

KODE PROGRAM

```
import numpy as np
from numpy.linalg import inv, det, solve

def input_matrix(rows, cols):

    matrix = []
    print("Masukkan elemen matriks ")
    for i in range(rows):
        row = []
        for j in range(cols):
            element = int(input(f"Masukan elemen matriks {i + 1} kolom {j + 1}:
"))
            row.append(element)
        matrix.append(row)
    return np.array(matrix)

def display_matrix(matrix):
    print("Matriks:")
    print(matrix)

def add_matrix_2x2(matrix_a, matrix_b):
    return matrix_a + matrix_b

def subtract_matrix_2x2(matrix_a, matrix_b):
    return matrix_a - matrix_b

def transpose_2x2(matrix):
    return matrix.T

def transpose_3x3(matrix):
    return matrix.T

def determinant_2x2(matrix):
    return np.linalg.det(matrix)

def determinant_3x3(matrix):
    return np.linalg.det(matrix)

def inverse_2x2(matrix):
    return np.linalg.inv(matrix)

def solve_linear_system_2x2(coefficients, constants):
    return np.linalg.solve(coefficients, constants)
```

```

def main():
    while True:

        print("==SELAMAT DATANG DIOPERASI PERHITUNGAN MATRIKS==")
        print("
                                MENU
                                ")
        print(".....")
        print("1. Penjumlahan dan Pengurangan Matriks")
        print("2. Matriks Transpose")
        print("3. Matriks Invers")
        print("4. Determinan")
        print("5. Sistem Persamaan Linier")
        print("6. Keluar")

        menu = int(input("Pilih menu (1-6): "))

        if menu == 1:
            print("Sub Menu :")
            print("1. Penjumlahan")
            print("2. Pengurangan")
            sub_menu = int(input("Pilih sub-menu untuk penjumlahan/pengurangan
matriks ordo 2x2 : "))
            matrix_a = input_matrix(2, 2)
            matrix_b = input_matrix(2,2)

            if sub_menu == 1:
                result = add_matrix_2x2(matrix_a, matrix_b)
                print("Hasil penjumlahan matriks A dan B:")
                display_matrix(result)
            elif sub_menu == 2:
                result = subtract_matrix_2x2(matrix_a, matrix_b)
                print("Hasil pengurangan matriks A dan B:")
                display_matrix(result)
            else:
                print("Sub-menu tidak valid.")

        elif menu == 2:
            print("1. Ordo 2x2")
            print("2. Ordo 3x3")
            sub_menu = int(input("Pilih sub-menu untuk matriks transpose (1/2):
"))

            if sub_menu == 1:
                matrix = input_matrix(2, 2)

```

```

        result = transpose_2x2(matrix)
        print("Hasil matriks Transpose 2x2:")
        display_matrix(result)
    elif sub_menu == 2:
        matrix = input_matrix(3, 3)
        result = transpose_3x3(matrix)
        print("Hasil matriks Transpose 3x3:")
        display_matrix(result)
    else:
        print("Sub-menu tidak valid.")

elif menu == 3:
    print("Menghitung matriks invers ordo 2x2")

    matrix = input_matrix(2, 2)
    result = inverse_2x2(matrix)
    print("Hasil matriks balikan 2x2:")
    display_matrix(result)

elif menu == 4:
    print("Pilih sub_menu")
    print("1. Ordo 2x2")
    print("2. Ordo 3x3")
    sub_menu = int(input("Pilih sub-menu untuk determinan (1/2): "))

    if sub_menu == 1:
        matrix = input_matrix(2, 2)
        result = determinant_2x2(matrix)
        print(f"Determinan matriks 2x2: {result}")
    elif sub_menu == 2:
        matrix = input_matrix(3, 3)
        result = determinant_3x3(matrix)
        print(f"Determinan matriks 3x3: {result}")
    else:
        print("Sub-menu tidak valid.")

elif menu == 5:
    print("Menghitung SPL 2X3")
    coefficients = input_matrix(2, 2)
    constants = np.array(list(map(int, input("Masukkan konstanta
(baris 1, baris 2): ").split()))))
    result = solve_linear_system_2x2(coefficients, constants)
    print("Hasil sistem persamaan linier 2x2:")
    print(f"x = {result[0]}")

```

```
        print(f'y = {result[1]}')

    elif menu == 6:
        print("Terima kasih! Program selesai.")
        break

    else:
        print("Pilihan tidak valid. Silakan pilih lagi.")

if __name__ == "__main__":
    main()
```