# ALGORITMA DAN PEMROGRAMAN

**KULIAH 2: BAHASA PEMROGRAMAN** 

Dosen Pengampu:

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### Apa yang akan kita pelajari Hari Ini?

- Kategori dalam Bahasa Pemrograman
- Mengenal salah satu Bahasa Pemrograman
- Program Pertama Anda
- Memperbaiki kesalahan dalam koding



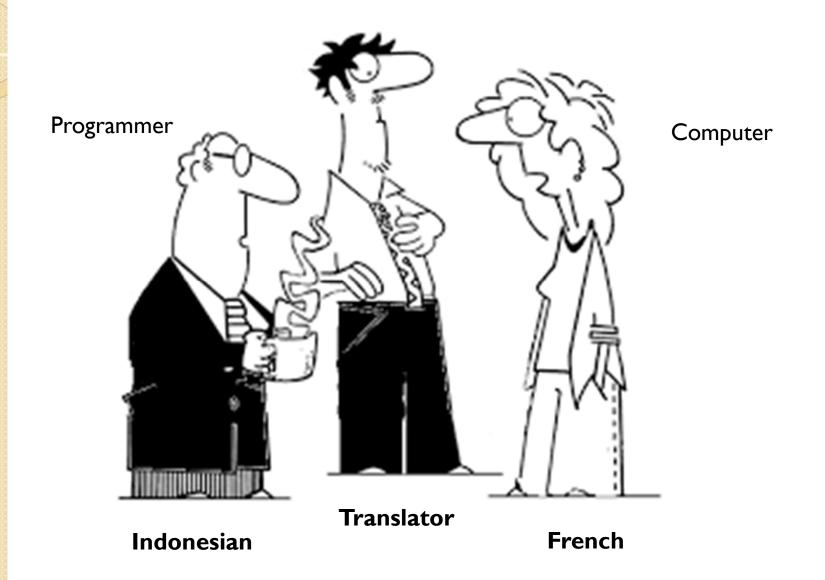
### LANGKAH DALAM PEMROGRAMAN

Menulis Algoritma

Menulis Program dengan Bahasa Pemrograman

Compile dan Testing

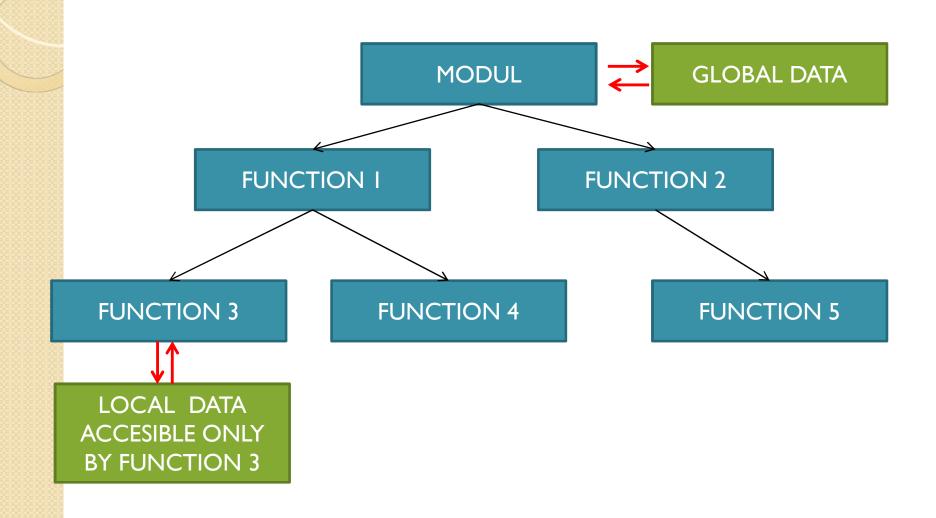
### **ILUSTRASI PEMROGRAMAN**



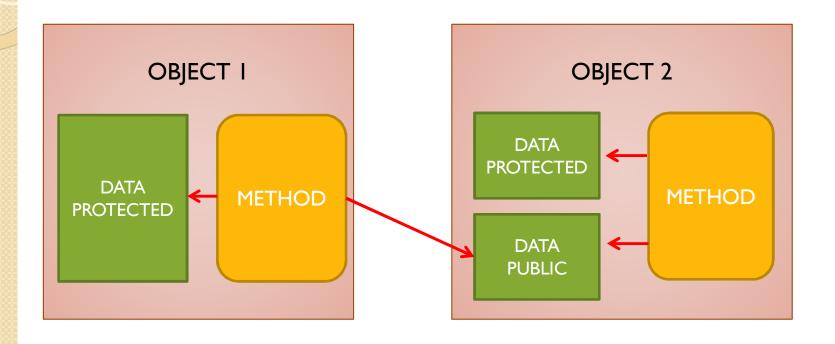
# Kategori dalam Bahasa Pemrograman

No	Kategori	Jenis
I	Berdasarkan Kedekatan dengan Mesin	<ul><li>A. Tingkat Rendah (Misal: Bahasa Mesin)</li><li>B. Tingkat Tinggi (Misal: C++, Python, Matlab, Fortran, Pascal)</li></ul>
2	Berdasarkan Fungsi	<ul><li>A. Bertujuan Khusus (Fortran, Cobol, Prolog)</li><li>B. Bertujuan Umum (C++, Python, Java, Pascal)</li></ul>
3	Berdasarkan Paradigma	<ul><li>A. Prosedural (Pascal, Cobol, Basic, Fortran, C)</li><li>B. Objek-Oriented (C++, Python, C#)</li></ul>
4	Berdasarkan cara menterjemahkan kode Program	<ul><li>A. Interpreter (Matlab, Python, Perl)</li><li>B. Kompiler (C, C++, Pascal)</li></ul>

### Paradigma Pemrograman: Prosedural



# Paradigma Pemrograman: Object Oriented





# Prosedural Oriented

Top down design

