

### DEMO PYTHON

ALFIRA EGA IKHSAN

### **SOFTWARE DAN TOOLS**

- Python 3.10 atau diatasnya
- 2 Text editor
- Git (opsional)
- O4 Pygame



### **INSTALASI PYTHON**

Melakukan Installasi Python Versi 3.10 atau diatasnya ( python.org )

```
Command Prompt × + v

Microsoft Windows [Version 10.0.22621.1413]

(c) Microsoft Corporation. All rights reserved.

C:\Users\HP>python --version

Python 3.11.2
```

Cek pyhton

python --version

### Install Pygame di Command Promp dengan command

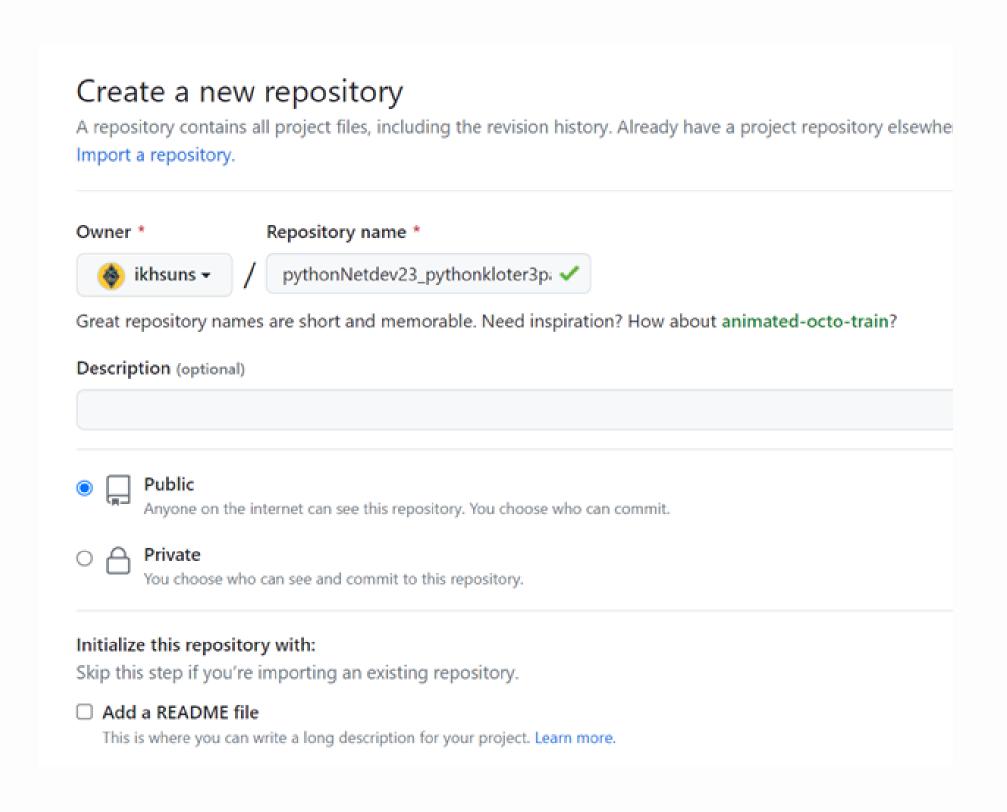
python -m pip install pygame

```
Command Prompt
                    ×
Microsoft Windows [Version 10.0.22621.1265]
(c) Microsoft Corporation. All rights reserved.
C:\Users\HP>py --version
Python 3.11.2
C:\Users\HP>python -m pip install pygame
Collecting pygame
 Downloading pygame-2.3.0-cp311-cp311-win_amd64.whl (10.5 MB)
                                 Installing collected packages: pygame
Successfully installed pygame-2.3.0
[notice] A new release of pip available: 22.3.1 -> 23.0.1
[notice] To update, run: python.exe -m pip install --upgrade pip
```

