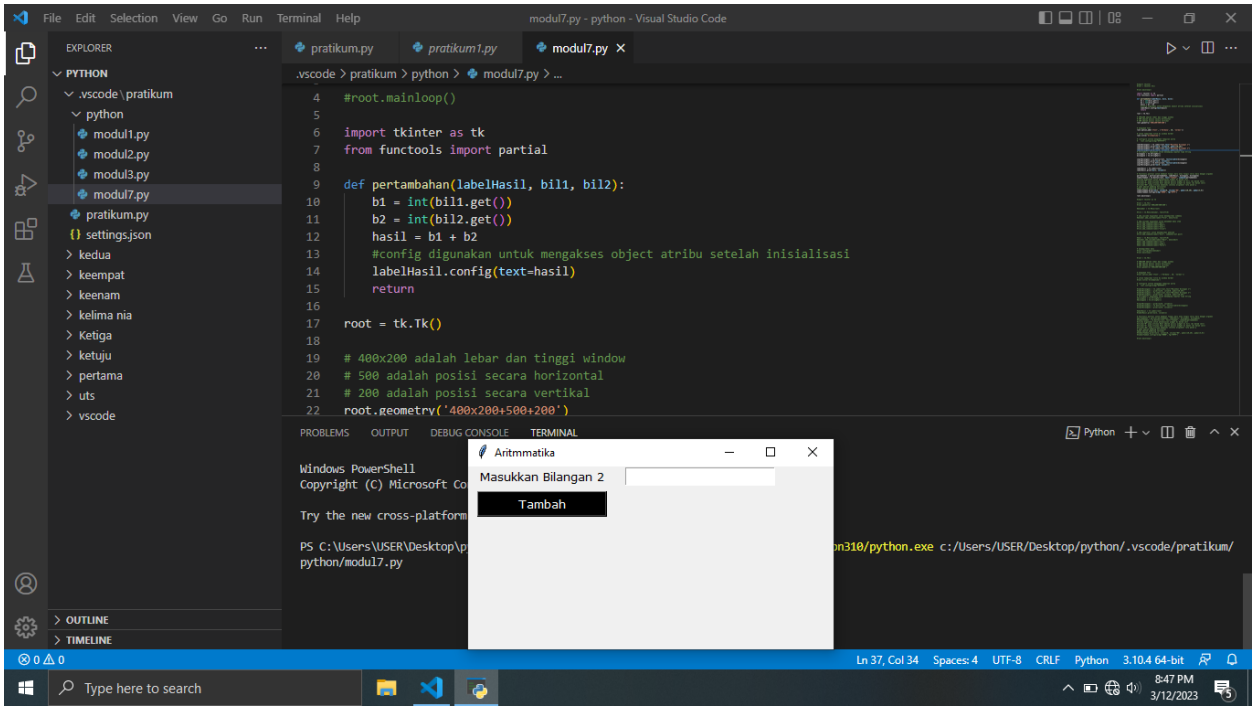
Python 7 modul 6

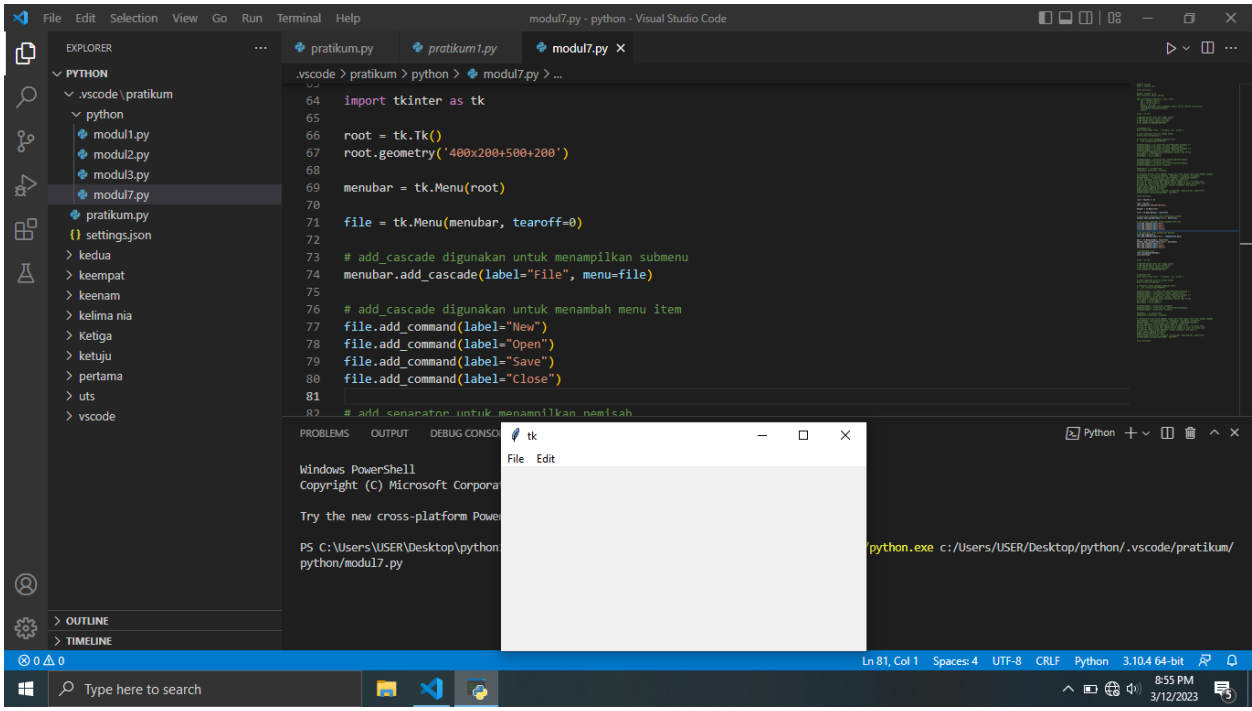
1. Tampilan Guci Sederhana

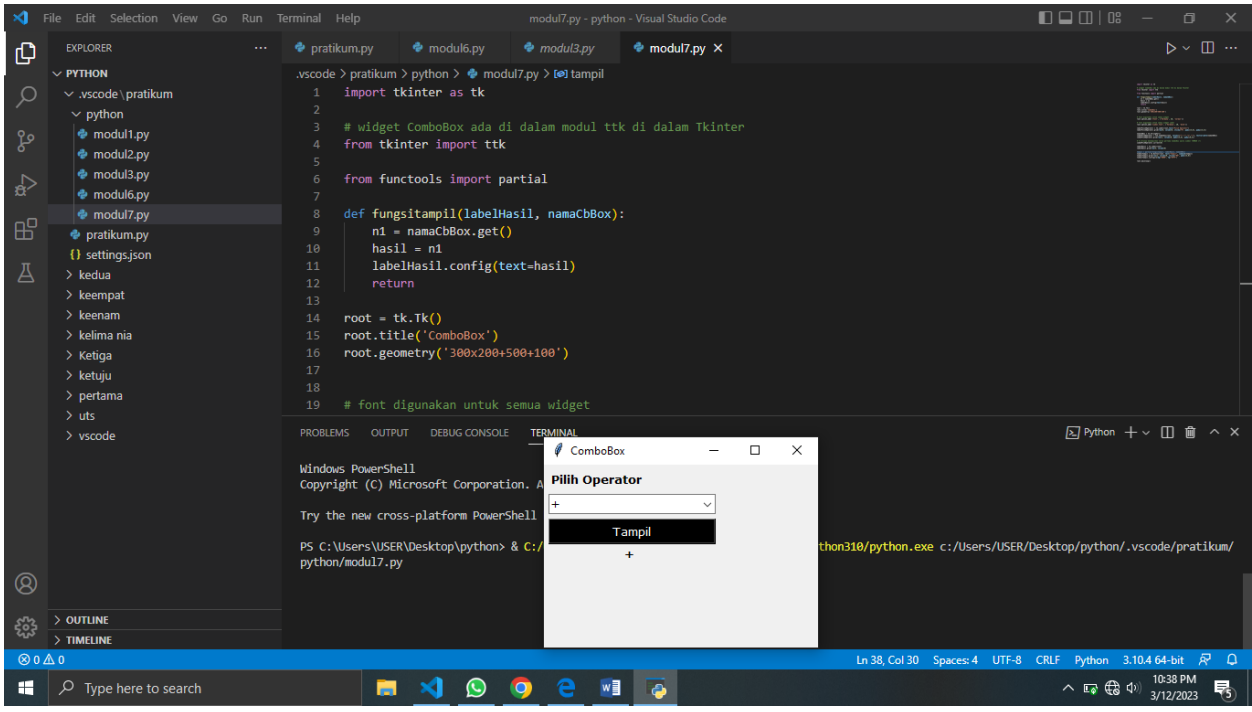


2. Aplikasi artimatika pertamabahan



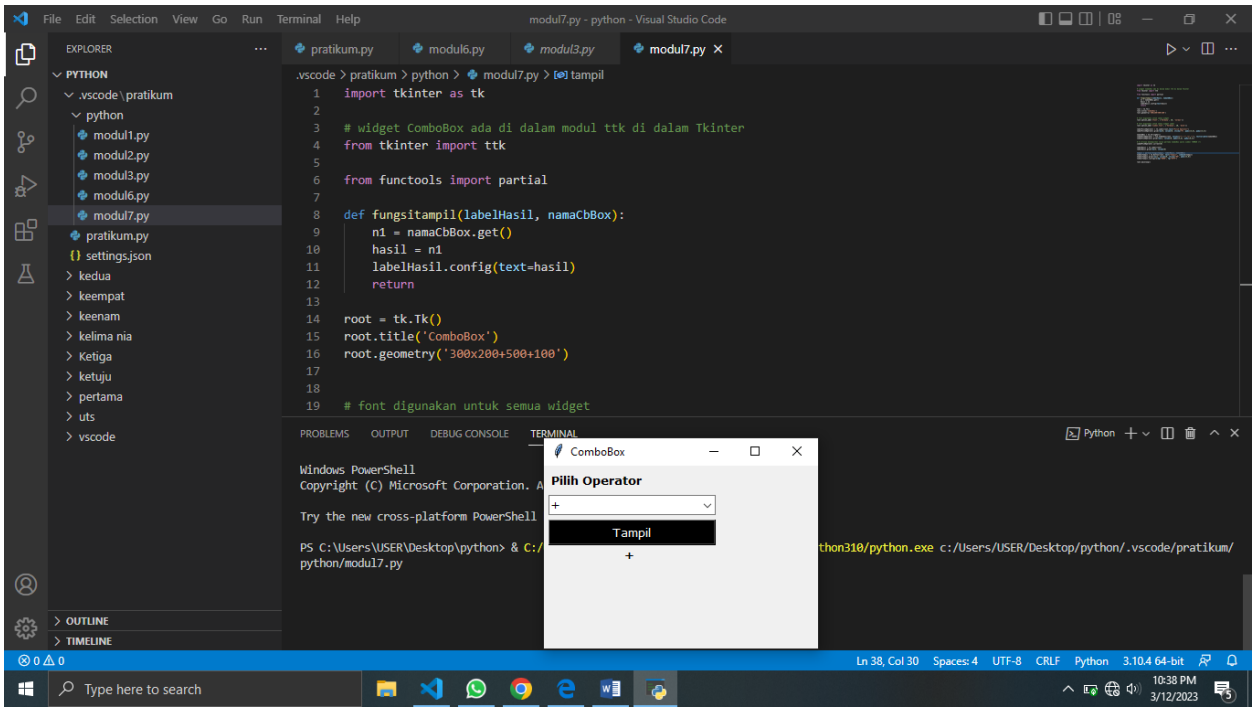
3. Tambah menu



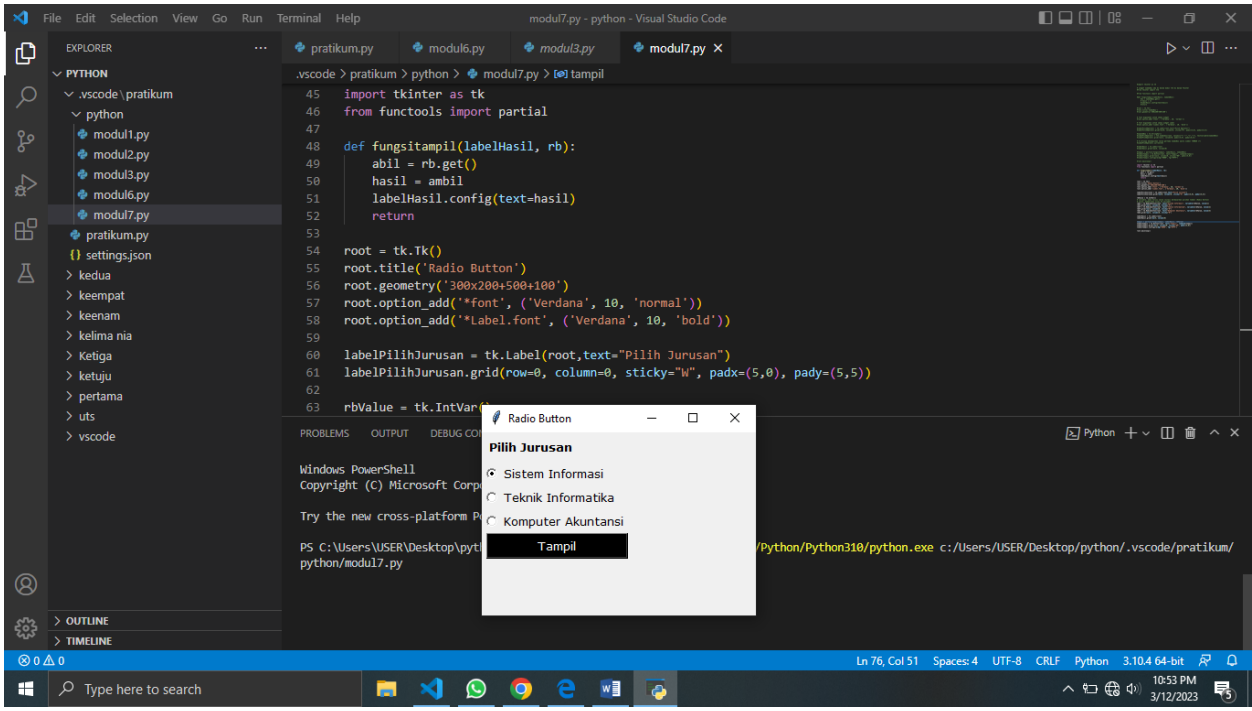


Python 6 modul 7

1. Tampilan ComboBox



2. Tampilan Radio Buton


File Edit Selection View Go Run Terminal Help
