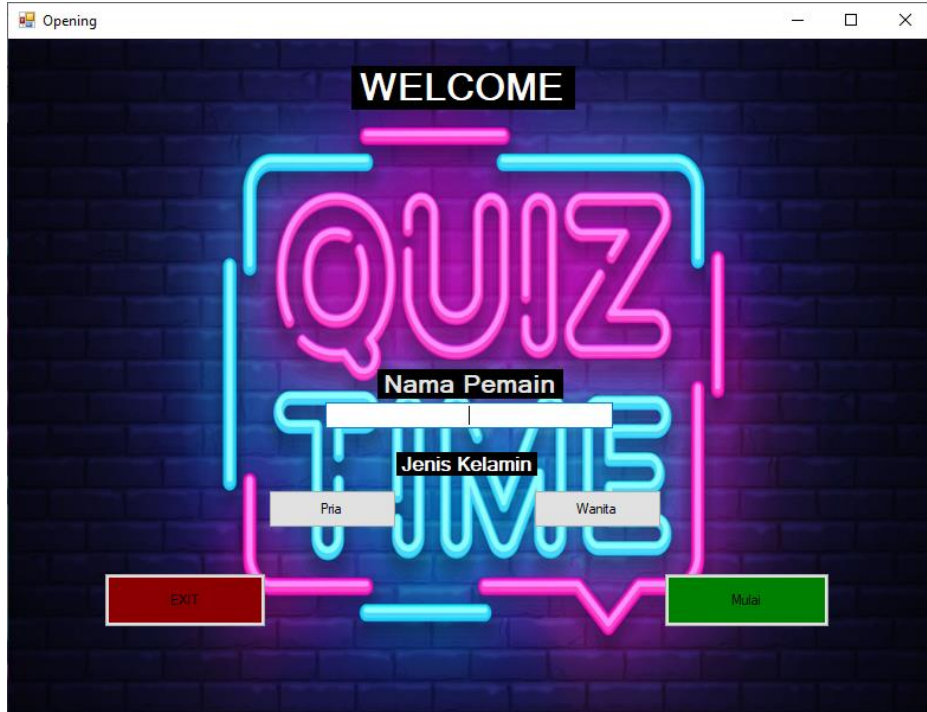


Nama : Rifky Andigta Al-Fathir
NIM : 21501241014
Prodi : Pendidikan Teknik Elektro
Rombel : A1

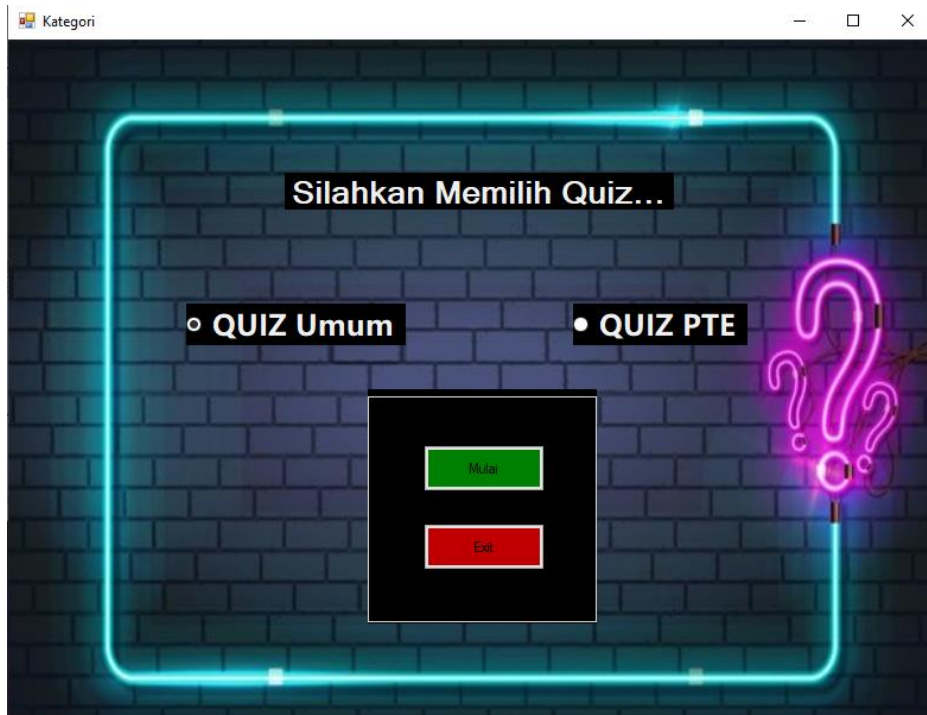
1. Desain Tampilan / Layout Program

a. Form : Opening



The opening screen of the program, titled "Opening", features a dark blue brick wall background. At the top, the word "WELCOME" is displayed in white text on a black rectangular background. Below this, the word "QUIZ" is written in large, glowing pink neon letters, and "TIME" is written in glowing blue neon letters. In the center, there is a text input field labeled "Nama Pemain" in white text on a black background. Below the input field is a label "Jenis Kelamin" in white text on a black background, followed by two buttons: "Pria" and "Wanita", both in white text on grey backgrounds. At the bottom left is a red button labeled "EXIT" in white text, and at the bottom right is a green button labeled "Mulai" in white text.

b. Form : Kategori



The category selection screen, titled "Kategori", features a dark blue brick wall background. At the top, the text "Silahkan Memilih Quiz..." is displayed in white on a black background. Below this, there are two radio button options: "QUIZ Umum" (unselected) and "QUIZ PTE" (selected). In the center, there is a black rectangular box containing two buttons: a green "Mulai" button and a red "Exit" button. On the right side of the screen, there is a glowing pink neon question mark.

c. Form : Quiz

The screenshot shows a quiz application window titled "Quiz". At the top, it says "Pendidikan Teknik Elektro". Below this is a progress bar with numbers 1 through 10, where number 4 is highlighted. To the right of the progress bar is a timer showing "00:00:00". The main area features a large question mark on the left and a stylized "QUIZ" logo on the right. Below the question mark, there are four options labeled A, B, C, and D, each with a radio button. To the right of the options, there are two input fields labeled "Score" and "Nilai". At the bottom, there are three buttons: "End Quiz" (red), "Check" (teal), and "Mulai" (green).

d. Form : Quiz2

The screenshot shows a quiz application window titled "Quiz2". At the top, it says "QUIZ UMUM". Below this is a progress bar with numbers 1 through 10, where number 4 is highlighted. To the right of the progress bar is a timer showing "00:00:00". The main area features a large question mark on the left and a stylized "QUIZ" logo on the right. Below the question mark, there are four options labeled A, B, C, and D, each with a radio button. To the right of the options, there are two input fields labeled "Score" and "Nilai". At the bottom, there are three buttons: "End Quiz" (red), "Check" (teal), and "Mulai" (green).

