

**NAMA : NURUL HIDAYAT 20.01.013.057**

**NATASYA AWRA FADILAH 20.01.013.065**

**KELAS : PEMROGRAMAN PYTHON C**

**Link Youtube Tugas : <https://youtu.be/IoHNxqWKLl>**

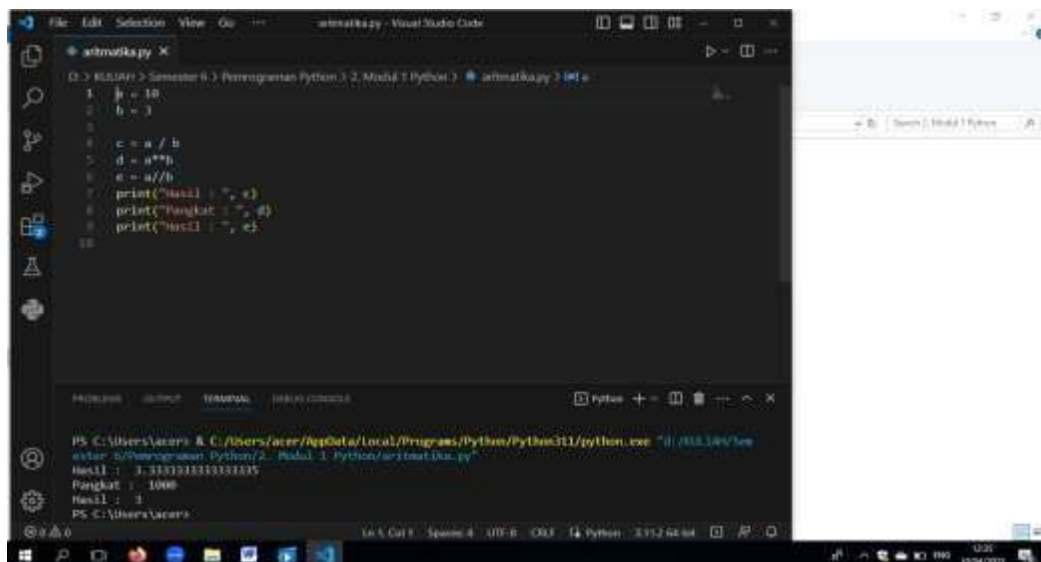
### **\*Instalasi**

Buka aplikasi VS code yang sudah terinstall. Kemudian klik Extensions pada ikon sebelah kiri. Lalu klik python jika sudah kemudian instal dan reload VS Code.

