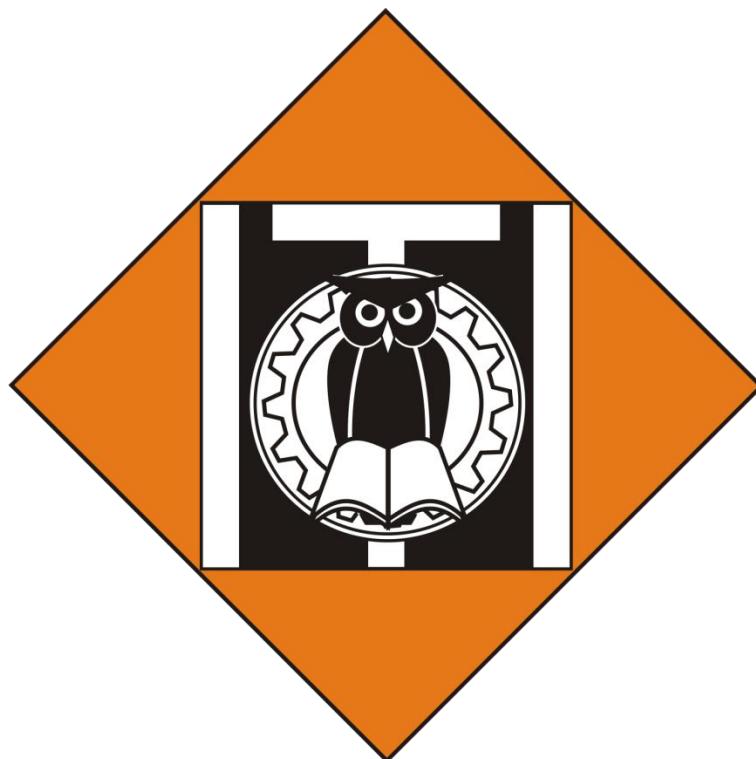


LAPORAN PROGRAM
PERMAINAN OXTOE



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INSTITUT TEKNOLOGI INDONESIA

2018

A. Latar Belakang

Di zaman modern ini, permainan-permainan dengan grafik yang sangat canggih sudah menjadi permainan sehari-hari bagi masyarakat. Namun sayangnya, permainan-permainan berkualitas tinggi saat ini banyak yang mengajarkan kekerasan bagi anak-anak. Hal ini membuat penulis ingin memperkenalkan OXTOE, sebuah software permainan tradisional Tic-Tac-Toe yang sederhana namun memiliki banyak sekali manfaat bagi pemainnya. Selain itu, pembuatan OXTOE juga dilatarbelakangi oleh pemenuhan nilai tugas Mata Kuliah Pemrograman Visual.

B. Tujuan Software

Permainan OXTOE ditujukan bagi pengguna segala usia dan segala gender. Permainan OXTOE juga bertujuan untuk memperkenalkan dan mempopulerkan kembali permainan tradisional Tic-Tac-Toe kepada masyarakat.

C. Rancangan View

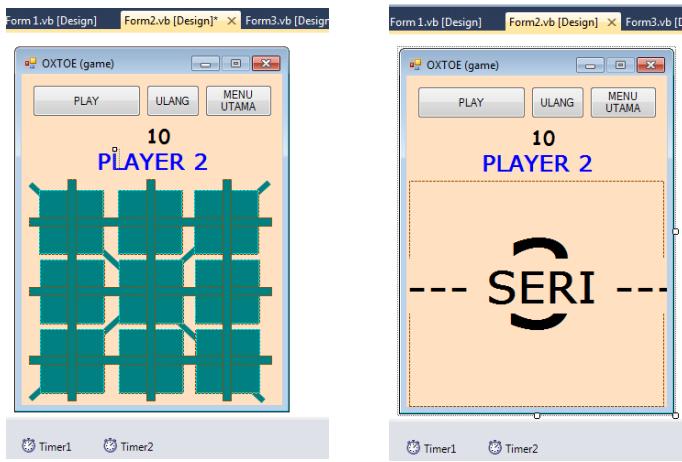
a. FORM 1 [OXTOE (Home)]



Merupakan halaman utama dari OXTOE. Halaman utama ini berisi :

- Satu buah picturebox untuk menampilkan logo OXTOE.
- Label untuk menampilkan versi software OXTOE yang sedang digunakan.
- 4 buah button yang terdiri dari :
 - button “Mulai Permainan” untuk menampilkan form 2.
 - button “Cara Bermain” untuk menampilkan form 5.
 - button “Tentang Developer” untuk menampilkan form 3.
 - button “Keluar” untuk keluar dari aplikasi.

b. FORM 2 [OXTOE (Game)]



Berisi inti dari permainan OXTOE. Pada Form ini terdapat :

- 4 buah button, yaitu :
 - Button “Play”
berfungsi untuk memulai kembali permainan yang dihentikan sementara waktu oleh user. Tombol ini akan muncul saat permainan diberhentikan sementara, dan akan menghilang apabila permainan sedang berlangsung.
 - Button “Pause”
berfungsi untuk menghentikan permainan sementara waktu. Tombol ini akan muncul apabila permainan sedang berlangsung, dan akan menghilang saat permainan sedang berhenti sementara waktu.
 - Button “Ulang”
berfungsi untuk mengulang permainan dari awal.
 - Button “Menu Utama”
berfungsi untuk menghentikan permainan sementara waktu dan memunculkan Form 4.
- 6 buah label, yaitu :
 - Label Timer 1
Berfungsi sebagai batasan waktu untuk pemain berfikir dan memilih kotak mana yang akan dipilih. Berupa hitungan mundur dari 10 hingga 1, kemudian akan berulang dari 10 lagi.
 - Label Timer 2
Berfungsi sebagai penghitung mundur di awal permainan agar para pemain dapat bersiap-siap untuk bermain. Berupa hitungan mundur dari 3 sampai 1, kemudian label akan menghilang.

- Label Player 1
Berfungsi sebagai penanda bahwa saat ini adalah giliran player 1 yang bermain. Label ini akan menghilang apabila giliran player 2 datang.
 - Label Player 2
Berfungsi sebagai penanda bahwa saat ini adalah giliran player 2 yang bermain. Label ini akan menghilang apabila giliran player 1 datang.
 - Label "Menang"
Berfungsi sebagai penanda bahwa ada salah satu pemain yang menang. Label ini hanya akan muncul apabila ada salah satu player yang dinyatakan menang. Jika player 1 yang menang, tulisan label akan berwarna merah. Jika player 2 yang menang, tulisan label akan berwarna biru.
 - Label "--- Seri ---"
Berfungsi sebagai penanda bahwa permainan telah berakhir dengan status tidak ada yang menang dan tidak ada yang kalah. Label ini hanya akan muncul apabila seluruh picturebox telah menampilkan lambang (X atau O) namun tidak ada yang berhasil menangkan permainan.
- 2 buah timer, yaitu :
 - Timer 1
Berfungsi sebagai penghitung mundur untuk label timer 1.
 - Timer 2
Berfungsi sebagai penghitung mundur untuk label timer 2.
 - 34 buah picturebox, yang terdiri dari :
 - 9 buah picturebox berwarna LightSeaGreen
Berfungsi sebagai penanda bahwa kotak-kotak tersebut belum dipilih oleh player. Jika salah satu kotak diklik, picturebox ini akan menghilang, digantikan oleh lambang milik masing-masing player. Lambang lingkaran (O) milik player 1, lambang silang (X) milik player 2.
 - 9 buah picturebox bergambar lingkaran (O)
Berfungsi sebagai lambang milik player 1. Pada awal program ini dijalankan, seluruh picturebox bergambar lingkaran (O) tidak terlihat. Namun jika player 1 mengklik picturebox kosong (picturebox berwarna SeaLightGreen), maka picturebox kosong akan menghilang, digantikan oleh picturebox bergambar lingkaran.

- 9 buah picturebox bergambar silang (X)
Berfungsi sebagai lambang milik player 1. Pada awal program ini dijalankan, seluruh picturebox bergambar lingkaran (O) tidak terlihat. Namun jika player 1 mengklik picturebox kosong (picturebox berwarna SeaLightGreen), maka picturebox kosong akan menghilang, digantikan oleh picturebox bergambar lingkaran.
- 6 buah picturebox bergambar garis berwarna LightSeaGreen
Berfungsi sebagai penanda apabila terdapat 3 buah gambar yang sama secara vertikal atau horizontal.
- 1 buah picturebox berwarna PeachPuff
- 2 buah line horizontal yang berfungsi untuk menandakan apabila terdapat 3 buah gambar yang sama secara diagonal.

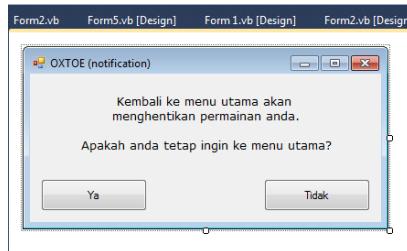
c. FORM 3 [OXTOE (About)]

Berisi tentang penjelasan apa itu OXTOE dan developer OXTOE. Pada Form ini terdapat :



- Picturebox yang berisi logo OXTOE
- Label untuk menuliskan nama aplikasi (OXTOE) dan penjelasan singkat mengenai apa itu OXTOE
- Button dengan gambar logo TORANGESCA, developer OXTOE. Apabila button diklik, browser akan secara otomatis terbuka dan menampilkan webpage torangesca.blogspot.com
- Button “<< Menu Utama” berfungsi untuk menampilkan Form 1.

