EXECUTION FILE OF THE FINAL PROJECT
GUESSING GAME PROGRAM

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The Guessing Game Program (*Tebak*-tebakan) is a program designed to fulfill the final project requirement for the *Algorithms and Programming* course. In this program, there are three types of guessing games: *Guess the Animal Name*, *Guess Food Myth or Fact*, and *Guess the Secret Number*. The program is designed in Bahasa Indonesia.

When the program is first opened, the user will be presented with the main menu and asked to choose which guessing game they would like to play. Below is the display.
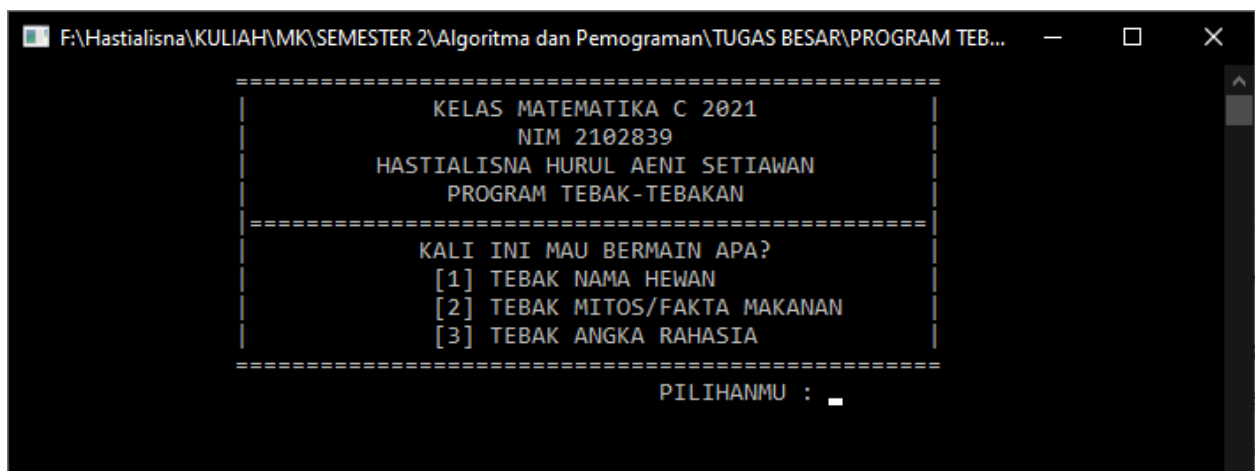