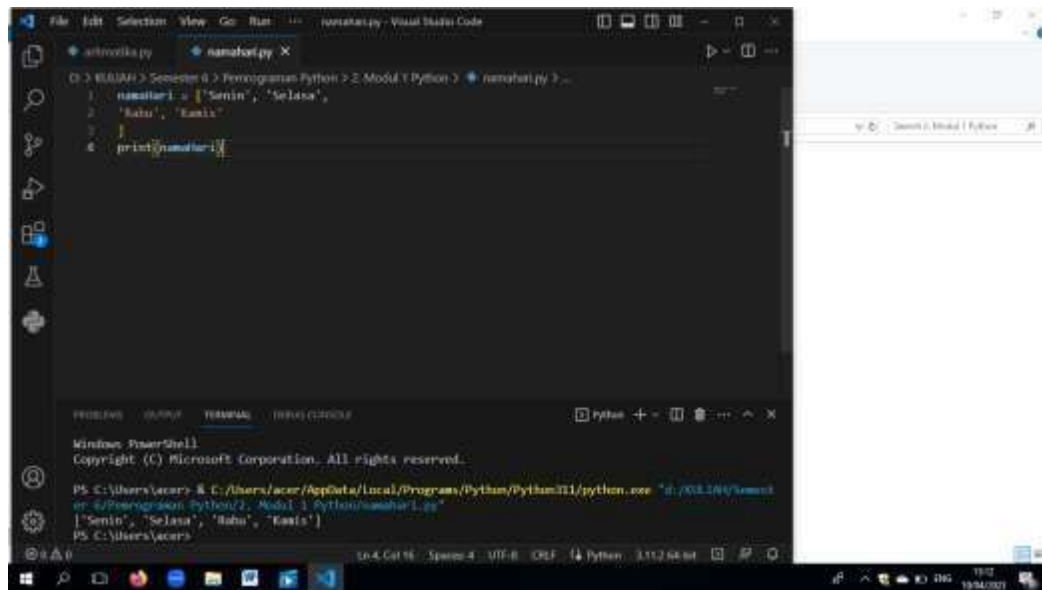


### **\*Modul 1**

- Aritmatika**



- **Nama Hari**



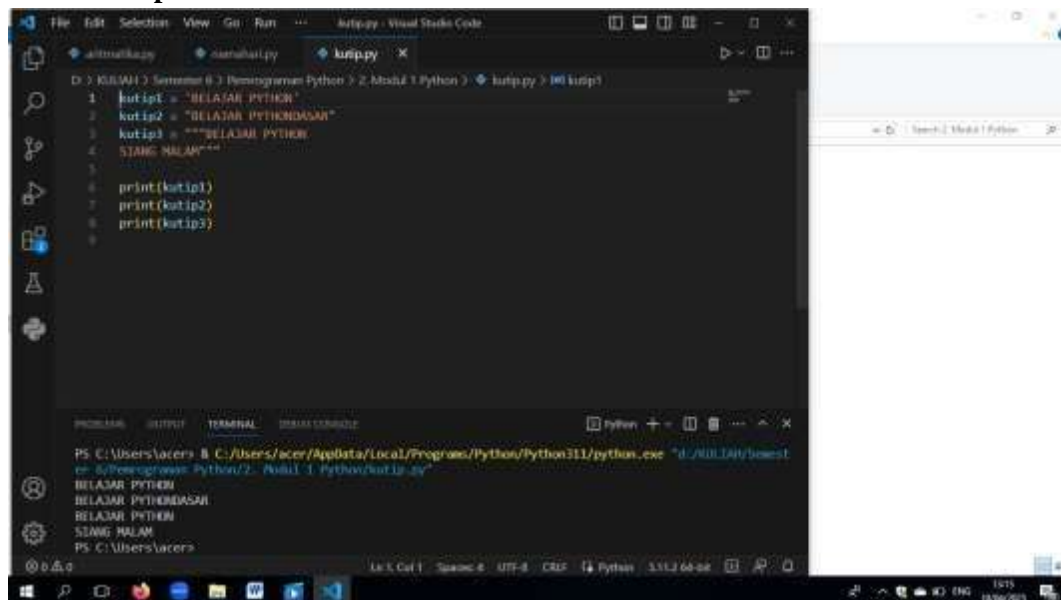
The screenshot shows the Visual Studio Code editor with a file named 'namaHari.py' open. The code in the editor is as follows:

```
1. namaHari = ["Senin", "Selasa",  
2. "Rabu", "Kamis"  
3. ]  
4. print(namaHari)
```

The terminal at the bottom shows the command prompt output:

```
PS C:\Users\acer> & C:/Users/acer/AppData/Local/Programs/Python/Python311/python.exe "d:/KULIAH/Semester 4/Pemrograman Python/2. Modul 1 Python/namaHari.py"  
["Senin", "Selasa", "Rabu", "Kamis"]  
PS C:\Users\acer>
```

- **Tanda Kutip**



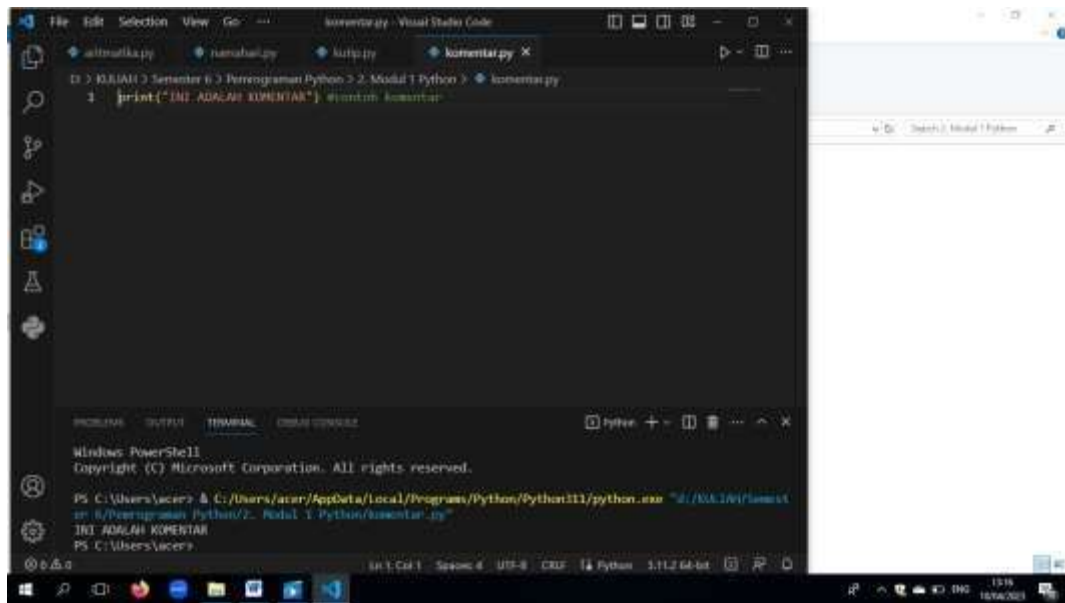
The screenshot shows the Visual Studio Code editor with a file named 'kutip.py' open. The code in the editor is as follows:

```
1. kutip1 = "BELAJAR PYTHON"  
2. kutip2 = "BELAJAR PYTHONDASAR"  
3. kutip3 = """BELAJAR PYTHON  
4. SIANG MALAM""  
5.  
6. print(kutip1)  
7. print(kutip2)  
8. print(kutip3)
```

The terminal at the bottom shows the command prompt output:

```
PS C:\Users\acer> & C:/Users/acer/AppData/Local/Programs/Python/Python311/python.exe "d:/KULIAH/Semester 4/Pemrograman Python/2. Modul 1 Python/kutip.py"  
BELAJAR PYTHON  
BELAJAR PYTHONDASAR  
BELAJAR PYTHON  
SIANG MALAM  
PS C:\Users\acer>
```

