LAPORAN PRAKTIKUM
PRAKTIK PEMROGRAMAN PYTHON

PRAKTIKUM
KALKULATOR TKINTER

Disusun oleh :
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Dosen
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PS D-III TEKNIK INFORMATIKA
SEKOLAH VOKASI
UNIVERSITAS SEBELAS MARET
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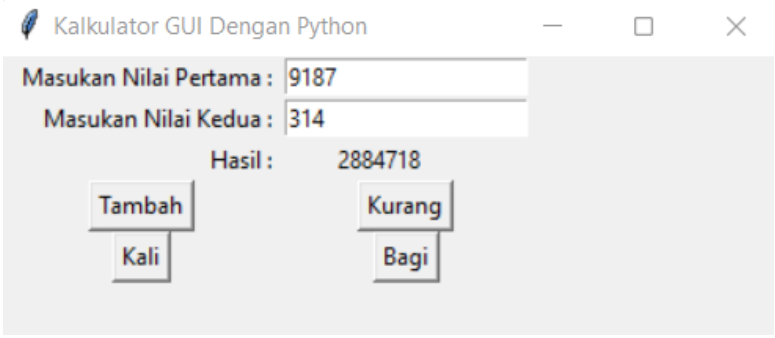
HASIL DAN PEMBAHASAN

1. **Soal**



1. Identifikasi apakah aplikasi tersebut dapat digunakan untuk menghitung nilai pecahan/decimal ? Jika tidak, silahkan ubah kode diatas sehingga aplikasi tersebut dapat digunakan untuk menghitung nilai pecahan/decimal !
2. Tambahkan operasi matematika pada aplikasi tersebut untuk menghitung:
   - “x pangkat y” atau sebaliknya,
   - “modulus”,
   - “x akar y” atau sebaliknya.

2. **Source Code**

```
from tkinter import *

window = Tk()
window.title("Kalkulator GUI Dengan Python")
window.geometry('330x400')

# Menambahkan label dan input
lbl = Label(window, text="Masukkan Angka Pertama:", anchor="w")
lbl.grid(column=0, row=1, padx=10, pady=10)

nilai1 = Entry(window, width=15, font=("Arial", 12))
nilai1.grid(column=1, row=1, padx=10, pady=10)
```

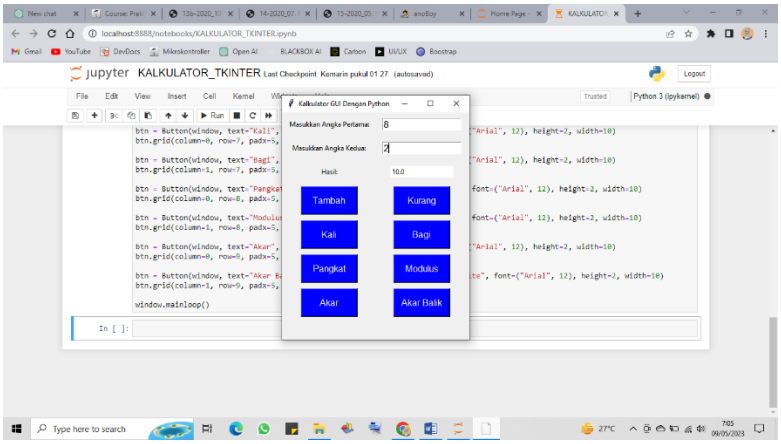
```
lbl2 = Label(window, text="Masukkan Angka Kedua:", anchor="w")
lbl2.grid(column=0, row=2, padx=10, pady=10)

nilai2 = Entry(window, width=15, font=("Arial", 12))
nilai2.grid(column=1, row=2, padx=10, pady=10)

lbl3 = Label(window, text="Hasil:", anchor="e")
lbl3.grid(column=0, row=4, padx=10, pady=10)

hasil = Label(window, text="0", anchor="w", bg="white", width=15)
hasil.grid(column=1, row=4, padx=10, pady=10)

def tambah():
   hasil.configure(text=(float(nilai1.get()) + float(nilai2.get())))

def kurang():
   hasil.configure(text=(float(nilai1.get()) - float(nilai2.get())))

def kali():
   hasil.configure(text=(float(nilai1.get()) * float(nilai2.get())))

def bagi():
   if float(nilai2.get()) != 0:
      hasil.configure(text=(float(nilai1.get()) / float(nilai2.get())))
   else:
      hasil.configure(text="Error: division by zero")

def pangkat():
   hasil.configure(text=(float(nilai1.get()) ** float(nilai2.get())))

def modulus():
   hasil.configure(text=(float(nilai1.get()) % float(nilai2.get())))

def akar():
   hasil.configure(text=(float(nilai1.get()) ** (1 / float(nilai2.get()))))

def akarbalik():
   hasil.configure(text=(float(nilai2.get()) ** (1 / float(nilai1.get()))))
```

```
btn = Button(window, text="Tambah", command=tambah, bg="blue",
fg="white", font=("Arial", 12), height=2, width=10)
btn.grid(column=0, row=6, padx=5, pady=5)

btn = Button(window, text="Kurang", command=kurang, bg="blue",
fg="white", font=("Arial", 12), height=2, width=10)
btn.grid(column=1, row=6, padx=5, pady=5)

btn = Button(window, text="Kali", command=kali, bg="blue", fg="white",
font=("Arial", 12), height=2, width=10)
btn.grid(column=0, row=7, padx=5, pady=5)

btn = Button(window, text="Bagi", command=bagi, bg="blue",
fg="white", font=("Arial", 12), height=2, width=10)
btn.grid(column=1, row=7, padx=5, pady=5)

btn = Button(window, text="Pangkat", command=pangkat, bg="blue",
fg="white", font=("Arial", 12), height=2, width=10)
btn.grid(column=0, row=8, padx=5, pady=5)

btn = Button(window, text="Modulus", command=modulus, bg="blue",
fg="white", font=("Arial", 12), height=2, width=10)
btn.grid(column=1, row=8, padx=5, pady=5)

btn = Button(window, text="Akar", command=akar, bg="blue",
fg="white", font=("Arial", 12), height=2, width=10)
btn.grid(column=0, row=9, padx=5, pady=5)

btn = Button(window, text="Akar Balik", command=akarbalik, bg="blue",
fg="white", font=("Arial", 12), height=2, width=10)
btn.grid(column=1, row=9, padx=5, pady=5)

window.mainloop()
```

