

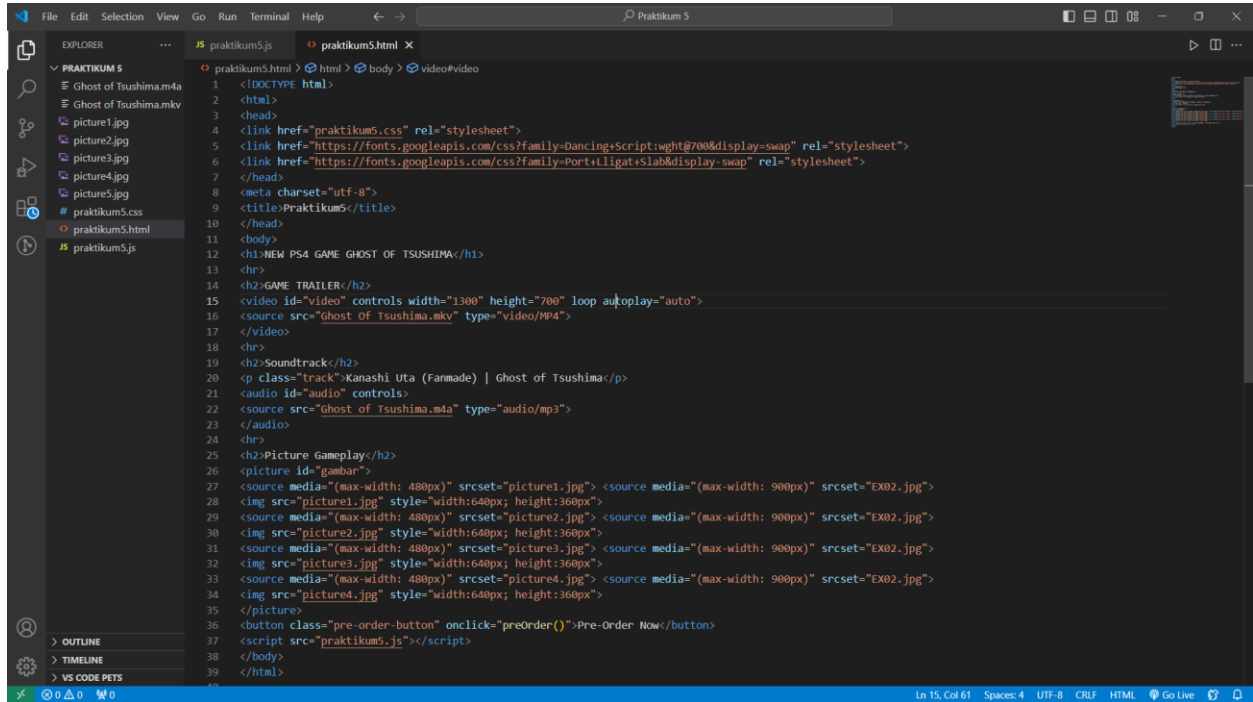
LAPORAN PRAKTIKUM 5

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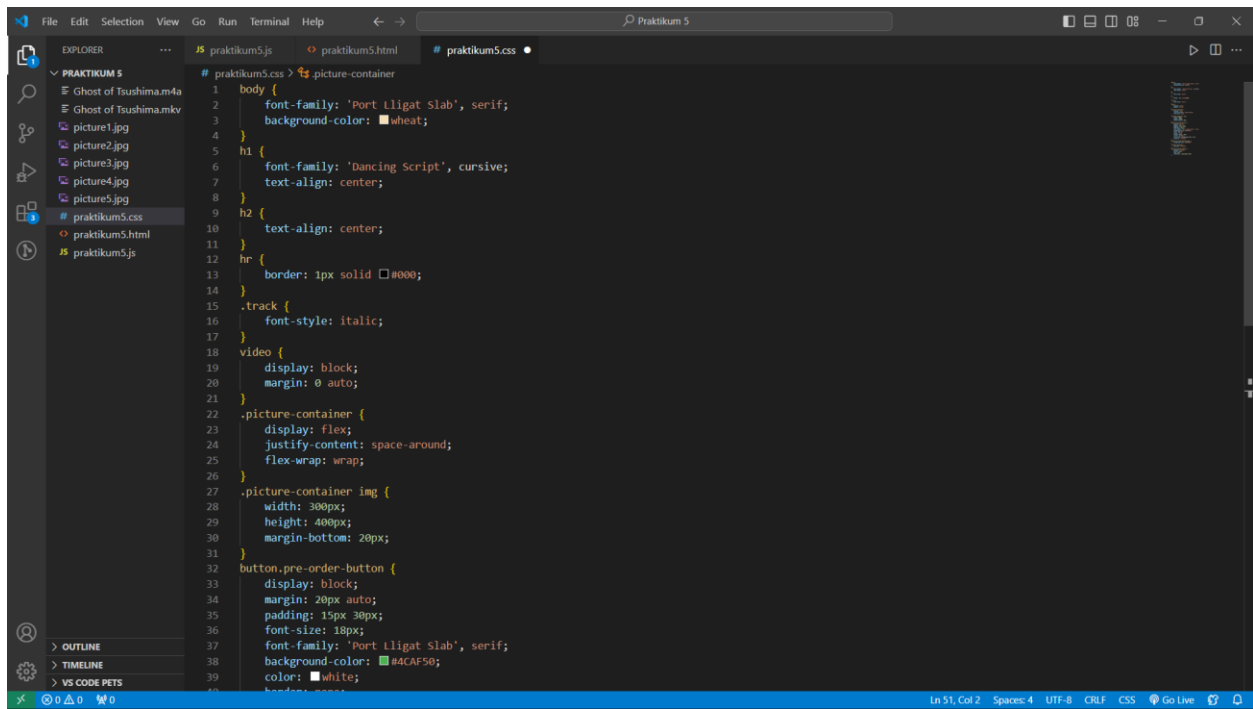
Kelas : D

1. Screenshot Query html:



```
1 <!DOCTYPE html>
2 <html>
3 <head>
4 <link href="praktikum5.css" rel="stylesheet">
5 <link href="https://fonts.googleapis.com/css?family=Dancing+Script:wght@700&display=swap" rel="stylesheet">
6 <link href="https://fonts.googleapis.com/css?family=Port+Lligat+Slab&display=swap" rel="stylesheet">
7 </head>
8 <meta charset="utf-8">
9 <title>Praktikum5</title>
10 </head>
11 <body>
12 <h1>NEW PS4 GAME GHOST OF TSUSHIMA</h1>
13 <hr>
14 <h2>GAME TRAILER</h2>
15 <video id="video" controls width="1300" height="700" loop autoplay="auto">
16 <source src="ghost of Tsushima.mkv" type="video/mp4">
17 </video>
18 <hr>
19 <h2>Soundtrack</h2>
20 <p class="track">Kanashi Uta (Fanmade) | Ghost of Tsushima</p>
21 <audio id="audio" controls>
22 <source src="ghost of Tsushima.m4a" type="audio/mp3">
23 </audio>
24 <hr>
25 <h2>Picture Gameplay</h2>
26 <picture id="gambar">
27 <source media="(max-width: 480px)" srcset="picture1.jpg"> <source media="(max-width: 900px)" srcset="EX02.jpg">
28 
29 <source media="(max-width: 480px)" srcset="picture2.jpg"> <source media="(max-width: 900px)" srcset="EX02.jpg">
30 
31 <source media="(max-width: 480px)" srcset="picture3.jpg"> <source media="(max-width: 900px)" srcset="EX02.jpg">
32 
33 <source media="(max-width: 480px)" srcset="picture4.jpg"> <source media="(max-width: 900px)" srcset="EX02.jpg">
34 
35 </picture>
36 <button class="pre-order-button" onclick="preOrder()">Pre-Order Now</button>
37 <script src="praktikum5.js"></script>
38 </body>
39 </html>
```