Figure 1

If the user selects number **1**, the main menu will automatically disappear and switch to the *Guess the Animal Name* menu. Below is the display.
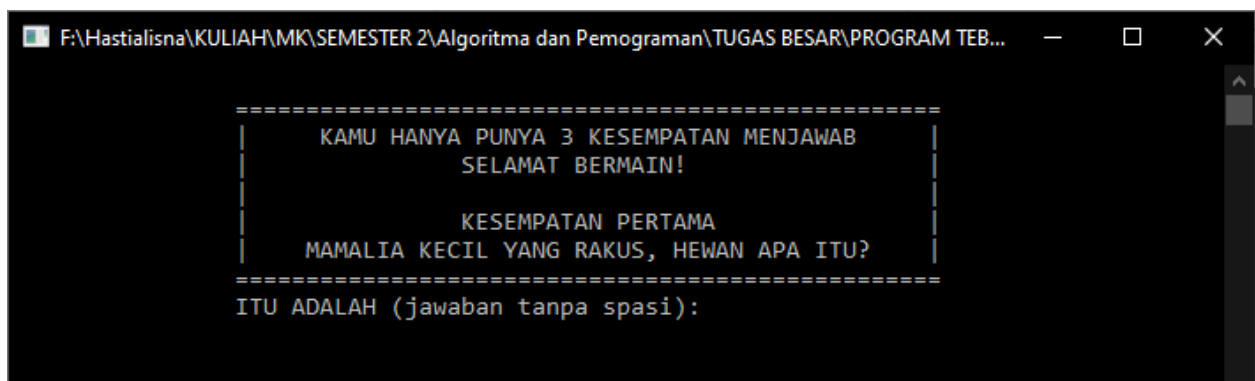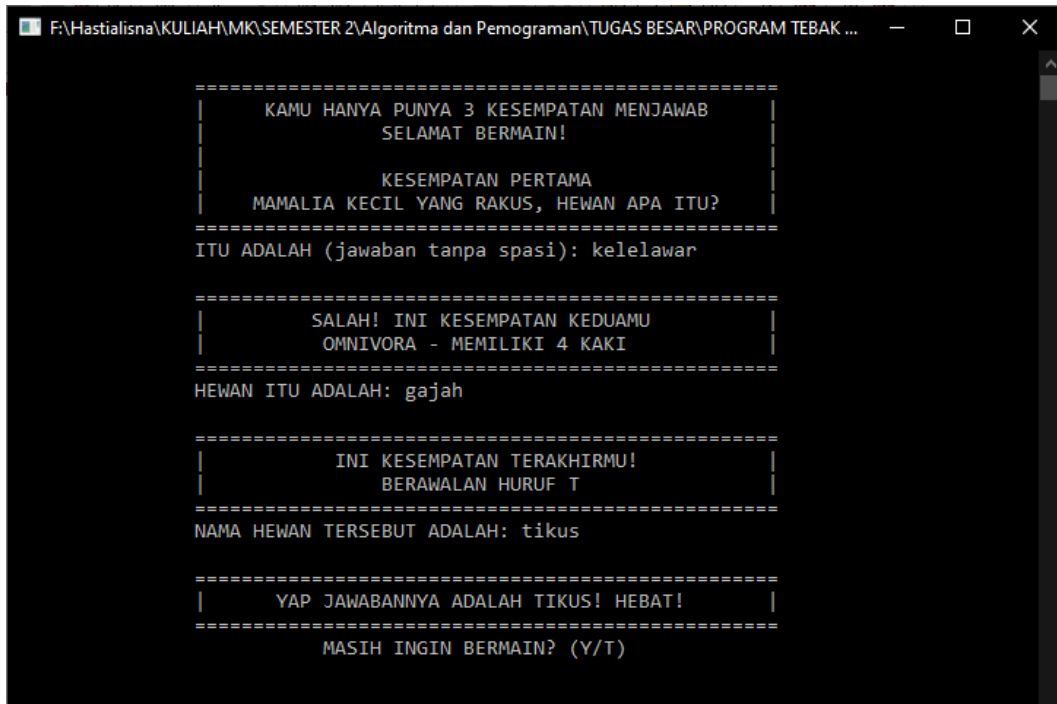

Figure 2

In this menu, the first question is displayed. If the user enters the correct answer, the program will then ask whether the user would like to play again or not. Below is the display.

Figure 3

If the user enters **"Y"**, the program will return to the main menu and allow the user to select another game to play as shown in Figure 1. However, if the user enters **"T"**, the program will end with a closing message. Below is the display.

