

LISTING PROGRAM

Menu

Event Create

```
y=-15;
audio_stop_sound(snd_intro)
global.muncul=0;
if !sound_isplaying(snd_intro){
    audio_play_sound(snd_intro,1,1)
}
if !sound_isplaying(snd_home){
    audio_play_sound(snd_home,1,0)
}

audio_stop_music();
```

Event Step

```
if y<0{
    y++;
}
```

Event Left Released

```
if mouse_x>136 && mouse_x<438{
    if mouse_y>305 && mouse_y<393{
        room_goto(rm_menu2);
    }else if mouse_y>405 && mouse_y<494{
        room_goto(rm_tentang);
    }else if mouse_y>505 && mouse_y<595{
        game_end();
    }
}
```

Event Create

```
muncul=sprite_index;
```

Event Left Pressed

```
if !instance_exists(ob_tpangka){
    instance_create(0,0,ob_tpangka);
    ob_tpangka.sprite_index=muncul
};
```

Event Create

```
k=0;
```

```
image_speed=0.5
```

Event Alarm 0

```
image_speed=0.5;
```

Event Step

```
if k=0{
  if image_index>4 && image_index<5 {
    alarm[0]=30;
    image_speed=0;
    k=1
  }else if image_index=0{
    if sprite_index=sp1{
      audio_play_music(snd_1,0)
    }else if sprite_index=sp2{
      audio_play_music(snd_2,0)
    }else if sprite_index=sp3{
      audio_play_music(snd_3,0)
    }else if sprite_index=sp4{
      audio_play_music(snd_4,0)
    }else if sprite_index=sp5{
      audio_play_music(snd_5,0)
    }else if sprite_index=sp6{
      audio_play_music(snd_6,0)
    }else if sprite_index=sp7{
      audio_play_music(snd_7,0)
    }else if sprite_index=sp8{
      audio_play_music(snd_8,0)
    }else if sprite_index=sp9{
      audio_play_music(snd_9,0)
    }else if sprite_index=sp10{
      audio_play_music(snd_10,0)
    }else if sprite_index=sp11{
      audio_play_music(snd_11,0)
    }else if sprite_index=sp12{
      audio_play_music(snd_12,0)
    }else if sprite_index=sp13{
      audio_play_music(snd_13,0)
    }else if sprite_index=sp14{
      audio_play_music(snd_14,0)
    }else if sprite_index=sp15{
      audio_play_music(snd_15,0)
    }else if sprite_index=sp16{
      audio_play_music(snd_16,0)
    }else if sprite_index=sp17{
      audio_play_music(snd_17,0)
    }else if sprite_index=sp18{
      audio_play_music(snd_18,0)
    }else if sprite_index=sp19{
```

```
    audio_play_music(snd_19,0)
}else if sprite_index=sp20{
    audio_play_music(snd_20,0)
}
}
}
```

Event Animation End

```
instance_destroy();
```

Event Create

```
a=0
```

Event Left

```
if mouse_y>720 && mouse_y<770{
    if mouse_x>15 && mouse_x<66{
        room_goto(rm_menu2);
    }else if mouse_x>414 && mouse_x<463{
        room_goto(rm_menu1);
    }
}
```

Event Draw

```
draw_self();
draw_set_halign(fa_center)
draw_set_font(font3)
draw_set_color(c_black)
draw_text(245,62,"Mengenal")
draw_text(245,152,"Angka")
draw_set_color(c_red)
draw_text(243,60,"Mengenal")
draw_text(243,150,"Angka")

if a=0{
    if x>0{
        x--;
    }
}
}else if a=1{
    if x<0{
        x++;
    }
}
}
if image_alpha<100{
    image_alpha+=0.05;
}
```