- **Komentar**

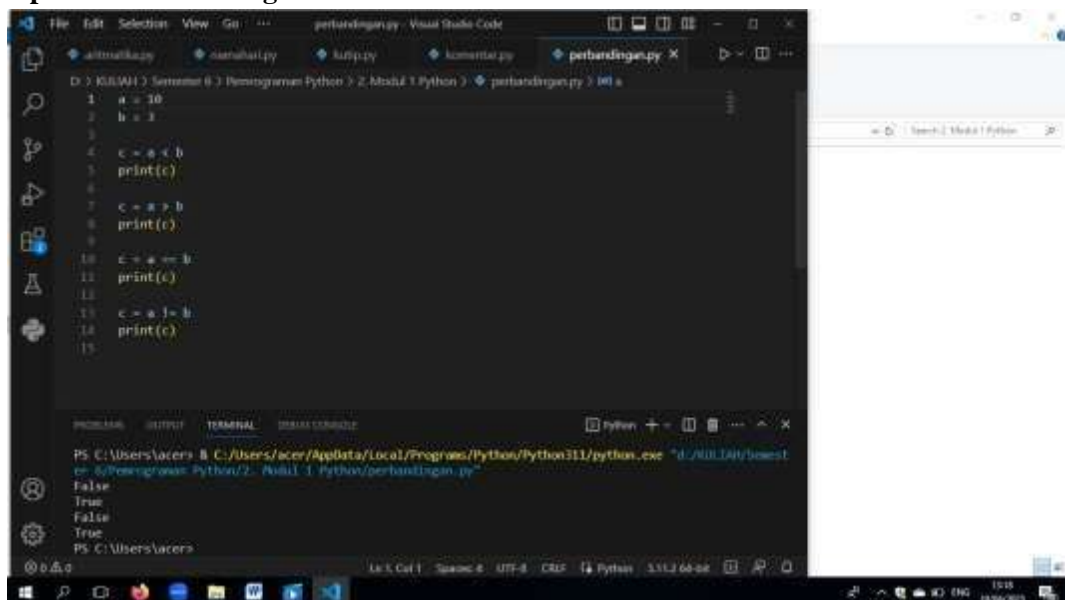


```
File Edit Selection View Go ... komentar.py - Visual Studio Code
komentar.py
D:\KULIAH 2 Semester 6 > Pemrograman Python > 2. Modul 1 Python > komentar.py
1 print('INI ADALAH KOMENTAR') #komentar komentar

TERMINAL
Python
Windows PowerShell
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PS C:\Users\acera> & C:/Users/acer/AppData/Local/Programs/Python/Python311/python.exe "D:/KULIAH 2 Semester 6/Pemrograman Python/2. Modul 1 Python/komentar.py"
INI ADALAH KOMENTAR
PS C:\Users\acera>
```

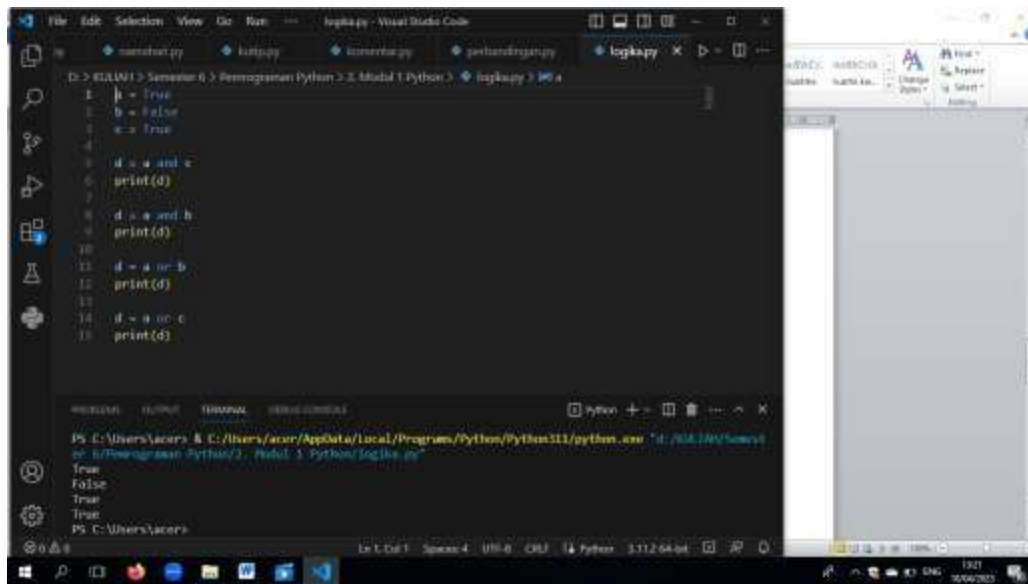
- **Operator Perbandingan**



```
File Edit Selection View Go ... perbandingan.py - Visual Studio Code
perbandingan.py
D:\KULIAH 2 Semester 6 > Pemrograman Python > 2. Modul 1 Python > perbandingan.py > 10 a
1 a = 10
2 b = 3
3
4 c = a < b
5 print(c)
6
7 c = a > b
8 print(c)
9
10 c = a == b
11 print(c)
12
13 c = a != b
14 print(c)
15

TERMINAL
Python
PS C:\Users\acera> & C:/Users/acer/AppData/Local/Programs/Python/Python311/python.exe "D:/KULIAH 2 Semester 6/Pemrograman Python/2. Modul 1 Python/perbandingan.py"
False
True
False
True
PS C:\Users\acera>
```

