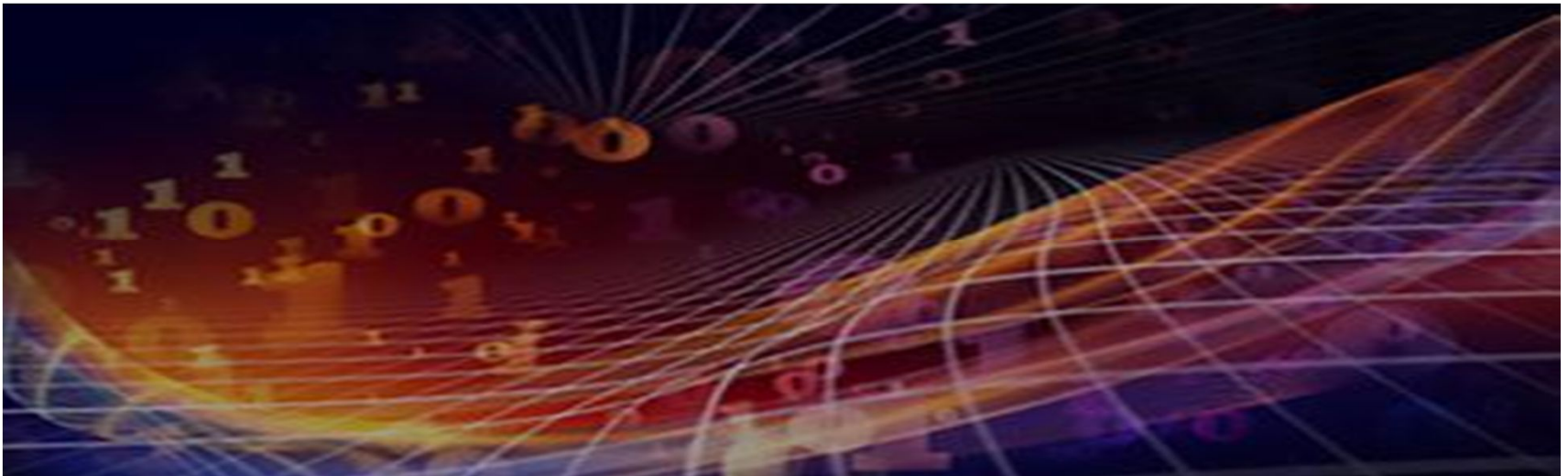


ALGORITMA DAN PEMROGRAMAN

KULIAH 3 : TIPE DATA DASAR

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Apa yang akan kita Pelajari

- Variabel dan konstanta
- Tipe dasar
- Kontainer/ tipe bentukan
- Kelas dan objek
- Ekspresi/Pernyataan

Variabel

- Variabel sebagai nama suatu tempat menaruh nilai.

contoh:

```
>>> x = 3
```

x menampung nilai bilangan bulat 3

```
>>> y = 5.2
```

y menampung nilai bilangan desimal 5.2

```
>>> z = x+y
```

z menampung nilai variabel x + nilai variabel y

Contoh Instruksi di terminal/file

```
>>> x = 3
>>> y = 5.2
>>> x = 2.0
>>> z=x+y
>>> z
7.2
>>>z=y-x
>>> z
3.2
>>> z+y
8.4
```

```
x = 3
y = 5.2
x = 2.0
z = x + y
print(z)
z = x - y
print(z)
```

Menampil
kan isi
variabel z
di layar



Konstanta

- Konstanta adalah nama suatu tempat menaruh nilai yang tidak bisa diubah
- Dalam Python, tidak ada konstanta secara khusus. Kita bisa buat semacam konstanta.
- Dalam C++, konstanta ditulis dalam kode

```
const single c = 3e8
```

```
const int n = 10
```

Jika kita tulis

```
c = c+2
```

akan menghasilkan eror.