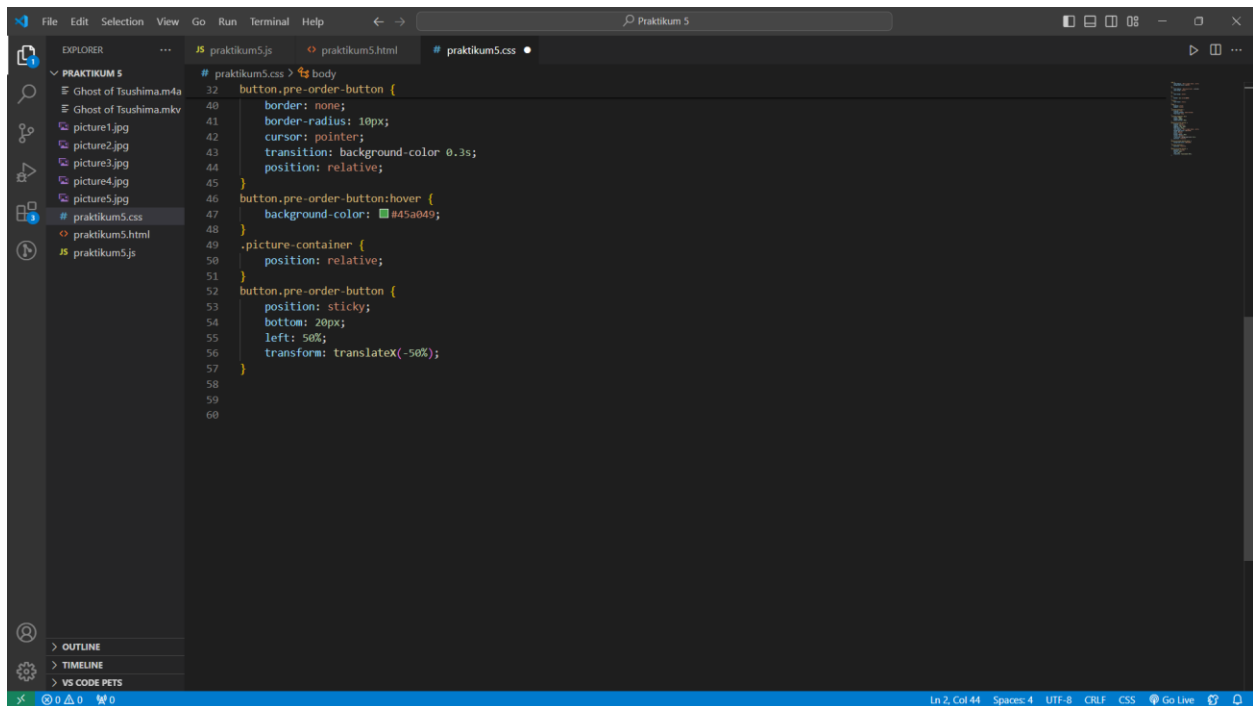
2. Screenshot Query CSS:



This screenshot shows the Visual Studio Code editor with the file 'praktikum5.css' open. The Explorer sidebar on the left shows a project named 'PRAKTIKUM 5' containing files like 'Ghost of Tsushima.m4a', 'picture1.jpg', and 'praktikum5.css'. The main editor area displays the following CSS code:

```
# praktikum5.css > picture-container
1  body {
2    font-family: 'Port Lligat Slab', serif;
3    background-color: #f5deb3;
4  }
5  h1 {
6    font-family: 'Dancing Script', cursive;
7    text-align: center;
8  }
9  h2 {
10   text-align: center;
11 }
12 hr {
13   border: 1px solid #000;
14 }
15 .track {
16   font-style: italic;
17 }
18 video {
19   display: block;
20   margin: 0 auto;
21 }
22 .picture-container {
23   display: flex;
24   justify-content: space-around;
25   flex-wrap: wrap;
26 }
27 .picture-container img {
28   width: 300px;
29   height: 400px;
30   margin-bottom: 20px;
31 }
32 button.pre-order-button {
33   display: block;
34   margin: 20px auto;
35   padding: 15px 30px;
36   font-size: 18px;
37   font-family: 'Port Lligat Slab', serif;
38   background-color: #4CAF50;
39   color: white;
40   border: none;
```

The status bar at the bottom indicates 'Ln 51, Col 2', 'Spaces: 4', 'UTF-8', 'CRLF', 'CSS', and 'Go Live'.