2. Analisis Kebutuhan Komponen Program

a. Form : Opening

No	Komponen	Caption	Name
1	Label 1	WELCOME
2	Label 2	Nama Pemain
3	Label 3	Jenis Kelamin
4	TextBox 1	Nama
5	Button 1	Pria	Pria
6	Button 2	Wanita	Wanita
7	Button 3	Exit	Exit
8	Button 4	Mulai	Mulai

b. Form : Kategori

No	Komponen	Caption	Name
1	Label 1	Silahkan Memilih Quiz
2	RadioButton 1	QUIZ UMUM	QU
3	RadioButton 2	QUIZ PTE	QP
4	GroupBox 1
5	Button 1	Mulai	Mulai
6	Button 2	Exit	Exit

c. Form : Quiz

No	Komponen	Caption	Name
1	Label 1	QUIZ
2	Label 2	Pendidikan Teknik Elektro
3	Label 3	1	Satu
4	Label 4	2	Dua
5	Label 5	3	Tiga
6	Label 6	4	Empat
7	Label 7	5	Lima
8	Label 8	6	Enam
9	Label 9	7	Tujuh
10	Label 10	8	Delapan
11	Label 11	9	Sembilan
12	Label 12	10	Sepuluh
13	Label 13	Pertanyaan Ke
14	Label 14	i	Pertanyaan
15	Label 15	Soal	Soal
16	Label 16	Score
17	Label 17	Nilai
18	Label 18	00:00:00	Time

19	PictureBox 1	Gambar
20	TextBox 1	Score
21	TextBox 2	Nilai
22	Button 1	Next	Next
23	Button 2	Check	Check
24	Button 3	End Quiz	End
25	GroupBox 1	Pilihan
26	RadioButton 1	A	PA
27	RadioButton 2	B	PB
28	RadioButton 3	C	PC
29	RadioButton 4	D	PD

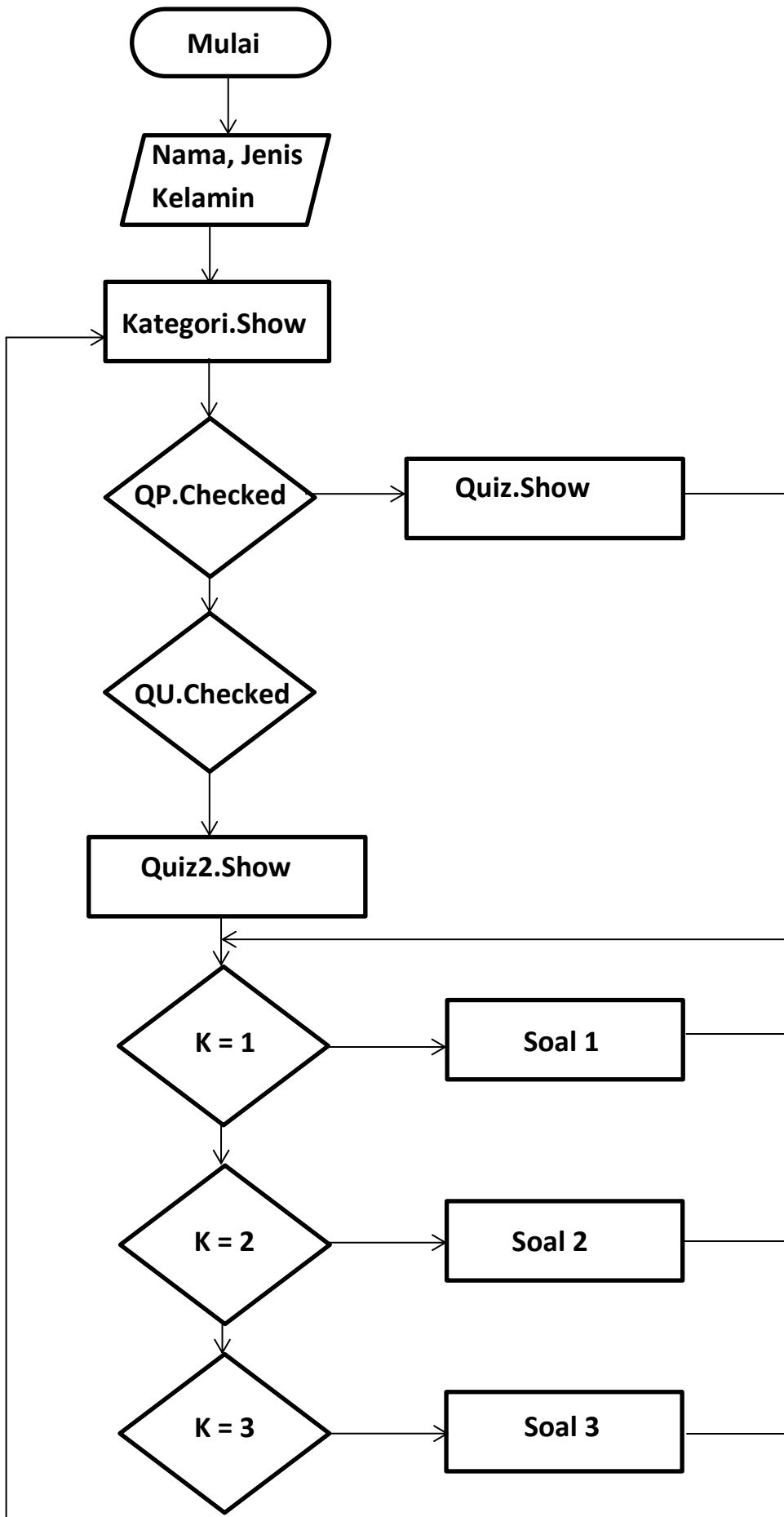
d. Form : Quiz2

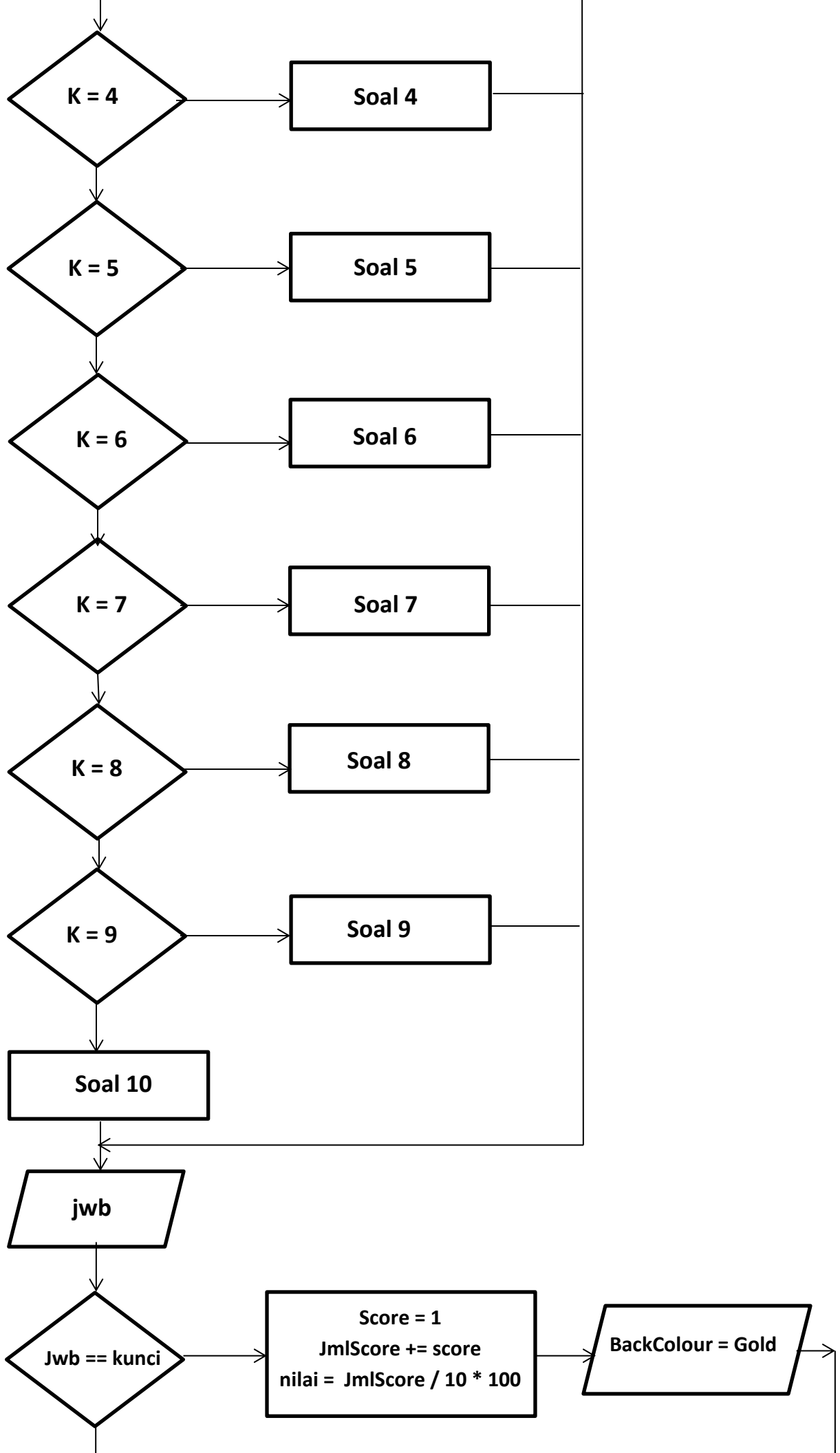
No	Komponen	Caption	Name
1	Label 1	QUIZ UMUM
2	Label 3	1	Satu
3	Label 4	2	Dua
4	Label 5	3	Tiga
5	Label 6	4	Empat
6	Label 7	5	Lima
7	Label 8	6	Enam
8	Label 9	7	Tujuh
9	Label 10	8	Delapan
10	Label 11	9	Sembilan
11	Label 12	10	Sepuluh
12	Label 13	Pertanyaan Ke
13	Label 14	i	Pertanyaan
14	Label 15	Soal	Soal
15	Label 16	Score
16	Label 17	Nilai
17	Label 18	00:00:00	Time
18	PictureBox 1	Gambar
19	TextBox 1	Score
20	TextBox 2	Nilai
21	Button 1	Next	Next
22	Button 2	Check	Check
23	Button 3	End Quiz	End
24	GroupBox 1	Pilihan
25	RadioButton 1	A	PA
26	RadioButton 2	B	PB
27	RadioButton 3	C	PC
28	RadioButton 4	D	PD

