

DAFRAR LAMPIRAN

Lampiran – 1 Listing Program

Vuforia Configuration

```
AY3keej/////AAABmVh3Iq9ni01qhncO+ZxRBAkdYDDkG9DMWp5UwEBfb1gFP1s9dVX62vydKoMlEoR0
Y4QRHno6SzshwLHp2NWrpDlZmCy5WsRDqUos4ScsyeQ8hkuoYcYmV1EkKMI/X3lnm2uH0Bb+vLd0st6ldiUf4Wv
53mt7zAQ92AXMuyvxysqfReTKKDd8HV/8P3UFXUJk/2k/TJhw9UNasG1If1QARE8rqz1gNB+0i76oKRKsl3Vcec1YA
OPwD2C6HN5JFZ3ZGzshvatl/PMedK4l/hxrmCM10yjSEXlHwdZvmhQHdzWzaL84AYb3St9HpmPnwR2M9WRMMC
KXHcZZvaqYyIk07JXQMkl/EFAOX85o/Bmma5
```

MainMenu

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement
public class MainMenu : MonoBehaviour

{
    public void TombolKeluar()
    {
        Application.Quit();
        Debug.Log("Game Close");
    }
    public void MenuUtama()
    {
        SceneManager.LoadScene("MENU UTAMA");
    }
    public void menumulai()
    {
        SceneManager.LoadScene("MENU MULAI");
    }
    public void Openhuruf()
    {
        SceneManager.LoadScene("huruf");
    }
    public void Openangka()
    {
        SceneManager.LoadScene("angka");
    }
    public void Openwarna()
    {
        SceneManager.LoadScene("warna");
    }
    public void Openhewan()
    {
        SceneManager.LoadScene("hewan");
    }
    public void Openbuah()
    {
        SceneManager.LoadScene("buah");
    }
    public void Informasi()
    {
        SceneManager.LoadScene("Informasi");
    }
    public void Credit()
    {
        SceneManager.LoadScene("Credit");
    }
}
```

```

        public void MenuPetunjuk()
        {
            SceneManager.LoadScene("PETUNJUK");
        }
    }

```

Rotasi

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class rotasi : MonoBehaviour
{
    public float speed = 0.5f;
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {
        Rotation();
    }

    private void Rotation(){
        transform.Rotate(Vector3.up * speed);
    }
}

```

Petunjuk

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class Petunjuk : MonoBehaviour
{
    public GameObject Panel1;
    public GameObject panel2;
    public GameObject panel3;

    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {

    }

    //pemanggilan menu petunjuk
    public void Panel_1()
    {
        Panel1.SetActive(true);
        panel2.SetActive(false);
        panel3.SetActive(false);
    }
    public void Panel_2()

```

```

        {
            panel2.SetActive(true);
            Panel1.SetActive(false);
            panel3.SetActive(false);
        }
        public void Panel_3()
        {
            panel3.SetActive(true);
            Panel1.SetActive(false);
            panel2.SetActive(false);
        }
        public void KembaliMenuutama()
        {
            SceneManager.LoadScene("Menu Utama");
        }
    }
}

```

Suara

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Suara : MonoBehaviour
{
    public AudioSource panggilsuara;
    // Start is called before the first frame update
    void Start()
    {

    }

    // Update is called once per frame
    void Update()
    {

    }
    public void panggilsuaranya()
    {
        panggilsuara.Play();
    }
    public void Stopsuara()
    {
        panggilsuara.Stop();
    }
}

```

Kuis Huruf

```

using System.Collections;
using System.Collections.Generic;
using UnityEditor;
using UnityEngine;
using UnityEngine.SceneManagement;

public class NextTekaTekiHuruf : MonoBehaviour
{
    public AudioSource questB;
    public AudioSource questC;
    public AudioSource questD;
    public AudioSource questE;
    public AudioSource questF;
    public AudioSource questG;
}

```

```

public AudioSource questH;
public AudioSource questI;
public AudioSource questJ;
public AudioSource questK;
public AudioSource questL;
public AudioSource questM;
public AudioSource questN;
public AudioSource questO;
public AudioSource questP;
public AudioSource questQ;
public AudioSource questR;
public AudioSource questS;
public AudioSource questT;
public AudioSource questU;
public AudioSource questV;
public AudioSource questW;
public AudioSource questX;
public AudioSource questY;
public AudioSource questZ;
public Canvas hurufA;
public Canvas hurufB;
public Canvas hurufC;
public Canvas hurufD;
public Canvas hurufE;
public Canvas hurufF;
public Canvas hurufG;
public Canvas hurufH;
public Canvas hurufI;
public Canvas hurufJ;
public Canvas hurufK;
public Canvas hurufL;
public Canvas hurufM;
public Canvas hurufN;
public Canvas hurufO;
public Canvas hurufP;
public Canvas hurufQ;
public Canvas hurufR;
public Canvas hurufS;
public Canvas hurufT;
public Canvas hurufU;
public Canvas hurufV;
public Canvas hurufW;
public Canvas hurufX;
public Canvas hurufY;
public Canvas hurufZ;

```

```

// Start is called before the first frame update
void Start()

```

```

{
    hurufA.enabled = true;
    hurufB.enabled = false;
    hurufC.enabled = false;
    hurufD.enabled = false;
    hurufE.enabled = false;
    hurufF.enabled = false;
    hurufG.enabled = false;
    hurufH.enabled = false;
    hurufI.enabled = false;
    hurufJ.enabled = false;
    hurufK.enabled = false;
    hurufL.enabled = false;
    hurufM.enabled = false;
    hurufN.enabled = false;
    hurufO.enabled = false;
    hurufP.enabled = false;
    hurufQ.enabled = false;
    hurufR.enabled = false;
    hurufS.enabled = false;
    hurufT.enabled = false;

```

```

hurufU.enabled = false;
hurufV.enabled = false;
hurufW.enabled = false;
hurufX.enabled = false;
hurufY.enabled = false;
hurufZ.enabled = false;

```

Kuis Angka

```

using System.Collections;
using System.Collections.Generic;
using UnityEditor;
using UnityEngine;
using UnityEngine.SceneManagement;

```

```

public class NextTekaTeki : MonoBehaviour
{
    public AudioSource quest2;
    public AudioSource quest3;
    public AudioSource quest4;
    public AudioSource quest5;
    public AudioSource quest6;
    public AudioSource quest7;
    public AudioSource quest8;
    public AudioSource quest9;
    public AudioSource quest10;
    public Canvas angka1;
    public Canvas angka2;
    public Canvas angka3;
    public Canvas angka4;
    public Canvas angka5;
    public Canvas angka6;
    public Canvas angka7;
    public Canvas angka8;
    public Canvas angka9;
    public Canvas angka10;
    // Start is called before the first frame update
    void Start()
    {
        angka1.enabled = true;
        angka2.enabled = false;
        angka3.enabled = false;
        angka4.enabled = false;
        angka5.enabled = false;
        angka6.enabled = false;
        angka7.enabled = false;
        angka8.enabled = false;
        angka9.enabled = false;
        angka10.enabled = false;
    }
    public void Angka1()
    {
        angka1.enabled = true;
        angka2.enabled = false;
        angka3.enabled = false;
        angka4.enabled = false;
        angka5.enabled = false;
        angka6.enabled = false;
        angka7.enabled = false;
        angka8.enabled = false;
        angka9.enabled = false;
        angka10.enabled = false;
    }
    public void Angka2()
    {
        quest2.PlayOneShot(quest2.clip);
        angka1.enabled = false;
    }
}

```

```

        angka2.enabled = true;
        angka3.enabled = false;
        angka4.enabled = false;
        angka5.enabled = false;
        angka6.enabled = false;
        angka7.enabled = false;
        angka8.enabled = false;
        angka9.enabled = false;
        angka10.enabled = false;
    }
    public void Angka3()
    {
        quest3.PlayOneShot(quest3.clip);
        angka1.enabled = false;
        angka2.enabled = false;
        angka3.enabled = true;
        angka4.enabled = false;
        angka5.enabled = false;
        angka6.enabled = false;
        angka7.enabled = false;
        angka8.enabled = false;
        angka9.enabled = false;
        angka10.enabled = false;
    }
    public void Angka4()
    {
        quest4.PlayOneShot(quest4.clip);
        angka1.enabled = false;
        angka2.enabled = false;
        angka3.enabled = false;
        angka4.enabled = true;
        angka5.enabled = false;
        angka6.enabled = false;
        angka7.enabled = false;
        angka8.enabled = false;
        angka9.enabled = false;
        angka10.enabled = false;
    }
    public void Angka5()
    {
        quest5.PlayOneShot(quest5.clip);
        angka1.enabled = false;
        angka2.enabled = false;
        angka3.enabled = false;
        angka4.enabled = false;
        angka5.enabled = true;
        angka6.enabled = false;
        angka7.enabled = false;
        angka8.enabled = false;
        angka9.enabled = false;
        angka10.enabled = false;
    }
    public void Angka6()
    {
        quest6.PlayOneShot(quest6.clip);
        angka1.enabled = false;
        angka2.enabled = false;
        angka3.enabled = false;
        angka4.enabled = false;
        angka5.enabled = false;
        angka6.enabled = true;
        angka7.enabled = false;
        angka8.enabled = false;
        angka9.enabled = false;
        angka10.enabled = false;
    }
    public void Angka7()
    {
        quest7.PlayOneShot(quest7.clip);