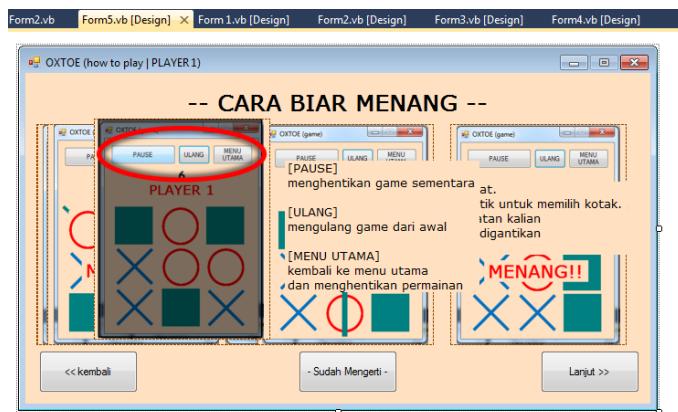
d. FORM 4 [OXTOE (Notification)]



Berfungsi untuk memastikan apakah pemain benar-benar akan meninggalkan permainan yang sedang berlangsung atau tidak. Pada form ini terdapat :

- Label yang berisi pertanyaan.
- Button “Ya”, jika pemain mengklik tombol ini, maka permainan pada form 2 akan dihentikan, kemudian pemain akan kembali ke form 1. Permainan yang telah dihentikan tidak dapat dimainkan kembali.
- Button “Tidak”, jika pemain mengklik tombol ini, maka permainan pada form 2 akan dilanjutkan kembali. Timer 2 akan melakukan hitung mundur dari 3 sampai 1, kemudian diikuti dengan Timer1 yang lanjut menghitung mundur kembali sampai 1.

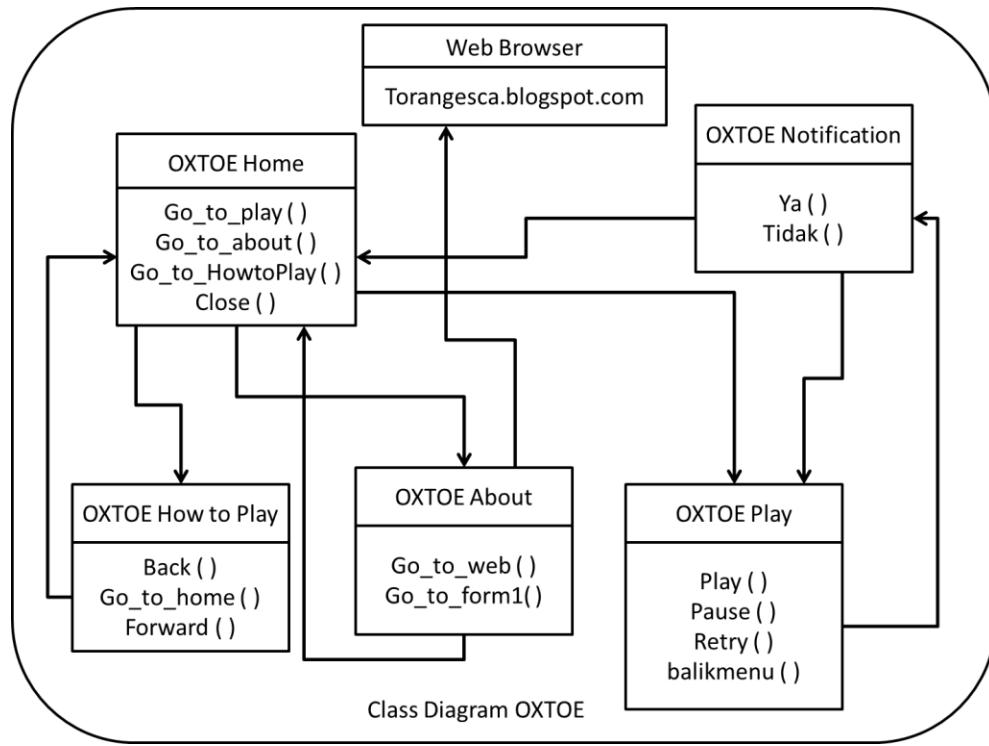
e. FORM 5 [OXTOE (How To Play)]



Berfungsi sebagai petunjuk bagi pemain untuk memainkan permainan. Pada form ini, terdapat :

- Banyak picturebox yang berisi petunjuk permainan.
- Banyak label yang berisi tentang penjelasan petunjuk permainan
- Button “<< Kembali” berfungsi untuk kembali ke petunjuk sebelumnya.
- Button “Lanjut >” berfungsi untuk melanjutkan ke petunjuk berikutnya.
- Button “-Sudah Mengerti-” berfungsi untuk kembali ke form 1.

D. Rancangan Class



E. Rancangan Algoritma tiap Button

- Button pada Form 1
 - MULAI_PERMAINAN ()
 1. Form2.show()
 2. Form1.hide()
 - CARA_BERMAIN ()
 1. Form5.show()
 2. Form1.hide()
 - TENTANG_DEVELOPER ()
 1. Form3.show()
 2. Form1.hide()
 - KELUAR ()
 1. Form1.close()

- Button pada Form 2
 - PAUSE()
 1. Button_Play.visible = true
 2. Picturebox_cover.visible = true
 3. Timer1.enabled = false
 4. Button_Pause.visible = false
 - PLAY()
 1. Button_pause.visible = true
 2. Timer2.enabled = true
 3. **If** label_timer2.text = '1' **then**
 4. Timer1.enabled = true
 5. Timer2.enabled = false
 6. Picturebox_cover.visible = false
 7. Button_play.visible = false
 - RETRY()
 1. Picturebox_cover.visible = true
 2. Label_Timer2.text = '3'
 3. Timer2.enabled = true
 4. **IF** label_timer2.text = '1' **then**
 5. Label_timer1.text = '10'
 6. Timer1.enabled = true
 7. Timer2.enabled = false
 8. Picturebox_cover.visible = false
 9. Button_pause.visible = true
 10. Button_play.visible = false
 - BALIKMENU()
 1. Form4.show()
 2. Picturebox_cover.visible = true
 3. Timer1.enabled = false
 - KOSONG1()
 1. **IF** label_menang.visible = false **then**
 2. **IF** label_player_1.visible = true **then**
 3. Kosong1.visible = false
 4. Bulet1.visible = true
 5. **Else** Kosong1.visible = false
 6. Silang1.visible = true
 - KOSONG2()
 1. **IF** label_menang.visible = false **then**

- 2. **IF** label_player_1.visible = true **then**
 3. Kosong2.visible = false
 4. Bulet2.visible = true
 5. **Else** Kosong2.visible = false
 6. Silang2.visible = true
- KOSONG3()
- 1. **IF** label_menang.visible = false **then**
 2. **IF** label_player_1.visible = true **then**
 3. Kosong3.visible = false
 4. Bulet3.visible = true
 5. **Else** Kosong3.visible = false
 6. Silang3.visible = true
- KOSONG4()
- 1. **IF** label_menang.visible = false **then**
 2. **IF** label_player_1.visible = true **then**
 3. Kosong4.visible = false
 4. Bulet4.visible = true
 5. **Else** Kosong4.visible = false
 6. Silang4.visible = true
- KOSONG5()
- 1. **IF** label_menang.visible = false **then**
 2. **IF** label_player_1.visible = true **then**
 3. Kosong5.visible = false
 4. Bulet5.visible = true
 5. **Else** Kosong5.visible = false
 6. Silang5.visible = true
- KOSONG6()
- 1. **IF** label_menang.visible = false **then**
 2. **IF** label_player_1.visible = true **then**
 3. Kosong6.visible = false
 4. Bulet6.visible = true
 5. **Else** Kosong6.visible = false
 6. Silang6.visible = true
- KOSONG7()
- 1. **IF** label_menang.visible = false **then**
 2. **IF** label_player_1.visible = true **then**
 3. Kosong7.visible = false
 4. Bulet7.visible = true