Figure 4

However, if the answer entered by the user is incorrect, the program will proceed to the second attempt and then to the third attempt (the final chance). Below is the display.
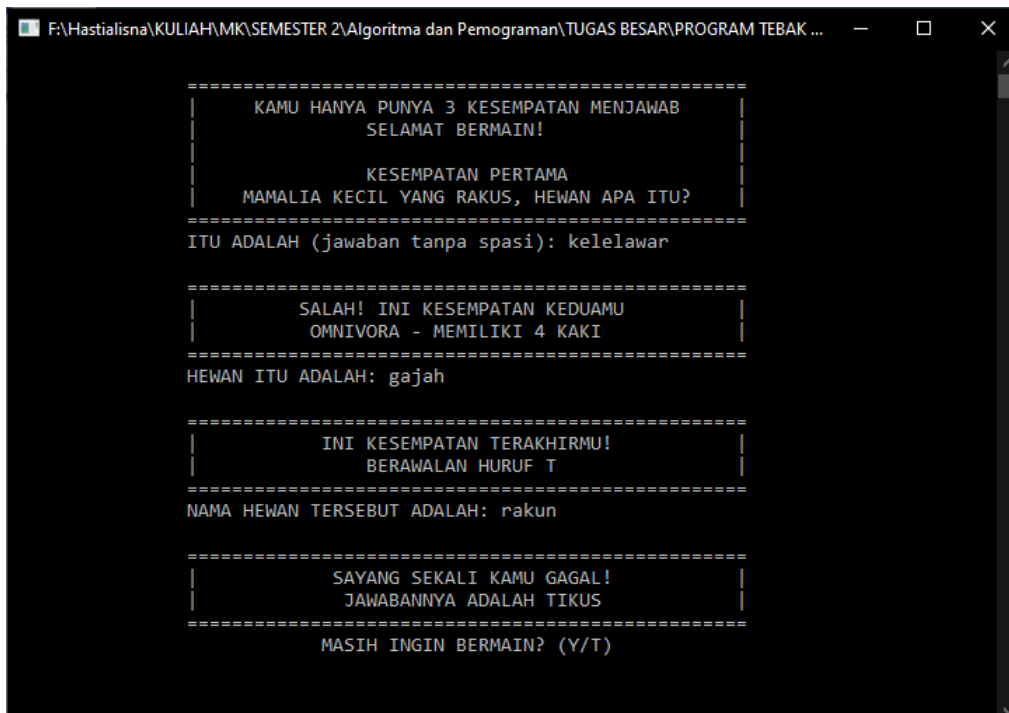
Figure 5

Just like in the first attempt, after the *Guess the Animal Name* game ends, the program will ask whether the user still wants to play or not. Below is the display.
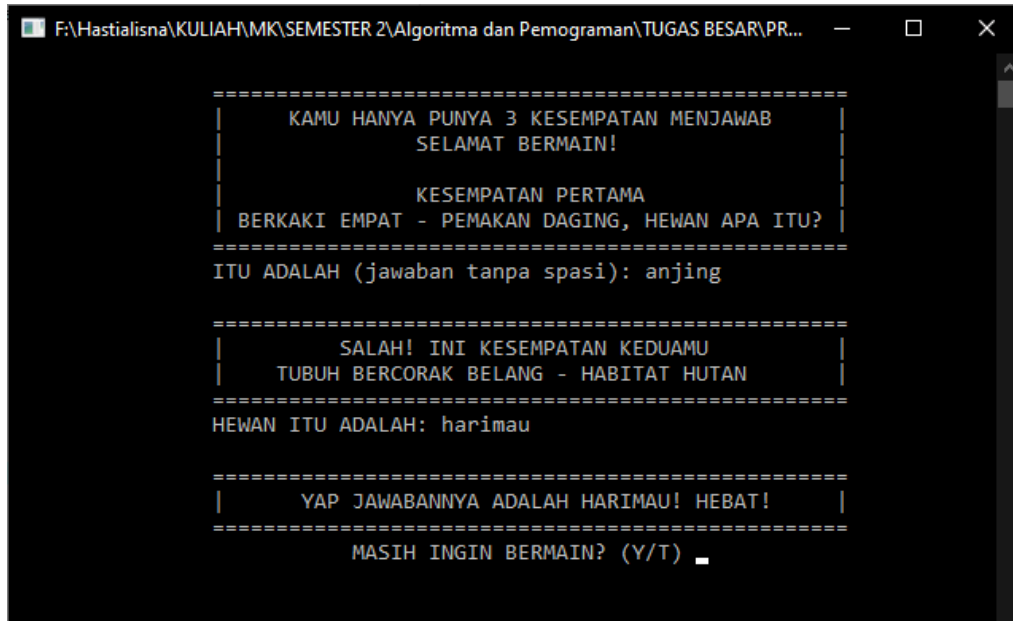
Figure 6

