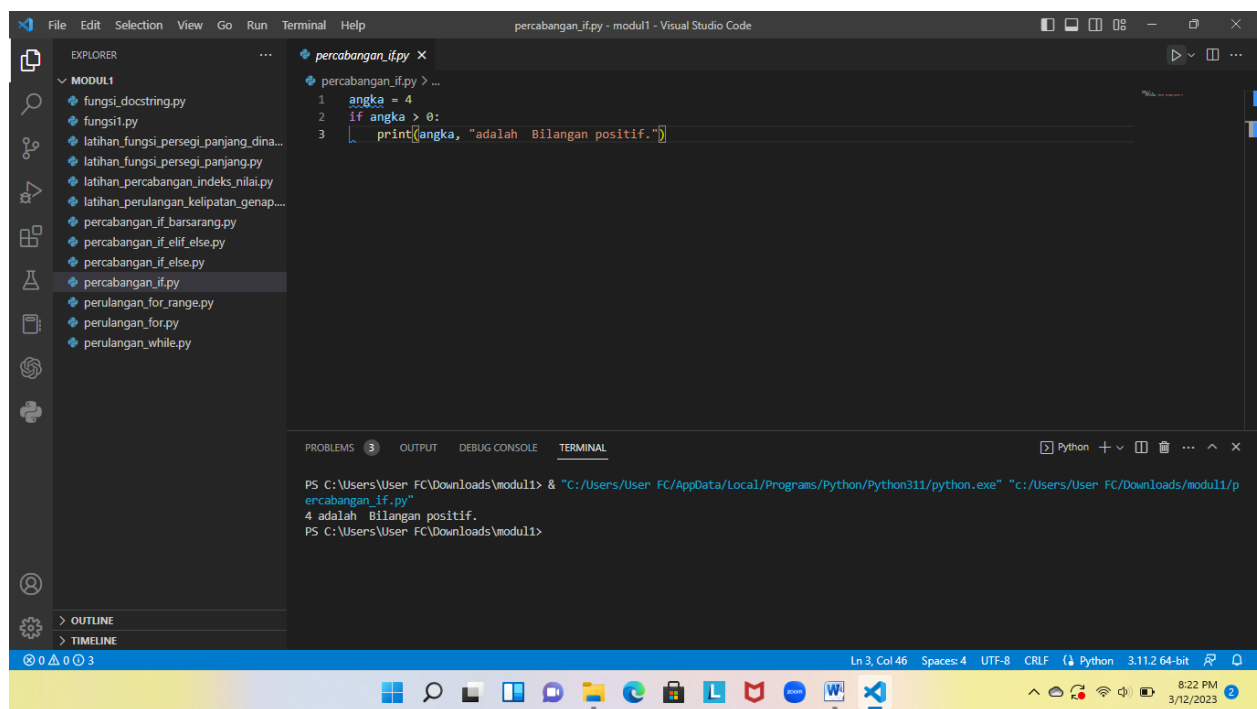


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Kelas : C Pemrograman Python

## Python 5 Modul 4

### 1. Contoh pernyataan if



The screenshot displays the Visual Studio Code interface. The Explorer panel on the left shows a project named 'MODUL1' with several Python files. The file 'percabangan\_if.py' is selected and open in the editor. The code in the editor is as follows:

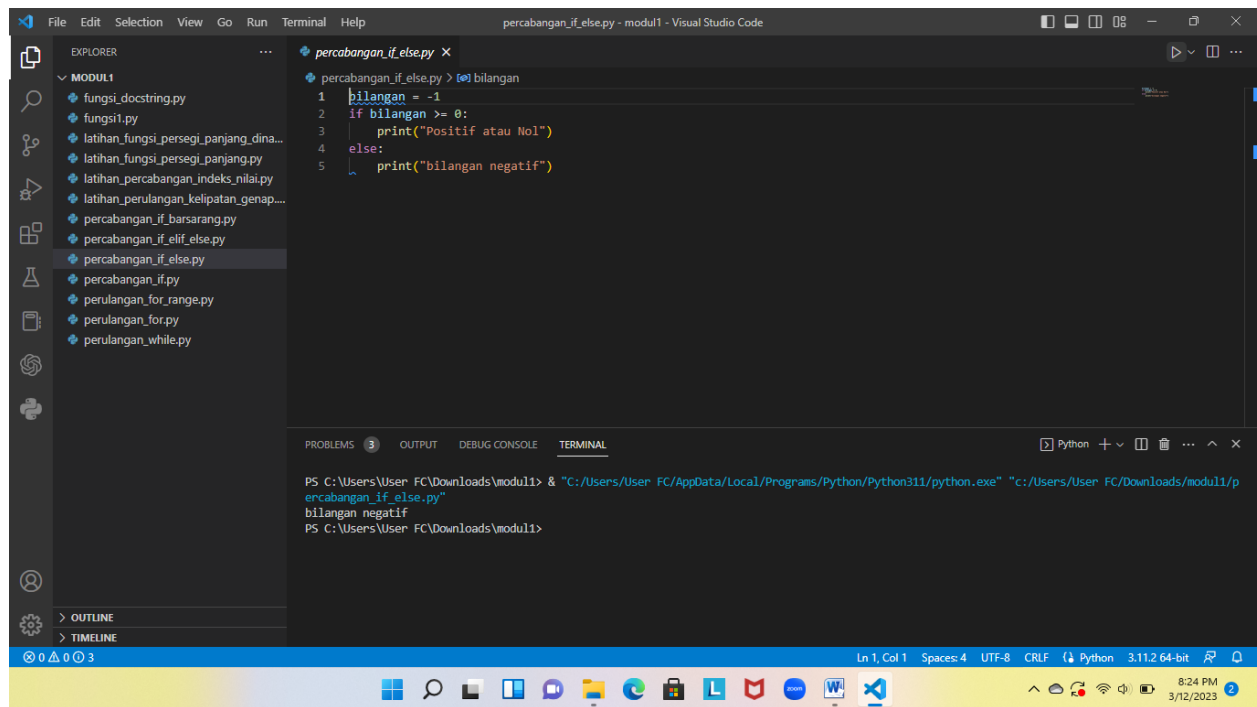
```
1 angka = 4
2 if angka > 0:
3     print(angka, "adalah Bilangan positif.")
```