- **Operator Logika**



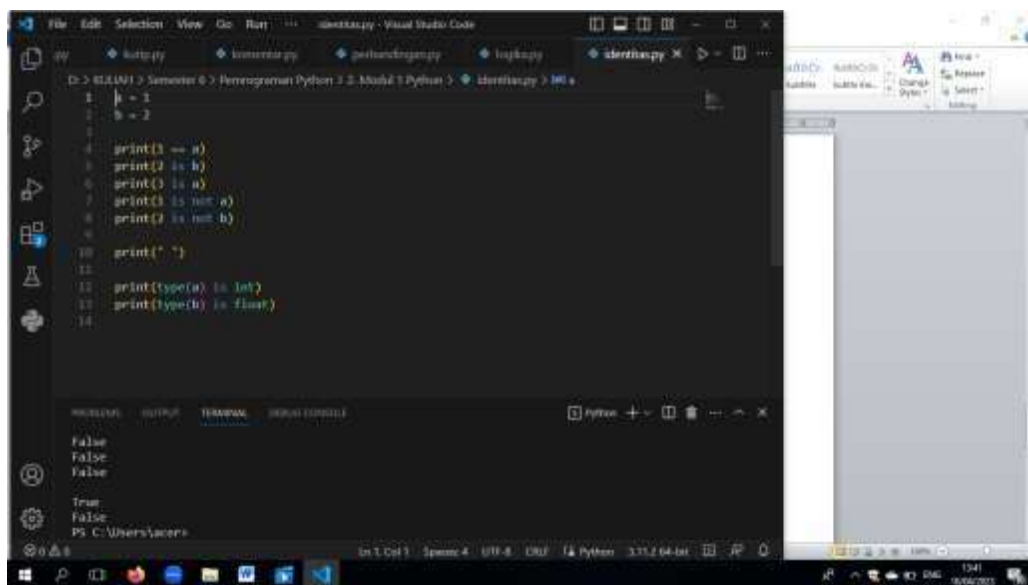
```
1 a = True
2 b = False
3 c = True
4
5 d = a and c
6 print(d)
7
8 d = a and b
9 print(d)
10
11 d = a or b
12 print(d)
13
14 d = a or c
15 print(d)
```

Python 3.11.2 64-bit

PS C:\Users\acur> .\logkapy.py

True  
False  
True  
True

- **Identitas**



```
1 a = 1
2 b = 2
3
4 print(1 == a)
5 print(2 == b)
6 print(1 is a)
7 print(1 is not a)
8 print(2 is not b)
9
10 print(" ")
11
12 print(type(a) is int)
13 print(type(b) is float)
14
```

Python 3.11.2 64-bit

False  
False  
False  
True  
False

**\*Modul 2**

- **Input**



```
list_negatif.py - Visual Studio Code
D:\> KULIAH > Semester 6 > Pemrograman Python > 3. Modul 2 Python > list_negatif.py > [1] my_list
1 my_list = ['p', 'y', 't', 'i', 'n', 'g']
2
3 # output : y
4 print(my_list[-1])
5
6 print(my_list[-3])
7
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

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PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python111\python.exe "d:/KULIAH/Semester 6/Pemrograman Python/3. Modul 2 Python/list\_negatif.py"

y  
t  
i

PS C:\Users\acer>

- **List\_Memotong**

```
list_memotong.py - Visual Studio Code
D:\> KULIAH > Semester 6 > Pemrograman Python > 3. Modul 2 Python > list_memotong.py > [1] my_list
1 my_list = ['p', 'y', 't', 'i', 'n', 'g', 'a', 'n', 'g']
2
3 # anggota list dari 3 s/d 6
4 print(my_list[3:6])
5
6 # anggota list dari 4 s/d akhir
7 print(my_list[4:])
8
9 # anggota list dari 4 s/d 4
10 print(my_list[4:4])
11
```

PROBLEMS OUTPUT TERMINAL DEBUG CONSOLE

PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python111\python.exe "d:/KULIAH/Semester 6/Pemrograman Python/3. Modul 2 Python/list\_memotong.py"

['t', 'i', 'n', 'g']  
['t', 'i', 'n', 'g', 'a', 'n', 'g']  
['p', 'y', 't', 'i', 'n', 'g']

PS C:\Users\acer>

- **List\_Mengubah Anggota**