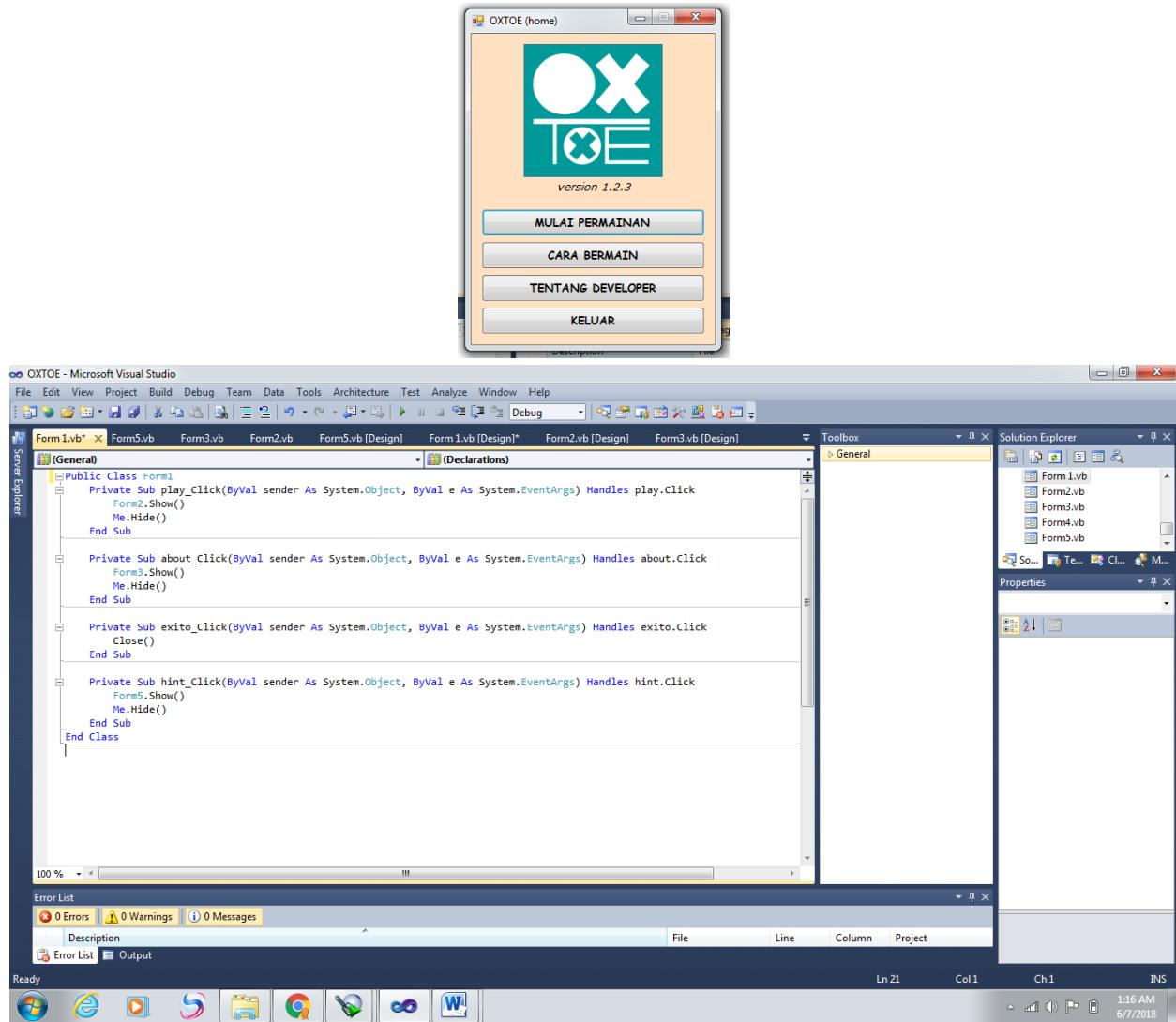
- 5. **Else** Kosong7.visible = false
- 6. Silang7.visible = true
- KOSONG8()
- 1. **IF** label_menang.visible = false **then**
- 2. **IF** label_player_1.visible = true **then**
- 3. Kosong8.visible = false
- 4. Bulet8.visible = true
- 5. **Else** Kosong8.visible = false
- 6. Silang8.visible = true
- KOSONG9()
- 1. **IF** label_menang.visible = false **then**
- 2. **IF** label_player_1.visible = true **then**
- 3. Kosong9.visible = false
- 4. Bulet9.visible = true
- 5. **Else** Kosong9.visible = false
- 6. Silang9.visible = true

- Button pada Form 3
 - BACK_TO_MENU()
 - 1. Form1.show()
 - 2. Form3.hide()
 - Go_to_Web()
 - 1. Open_web('torangesca.blogspot.com')
- Button pada Form 4
 - Ya()
 - 1. Form2.close()
 - 2. Form4.hide()
 - 3. Form1.show()
 - Tidak()
 - 1. Form4.hide()
 - 2. Form2.Timer2.text = '3'
 - 3. Form2.Timer2.enabled = true
 - 4. **IF** Form2.timer2.text = '0' **Then**
 - 5. Form2.timer1.enabled = true
 - 6. Picturebox_cover.visible = false
- Button pada Form 5
 - Kembali()
 - 1. Label1.visible = true

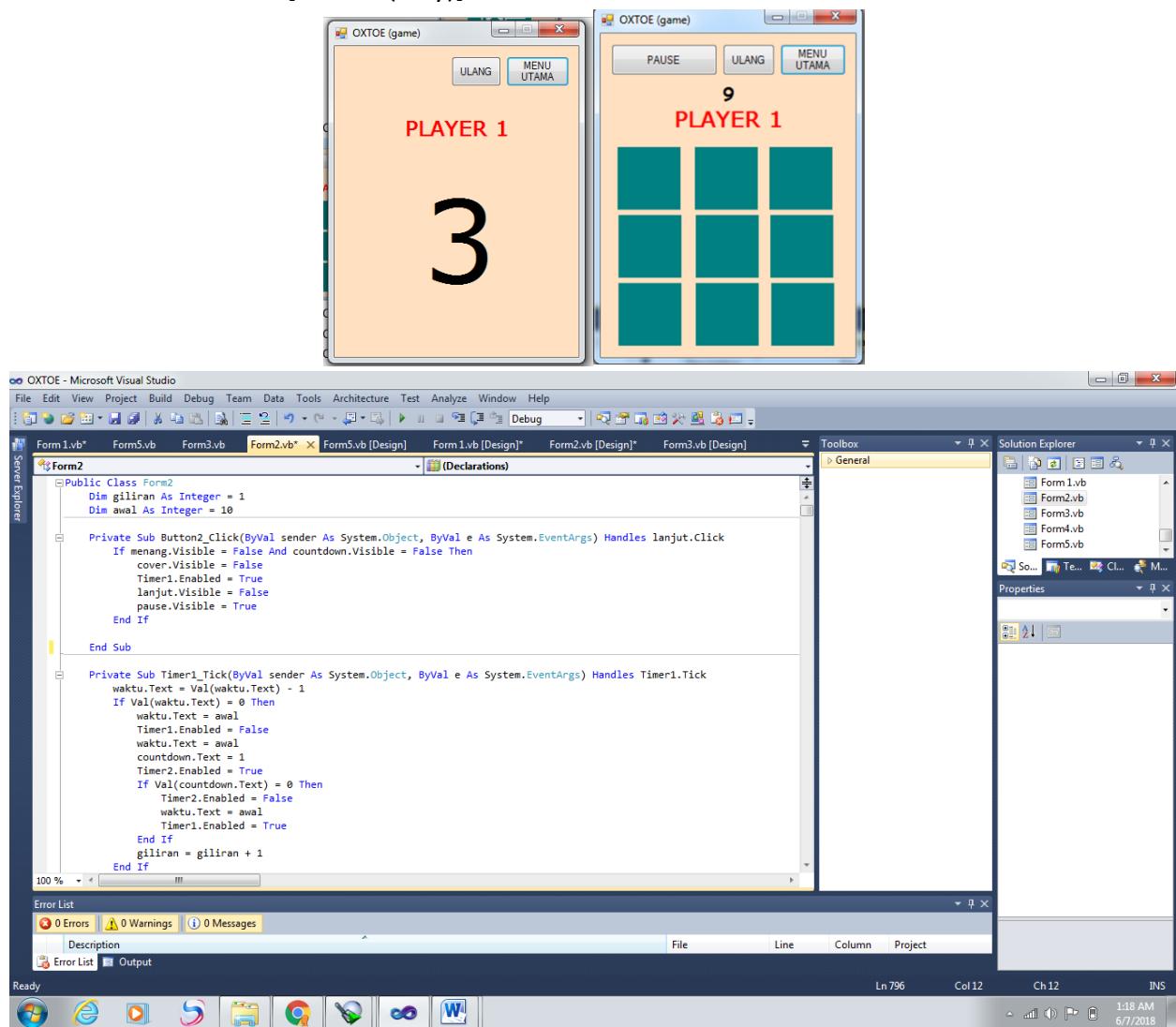
- 2. Label2.visible = false
 - o Back_to_Menu()
 - 1. Form1.show()
 - 2. Form5.hide()
 - o Lanjut()
 - 1. Label1.visible = false
 - 2. Label2.visible = true

F. Implementasi rancangan dalam VB.NET

- FORM1 [OXTOE (Home)]



- FORM2 [OXTOE (Play)]



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Form1.vb Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

```

If (giliran Mod 2 = 0) Then
    player2.Visible = True
    player1.Visible = False
Else
    player1.Visible = True
    player2.Visible = False
End If

End Sub

Private Sub kosong1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles kosong1.Click
    If menang.Visible = False Then
        If giliran Mod 2 = 0 Then
            kosong1.Visible = False
            silang1.Visible = True
            waktu.Text = awal
            giliran = giliran + 1
        Else
            kosong1.Visible = False
            bulet1.Visible = True
            waktu.Text = awal
            giliran = giliran + 1
        End If

        'Menang horizontal
        If silang1.Visible = True And silang2.Visible = True And silang3.Visible = True Then
            horizonti.Visible = True
            Timer1.Enabled = False
            player1.Visible = False
        End If

        'Menang vertical
        If silang1.Visible = True And silang4.Visible = True And silang7.Visible = True Then
            vertil.Visible = True
            Timer1.Enabled = False
            player1.Visible = False
            player2.Visible = True
            waktu.Visible = False
            menang.ForeColor = Color.Blue
            menang.Visible = True
        Elseif bulet1.Visible = True And bulet2.Visible = True And bulet3.Visible = True Then
            horizonti.Visible = True
            Timer1.Enabled = False
            player1.Visible = True
            player2.Visible = False
            waktu.Visible = False
            menang.ForeColor = Color.Red
            menang.Visible = True
        End If

        'Menang diagonal
        If silang1.Visible = True And silang2.Visible = True And silang3.Visible = True Then
            silang.Visible = True
            Timer1.Enabled = False
            player1.Visible = False
            player2.Visible = True
            waktu.Visible = False
            menang.ForeColor = Color.Blue
            menang.Visible = True
        Elseif bulet1.Visible = True And bulet4.Visible = True And bulet7.Visible = True Then
            silang.Visible = True
            Timer1.Enabled = False
            player1.Visible = True
            player2.Visible = False
            waktu.Visible = False
            menang.Visible = True
        End If
    End If
End Sub