The TERMINAL panel at the bottom shows the command prompt output:

```
PS C:\Users\User FC\Downloads\modul1> & "C:/Users/User FC/AppData/Local/Programs/Python/Python311/python.exe" "c:/Users/User FC/Downloads/modul1/percabangan_if.py"
4 adalah Bilangan positif.
PS C:\Users\User FC\Downloads\modul1>
```

The status bar at the bottom indicates the current line and column as 'Ln 3, Col 46', the file encoding as 'UTF-8', the line ending as 'CRLF', the Python version as 'Python 3.11.2 64-bit', and the system clock as '8:22 PM 3/12/2023'.

### 2. Pernyataan if else



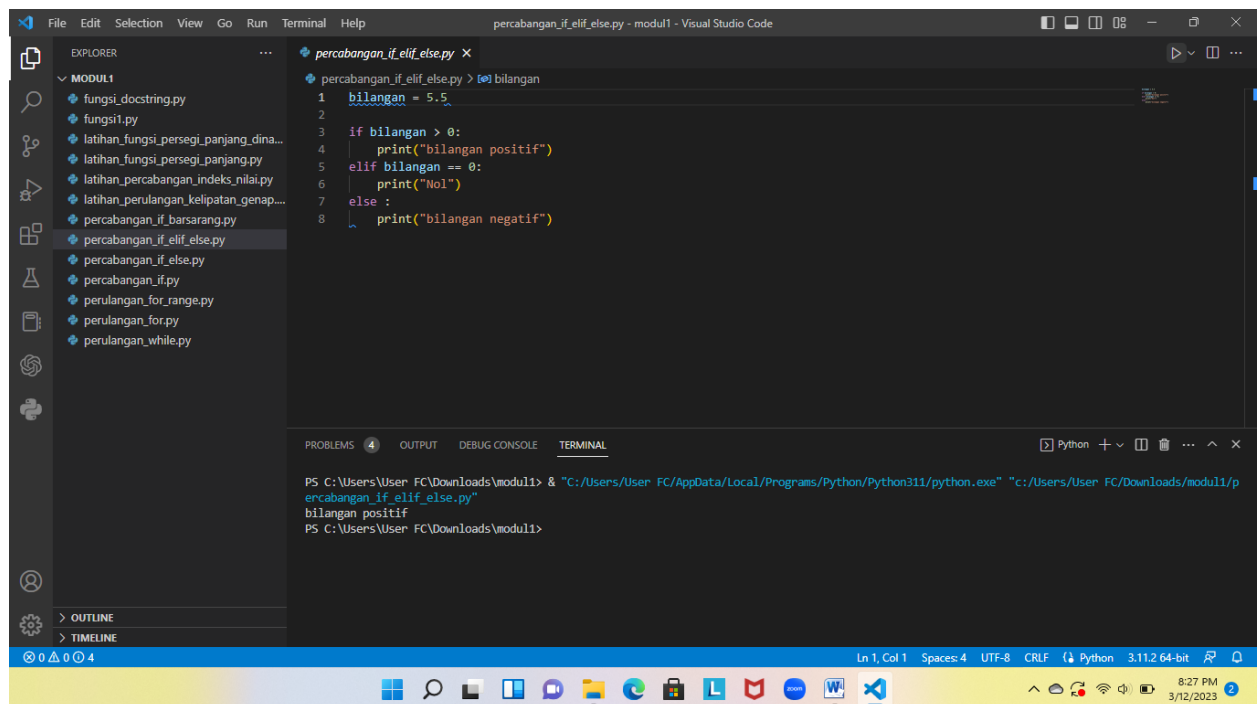
```
File Edit Selection View Go Run Terminal Help
percabangan_if_else.py - modul1 - Visual Studio Code

EXPLORER
MODUL1
  fungsi_docstring.py
  fungsi1.py
  latihan_fungsi_persegi_panjang_dina...
  latihan_fungsi_persegi_panjang.py
  latihan_percabangan_indeks_nilai.py
  latihan_perulangan_kelipatan_genap...
  percabangan_if_barsarang.py
  percabangan_if_elif_else.py
  percabangan_if_else.py
  percabangan_if.py
  perulangan_for_range.py
  perulangan_for.py
  perulangan_while.py

percabangan_if_else.py
1 bilangan = -1
2 if bilangan >= 0:
3     print("Positif atau Nol")
4 else:
5     print("bilangan negatif")

PROBLEMS 3 OUTPUT DEBUG CONSOLE TERMINAL
Python
PS C:\Users\User FC\Downloads\modul1> & "C:/Users/User FC/AppData/Local/Programs/Python/Python311/python.exe" "c:/Users/User FC/Downloads/modul1/p
ercabangan_if_else.py"
bilangan negatif
PS C:\Users\User FC\Downloads\modul1>
```