```
1 # misal ada nilai yang salah
2 ganjil = [1,3,4,7,9]
3 print("Item Awal : ", ganjil)
4
5 # ubah item ke 3 (index ke 2)
6 ganjil[2] = 5
7 print(ganjil)
8
9 # mengubah sekali banyak
10 ganjil[2:5] = [11,13,15]
11 print(ganjil)
12
```

PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311/python.exe "d:/WAJIB/Semester 4/Perograman Python/3. Modul 2 Python/list\_ubah\_anggota.py"

Item Awal : [1, 3, 4, 7, 9]  
[1, 3, 5, 7, 9]  
[3, 5, 11, 13, 15]

### \*Modul 3

- Dictionary Hapus Anggota

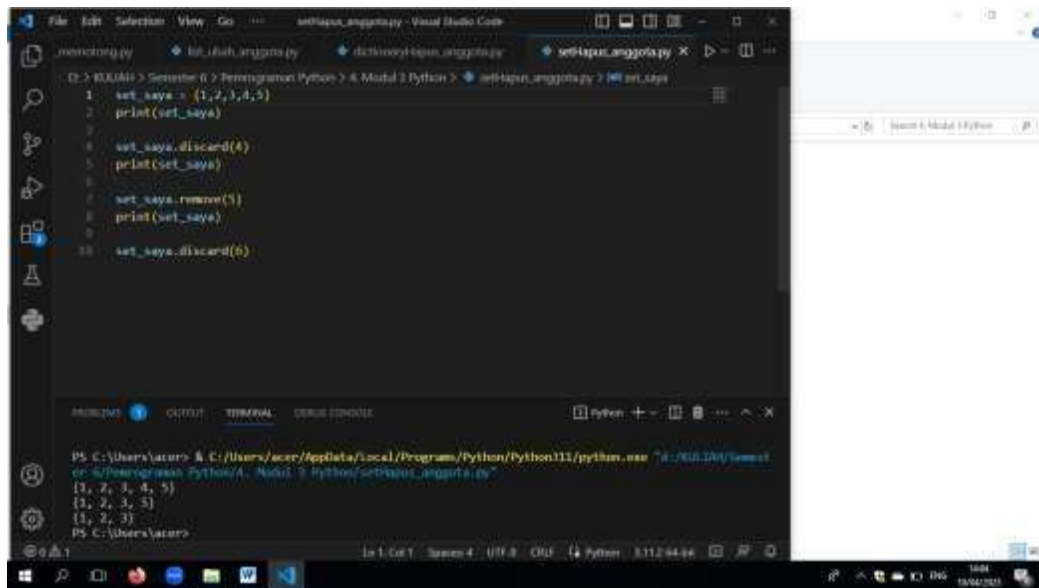
```
1 dict_saya = {1:1, 2:4, 3:9, 4:10, 5:25}
2
3 print(dict_saya.pop(3))
4
5 print(dict_saya.popitem())
6
7 print(dict_saya)
8
9 del dict_saya[2]
10
11 print(dict_saya)
12
13 dict_saya.clear()
14
15 del dict_saya
```

PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311/python.exe "d:/WAJIB/Semester 4/Perograman Python/4. Modul 3 Python/dictionaryhapus\_anggota.py"

{1: 1, 2: 4, 3: 9, 4: 10, 5: 25}  
{1: 1, 2: 4, 4: 10, 5: 25}  
{1: 1, 4: 10, 5: 25}  
{}  
NameError: name 'dict\_saya' is not defined

- Set Hapus Anggota



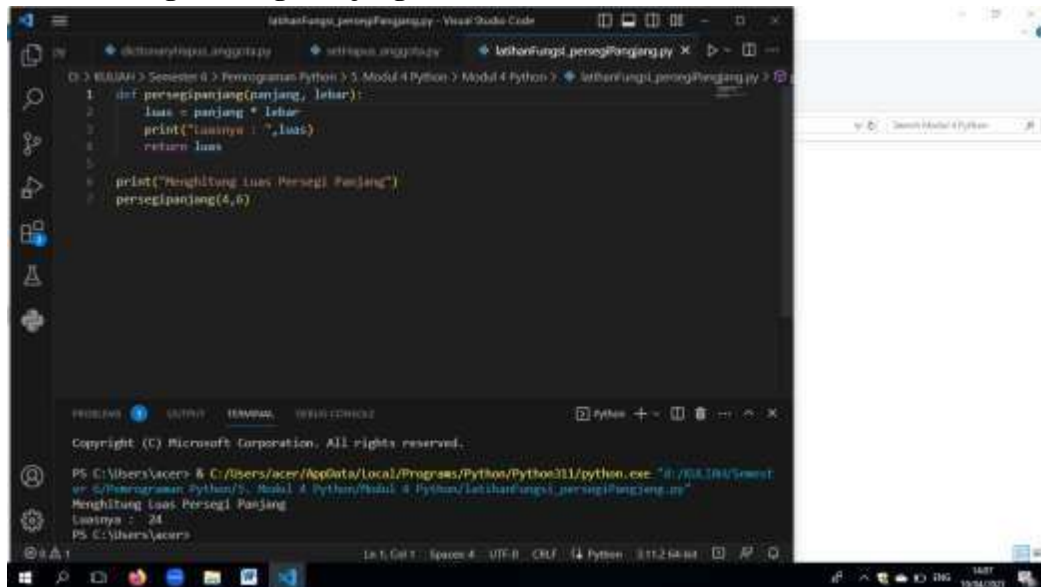


```
set_hapus_anggota.py
1 set_saya = {1,2,3,4,5}
2 print(set_saya)
3
4 set_saya.discard(4)
5 print(set_saya)
6
7 set_saya.remove(1)
8 print(set_saya)
9
10 set_saya.discard(6)
```