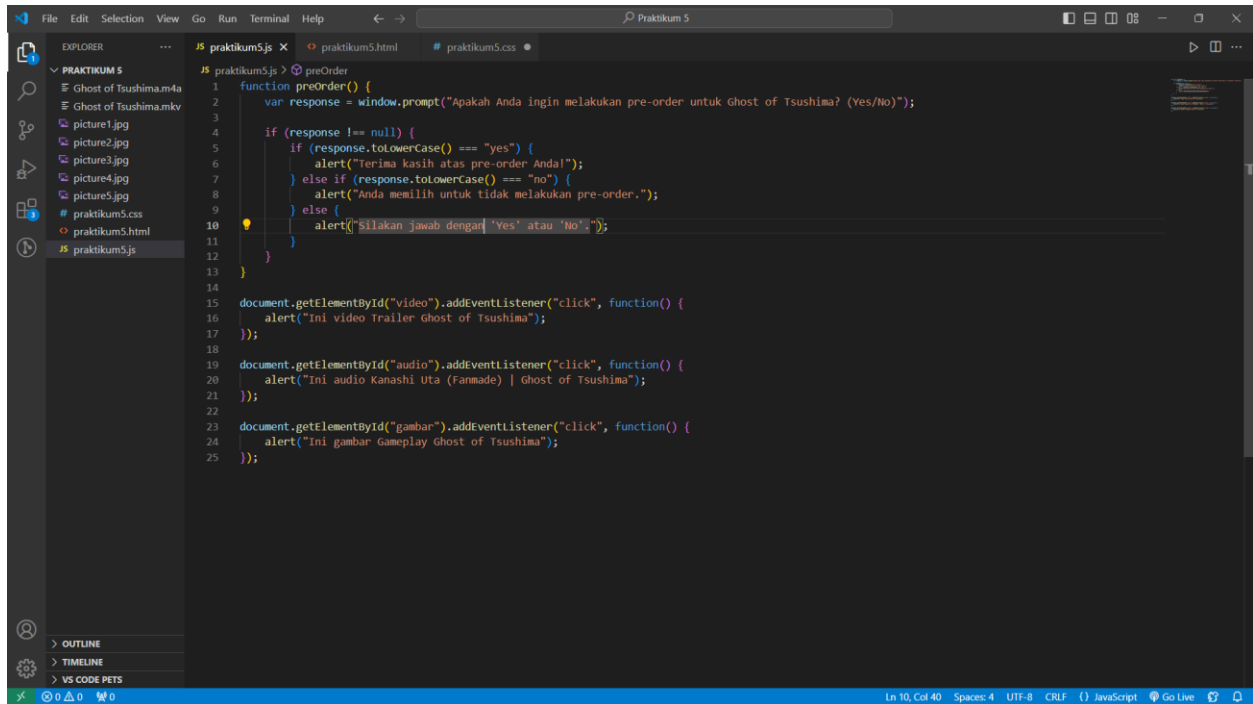


This screenshot shows the Visual Studio Code editor with the file 'praktikum5.css' open, displaying the continuation of the CSS code from the previous screenshot:

```
# praktikum5.css > body
32 button.pre-order-button {
33   border: none;
34   border-radius: 10px;
35   cursor: pointer;
36   transition: background-color 0.3s;
37   position: relative;
38 }
39 button.pre-order-button:hover {
40   background-color: #45a049;
41 }
42 .picture-container {
43   position: relative;
44 }
45 button.pre-order-button {
46   position: sticky;
47   bottom: 20px;
48   left: 50%;
49   transform: translateX(-50%);
50 }
51
52
53
54
55
56
57
58
59
60
```

The status bar at the bottom indicates 'Ln 2, Col 44', 'Spaces: 4', 'UTF-8', 'CRLF', 'CSS', and 'Go Live'.

3. Screenshot Query Javascript:



The screenshot shows the Visual Studio Code editor with a file named `praktikum5.js` open. The code defines a `preOrder` function that prompts the user for a pre-order decision. It includes conditional logic to handle 'yes' and 'no' responses with corresponding alert messages. Additionally, it sets up event listeners for 'video', 'audio', and 'gambar' elements to trigger alerts when clicked.

```
1 function preOrder() {  
2   var response = window.prompt("Apakah Anda ingin melakukan pre-order untuk Ghost of Tsushima? (Yes/No)");  
3  
4   if (response !== null) {  
5     if (response.toLowerCase() === "yes") {  
6       alert("Terima kasih atas pre-order Anda!");  
7     } else if (response.toLowerCase() === "no") {  
8       alert("Anda memilih untuk tidak melakukan pre-order.");  
9     } else {  
10      alert("Silakan jawab dengan 'Yes' atau 'No'");  
11    }  
12  }  
13  
14  
15  document.getElementById("video").addEventListener("click", function() {  
16    alert("Ini video trailer ghost of Tsushima");  
17  });  
18  
19  document.getElementById("audio").addEventListener("click", function() {  
20    alert("Ini audio Kanashi Uta (Fanmade) | Ghost of Tsushima");  
21  });  
22  
23  document.getElementById("gambar").addEventListener("click", function() {  
24    alert("Ini gambar Gameplay Ghost of Tsushima");  
25  });  
26 }
```

4. Screenshot Run Code:

