

Daftar Lampiran

Main Menu.cs

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

public class MainMenu : MonoBehaviour
{
    public void Mulai()
    {
        SceneManager.LoadScene("Mulai");
    }

    public void Tentang()
    {
        SceneManager.LoadScene("Tentang");
    }

    public void Keluar()
    {
        Application.Quit();
        Debug.Log("Game Close");
    }
}
```

Tentang.cs

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

public class Tentang : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MainMenu");
    }
}
```


Mulai.cs

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

public class Mulai : MonoBehaviour
{
    public void JenisPenyakit_carapengobatan()
    {
        SceneManager.LoadScene("JenisPenyakit");
    }

    public void AlatPijat()
    {
        SceneManager.LoadScene("AlatPijat");
    }

    public void Petunjuk()
    {
        SceneManager.LoadScene("Petunjuk");
    }

    public void exit()
    {
        SceneManager.LoadScene("MainMenu");
    }
}
```

JenisPenyakit.cs

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

public class JenisPenyakit : MonoBehaviour
{
    public void Kembali()
    {
        SceneManager.LoadScene("Mulai");
    }
}
```

```
public void Amandel()
{
    SceneManager.LoadScene("MenuAmandel");
}
public void Alergi()
{
    SceneManager.LoadScene("MenuAlergi");
}
public void Asma()
{
    SceneManager.LoadScene("MenuAsma");
}
public void Ambaien()
{
    SceneManager.LoadScene("MenuAmbaien");
}
public void Ayan()
{
    SceneManager.LoadScene("MenuAyan");
}
public void AwetMuda()
{
    SceneManager.LoadScene("MenuAwetMuda");
}
public void Batuk()
{
    SceneManager.LoadScene("MenuBatuk");
}
public void BatukRejan()
{
    SceneManager.LoadScene("MenuBatukRejan");
}
public void BauMulut()
{
    SceneManager.LoadScene("MenuBauMulut");
}
public void Bidur()
{
    SceneManager.LoadScene("MenuBidur");
}
public void Bisul()
{
    SceneManager.LoadScene("MenuBisul");
}
```

```
}  
public void Bronkhitis()  
{  
    SceneManager.LoadScene("MenuBronkhitis");  
}  
public void BusungLapar()  
{  
    SceneManager.LoadScene("MenuBusungLapar");  
}  
public void Campak()  
{  
    SceneManager.LoadScene("MenuCampak");  
}  
public void Diare()  
{  
    SceneManager.LoadScene("MenuDiare");  
}  
public void Difteri()  
{  
    SceneManager.LoadScene("MenuDifteri");  
}  
public void Eksim()  
{  
    SceneManager.LoadScene("MenuEksim");  
}  
public void EjakulasiDini()  
{  
    SceneManager.LoadScene("MenuEjakulasiDini");  
}  
public void Frigid()  
{  
    SceneManager.LoadScene("MenuFrigid");  
}  
public void GejalaMalaria()  
{  
    SceneManager.LoadScene("MenuGejalaMalaria");  
}  
public void Gondong()  
{  
    SceneManager.LoadScene("MenuGondong");  
}  
public void HaidTerlaluBanyak()  
{
```

```
        SceneManager.LoadScene("MenuHaidTerlaluBanyak");
    }
    public void Hepatitis()
    {
        SceneManager.LoadScene("MenuHepatitis");
    }
    public void Impoten()
    {
        SceneManager.LoadScene("MenuImpoten");
    }
    public void InfeksiSaluranKencing()
    {
        SceneManager.LoadScene("MenuInfeksiSaluranKencing");
    }
    public void InfeksiRahim()
    {
        SceneManager.LoadScene("MenuInfeksiRahim");
    }
    public void Jerawat()
    {
        SceneManager.LoadScene("MenuJerawat");
    }
    public void KakiKejang()
    {
        SceneManager.LoadScene("MenuKakiKejang");
    }
    public void KejangJantung()
    {
        SceneManager.LoadScene("MenuKejangJantung");
    }
    public void Kelelahan()
    {
        SceneManager.LoadScene("MenuKelelahan");
    }
    public void Link()
    {
        SceneManager.LoadScene("MenuLink");
    }
}
```

