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 04 – Repetion

Sub Topics

- Create a program using repetition structure control

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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**". Program will ask to input **username** and **password** until user input the right username and password. In addition, user has $100 for their balance.
- Program consists of 4 menus (main menu) :
  1. Number
  2. Color
  3. Buy full version
  4. Exit
- User must choose a menu
- If user enter unavailable number, then program will **show main menu again until user input one of available number**.
- If user chooses **Number** (menu '**1**'), then :
  - 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
  - User must choose one of the available number.
    - If user choose 1, then show One is Siji
    - 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 program will **show number menu again until user input one of available number**.
- o User can press R to back to Number menu.

- 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 program will **show color menu again until user input one of available number**.
    - o User can press R to back to Color menu.

- If user chooses **Buy full version** (menu '**3**'), then :
  - o Show **user's e-money balance**, and **full version price**.
  - o User must enter 6 digit of e-money number.
  - o User must type e-money number with a correct digit unless program will asking for its number again.
  - o Program will tell user that purchasing process is successed, show user current e-money balance and show "press enter to continue" (back to main menu).

- If user chooses **Exit** (menu '**4**'), then program says "Thank you for using this application." and 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 : ka
☺ Password : ta


                Login First......

☺ Username :
```

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

(press R to repeat ...)

 Enter your choice:
```

Print Screen of Color (Menu '2')

```
 Color
 *****

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

Enter your choice :
```

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

(press R to repeat...)

 Enter your choice: _
```

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]: 123455

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

Press enter to continue...._
```

Print Screen of Exit (Menu '4')

```
                    ☺ Javanese Learning Program ☺
                    ******************************
1. Number
2. Color
3. Buy full version
4. Exit

Enter your choice : 4

Thank you for using this application...
```