Menu Mengenal Angka

```
y=-15  
audio_stop_music();
```

Event Step

```
if y<0{  
    y++;  
}
```

Event Released

```
if mouse_x>136 && mouse_x<438{  
    if mouse_y>303 && mouse_y<395{  
        if !sound_isplaying(snd_menu1){  
            audio_play_sound(snd_menu1,1,0)  
        }  
        audio_stop_sound(snd_menu2)  
        room_goto(rm_mengenalangka);  
    }else if mouse_y>404 && mouse_y<495{  
        audio_stop_sound(snd_menu1)  
        room_goto(rm_menghitung);  
    }else if mouse_y>505 && mouse_y<595{  
        audio_stop_sound(snd_menu1)  
        audio_stop_sound(snd_menu2)  
        room_goto(rm_menu3);  
    }else if mouse_y>606 && mouse_y<695{  
        audio_stop_sound(snd_menu1)  
        audio_stop_sound(snd_menu2)  
        room_goto(rm_kuis);  
    }  
}else if mouse_y>721 && mouse_y<768{  
    if mouse_x>15 && mouse_x<66{  
        room_goto(rm_menu1);  
    }  
}
```

Menu Belajar Berhitung

Event Create

```
global.play=0;  
k=0;  
image_speed=0;  
audio_play_sound(snd_menu2,1,0)
```

Event Left Released

```
if mouse_y>720 && mouse_y<770{
  if mouse_x>15 && mouse_x<66{
    room_goto(rm_menu2);
  }else if mouse_x>414 && mouse_x<463{
    room_goto(rm_menu1);
  }
}
```

Event Draw

```
draw_set_halign(fa_center)
draw_set_font(font3)
draw_set_color(c_black)
draw_text(245,62,"Belajar")
draw_text(245,152,"Menghitung")
draw_set_color(c_red)
draw_text(243,60,"Belajar")
draw_text(243,150,"Menghitung")
```

Event Step

```
if k=1{
  if x>-482{
    x-=50
  }else {
    image_index+=1
    k=0
    audio_stop_music();
  }
}else if k=0{
  if x<0{
    x+=50
  }else{
    // instance_create(x,y,ob_play)
  }
}

if global.play=1{
  if !audio_music_is_playing(){
  //if k=0{
  if image_index= 0{
    audio_play_music(snd_1,0)
  }else if image_index= 1{
    audio_play_music(snd_2,0)
  }else if image_index= 2{
    audio_play_music(snd_3,0)
```

```

}else if image_index= 3{
    audio_play_music(snd_4,0)
}else if image_index= 4{
    audio_play_music(snd_5,0)
}else if image_index= 5{
    audio_play_music(snd_6,0)
}else if image_index= 6{
    audio_play_music(snd_7,0)
}else if image_index= 7{
    audio_play_music(snd_8,0)
}else if image_index= 8{
    audio_play_music(snd_9,0)
}else if image_index= 9{
    audio_play_music(snd_10,0)
}else if image_index= 10{
    audio_play_music(snd_11,0)
}else if image_index= 11{
    audio_play_music(snd_12,0)
}else if image_index= 12{
    audio_play_music(snd_13,0)
}else if image_index= 13{
    audio_play_music(snd_14,0)
}else if image_index= 14{
    audio_play_music(snd_15,0)
}else if image_index= 15{
    audio_play_music(snd_16,0)
}else if image_index= 16{
    audio_play_music(snd_17,0)
}else if image_index= 17{
    audio_play_music(snd_18,0)
}else if image_index= 18{
    audio_play_music(snd_19,0)
}else if image_index= 19{
    audio_play_music(snd_20,0)
}
}
}
//}

```

Event Left Pressed

```

if !instance_exists(ob_play){
    k=1
}

```

Menu Operasi Bilangan

Event Create

```

y=-15
audio_stop_music()

```

```
audio_stop_sound(snd_menu2)
if !sound_isplaying(snd_operasibil){
    audio_play_sound(snd_operasibil,1,0)
}
```

Event Step

```
if y<0{
    y++;
}
```

Event Left Pressed

```
if mouse_y>720 && mouse_y<770{
    if mouse_x>15 && mouse_x<66{
        room_goto(rm_menu2);
    }else if mouse_x>414 && mouse_x<463{
        room_goto(rm_menu1);
    }
}
```

```
if mouse_x>136 && mouse_x<338{
    if mouse_y>320 && mouse_y<416{
        room_goto(rm_penjumlahan);
    }else if mouse_y>441 && mouse_y<530{
        room_goto(rm_pengurangan);
    }
}
```