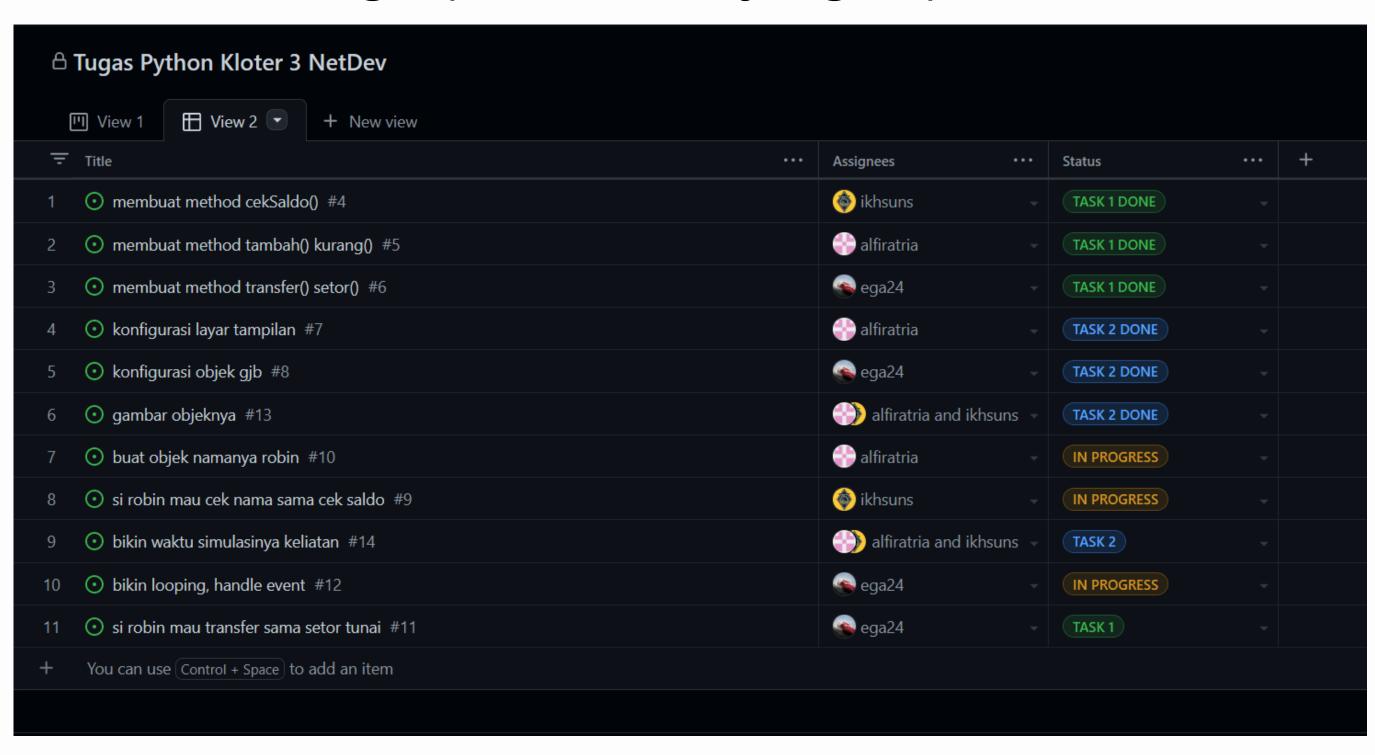
### python.exe -m pip install -upgrade pip

```
Command Prompt
[notice] A new release of pip available: 22.3.1 -> 23.0.1
[notice] To update, run: python.exe -m pip install --upgrade pip
C:\Users\HP>python.exe -m pip install --upgrade pip
Requirement already satisfied: pip in c:\users\hp\appdata\local\programs\python\python311\lib\site-packages (22.3.1)
Collecting pip
  Downloading pip-23.0.1-py3-none-any.whl (2.1 MB)
                                       _____ 2.1/2.1 MB 333.1 kB/s eta 0:00:00
Installing collected packages: pip
  Attempting uninstall: pip
    Found existing installation: pip 22.3.1
    Uninstalling pip-22.3.1:
      Successfully uninstalled pip-22.3.1
Successfully installed pip-23.0.1
C:\Users\HP>
```

