**Module** TambahGame

{Menerima input game baru, validasi input, dan menambahkannya ke file csv.}

**KAMUS**

Data, FungsiBuatan : module

type newGame: <0, 1, 2, 3, 4: character>

{Prosedur}

procedure tambahGame (output : new line in csv)

{ I.S.: newGame sembarang, F.S.: newGame terdefinisi dalam csv.}

**ALGORITMA UTAMA**

import Data, FungsiBuatan

tambahGame()

**REALISASI**

**procedure** **tambahGame()**

{I.S.: newGame sembarang, F.S.: newGame terdefinisi dalam csv.}

KAMUS LOKAL

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ALGORITMA

input (newGame.0, newGame.1, newGame.2, newGame.3, newGame.4)

while (newGame.0 = "" or newGame.1 = "" or newGame.2 = "" or newGame.3 = "" or newGame.4 = "")do

output ("Mohon masukan semua informasi mengenai game agar bisa disimpan BNMO.")

input (newGame.0, newGame.1, newGame.2, newGame.3, newGame.4)

banyakGame ← FungsiBuatan.lenght(Data.games) + 1

depend on (banyakGame):

banyakGame ≤ 9:

gameIdNew ← "GAME00" + char(banyakGame)

banyakGame ≥ 10 and banyakGame ≤ 99:

gameIdNew ← "GAME0" + char(banyakGame)

banyakGame ≥ 100 and banyakGame ≤ 999:

gameIdNew ← "GAME" + char(banyakGame)

Data.games ← Data.games + [[gameIdNew, newGame[0], newGame[1], newGame[2], newGame[3], newGame[4]]]