### 3. Pernyataan if else



```
File Edit Selection View Go Run Terminal Help
percabangan_if_elif_else.py - modul1 - Visual Studio Code

EXPLORER
MODUL1
  fungsi_docstring.py
  fungsi1.py
  latihan_fungsi_persegi_panjang_dina...
  latihan_fungsi_persegi_panjang.py
  latihan_percabangan_indeks_nilai.py
  latihan_perulangan_kelipatan_genap...
  percabangan_if_barsarang.py
  percabangan_if_elif_else.py
  percabangan_if_else.py
  percabangan_if.py
  perulangan_for_range.py
  perulangan_for.py
  perulangan_while.py

percabangan_if_elif_else.py
1 bilangan = 5.5
2
3 if bilangan > 0:
4     print("bilangan positif")
5 elif bilangan == 0:
6     print("Nol")
7 else:
8     print("bilangan negatif")

PROBLEMS 4 OUTPUT DEBUG CONSOLE TERMINAL
Python
PS C:\Users\User FC\Downloads\modul1> & "C:/Users/User FC/AppData/Local/Programs/Python/Python311/python.exe" "c:/Users/User FC/Downloads/modul1/p
ercabangan_if_elif_else.py"
bilangan positif
PS C:\Users\User FC\Downloads\modul1>
```

### 4. If bersarang

The screenshot shows the Visual Studio Code interface with a file named `percabangan_if_barsarang.py` open. The code defines variables `gaji = 10000000`, `berkeluarga = True`, and `punya_rumah = True`. It then uses nested `if` statements to print messages based on these conditions. The terminal output shows the execution results.

```
1 gaji = 10000000
2 berkeluarga = True
3 punya_rumah = True
4
5 if gaji > 3000000:
6     print("Gaju udah di atas UMR")
7     if berkeluarga:
8         print("wajib ikut asuransi dan menabung untuk pensiun")
9     else:
10        print("Tidak perlu ikut asuransi")
11
12 if punya_rumah:
13     print("wajib bayar pajak rumah")
14 else:
15     print("Tidak wajib bayar pajak rumah")
16 else:
17     print("Gaji belum UMR")
```

Terminal Output:

```
PS C:\Users\User FC\Downloads\modul1> "C:/Users/User FC/AppData/Local/Programs/Python/Python311/python.exe" "c:/Users/User FC/Downloads/modul1/p
ercabangan_if_barsarang.py"
Gaju udah di atas UMR
Wajib ikut asuransi dan menabung untuk pensiun
wajib bayar pajak rumah
PS C:\Users\User FC\Downloads\modul1>
```

## 5. Percabangan indeks nilai statis

The screenshot shows the Visual Studio Code interface with a file named `latihan_percabangan_indeks_nilai.py` open. The code defines a variable `nilai = 80` and uses `if` and `elif` statements to print different messages based on the value of `nilai`. The terminal output shows the execution results.

```
1 nilai = 80
2 if nilai >= 85 and nilai <= 100:
3     print("Nilai A")
4 elif nilai >= 70 and nilai <= 84:
5     print("Nilai B")
6 elif nilai >= 55 and nilai <= 69:
7     print("Nilai C")
8 else:
9     print("Nilai D")
```

Terminal Output:

```
PS C:\Users\User FC\Downloads\modul1> "C:/Users/User FC/AppData/Local/Programs/Python/Python311/python.exe" "c:/Users/User FC/Downloads/modul1/l
atihan_percabangan_indeks_nilai.py"
Nilai B
PS C:\Users\User FC\Downloads\modul1>
```

## 6. Perulangan for

The screenshot shows the Visual Studio Code interface with a file named `perulangan_for.py` open. The Explorer sidebar on the left shows a project named `MODUL1` containing several Python files, with `perulangan_for.py` selected. The main editor displays the following code:

```
1 nomor = [5, 5, 2]
2
3 jumlah = 0
4
5 for tampung in nomor :
6     jumlah = jumlah + tampung
7
8 print("Jumlah semuanya : ", jumlah)
```

The bottom panel shows the TERMINAL output:

```
PS C:\Users\User FC\Downloads\modul1> "C:/Users/User FC/AppData/Local/Programs/Python/Python311/python.exe" "c:/Users/User FC/Downloads/modul1/p
erulangan_for.py"
Jumlah semuanya : 12
PS C:\Users\User FC\Downloads\modul1>
```

The status bar at the bottom indicates the file is at line 8, column 36, using UTF-8 encoding and CRLF line endings.

## 7. Perulangan for dengan range

The screenshot shows the Visual Studio Code interface with a file named `perulangan_for_range.py` open. The Explorer sidebar on the left shows the same `MODUL1` project, with `perulangan_for_range.py` selected. The main editor displays the following code:

```
1 for hitung in range(5):
2     print("Hitung :", hitung)
```

The bottom panel shows the TERMINAL output:

```
PS C:\Users\User FC\Downloads\modul1> "C:/Users/User FC/AppData/Local/Programs/Python/Python311/python.exe" "c:/Users/User FC/Downloads/modul1/p
erulangan_for_range.py"
Hitung : 0
Hitung : 1
Hitung : 2
Hitung : 3
Hitung : 4
PS C:\Users\User FC\Downloads\modul1>
```

The status bar at the bottom indicates the file is at line 2, column 30, using UTF-8 encoding and CRLF line endings.

