Nama: Miftahul Huda POSTTEST 4

NIM : 2209106098

SOURCE CODE

```
float flamesize = 40;
boolean grow = true;
float rocketX = 250;
float rocketSpeed = 2.5;
float moonRotation = 0;
void setup() {
 size(500, 600);
 background(0);
 noStroke();
}
void draw() {
 background(0);
 fill(255);
 textSize(16);
 text("X: " + mouseX + " | Y: " + mouseY, 370, 30);
 textSize(20);
 text("Nama: Miftahul Huda", 10, 30);
 text("NIM: 2209106098", 10, 55);
 // Menggambar bulan dengan rotasi
 pushMatrix();
 translate(400, 100);
```

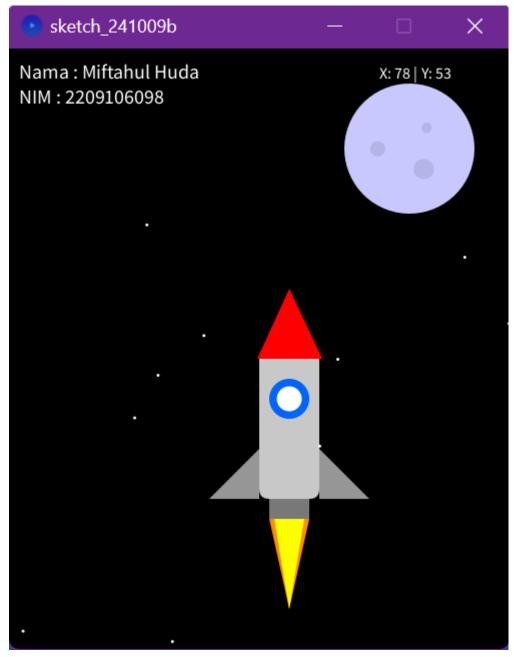
```
rotate(radians(moonRotation));
fill(200, 200, 255);
ellipse(0, 0, 130, 130);
fill(180, 180, 230);
ellipse(-20, -15, 20, 20);
ellipse(30, -10, 15, 15);
ellipse(-10, 25, 10, 10);
popMatrix();
// Menggambar roket
pushMatrix();
translate(rocketX, 0);
fill(200);
rect(-30, 300, 60, 150, 10);
fill(255, 0, 0);
triangle(0, 240, -32, 310, 33, 310);
fill(0, 100, 255);
ellipse(0, 350, 40, 40);
fill(255);
ellipse(0, 350, 25, 25);
fill(150);
triangle(-30, 450, -30, 400, -80, 450);
triangle(30, 450, 30, 400, 80, 450);
fill(120);
rect(-20, 450, 40, 20);
popMatrix();
```

// Api roket dengan scaling

```
pushMatrix();
translate(rocketX, 470);
scale(1, flamesize / 40);
fill(255, 140, 0);
triangle(-20, 0, 20, 0, 0, flamesize);
fill(255, 255, 0);
triangle(-15, 0, 15, 0, 0, flamesize);
popMatrix();
// Menggambar bintang
for (int i = 0; i < 10; i++) {
 fill(255);
 ellipse(random(width), random(height), 3, 3);
}
// Gerakkan roket bolak-balik
rocketX += rocketSpeed;
if (rocketX > width - 200 \parallel rocketX < 200) {
 rocketSpeed *= -1;
}
// Animasi api
flamesize = grow ? flamesize + 1 : flamesize - 1;
if (flamesize > 60 \parallel flamesize < 40) {
 grow = !grow;
}
// Rotasi bulan
```

```
moonRotation = (moonRotation + 1) % 360;
```

SCREENSHOT



DEMONSTRASI

 $\underline{https://drive.google.com/file/d/1EA9ScNCBMX79nDv1gdgwB7my57ldVoQm/view?usp=sharing}$