```
PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "C:/Users/acer/OneDrive/Desktop/Python/Modul 3 Python/set_hapus_anggota.py"
{1, 2, 3, 4, 5}
{1, 2, 3, 5}
{1, 2, 3}
PS C:\Users\acer>
```

## \*Modul 4

- Latihan Fungsi Persegi Panjang



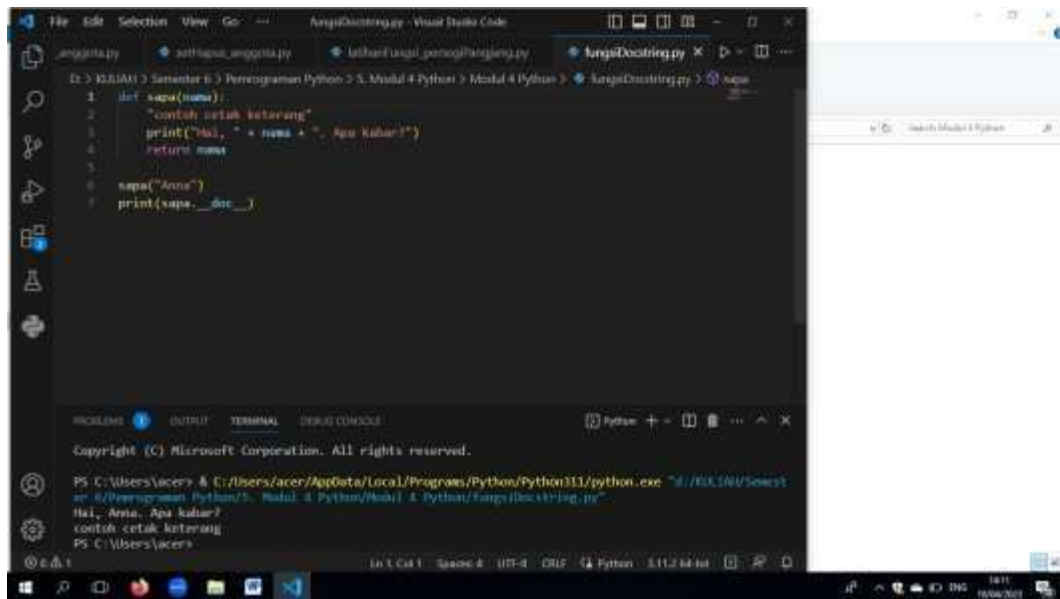
```
latihanfungsi_persegiPanjang.py
1 def persegi panjang(panjang, lebar):
2     luas = panjang * lebar
3     print("Luasnya : ",luas)
4     return luas
5
6 print("Menghitung luas Persegi Panjang")
7 persegi panjang(4,6)
```

```
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PS C:\Users\acer> & C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "C:/Users/acer/OneDrive/Desktop/Python/Modul 4 Python/latihanfungsi_persegiPanjang.py"
Menghitung luas Persegi Panjang
Luasnya : 24
PS C:\Users\acer>
```

- Fungsi Docstring





```
def sapa(nama):
    """contoh cetak keterangan"""
    print("Hai, " + nama + ", Apa Kabar?")
    return nama

sapa("Anna")
print(sapa.__doc__)
```

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PS C:\Users\acery> & C:\Users\acery\AppData\Local\Programs\Python\Python311\python.exe "d:/KULIAH/Semester 6/Perograman Python/5. Modul 4 Python/Modul 4 Python/fungsiDokter.py"

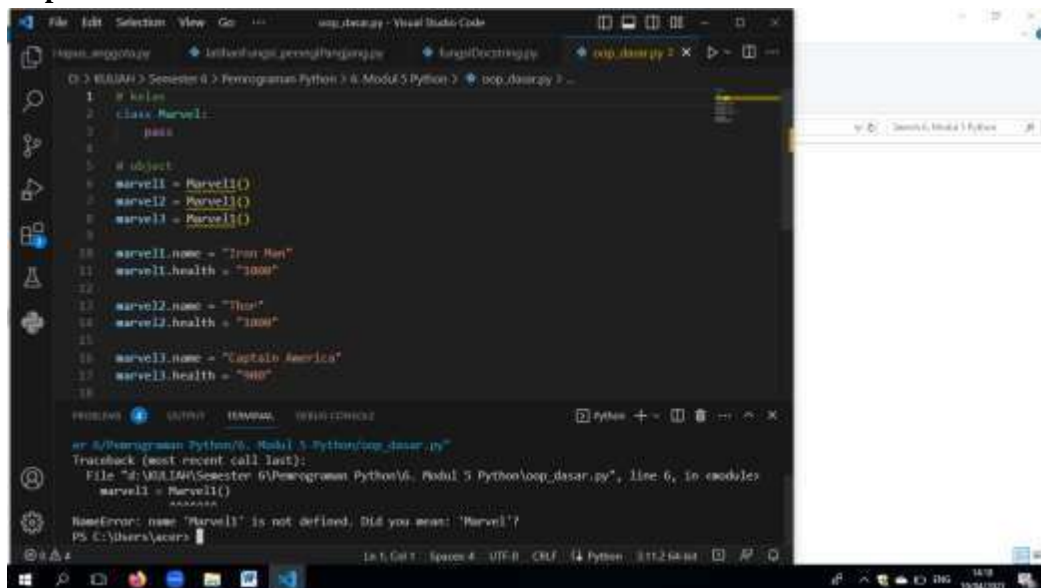
Hai, Anna, Apa kabar?

contoh cetak keterangan

PS C:\Users\acery>

## \*Modul 5

- Oop Dasar



```
class Marvel:
    pass

# object
marvel1 = Marvel()
marvel2 = Marvel()
marvel3 = Marvel()

marvel1.name = "Iron Man"
marvel1.health = "1000"

marvel2.name = "Thor"
marvel2.health = "1000"

marvel3.name = "Captain America"
marvel3.health = "900"
```

Traceback (most recent call last):

File "d:/KULIAH/Semester 6/Perograman Python/6. Modul 5 Python/oop\_dasar.py", line 6, in <module>

marvel1 = Marvel()

AttributeError: type object 'Marvel' has no attribute 'name'

PS C:\Users\acery>

- Oop Game

The screenshot shows a Visual Studio Code editor with a Python file named `oop_game.py`. The code defines a `Marvel` class with attributes `name`, `health`, `attackPower`, and `armorNumber`. It includes methods `__init__`, `__str__`, `diserang`, and `diserang`. A traceback error is shown in the console, indicating an `AttributeError` because the `Marvel` object does not have an attribute `serang`, but it does have `diserang`.