## 8. Perulangan while

The screenshot shows the Visual Studio Code interface with a file named `perulangan_while.py` open. The Explorer sidebar on the left shows a project named `MODUL1` containing several Python files, with `perulangan_while.py` selected. The main editor displays the following code:

```
1 hitung = 0
2
3 while (hitung < 5):
4     print("Hitung :", hitung)
5     hitung = hitung + 1
```

The bottom panel shows the TERMINAL output, which displays the execution of the script:

```
PS C:\Users\User FC\Downloads\modul1> "C:/Users/User FC/AppData/Local/Programs/Python/Python311/python.exe" "c:/Users/User FC/Downloads/modul1/p
erulangan_while.py"
Hitung : 0
Hitung : 1
Hitung : 2
Hitung : 3
Hitung : 4
PS C:\Users\User FC\Downloads\modul1>
```

The status bar at the bottom indicates the file is at line 5, column 24, using UTF-8 encoding and CRLF line endings.

## 9. Kelipatan bilangan genap

The screenshot shows the Visual Studio Code interface with a file named `latihan_perulangan_kelipatan_genap.py` open. The Explorer sidebar on the left shows the same `MODUL1` project, with `latihan_perulangan_kelipatan_genap.py` selected. The main editor displays the following code:

```
1 i = 0
2 n = int(input("Masukan Batas :"))
3
4 for i in range(n):
5     if i%2 == 0:
6         print("Bilangan :", i)
7
8     i = i + 1
```

The bottom panel shows the TERMINAL output, which displays the execution of the script:

```
PS C:\Users\User FC\Downloads\modul1> "C:/Users/User FC/AppData/Local/Programs/Python/Python311/python.exe" "c:/Users/User FC/Downloads/modul1/l
atihan_perulangan_kelipatan_genap.py"
Masukan Batas :5
Bilangan : 0
Bilangan : 2
Bilangan : 4
PS C:\Users\User FC\Downloads\modul1>
```

The status bar at the bottom indicates the file is at line 8, column 14, using UTF-8 encoding and CRLF line endings.

## 10. Fungsi

The screenshot shows the Visual Studio Code interface with a file explorer on the left containing a folder named 'MODUL1'. The main editor displays the file 'fungsi1.py' with the following Python code:

```
1 def sapa(nama):
2     print("hai," + nama + ". Apa kabar")
3     return nama
4
5 # panggilan fungsi
6 # output : hai, Anna. Apa kabar?
7 sapa("Anna")
```

The bottom panel shows the 'TERMINAL' tab with the following output:

```
PS C:\Users\User FC\Downloads\modul1> "C:/Users/User FC/AppData/Local/Programs/Python/Python311/python.exe" "c:/Users/User FC/Downloads/modul1/fungsi1.py"
hai,Anna. Apa kabar
PS C:\Users\User FC\Downloads\modul1>
```

## 11. Docstring

The screenshot shows the Visual Studio Code interface with a file explorer on the left containing a folder named 'MODUL1'. The main editor displays the file 'fungsi\_docstring.py' with the following Python code:

```
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__)
```

The bottom panel shows the 'TERMINAL' tab with the following output:

```
PS C:\Users\User FC\Downloads\modul1> "C:/Users/User FC/AppData/Local/Programs/Python/Python311/python.exe" "c:/Users/User FC/Downloads/modul1/fungsi_docstring.py"
Hai,Anna. Apa kabar?
contoh cetak keterangan
PS C:\Users\User FC\Downloads\modul1>
```

## 12. Fungsi persegi panjang

```
File Edit Selection View Go Run Terminal Help
latihan_fungsi_persegi_panjang.py - modul1 - Visual Studio Code

EXPLORER
MODUL1
  fungsi_docstring.py
  fungsi1.py
  latihan_fungsi_persegi_panjang_dina...
  latihan_fungsi_persegi_panjang.py
  latihan_percabangan_indeks_nilai.py
  latihan_perulangan_kelipatan_genap....
  percabangan_if_barsarang.py
  percabangan_if_elif_else.py
  percabangan_if_else.py
  percabangan_if.py
  perulangan_for_range.py
  perulangan_for.py
  perulangan_while.py

latihan_fungsi_persegi_panjang.py > persegipanjang
1 def persegipanjang(panjang, lebar):
2     luas = panjang * lebar
3     print("Luasnya :", luas)
4     return luas
5 print("Menghitung luas persegi panjang")
6 persegipanjang(4,6)

PROBLEMS 7 OUTPUT DEBUG CONSOLE TERMINAL
Python + Python 3.11.2 64-bit

PS C:\Users\User FC\Downloads\modul1> "C:/Users/User FC/AppData/Local/Programs/Python/Python311/python.exe" "c:/Users/User FC/Downloads/modul1/1
atihan_fungsi_persegi_panjang.py"
Menghitung luas persegi panjang
Luasnya : 24
PS C:\Users\User FC\Downloads\modul1>
```

