

BAB V

KESIMPULAN DAN SARAN

A. Kesimpulan

Berdasarkan pengujian dan hasil analisa data, maka penulis dapat memberikan kesimpulan sebagai berikut:

1. Media pembelajaran berbasis komputer ini dapat menarik minat anak terhadap mata pelajaran kemuhammadiyah dan memberikan suasana baru untuk membuat kegiatan belajar mengajar menjadi lebih interaktif, efektif, efisien, dan menarik.
2. Media pembelajaran ini sudah teruji keunggulannya dan dapat dijalankan dengan spesifikasi komputer minimal menggunakan sistem operasi Windows XP keatas, dengan spesifikasi Processor Intel(R) Core(TM) 2 Duo CPU, RAM 512 MB, VGA Card, monitor dengan resolusi layar setidaknya 1024 x 600 pixel dan speaker aktif.
3. Media pembelajaran ini jika diterapkan dapat membantu pemahaman siswa mengenai kemuhammadiyah dengan media interaktif yang selama ini umumnya masih dilakukan secara manual dengan menggunakan media gambar atau papan.

B. Saran

Media pembelajaran masih jauh dari sempurna dan masih banyak kekurangan yang bisa dimanfaatkan untuk pengembangan media pembelajaran untuk kedepannya, antara lain:

1. Media pembelajaran ini dapat dikembangkan menjadi media pembelajaran berbasis android, sehingga dapat dijalankan pada ponsel.
2. Media pembelajaran ini masih dapat dikembangkan untuk mata pelajaran yang lain.
3. Media pembelajaran ini masih dapat di kembangkan di fasilitas evaluasinya dapat di tambah obyeknya contoh game puzzle, game TTS dan sebagainya.

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LAMPIRAN

Action Script

Script Button Menu

```
package {  
  
    import flash.display.MovieClip;  
  
    import flash.events.Event;  
  
    import flash.events.MouseEvent;  
  
    import flash.geom.Point;  
  
    import flash.display.DisplayObjectContainer;  
  
    public class BtnEvaMc extends MovieClip {  
  
        public function BtnEvaMc() {  
  
            if (stage) {  
  
                onAddedToStage();  
  
            } else {  
  
                this.addEventListener(Event.ADDED_TO_STAGE,  
onAddedToStage, false, 0, true);  
  
            }  
  
        }  
  
        private function onAddedToStage(e: Event = null) {  
  
            this.removeEventListener(Event.ADDED_TO_STAGE,  
onAddedToStage)  
  
            this.addEventListener(Event.REMOVED_FROM_STAGE,  
onRemovedFromStage, false, 0, true);  
  
            this.mouseEnabled = true;  
  
            this.mouseChildren = false;
```

```

        this.buttonMode = true;

        //this.useHandCursor = true;

        this.addEventListener(MouseEvent.CLICK,
onMouseOverF, false, 0, true);

        this.addEventListener(MouseEvent.CLICK,
onMouseOutF, false, 0, true);

        this.addEventListener(MouseEvent.CLICK,
onMouseDownF, false, 0, true);

        this.addEventListener(MouseEvent.CLICK, onClickF,
false, 0, true);

        this.stop();
    }

//=====SETTING BUTTON=====//

    public function setButton($id: uint): void {

        //(this.getChildByName("icon") as
MovieClip).gotoAndStop($id);

        //(this.getChildByName("txt") as
MovieClip).gotoAndStop($id);

        ((this.getChildByName("bg") as
DisplayObjectContainer).getChildByName("bgc") as
MovieClip).gotoAndStop($id);

    }

    private function onRemovedFromStage(e: Event): void {

        removeEventListener(Event.REMOVED_FROM_STAGE,
onRemovedFromStage);
    }