In this *Guess the Animal* game, the program will randomly select from the questions provided. Therefore, each time the user plays the program consecutively, they will not encounter the same questions. Below are some examples of the questions displayed.
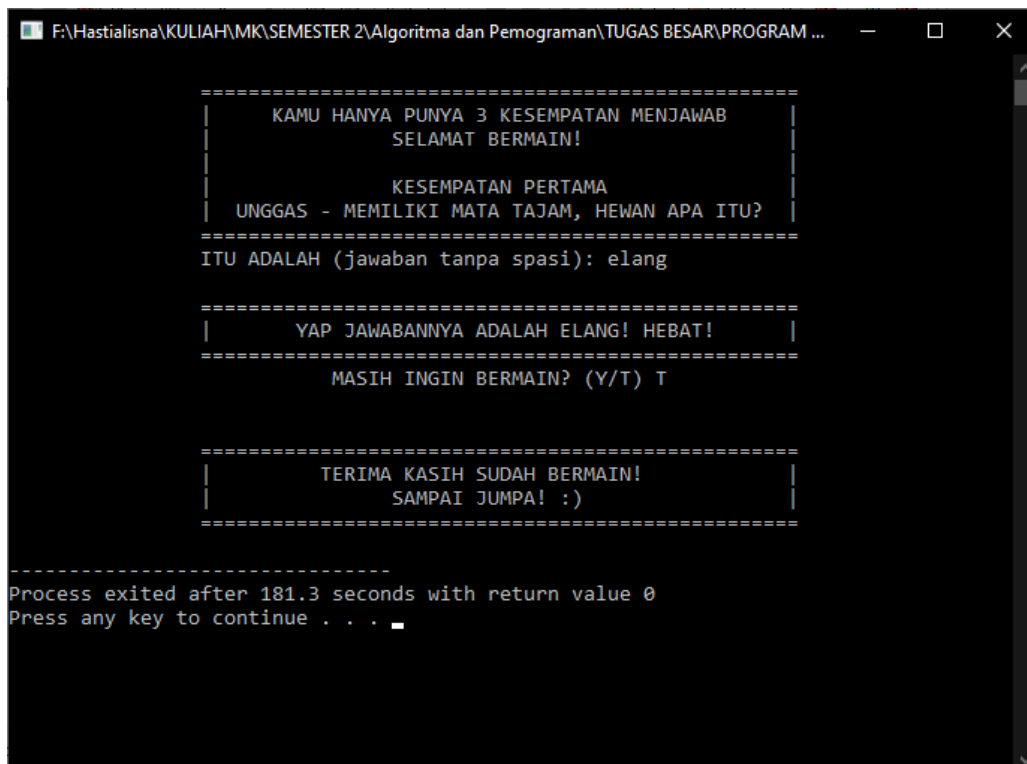

Figure 7

Figure 8

Thus concludes the display of the *Guess the Animal Name* program.

Returning to the main menu, if the user selects number **2**, the display will show the *Guess Food Myth or Fact* menu along with its questions. Below is the display.
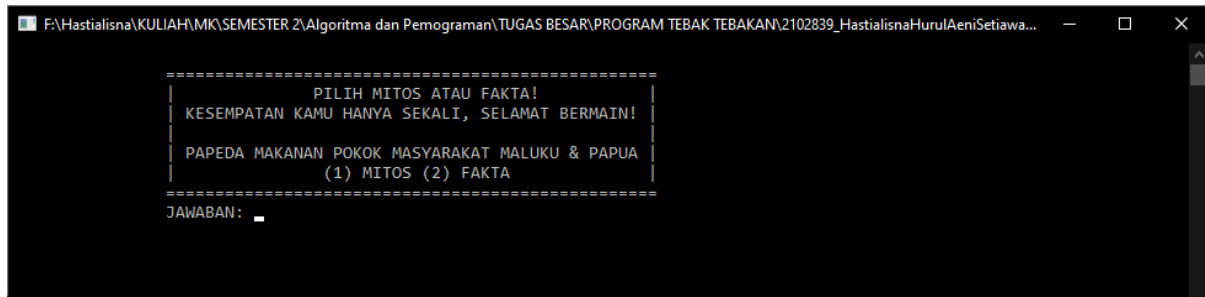