Menu Penjumlahan

```
if y<0{
    y++;
}
if image_alpha<100{
    image_alpha+=0.05;
}
```

```
if mouse_y>720 && mouse_y<770{
    if mouse_x>15 && mouse_x<66{
        room_goto(rm_menu3);
    }else if mouse_x>414 && mouse_x<463{
        room_goto(rm_menu1);
    }
}
```

Event Create

```
image_alpha=0  
wk=50
```

Event Step

```
if wk>0{  
    wk-=0.2  
}else{  
    image_alpha=0;  
}
```

Event Left Pressed

```
if wk>0{  
    wk-=0.2  
}else{  
    image_alpha=0;  
}
```

Event Create

```
image_alpha=0  
wk=50
```

Event Step

```
if wk>0{  
    wk-=0.2  
}else{  
    image_alpha=0;  
}
```

Event Left Pressed

```
wk=50  
audio_stop_music();  
openjumlahan1.image_alpha=0;  
openjumlahan3.image_alpha=0;  
audio_play_music(snd_2p2,0)  
image_alpha=25
```

Event Create

```
image_alpha=0
```

```
wk=50
```

Event Left Step

```
if wk>0{  
    wk-=0.2  
}else{  
    image_alpha=0;  
}
```

Event Left Pressed

```
wk=50  
audio_stop_music();  
openjumlahan1.image_alpha=0;  
openjumlahan2.image_alpha=0;  
audio_play_music(snd_3p2,0)  
image_alpha=25
```

Menu Pengurangan

Event Step

```
if y<0{  
    y++;  
}  
if image_alpha<100{  
    image_alpha+=0.05;  
}
```

Event Left Released

```
if mouse_y>720 && mouse_y<770{  
    if mouse_x>15 && mouse_x<66{  
        room_goto(rm_menu3);  
    }else if mouse_x>414 && mouse_x<463{  
        room_goto(rm_menu1);  
    }  
}
```

Event Left Create

```
image_alpha=0  
wk=50
```

Event Step

```
if wk>0{  
    wk-=0.2  
}else{  
    image_alpha=0;  
}
```

Event Left Step

```
wk=50  
audio_stop_music();  
opengurangan2.image_alpha=0;  
opengurangan3.image_alpha=0;  
audio_play_music(snd_4m2,0)  
image_alpha=25
```

Event Create

```
image_alpha=0  
wk=50
```

Event Step

```
if wk>0{  
    wk-=0.2  
}else{  
    image_alpha=0;  
}
```

Event Step

```
wk=50  
audio_stop_music();  
opengurangan1.image_alpha=0;  
opengurangan3.image_alpha=0;  
audio_play_music(snd_5m2,0)  
image_alpha=25
```

Event Create

```
image_alpha=0  
wk=50
```

Event Step

```
if wk>0{
    wk-=0.2
}else{
    image_alpha=0;
}
```

Event Left Pressed

```
wk=50
audio_stop_music();
opengurangan1.image_alpha=0;
opengurangan2.image_alpha=0;
audio_play_music(snd_6m2,0)
image_alpha=25
```

Menu Kuis

Event Create

```
y=-10;
image_speed=0;
//acak=irandom(10);
image_index=irandom(10);
global.nilai=0;
global.jawaban=0;
tampil="";
global.soal=10;
a=0;
```

Event Step

```
if y<0{
    y++;
}
if a=0{
if image_index=0{
    tampil="Yang manakah angka dua?"
    audio_play_music(snd_2ayam,0)
    a=1;
}else if image_index=1{
    tampil="Yang manakah angka lima?"
    audio_play_music(snd_5ayam,0)
    a=1;
}else if image_index=2{
    tampil="Yang manakah angka tiga?"
    audio_play_music(snd_3ayam,0)
    a=1;
}else if image_index=3{
```

```

    tampil="Yang manakah angka dua belas?"
    audio_play_music(snd_12kucing,0)
    a=1;
}else if image_index=4{
    tampil="Yang manakah angka enam?"
    audio_play_music(snd_6sapi,0)
    a=1;
}else if image_index=5{
    tampil="Yang manakah angka empat?"
    audio_play_music(snd_4ayam,0)
    a=1;
}else if image_index=6{
    tampil="Yang manakah angka delapan?"
    audio_play_music(snd_8kucing,0)
    a=1;
}else if image_index=7{
    tampil="Yang manakah angka sepuluh?"
    audio_play_music(snd_10kucing,0)
    a=1;
}else if image_index=8{
    tampil="Yang manakah angka satu?"
    audio_play_music(snd_1ayam,0)
    a=1;
}else if image_index=9{
    tampil="Yang manakah angka tujuh?"
    audio_play_music(snd_7sapi,0)
    a=1;
}
}
if global.soal=0{
    room_goto(rm_nilai)
}

