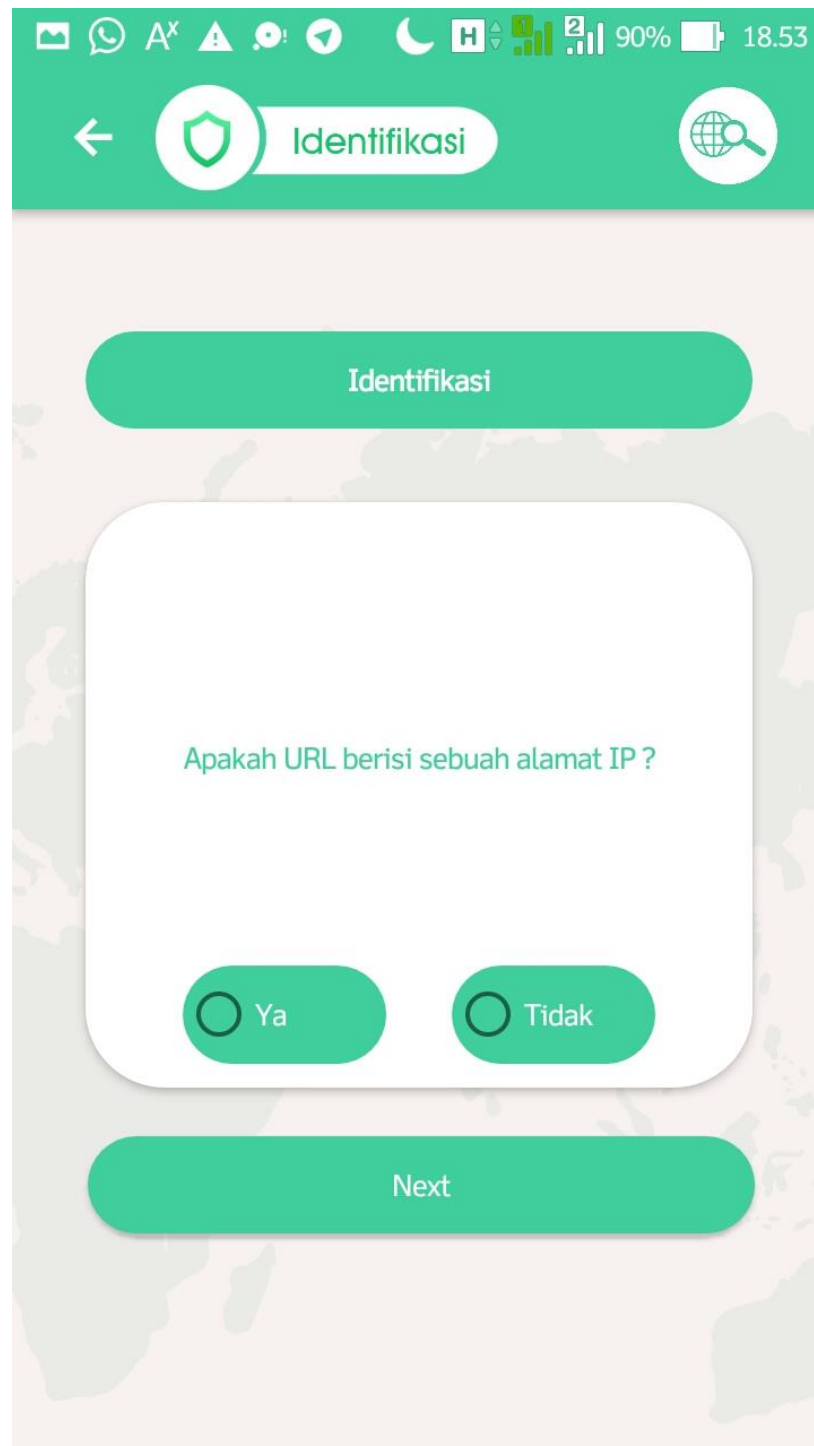


Lampiran A-1 Identifikasi



The screenshot shows a mobile application interface with a green header bar. The header bar contains a back arrow, a shield icon, the text "Identifikasi", and a globe icon. Below the header bar is a green button labeled "Identifikasi". In the center of the screen is a white rounded rectangle containing the text "Apakah URL berisi sebuah alamat IP ?". Below this text are two green buttons with radio buttons: "Ya" and "Tidak". At the bottom of the screen is a green button labeled "Next". The background of the screen is a light beige color with a faint world map pattern.