### 13. Persegi panjang dinamis

```
File Edit Selection View Go Run Terminal Help
latihan_fungsi_persegi_panjang_dinamis.py - modul1 - Visual Studio Code

EXPLORER
MODUL1
  fungsi_docstring.py
  fungsi1.py
  latihan_fungsi_persegi_panjang_dina...
  latihan_fungsi_persegi_panjang.py
  latihan_percabangan_indeks_nilai.py
  latihan_perulangan_kelipatan_genap....
  percabangan_if_barsarang.py
  percabangan_if_elif_else.py
  percabangan_if_else.py
  percabangan_if.py
  perulangan_for_range.py
  perulangan_for.py
  perulangan_while.py

latihan_fungsi_persegi_panjang_dinamis.py > ...
1 def persegipanjang(panjang, lebar):
2     luas = panjang * lebar
3     print("Luasnya :", luas)
4     return luas
5
6 print("Menghitung Luas Persegu panjang")
7 a = int(input("Masukan Panjang :"))
8 b = int(input("Masukan Lebar : "))
9 persegipanjang(a,b)

PROBLEMS 7 OUTPUT DEBUG CONSOLE TERMINAL
Python + Python 3.11.2 64-bit

PS C:\Users\User FC\Downloads\modul1> "C:/Users/User FC/AppData/Local/Programs/Python/Python311/python.exe" "c:/Users/User FC/Downloads/modul1/1
atihan_fungsi_persegi_panjang_dinamis.py"
Menghitung Luas Persegu panjang
Masukan Panjang : 10
Masukan Lebar : 5
Luasnya : 50
PS C:\Users\User FC\Downloads\modul1>
```

The screenshot shows the Visual Studio Code interface with a Python file named `modul5.py` open. The Explorer sidebar on the left shows a project structure with a `python` folder containing `modul1.py` through `modul7.py`, and a `pratikum.py` file. The main editor displays the following code:

```
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 = "800"
15
16 marvel3.name = "Captain America"
17 marvel3.health = "900"
18
19 # pemanggilan
20 print(marvel1.name)
21 print(marvel1.health)
22 print(marvel1.__dict__)
23
24
25 class Marvel:
26     def __init__(self, inputName, inputHealth, inputPower, inputArmor):
27         self.name = inputName
28         self.health = inputHealth
29         self.power = inputPower
30         self.armor = inputArmor
31
32
33 marvel1 = Marvel("Iron Man", 100, 10, 90)
```

The status bar at the bottom indicates the cursor is at line 108, column 1, with 4 spaces, UTF-8 encoding, CRLF line endings, and Python 3.10.4 64-bit.

The screenshot shows the Visual Studio Code interface with a Python file named `modul5.py` open. The Explorer sidebar on the left shows a project structure with a `python` folder containing `modul1.py` through `modul7.py`, and a `pratikum.py` file. The main editor displays the following code:

```
29     self.power = inputPower
30     self.armor = inputArmor
31
32 marvel1 = Marvel("Iron Man", 100,10,90)
33 marvel2 = Marvel("Thor", 90,15,100)
34 marvel3 = Marvel("Captain America", 80,5,70)
35
36 print(marvel1.name)
37 print(marvel2.health)
38 print(marvel3.__dict__)
39
40 class Marvel:
41     # class variable
42     jumlah = 0
43
44     def __init__(self, inputName, inputHealth, inputPower, inputArmor):
45         # instance variable
46         self.name = inputName
47         self.health = inputHealth
48         self.power = inputPower
49         self.armor = inputArmor
50         Marvel.jumlah += 1
51         print("Hero Marvel dengan nama : " + inputName)
52
53 marvel1 = Marvel("Iron Man", 1000,900,800)
54 print(Marvel.jumlah)
55 marvel2 = Marvel("Thor", 900,1000,900)
56 print(Marvel.jumlah)
57 marvel3 = Marvel("Captain America", 800,700,600)
58 print(Marvel.jumlah)
59
60 class Marvel:
```

The status bar at the bottom indicates the cursor is at line 31, column 1, with 4 spaces, UTF-8 encoding, CRLF line endings, and Python 3.10.4 64-bit.



```
.vscode > pratikum > python > modul5.py > ...
57 marvel3 = Marvel("Captain America", 800,700,600)
58 print(Marvel.jumlah)
59
60 class Marvel:
61
62     # instance variable
63     self.name = inputName
64     self.health = inputHealth
65     self.power = inputPower
66     self.armor = inputArmor
67
68     # void function, method tanpa return
69     def siapa(self):
70         print("Namaku adalah : " + self.name)
71
72     # method dengan argumen
73     def healthTambah(self, tambah):
74         self.health += tambah
75
76     # method dengan return
77     def getHealth(self):
78         return self.health
79
80
81 marvell1 = Marvel("Iron Man", 1000,900,800)
82 marvel2 = Marvel("Thor", 900,1000,900)
83 marvel3 = Marvel("Captain America", 800,700,600)
84
85 # pemanggilan method
86 marvell1.siapa()
87
88 #pemakaian method dengan argumen
89 marvell1.healthTambah(10)
```

