Lampiran A1 : Implementasi Tampilan Menu Utama

Lampiran A2 : Implementasi Tampilan Mengenal Huruf
Lampiran A3 : Implementasi Tampilan Mengenal Angka

Lampiran A4 : Implementasi Tampilan Mengenal Warna
Lampiran A5 : Implementasi Tampilan Mengenal Bentuk

Lampiran A6 : Implementasi Tampilan Info
Lampiran B1 : Source Code Modul Main

```vbnet
#Region  Project Attributes
#ApplicationLabel: Aplikasi Edukasi
#VersionCode: 1
#VersionName: 'SupportedOrientations possible values: unspecified, landscape or portrait.
#End Region

#Region  Activity Attributes
    #FullScreen: True
    #IncludeTitle: False
#End Region

Sub Process_Globals
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
End Sub

Sub Globals
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.
    Private Button1 As Button
    Private Button2 As Button
    Private Button3 As Button
    Private Button4 As Button
    Private Button5 As Button
    Private Button6 As Button
    Private Button27 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    Activity.LoadLayout("lymenu")
End Sub

Sub Activity_Resume
End Sub

Sub Activity_Pause (UserClosed As Boolean)
End Sub
```
Sub Button1_Click
StartActivity(huruf)
End Sub

Sub Button2_Click
StartActivity(angka)
End Sub

Sub Button3_Click
StartActivity(warna)
End Sub

Sub Button4_Click
StartActivity(bentuk)
End Sub

Sub Button5_Click
End Sub

Sub Button6_Click
StartActivity(info)
End Sub

Lampiran B2 : Source Code Modul Huruf

#Region  Activity Attributes
#FullScreen: True
#IncludeTitle: False
#End Region

Sub Process_Globals
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
End Sub

Sub Globals
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.
    Dim sp As MediaPlayer
    Private Button27 As Button
    Private Button2 As Button
End Sub
Sub **Activity_Create**(FirstTime As Boolean)
'Do not forget to load the layout file created with the visual designer. For example:
   Activity.LoadLayout("lyhuruf")
   sp.Initialize
End Sub

Sub **Activity_Resume**
End Sub

Sub **Activity_Pause** (UserClosed As Boolean)
End Sub

Sub **Button27_Click**
StartActivity(Main)
End Sub

Sub **Button1_Click**
   StartActivity(a)
   sp.Load(File.DirAssets,"a.mp3")
   sp.Play
End Sub

Sub **Button2_Click**
   StartActivity(b)
   sp.Load(File.DirAssets,"b.mp3")
   sp.Play
End Sub

Sub **Button3_Click**
   StartActivity(c)
   sp.Load(File.DirAssets,"c.mp3")
   sp.Play
End Sub

Sub **Button4_Click**
   StartActivity(d)
   sp.Load(File.DirAssets,"d.mp3")
   sp.Play
End Sub

Sub **Button5_Click**
   StartActivity(e)
   sp.Load(File.DirAssets,"e.mp3")
   sp.Play
End Sub
Sub **Button6_Click**  
StartActivity(f)  
sp.Load(File.DirAssets,"f.mp3")  
sp.Play  
End Sub

Sub **Button7_Click**  
StartActivity(g)  
sp.Load(File.DirAssets,"g.mp3")  
sp.Play  
End Sub

Sub **Button8_Click**  
StartActivity(h)  
sp.Load(File.DirAssets,"h.mp3")  
sp.Play  
End Sub

Sub **Button9_Click**  
StartActivity(i)  
sp.Load(File.DirAssets,"i.mp3")  
sp.Play  
End Sub

Sub **Button10_Click**  
StartActivity(j)  
sp.Load(File.DirAssets,"j.mp3")  
sp.Play  
End Sub

Sub **Button11_Click**  
StartActivity(k)  
sp.Load(File.DirAssets,"k.mp3")  
sp.Play  
End Sub

Sub **Button12_Click**  
StartActivity(l)  
sp.Load(File.DirAssets,"l.mp3")  
sp.Play  
End Sub

Sub **Button13_Click**  
StartActivity(m)  
sp.Load(File.DirAssets,"m.mp3")  
sp.Play  
End Sub
Sub **Button14_Click**
StartActivity(n)
sp.Load(File.DirAssets,"n.mp3")
sp.Play
End Sub

Sub **Button15_Click**
StartActivity(o)
sp.Load(File.DirAssets,"o.mp3")
sp.Play
End Sub