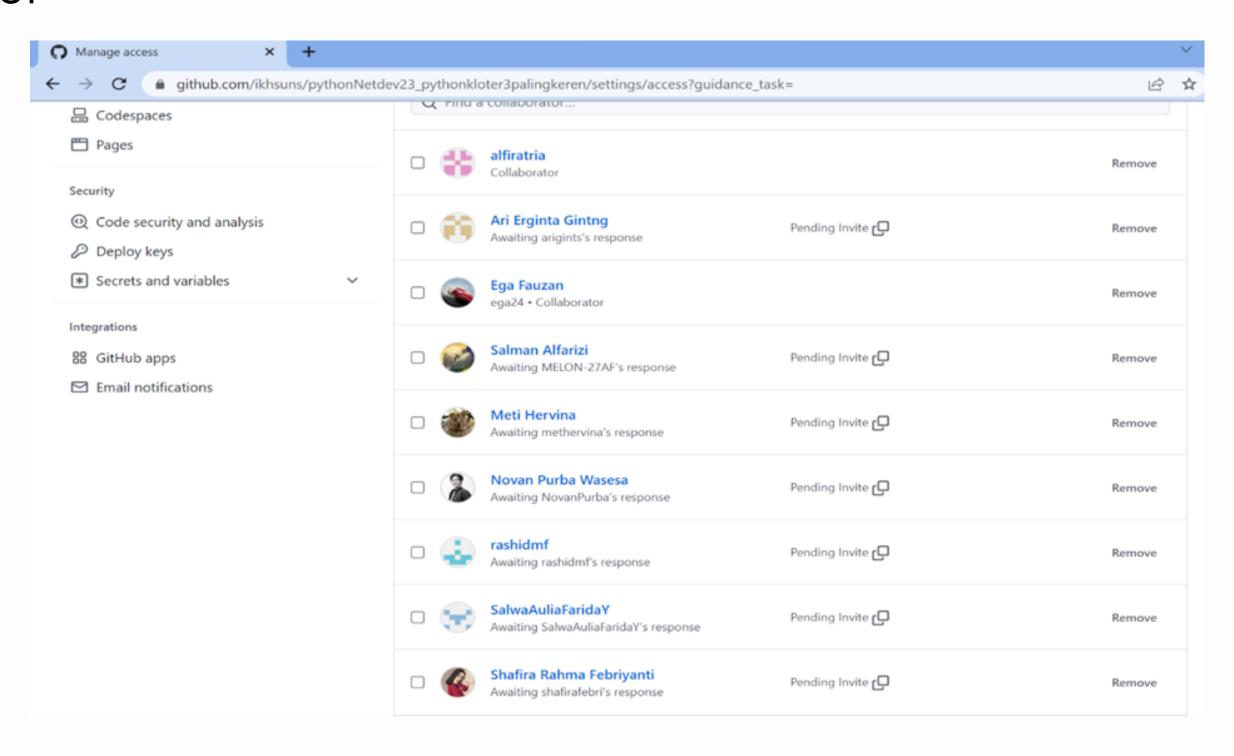
### Membuat Repository baru dalam GitHub