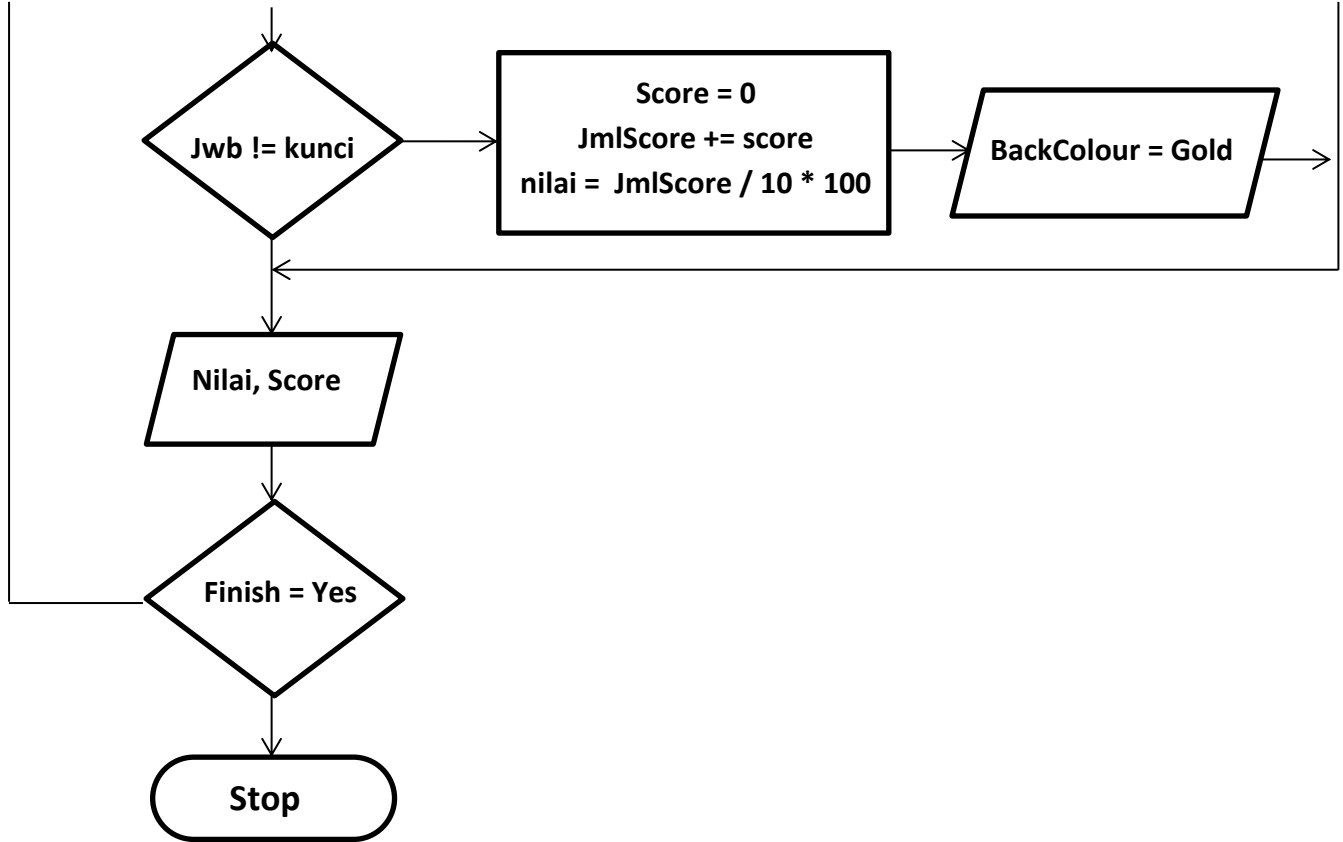
3. Algoritma Program

- a. Masukkan Nama Pemain.
- b. Memilih Jenis Kelamin, lalu klik tombol mulai.
- c. Akan muncul form Kategori lalu pilih jenis Quiz yang ingin dimainkan.
- d. Klik tombol Mulai, akan muncul form Quiz.
- e. Klik tombol Mulai pada bagian bawah kanan dan soal akan mulai diberikan serta timer mulai berjalan.
- f. Pilih Jawaban yang menurut anda benar, lalu kemudian klik tombol Check untuk mengetahui jawaban anda benar atau tidak.
- g. Jika jawaban anda benar ($jwb == kunci$) maka nilai dan point anda akan bertambah serta warna nomor soal yang anda kerjakan akan berubah menjadi warna kuning.
- h. Jika jawaban anda salah ($jwb != kunci$) maka nilai point tidak akan berubah serta warna nomor soal yang anda kerjakan akan berubah menjadi warna merah, anda bisa langsung memperbaikinya ke jawaban yang benar atau diperbaiki nanti setelah selesai mengerjakan semua soal.
- i. Lalu Klik tombol Next untuk mengganti ke soal selanjutnya, Jika anda belum Klik Tombol Check sebelumnya, maka tidak bisa Klik tombol Next.
- j. Jika soal yang anda kerjakan sebelumnya sudah benar ($jwb == kunci$) atau awalnya salah lalu anda langsung perbaiki, maka anda sudah tidak bisa lagi kembali mengerjakan soal tersebut.
- k. Jika soal yang anda kerjakan sebelumnya masih salah ($jwb != kunci$), maka masih bisa kembali lagi untuk memperbaiki soal tersebut nanti diakhir.
- l. Ketika sudah sampai soal terakhir ($K = 10$), tombol mulai akan berubah menjadi Finish.
- m. Klik tombol Finish, maka akan muncul peringatan untuk memperbaiki lagi jawaban jikalau masih ada yang salah.
- n. Jika masih ada yang salah dan ingin memperbaikinya, maka klik No pada peringatan lalu kembali ke soal dengan klik nomor soal yang masih salah dan masukan jawaban yang tepat
- o. Lalu jika sudah diperbaiki, kembali pada soal nomor terakhir dan Klik Finish dan Klik Ok
- p. Akan muncul kembali Form Kategori Quiz, jika anda ingin mengerjakan Quiz yang lain maka checklist Quiz tersebut dan Klik tombol Mulai
- q. Jika anda ingin mengakhiri Quiz maka Klik tombol End Quiz.

