

DAFTAR PUSTAKA

- Binanto, Iwan. *Multimedia Digital Dasar Teori dan Pengembangannya*. Yogyakarta : Andi, 2010.
- MADCOMs. *Mahir dalam 7 hari : Adobe Flash CS3 Professional*. Yogyakarta : Andi, 2008.
- Rizki, Soetam. *Konsep Dasar Rekayasa Perangkat Lunak Software Engineering* : Prestasi Pustaka Publisher, 2011
- Shalahudin, M dan a.s Rosa. *Modul Pembelajaran Rekayasa Perangkat Lunak Terstruktur dan Berorientasi Objek*. Bandung : Modula, 2011.
- Siswanto, Sukaryadi. *Kompetensi Fisika Kelas XII*. Jakarta: Department Pendidikan Jakarta, 2008.
- Vaughan, Tay. *Multimedia : Making It Work*. Edisi keenam. Yogyakarta : Andi, 2004.
- Young D. Hugh & Freedman A. Roger. *Fisika Universitas Edisi Kesepuluh Jilid 1*. Jakarta : Erlangga, 2000.
- <http://delsajoesafira.blogspot.com/2010/05/definisi-pembelajaran.html>
(diakses Oktober 30, 2011).
- <http://educationt.blogspot.com/2007/06/pembelajaran-berbantuan.html>
(diakses Oktober 30, 2011).
- <http://fisika-sma.us/standar-kompetensi-fisika-sma>. (diakses November 3, 2011).

LAMPIRAN

1. Tombol Menu

```
on(press)
{
gotoAndPlay("menu",1)
;
}
```

1. Tombol Menu Utama

```
on(press)
{
loadMovie("menuutama.
swf",0);
}
```

2. Tombol Materi

```
on(release){
gotoAndPlay("materi",
1);
}
```

3. Tombol Simulasi

```
on(release){
gotoAndPlay("simulasi
",1);
}
```

4. Tombol Ujian Nasional

```
on(release){
gotoAndPlay("ujianNas
ional",1);
```

```
}
```

5. Tombol Permainan

```
on(release){
("gotoAndPlay,1");}
```

6. Tombol Bab 1

```
on(press)
{
gotoAndPlay("bab1",1)
;
}
```

7. Tombol Bab 2

```
on(press)
{
gotoAndPlay
("bab2",1);
}
```

8. Tombol Bab 3

```
on(press)
{
gotoAndPlay
("bab3",1);
}
```

9. Tombol Bab 4

```
on(press)
{
gotoAndPlay
("bab4",1);
}
```

10. Tombol Bab 5

```

on(press)
{
gotoAndPlay
("bab5",1);
}

```

11. Tombol Bab6

```

on(press)
{
gotoAndPlay
("bab6",1);}

```

12. Tombol Bab 7

```

on(press)
{
gotoAndPlay
("bab7",1);
}

```

13. Tombol Bab 8

```

on(press)
{
gotoAndPlay
("bab8",1);
}

```

14. Tombol Bab 9

```

on(press)
{
gotoAndPlay
("bab9",1);
}

```

15. Tombol Bab 10

```

on(press)
{
gotoAndPlay
("bab10",1);
}

```

16. Tombol Bab 11

```

on(press)
{
gotoAndPlay
("bab11",1);
}

```

17. Tombol Magnet

```

magnet23.magnet._x =
0;

magnet23.magnet.onEnt
erFrame = function()
{
magnet10.magnet21._x
= 0;

magnet10.magnet21._x
= 135-this._x;
};

magnet23.magnet.onPre
ss = function() {
startDrag(this,
false, 0, this._y,
100, this._y);
};

```

```

magnet23.magnet.onRelease =
magnet23.magnet.onReleaseOutside=function
() {
stopDrag();
};
magnet2.magnet1._x =
0;
magnet2.magnet1.onEnterFrame = function()
{
magnet4.magnet3._x =
175;
};
magnet2.magnet1.onPress = function() {
startDrag(this,
false, 0, this._y,
150, this._y);
};
magnet2.magnet1.onRelease =
magnet2.magnet1.onReleaseOutside=function
() {
stopDrag();};

```

18. Tombol Keluar

```

on(release)
{
fscommand("quit");

```

```

}
```

19. Actionscript untuk memuat soal :

```

on(release){
gotoAndPlay ("Menu",
1);
}

```

20. Actionscript untuk masuk ke pertanyaan :

```

stop();
nilai = 0;
mulai.onPress =
function() {
nextFrame();
};

```

21. Actionscript untuk menjawab pertanyaan :

```

stop();
onEnterFrame =
function () {
hasil = +nilai;};
tombol_a.onPress =
function() {
nextFrame();
};
tombol_b.onPress =
function() {
nextFrame();
};

```

```

tombol_c.onPress =
function() {
nextFrame();
};

tombol_d.onPress =
function() {
nilai += 20;
nextFrame();
};

```

22. Actionscript untuk menampilkan nilai :

```

gotoAndStop(1);
};

```

23. Actionscript untuk mengulang soal:

```

on(release){
gotoAndPlay(1);
}

```

24. Actionscript pada frame di scene permainan sebagai berikut :

```

jawaban1 = "NEUTRON";
jawaban2 = "FISI";
jawaban4 = "AMPERE";
jawaban5 = "SOLENOIDE";
jawaban9 = "REAKTOR";

jwb2 = "FASOR";
jwb3 = "RADIOAKTIVITAS";
jwb6 = "ATOMOS";
jwb7 = "AMPLITUDO";

```

```

if (hasil>=70) {
respon = "Wah kamu
memang pintar !!";
}

if (hasil<=60) {
respon = "Belajar
Lagi yaa!!";
}

ulang.onPress =
function() {

```

```

jwb8 = "VIBRATOR";
datar.text = " ";
nurun.text = " ";
Selection.setFocus("output
Datar");
Selection.setFocus("output
Nurun");

onEnterFrame = function ( )
{nomorSoal = datar.text;
noSoal = nurun.text;
};

ok_btn1.onRelease =
function() {
jawaban+noSoal

if (outputDatar ==
_root["jwb"+nomorSoal]) {
_root["mendatar"+nomorSoal
]._alpha = 100;

```

```
outputDatar = "";

datar.removeItemAt(datar.selectedIndex);

    datar.text = "";
}

};

ok_btn2.onRelease =
function() {
jawaban+noSoal

    if (outputNurun ==
_root["jawaban"+noSoal]) {
_root["menurun"+noSoal]._alpha = 100;

    outputNurun = "";
    nurun.removeItemAt(nurun.selectedIndex);

    nurun.text = "";

    }};
```