modul7.py - python - Visual Studio Code
EXPLORER
PYTHON
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modul2.py
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vscode
OUTLINE
TIMELINE
pratikum.py
modul6.py
modul3.py
modul7.py
.vscode > pratikum > python > modul7.py > tampil
45 import tkinter as tk
46 from functools import partial
47
48 def fungsitampil(labelHasil, rb):
49 abil = rb.get()
50 hasil = ambil
51 labelHasil.config(text=hasil)
52 return
53
54 root = tk.Tk()
55 root.title('Radio Button')
56 root.geometry('300x200+500+100')
57 root.option_add('*font', ('Verdana', 10, 'normal'))
58 root.option_add('*Label.font', ('Verdana', 10, 'bold'))
59
60 labelPilihJurusan = tk.Label(root,text="Pilih Jurusan")
61 labelPilihJurusan.grid(row=0, column=0, sticky="W", padx=(5,0), pady=(5,5))
62
63 rbValue = tk.IntVar
PROBLEMS OUTPUT DEBUG CO
Python
Windows PowerShell
Copyright (C) Microsoft Corp
Try the new cross-platform P
PS C:\Users\USER\Desktop\pyt
/Python/Python310/python.exe c:/Users/USER/Desktop/python/.vscode/pratikum/
python/modul7.py
Radio Button
Pilih Jurusan
Sistem Informasi
Teknik Informatika
Komputer Akuntansi
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3/12/2023