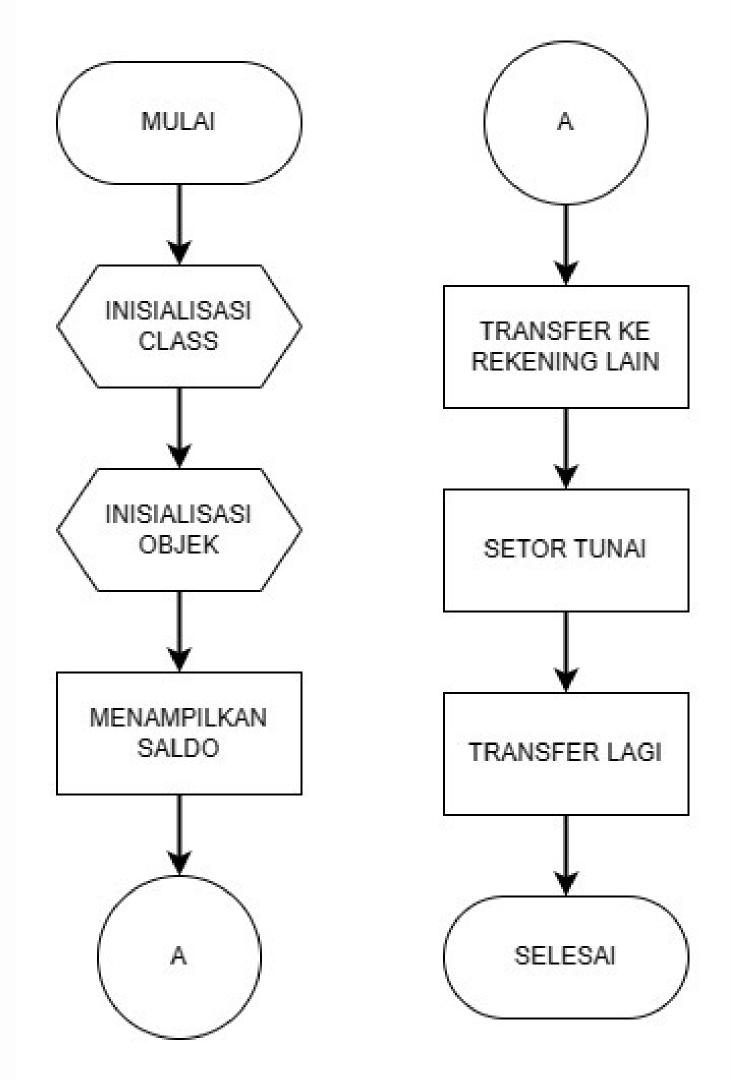
Membuat Projects di dalam GitHub dengan Menambahkan Anggota Kelompok dan membuat branch sesuai jumlah tugas dan kerjakan tugas pada branch yang terpisah.



Menambahkan Collaborator Adaptive Network Lab Members di dalam Projects Undang seluruh anggota kelompok dan asisten menjadi collaborator



## TUGAS1 ATMOOP



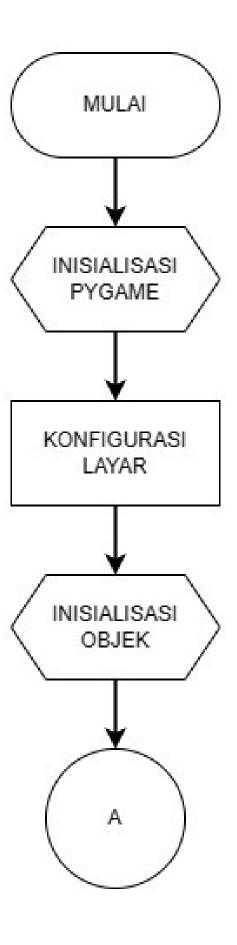
```
C: > Users > HP > Documents > Adaptive NetDev > 🕏 TUGAS PYTHON KLOTER 3.py > ...
      ## MEMBUAT PROGRAM BANK ATM OOP##
      class Bank:
  4
          def __init__(self, nama):
  5
               self.nama = nama
  6
               self.saldo = 1000000
  8
          def cekSaldo(self):
  9
               print("Saldo Nasabah Sebesar Rp" + str(self.saldo))
 10
 11
          def kurangSaldo(self, tunai):
 12
               self.saldo -= tunai
 13
 14
          def tambahSaldo(self, tunai):
 15
               self.saldo += tunai
 16
 17
          def transferSaldo(self, tunai):
 18
               if (self.saldo >= tunai):
 19
                   self.kurangSaldo(tunai)
 20
 21
               else :
                   print("Maaf Saldo " + self.nama + " Tidak Mencukupi")
 22
 23
          def setorSaldo(self, tunai):
 24
               self.tambahSaldo(tunai)
 25
               print("Saldo " + self.nama + " Telah Bertambah")
 26
               self.cekSaldo()
 27
 28
 29
```