4. Flow Chart Program







5. Sorce Code Program

a. Form : Opening

```
namespace Praktik_Minggu_6_Quiz
{
    public partial class Opening : Form
    {
        public Opening()
        {
            InitializeComponent();
        }

        public void Keluar()
        {
            DialogResult result = MessageBox.Show("Apakah anda yakin ingin keluar..? !!",
"Peringatan..!",
            MessageBoxButtons.YesNo, MessageBoxIcon.Question);
            if (result == DialogResult.Yes)
            {
                Application.Exit();
            }
        }

        private void Mulai_Click(object sender, EventArgs e)
        {
            Form Kategori = new Kategori();
            this.Hide();
            Kategori.Show();
        }

        private void Pria_Click(object sender, EventArgs e)
        {
            Pria.BackColor = Color.Aqua;
            Wanita.BackColor = Color.White;
        }

        private void Wanita_Click(object sender, EventArgs e)
        {
            Wanita.BackColor = Color.DarkRed;
            Pria.BackColor = Color.White;
        }

        private void EXIT_Click(object sender, EventArgs e)
        {
            Keluar();
        }
    }
}
```

b. Form : Kategori

```
namespace Praktik_Minggu_6_Quiz
{
    public partial class Kategori : Form
    {
        public Kategori()
        {
            InitializeComponent();
        }

        public void Keluar()
        {
            DialogResult result = MessageBox.Show("Apakah anda yakin ingin keluar..? !!",
"Peringatan..!",
            MessageBoxButtons.YesNo, MessageBoxIcon.Question);
            if (result == DialogResult.Yes)
            {
                Application.Exit();
            }
        }

        private void Mulai_Click(object sender, EventArgs e)
        {
            if (QP.Checked)
            {
                Form Quiz = new Quiz();
                this.Hide();
                Quiz.Show();
            }
            if (QU.Checked)
            {
                Form Quiz_2 = new Quiz_2();
                this.Hide();
                Quiz_2.Show();
            }
        }

        private void Exit_Click(object sender, EventArgs e)
        {
            Keluar();
        }
    }
}
```

c. Form : Quiz

```
namespace Praktik_Minggu_6_Quiz
{
    public partial class Quiz : Form
    {
        System.Timers.Timer t;
        int h, m, s, btr, K, score = 0, i = 0, j = 0;
        double JmlScore = 0, nilai;
        char kunci = ' ', jwb = ' ';

        public Quiz()
        {
            InitializeComponent();
        }

        private void Quiz_Load(object sender, EventArgs e)
        {
            Pertanyaan.Text = "";
            Soal.Text = "";
            PA.Text = "";
            PB.Text = "";
            PC.Text = "";
            PD.Text = "";
            Next.Text = "Mulai";
            PA.Enabled = false;
            PB.Enabled = false;
            PC.Enabled = false;
            PD.Enabled = false;
            Score.Enabled = false;
            Nilai.Enabled = false;
            Check.Enabled = false;
            t = new System.Timers.Timer();
            t.Interval = 1000;
            t.Elapsed += OnTimeEvent;
        }

        private void OnTimeEvent(object sender, System.Timers.ElapsedEventArgs e)
        {
            Invoke(new Action(() =>
            {
                s += 1;
                if (s == 60)
                {
                    s = 0;
                    m += 1;
                }
                if (m == 60)
                {
                    m = 0;
                    h += 1;
                }
                Time.Text = string.Format("{0}:{1}:{2}", h.ToString().PadLeft(2, '0'),
                m.ToString().PadLeft(2, '0'), s.ToString().PadLeft(2, '0'));
            }));
        }

        public void Quizz()
        {

```

```

switch (K)
{
    case 1:
        Gambar.Image = Properties.Resources.Logo_Proteus;
        Soal.Text = "Logo dari Aplikasi apakah gambar disamping..?";
        PA.Text = "Proteus";
        PB.Text = "AutoCad";
        PC.Text = "PhotoShop";
        PD.Text = "Corel Draw";
        kunci = 'A';
        break;
    case 2:
        Gambar.Image = Properties.Resources.soal_campuran_seri_paralel_min;
        Soal.Text = "Berapakah kuat arus dari rangkaian disamping..?";
        PA.Text = "0.6";
        PB.Text = "0.5";
        PC.Text = "0.4";
        PD.Text = "0.3";
        kunci = 'C';
        break;
    case 3:
        Gambar.Image = Properties.Resources.Matriks_Skalar;
        Soal.Text = "Matriks disamping termasuk dalam jenis apa..?";
        PA.Text = "Diagonal";
        PB.Text = "Segitiga Bawah";
        PC.Text = "Segitiga Atas";
        PD.Text = "Skalar";
        kunci = 'D';
        break;
    case 4:
        Gambar.Image = Properties.Resources.Stuklis;
        Soal.Text = "Nama bagian dari gambar teknik disamping ..?";
        PA.Text = "Stuklis";
        PB.Text = "Border";
        PC.Text = "Grid";
        PD.Text = "Mark";
        kunci = 'A';
        break;
    case 5:
        Gambar.Image = Properties.Resources.Electric_soldering_iron;
        Soal.Text = "Nama alat pada gambar disamping adalah..?";
        PA.Text = "Kikir";
        PB.Text = "Solder";
        PC.Text = "Tang";
        PD.Text = "Jangka";
        kunci = 'B';
        break;
    case 6:
        Gambar.Image = Properties.Resources.Newton3;
        Soal.Text = "Rumus pada gambar merupakan rumus dari ..?";
        PA.Text = "Hukum I Newton";
        PB.Text = "Hukum II Newton";
        PC.Text = "Hukum III Newton";
        PD.Text = "Hukum Relativitas";
        kunci = 'C';
        break;
    case 7:
        Gambar.Image = Properties.Resources.Gerbang_XOR;

```

```

        Soal.Text = "Gambar disamping adalah simbol dari gerbang..?";
        PA.Text = "AND";
        PB.Text = "XOR";
        PC.Text = "NOT";
        PD.Text = "OR";
        kunci = 'B';
        break;
    case 8:
        Gambar.Image = Properties.Resources.Kikir;
        Soal.Text = "Nama alat pada gambar disamping adalah..?";
        PA.Text = "Obeng";
        PB.Text = "Tang";
        PC.Text = "Osiloskop";
        PD.Text = "Kikir";
        kunci = 'D';
        break;
    case 9:
        Gambar.Image = Properties.Resources.SOMBOL_SAKLAR_TUKAR;
        Soal.Text = "Disamping adalah simbol dari saklar..?";
        PA.Text = "Silang";
        PB.Text = "Kelompok";
        PC.Text = "Tunggal";
        PD.Text = "Tukar";
        kunci = 'D';
        break;
    case 10:
        Gambar.Image = Properties.Resources.Flow_Chart;
        Soal.Text = "Nama diagram alur pada program adalah..?";
        PA.Text = "Desain Tampilan";
        PB.Text = "Algoritma";
        PC.Text = "Flow Chart";
        PD.Text = "Source code";
        kunci = 'C';
        break;
    }
}

public void Keluar()
{
    DialogResult result = MessageBox.Show("Apakah anda yakin ingin keluar..? !!",
    "Peringatan..!",
    MessageBoxButtons.YesNo, MessageBoxIcon.Question);
    if (result == DialogResult.Yes)
    {
        Application.Exit();
    }
}

public void Salah()
{
    DialogResult result = MessageBox.Show(" Anda sudah mengerjakan semua soal,
    perbaiki jika ada jawaban yang salah..! Apakah anda ingin keluar sekarang dan mencoba
    quiz lain..?", "Peringatan..!",
    MessageBoxButtons.YesNo, MessageBoxIcon.Error);
    if (result == DialogResult.Yes)
    {
        MessageBox.Show("Terima kasih telah mengerjakan quiz, Semoga ilmunya
        bermanfaat", "Terima kasih..!",