```

0 Errors 0 Warnings 0 Messages

Description Error List Output

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Form1.vb Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

```

player2.Visible = True
waktu.Visible = False
menang.ForeColor = Color.Blue
menang.Visible = True
Elseif bulet1.Visible = True And bulet2.Visible = True And bulet3.Visible = True Then
    horizonti.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
End If

'Menang vertical
If silang1.Visible = True And silang4.Visible = True And silang7.Visible = True Then
    vertil.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
Elseif bulet1.Visible = True And bulet4.Visible = True And bulet7.Visible = True Then
    silang.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.Visible = True
End If

```

0 Errors 0 Warnings 0 Messages

Description Error List Output

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File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb [X] Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

Form2 (Declarations)

```

        menang.ForeColor = Color.Red
        menang.Visible = True
    End If

    'Menang diagonal
    If silang1.Visible = True And silang5.Visible = True And silang9.Visible = True Then
        diagonki.Visible = True
        Timer1.Enabled = False
        player1.Visible = False
        player2.Visible = True
        waktu.Visible = False
        menang.ForeColor = Color.Blue
        menang.Visible = True
    ElseIf bulet1.Visible = True And bulet5.Visible = True And bulet9.Visible = True Then
        diagonki.Visible = True
        Timer1.Enabled = False
        player1.Visible = True
        player2.Visible = False
        waktu.Visible = False
        menang.ForeColor = Color.Red
        menang.Visible = True
    End If
    If kosong1.Visible = False And kosong2.Visible = False And kosong3.Visible = False And kosong4.Visible = False And
        draw.Visible = True
        Timer1.Enabled = False
        waktu.Visible = False
        menang.Visible = True
    End If

```

100 % !!!

Error List 0 Errors 0 Warnings 0 Messages Description Error List Output

Ln 796 Col 12 Ch 12 INS

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OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb [X] Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

Form2 (Declarations)

```

End Sub

Private Sub kosong2_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles kosong2.Click
    If menang.Visible = False Then
        If giliran Mod 2 = 0 Then
            kosong2.Visible = False
            silang2.Visible = True
            waktu.Text = awal
            giliran = giliran + 1
        Else
            kosong2.Visible = False
            bulet2.Visible = True
            waktu.Text = awal
            giliran = giliran + 1
        End If

        'menang horizontal
        If silang1.Visible = True And silang2.Visible = True And silang3.Visible = True Then
            horizon1.Visible = True
            Timer1.Enabled = False
            player1.Visible = False
            player2.Visible = True
            waktu.Visible = False
            menang.ForeColor = Color.Blue
            menang.Visible = True
        ElseIf bulet1.Visible = True And bulet2.Visible = True And bulet3.Visible = True Then
            horizon1.Visible = True
            Timer1.Enabled = False
            player1.Visible = True
        End If
    
```

100 % !!!

Error List 0 Errors 0 Warnings 0 Messages Description Error List Output

Ln 796 Col 12 Ch 12 INS

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OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb [X] Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

```

Form2
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If

'menang vertikal
If silang2.Visible = True And silang5.Visible = True And silang8.Visible = True Then
    verti2.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
ElseIf bulet2.Visible = True And bulet5.Visible = True And bulet8.Visible = True Then
    verti2.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If
End If

If kosong1.Visible = False And kosong2.Visible = False And kosong3.Visible = False And kosong4.Visible = False And draw.Visible = True Then
    draw.Visible = False
    Timer1.Enabled = False
    waktu.Visible = False
    !!!
End If

```

Error List: 0 Errors, 0 Warnings, 0 Messages

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OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb [X] Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

```

Form2
    End If

End Sub

Private Sub kosong3_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles kosong3.Click
    If menang.Visible = False Then
        If giliran Mod 2 = 0 Then
            kosong3.Visible = False
            silang3.Visible = True
            waktu.Text = awal
            giliran = giliran + 1
        Else
            kosong3.Visible = False
            bulet3.Visible = True
            waktu.Text = awal
            giliran = giliran + 1
        End If

        'menang horizontal
        If silang1.Visible = True And silang2.Visible = True And silang3.Visible = True Then
            horizi1.Visible = True
            Timer1.Enabled = False
            player1.Visible = False
            player2.Visible = True
            waktu.Visible = False
            menang.ForeColor = Color.Blue
            menang.Visible = True
        ElseIf bulet1.Visible = True And bulet2.Visible = True And bulet3.Visible = True Then
            horizi1.Visible = True
            !!!
        End If
    End If

```

Error List: 0 Errors, 0 Warnings, 0 Messages

Ready 1:21 AM 6/7/2018

OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb* Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

Form2 (Declarations)

```

    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If

'menang vertikal
If silang3.Visible = True And silang6.Visible = True And silang9.Visible = True Then
    vertis.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
ElseIf bulet3.Visible = True And bulet6.Visible = True And bulet9.Visible = True Then
    vertis.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If

'Menang diagonal
If silang3.Visible = True And silang5.Visible = True And silang7.Visible = True Then
    diagonka.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
ElseIf bulet3.Visible = True And bulet5.Visible = True And bulet7.Visible = True Then
    diagonka.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If

End Sub

```

100 % Error List Description File Line Column Project Error List Output Ln 796 Col 12 Ch 12 INS 1:21 AM 6/7/2018

Ready

OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb* Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

Form2 (Declarations)

```

    End If

'Menang diagonal
If silang3.Visible = True And silang5.Visible = True And silang7.Visible = True Then
    diagonka.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
ElseIf bulet3.Visible = True And bulet5.Visible = True And bulet7.Visible = True Then
    diagonka.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If

End If

If kosong1.Visible = False And kosong2.Visible = False And kosong3.Visible = False And kosong4.Visible = False And draw.Visible = True
    Timer1.Enabled = False
    waktu.Visible = False
End If

End Sub

```

100 % Error List Description File Line Column Project Error List Output Ln 796 Col 12 Ch 12 INS 1:22 AM 6/7/2018

Ready

OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

```

Private Sub kosong4_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles kosong4.Click
    If menang.Visible = False Then
        If giliran Mod 2 = 0 Then
            kosong4.Visible = False
            silang4.Visible = True
            waktu.Text = awal
            giliran = giliran + 1
        Else
            kosong4.Visible = False
            bulet4.Visible = True
            waktu.Text = awal
            giliran = giliran + 1
        End If

        'Menang horizontal
        If silang4.Visible = True And silang5.Visible = True And silang6.Visible = True Then
            Timer1.Enabled = False
            player1.Visible = False
            player2.Visible = True
            waktu.Visible = False
            menang.ForeColor = Color.Blue
            menang.Visible = True
        ElseIf bulet4.Visible = True And bulet5.Visible = True And bulet6.Visible = True Then
            horisontal2.Visible = True
            Timer1.Enabled = False
            player1.Visible = True
            player2.Visible = False
            waktu.Visible = False
        End If
    End If
End Sub

```

0 Errors 0 Warnings 0 Messages

Description Error List Output

Ln 796 Col 12 Ch 12 INS

Ready 1:22 AM 6/7/2018

OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

```

menang.ForeColor = Color.Red
menang.Visible = True
End If

'Menang vertikal
If silang1.Visible = True And silang4.Visible = True And silang7.Visible = True Then
    vertikal.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
ElseIf bulet1.Visible = True And bulet4.Visible = True And bulet7.Visible = True Then
    vertikal.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If
End If
If kosong1.Visible = False And kosong2.Visible = False And kosong3.Visible = False And kosong4.Visible = False And draw.Visible = True Then
    Timer1.Enabled = False
    waktu.Visible = False
End If

```

0 Errors 0 Warnings 0 Messages

Description Error List Output

Ln 796 Col 12 Ch 12 INS

Ready 1:22 AM 6/7/2018

OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb [X] Form2.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

```

Form2
End Sub
Private Sub kosong5_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles kosong5.Click
    If menang.Visible = False Then
        If giliran Mod 2 = 0 Then
            kosong5.Visible = False
            silang5.Visible = True
            waktu.Text = awal
            giliran = giliran + 1
        Else
            kosong5.Visible = False
            bulat5.Visible = True
            waktu.Text = awal
            giliran = giliran + 1
        End If

        'menang horizontal
        If silang4.Visible = True And silang5.Visible = True And silang6.Visible = True Then
            horizone2.Visible = True
            Timer1.Enabled = False
            player1.Visible = False
            player2.Visible = True
            waktu.Visible = False
            menang.ForeColor = Color.Blue
            menang.Visible = True
        ElseIf bulat4.Visible = True And bulat5.Visible = True And bulat6.Visible = True Then
            horizone2.Visible = True
            Timer1.Enabled = False
            player1.Visible = True
            !!!
        End If

        'menang vertical
        If silang2.Visible = True And silang5.Visible = True And silang8.Visible = True Then
            vertiz2.Visible = True
            Timer1.Enabled = False
            player1.Visible = False
            player2.Visible = True
            waktu.Visible = False
            menang.ForeColor = Color.Blue
            menang.Visible = True
        ElseIf bulat2.Visible = True And bulat5.Visible = True And bulat8.Visible = True Then
            vertiz2.Visible = True
            Timer1.Enabled = False
            player1.Visible = True
            player2.Visible = False
            waktu.Visible = False
            menang.ForeColor = Color.Red
            menang.Visible = True
        End If

        'Menang diagonal kiri
        If silang1.Visible = True And silang5.Visible = True And silang9.Visible = True Then
            diagonki.Visible = True
            Timer1.Enabled = False
            !!!
        End If
    End If