```

```

        angka1.enabled = false;
        angka2.enabled = false;
        angka3.enabled = false;
        angka4.enabled = false;
        angka5.enabled = false;
        angka6.enabled = false;
        angka7.enabled = true;
        angka8.enabled = false;
        angka9.enabled = false;
        angka10.enabled = false;
    }
    public void Angka8()
    {
        quest8.PlayOneShot(quest8.clip);
        angka1.enabled = false;
        angka2.enabled = false;
        angka3.enabled = false;
        angka4.enabled = false;
        angka5.enabled = false;
        angka6.enabled = false;
        angka7.enabled = false;
        angka8.enabled = true;
        angka9.enabled = false;
        angka10.enabled = false;
    }
    public void Angka9()
    {
        quest9.PlayOneShot(quest9.clip);
        angka1.enabled = false;
        angka2.enabled = false;
        angka3.enabled = false;
        angka4.enabled = false;
        angka5.enabled = false;
        angka6.enabled = false;
        angka7.enabled = false;
        angka8.enabled = false;
        angka9.enabled = true;
        angka10.enabled = false;
    }
    public void Angka10()
    {
        quest10.PlayOneShot(quest10.clip);
        angka1.enabled = false;
        angka2.enabled = false;
        angka3.enabled = false;
        angka4.enabled = false;
        angka5.enabled = false;
        angka6.enabled = false;
        angka7.enabled = false;
        angka8.enabled = false;
        angka9.enabled = false;
        angka10.enabled = true;
    }
}

```

Kuis Warna

```

using System.Collections;
using System.Collections.Generic;
using UnityEditor;
using UnityEngine;
using UnityEngine.SceneManagement;

```

```

public class NextTekaTekiBuah : MonoBehaviour
{
    public AudioSource questanggur;
    public AudioSource questsemangka;
    public AudioSource questmangga;
    public AudioSource questmelon;
    public AudioSource queststrawberry;
}

```

```

public AudioSource questpisang;
public AudioSource questnanas;
public AudioSource questdurian;
public AudioSource questjambubiji;
public Canvas apel;
public Canvas anggur;
public Canvas semangka;
public Canvas mangga;
public Canvas melon;
public Canvas strawberry;
public Canvas pisang;
public Canvas nanas;
public Canvas durian;
public Canvas jambubiji;
// Start is called before the first frame update
void Start()
{
    apel.enabled = true;
    anggur.enabled = false;
    semangka.enabled = false;
    mangga.enabled = false;
    melon.enabled = false;
    strawberry.enabled = false;
    pisang.enabled = false;
    nanas.enabled = false;
    durian.enabled = false;
    jambubiji.enabled = false;
}
public void Apel()
{
    apel.enabled = true;
    anggur.enabled = false;
    semangka.enabled = false;
    mangga.enabled = false;
    melon.enabled = false;
    strawberry.enabled = false;
    pisang.enabled = false;
    nanas.enabled = false;
    durian.enabled = false;
    jambubiji.enabled = false;
}
public void Anggur()
{
    questanggur.PlayOneShot(questanggur.clip);
    apel.enabled = false;
    anggur.enabled = true;
    semangka.enabled = false;
    mangga.enabled = false;
    melon.enabled = false;
    strawberry.enabled = false;
    pisang.enabled = false;
    nanas.enabled = false;
    durian.enabled = false;
    jambubiji.enabled = false;
}
public void Semangka()
{
    questsemangka.PlayOneShot(questsemangka.clip);
    apel.enabled = false;
    anggur.enabled = false;
    semangka.enabled = true;
    mangga.enabled = false;
    melon.enabled = false;
    strawberry.enabled = false;
    pisang.enabled = false;
    nanas.enabled = false;
    durian.enabled = false;
    jambubiji.enabled = false;
}

```

```

public void Mangga()
{
    questmangga.PlayOneShot(questmangga.clip);
    apel.enabled = false;
    anggur.enabled = false;
    semangka.enabled = false;
    mangga.enabled = true;
    melon.enabled = false;
    strawberry.enabled = false;
    pisang.enabled = false;
    nanas.enabled = false;
    durian.enabled = false;
    jambubiji.enabled = false;
}
public void Melon()
{
    questmelon.PlayOneShot(questmelon.clip);
    apel.enabled = false;
    anggur.enabled = false;
    semangka.enabled = false;
    mangga.enabled = false;
    melon.enabled = true;
    strawberry.enabled = false;
    pisang.enabled = false;
    nanas.enabled = false;
    durian.enabled = false;
    jambubiji.enabled = false;
}
public void Strawberry()
{
    queststrawberry.PlayOneShot(queststrawberry.clip);
    apel.enabled = false;
    anggur.enabled = false;
    semangka.enabled = false;
    mangga.enabled = false;
    melon.enabled = false;
    strawberry.enabled = true;
    pisang.enabled = false;
    nanas.enabled = false;
    durian.enabled = false;
    jambubiji.enabled = false;
}
public void Pisang()
{
    questpisang.PlayOneShot(questpisang.clip);
    apel.enabled = false;
    anggur.enabled = false;
    semangka.enabled = false;
    mangga.enabled = false;
    melon.enabled = false;
    strawberry.enabled = false;
    pisang.enabled = true;
    nanas.enabled = false;
    durian.enabled = false;
    jambubiji.enabled = false;
}
public void Nanas()
{
    questnanas.PlayOneShot(questnanas.clip);
    apel.enabled = false;
    anggur.enabled = false;
    semangka.enabled = false;
    mangga.enabled = false;
    melon.enabled = false;
    strawberry.enabled = false;
    pisang.enabled = false;
    nanas.enabled = true;
    durian.enabled = false;
    jambubiji.enabled = false;
}