```

```

        MessageBoxButtons.OK, MessageBoxIcon.Information);
        Form Kategori = new Kategori();
        this.Hide();
        Kategori.Show(); ;
    }
}

private void Satu_Click(object sender, EventArgs e)
{
    if (i >= 10)
        j = 1; K = 1;
    btr = 1;
    Pertanyaan.Text = btr.ToString();
    Quizz();
}

private void Dua_Click(object sender, EventArgs e)
{
    PA.Checked = false;
    PB.Checked = false;
    PC.Checked = false;
    PD.Checked = false;
    if (i >= 10)
        j = 2; K = 2;
    btr = 2;
    Pertanyaan.Text = btr.ToString();
    Quizz();
}

private void Tiga_Click(object sender, EventArgs e)
{
    PA.Checked = false;
    PB.Checked = false;
    PC.Checked = false;
    PD.Checked = false;
    if (i >= 10)
        j = 3; K = 3;
    btr = 3;
    Pertanyaan.Text = btr.ToString();
    Quizz();
}

private void Empat_Click(object sender, EventArgs e)
{
    PA.Checked = false;
    PB.Checked = false;
    PC.Checked = false;
    PD.Checked = false;
    if (i >= 10)
        j = 4; K = 4;
    btr = 4;
    Pertanyaan.Text = btr.ToString();
    Quizz();
}

private void Lima_Click(object sender, EventArgs e)
{
    PA.Checked = false;

```

```

        PB.Checked = false;
        PC.Checked = false;
        PD.Checked = false;
        if (i >= 10)
            j = 5; K = 5;
        btr = 5;
        Pertanyaan.Text = btr.ToString();
        Quizz();
    }

    private void Enam_Click(object sender, EventArgs e)
    {
        PA.Checked = false;
        PB.Checked = false;
        PC.Checked = false;
        PD.Checked = false;
        if (i >= 10)
            j = 6; K = 6;
        btr = 6;
        Pertanyaan.Text = btr.ToString();
        Quizz();
    }

    private void Tujuh_Click(object sender, EventArgs e)
    {
        PA.Checked = false;
        PB.Checked = false;
        PC.Checked = false;
        PD.Checked = false;
        if (i >= 10)
            j = 7; K = 7;
        btr = 7;
        Pertanyaan.Text = btr.ToString();
        Quizz();
    }

    private void Delapan_Click(object sender, EventArgs e)
    {
        PA.Checked = false;
        PB.Checked = false;
        PC.Checked = false;
        PD.Checked = false;
        if (i >= 10)
            j = 8; K = 8;
        btr = 8;
        Pertanyaan.Text = btr.ToString();
        Quizz();
    }

    private void Sembilan_Click(object sender, EventArgs e)
    {
        PA.Checked = false;
        PB.Checked = false;
        PC.Checked = false;
        PD.Checked = false;
        if (i >= 10)
            j = 9; K = 9;
        btr = 9;
    }

```

```

        Pertanyaan.Text = btr.ToString();
        Quizz();
    }

    private void Sepuluh_Click(object sender, EventArgs e)
    {
        PA.Checked = false;
        PB.Checked = false;
        PC.Checked = false;
        PD.Checked = false;
        if (i >= 10)
            j = 10; K = 10;
        btr = 10;
        Pertanyaan.Text = btr.ToString();
        Quizz();
    }

    private void Next_Click(object sender, EventArgs e)
    {
        t.Start();
        PA.Enabled = true;
        PB.Enabled = true;
        PC.Enabled = true;
        PD.Enabled = true;
        Score.Enabled = false;
        Nilai.Enabled = false;
        Check.Enabled = true;
        K++;
        PA.Checked = false;
        PB.Checked = false;
        PC.Checked = false;
        PD.Checked = false;
        if (i >= 10 && btr <= 10)
            K = 1;
        {
            btr = btr + 1;
            Pertanyaan.Text = btr.ToString();
            Quizz();
        }
        if (btr > 10)
        {
            btr = btr - 1;
            Pertanyaan.Text = btr.ToString();
            Salah();
            t.Stop();
        }
        if (K == 10)
        {
            Next.Text = "Finish";
        }
        if (K < 10)
        {
            Next.Enabled = false;
            Next.Text = "Next";
        }
    }

    private void Check_Click(object sender, EventArgs e)

```



```

{
    Next.Enabled = true;
    if (PA.Checked) jwb = 'A';
    else if (PB.Checked) jwb = 'B';
    else if (PC.Checked) jwb = 'C';
    else jwb = 'D';
    if (jwb == kunci) score = 1; else score = 0;
    JmlScore += score;
    nilai = JmlScore / 10 * 100;
    {
        if (jwb == kunci && nilai <= 100)
        {
            Score.Text = JmlScore.ToString();
            Nilai.Text = nilai.ToString();
            if (K == 1) Satu.BackColor = Color.Gold;
            else if (K == 2) Dua.BackColor = Color.Gold;
            else if (K == 3) Tiga.BackColor = Color.Gold;
            else if (K == 4) Empat.BackColor = Color.Gold;
            else if (K == 5) Lima.BackColor = Color.Gold;
            else if (K == 6) Enam.BackColor = Color.Gold;
            else if (K == 7) Tujuh.BackColor = Color.Gold;
            else if (K == 8) Delapan.BackColor = Color.Gold;
            else if (K == 9) Sembilan.BackColor = Color.Gold;
            else if (K == 10) Sepuluh.BackColor = Color.Gold;
            if (K == 1 && Satu.BackColor == Color.Red) Satu.BackColor =
Color.Gold;
            else if (K == 2 && Dua.BackColor == Color.Red) Dua.BackColor =
Color.Gold;
            else if (K == 3 && Tiga.BackColor == Color.Red) Tiga.BackColor =
Color.Gold;
            else if (K == 4 && Empat.BackColor == Color.Red) Empat.BackColor =
Color.Gold;
            else if (K == 5 && Lima.BackColor == Color.Red) Lima.BackColor =
Color.Gold;
            else if (K == 6 && Enam.BackColor == Color.Red) Enam.BackColor =
Color.Gold;
            else if (K == 7 && Tujuh.BackColor == Color.Red) Tujuh.BackColor =
Color.Gold;
            else if (K == 8 && Delapan.BackColor == Color.Red) Delapan.BackColor
= Color.Gold;
            else if (K == 9 && Sembilan.BackColor == Color.Red)
Sembilan.BackColor = Color.Gold;
            else if (K == 10 && Sepuluh.BackColor == Color.Red) Sepuluh.BackColor
= Color.Gold;

            if (Satu.BackColor == Color.Gold) Satu.Enabled = false;
            if (Dua.BackColor == Color.Gold) Dua.Enabled = false;
            if (Tiga.BackColor == Color.Gold) Tiga.Enabled = false;
            if (Empat.BackColor == Color.Gold) Empat.Enabled = false;
            if (Lima.BackColor == Color.Gold) Lima.Enabled = false;
            if (Enam.BackColor == Color.Gold) Enam.Enabled = false;
            if (Tujuh.BackColor == Color.Gold) Tujuh.Enabled = false;
            if (Delapan.BackColor == Color.Gold) Delapan.Enabled = false;
            if (Sembilan.BackColor == Color.Gold) Sembilan.Enabled = false;
            Check.Enabled = false;
        }
    }
    if (jwb != kunci)
    {