```

100 % Error List Description File Line Column Project

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OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb [X] Form2.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

```

Form2
End Sub
player2.Visible = False
waktu.Visible = False
menang.ForeColor = Color.Red
menang.Visible = True
End If

'menang vertical
If silang2.Visible = True And silang5.Visible = True And silang8.Visible = True Then
    vertiz2.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
ElseIf bulat2.Visible = True And bulat5.Visible = True And bulat8.Visible = True Then
    vertiz2.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If

'Menang diagonal kiri
If silang1.Visible = True And silang5.Visible = True And silang9.Visible = True Then
    diagonki.Visible = True
    Timer1.Enabled = False
    !!!
End If

```

100 % Error List Description File Line Column Project

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OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Solution Explorer Properties

```

Form2
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
ElseIf bulet1.Visible = True And bulet5.Visible = True And bulet9.Visible = True Then
    diagonki.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If

'Menang diagonal kanan
If silang3.Visible = True And silang5.Visible = True And silang7.Visible = True Then
    diagonka.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
ElseIf bulet3.Visible = True And bulet5.Visible = True And bulet7.Visible = True Then
    diagonka.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.Visible = True
End If

```

100 % Error List Description Error List Output

Ln 796 Col 12 Ch 12 INS

Ready 1:23 AM 6/7/2018

OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Solution Explorer Properties

```

Form2
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If
End If
If kosong1.Visible = False And kosong2.Visible = False And kosong3.Visible = False And kosong4.Visible = False And
draw.Visible = True
    Timer1.Enabled = False
    waktu.Visible = False
End If

End Sub

Private Sub kosong6_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles kosong6.Click
    If menang.Visible = False Then
        If giliran Mod 2 = 0 Then
            kosong6.Visible = False
            silang6.Visible = True
            waktu.Text = awal
            giliran = giliran + 1
        Else
            kosong6.Visible = False
            bulet6.Visible = True
            waktu.Text = awal
            giliran = giliran + 1
        End If
        'menang_horizontal
        !!!
    End If

```

100 % Error List Description Error List Output

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OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb* Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

Form2 (Declarations)

```

'menang horizontal
If silang4.Visible = True And silang5.Visible = True And silang6.Visible = True Then
    horizon2.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
ElseIf bulet4.Visible = True And bulet5.Visible = True And bulet6.Visible = True Then
    horizon2.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If

'menang vertikal
If silang3.Visible = True And silang6.Visible = True And silang9.Visible = True Then
    verti3.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
ElseIf bulet3.Visible = True And bulet6.Visible = True And bulet9.Visible = True Then
    verti3.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If

```

100 % Error List Description File Line Column Project Error List Output Ln 796 Col 12 Ch 12 INS Ready 1:23 AM 6/7/2018

OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb* Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

Form2 (Declarations)

```

ElseIf bulet3.Visible = True And bulet6.Visible = True And bulet9.Visible = True Then
    verti3.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If
End If
If kosong1.Visible = False And kosong2.Visible = False And kosong3.Visible = False And kosong4.Visible = False And draw.Visible = True Then
    Timer1.Enabled = False
    waktu.Visible = False
End If

End Sub

Private Sub kosong7_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles kosong7.Click
    If menang.Visible = False Then
        If giliran Mod 2 = 0 Then
            kosong7.Visible = False
            silang7.Visible = True
            waktu.Text = awal
            giliran = giliran + 1
        Else
            kosong7.Visible = False
            bulet7.Visible = True
            waktu.Text = awal
        End If
    End If

```

100 % Error List Description File Line Column Project Error List Output Ln 796 Col 12 Ch 12 INS Ready 1:24 AM 6/7/2018

OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

Form2 (Declarations)

```

gilaran = gilaran + 1
End If

'Menang Horizontal
If silang7.Visible = True And silang8.Visible = True And silang9.Visible = True Then
    horizon3.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
ElseIf bulet7.Visible = True And bulet8.Visible = True And bulet9.Visible = True Then
    horizon3.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If

'Menang vertikal
If silang1.Visible = True And silang4.Visible = True And silang7.Visible = True Then
    verti1.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
ElseIf bulet1.Visible = True And bulet4.Visible = True And bulet7.Visible = True Then
    verti1.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If

'Menang diagonal
If silang3.Visible = True And silang5.Visible = True And silang7.Visible = True Then
    diagonka.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
ElseIf bulet3.Visible = True And bulet5.Visible = True And bulet7.Visible = True Then
    diagonka.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If
End If

```

100 % Error List Description File Line Column Project Error List Output Ln 796 Col 12 Ch 12 INS

Ready 1:24 AM 6/7/2018

OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

Form2 (Declarations)

```

ElseIf bulet1.Visible = True And bulet4.Visible = True And bulet7.Visible = True Then
    verti1.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If

'Menang diagonal
If silang3.Visible = True And silang5.Visible = True And silang7.Visible = True Then
    diagonka.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
ElseIf bulet3.Visible = True And bulet5.Visible = True And bulet7.Visible = True Then
    diagonka.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If
End If

```

100 % Error List Description File Line Column Project Error List Output Ln 796 Col 12 Ch 12 INS

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OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

Form2 (Declarations)

```

If kosong1.Visible = False And kosong2.Visible = False And kosong3.Visible = False And kosong4.Visible = False And
draw.Visible = True
Timer1.Enabled = False
waktu.Visible = False
End If

End Sub

Private Sub kosong8_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles kosong8.Click
If menang.Visible = False Then
    If giliran Mod 2 = 0 Then
        kosong8.Visible = False
        silang8.Visible = True
        waktu.Text = awal
        giliran = giliran + 1
    Else
        kosong8.Visible = False
        bullet8.Visible = True
        waktu.Text = awal
        giliran = giliran + 1
    End If

    'menang horizontal
    If silang7.Visible = True And silang8.Visible = True And silang9.Visible = True Then
        horizon3.Visible = True
        Timer1.Enabled = False
        player1.Visible = False
        player2.Visible = True
        waktu.Visible = False
    End If

```

100 % Error List Description Error List Output Ln 796 Col 12 Ch 12 INS

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OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

Form2 (Declarations)

```

Elseif bullet7.Visible = True And bullet8.Visible = True And bullet9.Visible = True Then
    horizon3.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If

'Menang vertikal
If silang2.Visible = True And silang5.Visible = True And silang8.Visible = True Then
    verti2.Visible = True
    Timer1.Enabled = False
    player1.Visible = False
    player2.Visible = True
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
Elseif bullet2.Visible = True And bullet5.Visible = True And bullet8.Visible = True Then
    verti2.Visible = True
    Timer1.Enabled = False
    player1.Visible = True
    player2.Visible = False
    waktu.Visible = False
    menang.ForeColor = Color.Red
    menang.Visible = True
End If
End If

```

100 % Error List Description Error List Output Ln 796 Col 12 Ch 12 INS

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OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

```

Module Form2
    If kosong1.Visible = False And kosong2.Visible = False And kosong3.Visible = False And kosong4.Visible = False And draw.Visible = True Then
        Timer1.Enabled = False
        waktu.Visible = False
    End If

    End Sub

    Private Sub kosong9_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles kosong9.Click
        If menang.Visible = False Then
            If giliran Mod 2 = 0 Then
                kosong9.Visible = False
                silang9.Visible = True
                waktu.Text = awal
                giliran = giliran + 1
            Else
                kosong9.Visible = False
                bulet9.Visible = True
                waktu.Text = awal
                giliran = giliran + 1
            End If

            'Menang horizontal
            If silang7.Visible = True And silang8.Visible = True And silang9.Visible = True Then
                horizon3.Visible = True
                Timer1.Enabled = False
                player1.Visible = False
                player2.Visible = True
            End If
        End If
    End Sub

```

100 % Error List Description Error List Output

Ln 796 Col 12 Ch 12 INS

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OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

```

Module Form2
    waktu.Visible = False
    menang.ForeColor = Color.Blue
    menang.Visible = True
    ElseIf bulet7.Visible = True And bulet8.Visible = True And bulet9.Visible = True Then
        horizon3.Visible = True
        Timer1.Enabled = False
        player1.Visible = True
        player2.Visible = False
        waktu.Visible = False
        menang.ForeColor = Color.Red
        menang.Visible = True
    End If

    'menang vertikal
    If silang3.Visible = True And silang6.Visible = True And silang9.Visible = True Then
        vertis.Visible = True
        Timer1.Enabled = False
        player1.Visible = False
        player2.Visible = True
        waktu.Visible = False
        menang.ForeColor = Color.Blue
        menang.Visible = True
    ElseIf bulets.Visible = True And bulet6.Visible = True And bulet9.Visible = True Then
        vertis.Visible = True
        Timer1.Enabled = False
        player1.Visible = True
        player2.Visible = False
        waktu.Visible = False
        menang.ForeColor = Color.Red
    End If