```

```

    }
    public void Durian()
    {
        questdurian.PlayOneShot(questdurian.clip);
        apel.enabled = false;
        anggur.enabled = false;
        semangka.enabled = false;
        mangga.enabled = false;
        melon.enabled = false;
        strawberry.enabled = false;
        pisang.enabled = false;
        nanas.enabled = false;
        durian.enabled = true;
        jambubiji.enabled = false;
    }
    public void Jambubiji()
    {
        questjambubiji.PlayOneShot(questjambubiji.clip);
        apel.enabled = false;
        anggur.enabled = false;
        semangka.enabled = false;
        mangga.enabled = false;
        melon.enabled = false;
        strawberry.enabled = false;
        pisang.enabled = false;
        nanas.enabled = false;
        durian.enabled = false;
        jambubiji.enabled = true;
    }

    // Update is called once per frame
    void Update()
    {

    }
}

```

Kuis Hewan

```

using System.Collections;
using System.Collections.Generic;
using UnityEditor;
using UnityEngine;
using UnityEngine.SceneManagement;

public class NextTekaTekiHewan : MonoBehaviour
{
    public AudioSource questbebek;
    public AudioSource questkuda;
    public AudioSource questsapi;
    public AudioSource questkucing;
    public AudioSource questburung;
    public AudioSource questkambing;
    public AudioSource questkelinci;
    public AudioSource questanjing;
    public AudioSource questmonyet;
    public Canvas ayam;
    public Canvas bebek;
    public Canvas kuda;
    public Canvas sapi;
    public Canvas kucing;
    public Canvas burung;
    public Canvas kambing;
    public Canvas kelinci;
    public Canvas anjing;
    public Canvas monyet;
    // Start is called before the first frame update
    void Start()
    {
        ayam.enabled = true;
    }
}

```

```

        bebek.enabled = false;
        kuda.enabled = false;
        sapi.enabled = false;
        kucing.enabled = false;
        burung.enabled = false;
        kambing.enabled = false;
        kelinci.enabled = false;
        anjing.enabled = false;
        monyet.enabled = false;
    }
    public void Ayam()
    {
        ayam.enabled = true;
        bebek.enabled = false;
        kuda.enabled = false;
        sapi.enabled = false;
        kucing.enabled = false;
        burung.enabled = false;
        kambing.enabled = false;
        kelinci.enabled = false;
        anjing.enabled = false;
        monyet.enabled = false;
    }
    public void Bebek()
    {
        questbebek.PlayOneShot(questbebek.clip);
        ayam.enabled = false;
        bebek.enabled = true;
        kuda.enabled = false;
        sapi.enabled = false;
        kucing.enabled = false;
        burung.enabled = false;
        kambing.enabled = false;
        kelinci.enabled = false;
        anjing.enabled = false;
        monyet.enabled = false;
    }
    public void Kuda()
    {
        questkuda.PlayOneShot(questkuda.clip);
        ayam.enabled = false;
        bebek.enabled = false;
        kuda.enabled = true;
        sapi.enabled = false;
        kucing.enabled = false;
        burung.enabled = false;
        kambing.enabled = false;
        kelinci.enabled = false;
        anjing.enabled = false;
        monyet.enabled = false;
    }
    public void Sapi()
    {
        questsapi.PlayOneShot(questsapi.clip);
        ayam.enabled = false;
        bebek.enabled = false;
        kuda.enabled = false;
        sapi.enabled = true;
        kucing.enabled = false;
        burung.enabled = false;
        kambing.enabled = false;
        kelinci.enabled = false;
        anjing.enabled = false;
        monyet.enabled = false;
    }
    public void Kucing()
    {
        questkucing.PlayOneShot(questkucing.clip);
        ayam.enabled = false;