```

```

        Score.Text = JmlScore.ToString();
        Nilai.Text = nilai.ToString();
        if (K == 1) Satu.BackColor = Color.Red;
        else if (K == 2) Dua.BackColor = Color.Red;
        else if (K == 3) Tiga.BackColor = Color.Red;
        else if (K == 4) Empat.BackColor = Color.Red;
        else if (K == 5) Lima.BackColor = Color.Red;
        else if (K == 6) Enam.BackColor = Color.Red;
        else if (K == 7) Tujuh.BackColor = Color.Red;
        else if (K == 8) Delapan.BackColor = Color.Red;
        else if (K == 9) Sembilan.BackColor = Color.Red;
        else if (K == 10) Sepuluh.BackColor = Color.Red;
    }
    else if (nilai > 100)
    {
        Salah();
        t.Stop();
    }
}

private void End_Click(object sender, EventArgs e)
{
    Keluar();
}
}
}

```

d. Form : Quiz2

```

namespace Praktik_Minggu_6_Quiz
{
    public partial class Quiz_2 : Form
    {
        System.Timers.Timer t;
        int h, m, s, btr, K, score = 0, i = 0, j = 0;
        double JmlScore = 0, nilai;
        char kunci = ' ', jwb = ' ';

        public Quiz_2()
        {
            InitializeComponent();
        }

        private void Quiz_2_Load(object sender, EventArgs e)
        {
            Pertanyaan.Text = "";
            Soal.Text = "";
            PA.Text = "";
            PB.Text = "";
            PC.Text = "";
            PD.Text = "";
            Next.Text = "Mulai";
            PA.Enabled = false;
            PB.Enabled = false;
            PC.Enabled = false;

```

```

        PD.Enabled = false;
        Score.Enabled = false;
        Nilai.Enabled = false;
        Check.Enabled = false;
        t = new System.Timers.Timer();
        t.Interval = 1000;
        t.Elapsed += OnTimeEvent;
    }

    private void OnTimeEvent(object sender, System.Timers.ElapsedEventArgs e)
    {
        Invoke(new Action(() =>
        {
            s += 1;
            if (s == 60)
            {
                s = 0;
                m += 1;
            }
            if (m == 60)
            {
                m = 0;
                h += 1;
            }
            Time.Text = string.Format("{0}:{1}:{2}", h.ToString().PadLeft(2, '0'),
m.ToString().PadLeft(2, '0'), s.ToString().PadLeft(2, '0'));
        }));
    }

    public void Quizz()
    {
        switch (K)
        {
            case 1:
                Gambar.Image = Properties.Resources.Sungai_Nil;
                Soal.Text = "Apakah nama sungai terpanjang di dunia..?";
                PA.Text = "Kapuas";
                PB.Text = "Mahakam";
                PC.Text = "Nil";
                PD.Text = "Barito";
                kunci = 'C';
                break;
            case 2:
                Gambar.Image = Properties.Resources.Graham_Bell;
                Soal.Text = "Siapaakah penemu Telepon..?";
                PA.Text = "Albert Einstein";
                PB.Text = "A.Graham Bell";
                PC.Text = "Alfred Nobel";
                PD.Text = "Bill Gates";
                kunci = 'B';
                break;
            case 3:
                Gambar.Image = Properties.Resources.Rusia;
                Soal.Text = "Negara yang memiliki wilayah terluas di dunia..?";
                PA.Text = "Unites States";
                PB.Text = "Jepang";
                PC.Text = "Rusia ";
                PD.Text = "Belanda";
        }
    }

```

```

        kunci = 'C';
        break;
    case 4:
        Gambar.Image = Properties.Resources.Katak;
        Soal.Text = "Hewan yang tinggal di air dan di darat disebut..?";
        PA.Text = "Amfibi";
        PB.Text = "Vertebrata";
        PC.Text = "Avertebrata";
        PD.Text = "Mamalia";
        kunci = 'A';
        break;
    case 5:
        Gambar.Image = Properties.Resources.Burj_Khalifa;
        Soal.Text = "Nama gedung tertinggi didunia adalah..?";
        PA.Text = "Lotte World";
        PB.Text = "Goldin Finance";
        PC.Text = "Menara Sanghai";
        PD.Text = "Burj Khalifa";
        kunci = 'D';
        break;
    case 6:
        Gambar.Image = Properties.Resources.Benua;
        Soal.Text = "Apa nama benua terluas di dunia ..?";
        PA.Text = "Amerika";
        PB.Text = "Afrika";
        PC.Text = "Eropa";
        PD.Text = "Asia";
        kunci = 'D';
        break;
    case 7:
        Gambar.Image = Properties.Resources.Simpanse;
        Soal.Text = "Hewan paling cerdas didunia adalah..?";
        PA.Text = "Cheetah";
        PB.Text = "Simpanse";
        PC.Text = "Gajah";
        PD.Text = "Ayam";
        kunci = 'B';
        break;
    case 8:
        Gambar.Image = Properties.Resources.DIY;
        Soal.Text = "Kota dengan julukan Kota Pelajar adalah..?";
        PA.Text = "Yogyakarta";
        PB.Text = "Bandung";
        PC.Text = "Jakarta";
        PD.Text = "Surabaya";
        kunci = 'A';
        break;
    case 9:
        Gambar.Image = Properties.Resources.Uang_jepang;
        Soal.Text = "Mata uang negara Jepang adalah..?";
        PA.Text = "Euro";
        PB.Text = "Won";
        PC.Text = "Dolar";
        PD.Text = "Yen";
        kunci = 'D';
        break;
    case 10:
        Gambar.Image = Properties.Resources.Ki_Hadjar;

```

```

        Soal.Text = "Nama bapak pendidikan nasional adalah..?";
        PA.Text = "Kapitan Pattimura";
        PB.Text = "Bung Tomo";
        PC.Text = "Ki Hajar Dewantara";
        PD.Text = "Pangeran Diponegoro";
        kunci = 'C';
        break;
    }
}

public void Keluar()
{
    DialogResult result = MessageBox.Show("Apakah anda yakin ingin keluar..? !!",
"Peringatan..!",
    MessageBoxButtons.YesNo, MessageBoxIcon.Question);
    if (result == DialogResult.Yes)
    {
        Application.Exit();
    }
}

public void Salah()
{
    DialogResult result = MessageBox.Show(" Anda sudah mengerjakan semua soal,
perbaiki jika ada jawaban yang salah..! Apakah anda ingin keluar sekarang dan mencoba
quiz lain..?", "Peringatan..!",
    MessageBoxButtons.YesNo, MessageBoxIcon.Error);
    if (result == DialogResult.Yes)
    {
        MessageBox.Show("Terima kasih telah mengerjakan quiz, Semoga ilmunya
bermanfaat", "Terima kasih..!",
    MessageBoxButtons.OK, MessageBoxIcon.Information);
        Form Kategori = new Kategori();
        this.Hide();
        Kategori.Show();
    }
}

private void Satu_Click(object sender, EventArgs e)
{
    if (i >= 10)
        j = 1; K = 1;
    btr = 1;
    Pertanyaan.Text = btr.ToString();
    Quizz();
}

private void Dua_Click(object sender, EventArgs e)
{
    PA.Checked = false;
    PB.Checked = false;
    PC.Checked = false;
    PD.Checked = false;
    if (i >= 10)
        j = 2; K = 2;
    btr = 2;
    Pertanyaan.Text = btr.ToString();
    Quizz();
}