```

```
removeEventListener(MouseEvent.MOUSE_OVER,  
onMouseOverF);  
  
removeEventListener(MouseEvent.MOUSE_OUT,  
onMouseOutF);  
  
removeEventListener(MouseEvent.MOUSE_DOWN,  
onMouseDownF);  
  
removeEventListener(MouseEvent.CLICK, onClickF);  
}  
  
private function onMouseOverF(e: MouseEvent = null): void {  
    this.gotoAndStop(2);  
    Main.playSoMO();  
}  
  
private function onMouseOutF(e: MouseEvent = null): void {  
    this.gotoAndStop(1);  
}  
  
private function onMouseDownF(e: MouseEvent = null): void {  
    this.gotoAndStop(3);  
    Main.playSoClick();  
}  
  
private var p:Point;  
  
private function onClickF(e: MouseEvent = null): void {  
    p = this.localToGlobal(new  
Point(this.mouseX,this.mouseY));  
  
    if (this.hitTestPoint(p.x,p.y,true)) {  
        this.gotoAndStop(2);  
    } else {
```

```
        this.gotoAndStop(1);
    }
}

//=====SETTINGBUTTON=====//
}
}
function fl_ClickToGoToScene(event:MouseEvent):void
{
    MovieClip(this.root).gotoAndPlay(1, "Scene 2");
}
button_2.addEventListener(MouseEvent.CLICK,
fl_ClickToGoToAndStopAtFrame);

function fl_ClickToGoToAndStopAtFrame(event:MouseEvent):void
{
    gotoAndStop(2);
}
button_3.addEventListener(MouseEvent.CLICK,
fl_ClickToGoToAndStopAtFrame_2);

function fl_ClickToGoToAndStopAtFrame_2(event:MouseEvent):void
{
    gotoAndStop(6);
}

//Script Exit
```

```
btn.addEventListener(MouseEvent.CLICK,
fl_ClickToGoToAndPlayFromFrame_16);

function fl_ClickToGoToAndPlayFromFrame_16(event:MouseEvent):void
{
    NativeApplication.nativeApplication.exit();
}
```

Script menu button movieclip

```
import flash.display.MovieClip;
import flash.events.Event;
import flash.events.MouseEvent;
import flash.geom.Point;
import flash.display.DisplayObjectContainer;

public class BtnMc extends MovieClip {
    public function BtnMc() {
        if (stage) {
            onAddedToStage();
        } else {
            this.addEventListener(Event.ADDED_TO_STAGE,
onAddedToStage, false, 0, true);
        }
    }

    private function onAddedToStage(e: Event = null) {
        this.removeEventListener(Event.ADDED_TO_STAGE,
onAddedToStage)
```



```

        this.addEventListener(Event.REMOVED_FROM_STAGE,
onRemovedFromStage, false, 0, true);

        this.mouseEnabled = true;

        this.mouseChildren = false;

        this.buttonMode = true;

        //this.useHandCursor = true;

        this.addEventListener(MouseEvent.MOUSE_OVER,
onMouseOverF, false, 0, true);

        this.addEventListener(MouseEvent.MOUSE_OUT,
onMouseOutF, false, 0, true);

        this.addEventListener(MouseEvent.MOUSE_DOWN,
onMouseDownF, false, 0, true);

        this.addEventListener(MouseEvent.CLICK, onClickF,
false, 0, true);

        this.stop();
    }

//=====SETTING BUTTON=====//

    public function setButton($id: uint, $colorId:uint = 1): void {

        (this.getChildByName("icon") as
MovieClip).gotoAndStop($id);

        (this.getChildByName("txt") as
MovieClip).gotoAndStop($id);

```

```
        ((this.getChildByName("bg") as
DisplayObjectContainer).getChildByName("bgc") as
MovieClip).gotoAndStop($colorId);
    }

    private function onRemovedFromStage(e: Event): void {
        removeEventListener(Event.REMOVED_FROM_STAGE,
onRemovedFromStage);

        removeEventListener(MouseEvent.MOUSE_OVER,
onMouseOverF);
        removeEventListener(MouseEvent.MOUSE_OUT,
onMouseOutF);
        removeEventListener(MouseEvent.MOUSE_DOWN,
onMouseDownF);
        removeEventListener(MouseEvent.CLICK, onClickF);
    }

    private function onMouseOverF(e: MouseEvent = null): void {
        this.gotoAndStop(2);
        Main.playSoMO();
    }

    private function onMouseOutF(e: MouseEvent = null): void {
        this.gotoAndStop(1);
    }

    private function onMouseDownF(e: MouseEvent = null): void {
        this.gotoAndStop(3);
    }
}
```

```
        Main.playSoClick();
    }

    private var p:Point;

    private function onClickF(e: MouseEvent = null): void {
        p = this.localToGlobal(new
Point(this.mouseX,this.mouseY));
        if (this.hitTestPoint(p.x,p.y,true)) {
            this.gotoAndStop(2);
        } else {
            this.gotoAndStop(1);
        }
    }

}

//=====SETTING BUTTON=====//
```