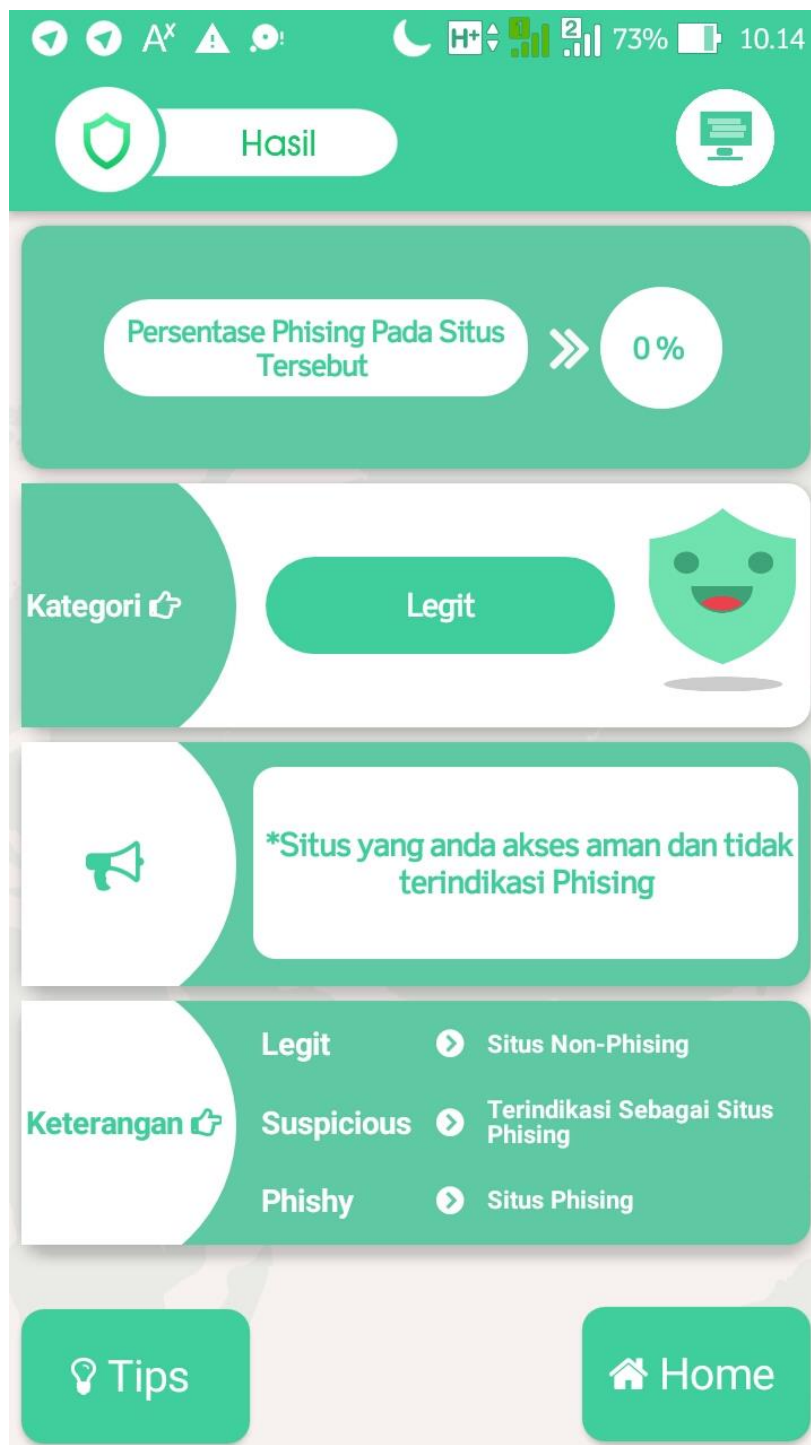
Identifikasi

Apakah URL berisi sebuah alamat IP ?