```

```

}

private void Tiga_Click(object sender, EventArgs e)
{
    PA.Checked = false;
    PB.Checked = false;
    PC.Checked = false;
    PD.Checked = false;
    if (i >= 10)
        j = 3; K = 3;
    btr = 3;
    Pertanyaan.Text = btr.ToString();
    Quizz();
}

private void Empat_Click(object sender, EventArgs e)
{
    PA.Checked = false;
    PB.Checked = false;
    PC.Checked = false;
    PD.Checked = false;
    if (i >= 10)
        j = 4; K = 4;
    btr = 4;
    Pertanyaan.Text = btr.ToString();
    Quizz();
}

private void Lima_Click(object sender, EventArgs e)
{
    PA.Checked = false;
    PB.Checked = false;
    PC.Checked = false;
    PD.Checked = false;
    if (i >= 10)
        j = 5; K = 5;
    btr = 5;
    Pertanyaan.Text = btr.ToString();
    Quizz();
}

private void Enam_Click(object sender, EventArgs e)
{
    PA.Checked = false;
    PB.Checked = false;
    PC.Checked = false;
    PD.Checked = false;
    if (i >= 10)
        j = 6; K = 6;
    btr = 6;
    Pertanyaan.Text = btr.ToString();
    Quizz();
}

private void Tujuh_Click(object sender, EventArgs e)
{
    PA.Checked = false;
    PB.Checked = false;

```

```

        PC.Checked = false;
        PD.Checked = false;
        if (i >= 10)
            j = 7; K = 7;
        btr = 7;
        Pertanyaan.Text = btr.ToString();
        Quizz();
    }

    private void Delapan_Click(object sender, EventArgs e)
    {
        PA.Checked = false;
        PB.Checked = false;
        PC.Checked = false;
        PD.Checked = false;
        if (i >= 10)
            j = 8; K = 8;
        btr = 8;
        Pertanyaan.Text = btr.ToString();
        Quizz();
    }

    private void Sembilan_Click(object sender, EventArgs e)
    {
        PA.Checked = false;
        PB.Checked = false;
        PC.Checked = false;
        PD.Checked = false;
        if (i >= 10)
            j = 9; K = 9;
        btr = 9;
        Pertanyaan.Text = btr.ToString();
        Quizz();
    }

    private void Sepuluh_Click(object sender, EventArgs e)
    {
        PA.Checked = false;
        PB.Checked = false;
        PC.Checked = false;
        PD.Checked = false;
        if (i >= 10)
            j = 10; K = 10;
        btr = 10;
        Pertanyaan.Text = btr.ToString();
        Quizz();
    }

    private void Next_Click(object sender, EventArgs e)
    {
        t.Start();
        PA.Enabled = true;
        PB.Enabled = true;
        PC.Enabled = true;
        PD.Enabled = true;
        Score.Enabled = false;
        Nilai.Enabled = false;
        Check.Enabled = true;
    }

```

```

K++;
PA.Checked = false;
PB.Checked = false;
PC.Checked = false;
PD.Checked = false;
if (i >= 10 && btr <= 10)
    K = 1;
{
    btr = btr + 1;
    Pertanyaan.Text = btr.ToString();
    Quizz();
}
if (btr > 10)
{
    btr = btr - 1;
    Pertanyaan.Text = btr.ToString();
    Salah();
    t.Stop();
}
if (K == 10)
{
    Next.Text = "Finish";
}
if (K < 10)
{
    Next.Enabled = false;
    Next.Text = "Next";
}
}

private void Check_Click(object sender, EventArgs e)
{
    Next.Enabled = true;
    if (PA.Checked) jwb = 'A';
    else if (PB.Checked) jwb = 'B';
    else if (PC.Checked) jwb = 'C';
    else jwb = 'D';
    if (jwb == kunci) score = 1; else score = 0;
    JmlScore += score;
    nilai = JmlScore / 10 * 100;
    {
        if (jwb == kunci && nilai <= 100)
        {
            Score.Text = JmlScore.ToString();
            Nilai.Text = nilai.ToString();
            if (K == 1) Satu.BackColor = Color.Gold;
            else if (K == 2) Dua.BackColor = Color.Gold;
            else if (K == 3) Tiga.BackColor = Color.Gold;
            else if (K == 4) Empat.BackColor = Color.Gold;
            else if (K == 5) Lima.BackColor = Color.Gold;
            else if (K == 6) Enam.BackColor = Color.Gold;
            else if (K == 7) Tujuh.BackColor = Color.Gold;
            else if (K == 8) Delapan.BackColor = Color.Gold;
            else if (K == 9) Sembilan.BackColor = Color.Gold;
            else if (K == 10) Sepuluh.BackColor = Color.Gold;
            if (K == 1 && Satu.BackColor == Color.Red) Satu.BackColor =
Color.Gold;