```

100 % Error List Description Error List Output

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OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb* Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

```

    menang.Visible = True
    End If

    'Menang diagonal
    If silang1.Visible = True And silang5.Visible = True And silang9.Visible = True Then
        diagonki.Visible = True
        Timer1.Enabled = False
        player1.Visible = False
        player2.Visible = True
        waktu.Visible = False
        menang.ForeColor = Color.Blue
        menang.Visible = True
    ElseIf bulet1.Visible = True And bulet5.Visible = True And bulet9.Visible = True Then
        diagonki.Visible = True
        Timer1.Enabled = False
        player1.Visible = True
        player2.Visible = False
        waktu.Visible = False
        menang.ForeColor = Color.Red
        menang.Visible = True
    End If
    If kosong1.Visible = False And kosong2.Visible = False And kosong3.Visible = False And kosong4.Visible = False And draw.Visible = True Then
        Timer1.Enabled = False
        waktu.Visible = False
    End If
    End Sub

```

100% Error List Description File Line Column Project

0 Errors 0 Warnings 0 Messages

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OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb* Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

```

Private Sub balikmenu_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles balikmenu.Click
    Timer1.Enabled = False
    Timer2.Enabled = False
    cover.Visible = True
    pause.Visible = False
    lanjut.Visible = False
    Form4.Show()
End Sub

Private Sub pause_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles pause.Click
    If menang.Visible = False Then
        cover.Visible = True
        Timer1.Enabled = False
        lanjut.Visible = True
        pause.Visible = False
    End If
End Sub

Private Sub retry_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles retry.Click
    cover.Visible = True
    waktu.Text = awal
    pause.Visible = False
    lanjut.Visible = False
    draw.Visible = False
    countdown.Visible = True
    countdown.Text = 3
    giliran = 1
    Timer2.Enabled = True
    Timer1.Enabled = False

```

100% Error List Description File Line Column Project

0 Errors 0 Warnings 0 Messages

Ready 1:25 AM 6/7/2018

OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb* Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

Form2 (Declarations)

```
waktu.Visible = False
player1.Visible = True
player2.Visible = False

If countdown.Text = 0 Then
    cover.Visible = False
    waktu.Visible = True
    pause.Visible = True
    countdown.Visible = False
    Timer2.Enabled = False
    Timer1.Enabled = True
    waktu.Text = awal
    giliran = 1
End If

silang1.Visible = False
silang2.Visible = False
silang3.Visible = False
silang4.Visible = False
silang5.Visible = False
silang6.Visible = False
silang7.Visible = False
silang8.Visible = False
silang9.Visible = False

bullet1.Visible = False
bullet2.Visible = False
bullet3.Visible = False
bullet4.Visible = False
```

100 % !!!

Error List 0 Errors 0 Warnings 0 Messages Description Error List Output

Ready 1:26 AM 6/7/2018 Ln 796 Col 12 Ch 12 INS

OXTOE - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form1.vb* Form5.vb Form3.vb Form2.vb* Form5.vb [Design] Form1.vb [Design]* Form2.vb [Design]* Form3.vb [Design]

Server Explorer Toolbox Solution Explorer Properties

Form2 (Declarations)

```
bullet1.Visible = False
bullet2.Visible = False
bullet3.Visible = False
bullet4.Visible = False
bullet5.Visible = False
bullet6.Visible = False
bullet7.Visible = False
bullet8.Visible = False
bullet9.Visible = False

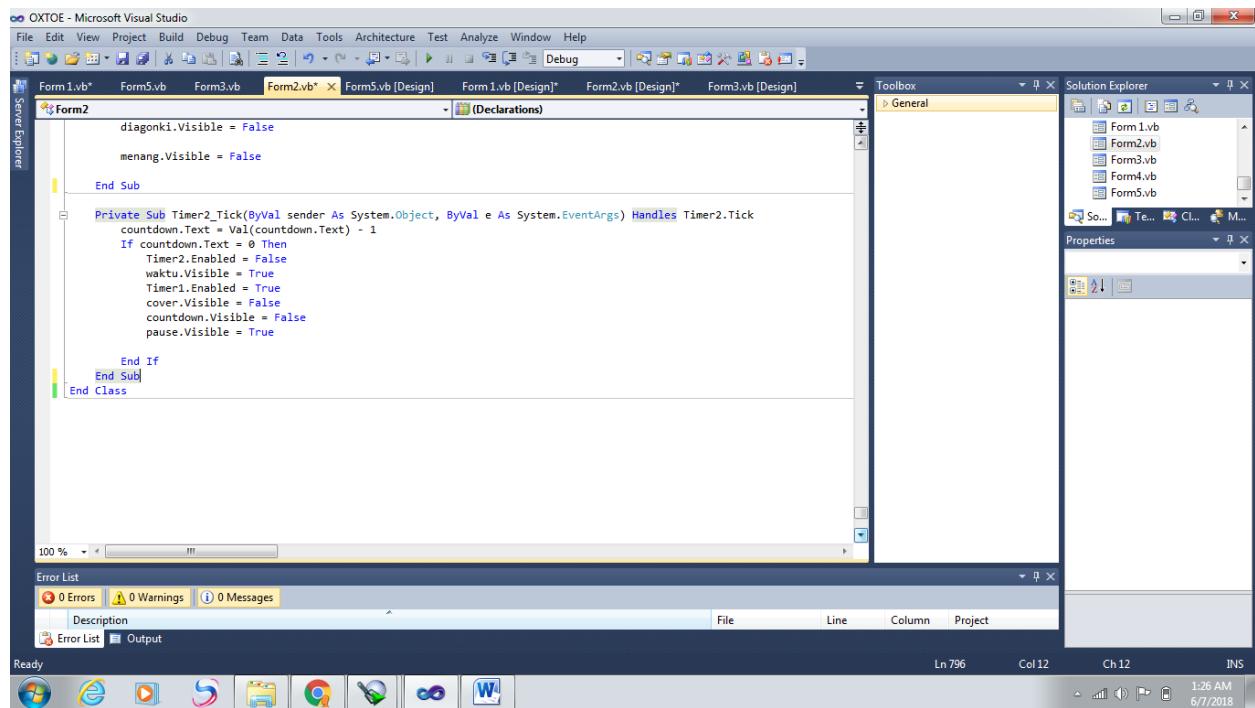
kosong1.Visible = True
kosong2.Visible = True
kosong3.Visible = True
kosong4.Visible = True
kosong5.Visible = True
kosong6.Visible = True
kosong7.Visible = True
kosong8.Visible = True
kosong9.Visible = True

horizon1.Visible = False
horizon2.Visible = False
horizon3.Visible = False
vertil1.Visible = False
vertil2.Visible = False
vertil3.Visible = False
diagonka.Visible = False
diagonki.Visible = False
```

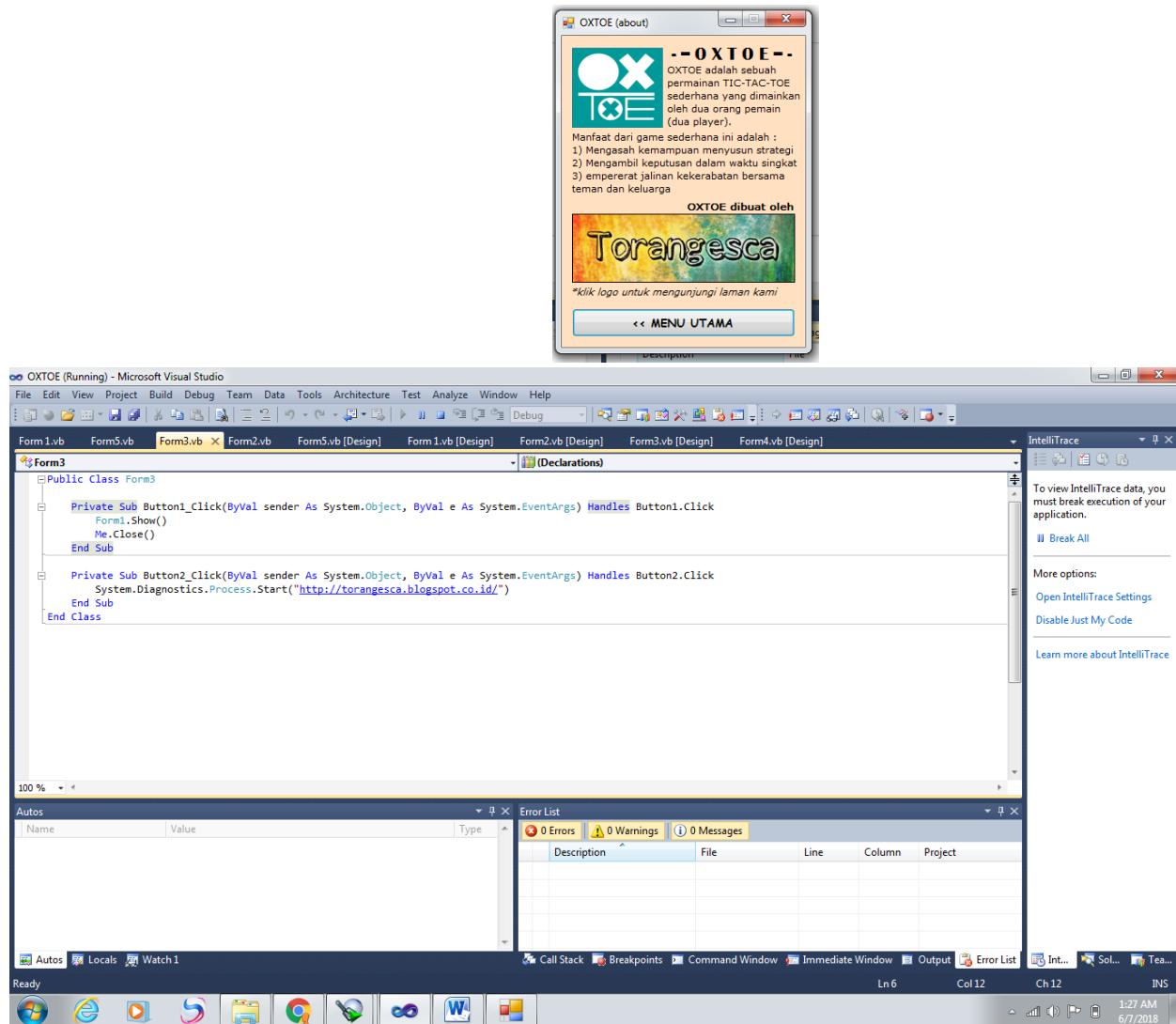
100 % !!!