```

```

        bebek.enabled = false;
        kuda.enabled = false;
        sapi.enabled = false;
        kucing.enabled = true;
        burung.enabled = false;
        kambing.enabled = false;
        kelinci.enabled = false;
        anjing.enabled = false;
        monyet.enabled = false;
    }
    public void Burung()
    {
        questburung.PlayOneShot(questburung.clip);
        ayam.enabled = false;
        bebek.enabled = false;
        kuda.enabled = false;
        sapi.enabled = false;
        kucing.enabled = false;
        burung.enabled = true;
        kambing.enabled = false;
        kelinci.enabled = false;
        anjing.enabled = false;
        monyet.enabled = false;
    }
    public void Kambing()
    {
        questkambing.PlayOneShot(questkambing.clip);
        ayam.enabled = false;
        bebek.enabled = false;
        kuda.enabled = false;
        sapi.enabled = false;
        kucing.enabled = false;
        burung.enabled = false;
        kambing.enabled = true;
        kelinci.enabled = false;
        anjing.enabled = false;
        monyet.enabled = false;
    }
    public void Kelinci()
    {
        questkelinci.PlayOneShot(questkelinci.clip);
        ayam.enabled = false;
        bebek.enabled = false;
        kuda.enabled = false;
        sapi.enabled = false;
        kucing.enabled = false;
        burung.enabled = false;
        kambing.enabled = false;
        kelinci.enabled = true;
        anjing.enabled = false;
        monyet.enabled = false;
    }
    public void Anjing()
    {
        questanjing.PlayOneShot(questanjing.clip);
        ayam.enabled = false;
        bebek.enabled = false;
        kuda.enabled = false;
        sapi.enabled = false;
        kucing.enabled = false;
        burung.enabled = false;
        kambing.enabled = false;
        kelinci.enabled = false;
        anjing.enabled = true;
        monyet.enabled = false;
    }
    public void Monyet()
    {
        questmonyet.PlayOneShot(questmonyet.clip);

```

```

        ayam.enabled = false;
        bebek.enabled = false;
        kuda.enabled = false;
        sapi.enabled = false;
        kucing.enabled = false;
        burung.enabled = false;
        kambing.enabled = false;
        kelinci.enabled = false;
        anjing.enabled = false;
        monyet.enabled = true;
    }

    // Update is called once per frame
    void Update()
    {

    }
}

```

Kuis Buah

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEditor;
using UnityEngine.SceneManagement;

```

```

public class NextTekaTekiBuah : MonoBehaviour
{
    public AudioSource questanggur;
    public AudioSource questsemangka;
    public AudioSource questmangga;
    public AudioSource questmelon;
    public AudioSource queststrawberry;
    public AudioSource questpisang;
    public AudioSource questnanas;
    public AudioSource questdurian;
    public AudioSource questjambubiji;
    public Canvas apel;
    public Canvas anggur;
    public Canvas semangka;
    public Canvas mangga;
    public Canvas melon;
    public Canvas strawberry;
    public Canvas pisang;
    public Canvas nanas;
    public Canvas durian;
    public Canvas jambubiji;
    // Start is called before the first frame update
    void Start()
    {
        apel.enabled = true;
        anggur.enabled = false;
        semangka.enabled = false;
        mangga.enabled = false;
        melon.enabled = false;
        strawberry.enabled = false;
        pisang.enabled = false;
        nanas.enabled = false;
        durian.enabled = false;
        jambubiji.enabled = false;
    }
    public void Apel()
    {
        apel.enabled = true;
        anggur.enabled = false;
        semangka.enabled = false;
        mangga.enabled = false;
        melon.enabled = false;
    }
}

```

```

        strawberry.enabled = false;
        pisang.enabled = false;
        nanas.enabled = false;
        durian.enabled = false;
        jambubiji.enabled = false;
    }
    public void Anggur()
    {
        questanggur.PlayOneShot(questanggur.clip);
        apel.enabled = false;
        anggur.enabled = true;
        semangka.enabled = false;
        mangga.enabled = false;
        melon.enabled = false;
        strawberry.enabled = false;
        pisang.enabled = false;
        nanas.enabled = false;
        durian.enabled = false;
        jambubiji.enabled = false;
    }
    public void Semangka()
    {
        questsemangka.PlayOneShot(questsemangka.clip);
        apel.enabled = false;
        anggur.enabled = false;
        semangka.enabled = true;
        mangga.enabled = false;
        melon.enabled = false;
        strawberry.enabled = false;
        pisang.enabled = false;
        nanas.enabled = false;
        durian.enabled = false;
        jambubiji.enabled = false;
    }
    public void Mangga()
    {
        questmangga.PlayOneShot(questmangga.clip);
        apel.enabled = false;
        anggur.enabled = false;
        semangka.enabled = false;
        mangga.enabled = true;
        melon.enabled = false;
        strawberry.enabled = false;
        pisang.enabled = false;
        nanas.enabled = false;
        durian.enabled = false;
        jambubiji.enabled = false;
    }
    public void Melon()
    {
        questmelon.PlayOneShot(questmelon.clip);
        apel.enabled = false;
        anggur.enabled = false;
        semangka.enabled = false;
        mangga.enabled = false;
        melon.enabled = true;
        strawberry.enabled = false;
        pisang.enabled = false;
        nanas.enabled = false;
        durian.enabled = false;
        jambubiji.enabled = false;
    }
    public void Strawberry()
    {
        queststrawberry.PlayOneShot(queststrawberry.clip);
        apel.enabled = false;
        anggur.enabled = false;
        semangka.enabled = false;
        mangga.enabled = false;
    }

```