```

Event Left Released

```

if mouse_y>720 && mouse_y<770{
    if mouse_x>15 && mouse_x<66{
        room_goto(rm_menu1);
    }else if mouse_x>414 && mouse_x<463{
        room_goto(rm_menu1);
    }
}
}

```

```

if !instance_exists(ob_bs){
if mouse_x>46 && mouse_x<427{
    if mouse_y>208 && mouse_y<398 {
        //jawab=a
    }
}
}

```

```

if image_index=0{
    global.nilai+=10
    global.jawaban=1;
}else if image_index=2{
    global.nilai+=10
    global.jawaban=1;
}else if image_index=3{
    global.nilai+=10
    global.jawaban=1;
}else if image_index=5{
    global.nilai+=10
    global.jawaban=1;
}else if image_index=6{
    global.nilai+=10
    global.jawaban=1;
}else if image_index=7{
    global.nilai+=10
    global.jawaban=1;
}else{
    global.jawaban=0;
}
instance_create(x,y,ob_bs)
global.soal-=1
}else if mouse_y>459 && mouse_y<662 {
    //jawab=b
    if image_index=1{
        global.nilai+=10
        global.jawaban=1;
    }else if image_index=4{
        global.nilai+=10
        global.jawaban=1;
    }else if image_index=8{
        global.nilai+=10
        global.jawaban=1;
    }else if image_index=9{
        global.nilai+=10
        global.jawaban=1;
    }else{
        global.jawaban=0;
    }
    instance_create(x,y,ob_bs)
    global.soal-=1
}
}
}

```

Event Draw

```

draw_self();
draw_set_halign(fa_center)
draw_set_font(font2)

```

```
draw_set_color(c_black)
draw_text(245,41,"Kuis")
draw_set_color(c_red)
draw_text(243,38,"Kuis")
draw_set_font(font1)
draw_set_color(c_black)
draw_text(245,100,"Nilai : "+string(global.nilai))
draw_text(10,10,image_index)
draw_set_color(c_orange)
draw_text(243,98,"Nilai : "+string(global.nilai))
draw_set_font(font4)
draw_set_color(c_black)
//draw_text(243,160,tampil)
```

Tampilan Jawaban benar dan salah

Event Create

```
x=180
y=363
image_speed=0;
image_index=global.jawaban;
if global.jawaban=0{
    audio_play_sound(snd_slh,1,0)
}else{
    audio_play_sound(snd_bnr,1,0)
}
w=1
alarm[0]=30;
audio_stop_music();
```

Event Destroi

```
ob_kuis.a=0;
ob_kuis.image_index++;
```

Event Alarm 0

```
if w>0{
    w--
}else{
    instance_destroy()
}
alarm[0]=30;
```

Menu Tentang

Event Left Released

```
if mouse_y>720 && mouse_y<770{
```

```
if mouse_x>15 && mouse_x<66{
    room_goto(rm_menu1);
}else if mouse_x>414 && mouse_x<463{
    room_goto(rm_menu1);
}
}
```

Tombol Kembali

Event Left Released

```
if mouse_y>720 && mouse_y<770{
    if mouse_x>15 && mouse_x<66{
        room_goto(rm_menu1);
    }else if mouse_x>414 && mouse_x<463{
        room_goto(rm_menu1);
    }
}
```

Event Create

```
image_speed=0;
global.tujuan=room;
```

Event Left Release

```
room_goto(global.tujuan)
```