Program Tahunan

Mata Pelajaran : Pemrograman Dasar

Kelas : X

Satuan Pendidikan : SMK/MAK

| Semester | | **No.** | Materi Pokok/Kompetensi Dasar | | | Alokasi Waktu | Keterangan | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | | 1.  2.  3.  4. | **Pemrograman komputer**   * Menerapkan alur logika pemrograman komputer * Memahami perangkat lunak bahasa pemrograman * Menerapkan alur pemrograman dengan struktur bahasa pemrograman komputer * Membuat alur logika pemrograman komputer * Melakukan instalasi perangkat lunak bahasa pemrograman * Menulis kode pemrograman sesuai dengan aturan dan sintaks bahasa pemrograman   **Tipe data, variabel, konstanta, operator, dan ekspresi**   * Menerapkan penggunaan tipe data, variabel, konstanta, operator, dan ekspresi * Menerapkan operasi aritmatika dan logika * Membuat kode program dengan tipe data, variabel, konstanta, operator, dan ekspresi * Membuat kode program dengan operasi aritmatika dan logika   **Struktur kontrol percabangan**   * Menerapkan struktur kontrol percabangan dalam bahasa pemrograman * Membuat kode program struktur kontrol percabangan   **Struktur kontrol perulangan**   * Menerapkan struktur kontrol perulangan dalam bahasa pemrograman * Membuat kode program struktur kontrol perulangan | | | 24 JP  24 JP  12 JP  12 JP |  | |
|  | |  | Jumlah | | | 72 JP |  | |
| 2 | | 5.  6.  7. | **Array**   * Menganalisis penggunaan array untuk penyimpanan data di memori * Membuat kode program untuk menampilkan kumpulan data array   **Fungsi**   * Menerapkan penggunaan fungsi * Membuat kode program menggunakan fungsi   **Aplikasi berbasis antarmuka**   * Menerapkan pembuatan antarmuka (*user interface*) pada aplikasi * Menerapkan berbagai struktur kontrol dalam aplikasi antarmuka (*user interface*) * Menganalisis pembuatan aplikasi sederhana berbasis antarmuka (*user interface*) * Mengevaluasi *debugging* pada aplikasi sederhana * Mengevaluasi paket installer aplikasi sederhana * Membuat antarmuka (*user interface*) pada aplikasi * Membuat kode program berbagai struktur kontrol dalam aplikasi antarmuka (*user interface*) * Membuat aplikasi sederhana berbasis antarmuka (*user interface*) * Menggunakan *debugging* pada aplikasi sederhana * Memformulasikan paket installer aplikasi sederhana | | | 24 JP  24 JP  24 JP |  | |
|  | |  | Jumlah | | | 72 JP |  | |
| Mengetahui  Kepala Sekolah | | |  | Jambi, Juli 2018  Guru Mata Pelajaran | | |
| Drs. IKHWAN  NIP.196207281988111001 | | |  | Muhammad Hadi Saputra  NUPTK. | | |



Program Semester

Mata Pelajaran : Pemrograman Dasar

Kelas : X

Satuan Pendidikan : SMK/MAK

| **No.** | **Materi Pokok/**  **Kompetensi Dasar** | **Jml Jam** | **Bulan** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Juli** | | | **Agustus** | | | | | **September** | | | | **Oktober** | | | | | **November** | | | | **Desember** | | | | **Januari** | | | | | **Februari** | | | | **Maret** | | | | **April** | | | | **Mei** | | | | | **Juni** | | | | **Juli** | |
| **2** | **3** | **4** | **1** | **2** | **3** | **4** | **5** | **1** | **2** | **3** | **4** | **1** | **2** | **3** | **4** | **5** | **1** | **2** | **3** | **4** | **1** | **2** | **3** | **4** | **1** | **2** | **3** | **4** | **5** | **1** | **2** | **3** | **4** | **1** | **2** | **3** | **4** | **1** | **2** | **3** | **4** | **1** | **2** | **3** | **4** | **5** | **1** | **2** | **3** | **4** | **1** | **2** |
| 1. | **Pemrograman komputer**   * Menerap-kan alur lo-gika pem-rograman komputer * Memahami perangkat lunak baha-sa pemrog-raman * Menerap-kan alur pemrogram-an dengan struktur ba-hasa pem-rograman komputer * Membuat alur logika pemrogram-an kompu-ter * Melakukan instalasi pe-rangkat lu-nak bahasa pemrogram-an * Menulis ko-de pemrog-raman se-suai dengan aturan dan sintaks ba-hasa pem-rograman | 24 JP |  | x | x | x | x | x | x |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2. | **Tipe data, va-riabel, kon-stanta, opera-tor, dan eks-presi**   * Menerap-kan peng-gunaan tipe data, varia-bel, kon-stanta, ope-rator, dan ekspresi * Menerap-kan operasi aritmatika dan logika | 24 JP |  |  |  |  |  |  |  | x | x | x | x | x |  | x |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |
|  | * Membuat kode prog-ram dengan tipe data, variabel, konstanta, operator, dan eks-presi * Membuat kode prog-ram dengan operasi arit-matika dan logika |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3. | **Struktur kon-trol perca-bangan**   * Menerap-kan struktur kontrol per-cabangan dalam ba-hasa pem-rograman * Membuat kode prog-ram struktur kontrol per-cabangan | 12 JP |  |  |  |  |  |  |  |  |  |  |  |  |  |  | x | x | x |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4. | **Struktur kon-trol perulang-an**   * Menerap-kan struktur kontrol per-ulangan da-lam bahasa pemrogram-an * Membuat kode prog-ram struktur kontrol per-ulangan | 12 JP |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | x | x | x |  |  | Persiapan Penerimaan Rapor |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |
| 5. | **Array**   * Menganali-sis penggu-naan array untuk pe-nyimpanan data di me-mori * Membuat kode prog-ram untuk menampil-kan kumpul-an data array | 24 JP |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | x | x | x | x | x | x |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