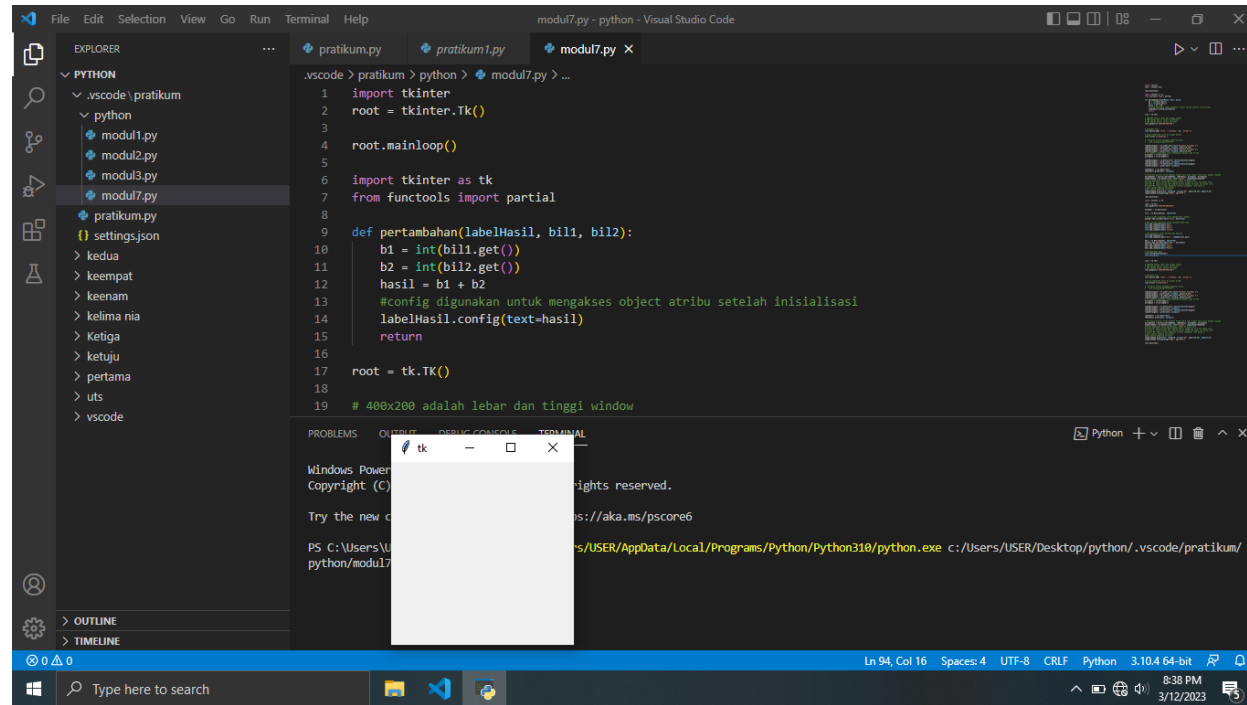
```
.vscode > pratikum > python > modul5.py > ...
60 class Marvel:
61
62     # instance variable
63     self.name = inputName
64     self.health = inputHealth
65     self.power = inputPower
66     self.armor = inputArmor
67
68     # void function, method tanpa return
69     def siapa(self):
70         print("Namaku adalah : " + self.name)
71
72     # method dengan argumen
73     def healthTambah(self, tambah):
74         self.health += tambah
75
76     # method dengan return
77     def getHealth(self):
78         return self.health
79
80
81 marvell1 = Marvel("Iron Man", 1000,900,800)
82 marvel2 = Marvel("Thor", 900,1000,900)
83 marvel3 = Marvel("Captain America", 800,700,600)
84
85 # pemanggilan method
86 marvell1.siapa()
87
88 #pemakaian method dengan argumen
89 marvell1.healthTambah(10)
90 print(marvell1.health)
91
```

```
.vscode > praktikum > 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)
```

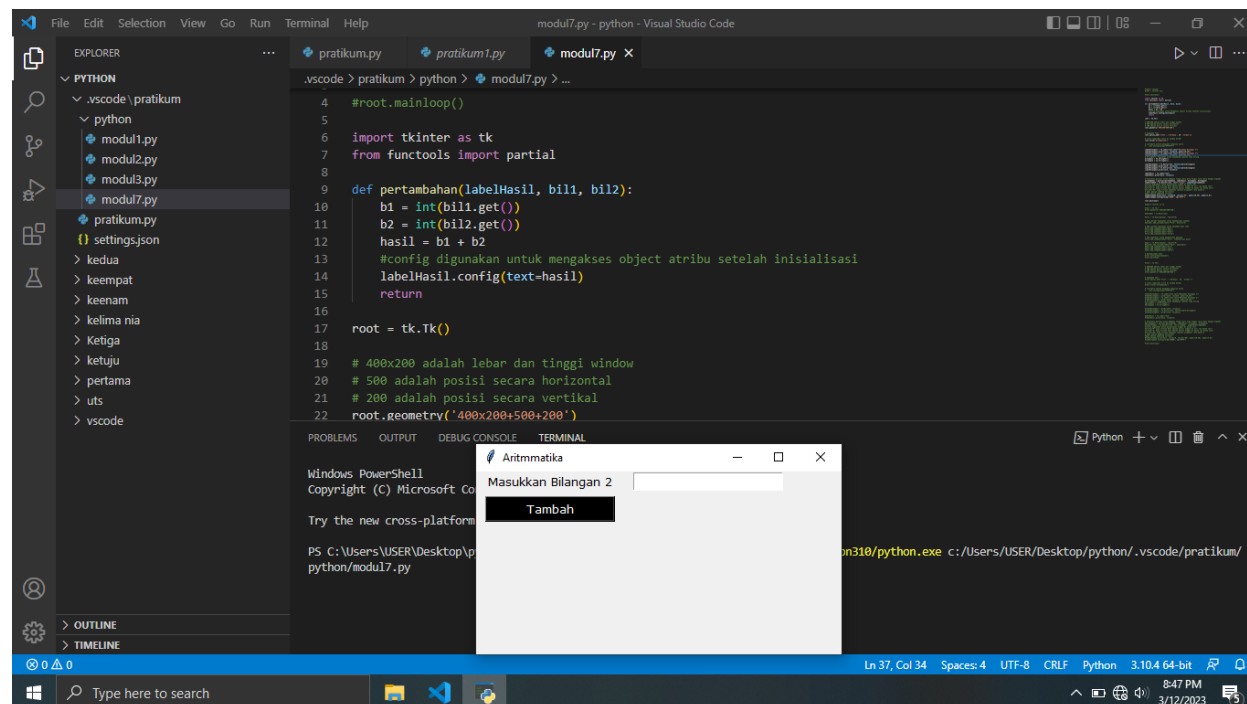
```
python/modul5.py
Iron Man
1000
{'name': 'Iron Man', 'health': '1000'}
Iron Man
90
{'name': 'Captain America', 'health': 80, 'power': 5, 'armor': 70}
Hero Marvel dengan nama : Iron Man
1
Hero Marvel dengan nama : Thor
2
Hero Marvel dengan nama : Captain America
3
Namaku adalah :Iron Man
1010
1010
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>
```