☐ Ya ☐ Tidak

Next

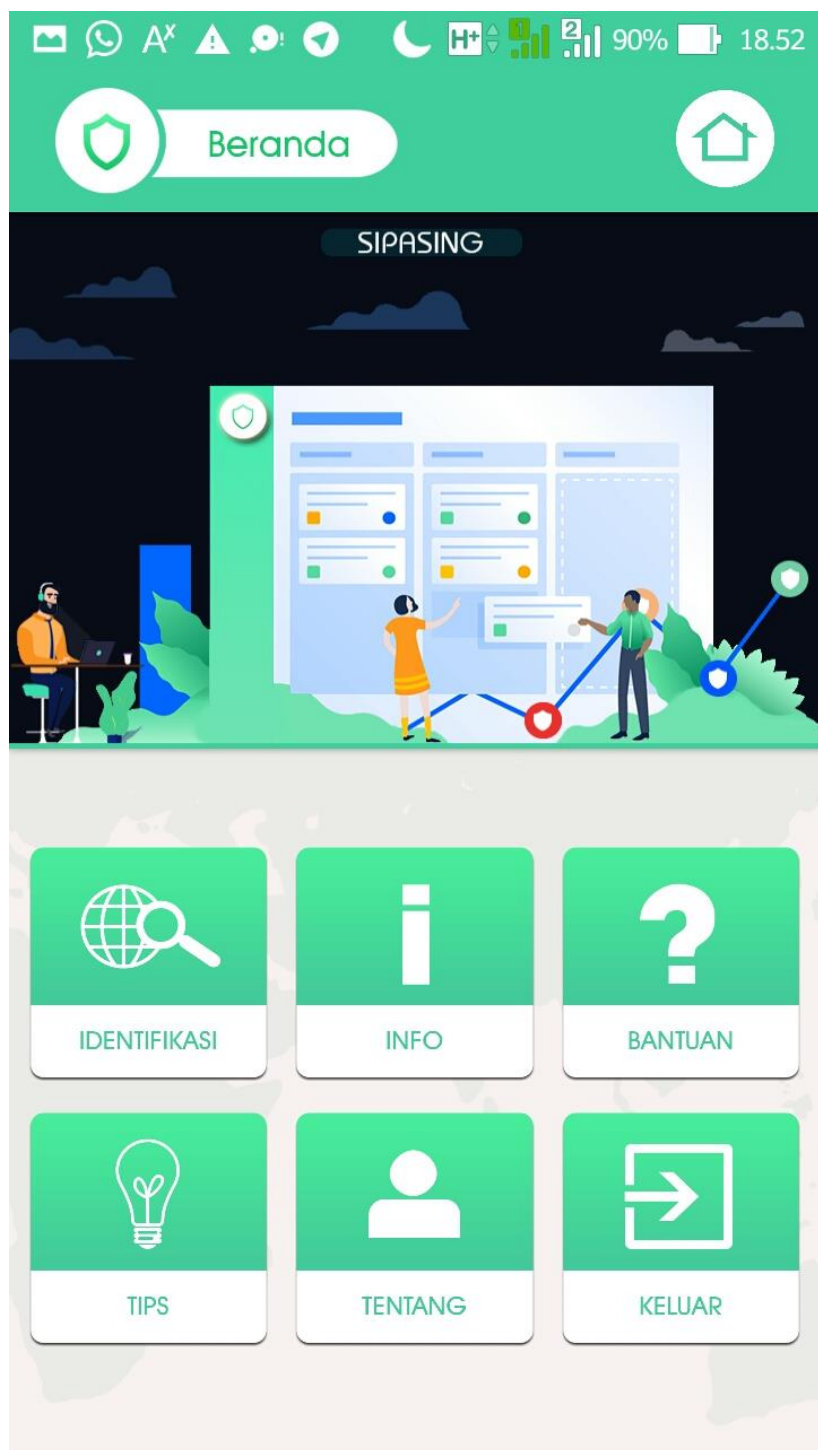
Lampiran B-1 Hasil



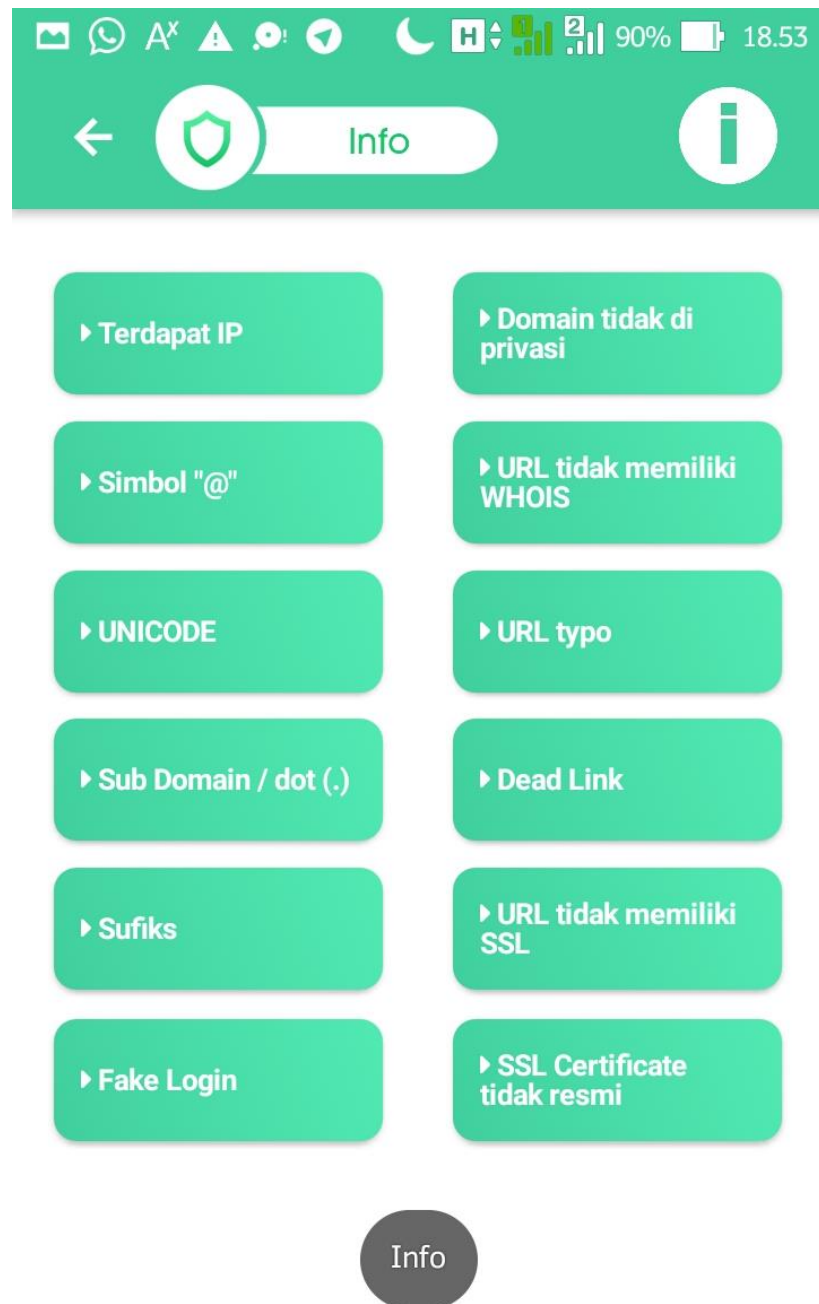
Tampilan SplashScreen



Tampilan Menu Utama



Tampilan Info



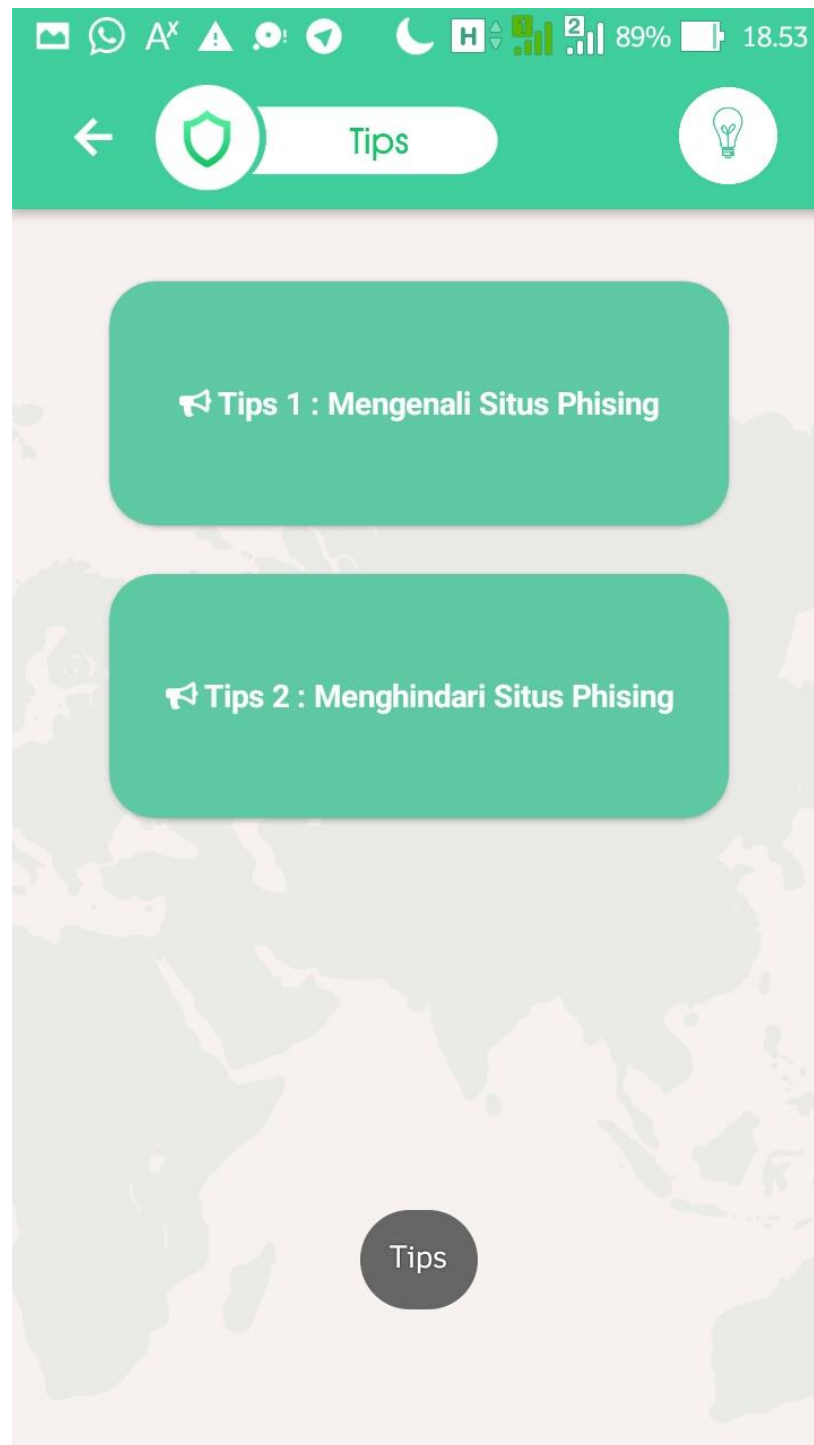
Tampilan Info2



Tampilan Bantuan



Tampilan Tips



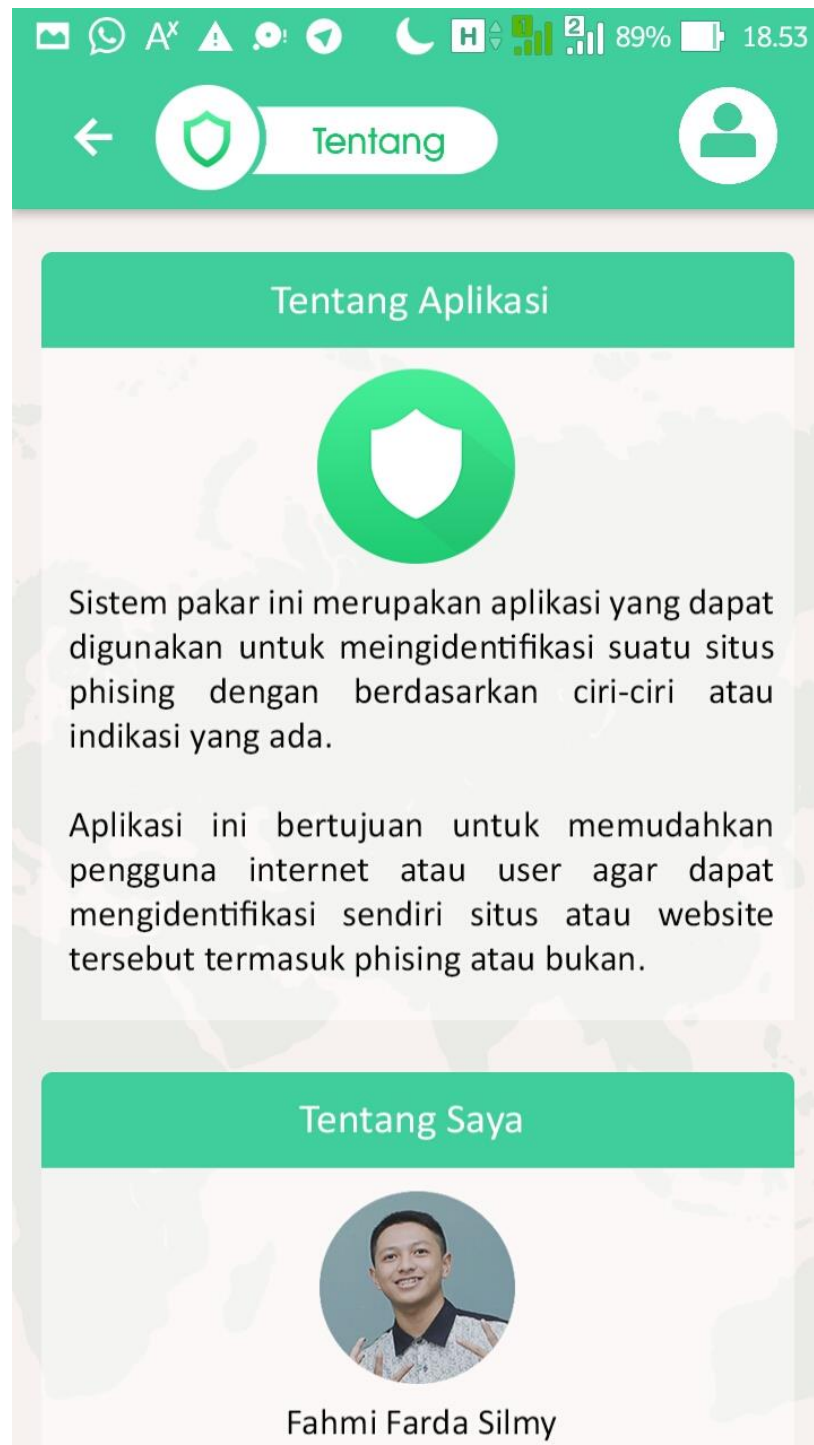
Tampilan Tips 1



Tampilan Tips 2



Tampilan Tentang



Lampiran C-1 : Menu Utama

```
#Region Project Attributes
    #ApplicationLabel: Sipasing
    #VersionCode: 1
    #VersionName:
    'SupportedOrientations possible values: unspecified, landscape or portrait.
    #SupportedOrientations: portrait
    #CanInstallToExternalStorage: False
```

```
#End Region
```

```
#Region Activity Attributes
```

```
    #FullScreen: False
    #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.
```

```
Public DB As SQL
Public rp As RuntimePermissions
Public WorkFolder As String
```

```
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 SplashTimer As Timer
Private logo As ImageView
Private Bt_ba As Button
Private Bt_id As Button
Private Bt_in As Button
Private Bt_te As Button
Private Bt_ti As Button
Private Bt_ke 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("lysplash")
    SplashTimer.Initialize("SplashTimer", 3000)
    SplashTimer.Enabled=True
```

```
End Sub
```

```

Sub Activity_Resume
    For Each permission As String In
        Array(rp.PERMISSION_READ_EXTERNAL_STORAGE,
            rp.PERMISSION_WRITE_EXTERNAL_STORAGE)
            rp.CheckAndRequest(permission)
            Wait For Activity_PermissionResult (permission As String, Result
        As Boolean)
            If Result = False Then
                MsgBox("Aplikasi membutuhkan akses file", "Error")
            Else
                WorkFolder = rp.GetSafeDirDefaultExternal("")
                File.Copy(File.DirAssets, "app.db", WorkFolder, "app.db")
                DB.Initialize(WorkFolder, "app.db", False)
            End If
        Next
    End Sub

Sub Activity_Pause (UserClosed As Boolean)

    End Sub

Sub SplashTimer_Tick
    Activity.LoadLayout("lyhome")
    SplashTimer.Enabled=False
    logo.Visible=False
    ToastMessageShow("Selamat Datang Di Aplikasi Sipasing", False)
    End Sub

Sub Bt_te_Click
    StartActivity(Tentang)
    ToastMessageShow("Tentang", False)
    End Sub

Sub Bt_in_Click
    StartActivity(Info)