```



```

        Color.Gold;
        Color.Gold;
        Color.Gold;
        Color.Gold;
        Color.Gold;
        Color.Gold;
        Color.Gold;
        = Color.Gold;
        Sembilan.BackColor = Color.Gold;
        = Color.Gold;

        else if (K == 2 && Dua.BackColor == Color.Red) Dua.BackColor =
        else if (K == 3 && Tiga.BackColor == Color.Red) Tiga.BackColor =
        else if (K == 4 && Empat.BackColor == Color.Red) Empat.BackColor =
        else if (K == 5 && Lima.BackColor == Color.Red) Lima.BackColor =
        else if (K == 6 && Enam.BackColor == Color.Red) Enam.BackColor =
        else if (K == 7 && Tujuh.BackColor == Color.Red) Tujuh.BackColor =
        else if (K == 8 && Delapan.BackColor == Color.Red) Delapan.BackColor
        else if (K == 9 && Sembilan.BackColor == Color.Red)
        else if (K == 10 && Sepuluh.BackColor == Color.Red) Sepuluh.BackColor

        if (Satu.BackColor == Color.Gold) Satu.Enabled = false;
        if (Dua.BackColor == Color.Gold) Dua.Enabled = false;
        if (Tiga.BackColor == Color.Gold) Tiga.Enabled = false;
        if (Empat.BackColor == Color.Gold) Empat.Enabled = false;
        if (Lima.BackColor == Color.Gold) Lima.Enabled = false;
        if (Enam.BackColor == Color.Gold) Enam.Enabled = false;
        if (Tujuh.BackColor == Color.Gold) Tujuh.Enabled = false;
        if (Delapan.BackColor == Color.Gold) Delapan.Enabled = false;
        if (Sembilan.BackColor == Color.Gold) Sembilan.Enabled = false;
        Check.Enabled = false;

    }
    if (jwb != kunci)
    {
        Score.Text = JmlScore.ToString();
        Nilai.Text = nilai.ToString();
        if (K == 1) Satu.BackColor = Color.Red;
        else if (K == 2) Dua.BackColor = Color.Red;
        else if (K == 3) Tiga.BackColor = Color.Red;
        else if (K == 4) Empat.BackColor = Color.Red;
        else if (K == 5) Lima.BackColor = Color.Red;
        else if (K == 6) Enam.BackColor = Color.Red;
        else if (K == 7) Tujuh.BackColor = Color.Red;
        else if (K == 8) Delapan.BackColor = Color.Red;
        else if (K == 9) Sembilan.BackColor = Color.Red;
        else if (K == 10) Sepuluh.BackColor = Color.Red;
    }
    else if (nilai > 100)
    {
        Salah();
        t.Stop();
    }
}

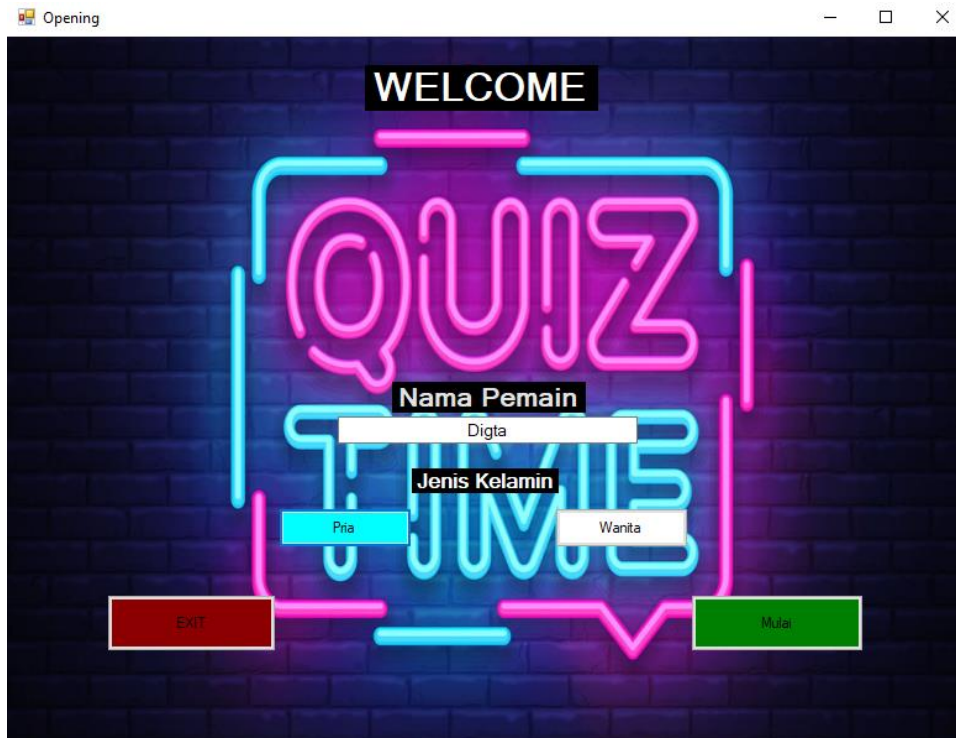
private void End_Click(object sender, EventArgs e)
{
    Keluar();
}
}

```

}

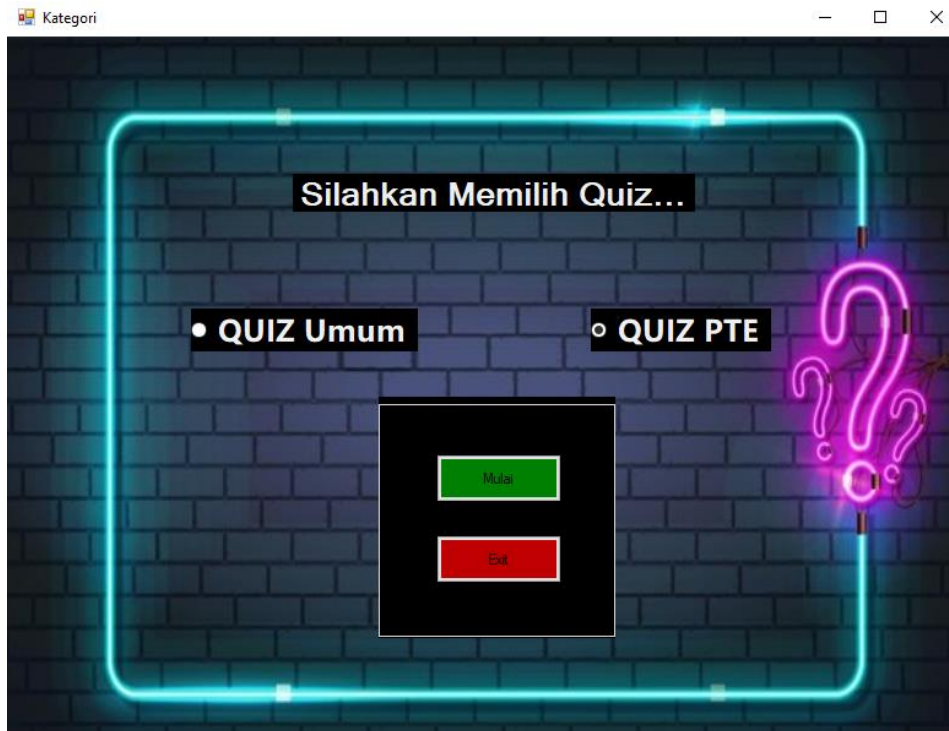
6. Uji Program

a. Form : Opening



The Opening form is a graphical user interface for a quiz game. It features a dark blue background with a brick wall texture. At the top, the word "WELCOME" is displayed in a black box. Below it, the word "QUIZ" is written in large, glowing pink and blue neon letters. Underneath "QUIZ", the text "Nama Pemain" is shown in a black box, followed by a text input field containing the name "Digta". Below the name field, the text "Jenis Kelamin" is shown in a black box, followed by two radio button options: "Pria" (selected) and "Wanita". At the bottom left, there is a red button labeled "EXIT". At the bottom right, there is a green button labeled "Mulai".

b. Form : Kategori



The Kategori form is a graphical user interface for selecting a quiz category. It features a dark blue background with a brick wall texture. At the top, the text "Silahkan Memilih Quiz..." is displayed in a black box. Below it, there are two radio button options: "• QUIZ Umum" (selected) and "◦ QUIZ PTE". To the right of these options, there is a glowing pink question mark icon. In the center, there is a black rectangular box containing two buttons: a green button labeled "Mulai" and a red button labeled "Exit".

c. Form : Quiz

Quiz

QUIZ

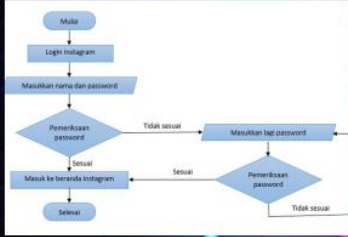
Pendidikan Teknik Elektro

00:00:35

1 2 3 4 5 6 7 8 9 10

Pertanyaan Ke 10

Nama diagram alur pada program adalah..?



```
graph TD;
    Start([Mula]) --> Login[Login Instagram];
    Login --> Input[Masukkan nama dan password];
    Input --> Check1{Pemeriksaan password};
    Check1 -- Tidak sesuai --> Retry[Masukkan lagi password];
    Retry --> Check1;
    Check1 -- Sesuai --> Home[Masuk ke beranda Instagram];
    Home --> End([Selesai]);
```

Pilihan

A • Desain Tampilan C • Flow Chart

B • Algoritma D • Source code

Score 10

Nilai 100

End Quiz Check Finish

d. Form : Quiz2

Quiz_2

QUIZ UMUM

00:00:45

1 2 3 4 5 6 7 8 9 10

Pertanyaan Ke 10

Nama bapak pendidikan nasional adalah..?



Pilihan

A • Kapitan Pattimura C • Ki Hajar Dewantara

B • Bung Tomo D • Pangeran Diponegoro

Score 10

Nilai 100

End Quiz Check Finish