## Python 7 modul 6

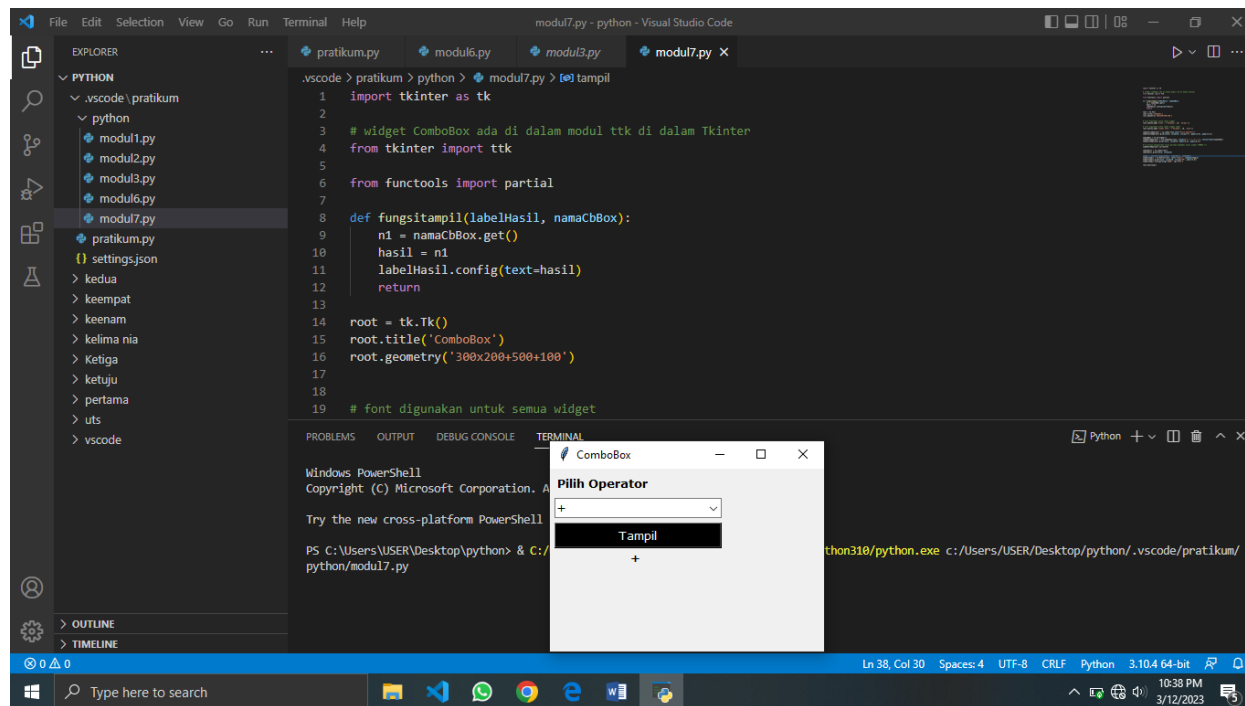
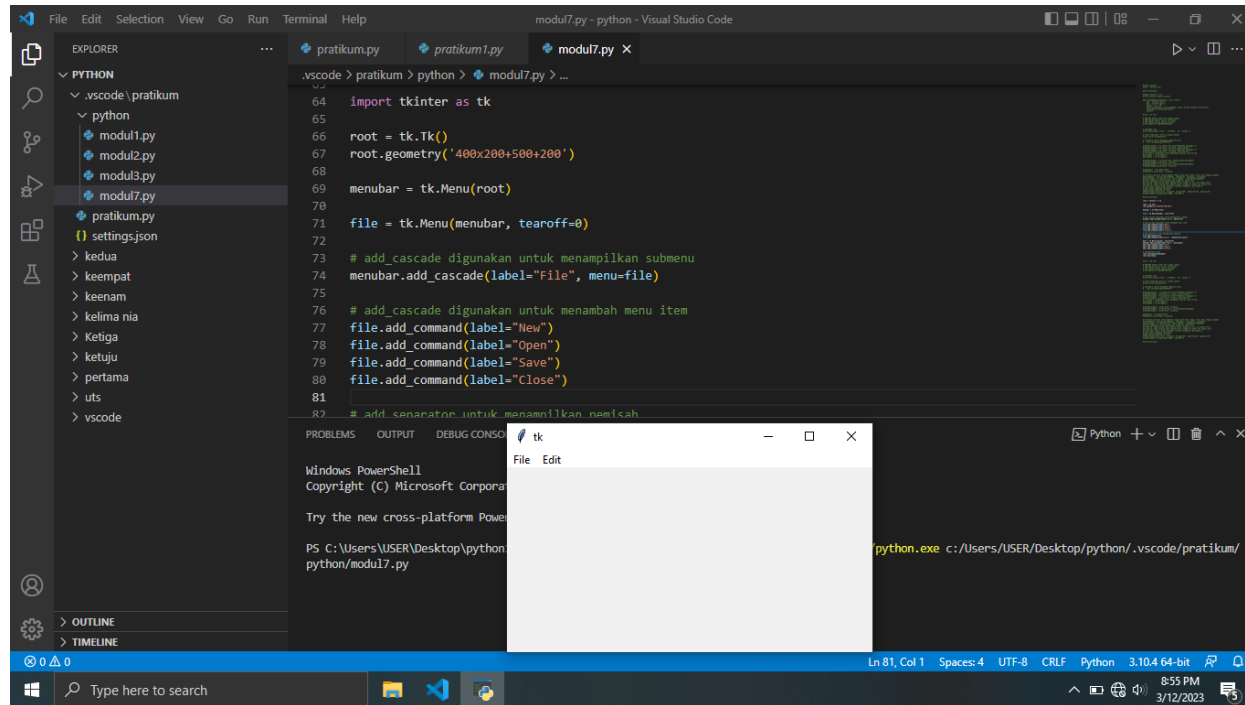
### 1. Tampilan Guci Sederhana