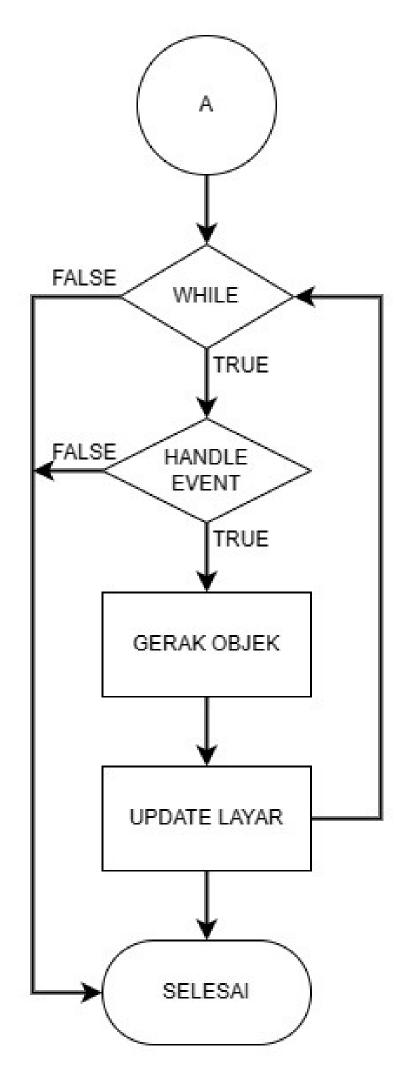
```
29
     orang1 = Bank("Robin")
30
31
     print("Nama Nasabah adalah " + orang1.nama)
32
     Bank.cekSaldo(orang1)
33
34
35
     print("Robin Melakukan Transaksi Transfer Rp700.000 ke Rekening Lain")
     Bank.transferSaldo(orang1, 700000)
36
     Bank.cekSaldo(orang1)
37
38
     print("Robin Melakukan Transaksi Setor Tunai Rp100.000 ke Rekening Lain")
39
     Bank.setorSaldo(orang1, 100000)
40
     Bank.cekSaldo(orang1)
41
42
     print("Robin Melakukan Transaksi Transfer Rp500.000 ke Rekening Lain")
43
     Bank.transferSaldo(orang1, 500000)
44
     Bank.cekSaldo(orang1)
45
46
```

### RUN PYTHON CODE / FILE:

```
PROBLEMS
          OUTPUT
                   DEBUG CONSOLE
                                   TERMINAL
PS C:\Users\HP> & C:/Users/HP/AppData/Local/Programs/Pyth
on/Python311/python.exe "c:/Users/HP/Documents/Adaptive N
etDev/TUGAS PYTHON KLOTER 3.py"
Nama Nasabah adalah Robin
Saldo Nasabah Sebesar Rp1000000
Robin Melakukan Transaksi Transfer Rp700.000 ke Rekening
Lain
Saldo Nasabah Sebesar Rp300000
Robin Melakukan Transaksi Setor Tunai Rp100.000 ke Rekeni
ng Lain
Saldo Robin Telah Bertambah
Saldo Nasabah Sebesar Rp400000
Saldo Nasabah Sebesar Rp400000
Robin Melakukan Transaksi Transfer Rp500.000 ke Rekening
Lain
Maaf Saldo Robin Tidak Mencukupi
Saldo Nasabah Sebesar Rp400000
PS C:\Users\HP>
```