Halaman Materi

```
import flash.display.MovieClip;

import flash.events.Event;

import flash.events.MouseEvent;

var mov:MovieClip;

updateMuteBtn();

function onMovieFinished(e:Event):void{

    //trace("movie finished");

}

function onMovieRemovedFromStage(e:Event):void{

    mov.stop(); //stopping sound if it plays

    mov.removeEventListener(Event.REMOVED_FROM_STAGE,
onMovieRemovedFromStage);

    mov.removeEventListener("movie_finished", onMovieFinished);

}

//=====BUTTONS=====//

this.btnReplay.addEventListener(MouseEvent.CLICK, replay,false,0,true);

this.btnPause.addEventListener(MouseEvent.CLICK, pausePlay,false,0,true);

this.btnPrev.addEventListener(MouseEvent.CLICK, prev,false,0,true);

this.btnNext.addEventListener(MouseEvent.CLICK, next,false,0,true);

this.btnBack.addEventListener(MouseEvent.CLICK, back,false,0,true);

this.btnMute.addEventListener(MouseEvent.CLICK, mute,false,0,true);

function replay(e:MouseEvent):void{

    mov.gotoAndPlay(1);
```

```
}  
function pausePlay(e:MouseEvent):void{  
    mov.isPlaying? mov.stop(): mov.play();  
}  
var newFrame:int;  
function prev(e:MouseEvent):void{  
    newFrame = mov.currentFrame - 50;  
    if(newFrame < 2) {newFrame = 2}  
    mov.isPlaying?mov.gotoAndPlay(newFrame):mov.gotoAndStop(newFrame);  
}  
function next(e:MouseEvent):void{  
    newFrame = mov.currentFrame + 50;  
    if(newFrame > mov.totalFrames) {newFrame = mov.totalFrames}  
    mov.isPlaying?mov.gotoAndPlay(newFrame):mov.gotoAndStop(newFrame);  
}  
function mute(e:MouseEvent):void{  
    Main.toggleMute();  
    updateMuteBtn();  
}  
function updateMuteBtn():void{  
    Main.mute?this.btnMute.gotoAndStop(2):this.btnMute.gotoAndStop(1);  
}  
function back(e:MouseEvent):void{  
    this.btnReplay.removeEventListener(MouseEvent.CLICK, replay);
```

```
        this.btnPause.removeEventListener(MouseEvent.CLICK, pausePlay);
        this.btnPrev.removeEventListener(MouseEvent.CLICK, prev);
        this.btnNext.removeEventListener(MouseEvent.CLICK, next);
        this.btnBack.removeEventListener(MouseEvent.CLICK, back);
        this.btnMute.removeEventListener(MouseEvent.CLICK, mute);
        gotoAndStop("materi");
    }
var id:String;
var frameNameArray:Array;

for (var i:int = 0; i< this.sequenceBtn.numChildren; i++){
    this.sequenceBtn.getChildAt(i).addEventListener(MouseEvent.CLICK, gotoSequence,false,0,true);
}

function gotoSequence(e:MouseEvent = null):void{
    id = (e.currentTarget.name).substring(3);

    mov.isPlaying?mov.gotoAndPlay(frameNameArray[int(id)-1]):mov.gotoAndStop(frameNameArray[int(id)-1]);
}

//=====BUTTONS=====//
```

Pilihan Menu Animasi muhamadiyah

```
stop();

mov = this.movie_muhammadiyah;

mov.play(); //to get the correct initial mov.isPlaying value

mov.addEventListener("movie_finished", onMovieFinished, false,0,true);

mov.addEventListener(Event.REMOVED_FROM_STAGE,
onMovieRemovedFromStage,false,0,true);

frameNameArray =
[
    "sc_1_1",
    "sc_1_2",
    "sc_2_1",
    "sc_2_2",
    "sc_3_1",
    "sc_3_2",
    "sc_4_1",
    "sc_4_2",
    "sc_4_3",
    "sc_5_1"
];

button_7.addEventListener(MouseEvent.CLICK,
fl_ClickToGoToAndStopAtFrame_94);

function fl_ClickToGoToAndStopAtFrame_94(event:MouseEvent):void
```

```
{  
    gotoAndStop(1, "Scene 1");  
}
```

Halaman movie clip ahmad dahlan

```
stop();  
  
mov = this.movie_ahmad_dahlan;  
mov.play(); //to get the correct initial mov.isPlaying value  
  
mov.addEventListener("movie_finished", onMovieFinished, false,0,true);  
mov.addEventListener(Event.REMOVED_FROM_STAGE,  
onMovieRemovedFromStage,false,0,true);  
  
frameNameArray =  
[  
    "scene_1",  
    "scene_2",  
    "scene_3",  
    "scene_4",  
    "scene_5",  
    "scene_6",  
    "scene_6",  
    "scene_6",  
    "scene_6",  
    "scene_6"  
]
```



```
];
```

Halaman movieclip nyai walidah

```
stop();  
  
mov = this.movie_siti_walidah;  
  
mov.play(); //to get the correct initial mov.isPlaying value  
  
mov.addEventListener("movie_finished", onMovieFinished, false,0,true);  
  
mov.addEventListener(Event.REMOVED_FROM_STAGE,  
onMovieRemovedFromStage,false,0,true);  
  
frameNameArray =  
[  
    "sc_1",  
    "sc_3",  
    "sc_5",  
    "sc_7",  
    "sc_8b",  
    "sc_9",  
    "sc_11",  
    "sc_12b",  
    "sc_13",  
    "sc_14b"  
];
```

Halaman movie clip ahmad dahlan

```

import flash.events.Event;
import flash.events.MouseEvent;

var mov:MovieClip;

function onMovieFinished(e:Event):void{
    //trace("movie finished");
}
function onMovieRemovedFromStage(e:Event):void{
    mov.stop(); //stopping sound if it plays
    mov.removeEventListener(Event.REMOVED_FROM_STAGE,
onMovieRemovedFromStage);
    mov.removeEventListener("movie_finished", onMovieFinished);
}

//=====BUTTONS=====//
this.btnReplay.addEventListener(MouseEvent.CLICK, replay,false,0,true);
this.btnPause.addEventListener(MouseEvent.CLICK, pausePlay,false,0,true);
this.btnPrev.addEventListener(MouseEvent.CLICK, prev,false,0,true);
this.btnNext.addEventListener(MouseEvent.CLICK, next,false,0,true);
this.btnBack.addEventListener(MouseEvent.CLICK, back,false,0,true);

function replay(e:MouseEvent):void{
    mov.gotoAndPlay(1);
}
function pausePlay(e:MouseEvent):void{
    mov.isPlaying? mov.stop(): mov.play();
}
var newFrame:int;
function prev(e:MouseEvent):void{
    newFrame = mov.currentFrame - 50;
    if(newFrame < 1) { newFrame = 1 }
    mov.isPlaying?mov.gotoAndPlay(newFrame):mov.gotoAndStop(newFra
me);
}
function next(e:MouseEvent):void{
    newFrame = mov.currentFrame + 50;
    if(newFrame > mov.totalFrames) { newFrame = mov.totalFrames }
    mov.isPlaying?mov.gotoAndPlay(newFrame):mov.gotoAndStop(newFra
me);
}
function back(e:MouseEvent):void{

}

```

```

var id:String;
var frameNameArray:Array;

for (var i:int = 0; i< this.sequenceBtn.numChildren; i++){
    this.sequenceBtn.getChildAt(i).addEventListener(MouseEvent.CLICK, gotoSequence,false,0,true);
}
function gotoSequence(e:MouseEvent = null):void{
    id = (e.currentTarget.name).substring(3);

    mov.isPlaying?mov.gotoAndPlay(frameNameArray[int(id)-1]):mov.gotoAndStop(frameNameArray[int(id)-1]);
}
//=====BUTTONS=====//