MenuLink.cs

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

public class MenuLink : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("JenisPenyakit");
    }
}
```

AlatPijat.cs

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

public class AlatPijat : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("Mulai");
    }
}
```

Petunjuk.cs

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

public class Petunjuk : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("Mulai");
    }
}
```

```
}  
}
```

MenuAmandel.cs

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using UnityEngine.SceneManagement;  
  
public class MenuAmandel : MonoBehaviour  
{  
    public void kembali()  
    {  
        SceneManager.LoadScene("JenisPenyakit");  
    }  
    public void Herbal()  
    {  
        SceneManager.LoadScene("HerbalAmandel");  
    }  
    public void Pijat()  
    {  
        SceneManager.LoadScene("MarkerAmandel");  
    }  
    public void Video()  
    {  
        SceneManager.LoadScene("VideoAmandel");  
    }  
}
```

MenuAlergi.cs

```
using System.Collections;  
using System.Collections.Generic;  
using UnityEngine;  
using UnityEngine.SceneManagement;  
  
public class MenuAlergi : MonoBehaviour  
{  
    public void kembali()  
    {  
        SceneManager.LoadScene("JenisPenyakit");  
    }  
}
```

```

    public void Herbal()
    {
        SceneManager.LoadScene("HerbalAlergi");
    }
    public void Pijat()
    {
        SceneManager.LoadScene("MarkerAlergi");
    }
    public void Video()
    {
        SceneManager.LoadScene("VideoAlergi");
    }
}

```

MenuAmbaien.cs

```

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

public class MenuAmbaien : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("JenisPenyakit");
    }
    public void Herbal()
    {
        SceneManager.LoadScene("HerbalAmbaien");
    }
    public void Pijat()
    {
        SceneManager.LoadScene("MarkerAmbaien");
    }
    public void Video()
    {
        SceneManager.LoadScene("VideoAmbaien");
    }
}

```

MenuAyan.cs

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

public class MenuAyan : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("JenisPenyakit");
    }
    public void Herbal()
    {
        SceneManager.LoadScene("HerbalAyan");
    }
    public void Pijat()
    {
        SceneManager.LoadScene("MarkerAyan");
    }
    public void Video()
    {
        SceneManager.LoadScene("VideoAyan");
    }
}
```

MenuBidur.cs

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

public class MenuBidur : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("JenisPenyakit");
    }
    public void Herbal()
    {
        SceneManager.LoadScene("HerbalBidur");
    }
    public void Pijat()
```

```

        {
            SceneManager.LoadScene("MarkerBidur");
        }
    public void Video()
    {
        SceneManager.LoadScene("VideoBidur");
    }
}

```

MenuBisul.cs

```

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

public class MenuBisul : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("JenisPenyakit");
    }
    public void Herbal()
    {
        SceneManager.LoadScene("HerbalBisul");
    }
    public void Pijat()
    {
        SceneManager.LoadScene("MarkerBisul");
    }
    public void Video()
    {
        SceneManager.LoadScene("VideoBisul");
    }
}

```

MenuCampak.cs

```

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

public class MenuCampak : MonoBehaviour
{

```

```

public void kembali()
{
    SceneManager.LoadScene("JenisPenyakit");
}
public void Herbal()
{
    SceneManager.LoadScene("HerbalCampak");
}
public void Pijat()
{
    SceneManager.LoadScene("MarkerCampak");
}
public void Video()
{
    SceneManager.LoadScene("VideoCampak");
}
}

```

MenuEjakulasiDini.cs

```

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

public class MenuEjakulasiDini : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("JenisPenyakit");
    }
    public void Herbal()
    {
        SceneManager.LoadScene("HerbalEjakulasiDini");
    }
    public void Pijat()
    {
        SceneManager.LoadScene("MarkerEjakulasiDini");
    }
    public void Video()
    {
        SceneManager.LoadScene("VideoEjakulasiDini");
    }
}

