

Script 2 Menggunakan Garis - Game Mengenal Hewan

```
import flash.events.Event;

import flash.events.MouseEvent;

//membuat penyimpan soal dalam bentuk array

var soalAcak:Array;

var jawabAcak:Array;

var drag:Boolean = false;

var jawab:int;

function acakSoal():void{

    //fungsi untuk mengacak soal agar tidak muncul soal yang sama

    soalAcak = new Array;

    //membuat bilangan urut dari 1 - 14 (14 adalah jumlah gambar di MC hewanMC)

    for (var i:int = 1; i <= 14; i++){

        soalAcak.push(i);

    }

    //mengacak soal

    for (i = 0; i < soalAcak.length; i++){

        var no1:int = Math.floor(Math.random()*soalAcak.length);

        var no2:int = Math.floor(Math.random()*soalAcak.length);

        var temp:int = soalAcak[no1];

        soalAcak[no1] = soalAcak[no2];

        soalAcak[no2] = temp;

    }

}
```

```

    }
}
function acakJawaban():void{
    //mengeset array jawab acak sesuai soal (3 soal)
    jawabAcak = new Array;
    for (var i:int = 0; i < 3; i++){
        jawabAcak.push(soalAcak[i]);
    }
    //mengacak jawaban
    for (i = 0; i < jawabAcak.length; i++){
        var no1:int = Math.floor(Math.random()*jawabAcak.length);
        var no2:int = Math.floor(Math.random()*jawabAcak.length);
        var temp:int = jawabAcak[no1];
        jawabAcak[no1] = jawabAcak[no2];
        jawabAcak[no2] = temp;
    }
}
}

```

```

function setup():void{
    acakSoal();
    acakJawaban();
    hewan1.gotoAndStop(soalAcak[0]);
    hewan2.gotoAndStop(soalAcak[1]);
    hewan3.gotoAndStop(soalAcak[2]);
    nama1.gotoAndStop(jawabAcak[0]);
}

```

```
nama2.gotoAndStop(jawabAcak[1]);
nama3.gotoAndStop(jawabAcak[2]);
//menambahkan listener
hewan1.addEventListener(MouseEvent.CLICK, tekanMouse);
hewan2.addEventListener(MouseEvent.CLICK, tekanMouse);
hewan3.addEventListener(MouseEvent.CLICK, tekanMouse);
}
```

```
function tambahGaris(px:int, py:int):void{
    var garis:garisMC = new garisMC;
    garis.x = px;
    garis.y = py;
    garis.addEventListener(Event.CLICK, aturGaris);
    addChild(garis);
}
```

```
function aturGaris(e:Event):void{
    var ob:Object = e.currentTarget;
    //menentukan rotasi berdasarkan posisi mouse ketika drag
    if (drag){
        var dx:int = mouseX - ob.x;
        var dy:int = mouseY - ob.y;
        var sudut:int = Math.atan2(dy, dx)*180/Math.PI;
        var jarak:int = Math.sqrt(dx*dx + dy*dy);
        ob.rotation = sudut;
    }
}
```

```

        ob.scaleX = jarak/100;
    }else{
        //ketika mouse dilepaskan lakukan deteksi dengan MC nama
        if ((nama1.hitTestPoint(mouseX, mouseY, true) && nama1.currentFrame == jawab) ||
(nama2.hitTestPoint(mouseX, mouseY, true) && nama2.currentFrame == jawab) ||
(nama3.hitTestPoint(mouseX, mouseY, true) && nama3.currentFrame == jawab)){
            //jawaban benar
            ob.removeEventListener(Event.ENTER_FRAME, aturGaris);
        }else{
            ob.removeEventListener(Event.ENTER_FRAME, aturGaris);
            removeChild(DisplayObject(ob));
        }
    }
}

```

```

function tekanMouse(e:Event):void{
    var ob:Object = e.currentTarget;
    if (!drag && !ob.benar) {
        drag = true;
        jawab = ob.currentFrame;
        tambahGaris(ob.x+64, ob.y+64);
    }
}

```

```

function lepasMouse(e:MouseEvent):void{
    drag = false;
}

```

```
}
```

```
stage.addEventListener(MouseEvent.CLICK, lepasMouse);
```

```
setup();
```