Suatu cara membuat konstanta dalam Python

- Buat sebuah file yang memuat semua konstanta yang kita inginkan (misal namanya *constant.py*)

```
c = 3e8          #→ 3 x 108  
G = 6.67e-11    # -> 6.67 x 10{-11}  
e= -1.6e-19
```

- Gunakan di python

```
>>> from constant import c
```

```
>>> print (c)
```

```
>>> import constant as const
```

```
>>> print(const.c)
```



Tipe Dasar

- Logika
- Integer
- Float
- String

Tipe Logika / Boolean

- Nilainya True atau 1 dan False atau 0.
- Operasi pada Boolean

a	not a
True	False
False	True

a	b	a and b	a or b	a xor b
True	True	True	True	False
True	False	False	True	True
False	True	False	True	True
False	False	False	False	False

Integer (bilangan bulat)

- Nilainya ..., -3, -2, -1, 0, 1, 2, 3, ...
- Dalam Python nilai maksimumnya dapat berapa saja tergantung ke memori.

contoh:

```
>>> i = 100**100
```

```
>>> n = 2**124
```

Operasi aritmatika dalam Python

```
>>> num1 = 9
```

```
>>> num2 = 4
```

```
>>> add = num1 + num2
```

```
>>> dif = num1 - num2
```

```
>>> mul = num1 * num2
```

```
>>> div = num1 / num2
```

```
>>> floor_div = num1 // num2
```

```
>>> power = num1 ** num2
```

```
>>> modulus = num1 % num2
```

Integer literal

- Binari (base 2) -> in Python ditulis 0b... diikuti bilangan 1 dan 0
- Octal (base 8) -> in Python ditulis 0o... diikuti bilangan 0,1,...,7
- Heksadesimal (base 16) -> in Python ditulis 0x... diikuti bilangan 0-9 dan A-F.

0b0, 0b1, 0b10, 0b11, ...

0o0, 0o1, 0o2, 0o3, ...

0x0,0x9, 0xA, 0xB, ...0xF.

0, 1, 2, 3,

Operasi perbandingan pada bilangan bulat

- Lebih kecil $<$
- Lebih besar $>$
- Lebih kecil dan sama dengan $<=$
- Lebih besar dan sama dengan $>=$
- Sama dengan $==$
- Tidak sama dengan $!=$

Contoh:

$x = 3$ # mengisi nilai x dengan bil. 3

$x == 2$ # membandingkan apakah $x = 2$?

Bilangan Riil (float number)

- Float number -> setara dengan tipe double di C++.
- Contoh:
x = 2.5
y = 2./3.
- Info mengenai float dalam Python

```
>>> import sys
```

```
>>> sys.float_info
```

```
sys.floatinfo(max=1.7976931348623157e+308,  
max_exp=1024, max_10_exp=308, min=2.2  
250738585072014e-308, min_exp=-1021,  
min_10_exp=-307, dig=15, mant_dig=53, epsilon=2.2204460492503131e-16, radix=2, rounds=1)
```

Mencari epsilon mesin

- Epsilon mesin adalah nilai terkecil yang dapat dibaca oleh komputer.

- Caranya:

```
>>> min = 0.0
```

```
>>> max = 1.0
```

```
>>> while True:
```

```
    test = (min+max)/2.
```

```
    if (1+test) != 1:
```

```
        max = test
```

```
    else:
```

```
        max = test
```

```
    break
```

String

- String adalah deretan karakter/huruf dengan panjang tertentu.
- Dalam python, string dinyatakan dengan kata-kata dalam tanda ' atau ".
Contoh:

```
s = 'Hello' atau s="Hello"
```

- String dapat digabungkan (concatenated) misal

```
>>> s = "Hello"
```

```
>>> t = "World"
```

```
>>> u = s + ", " + t
```

```
"Hello, World"
```

```
>>> s = 2
```

```
>>> t = 3
```

```
>>> u = s+t #hasilnya 5
```

```
>>> s = '2'
```

```
>>> t = '3'
```

```
>>> u = s + t # hasilnya '23'
```

Fungsi str

Mengubah angka menjadi string:

```
>>> s = 2
```

```
>>> print( str(s) )
```

```
'2'
```

```
>>> print('panjang = '+str(p)) #p=2.0
```

```
'panjang = 2'
```

Some Method in String

No	Method	Function	Example	Result
1	capitalize	returns a string where the first character is upper case.	S = "hello,World" T=S.capitalize()	T="Hello,World"
2	count	returns the number of times a specified value appears in the string.	S = "hello,World" x = S.count("l") u = S.count("l",4,12)	x = 3 u=1
3	index	finds the first occurrence of the specified value.	S="hello, World" x = S.index("l") y = S.index("o",3,10)	x=2 y=4
4	Etc...			

String as an array

- String dapat dipandang sebagai suatu barisan atau deret karakter yang dimulai dengan indeks 0

index	0	1	2	3	4	5	6	7	8
string	H	i	,		W	o	r	l	d

- Untuk menghitung jumlah karakter dalam string digunakan fungsi *len*. Contoh:

`len("Hi, World")=9`



Kuliah 4 : Tipe Data Bentukan

Algoritma dan Pemrograman

14-09-2021



Type Container (Python Only)

- Tipe container dibentuk dari tipe dasar.
- Contoh:
 - a. list
 - b. tuple
 - c. set
 - d. dictionary



List

- Ordered/Sequence type/indexed
- Items are Changeable
- Can grow and shrink
- Sortable
- Allows duplicate members

Generating List:

```
x = list()
```

```
x = [ ]
```

```
x = ['a', 2, 3, 'empat lima']
```

```
x = list(a_tuple)
```

List comprehension

$x = [m \text{ for } m \text{ in range}(6)]$

menghasilkan

$[0, 1, 2, 3, 4, 5]$

$x = [0, 1, \dots, 1000]$

$x = [z*z \text{ for } z \text{ in range}(7) \text{ if } z*(z-2) > 10]$

menghasilkan

$[25, 36]$

Accessing Item in List

- You access the list items by referring to the Index number

```
x = ['a', 2, 3, 'empat lima']
```

```
print x[2]
```

```
resulting: 3
```

```
x[0]
```

```
resulting: 'a'
```

Change Item Value in Lists

- To change the value of a specific item, refer to the index number:
- Ex. Change the second item:

```
thislist = ["apple", "banana", "cherry"]
```

```
thislist[1] = "blackcurrant"
```

```
print(thislist)
```

Resulting:

```
["apple", "blackcurrant", "cherry"]
```



Loop Through a List

```
thislist = ["apple", "banana", "cherry"]  
for x in thislist:  
    print(x)
```

Resulting:

```
apple  
banana  
cherry
```


Check if Item Exists

- To determine if a specified item is present in a list use the *in* keyword
- Contoh:

```
thislist = ["apple", "banana", "cherry"]
```

```
if "apple" in thislist:
```

```
    print("Yes, 'apple' is in the fruits list")
```

```
else:
```

Add Items in List

- To add an item to the end of the list, use the `append()` method:

- Contoh:

```
thislist = ["apple", "banana", "cherry"]  
thislist.append("orange")  
print(thislist)
```

Resulting:

```
["apple", "banana", "cherry", "orange"]
```

- To add an item at the specified index, use the `insert()` method:

- Contoh:

```
thislist.insert(1, "orange")  
print(thislist)
```

Resulting:

```
["apple", "orange", "banana", "cherry",]
```

Remove Item from List

- The `remove()` method removes the specified item:

```
thislist = ["apple", "banana", "cherry"]  
thislist.remove("banana")  
print(thislist)
```
- The `pop()` method removes the specified index, (or the last item if index is not specified):

```
thislist.pop()
```
- The `del` keyword removes the specified index:

```
del thislist[0]  
del thislist #will remove list itself
```
- The `clear` method removes all items in the lists:

```
thislist.clear()
```

Copy a List

- If we have a list called `x` and if we type `y=x`

this means `y` is a reference to `x`. Any change to `y` will result to `x`, and vice versa.

- We can make a copy of `x` by a following method:

```
thislist = ["apple", "banana", "cherry"]  
mylist = thislist.copy()  
anotherlist = list(thislist)
```

Slicing a list

Example: `x = ['c', 'o', 'm', 'p', 'u', 't', 'e', 'r']`
 0 1 2 3 4 5 6 7

code	result	explanation
<code>x[1]</code>	<code>['o']</code>	Return item with index 1
<code>x[1:3]</code>	<code>['o', 'm']</code>	Return items from index 1 to 3
<code>x[5:]</code>	<code>['t', 'e', 'r']</code>	Return items from index 5 onward
<code>x[:3]</code>	<code>['c', 'o', 'm']</code>	Return items from index 0 to 3
<code>x[:]</code>	<code>['c', 'o', 'm', 'p', 'u', 't', 'e', 'r']</code>	Return all items

Tuples

- Ordered/indexed
- Unchangeable
- Fixed length

Operation	interpretation	Operation	Interpretation
()	Empty tuple	T[i]	item with index i
(2,)	One item tuple	T[i][j]	Index of index
(1,2,'c')	A tuple	T[i:j]	slice
1,2,'c'	A tuple	T1 + T2	concatenate
T=(1,2,(3,4))	Nested tuple	T1*2	repeat

Sets

- A set is a collection which is unordered and unindexed. In Python sets are written with curly brackets.

- Create a set

```
thisset = {"apple", "banana", "cherry"}  
print(thisset)
```

- Access Items
for x in thisset:
 print(x)

- Add Items

```
thisset.add("orange")
```

```
print(thisset)
```

- Remove Items

```
thisset.remove("banana")
```

```
print(thisset)
```



Dictionaries

- Tentang dictionary:

https://www.w3schools.com/python/python_dictionaries.asp

- Sifat Dictionary:

1. Acces by key, not index
2. Unordered collections of arbitrary object
3. Variable-length, heterogenous, arbitrarily nested.

Dictionaries

- Examples:

```
>>> D = {} # an empty dict
```

```
>>> D = {'name': 'bob', 'age': 40} # a two  
items dict
```

```
>>> E = {'ceo': D} # nested dict
```

```
>>> D = dict(name = 'bob', age=40) #  
alternatif dict
```

```
>>> D['name'] # accessing dict by key
```

```
>>> D.keys() # return all keys
```

```
>>> D.values() # return all values
```

Kelas dan Objek

- Membuat kelas

```
>>> class Cat:
```

```
    pass
```

```
>>> class Person:
```

```
    def __init__(self, name, age):
```

```
        self.name = name
```

```
        self.age = age
```

```
p1 = Person("John", 36)
```

```
print(p1.name)
```

```
print(p1.age)
```

Kelas dan objek

- ```
>>>class Person:
 def __init__(self, name, age):
 self.name = name
 self.age = age

 def myfunc(self):
 print("Hello my name is " + self.name)

p1 = Person("John", 36)
p1.myfunc()
```

# input

- ```
>>>print("Enter your name:")  
x = input()  
print("Hello ", x)
```

- Atau

```
>>>x =input("Enter your name:")  
>>>x
```

- Input numeric

```
>>> x = input("masukan angka : ")  
>>> x = float(x)
```

Atau secara langsung

```
>>> x = float(input("masukan angka : "))
```

Ekspresi

- Ekspresi adalah suatu pernyataan dalam pemrograman,

- Contoh:

```
>>> 12+2*3/4-5**2
```

```
>>> a*(b+c)
```

```
>>> x >= y
```

```
>>> x and y
```

```
>>> not(x)
```



Latihan:

- Buat suatu program untuk luas sebuah lingkaran. Program meminta input jari-jari dan menampilkan output di layar berupa luas lingkaran tersebut.
- Buat suatu program konversi suhu dari celcius ke fahrenheit atau sebaliknya. Program menerima input derajat celcius dan menampilkan hasil derajat Fahrenheit (atau konversi lainnya, ex: mata uang, inch ke cm)
- Buat list yang terdiri dari bilangan bulat dari 1 sampai 20!
- Buat dictionary dari NIM sebagai key, dan Nama sebagai value untuk minimal 5 mahasiswa!