```

MenuEksim.cs

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

public class MenuEksim : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("JenisPenyakit");
    }
    public void Herbal()
    {
        SceneManager.LoadScene("HerbalEksim");
    }
    public void Pijat()
    {
        SceneManager.LoadScene("MarkerEksim");
    }
    public void Video()
    {
        SceneManager.LoadScene("VideoEksim");
    }
}
```

MenuGejalaMalaria.cs

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

public class MenuGejalaMalaria : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("JenisPenyakit");
    }
    public void Herbal()
    {
        SceneManager.LoadScene("HerbalGejalaMalaria");
    }
    public void Pijat()
    {
    }
}
```

```

        {
            SceneManager.LoadScene("MarkerGejalaMalaria");
        }
    public void Video()
    {
        SceneManager.LoadScene("VideoGejalaMalaria");
    }
}

```

MenuGondong.cs

```

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

public class MenuGondong : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("JenisPenyakit");
    }
    public void Herbal()
    {
        SceneManager.LoadScene("HerbalGondong");
    }
    public void Pijat()
    {
        SceneManager.LoadScene("MarkerGondong");
    }
    public void Video()
    {
        SceneManager.LoadScene("VideoGondong");
    }
}

```

MenuImpoten.cs

```

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

public class MenuImpoten : MonoBehaviour
{

```

```

public void kembali()
{
    SceneManager.LoadScene("JenisPenyakit");
}
public void Herbal()
{
    SceneManager.LoadScene("HerbalImpoten");
}
public void Pijat()
{
    SceneManager.LoadScene("MarkerImpoten");
}
public void Video()
{
    SceneManager.LoadScene("VideoImpoten");
}
}

```

MenuInfeksiSaluranKencing.cs

```

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

public class MenuInfeksiSaluranKencing : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("JenisPenyakit");
    }
    public void Herbal()
    {
        SceneManager.LoadScene("HerbalInfeksiSaluranKencing");
    }
    public void Pijat()
    {
        SceneManager.LoadScene("MarkerInfeksiSaluranKencing");
    }
    public void Video()
    {
        SceneManager.LoadScene("VideoInfeksiSaluranKencing");
    }
}

```

MenuJerawat.cs

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

public class MenuJerawat : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("JenisPenyakit");
    }
    public void Herbal()
    {
        SceneManager.LoadScene("HerbalJerawat");
    }
    public void Pijat()
    {
        SceneManager.LoadScene("MarkerJerawat");
    }
    public void Video()
    {
        SceneManager.LoadScene("VideoJerawat");
    }
}
```

MenuKelelahan.cs

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

public class MenuKelelahan : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("JenisPenyakit");
    }
    public void Herbal()
    {
        SceneManager.LoadScene("HerbalKelelahan");
    }
    public void Pijat()
```

```

        {
            SceneManager.LoadScene("MarkerKelelahan");
        }
    public void Video()
    {
        SceneManager.LoadScene("VideoKelelahan");
    }
}

```

MarkerAmandel.cs

```

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

public class MarkerAmandel : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuAmandel");
    }
}

```

MarkerAlergi.cs

```

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

public class MarkerAlergi : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuAlergi");
    }
}

```

MarkerAmbaien.cs

```

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

```

```
public class MarkerAmbaien: MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuAmbaien");
    }
}
```

MarkerAyan.cs

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

public class MarkerAyan : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuAyan");
    }
}
```

MarkerBidur.cs

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

public class MarkerBidur : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuBidur");
    }
}
```

MarkerBisul.cs

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

```
public class MarkerBisul : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuBisul");
    }
}
```

MarkerCampak.cs

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

public class MarkerCampak : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuCampak");
    }
}
```

MarkerEjakulasiDini.cs

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

public class MarkerEjakulasiDini : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuEjakulasiDini");
    }
}
```

MarkerEksim.cs

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

```
public class MarkerEksim : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuEksim");
    }
}
```

MarkerGejalaMalaria.cs

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

public class MarkerGejalaMalaria : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuGejalaMalaria");
    }
}
```

MarkerGondong.cs

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

public class MarkerGondong : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuGondong");
    }
}
```

MarkerImpoten.cs

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

```

public class MarkerImpoten : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuImpoten");
    }
}

```

MarkerInfeksiSaluranKencing.cs

```

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

public class MarkerInfeksiSaluranKencing: MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuInfeksiSaluranKencing");
    }
}

```

MarkerJerawat.cs

```

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

public class MarkerJerawat : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuJerawat");
    }
}