Sub **Button16_Click**
StartActivity(p)
sp.Load(File.DirAssets,"p.mp3")
sp.Play
End Sub

Sub **Button17_Click**
StartActivity(q)
sp.Load(File.DirAssets,"q.mp3")
sp.Play
End Sub

Sub **Button18_Click**
StartActivity(rr)
sp.Load(File.DirAssets,"r.mp3")
sp.Play
End Sub

Sub **Button19_Click**
StartActivity(s)
sp.Load(File.DirAssets,"s.mp3")
sp.Play
End Sub

Sub **Button20_Click**
StartActivity(t)
sp.Load(File.DirAssets,"t.mp3")
sp.Play
End Sub

Sub **Button21_Click**
StartActivity(u)
sp.Load(File.DirAssets,"u.mp3")
sp.Play
End Sub

Sub **Button22_Click**
Sub Button23_Click
    StartActivity(v)
    sp.Load(File.DirAssets,"v.mp3")
    sp.Play
End Sub

Sub Button24_Click
    StartActivity(w)
    sp.Load(File.DirAssets,"w.mp3")
    sp.Play
End Sub

Sub Button25_Click
    StartActivity(x)
    sp.Load(File.DirAssets,"x.mp3")
    sp.Play
End Sub

Sub Button26_Click
    StartActivity(y)
    sp.Load(File.DirAssets,"y.mp3")
    sp.Play
End Sub

Sub Button1_LongClick
    'sp.Initialize
    'sp.Load(File.DirAssets,"a.mp3")
    'sp.Play
End Sub
Lampiran B3 : Source Code Modul Huruf A

```vbnet
Region Activity Attributes
    FullScreen: False
    IncludeTitle: True
End Region

Sub Process_Globals
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
End Sub

Sub Globals
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.
    Dim sp As MediaPlayer
    Private Button2 As Button
    Private Button3 As Button
    Private Button4 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    Activity.LoadLayout("lya")
    sp.Initialize
End Sub

Sub Activity_Resume
End Sub

Sub Activity_Pause(UserClosed As Boolean)
End Sub

Sub Button1_Click
    sp.Load(File.DirAssets,"a.mp3")
    sp.Play
End Sub

Sub Button2_Click
    StartActivity(Main)
End Sub

Sub Button3_Click
    StartActivity(b)
End Sub
```
End Sub

Sub **Button4_Click**
    StartActivity(huruf)
End Sub

Lampiran B4: *Source Code* Modul Angka

```vbnet
#Region Activity Attributes
#FullScreen: True
#IncludeTitle: False
#End Region

Sub **Process_Globals**
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
End Sub

Sub **Globals**
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.
    Dim sp As MediaPlayer
    Private Button1 As Button
End Sub

Sub **Activity_Create**(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    Activity.LoadLayout("lyangka")
    sp.Initialize
End Sub

Sub **Activity_Resume**
End Sub

Sub **Activity_Pause** (UserClosed As Boolean)
End Sub

Sub **Button1_Click**
    StartActivity(Main)
End Sub
```
Sub Button2_Click
    StartActivity(satu)
    sp.Load(File.DirAssets,"1.mp3")
    sp.Play
End Sub

Sub Button3_Click
    StartActivity(dua)
    sp.Load(File.DirAssets,"2.mp3")
    sp.Play
End Sub

Sub Button4_Click
    StartActivity(tiga)
    sp.Load(File.DirAssets,"3.mp3")
    sp.Play
End Sub

Sub Button5_Click
    StartActivity(empat)
    sp.Load(File.DirAssets,"4.mp3")
    sp.Play
End Sub

Sub Button6_Click
    StartActivity(lima)
    sp.Load(File.DirAssets,"5.mp3")
    sp.Play
End Sub

Sub Button7_Click
    StartActivity(enam)
    sp.Load(File.DirAssets,"6.mp3")
    sp.Play
End Sub

Sub Button8_Click
    StartActivity(tujuh)
    sp.Load(File.DirAssets,"7.mp3")
    sp.Play
End Sub

Sub Button9_Click
    StartActivity(delapan)
    sp.Load(File.DirAssets,"8.mp3")
    sp.Play
End Sub

Sub Button10_Click
StartActivity(sembilan)
sp.Load(File.DirAssets,"9.mp3")
sp.Play
End Sub

Sub Button11_Click
    StartActivity(sepuluh)
    sp.Load(File.DirAssets,"10.mp3")
    sp.Play
End Sub

