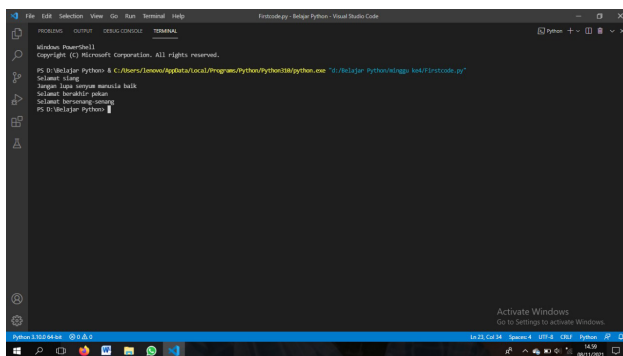
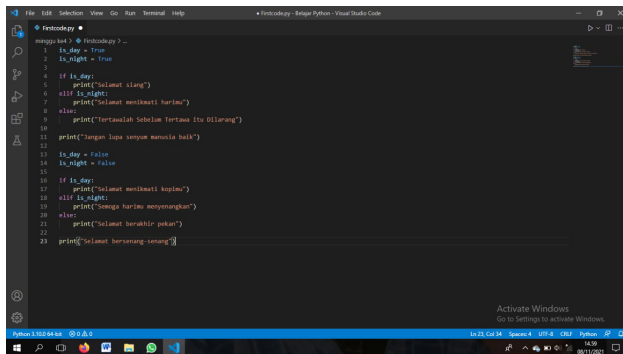
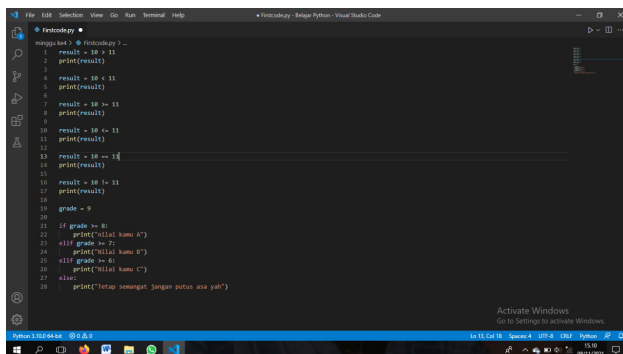


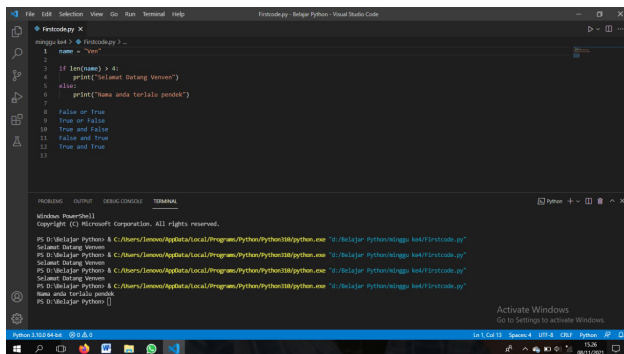
Nama : Veni Septiani

1. PERCABANGAN IF

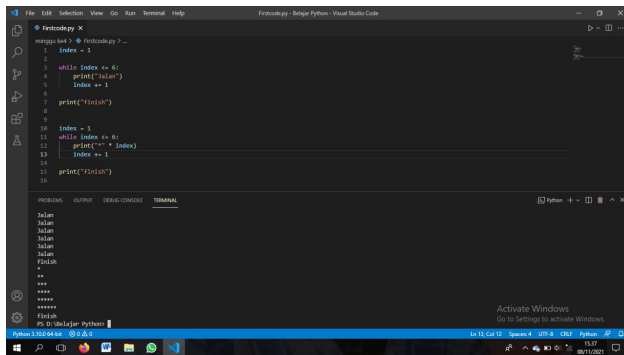


2. OPERATOR PERBANDINGAN





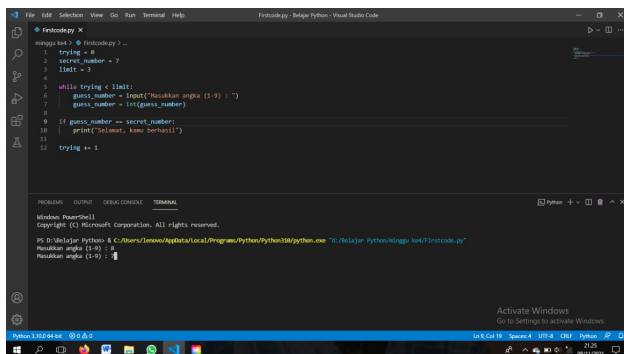
4. PERULANGAN WHILE



```
1 index = 1
2
3 while index <= 5:
4     print("halo")
5     index += 1
6
7 print("finis")
8
9
10 index = 1
11 while index <= 5:
12     print("halo")
13     index += 1
14
15 print("finis")
16
```

The screenshot shows a Python IDE with a file named 'tentangkyy.py'. The code defines two while loops. The first loop prints 'halo' five times and then 'finis'. The second loop also prints 'halo' five times and then 'finis'. The output window shows the execution results: 'halo' printed five times, followed by 'finis', and then 'halo' printed five times, followed by 'finis'.

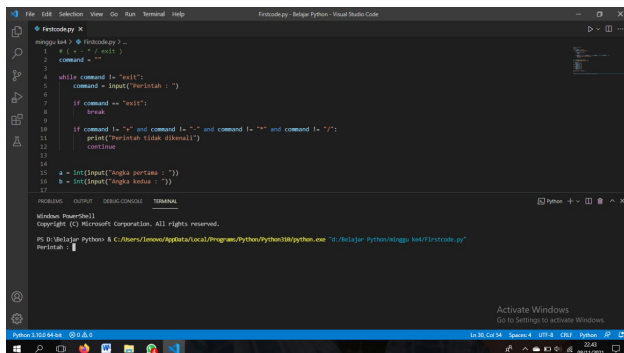
5. GAME TEBAK ANGKA



```
1 trying = 0
2 secret_number = 7
3 limit = 3
4
5 while trying < limit:
6     guess_number = float("Masukkan angka (1-9) : ")
7     guess_number = int(guess_number)
8
9     if guess_number == secret_number:
10        print("Selamat, kamu berhasil!")
11
12    trying += 1
```

The screenshot shows a Python IDE with a file named 'tentangkyy.py'. The code implements a number guessing game. It sets a secret number to 7 and a limit of 3 attempts. The user is prompted to enter a number between 1 and 9. If the guess is correct, the user is congratulated. If not, the attempt counter increases. The output window shows the user entering '7' and being congratulated.

6. APLIKASI KALKULATOR



```
1 if __name__ == '__main__':
2     command = ""
3
4     while command != "exit":
5         command = input("Perintah : ")
6
7         if command == "exit":
8             break
9
10        if command != "+" and command != "-" and command != "/" and command != "*":
11            print("Perintah tidak dikenali")
12            continue
13
14    a = int(input("Angka pertama : "))
15    b = int(input("Angka kedua : "))
16
```

The screenshot shows a Python IDE with a file named 'tentangkyy.py'. The code implements a simple calculator application. It prompts the user for a command and two numbers. The command can be '+', '-', '/', or '*'. If the command is not recognized, an error message is displayed. The output window shows the user entering '+' and two numbers, but the calculation result is not yet visible.