```

MarkerKelelahan.cs

```

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

```

```
public class MarkerKelelahan : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuKelelahan");
    }
}
```

HerbalAmandel.cs

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

public class HerbalAmandel : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuAmandel");
    }
}
```

HerbalAlergi.cs

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

public class HerbalAlergi : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuAlergi");
    }
}
```

HerbalAmbaien.cs

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

```
public class HerbalAmbaien : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuAmbaien");
    }
}
```

HerbalAyan.cs

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

public class HerbalAyan : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuAyan");
    }
}
```

HerbalBidur.cs

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

public class HerbalBidur : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuBidur");
    }
}
```

HerbalBisul.cs

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

```
public class HerbalBisul : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuBisul");
    }
}
```

HerbalCampak.cs

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

public class HerbalCampak : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuCampak");
    }
}
```

HerbalEjakulasiDini.cs

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

public class HerbalEjakulasiDini : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuEjakulasiDini");
    }
}
```

HerbalEksim.cs

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

```
public class HerbalEksim : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuEksim");
    }
}
```

HerbalGejalaMalaria.cs

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

public class HerbalGejalaMalaria : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuGejalaMalaria");
    }
}
```

HerbalGondong.cs

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

public class HerbalGondong : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuGondong");
    }
}
```

HerbalImpoten.cs

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

```

public class HerbalImpoten : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuImpoten");
    }
}

```

HerbalInfeksiSaluranKencing.cs

```

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

public class HerbalInfeksiSaluranKencing : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuInfeksiSaluranKencing");
    }
}

```

HerbalJerawat.cs

```

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

public class HerbalJerawat : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuJerawat");
    }
}

```

Herbalkelelahan.cs

```

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

```

```

public class HerbalKelelahan : MonoBehaviour
{
    public void kembali()
    {
        SceneManager.LoadScene("MenuKelelahan");
    }
}

```

ExitAmandel.cs

```

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

public class ExitAmandel : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("MenuAmandel");
    }
}

```

ExitAlergi.cs

```

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

public class ExitAlergi : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("MenuAlergi");
    }
}

```

ExitAmbaien.cs

```

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

```

```
public class ExitAmbaien : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("MenuAmbaien");
    }
}
```

ExitAyan.cs

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

public class ExitAyan : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("MenuAyan");
    }
}
```

ExitBidur.cs

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

public class ExitBidur : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("MenuBidur");
    }
}
```

ExitBisul.cs

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

```

public class ExitBisul : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("MenuBisul");
    }
}

```

ExitCampak.cs

```

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

public class ExitCampak : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("MenuCampak");
    }
}

```

ExitEjakulasiDini.cs

```

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

public class ExitEjakulasiDini : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("MenuEjakulasiDini");
    }
}

```

ExitEksim.cs

```

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

```

```

public class ExitEksim : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("MenuEksim");
    }
}

```

ExitGejalaMalaria.cs

```

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

public class ExitGejalaMalaria : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("MenuGejalaMalaria");
    }
}

```

ExitGondong.cs

```

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

public class ExitGondong : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("MenuGondong");
    }
}

```

ExitImpoten.cs

```

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

```

```

public class ExitImpoten : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("MenuImpoten");
    }
}

```

ExitInfeksiSaluranKencing.cs

```

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

public class ExitInfeksiSaluranKencing : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("MenuInfeksiSaluranKencing");
    }
}

```

ExitJerawat.cs

```

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

public class ExitJerawat : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("MenuJerawat");
    }
}

```

ExitKelelahan.cs

```

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

```

```
public class ExitKelelahan : MonoBehaviour
{
    public void exit()
    {
        SceneManager.LoadScene("MenuKelelahan");
    }
}
```

Lampiran – 2 Kartu Monitoring Bimbingan Proposal



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

PROPOSAL

Mahasiswa : Nurfadila Feri	Pembimbing I : Ade Hastuty Hasyim, S.T., S.Kom., M.T.
NIM : 219 280 058	Pembimbing II : Wahyuddin, S.Kom., M.Kom
Judul Skripsi : Aplikasi Panduan Terapi Pijat Refleksi Berbasis Android	