Lampiran B5 : Source Code Modul Angka 1

#Region Activity Attributes
    #FullScreen: False
    #IncludeTitle: True
#End Region

Sub Process_Globals
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
End Sub

Sub Globals
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.
    Dim sp As MediaPlayer
    Private Button2 As Button
    Private Button3 As Button
    Private Button5 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    Activity.LoadLayout("lysatu")
    sp.Initialize
End Sub

Sub Activity_Resume
End Sub

Sub Activity_Pause (UserClosed As Boolean)
Sub Button1_Click
    sp.Load(File.DirAssets,"1.mp3")
    sp.Play
End Sub

Sub Button2_Click
    StartActivity(Main)
End Sub

Sub Button3_Click
    StartActivity(dua)
End Sub

Sub Button5_Click
    StartActivity(angka)
End Sub

Lampiran B6 : Source Code Modul Warna

#Region  Activity Attributes
#FullScreen: True
#End Region

Sub Process_Globals
    'These global variables will be declared once when the application
    starts.
    'These variables can be accessed from all modules.
End Sub

Sub Globals
    'These global variables will be redeclared each time the activity is
    created.
    'These variables can only be accessed from this module.
    Dim sp As MediaPlayer
    Private Button1 As Button
    Private Button2 As Button
    Private Button3 As Button
    Private Button5 As Button
    Private Button6 As Button
    Private Button7 As Button
    Private Button8 As Button
Private Button9 As Button
Private Button4 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
' Do not forget to load the layout file created with the visual designer.
For example:
    Activity.LoadLayout("lywarna")
    sp.Initialize
End Sub

Sub Activity_Resume
End Sub

Sub Activity_Pause (UserClosed As Boolean)
End Sub

Sub Button1_Click
    StartActivity(Main)
End Sub

Sub Button2_Click
    StartActivity(warnaputih)
    sp.Load(File.DirAssets,"putih.mp3")
    sp.Play
End Sub

Sub Button3_Click
    StartActivity(warnamerah)
    sp.Load(File.DirAssets,"merah.mp3")
    sp.Play
End Sub

Sub Button5_Click
    StartActivity(warnakuning)
    sp.Load(File.DirAssets,"kuning.mp3")
    sp.Play
End Sub

Sub Button6_Click
    StartActivity(warnabiru)
    sp.Load(File.DirAssets,"biru.mp3")
    sp.Play
End Sub

Sub Button7_Click
Sub Button8_Click
StartActivity(warnaungu)
sp.Load(File.DirAssets,"ungu.mp3")
sp.Play
End Sub

Sub Button9_Click
StartActivity(warnahitam)
sp.Load(File.DirAssets,"hitam.mp3")
sp.Play
End Sub

Sub Button4_Click
StartActivity(warnahijau)
sp.Load(File.DirAssets,"hijau.mp3")
sp.Play
End Sub

Sub Process_Globals
These global variables will be declared once when the application starts.
These variables can be accessed from all modules.
End Sub

Sub Globals
These global variables will be redeclared each time the activity is created.
These variables can only be accessed from this module.
Dim sp As MediaPlayer
Private Button1 As Button
Private Button2 As Button
Private Button3 As Button
Private Button4 As Button
Private Button5 As Button
Private Button6 As Button
Private Button7 As Button
Private Button8 As Button
Private Button9 As Button
Private Button10 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
' Do not forget to load the layout file created with the visual designer. For example:
    Activity.LoadLayout("lybentuk")
    sp.Initialize
End Sub

Sub Activity_Resume
End Sub

Sub Activity_Pause (UserClosed As Boolean)
End Sub

Sub Button1_Click
StartActivity(Main)
End Sub

Sub Button2_Click
    StartActivity(bentuksegitiga)
    sp.Load(File.DirAssets,"segitiga.mp3")
    sp.Play
End Sub

Sub Button3_Click
    StartActivity(bentukbujursangkar)
    sp.Load(File.DirAssets,"bujur.mp3")
    sp.Play
End Sub

Sub Button4_Click
    StartActivity(bentukoval)
    sp.Load(File.DirAssets,"oval.mp3")
    sp.Play
End Sub

Sub Button5_Click
    StartActivity(bentukpersegipanjang)
    sp.Load(File.DirAssets,"persegipanjang.mp3")
    sp.Play
End Sub
Sub **Button6_Click**

StartActivity(bentuklingkaran)
sp.Load(File.DirAssets,"lingkaran.mp3")
sp.Play
End Sub

Sub **Button7_Click**

StartActivity(bentukjajargenjang)
sp.Load(File.DirAssets,"jajarangenjang.mp3")
sp.Play
End Sub

Sub **Button8_Click**

StartActivity(bentukbelahketupat)
sp.Load(File.DirAssets,"belahketupat.mp3")
sp.Play
End Sub

Sub **Button9_Click**

StartActivity(bentuktrapesium)
sp.Load(File.DirAssets,"trapesium.mp3")
sp.Play
End Sub

Sub **Button10_Click**

StartActivity(bentuklayanglayang)
sp.Load(File.DirAssets,"layanglayang.mp3")
sp.Play
End Sub

Lampiran B8: *Source Code* Modul Info

```plaintext
#Region  Activity Attributes
#FullScreen: True
#IncludeTitle: False
#End Region

Sub Process_Globals
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
End Sub

Sub Globals
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.
```

59
Private Button2 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    'Activity.LoadLayout("Layout1")
    Activity.LoadLayout("lyinfo")
End Sub

Sub Activity_Resume
End Sub

Sub Activity_Pause (UserClosed As Boolean)
End Sub

Sub Button2_Click
    StartActivity(Main)
End Sub

Lampiran B9 : Source Code Modul Warna Putih

#Region  Activity Attributes
    #FullScreen: True
    #IncludeTitle: False
#End Region

Sub Process_Globals
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
End Sub

Sub Globals
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.
    Dim sp As MediaPlayer
    Private Button2 As Button
    Private Button3 As Button
    Private Button1 As Button
    Private Button5 As Button
End Sub
Sub **Activity_Create**(FirstTime As Boolean)
  'Do not forget to load the layout file created with the visual designer. For example:
  'Activity.LoadLayout("Layout1")
  Activity.LoadLayout("lywarnaputih")
  sp.Initialize
End Sub

Sub **Activity_Resume**
End Sub

Sub **Activity_Pause** (UserClosed As Boolean)
End Sub

Sub **Button2_Click**
StartActivity(Main)
End Sub

Sub **Button3_Click**
StartActivity(warnamerah)
End Sub

Sub **Button1_Click**
End Sub

Sub **Button5_Click**
  StartActivity(warna)
End Sub

Sub **ImageView1_Click**
  sp.Load(File.DirAssets,"putih.mp3")
  sp.Play
End Sub

Lampiran B8 : *Source Code* Modul Warna Merah

#Region Activity Attributes
#FullScreen: True
#End Region
These variables can only be accessed from this module.

Private Button1 As Button
Private Button2 As Button
Private Button3 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
' Do not forget to load the layout file created with the visual designer. For example:
' Activity.LoadLayout("Layout1")
  Activity.LoadLayout("lywarnamerah")
End Sub

Sub Activity_Resume
End Sub

Sub Activity_Pause (UserClosed As Boolean)
End Sub

Sub Button1_Click
StartActivity(warnaputih)
End Sub

Sub Button2_Click
StartActivity(Main)
End Sub

Sub Button3_Click
StartActivity(warnahijau)
End Sub
Lampiran B10: Source Code Modul Warna Merah

```vbnet
#Region Activity Attributes
#FullScreen: True
#IncludeTitle: False
#End Region

Sub Process_Globals
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
End Sub

Sub Globals
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.
    Dim sp As MediaPlayer
    Private Button1 As Button
    Private Button2 As Button
    Private Button3 As Button
    Private Button5 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    'Activity.LoadLayout("Layout1")
    Activity.LoadLayout("lywarnamerah")
    sp.Initialize
End Sub

Sub Activity_Resume
End Sub

Sub Activity_Pause(UserClosed As Boolean)
End Sub

Sub Button1_Click
    StartActivity(warnaputih)
End Sub

Sub Button2_Click
    StartActivity(Main)
End Sub
```
Sub Button3_Click
StartActivity(warnahijau)
End Sub

Sub Button5_Click
    StartActivity(warna)
End Sub

Sub ImageView1_Click
    sp.Load(File.DirAssets,"merah.mp3")
    sp.Play
End Sub

Sub Button2_Click
    StartActivity(Main)
End Sub

Sub Button3_Click
    StartActivity(warnahijau)
End Sub

Lampiran B11 : Source Code Modul Warna Hijau

#Region Activity Attributes
    #FullScreen: True
    #IncludeTitle: False
#End Region

Sub Process_Globals
    'These global variables will be declared once when the application starts. 
    'These variables can be accessed from all modules.
End Sub

Sub Globals
    'These global variables will be redeclared each time the activity is created. 
    'These variables can only be accessed from this module.
    Dim sp As MediaPlayer
    Private Button1 As Button
    Private Button2 As Button
    Private Button3 As Button
    Private Button5 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
'Activity.LoadLayout("Layout1")
Activity.LoadLayout("lywarnahijau")
sp.Initialize
End Sub

Sub Activity_Resume
End Sub

Sub Activity_Pause (UserClosed As Boolean)
End Sub

Sub Button1_Click
StartActivity(warnamerah)
End Sub

Sub Button2_Click
StartActivity(Main)
End Sub

Sub Button3_Click
StartActivity(warnakuning)
End Sub

Sub Button5_Click
StartActivity(warna)
End Sub

Sub ImageView1_Click
    sp.Load(File.DirAssets,"hijau.mp3")
    sp.Play
End Sub
Lampiran B12 : *Source Code* Modul Warna Kuning

```vbscript
#Region Activity Attributes
    #FullScreen: True
    #IncludeTitle: False
#End Region

Sub Process_Globals
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
End Sub

Sub Globals
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.
    Dim sp As MediaPlayer
    Private Button1 As Button
    Private Button2 As Button
    Private Button3 As Button
    Private Button5 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    'Activity.LoadLayout("Layout1")
    Activity.LoadLayout("lywarnakuning")
    sp.Initialize
End Sub

Sub Activity_Resume
End Sub

Sub Activity_Pause (UserClosed As Boolean)
End Sub

Sub Button1_Click
    StartActivity(warnahijau)
End Sub

Sub Button2_Click
    StartActivity(Main)
End Sub
```
Sub **Button3_Click**  
StartActivity(warnabiru)  
End Sub

Sub **Button5_Click**  
    StartActivity(warna)  
End Sub

Sub **ImageView1_Click**  
    sp.Load(File.DirAssets,"kuning.mp3")  
    sp.Play  
End Sub

Lampiran B13 : *Source Code* Modul Warna Biru

#Region Activity Attributes  
    #FullScreen: True  
    #IncludeTitle: False  
#End Region

Sub **Process_Globals**  
    'These global variables will be declared once when the application starts.  
    'These variables can be accessed from all modules.
End Sub

Sub ** Globals**  
    'These global variables will be redeclared each time the activity is created.  
    'These variables can only be accessed from this module.  
    Dim sp As MediaPlayer  
    Private Button1 As Button  
    Private Button2 As Button  
    Private Button3 As Button  
    Private Button5 As Button
End Sub

Sub **Activity_Create**(FirstTime As Boolean)  
    'Do not forget to load the layout file created with the visual designer. For example:  
    'Activity.LoadLayout("Layout1")  
    Activity.LoadLayout("lywarnabiru")  
    sp.Initialize
End Sub

Sub **Activity_Resume**
End Sub

Sub **Activity_Pause** (UserClosed As Boolean)
End Sub

Sub **Button1_Click**
StartActivity(warnakuning)
End Sub

Sub **Button2_Click**
StartActivity(Main)
End Sub

Sub **Button3_Click**
StartActivity(warnajingga)
End Sub

Sub **Button5_Click**
StartActivity(warna)
End Sub

Sub **ImageView1_Click**
sp.Load(File.DirAssets."biru.mp3")
sp.Play
End Sub

Lampiran B14 : Source Code Modul Warna Jingga

```plaintext
#Region Activity Attributes
#FullScreen: True
#IncludeTitle: False
#End Region

Sub Process_Globals
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
End Sub

Sub Globals
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.
    Dim sp As MediaPlayer
    Private Button1 As Button
```
Private Button2 As Button
Private Button3 As Button
Private Button5 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
' Do not forget to load the layout file created with the visual designer. For example:
' Activity.LoadLayout("Layout1")
Activity.LoadLayout("lywarnajingga")
sp.Initialize
End Sub

Sub Activity_Resume
End Sub

Sub Activity_Pause (UserClosed As Boolean)
End Sub

Sub Button1_Click
StartActivity(warnabiru)
End Sub

Sub Button2_Click
StartActivity(Main)
End Sub

Sub Button3_Click
StartActivity(warnaungu)
End Sub

Sub Button5_Click
StartActivity(warna)
End Sub

Sub ImageView1_Click
    sp.Load(File.DirAssets,"jingga.mp3")
    sp.Play
End Sub
Lampiran B15 : *Source Code* Modul Warna Ungu

```vbnet
#Region Activity Attributes
#FullScreen: True
#End Region

Sub Process_Globals
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
End Sub

Sub Globals
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.
    Dim sp As MediaPlayer
    Private Button1 As Button
    Private Button2 As Button
    Private Button3 As Button
    Private Button5 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    'Activity.LoadLayout("Layout1")
    Activity.LoadLayout("lywarnaungu")
    sp.Initialize
End Sub

Sub Activity_Resume
End Sub

Sub Activity_Pause (UserClosed As Boolean)
End Sub

Sub Button1_Click
    StartActivity(warnajingga)
End Sub

Sub Button2_Click
    StartActivity(Main)
End Sub
```
Sub Button3_Click
StartActivity(warnahitam)
End Sub

Sub Button5_Click
    StartActivity(warna)
End Sub

Sub ImageView1_Click
    sp.Load(File.DirAssets,"ungu.mp3")
    sp.Play
End Sub

Lampiran B16 : Source Code Modul Warna Hitam

#Region Activity Attributes
    #FullScreen: True
    #IncludeTitle: False
#End Region

Sub Process_Globals
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
End Sub

Sub Globals
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.
    Dim sp As MediaPlayer
    Private Button1 As Button
    Private Button2 As Button
    Private Button3 As Button
    Private Button5 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    'Activity.LoadLayout("Layout1")
    Activity.LoadLayout("lywarnahitam")
    sp.Initialize
End Sub

Sub Activity_Resume
End Sub

Sub **Activity_Pause** (UserClosed As Boolean)
End Sub

Sub **Button1_Click**
StartActivity(warnaungu)
End Sub

Sub **Button2_Click**
StartActivity(Main)
End Sub

Sub **Button3_Click**
End Sub

Sub **Button5_Click**
StartActivity(warna)
End Sub

Sub **ImageView1_Click**
sp.Load(File.DirAssets,"hitam.mp3").
sp.Play
End Sub

Lampiran B17 : *Source Code* Modul Bentuk Segitiga

```plaintext
#Region Activity Attributes
#FullScreen: True
#IncludeTitle: False
#End Region

Sub **Process_Globals**
' These global variables will be declared once when the application starts.
' These variables can be accessed from all modules.
End Sub

Sub **Globals**
' These global variables will be redeclared each time the activity is created.
' These variables can only be accessed from this module.
Dim sp As MediaPlayer
Private Button2 As Button
```
Private Button3 As Button
Private Button5 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    'Activity.LoadLayout("Layout1")
    Activity.LoadLayout("lybentuksegitiga")
    sp.Initialize
End Sub

Sub Activity_Resume

End Sub

Sub Activity_Pause (UserClosed As Boolean)

End Sub

Sub Button2_Click
    StartActivity(Main)
End Sub

Sub Button3_Click
    StartActivity(bentukbujursangkar)
End Sub

Sub Button5_Click
    StartActivity(bentuk)
End Sub

Sub ImageView1_Click
    sp.Load(File.DirAssets,"segitiga.mp3")
    sp.Play
End Sub
#Region Activity Attributes
    #FullScreen: True
    #IncludeTitle: False
#End Region

Sub Process_Globals
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
End Sub

Sub Globals
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.
    Dim sp As MediaPlayer
    Private Button1 As Button
    Private Button2 As Button
    Private Button3 As Button
    Private Button5 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    'Activity.LoadLayout("Layout1")
    Activity.LoadLayout("lybentukbujursangkar")
    sp.Initialize
End Sub

Sub Activity_Resume
End Sub

Sub Activity_Pause (UserClosed As Boolean)
End Sub

Sub Button1_Click
    StartActivity(bentuksegitiga)
End Sub

Sub Button2_Click
    StartActivity(Main)
End Sub
Sub **Button3_Click**
StartActivity(bentukoval)
End Sub

Sub **Button5_Click**
    StartActivity(bentuk)
End Sub

Sub **ImageView1_Click**
    sp.Load(File.DirAssets,"bujur.mp3")
    sp.Play
End Sub

Lampiran B19 : *Source Code* Modul Bentuk Oval

```plaintext
#Region Activity Attributes
    #FullScreen: True
    #IncludeTitle: False
#End Region

Sub **Process_Globals**
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
End Sub

Sub **Globals**
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.
    Dim sp As MediaPlayer
    Private Button1 As Button
    Private Button2 As Button
    Private Button3 As Button
    Private Button5 As Button
End Sub

Sub **Activity_Create**(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    'Activity.LoadLayout("Layout1")
    Activity.LoadLayout("lybentukoval")
    sp.Initialize
End Sub

Sub **Activity_Resume**
Sub Activity_Pause (UserClosed As Boolean)
End Sub

Sub Button1_Click
StartActivity(bentukbujursangkar)
End Sub

Sub Button2_Click
StartActivity(Main)
End Sub

Sub Button3_Click
StartActivity(bentukpersegipanjang)
End Sub

Sub Button5_Click
StartActivity(bentuk)
End Sub

Sub ImageView1_Click
sp.Load(File.DirAssets."oval.mp3")
sp.Play
End Sub

Lampiran B20 : Source Code Modul Bentuk Persegi Panjang

#Region Activity Attributes
#FullScreen: True
#IncludeTitle: False
#End Region

Sub Process_Globals
'These global variables will be declared once when the application starts.
'These variables can be accessed from all modules.
End Sub

Sub Globals
'These global variables will be redeclared each time the activity is created.
'These variables can only be accessed from this module.
Dim sp As MediaPlayer
Private Button1 As Button
<table>
<thead>
<tr>
<th>Sub Function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Activity_Create(FirstTime As Boolean)</td>
<td>Do not forget to load the layout file created with the visual designer. For example: Activity.LoadLayout(&quot;Layout1&quot;) Activity.LoadLayout(&quot;lybentukpersegipanjang&quot;) sp.Initialize</td>
</tr>
<tr>
<td>Activity_Reset</td>
<td></td>
</tr>
<tr>
<td>Activity_Pause(UserClosed As Boolean)</td>
<td></td>
</tr>
<tr>
<td>Button1_Click</td>
<td>StartActivity(bentukoval)</td>
</tr>
<tr>
<td>Button2_Click</td>
<td>StartActivity(Main)</td>
</tr>
<tr>
<td>Button3_Click</td>
<td>StartActivity(bentuklingkaran)</td>
</tr>
<tr>
<td>Button5_Click</td>
<td>StartActivity(bentuk)</td>
</tr>
<tr>
<td>ImageView1_Click</td>
<td>sp.Load(File.DirAssets,&quot;persegipanjang.mp3&quot;) sp.Play</td>
</tr>
</tbody>
</table>
Region Activity Attributes

FullScreen: True
IncludeTitle: False

#End Region

Sub Process_Globals

These global variables will be declared once when the application starts.
These variables can be accessed from all modules.

End Sub

Sub Globals

These global variables will be redeclared each time the activity is created.
These variables can only be accessed from this module.
Dim sp As MediaPlayer
Private Button1 As Button
Private Button2 As Button
Private Button3 As Button
Private Button5 As Button

End Sub

Sub Activity_Create(FirstTime As Boolean)

Do not forget to load the layout file created with the visual designer. For example:
  'Activity.LoadLayout("Layout1")
  Activity.LoadLayout("lybentuklingkaran")
  sp.Initialize

End Sub

Sub Activity_Resume

End Sub

Sub Activity_Pause(UserClosed As Boolean)

End Sub

Sub Button1_Click
StartActivity(bentukpersegi)anjang
End Sub

Sub Button2_Click
StartActivity(Main)
End Sub
Sub **Button3_Click**  
StartActivity(bentukjajargenjang)  
End Sub

Sub **Button5_Click**  
    StartActivity(bentuk)  
End Sub

Sub **ImageView1_Click**  
    sp.Load(File.DirAssets,"lingkaran.mp3")  
    sp.Play  
End Sub

Lampiran B22 : *Source Code* Modul Bentuk Jajaran Genjang

<table>
<thead>
<tr>
<th>Region Activity Attributes</th>
</tr>
</thead>
<tbody>
<tr>
<td>#FullScreen: True</td>
</tr>
<tr>
<td>#IncludeTitle: False</td>
</tr>
<tr>
<td>#End Region</td>
</tr>
</tbody>
</table>

Sub **Process_Globals**  
    'These global variables will be declared once when the application starts.  
    'These variables can be accessed from all modules.
End Sub

Sub **Globals**  
    'These global variables will be redeclared each time the activity is created.  
    'These variables can only be accessed from this module.  
    Dim sp As MediaPlayer  
    Private Button1 As Button  
    Private Button2 As Button  
    Private Button3 As Button  
    Private Button5 As Button  
End Sub

Sub **Activity_Create**(FirstTime As Boolean)  
    'Do not forget to load the layout file created with the visual designer. For example:  
    'Activity.LoadLayout("Layout1")  
    Activity.LoadLayout("lybentukjajargenjang")  
    sp.Initialize  
End Sub

Sub **Activity_Resume**
Sub Activity_Pause (UserClosed As Boolean)
End Sub

Sub Button1_Click
StartActivity(bentuklingkaran)
End Sub

Sub Button2_Click
StartActivity(Main)
End Sub

Sub Button3_Click
StartActivity(bentukbelahketupat)
End Sub

Sub Button5_Click
StartActivity(bentuk)
End Sub

Sub ImageView1_Click
sp.Load(File.DirAssets,"jajarangenjang.mp3")
sp.Play
End Sub

Lampiran B23 : Source Code Modul Bentuk Belah Ketupat

#Region Activity Attributes
#FullScreen: True
#includeTitle: False
#End Region

Sub Process_Global
'These global variables will be declared once when the application starts.
'These variables can be accessed from all modules.
End Sub

Sub Globals
'These global variables will be redeclared each time the activity is created.
'These variables can only be accessed from this module.
Dim sp As MediaPlayer
Private Button1 As Button
Private Button2 As Button
Private Button3 As Button
Private Button5 As Button

End Sub

Sub Activity_Create(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    'Activity.LoadLayout("Layout1")
    Activity.LoadLayout("lybentukbelahketupat")
    sp.Initialize
End Sub

Sub Activity_Resume

End Sub

Sub Activity_Pause (UserClosed As Boolean)

End Sub

Sub Button1_Click
StartActivity(bentukjajargenjang)
End Sub

Sub Button2_Click
StartActivity(Main)
End Sub

Sub Button3_Click
StartActivity(bentuktrapesium)
End Sub

Sub Button5_Click
    StartActivity(bentuk)
End Sub

Sub ImageView1_Click
    sp.Load(File.DirAssets,"belahketupat.mp3")
    sp.Play
End Sub
Lampiran B24 : *Source Code* Modul Bentuk Trapesium

```vbnet
#Region Activity Attributes
    #FullScreen: True
    #IncludeTitle: False
#End Region

Sub Process_Globals
    'These global variables will be declared once when the application starts.
    'These variables can be accessed from all modules.
End Sub

SubGlobals
    'These global variables will be redeclared each time the activity is created.
    'These variables can only be accessed from this module.
    Dim sp As MediaPlayer
    Private Button1 As Button
    Private Button2 As Button
    Private Button3 As Button
    Private Button5 As Button
End Sub

Sub Activity_Create(FirstTime As Boolean)
    'Do not forget to load the layout file created with the visual designer. For example:
    Activity.LoadLayout("Layout1")
    Activity.LoadLayout("lybentuktrapesium")
    sp.Initialize
End Sub

Sub Activity_Resume
End Sub

Sub Activity_Pause (UserClosed As Boolean)
End Sub

Sub Button1_Click
    StartActivity(bentukbelahketupat)
End Sub

Sub Button2_Click
    StartActivity(Main)
End Sub
```
Sub **Button3_Click**
StartActivity(bentuklayanglayang)
End Sub

Sub **Button5_Click**
    StartActivity(bentuk)
End Sub

Sub **ImageView1_Click**
    sp.Load(File.DirAssets,"trapesium.mp3")
    sp.Play
End Sub


#Region Activity Attributes
#FullScreen: True
#IncludeTitle: False
#End Region

Sub **Process_Globals**
'These global variables will be declared once when the application starts.
'These variables can be accessed from all modules.

End Sub

Sub **Globals**
'These global variables will be redeclared each time the activity is created.
'These variables can only be accessed from this module.
Dim sp As MediaPlayer
Private Button1 As Button
Private Button2 As Button
Private Button5 As Button

End Sub

Sub **Activity_Create**(FirstTime As Boolean)
'Do not forget to load the layout file created with the visual designer. For example:
'Activity.LoadLayout("Layout1")
    Activity.LoadLayout("lybentuklayanglayang")
    sp.Initialize
End Sub

Sub **Activity_Resume**

End Sub
Sub **Activity_Pause** (UserClosed As Boolean)
End Sub

Sub **Button1_Click**
    StartActivity(bentuktrapesium)
End Sub

Sub **Button2_Click**
    StartActivity(Main)
End Sub

Sub **Button5_Click**
    StartActivity(bentuk)
End Sub

Sub **ImageView1_Click**
    sp.Load(File.DirAssets,"layanglayang.mp3")
    sp.Play
End Sub