

```

extends Control
const H_PUPUK = 20
const H_AIR = 40
const H_SAWIT = 100
const H_TRUK = 500
const H_PABRIK = 1000
const H_PABRIK2 = 2000

var pupuk=0
var air=0
var sawit=0
var truk=0
var pabrik=0
var pabrik2=0
var total_harga = 0
onready var l_total = "Total = 0"

func _ready():
    get_node("harga").set_text(l_total)
    for components in get_node("shop_container").get_children():
        if components.has_node("SpinBox"):

components.get_node("SpinBox").connect("value_changed",self,"_on_value_changed",
[components.get_name()])

func _on_value_changed(value,parent):
    l_total = "Total = "
    if parent == "pupuk":
        pupuk = value * H_PUPUK
    elif parent == "air":
        air = value * H_AIR
    elif parent == "sawit":
        sawit = value * H_SAWIT
    elif parent == "truk":
        truk = value * H_TRUK
    elif parent == "pabrik":
        pabrik = value * H_PABRIK
    else:
        pabrik2= value * H_PABRIK2

    total_harga = pupuk + air + sawit + truk + pabrik + pabrik2
    get_node("harga").set_text(l_total + str(total_harga))

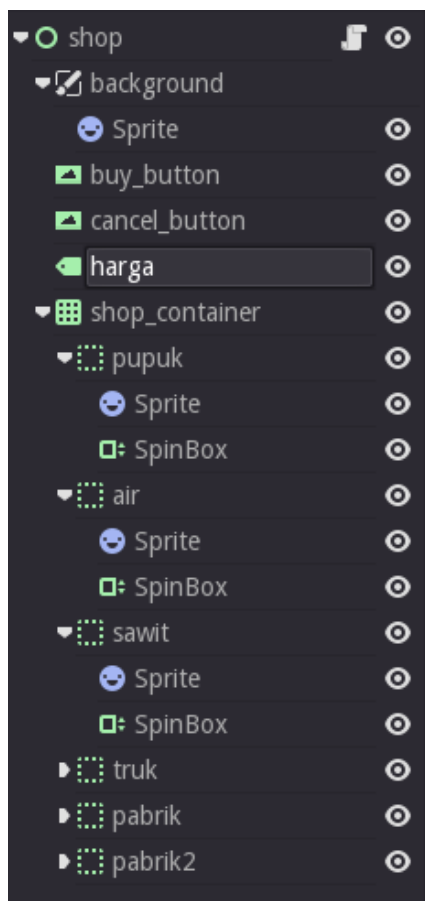
func _on_cancel_button_pressed():
    queue_free()

```

Code 1: Coding Toko



Screenshot 1: Tampilan Menu Toko



Screenshot 2: Tampilan Hierarki Pengembangan Menu Shop