```
class Marvel:
    def __init__(self, name, health, attackPower, armorNumber):
        self.name = name
        self.health = health
        self.attackPower = attackPower
        self.armorNumber = armorNumber

    def __str__(self, lawan):
        print(self.name + " menyerang " + lawan.name)
        lawan.diserang(self, self.attackPower)

    def diserang(self, lawan, attackPower_lawan):
        print(self.name + " diserang " + lawan.name)
        attack_diterima = attackPower_lawan
        print("Terangun karena : " + str(attack_diterima))
        self.health -= attack_diterima
        print("Darah" + self.name + " tersisa " + str(self.health))

# or &Penerapan Python/6. Modul 5 Python/osp_game.py
Traceback (most recent call last):
  File "d:\KULIAH\Semester 6\Penerapan Python\6. Modul 5 Python\osp_game.py", line 24, in <module>
    Ironman.serang(Dur)
AttributeError: 'Marvel' object has no attribute 'serang'. Did you mean: 'diserang'?
```

- Oop Init

The screenshot shows a Visual Studio Code editor with a Python file named `oop_init.py`. The code defines a `Marvel` class with attributes `name`, `health`, `power`, and `armor`. It includes a method `__init__`. Three instances of the `Marvel` class are created: `marvel1` (Iron Man), `marvel2` (Thor), and `marvel3` (Captain America). The `__dict__` attribute of `marvel3` is printed, showing the instance's attributes.

```
class Marvel:
    def __init__(self, inputName, inputHealth, inputPower, inputArmor):
        self.name = inputName
        self.health = inputHealth
        self.power = inputPower
        self.armor = inputArmor

marvel1 = Marvel("Iron Man", 100, 10, 90)
marvel2 = Marvel("Thor", 90, 15, 100)
marvel3 = Marvel("Captain America", 80, 5, 70)

print(marvel1.name)
print(marvel2.health)
print(marvel3.__dict__)

PS C:\Users\acer> C:\Users\acer\AppData\Local\Programs\Python\Python311\python.exe "d:/KULIAH/Semester 6/Penerapan Python/6. Modul 5 Python/osp_init.py"
Iron Man
90
{'name': 'Captain America', 'health': 80, 'power': 5, 'armor': 70}
```

- Oop Kelas Instance

```

1 class Marvel:
2     # class variable
3     jumlah = 0
4
5     def __init__(self, inputName, inputHealth, inputPower, inputArmor):
6         # instance variable
7         self.name = inputName
8         self.health = inputHealth
9         self.power = inputPower
10        self.armor = inputArmor
11        Marvel.jumlah += 1
12        print("Hero Marvel dengan nama : " + inputName)
13
14    marvel1 = Marvel("Iron Man", 1000,900,800)
15    print(Marvel.jumlah)
16    marvel2 = Marvel("Thor",900,1000,900)
17    print(Marvel.jumlah)
18    marvel3 = Marvel("Captain America",800,700,600)

```

File "d:\KULIAH\Semester 6\Penrograman Python\6. Modul 5 Python\oop\_kelas\_instance.py", line 9, in   
\_\_init\_\_  
 self.power = inputPower  
NameError: name 'self' is not defined. Did you mean: 'self'?

- **Oop Method**