Error List 0 Errors 0 Warnings 0 Messages Description Error List Output

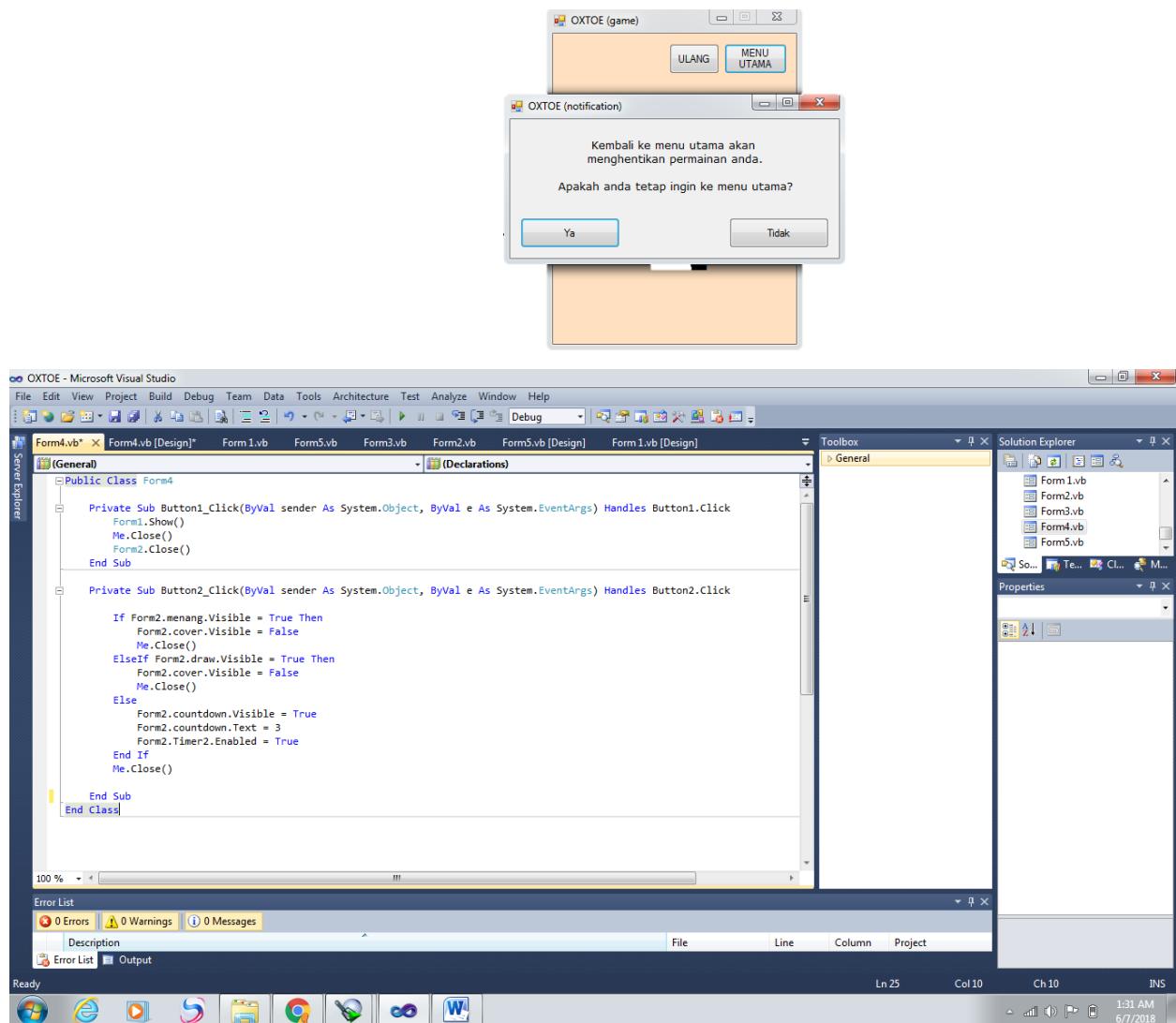
Ready 1:26 AM 6/7/2018 Ln 796 Col 12 Ch 12 INS



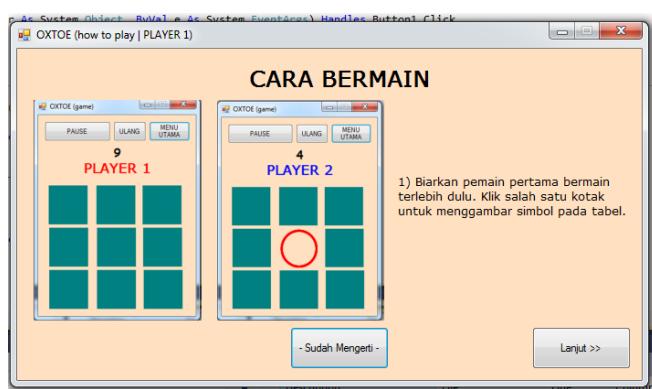
- FORM3 [OXTOE (About)]

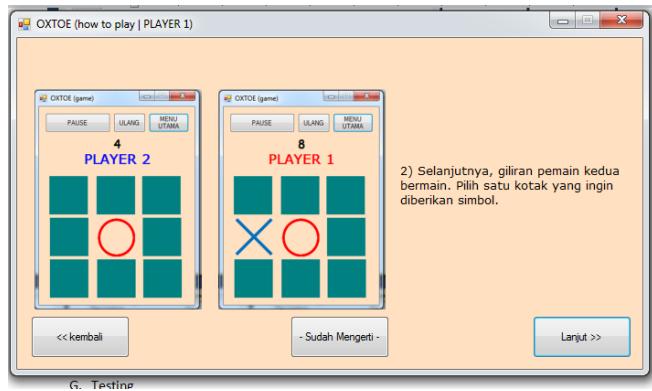


- FORM4 [OXTOE (Notification)]



- FORM5 [OXTOE (How to Play)]

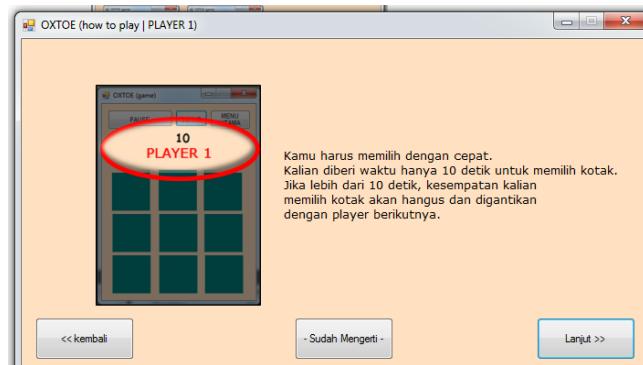




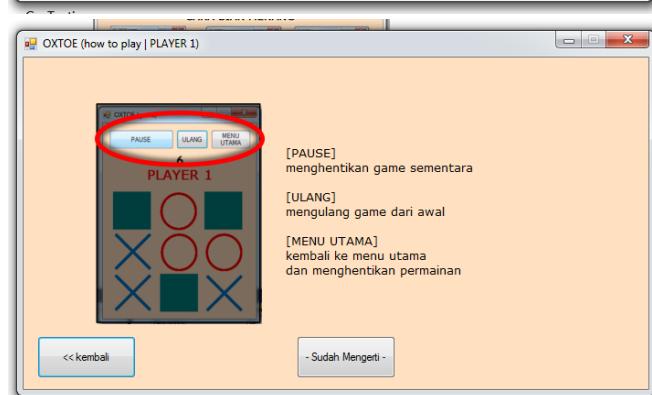
G. Testing



-- CARA BIAR MENANG --



Kamu harus memilih dengan cepat.
Jika lebih dari 10 detik, kesempatan kalian
memilih kotak akan hangus dan digantikan
dengan player berikutnya.



[PAUSE]
menghentikan game sementara

[ULANG]
mengulang game dari awal

[MENU UTAMA]
kembali ke menu utama
dan menghentikan permainan

OXTOE (Running) - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form4.vb Form4.vb [Design] Form1.vb Form5.vb Form3.vb Form2.vb Form5.vb [Design] Form1.vb [Design] Form2.vb [Design] Form3.vb [Design]

Button3 Click

```
Public Class Form5
    Dim a As Integer = 1
    Private Sub Button1_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button1.Click
        a = a + 1

        If a = 2 Then
            PictureBox11.Visible = False
            PictureBox12.Visible = False
            Label1.Visible = False
            Label0.Visible = False

            PictureBox21.Visible = True
            PictureBox22.Visible = True
            Label2.Visible = True
            Button2.Visible = True

        ElseIf a = 3 Then
            PictureBox21.Visible = False
            PictureBox22.Visible = False
            Label2.Visible = False
        End If
    End Sub
End Class
```

IntelliTrace

To view IntelliTrace data, you must break execution of your application.

