LAMPIRAN CODING

No	Keterangan	Coding
1	Tombol menu utama	on (release) {gotoAndPlay("menu",1);}
2	Tombol materi pramuka	on (release) {gotoAndPlay("pramuka",1);}
3	Tombol materi sejarah	on (release) {gotoAndPlay("sejarah",1);}
4	Tombol materi kode kehormatan	on (release) {gotoAndPlay("kode",1);}
5	Tombol materi golongan	on (release) {gotoAndPlay("golongan",1);}
6	Tombol materi tingkatan	on (release) {gotoAndPlay("tingkatan",1);}
7	Tombol materi semaphore & morse	on (release) {gotoAndPlay("morse",1);}
8	Tombol uji diri	on (release) {gotoAndPlay("uji copy",1);}
9	Tombol profil	on (release) {gotoAndPlay("profil",1);}
10	Tombol pengertian pramuka	on (release) {gotoAndPlay("pramuka1",1);}
11	Tombol lambang pramuka	on (release) {gotoAndPlay("pramuka1",2);}
12	Tombol tujuan pramuka	on (release) {gotoAndPlay("pramuka1",6);}
13	Tombol fungsi pramuka	on (release) {gotoAndPlay("pramuka1",7);}
14	Tombol sejarah Baden Powell	on (release) {gotoAndPlay("sejarah1",1);}
15	Tombol sejarah pramuka Indonesia	on (release) {gotoAndPlay("sejarah1",6);}
16	Tombol sejarah pramuka dunia	on (release) {gotoAndPlay("sejarah1",4);}
17	Tombol pengertian kode kehormatan	on (release) {gotoAndPlay("kode1",1);}
18	Tombol Darma	on (release) {gotoAndPlay("kode1",10);}
19	Tombol Satya	on (release) {gotoAndPlay("kode1",15);}

20	Tombol model seragam	on (release) {gotoAndPlay("golongan1",20);}
21	Tombol golongan Siaga	on (release) {gotoAndPlay("golongan1",1);}
22	Tombol golongan Penggalang	on (release) {gotoAndPlay("golongan1",5);}
23	Tombol golongan Penegak	on (release) {gotoAndPlay("golongan1",10);}
24	Tombol golongan Pandega	on (release) {gotoAndPlay("golongan1",15);}
25	Tombol tingkatan Siaga	on (release) {gotoAndPlay("tingkatan1",1);}
26	Tombol tingkatan Penggalang	on (release) {gotoAndPlay("tingkatan1",5);}
27	Tombol tingkatan Penegak	on (release) {gotoAndPlay("tingkatan1",10);}
28	Tombol tingkatan Pandega	on (release) {gotoAndPlay("tingkatan1",15);}
29	Tombol morse & semaphore abjad dari A – Z	on (release) {gotoAndPlay("morse1",tergantung lokasi nomor frame);}
30	Tombol pilihan kuis 1	on(release){gotoAndPlay(14);}
31	Tombol pilihan kuis 2	on(release){gotoAndPlay(2);}
32	Tombol kembali	on (release) {gotoAndPlay("scene halaman",frame sebelumnya);}
33	Tombol home	on (release) {gotoAndPlay("menu",1);}
34	Tombol lanjut	on (release) {gotoAndPlay("scene halaman",frame selanjutnya);}
35	Tombol keluar	on(release){fscommand("quit","true");}
36	Coding stop	stop();
37	Tombol pilihan jawaban soal A	stop(); onEnterFrame = function () { skor = +score;}; button_a.onPress = function() {

		score += 10;
		nextFrame();};
		button_b.onPress = function() {
		nextFrame();};
		button_c.onPress = function() {
		nextFrame();};
		button_d.onPress = function() {
		nextFrame();};

38	Tombol pilihan jawaban soal B	stop();
		onEnterFrame = function () { skor = +score;};
		button_a.onPress = function() {
		nextFrame();};
		button_b.onPress = function() {
		score += 10;
		nextFrame();};
		button_c.onPress = function() {
		nextFrame();};
		button_d.onPress = function() {
		nextFrame();};

39	Tombol pilihan jawaban soal C	stop();
		onEnterFrame = function () { skor = +score;};
		button_a.onPress = function() {
		nextFrame();};
		button_b.onPress = function() {
		nextFrame();};
		button_c.onPress = function() {
		score += 10;
		nextFrame();};
		button_d.onPress = function() {
		nextFrame();};

40	Tombol pilihan jawaban soal D	stop(); onEnterFrame = function () { skor =

		+score;};
		
		button_a.onPress = function() {
		nextFrame();};
		button_b.onPress = function() {
		nextFrame();};
		button_c.onPress = function() {
		nextFrame();};
		button_d.onPress = function() {
		score += 10;
		nextFrame();};

41	Hasil Nilai Uji Soal	if (score>=80) {
		keterangan = "Selamat Kamu Lulus";}
		if (score<=80) {
		keterangan = "Maaf Kamu Belum Lulus, Silahkan Belajar Lagi!";}
		restart_button.onPress = function() {
		gotoAndStop(14);};

Tabel 5.1 Lampiran *Coding*