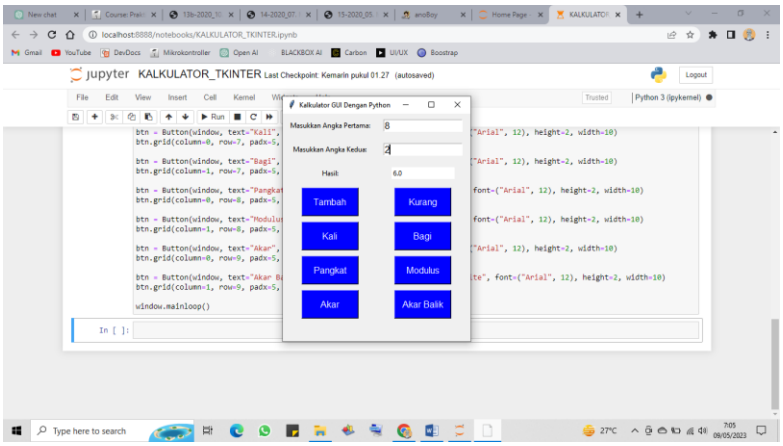
3. **Tampilan**


Kalkulator GUI Dengan Python
Masukkan Angka Pertama:
Masukkan Angka Kedua:
Hasil:
0
Tambah
Kurang
Kali
Bagi
Pangkat
Modulus
Akar
Akar Balik