```

Halaman movie clip ahmad dahlan

```

stop();

mov = this.movieMuhammadiyah;
mov.play(); //to get the correct initial mov.isPlaying value

mov.addEventListener("movie_finished", onMovieFinished, false,0,true);
mov.addEventListener(Event.REMOVED_FROM_STAGE,
onMovieRemovedFromStage,false,0,true);

frameNameArray =
[
    "sc_1_1",
    "sc_1_2",
    "sc_2_1",
    "sc_2_2",
    "sc_3_1",
    "sc_3_2",
    "sc_4_1",
    "sc_4_2",
    "sc_4_3",
    "sc_5_1"
];

```

Halaman movie clip ahmad dahlan

```

stop();

```

```

mov = this.movieAhmadDahlan;
mov.play(); //to get the correct initial mov.isPlaying value

mov.addEventListener("movie_finished", onMovieFinished, false,0,true);
mov.addEventListener(Event.REMOVED_FROM_STAGE,
onMovieRemovedFromStage,false,0,true);

frameNameArray =
[
    "scene_1",
    "scene_2",
    "scene_3",
    "scene_4",
    "scene_5",
    "scene_6",
    "scene_6",
    "scene_6",
    "scene_6",
    "scene_6"
];

```

Halaman Materi

```

import flash.display.MovieClip;
import flash.events.Event;
import flash.events.MouseEvent;
import flash.media.SoundMixer;

SoundMixer.stopAll();

(this.btn_back as BtnMc).setButton(6,2);
(this.btn_back as BtnMc).addEventListener(MouseEvent.CLICK, cl1);

(this.m1 as SimpleButton).addEventListener(MouseEvent.CLICK, cl2);
(this.m2 as SimpleButton).addEventListener(MouseEvent.CLICK, cl3);
(this.m3 as SimpleButton).addEventListener(MouseEvent.CLICK, cl4);
(this.m4 as SimpleButton).addEventListener(MouseEvent.CLICK, cl5);
(this.m5 as SimpleButton).addEventListener(MouseEvent.CLICK, cl6);
(this.m6 as SimpleButton).addEventListener(MouseEvent.CLICK, cl7);

function cl1(e:MouseEvent=null):void{
    MovieClip(parent).gotoAndStop("main_menu");
}
function cl2(e:MouseEvent=null):void{
    Main.nextStory = "muhammadiyah";
}

```

```

        MovieClip(parent).gotoAndStop("prep_presentation");
    }
    function cl3(e:MouseEvent=null):void{
        Main.nextStory = "ahmad_dahlan";
        MovieClip(parent).gotoAndStop("prep_presentation");
    }
    function cl4(e:MouseEvent=null):void{
        Main.nextStory = "siti_walidah";
        MovieClip(parent).gotoAndStop("prep_presentation");
    }
    function cl5(e:MouseEvent=null):void{
        MovieClip(parent).gotoAndStop("materi_lambang");
    }
    function cl6(e:MouseEvent=null):void{
        MovieClip(parent).gotoAndStop("materi_mars");
    }
    function cl7(e:MouseEvent=null):void{
        MovieClip(parent).gotoAndStop("materi_tepuk");
    }
}

```

Halaman Tepuk Tangan

```

import flash.display.MovieClip;
import flash.events.Event;
import flash.events.MouseEvent;
import flash.media.SoundMixer;

SoundMixer.stopAll();
(this.btn_back as BtnMc).setButton(6,2);
(this.btn_back as BtnMc).addEventListener(MouseEvent.CLICK, cl1);

function cl1(e:MouseEvent=null):void{
    MovieClip(parent).gotoAndStop("materi");
}

((getChildByName("title") as MovieClip)
.getChildByName("titleGraphic") as MovieClip).gotoAndStop(1);

```

Halaman Evaluasi

```

import flash.display.MovieClip;
import flash.events.Event;
import flash.events.MouseEvent;
import flash.media.SoundMixer;

SoundMixer.stopAll();
(this.btn_back as BtnMc).setButton(6,2);
(this.btn_back as BtnMc).addEventListener(MouseEvent.CLICK, c11);

function c11(e:MouseEvent=null):void{
    MovieClip(parent).gotoAndStop("main_menu");
}

import flash.events.MouseEvent;

stop();
(this.btn_mulai as BtnMc).setButton(8,2);
(this.btn_mulai as BtnMc).addEventListener(MouseEvent.CLICK,mulai);

function mulai(e:MouseEvent):void{
    (this.btn_mulai as
BtnMc).removeEventListener(MouseEvent.CLICK,mulai);
    gotoAndStop(2);
}

import flash.text.TextField;
import flash.events.MouseEvent;

var vPic:Vector.<BtnEvaMc> = new Vector.<BtnEvaMc>;
vPic.push(this.picA as BtnEvaMc);
vPic.push(this.picB as BtnEvaMc);
vPic.push(this.picC as BtnEvaMc);
vPic.push(this.picD as BtnEvaMc);
vPic.push(this.picE as BtnEvaMc);
vPic.push(this.picF as BtnEvaMc);

vPic[0].addEventListener(MouseEvent.CLICK, clickedA,false,0,true);
vPic[1].addEventListener(MouseEvent.CLICK, clickedB,false,0,true);
vPic[2].addEventListener(MouseEvent.CLICK, clickedC,false,0,true);
vPic[3].addEventListener(MouseEvent.CLICK, clickedD,false,0,true);
vPic[4].addEventListener(MouseEvent.CLICK, clickedE,false,0,true);
vPic[5].addEventListener(MouseEvent.CLICK, clickedF,false,0,true);

function clickedA(e:MouseEvent):void{ checkAnswer(aOrderJwbn[0]);}

```

```

function clickedB(e:MouseEvent):void{ checkAnswer(aOrderJwbn[1]);}
function clickedC(e:MouseEvent):void{ checkAnswer(aOrderJwbn[2]);}
function clickedD(e:MouseEvent):void{ checkAnswer(aOrderJwbn[3]);}
function clickedE(e:MouseEvent):void{ checkAnswer(aOrderJwbn[4]);}
function clickedF(e:MouseEvent):void{ checkAnswer(aOrderJwbn[5]);}

function checkAnswer($picId:int):void{
    if($picId == jwbnId){
        //Benar
        //trace("BENAR");
        totBenar++;
    }
    else{
        //salah
        //trace("SALAH");
    }

    nextQuestion();
}

var aQuestion:Array =
[
    "Siapa pendiri organisasi Muhammadiyah?",
    "Siapa pendiri organisasi Aisyiyah?",
    "Mana di bawah ini yang bernama Ahmad Dahlan?",
    "Mana di bawah ini yang bernama Siti Walidah?",
    "Mana di bawah ini yang bernama K.H. Abu Bakar?",

    "Yang mana lambang Muhammadiyah?",
    "Yang mana lambang Aisyiyah?",
    "Yang mana lambang Ikatan Mahasiswa Muhammadiyah?",
    "Yang mana lambang Ikatan Remaja Muhammadiyah?",
    "Yang mana lambang Ikatan Pemuda Muhammadiyah?",
    "Yang mana lambang Nasyiatul Aisyiyah?",
    "Yang mana lambang Tapak Suci Putra Muhammadiyah?"
]

//array level2 is the possibilities index jawaban for the question,
//dictionary
const pic_ahda:int = 1;
const pic_siwa:int = 2;
const pic_bakr:int = 3;
const pic_hasy:int = 4;
const pic_hajr:int = 5;
const pic_skrn:int = 6;
const log_muh:int = 11;

```

```

const log_ais:int = 12;
const log_imm:int = 13;
const log_irm:int = 14;
const log_ipm:int = 15;
const log_nas:int = 16;
const log_tap:int = 17;

    //[order of 6 answer],[the order of correct answer based on the order of 6
answers]
    //at runtime, the order will be randomized
var aJawaban:Array =
[
    [[ pic_ahda , pic_siwa , pic_bakr , pic_hasy , pic_hajr , pic_skrn ],0],
    [[ pic_ahda , pic_siwa , pic_bakr , pic_hasy , pic_hajr , pic_skrn ],1],
    [[ pic_ahda , pic_siwa , pic_bakr , pic_hasy , pic_hajr , pic_skrn ],0],
    [[ pic_ahda , pic_siwa , pic_bakr , pic_hasy , pic_hajr , pic_skrn ],1],
    [[ pic_ahda , pic_siwa , pic_bakr , pic_hasy , pic_hajr , pic_skrn ],2],

    [[log_muh , log_ais , log_imm , log_irm , log_ipm , log_nas],0],
    [[log_muh , log_ais , log_imm , log_irm , log_ipm , log_nas],1],
    [[log_muh , log_ais , log_imm , log_irm , log_ipm , log_nas],2],
    [[log_muh , log_ais , log_imm , log_irm , log_ipm , log_nas],3],
    [[log_tap , log_ais , log_imm , log_irm , log_ipm , log_nas],4],
    [[log_tap , log_ais , log_imm , log_irm , log_ipm , log_nas],5],
    [[log_tap , log_ais , log_imm , log_irm , log_ipm , log_nas],0]

]

//=====BEGIN
QUIZ=====//
//-----Preparation-----//
/--Create Randomized order
var totQuestion:int = aQuestion.length;
var totBenar:int = 0;
var i1:int;

var aOrder: Array = [];
//create new elements
for (i1 = 0; i1 < totQuestion; i1++){
    aOrder.push(i1);
}
//randomize
function randomize ( a : *, b : * ) : int {
    return ( Math.random() > .5 ) ? 1 : -1;
}
aOrder.sort( randomize );

```



```

aOrder.sort( randomize );
//=====Preparation=====//
//=====Throw Question=====//
var jwbnId:int;
var curBtnEvaMc:BtnEvaMc;
var aOrderJwbn:Array;
function showNewQuestion($questNum):void{
    //write Question
    (this.txtQuestion as TextField).text = aQuestion[aOrder[$questNum]];

    jwbnId =
aJawaban[aOrder[$questNum]][0][aJawaban[aOrder[$questNum]][1]];
    //create current and randomized order of answer id
    aOrderJwbn = aJawaban[aOrder[$questNum]][0];
    aOrderJwbn.sort(randomize);
    aOrderJwbn.sort(randomize);

    //set Jawaban
    for (i1 = 0; i1<vPic.length; i1++){
        vPic[i1].setButton(aOrderJwbn[i1]);
    }
}
//=====First Question
var curQuestion:int = 0;
showNewQuestion(curQuestion);

function nextQuestion():void{
    curQuestion++;
    if(curQuestion >= totQuestion){
        //finish
        //these vars are used in the next frame
        Main.evaTotQuestion = totQuestion;
        Main.evaBenar = totBenar;

        gotoAndStop(3);
    }
    else{
        showNewQuestion(curQuestion);
    }
}
//=====DESTROY=====
=====//
function destroy():void{
    vPic[0].removeEventListener(MouseEvent.CLICK, clickedA);
    vPic[1].removeEventListener(MouseEvent.CLICK, clickedB);
    vPic[2].removeEventListener(MouseEvent.CLICK, clickedC);
}

```

```

vPic[3].removeEventListener(MouseEvent.CLICK, clickedD);
vPic[4].removeEventListener(MouseEvent.CLICK, clickedE);
vPic[5].removeEventListener(MouseEvent.CLICK, clickedF);

vPic.length = 0;
}

```

Halaman tampil nilai

```

import flash.text.TextField;
import flash.events.MouseEvent;

(this.txtTotQuestion as TextField).text = String(Main.evaTotQuestion);
(this.txtTotBenar as TextField).text = String(Main.evaBenar);
(this.txtTotSalah as TextField).text = String(Main.evaTotQuestion -
Main.evaBenar);
//round to hundredth decimal, and times 100 to make percentage
var percentage:Number = Math.round((Main.evaBenar /
Main.evaTotQuestion)*10000)/100;
(this.txtPercentage as TextField).text = String(percentage) + " %";

(this.btn_back as BtnMc).setButton(6,2);
(this.btn_back as BtnMc).addEventListener(MouseEvent.CLICK, cl1);

(this.btn_ulang as BtnMc).setButton(7,2);
(this.btn_ulang as BtnMc).addEventListener(MouseEvent.CLICK, cl2);

function cl1(e:MouseEvent):void{
    MovieClip(parent.parent).gotoAndStop("main_menu");
}
function cl2(e:MouseEvent):void{
    gotoAndStop(2);
}

```