```

        melon.enabled = false;
        strawberry.enabled = true;
        pisang.enabled = false;
        nanas.enabled = false;
        durian.enabled = false;
        jambubiji.enabled = false;
    }
    public void Pisang()
    {
        questpisang.PlayOneShot(questpisang.clip);
        apel.enabled = false;
        anggur.enabled = false;
        semangka.enabled = false;
        mangga.enabled = false;
        melon.enabled = false;
        strawberry.enabled = false;
        pisang.enabled = true;
        nanas.enabled = false;
        durian.enabled = false;
        jambubiji.enabled = false;
    }
    public void Nanas()
    {
        questnanas.PlayOneShot(questnanas.clip);
        apel.enabled = false;
        anggur.enabled = false;
        semangka.enabled = false;
        mangga.enabled = false;
        melon.enabled = false;
        strawberry.enabled = false;
        pisang.enabled = false;
        nanas.enabled = true;
        durian.enabled = false;
        jambubiji.enabled = false;
    }
    public void Durian()
    {
        questdurian.PlayOneShot(questdurian.clip);
        apel.enabled = false;
        anggur.enabled = false;
        semangka.enabled = false;
        mangga.enabled = false;
        melon.enabled = false;
        strawberry.enabled = false;
        pisang.enabled = false;
        nanas.enabled = false;
        durian.enabled = true;
        jambubiji.enabled = false;
    }
    public void Jambubiji()
    {
        questjambubiji.PlayOneShot(questjambubiji.clip);
        apel.enabled = false;
        anggur.enabled = false;
        semangka.enabled = false;
        mangga.enabled = false;
        melon.enabled = false;
        strawberry.enabled = false;
        pisang.enabled = false;
        nanas.enabled = false;
        durian.enabled = false;
        jambubiji.enabled = true;
    }
}

```

Lampiran - 2 Kartu Monitoring Bimbingan Proposal



KARTU MONITORING BIMBINGAN
 MAHASISWA PROGRAM STUDI TEKNIK INFORMATIKA
 FAKULTAS TEKNIK
 UNIVERSITAS MUHAMMADIYAH PAREPARE

PROPOSAL

Mahasiswa : Maqvira	Pembimbing I : Hj. A. Irmayani P, ST., MT
NIM : 219 280 152	Pembimbing II : Marlina, S.Kom., M.Kom
Judul Skripsi : Aplikasi Pengenalan Angka, Huruf, Warna, Hewan dan Buah Untuk Anak Usia Dini Berbasis Kamera	

ARAHAN PEMBIMBING I	HARI/TGL & PARAF PEMBIMBING	ARAHAN PEMBIMBING II	HARI/TGL & PARAF PEMBIMBING
Konsultasi 1 - Tambahkan jenis "warna", Angka, huruf, hewan, buah - Tampilkan Gbr buah, hewan warna	24/02/2023 	Konsultasi 1 - Semua Bhs Asing di cetak Miring - Tambahkan Materi Pengujian Sistem	20/02/23 
Aee	Arif	Ade Ujian Proposal	27/04/23 
Konsultasi 3		Konsultasi 3	
Konsultasi 4		Konsultasi 4	
Konsultasi 5		Konsultasi 5	

Lanjut ke halaman sebelah...

Perhatian :

1. Mahasiswa wajib konsultasi minimal 5 kali
2. Kartu ini wajib dibawa oleh mahasiswa disetiap konsultasi dan diisi oleh Pembimbing
3. Kartu ini wajib dilampirkan pada laporan skripsi dan menjadi salah satu persyaratan untuk ikut seminar proposal/ujian skripsi
4. Kartu ini dicetak di atas kertas karton berwarna hijau muda dan dicetak timbal balik

Lampiran - 3 Kartu Monitoring Bimbingan Skripsi



KARTU MONITORING BIMBINGAN
 MAHASISWA PROGRAM STUDI TEKNIK INFORMATIKA
 FAKULTAS TEKNIK
 UNIVERSITAS MUHAMMADIYAH PAREPARE

Hasil

Mahasiswa : Maqvira	Pembimbing I : A.Irmayani Pawelloi ST,MT.
NIM : 219 280 152	Pembimbing II : Marlina, S.Kom., M.Kom
Judul Skripsi : Aplikasi Pengenalan Huruf, Angka, Warna, Hewan dan Buah Untuk Anak Usia Dini Berbasis Kamera	

ARAHAN PEMBIMBING I	HARI/TGL & PARAF PEMBIMBING	ARAHAN PEMBIMBING II	HARI/TGL & PARAF PEMBIMBING
Konsultasi 1 Buat Dokumen .	19/12/2023	Konsultasi 1 Cantek Suara pd Aplikasi	22/08/23 Mly
Konsultasi 2 Print listing program.	19/12/2023	Konsultasi 2 Lengkapi Aplikasi	25/09/23 Mly
Konsultasi 3 Araji	10/2/2024	Konsultasi 3 Buat Dokumen .	1/11/23 Mly
Konsultasi 4 DF → Spisinye		Konsultasi 4 Perbaiki: Daftar Pustaka	12/2/2024 Mly
Konsultasi 5 Araji	11/2/2024	Konsultasi 5 Araji Dora Hasil .	19/2/2024 Mly

Lanjut ke halaman sebelah...

Perhatian :

1. Mahasiswa wajib konsultasi minimal 5 kali
2. Kartu ini wajib di bawa oleh mahasiswa dicatat konsultasi dan diisi oleh Pembimbing

Lampiran - 4 Kartu Monitoring Bimbingan Tutup



KARTU MONITORING BIMBINGAN
 MAHASISWA PROGRAM STUDI TEKNIK INFORMATIKA
 FAKULTAS TEKNIK
 UNIVERSITAS MUHAMMADIYAH PAREPARE

TUTUP

Mahasiswa : Maqvira	Pembimbing I : Hj. A. Irmayani Pawelloi ST, MT.
NIM : 219 280 152	Pembimbing II : Marlina, S.Kom., M.Kom
Judul Skripsi : Aplikasi Pengenalan Angka, Huruf, Warna, Hewan dan Buah Untuk Anak Usia Dini Berbasis Kamera	

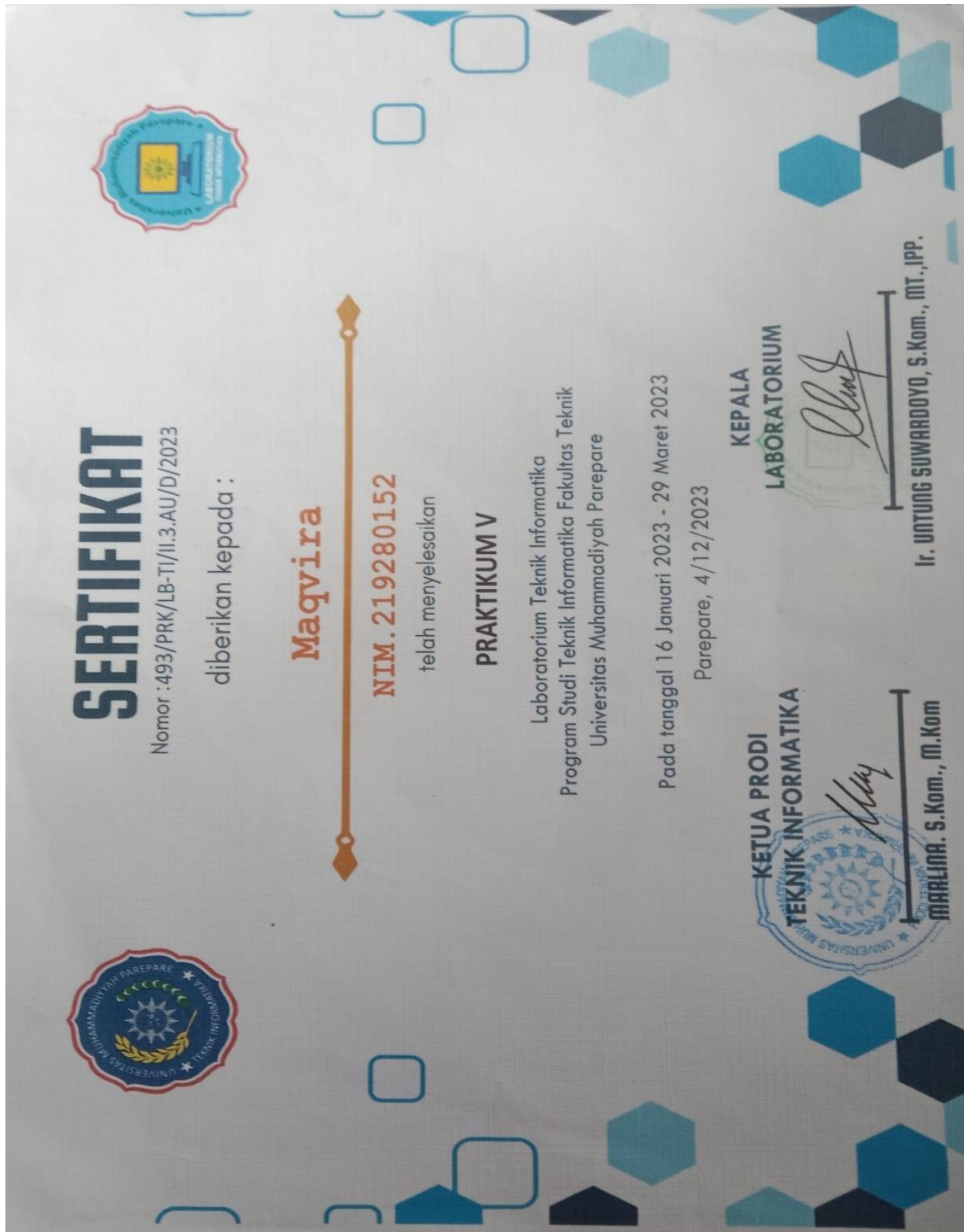
ARAHAN PEMBIMBING I	HARI/TGL & PARAF PEMBIMBING	ARAHAN PEMBIMBING II	HARI/TGL & PARAF PEMBIMBING
Konsultasi 1 <i>perbaiki ABSTRAH</i>	<i>6/5/2024 A/</i>	Konsultasi 1 <i>= Buat Kesimpulan dan Ujicoba Aplikasi</i>	<i>[Signature]</i>
Konsultasi 2 <i>perbaiki Kesimpulan</i>	<i>A/</i>	Konsultasi 2 <i>- Perbaiki Daftar Pustaka</i>	<i>[Signature]</i>
Konsultasi 3 <i>Acc</i>	<i>[Signature]</i>	Konsultasi 3 <i>[Signature]</i>	<i>[Signature]</i>
Konsultasi 4		Konsultasi 4 <i>Acc Usian Tutup</i>	<i>[Signature]</i>