Figure 9

Answers are provided in the form of *Myth* or *Fact*. If the user selects the correct answer, the display will appear as shown in the figure below.
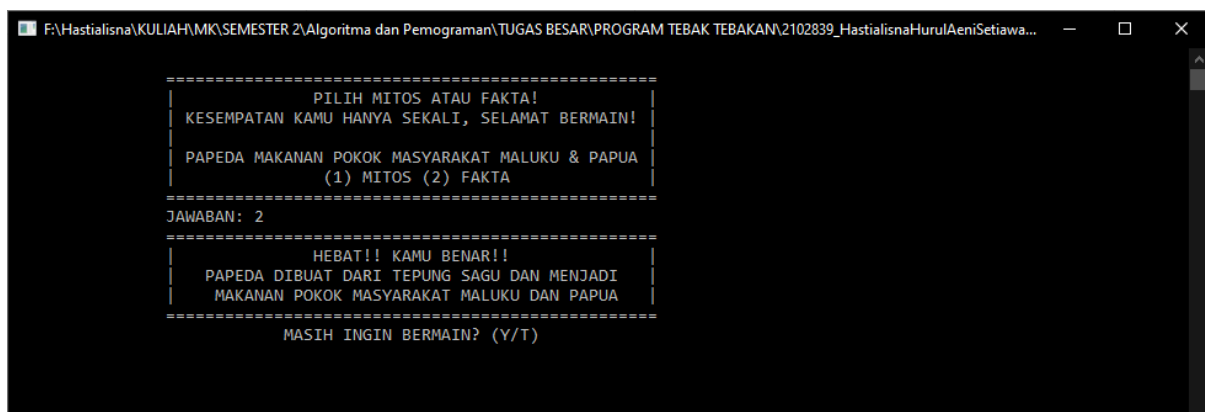

Figure 10

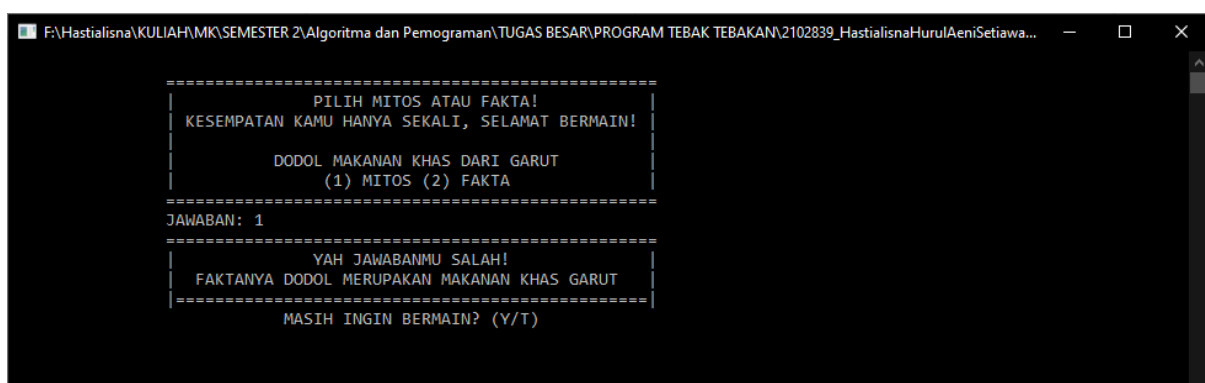If the answer is incorrect, the display will appear as shown in the figure below.

Figure 11

After entering either a correct or incorrect answer, the user will be asked whether they would like to play again or not. If the user enters **"Y"**, the program will return to the main menu (Figure 1). If the user enters **"T"**, the program will end (Figure 4).