Break All

More options:

- Open IntelliTrace Settings
- Disable Just My Code

Learn more about IntelliTrace

Autos

Name	Type

Error List

Description	File	Line	Column	Project

Call Stack Breakpoints Command Window Immediate Window Output Error List Int... Sol... Tea...

Ready

1:35 AM 6/7/2018

OXTOE (Running) - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form4.vb Form4.vb [Design] Form1.vb Form5.vb Form3.vb Form2.vb Form5.vb [Design] Form1.vb [Design] Form2.vb [Design] Form3.vb [Design]

Button3 Click

```
PictureBox31.Visible = True
PictureBox32.Visible = True
PictureBox33.Visible = True
Label3.Visible = True

ElseIf a = 4 Then
    PictureBox31.Visible = False
    PictureBox32.Visible = False
    PictureBox33.Visible = False
    Label3.Visible = False

    PictureBox4.Visible = True
    Label4.Visible = True
    Button2.Visible = True

ElseIf a = 5 Then
    PictureBox4.Visible = False
    Label4.Visible = False
    Button1.Visible = False
```

IntelliTrace

To view IntelliTrace data, you must break execution of your application.

Break All

More options:

- Open IntelliTrace Settings
- Disable Just My Code

Learn more about IntelliTrace

Autos

Name	Type

Error List

Description	File	Line	Column	Project

Call Stack Breakpoints Command Window Immediate Window Output Error List Int... Sol... Tea...

Ready

1:35 AM 6/7/2018

OXTOE (Running) - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form4.vb Form4.vb [Design] Form1.vb Form5.vb Form3.vb Form2.vb Form5.vb [Design] Form1.vb [Design] Form2.vb [Design] Form3.vb [Design]

Button3 Click

```

        PictureBox5.Visible = True
        Label15.Visible = True

    End If
End Sub

Private Sub Button2_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button2.Click
    a = a - 1

    If a = 4 Then

        PictureBox5.Visible = False
        Label15.Visible = False

        PictureBox4.Visible = True
        Label14.Visible = True
        Button1.Visible = True

    ElseIf a = 3 Then

        PictureBox4.Visible = False
    
```

Autos

Name	Type

Error List

Description	File	Line	Column	Project

Call Stack Breakpoints Command Window Immediate Window Output Error List Int... Sol... Tea... Ready 1:35 AM 6/7/2018 Ch 9 Ch 9 INS

To view IntelliTrace data, you must break execution of your application.

Break All

More options: Open IntelliTrace Settings Disable Just My Code Learn more about IntelliTrace

OXTOE (Running) - Microsoft Visual Studio

File Edit View Project Build Debug Team Data Tools Architecture Test Analyze Window Help

Form4.vb Form4.vb [Design] Form1.vb Form5.vb Form3.vb Form2.vb Form5.vb [Design] Form1.vb [Design] Form2.vb [Design] Form3.vb [Design]

Button3 Click

```

        Label14.Visible = False

        PictureBox31.Visible = True
        PictureBox32.Visible = True
        PictureBox33.Visible = True
        Label13.Visible = True

    ElseIf a = 2 Then

        PictureBox31.Visible = False
        PictureBox32.Visible = False
        PictureBox33.Visible = False
        Label13.Visible = False

        PictureBox21.Visible = True
        PictureBox22.Visible = True
        Label12.Visible = True
        Button1.Visible = True

    ElseIf a = 1 Then

        PictureBox21.Visible = False
    
```

Autos

Name	Type

Error List

Description	File	Line	Column	Project

Call Stack Breakpoints Command Window Immediate Window Output Error List Int... Sol... Tea... Ready 1:36 AM 6/7/2018 Ch 9 Ch 9 INS

To view IntelliTrace data, you must break execution of your application.

Break All

More options: Open IntelliTrace Settings Disable Just My Code Learn more about IntelliTrace

The screenshot shows the Microsoft Visual Studio interface for a project named 'OXTOE (Running)'. The main window displays the code for Form5.vb. The code includes logic for button click events and form visibility changes. The IntelliTrace window is open on the right, showing options to break all or disable just my code. Below the code editor, the Error List window shows 0 errors, 0 warnings, and 0 messages. The bottom status bar indicates the date and time as 6/7/2018 at 1:36 AM.

```

Module1
    Sub Main()
        Form1.Show()
        Me.Hide()
    End Sub
End Class

Private Sub Button3_Click(ByVal sender As System.Object, ByVal e As System.EventArgs) Handles Button3.Click
    Form1.Hide()
    Me.Show()
End Sub

```

G. Testing

a. FORM 1 [OXTOE (Home)]

No.	Yang diuji coba	Harapan	Berhasil?
1	Button “Memulai permainan”	Memunculkan form2 dan menyembunyikan form1	V
2	Button “Cara Bermain”	Memunculkan form5 dan menyembunyikan form 1	V
3	Button “Tentang Developer”	Memunculkan form 3 dan menyembunyikan form 1	V
4	Button “Keluar”	Aplikasi keluar/berhenti	V

b. FORM 2 [OXTOE (Game)]

No.	Yang diuji coba	Harapan	Berhasil?
1	Button “Pause”	Menghentikan permainan sementara. Memunculkan	V

		button “Play” dan menyembunyikan button “Pause”	
2	Button “Play”	Melanjutkan kembali permainan yang dihentikan sementara. Memunculkan button “pause” dan menyembunyikan button “play”	V
3	Button “Ulangi”	Mengulang permainan dari awal.	V
4	Button “Menu Utama”	Menghentikan permainan sementara dan memunculkan form 4	V
5	Kosong1	Apabila di klik oleh player 1 akan menampilkan picturebox dengan gambar bulat berwarna merah. Apabila diklik oleh player 2 akan menampilkannya picturebox dengan gambar silang berwarna biru.	V
6	Kosong 2	Apabila di klik oleh player 1 akan menampilkan picturebox dengan gambar bulat berwarna merah. Apabila diklik oleh player 2 akan menampilkannya picturebox dengan	V

		gambar silang berwarna biru.	
7	Kosong 3	Apabila di klik oleh player 1 akan menampilkan picturebox dengan gambar bulat berwarna merah. Apabila diklik oleh player 2 akan menampilkln picturebox dengan gambar silang berwarna biru.	V
8	Kosong 4	Apabila di klik oleh player 1 akan menampilkan picturebox dengan gambar bulat berwarna merah. Apabila diklik oleh player 2 akan menampilkln picturebox dengan gambar silang berwarna biru.	V
9	Kosong 5	Apabila di klik oleh player 1 akan menampilkan picturebox dengan gambar bulat berwarna merah. Apabila diklik oleh player 2 akan menampilkln picturebox dengan gambar silang berwarna biru.	V
10	Kosong 6	Apabila di klik oleh player 1 akan menampilkan picturebox dengan gambar bulat berwarna merah.	V

		Apabila diklik oleh player 2 akan menampilkan picturebox dengan gambar silang berwarna biru.	
11	Kosong 7	Apabila di klik oleh player 1 akan menampilkan picturebox dengan gambar bulat berwarna merah. Apabila diklik oleh player 2 akan menampilkan picturebox dengan gambar silang berwarna biru.	V
12	Kosong 8	Apabila di klik oleh player 1 akan menampilkan picturebox dengan gambar bulat berwarna merah. Apabila diklik oleh player 2 akan menampilkan picturebox dengan gambar silang berwarna biru.	V
13	Kosong 9	Apabila di klik oleh player 1 akan menampilkan picturebox dengan gambar bulat berwarna merah. Apabila diklik oleh player 2 akan menampilkan picturebox dengan gambar silang berwarna biru.	V
14	Label Menang	Apabila terdapat tiga gambar	V

		berurutan secara vertical atau horizontal atau diagonal, label menang akan muncul sesuai dengan warna pemenangnya (merah untuk player 1 dan biru untuk player 2)	
15	Label Seri	Apabila seluruh picturebox kosong telah diklik namun tidak ada tiga gambar berurutan secara vertical atau horizontal atau diagonal (tidak ada pemenang), label seri akan muncul	V
16	Timer 1	Menghitung mundur dari 10 sampai 1. Setiap kali label_timer1 menunjukkan angka 1, giliran player akan berganti.	V
17	Timer 2	Menghitung mundur dari 3 sampai 1. Timer 2 hanya akan muncul di awal permainan atau setelah selesai dari berhenti sementara	V

c. FORM 3 [OXTOE (About)]

No.	Yang diuji coba	Keterangan	Berhasil?
1	Button “Torangesca”	Memunculkan browser dan mengarahkan ke web page torangesca.blogspot.com	V
2	Button “Kembali ke Menu Utama”	Memunculkan form 1 dan menyembunyikan form 3	V

d. FORM 4 [OXTOE (Notification)]

No	Yang diuji coba	Keterangan	Berhasil?
1	Button “Ya”	Form 4 akan disembunyikan, form 2 akan ditutup, dan form 1 akan muncul.	V
2	Button “Tidak”	Form 4 akan disembunyikan, form 2 akan kembali melanjutkan permainan	V

e. FORM 5 [OXTOE (How to Play)]

No	Yang diuji coba	Keterangan	Berhasil?
1	Button “Kembali”	Petunjuk sebelumnya akan muncul	V
2	Button “Lanjut”	Petunjuk setelahnya akan muncul	V
3	Button “Sudah Mengerti”	Form 5 akan disembunyikan, form 1 akan muncul	V

H. Penutup

Demikianlah Laporan Program Permainan OXTOE ini. Penulis harap laporan ini dapat bermanfaat dan juga dapat dikembangkan di lain waktu sehingga menjadi program permainan yang jauh lebih baik lagi kedepannya.