Konsultasi 5		Konsultasi 5	

Lanjut ke halaman sebelah...

Perhatian :

- Mahasiswa wajib konsultasi minimal 5 kali
- Kartu ini wajib dibawa oleh mahasiswa disetiap konsultasi dan diisi oleh Pembimbing
- Kartu ini wajib dilampirkan pada laporan skripsi dan menjadi salah satu persyaratan untuk ikut seminar proposal/ujian skripsi
- Kartu ini dicetak di atas kertas karton berwarna hijau muda dan dicetak timbal balik

Lampiran - 5 Sertifikat Laboratorium Praktikum V



The certificate is titled "SERTIFIKAT" in large, bold, blue letters. Below the title, the number "Nomor : 493/PRK/LB-TI/II.3.AU/D/2023" is printed. To the right of the number, the text "diberikan kepada :" is followed by the name "Maqvira" in a large, bold, orange font. Below the name, the NIM number "NIM. 219280152" is printed in a bold, orange font, followed by the phrase "telah menyelesaikan" in a smaller, black font. The title of the practical work, "PRAKTIKUM V", is printed in a bold, black font. Below this, the affiliation "Laboratorium Teknik Informatika", "Program Studi Teknik Informatika Fakultas Teknik", and "Universitas Muhammadiyah Parepare" are listed in a smaller, black font. The date and time of completion, "Pada tanggal 16 Januari 2023 - 29 Maret 2023" and "Parepare, 4/12/2023", are printed in a smaller, black font. The certificate is signed by two individuals: the Head of the Program (KETUA PRODI) and the Head of the Laboratory (KEPALA LABORATORIUM). The Head of the Program is MARLINA. S.Kom., M.Kom, and the Head of the Laboratory is Ir. UNTUNG SUWARDYO, S.Kom., MT., IPP. Both signatures are in black ink. The certificate features two official seals: the Universitas Muhammadiyah Parepare seal on the left and the Laboratory seal on the right. The background is white with a decorative border of blue and black geometric shapes.

SERTIFIKAT

Nomor : 493/PRK/LB-TI/II.3.AU/D/2023

diberikan kepada :

Maqvira

NIM. 219280152

telah menyelesaikan

PRAKTIKUM V

Laboratorium Teknik Informatika
Program Studi Teknik Informatika Fakultas Teknik
Universitas Muhammadiyah Parepare

Pada tanggal 16 Januari 2023 - 29 Maret 2023
Parepare, 4/12/2023

**KETUA PRODI
TEKNIK INFORMATIKA**

**KEPALA
LABORATORIUM**

MARLINA. S.Kom., M.Kom

Ir. UNTUNG SUWARDYO, S.Kom., MT., IPP.



**Nilai Praktikum laboratorium Teknik Informatika
Fakultas Teknik Universitas Muhammadiyah Parepare Tahun 2022**



MATERI	NILAI ANGKA
PENGOLAHAN CITRA DIGITAL	85
AUGMENTED DAN VIRTUAL REALITY	75
MIKROKONTROLER	75
PEMROGRAMAN MOBILE	78
RATA-RATA	78,25
NILAI HURUF	B