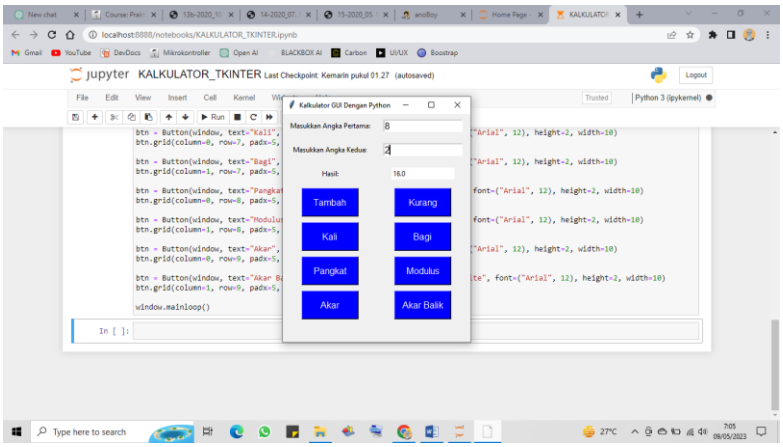
a) Tambah



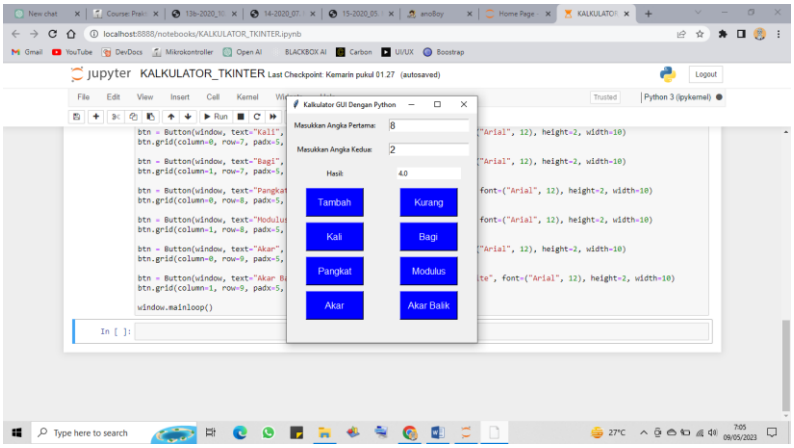
b) Kurang



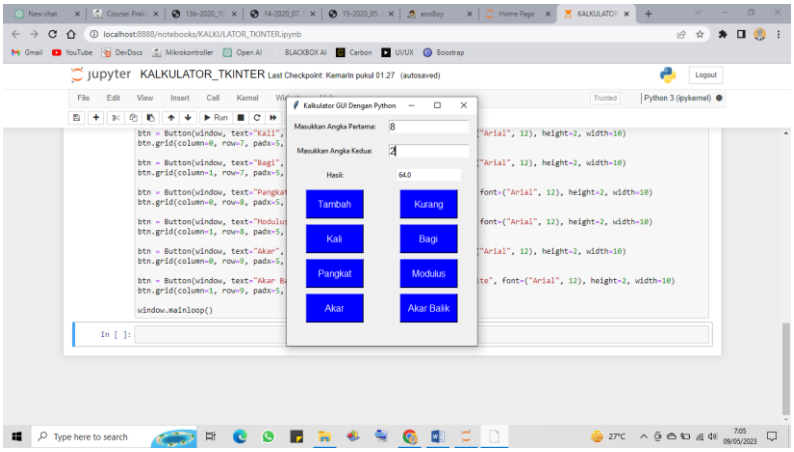
c) Kali



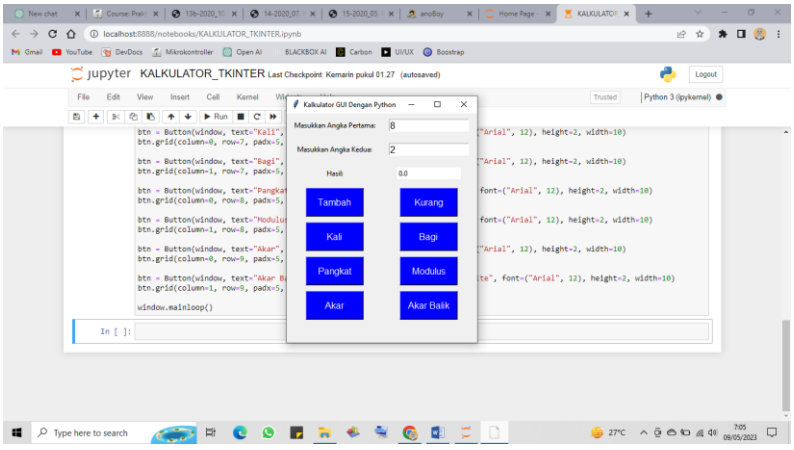
d) Bagi



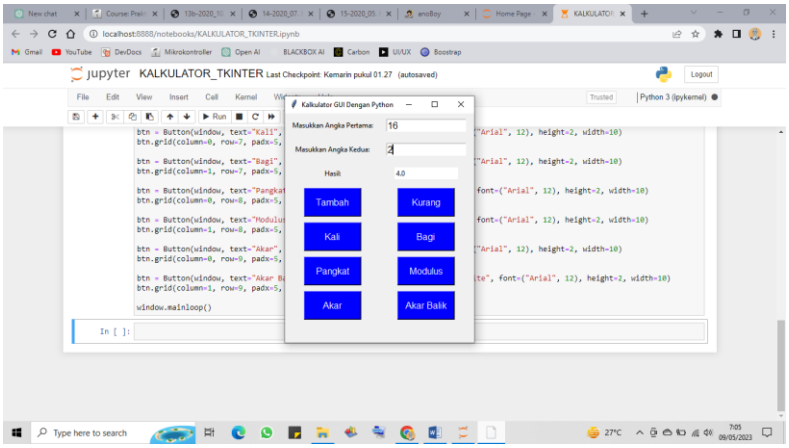
e) Pangkat



f) Modulus



g) Akar



h) Akar Balik