### 2. Aplikasi aritmatika pertamabahan

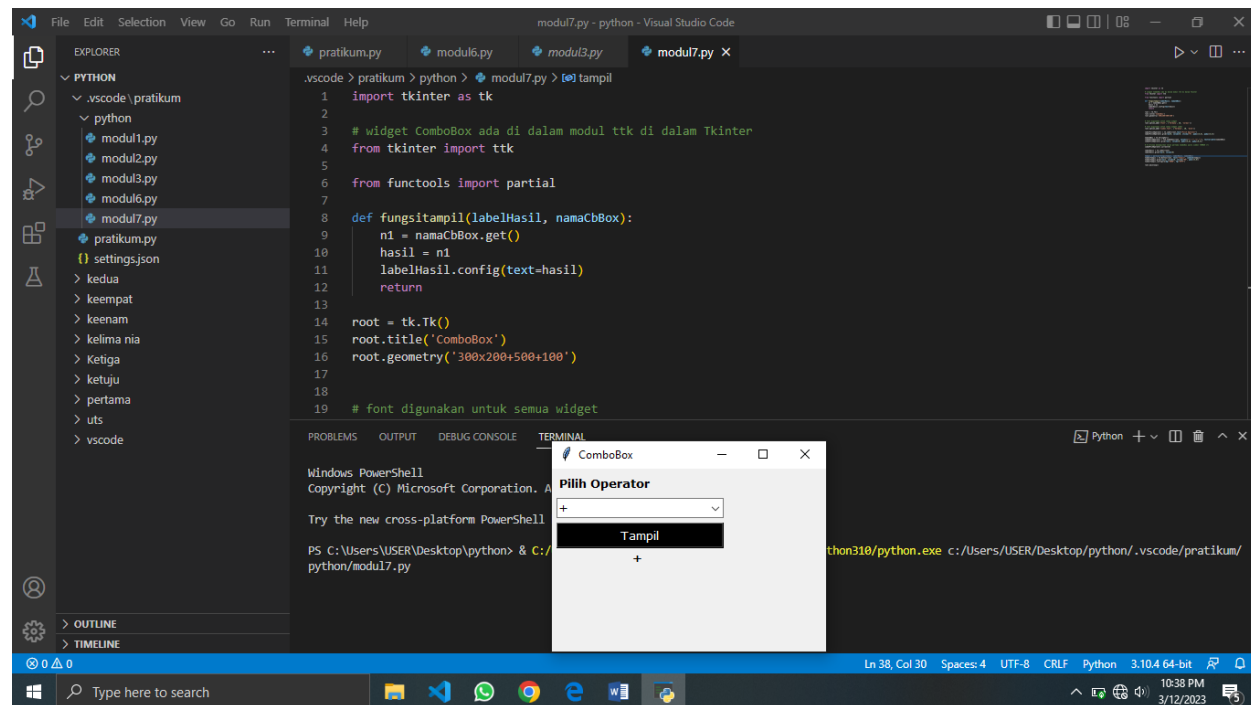


### 3. Tambah menu



## Python 6 modul 7

### 1. Tampilan ComboBox



### 2. Tampilan Radio Buton