Complex code

Limited code reuse

Global data Focused

### Object-Oriented

Object focused design

Complex design

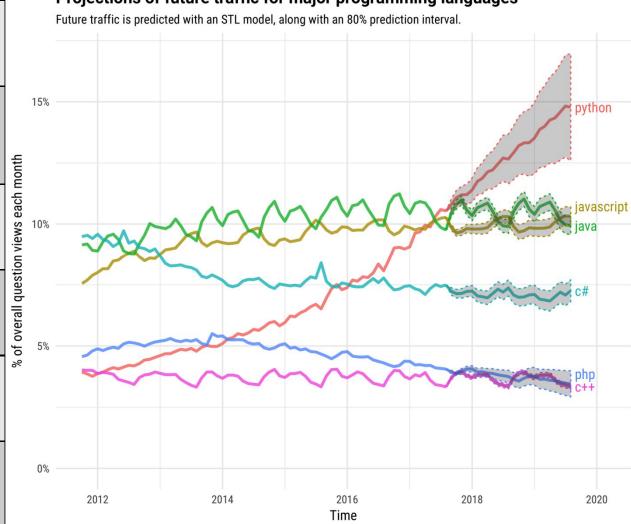
Code reuse

Protected Data

### **BAHASA PEMROGRAMAN**

С	C#
C++	Fortran
Pascal	Python
Java	Perl
Basic	Matlab
Ruby	PHP

#### **Projections of future traffic for major programming languages**



Source: <a href="https://stackoverflow.blog/2017/09/06/incredible-growth-python/">https://stackoverflow.blog/2017/09/06/incredible-growth-python/</a>



- I. Interpreted
- 2. High-Level
- 3. Object Oriented

### **Kelebihan Python**:

- I. Mudah digunakan dan dipelajari
- 2. Dokumentasi baik
- 3. Gratis dan dapat dijalankan di platform windows atau linux
- 4. Memiliki banyak standard library
- 5. Memiliki alat/module scientifik yang lengkap.

# Why I use python?

- I need at least one programming language to teach ALGO-PRO (I do know Python)
- Python is easy to learn (clear syntax)
- Easy intro for programming language concept

But, you can choose any programming language. Nevertheless, this course is not how to learn programming language but how to make a program.

## Kekurangan Python

- Slower than compiler language such as C++. Python code executed by VM or interpreter assigned by CPU in run-time.
- Not for highly parallel computer.
- Not for low level control.