ARAHAN PEMBIMBING I	HARI/TGL & PARAF PEMBIMBING	ARAHAN PEMBIMBING II	HARI/TGL & PARAF PEMBIMBING
Konsultasi 1 Membuat Draft Proposal & Pelajari 3 Artikel yang di berikan	Minggu/15-1-23 	Konsultasi 1 Ikuti formal Penulisan	
Konsultasi 2 Buat Rancangan Sistem	Senin/16-1-2023 	Konsultasi 2 Desain sistem & perbaiki	
Konsultasi 3 Buat Proposal III	Selasa/17-1-2023 	Konsultasi 3 Finliskan Daftar pustaka	
Konsultasi 4		Konsultasi 4 Acc	
Konsultasi 5		Konsultasi 5	

Lanjut ke halaman sebelah.

Perhatian :

1. Mahasiswa wajib konsultasi minimal 5 kali
2. Kartu ini wajib dibawa oleh mahasiswa diletakkan 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

SKRIPSI

Mahasiswa : Nurfadila Feri	Pembimbing I : Ade Hastuty Hasyim, S.T., S.Kom., M.T.
NIM : 219280058	Pembimbing II : Wahyuddin, S.Kom., M.Kom
Judul Skripsi : Aplikasi Panduan Terapi Pijat Refleksi Berbasis Android	

ARAHAN PEMBIMBING I	HARI/TGL & PARAF PEMBIMBING	ARAHAN PEMBIMBING II	HARI/TGL & PARAF PEMBIMBING
Konsultasi 1 Abstrak	A	Konsultasi 1 Perbaiki sistem	A
Konsultasi 2 Revisi Kerangka Fikir	A	Konsultasi 2 - usecase Diagram - Activity Diagram	A
Konsultasi 3 Uji Black Box & White Box	A	Konsultasi 3 - Abstrak	A
Konsultasi 4 Bab. IV Deskripsikan Hasil Penelitian	A	Konsultasi 4 Adu	A A
Konsultasi 5 Bab. V Kesimpulan Menjawab Rumusan Masalah	A	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 A4 berwarna merah muda dan dicetak timbal balik

Lanjutan...

ARAHAN PEMBIMBING I	HARI/TGL & PARAF PEMBIMBING	ARAHAN PEMBIMBING II	HARI/TGL & PARAF PEMBIMBING
Konsultasi 6 Art Hasil Penelitian	04 05 24 Af	Konsultasi 6 Au	k
Konsultasi 7 Ubah tampilan aplikasi	Af	Konsultasi 7	
Konsultasi 8 Sesuaikan dengan revisi aplikasi	Af	Konsultasi 8	
Konsultasi 9 Konsep teori di sesuaikan	Af	Konsultasi 9	
Konsultasi 10 uji black dan white box revisi aplikasi	Af	Konsultasi 10	

Mengetahui
Ketua Program Studi

Marlina
Marlina, S.Kom, M.Kom.
NBM. 1162 680

Parepare, _____

Mahasiswa

Nuradila Feri
Nuradila Feri
NIM. 219280058

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 A4 berwarna merah muda dan dicetak timbal balik

Lampiran – 4 Sertifikat Lanoratorium Praktikum V

SERTIFIKAT

Nomor : 451/PRK/LB-TI/11.3.AU/D/2023

Diberikan Kepada :

Nurfadila Feri

NIM. 219280058

Telah Menyelesaikan

PRAKTIKUM V

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

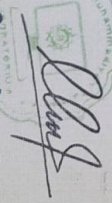
Pada tanggal 16 Januari 2023 - 29 Maret 2023
Parepare, 15 Juni 2023

**KETUA PRODI
TEKNIK INFORMATIKA**


Marlina, S.kom., M.kom
NB.M. 1162 680



**KEPALA
LABORATORIUM**


Ir. Untung Suwardoyo, S.Kom., MT., IPP.
NB.M. 1288 973





**Nilai Praktikum laboratorium Teknik Informatika
Fakultas Teknik Universitas Muhammadiyah Parepare Tahun 2023**

MATERI	NILAI ANGKA
PENGOLAHAN CITRA DIGITAL	92,5
AUGMENTED DAN VIRTUAL REALITY	80
MIKROKONTROLER	45
PEMROGRAMAN MOBILE	90
RATA-RATA	76,88
NILAI HURUF	B

