Soal Praktikum *Practicum Case* COMP6360 Algorithm and Programming	**BINUS** **MALANG** **Institute of** **Creative Technology**
Teknik Informatika *Computer Science*	CS-COMP6360-Var02
Periode Berlaku Mulai Semester Ganjil 2018/2017 ***Valid on*** *Odd Semester Year* 2018/2019	**Revisi 00** *Revision 00*

Learning Outcomes

• Write a program in C language in problem solving

Topic

• Session 03 – Selection

Sub Topics

• Create a program using selection control

Soal
Case

"Simple Javanese Learning Program" is a simulation program that designed to learn number in Javanese, color in Javanese, and buy full version of this application. Here are the descriptions of the program :

• At the beginning of the program, user is asked to input **username** and **password**. The username and password must be "**kata**". In addition, user has $100 for their balance.
• Program consists of 4 menus :
  1. Number
  2. Color
  3. Buy full version
  4. Exit
• User must choose a menu
• If user chooses **Number** (menu '**1**'), then :
  o Show the Number menu that consist of 9 menus:

1. one	**4. four**	**7. seven**
2. two	**5. five**	**8. eight**
3. three	**6. six**	**9. nine**

  o User must choose one of the available number.
    o If user choose 1, then show One is Siji
    o If user choose 2, then show Two is Loro
    o If user choose 3, then show Three is Telu
    o If user choose 4, then show Four is Papat
    o If user choose 5, then show Five is Limo

- o If user choose 6, then show Six is Enem
- o If user choose 7, then show Seven is Pitu
- o If user choose 8, then show Eight is Wolu
- o If user choose 9, then show Nine is Songo
- o If user enter unavailable number, then system says "*it is out of our choice. Thank you for using this application.*"

- If user chooses **Color** (menu '**2**'), then :
  - o Show the Color menu that consist of 6 menus:
    - 1. black   3. green   5. orange
    - 2. blue   4. purple   6. red
  - o User must choose one of the available number.
    - o If user choose 1, then show Black is Ireng
    - o If user choose 2, then show Blue is Biru
    - o If user choose 3, then show Green is Ijo
    - o If user choose 4, then show Purple is Ungu
    - o If user choose 5, then show Orange is Oren
    - o If user choose 6, then show Red is Abang
    - o If user enter unavailable number, then system says "*it is out of our choice. Thank you for using this application.*"

- If user chooses **Buy full version** (menu '**3**'), then :
  - o Show **user's e-money balance**, and **full version price**.
  - o User must enter e-money number
  - o System tells user that purchasing process is successed, shows user current e-money balance and says "*Thank you for using this application.*"

- If user chooses **Exit** (menu '**4**'), then program will be end.

Please run the EXE file to see the sample program.

Print Screen of Initial Program if username and password are correct.

```
              Login First......

☺ Username : kata
☺ Password : kata
```

Print Screen of Initial Program if username and password are incorrect.

```
              Login First

  ☺ Username : a
  ☺ Password : a


  Your username and password are incorrect.
  Press enter to continue....


  Thank you for using this application.
```

Print Screen of Main Menu

```
                    ☺ Javanese Learning Program ☺
                    ******************************

  1. Number
  2. Color
  3. Buy full version
  4. Exit

  Enter your choice : _
```

Print Screen of Number (Menu '1')

```
   Number
   ******

  1. one      4. four     7. seven
  2. two      5. five     8. eight
  3. three    6. six      9. nine


  Enter your choice :
```

Print Screen of Number (Menu '1') if user choose one of the available number

```
   Number
   ******

  1. one      4. four     7. seven
  2. two      5. five     8. eight
  3. three    6. six      9. nine


  Enter your choice : 1

                One is Siji


  Thank you for using this application.
```

Print Screen of Number (Menu '1') if user enter unavailable number

```
 Number
 ******

1. one       4. four      7. seven
2. two       5. five      8. eight
3. three     6. six       9. nine

Enter your choice : 0

It is out of our choice.


Thank you for using this application.
```

Print Screen of Color (Menu '2') if user choose one of the available number

```
 Color
 *****

1. black     3. green      5. orange
2. blue      4. purple     6. red

Enter your choice : 1

              Black is Ireng

Thank you for using this application.
```

Print Screen of Color (Menu '2') if user enter unavailable number

```
 Color
 *****

1. black     3. green      5. orange
2. blue      4. purple     6. red

Enter your choice : 0

It is out of our choice.


Thank you for using this application.
```

Print Screen of Buy full version (Menu '3')

```
Your e-money Balance = $ 100

Buy full version
*****************

full version price = $89

Input your e-money number [6 digit]: 123456

Congrats!
You bought successfully  Your e-money balance now = $ 11

Thank you for using this application.
```