## TUGAS 2 GJB



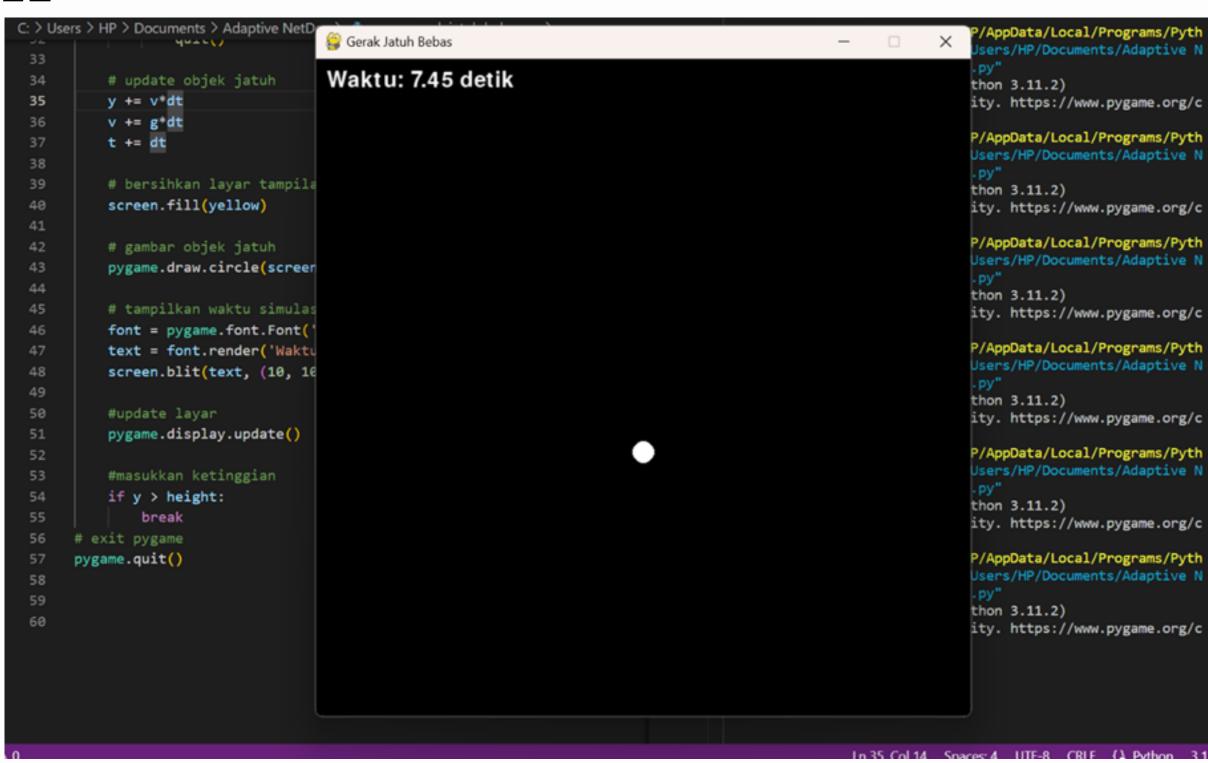


```
C: > Users > HP > Documents > Adaptive NetDev > 🕏 game gerak jatuh bebas.py > ...
       #TUGAS GJB#
       #import pygame dan math
       import pygame
       import math
       #inisiliasi pygame nya dulu, jika belum install pygame, pergi ke cmd python -m pip install pygame
       pygame.init()
  8
  9
       #konfigurasi tampilan layar game
       width, height = 600, 600
  11
       screen = pygame.display.set_mode((width, height))
       pygame.display.set_caption("Gerak Jatuh Bebas")
 14
       #masukkan format warna
 15
       pink = (255, 255, 255)
       yellow = (0, 0, 0)
 17
 18
       #konfigurasi objek gerak jatuh bebas
  19
       x, y = 300, 88 # ketinggian awal
       v = 0 # kecepatan awal
      g = 9.8 # gravitasi
 23 t = 0 # waktu awal
      dt = 0.01 # delta waktu
  25
```

```
#loop 1
26
27
     while True:
         #handle event
28
         for event in pygame.event.get():
29
             if event.type == pygame.QUIT:
30
                 pygame.quit()
31
                 quit()
32
33
         # update objek jatuh
34
35
         y += v*dt
36
         v += g*dt
37
         t += dt
38
         # bersihkan layar tampilan
39
         screen.fill(yellow)
40
41
         # gambar objek jatuh
42
         pygame.draw.circle(screen, pink, (int(x), int(y)), 10)
43
44
         # tampilkan waktu simulasi
45
         font = pygame.font.Font('freesansbold.ttf', 20)
46
         text = font.render('Waktu: {:.2f} detik'.format(t), True, pink)
47
         screen.blit(text, (10, 10))
48
49
50
         #update layar
         pygame.display.update()
51
52
         #masukkan ketinggian
53
         if y > height:
54
             break
55
     # exit pygame
56
     pygame.quit()
57
```

#### RUN PYTHON CODE / FILE

Hasil: Didapat Simulasi jatuh bebas dengan kecepatan yang berubah-ubah dengan Diketahui ketinggian awal 88 m. dan Menampilkan perhitungan waktu simulasi dalam visualisasi Pygame



# THANKS