| **No.** | **Materi Pokok/**  **Kompetensi Dasar** | | | **Jml Jam** | | | **Bulan** | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| **Juli** | | | | | | | | | **Agustus** | | | | | | | | | | | | | | | **September** | | | | | | | | | | | **Oktober** | | | | | | | | | | | **November** | | | | | | | **Desember** | | | | | **Januari** | | | | | | **Februari** | | | | | **Maret** | | | | | **April** | | | | | **Mei** | | | | | | **Juni** | | | | | **Juli** | | |
|  | | | **2** | | | | **3** | | | | | **4** | | | | **1** | | | **2** | | | **3** | | | **4** | | **5** | | | | **1** | | | **2** | | **3** | | **4** | | | **1** | | **2** | | **3** | | **4** | | **5** | | | **1** | | **2** | **3** | **4** | | **1** | **2** | **3** | **4** | | **1** | **2** | **3** | **4** | **5** | | **1** | **2** | **3** | **4** | | **1** | **2** | **3** | **4** | | **1** | **2** | **3** | **4** | | **1** | **2** | **3** | **4** | **5** | | **1** | **2** | **3** | **4** | | **1** | **2** |
| 6. | **Fungsi**   * Menerap-kan peng-gunaan   Fungsi   * Membuat kode prog-ram meng-gunakan fungsi | | 24 JP | | |  | | | |  | | | | |  | | | |  | | |  | | |  | | |  | |  | | | |  | | |  | |  | |  | | |  | |  | |  | |  | |  | | |  | |  |  |  | |  |  |  |  | |  |  |  |  |  | |  | x | x | x | |  | x | x | x | |  |  |  |  | |  |  |  |  |  | |  |  |  |  | |  |  |
|  |  |
| 7. | **Aplikasi ber-basis antar-muka**   * Menerap-kan pembu-atan antar-muka (*user interface*) pada aplika-si * Menerap-kan berba-gai struktur kontrol da-lam aplikasi antarmuka (*user interface*) * Menganali-sis pembu-atan aplika-si sederha-na berbasis antarmuka (*user inter-face*) * Mengevalu-asi *debug-ging* pada aplikasi se-derhana * Mengevalu-asi paket installer ap-likasi sederhana * Membuat antarmuka (*user inter-face*) pada aplikasi * Membuat kode prog-ram berba-gai struktur kontrol da-lam aplikasi antarmuka (*user inter-face*) * Membuat aplikasi sederhana berbasis antarmuka (*user interface*) | | 24 JP | | |  | | | |  | | | | |  | | | |  | | |  | | |  | | |  | |  | | | |  | | |  | |  | |  | | |  | |  | |  | |  | |  | | |  | |  |  |  | |  |  |  |  | |  |  |  |  |  | |  |  |  |  | |  |  |  |  | |  | x |  | x | | x | x | x | x |  | |  |  |  | Persiapan Penerimaan Rapo | |  |  |
|  |  | |  |  |  |  |  |
|  | | * Mengguna-kan *debug-ging* pada aplikasi se-derhana * Memformu-lasikan pa-ket installer aplikasi se-derhana | | |  | | |  | | |  | | |  | | |  | | | |  | | |  | | |  | |  | | | |  | | |  | |  | |  | | |  | |  | |  | |  | |  | | |  | |  | |  |  | |  |  |  |  | |  |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |  |  |  |  | |  |  |
|  | **Jumlah** | | 144 JP | | | | | |  | | |  |  | | | | |  | |  | | |  | | |  | | | |  | |  | | |  | | | |  | |  | | |  | |  | |  | |  | |  | | |  | |  |  |  | |  |  |  |  | |  |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  | |  |  |  |  |  | |  |  |  |  | |  |  |

**Keterangan**:

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| --- | --- |
|  | : Kegiatan tengah semester |
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|  | : Ujian nasional/ujian nasional susulan |
|  |  |
|  | : Latihan ulangan semester 1/latihan ulangan semester 2 |
|  |  |
|  | : Libur hari raya Idul Fitri |
|  |  |
|  | : Ulangan semester 1/ulangan semester 2 |
|  |  |
|  | : Libur semester 1/libur semester 2 |

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| Mengetahui  Kepala Sekolah |  | Jambi, Juli 2018  Guru Mata Pelajaran |
| =========== |  | Muhammad Hadi Saputra |