```

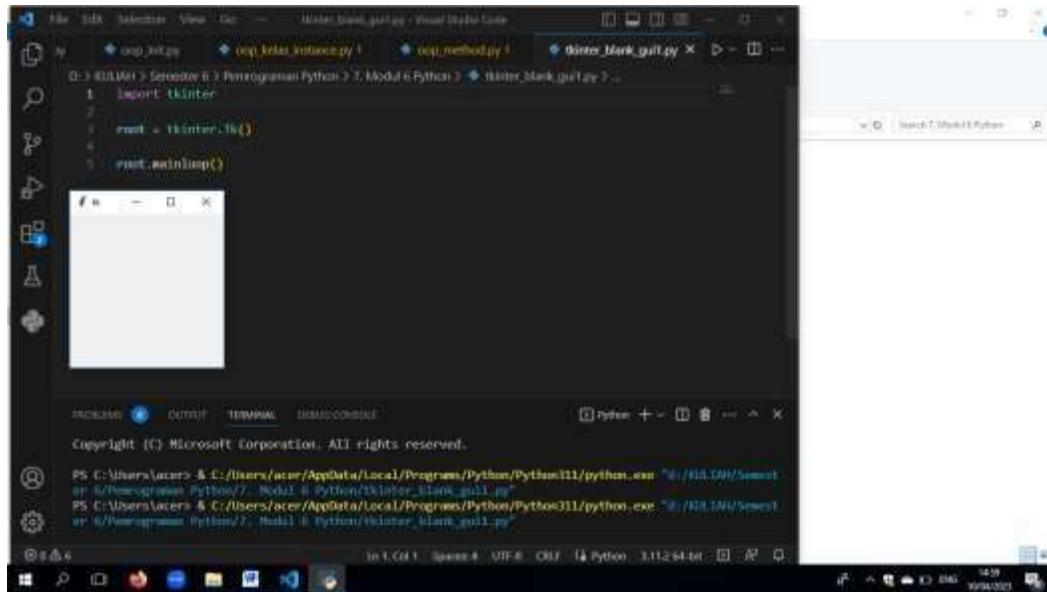
1 class Marvel:
2
3     def __init__(self, inputName, inputHealth, inputPower, inputArmor):
4         # instance variable
5         self.name = inputName
6         self.health = inputHealth
7         self.power = inputPower
8         self.armor = inputArmor
9
10        # void function, method tanpa return
11        def sapa(self):
12            print("Namaku adalah : " + self.name)
13
14        # method dengan argumen
15        def healthTambah(self, tambah):
16            self.health += tambah
17
18        # method dengan return

```

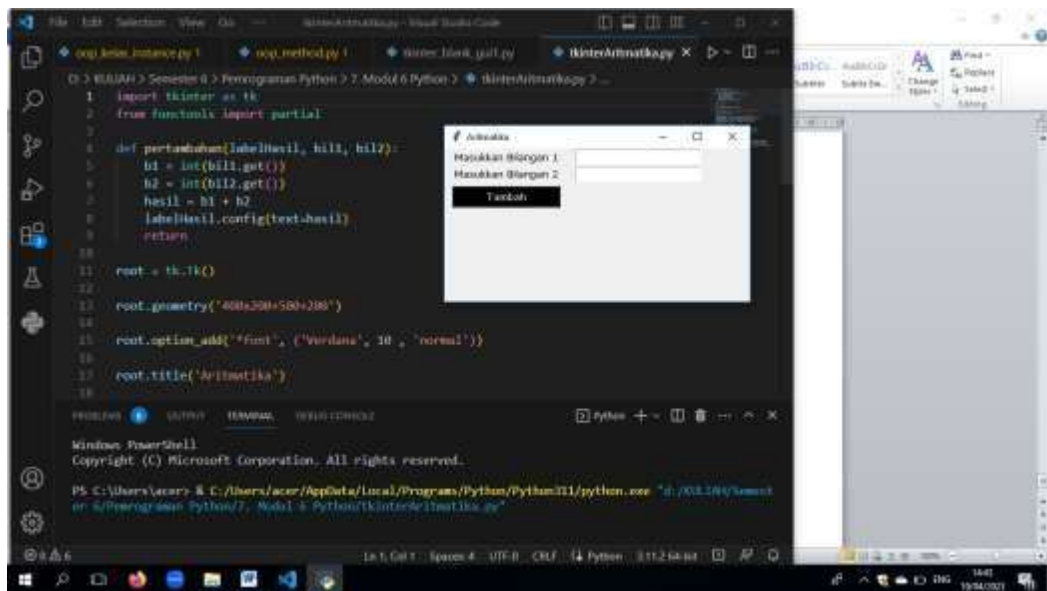
File "d:\KULIAH\Semester 6\Penrograman Python\6. Modul 5 Python\oop\_method.py", line 16, in healthTa  
 mah  
 self.health += tambah  
NameError: name 'self' is not defined. Did you mean: 'self'?

**\*Modul 6**

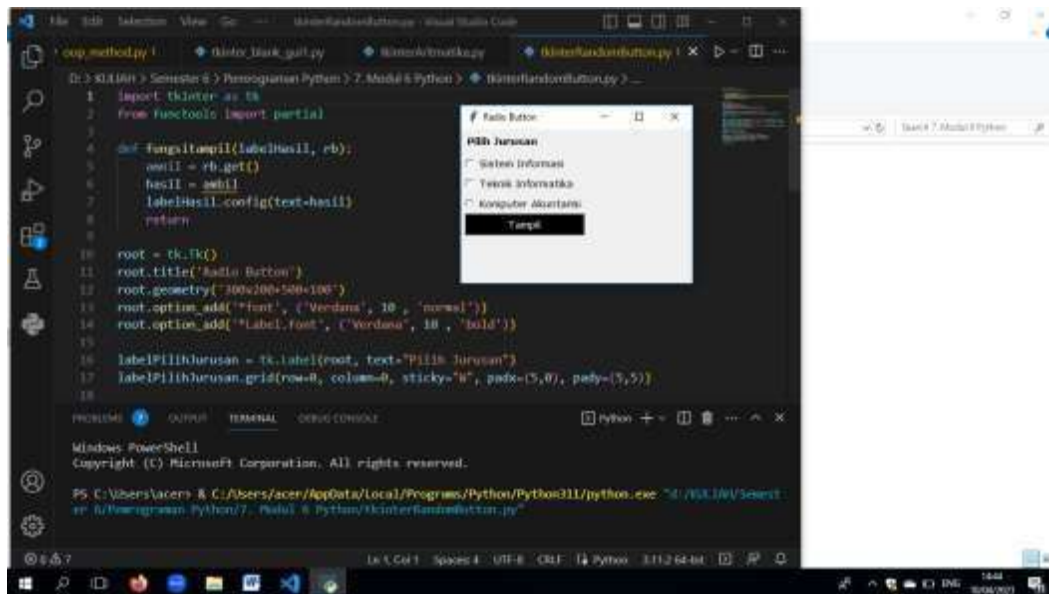
- **Tkinter blank gui**



- **Tkinter Aritmatika**



- **Tkinter Random Button**



## \*Modul 7

- Combobox