If the user enters a number other than **1** or **2**, the program will not proceed and will repeat the question instead. Below is the display.
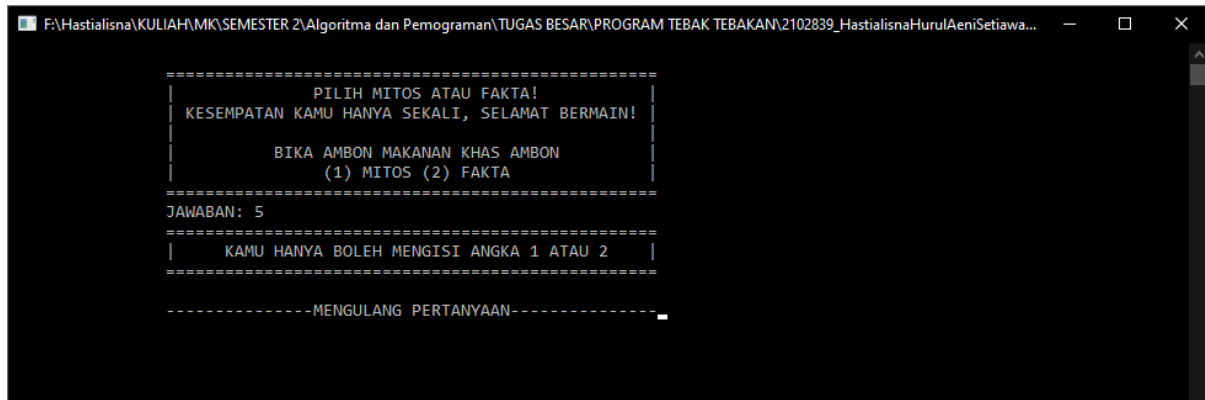

Figure 12

Similar to the *Guess the Animal Name* program, the questions provided in the *Guess Food Myth or Fact* game are also randomized. Therefore, each time the user plays the program consecutively, they will not encounter the same questions.

Thus concludes the *Guess Food Myth or Fact* program.

Next is the *Guess the Secret Number* program. If the user enters the number **3** in the main menu, the display will show the *Guess the Secret Number* menu. In this game, the user immediately begins guessing the secret number chosen by the program. Below is the display.
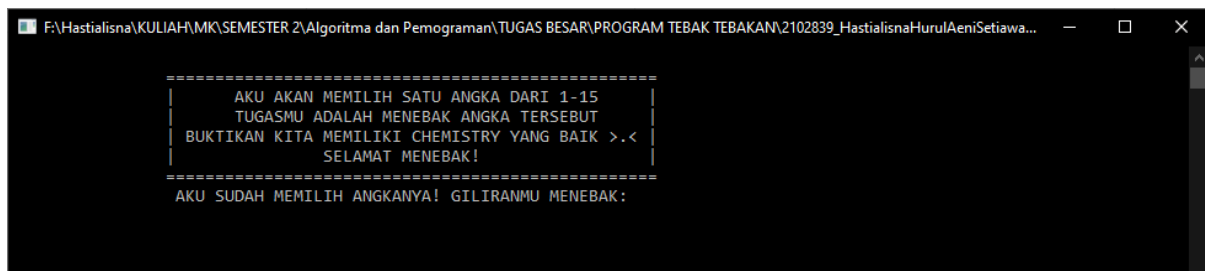

Figure 13

For example, if the secret number is **12**, and the user enters a number lower than the secret number, the program will prompt the user to answer again with the following hint.

Figure 14

If the user enters a number higher than the secret number, the program will prompt the user to answer again with the following hint.

This process continues until the user finds the secret number. After the game ends, the user will also be asked whether they would like to play again or not. If the user enters **"Y"**, the program will return to the main menu (Figure 1). If the user enters **"T"**, the program will end (Figure 4).

Figure 15

Thus concludes the display of the *Guess the Secret Number* program.

This concludes the execution display of the program I have designed. I would like to express my gratitude to Mrs. Rini Marwati, the lecturer who has guided me in developing this program, so that the final project for the *Algorithms and Programming* course could be successfully completed.