# Installing Python

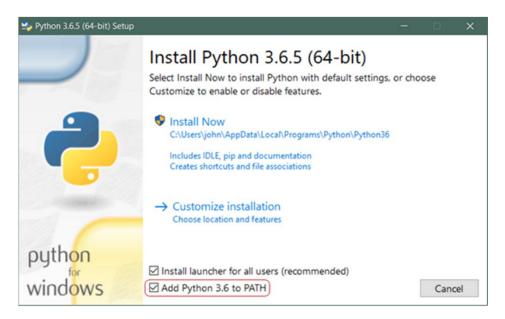
#### **On Windows:**

#### STEP 1:

- I. Open a browser window and navigate to the <u>Download page for Windows</u> at <u>python.org</u>.
- 2. Underneath the heading at the top that says **Python Releases for Windows**, click on the link for the **Latest Python 3 Release Python 3.x.x**. (As of this writing, the latest is Python 3.6.5.)
- Scroll to the bottom and select either Windows x86-64 executable installer for 64-bit or Windows x86 executable installer for 32-bit.

#### STEP 2:

Once you have chosen and downloaded an installer, simply run it by double-clicking on the downloaded file. A dialog should appear that looks something like this:



Then just click **Install Now**.

Source: https://realpython.com/installing-python/

### Installing Python (Recommended)

Using Anaconda Distribution

https://www.anaconda.com/distribution/

### How to Install:

https://docs.anaconda.com/anaconda/install/windows/

### How to update:

Windows -> Open the Start Menu and choose Anaconda Prompt. Type:

conda update conda conda update anaconda

### Alternative Acces to Python

- Using android/tablet or iPhone/iPad: Install pydroid on Google Play Install pythonista 3? Python3IDE on Apple store
- Online Python Interpreter:
- a. Python.org Online Console: <a href="https://www.python.org/shell">www.python.org/shell</a>
- b. Python Fiddle: <a href="mailto:pythonfiddle.com">pythonfiddle.com</a>
- c. Repl.it: repl.it
- d. Trinket: trinket.io
- e. Python Anywhere: www.pythonanywhere.com

# Starting Python

- On cmd type:python
- Interactive Python -> type:ipython
- IDE -> type:spyder

### **BASIC**

Ketik berikut di python atau ipython dan lihat hasilnya

```
2+2
2+2.0
P = 2
L = 4
P*L
A = P*L
X = Y = Z
# comment
25-3*4/2 # comment satu baris dengan kode
```

## Script

- Tulis kode dalam text editor (misal Notepad++)
- Simpan dalam file berekstensi .py (misal test.py), lalu jalankan

di terminal:

D:>python test.py

di ipython:

in [1]: %run test.py

 Simpan dan Bisa digunakan disesi berikutnya di python terminal

>>> import test

Buat executable file

D:> ./test.py

# Program Pertama Anda

>>> print ("Hello World")

### Program Kedua Anda

Menghitung keliling persegi panjang

```
>>> panjang = 2
>>> lebar = 3
>>> keliling = 2*(panjang+lebar)
>>> print ("keliling persegi panjang dengan
panjang "+str(panjang)+" dan lebar
"+str(lebar)+" adalah "+str(keliling))
```

### Kesalahan dalam Pemrograman

Kesalahan Sintaks contoh:

```
>>> panjang = 2
>>> lebar = 3
>>> keliling = 2*(pnjang+lebar)
```

Mudah di temukan

Kesalahan Algoritma

### contoh:

```
>>> panjang = 2
>>> lebar = 3
>>> keliling = 2+(panjang+lebar)
```

Bug -> Debug

### Latihan

 Buat program untuk menghitung Luas persegi panjang, Luas segitiga, dan luas lingkaran!

### Post-Test: 5 menit

Berikan tanda centang ( $\sqrt{}$ ) pada kolom yang sesuai!

No	Bahasa	Tujuan		kompilasi		paradigma	
		Khusus	Umum	interpreter	compiler	Prosed ural	ООР
I	Pascal						
2	С						
3	C++						
4	Python						
5	Matlab						
6	Fortran						
7	Java						
8	Basic						

### Akhir Kuliah

- Anda dapat mengkategorikan bahasa pemrograman
- Anda dapat menjelaskan alur kerja dalam pemrograman
- Anda dapat mengerti kesalahan dalam pemrograman
- Anda dapat membedakan antara objek oriented programming dan prosedural oriented programing.