    ToastMessageShow("Info", False)
    End Sub

Sub Bt_id_Click
    StartActivity(Identifikasi)
    ToastMessageShow("Identifikasi", False)
    End Sub

Sub Bt_ba_Click
    StartActivity(Bantuan)
    ToastMessageShow("Bantuan", False)

    End Sub

```

```
Sub Bt_ti_Click
    StartActivity(Tips)
    ToastMessageShow("Tips", False)
End Sub

Sub Bt_ke_Click
    MsgBox2Async("Apakah Anda Ingin Keluar?", "", "Iya", "", "Tidak", Null,
False)
    Wait For MsgBox_Result (Result As Int)
    If Result = DialogResult.POSITIVE Then
        Activity.Finish
    End If
End Sub
```



Lampiran C-2 : Menu Info

#Region Activity Attributes

#FullScreen: False

#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 back As Button
 Private Button1 As Button
 Private Button10 As Button
 Private Button11 As Button
 Private Button12 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 OK As Button
 Private Panel_1 As Panel
 Private Panelin As Panel
 Private ScrollView1 As ScrollView
 Private labelket As Label

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("lyInfo")

End Sub

Sub Activity_Resume

End Sub

```
Sub Activity_Pause (UserClosed As Boolean)
```

```
End Sub
```

```
Sub back_Click
```

```
    Activity.Finish
```

```
End Sub
```

```
Sub Button1_Click
```

```
    Panelin.Visible=False
```

```
    Activity.LoadLayout("P1")
```

```
    labelket.RemoveView
```

```
    ScrollView1.Panel.AddView(labelket , 0%x, 0%y, 65%x, 100%y )
```

```
    ScrollView1.Panel.Height=300dip
```

```
End Sub
```

```
Sub Button9_Click
```

```
    Panelin.Visible=False
```

```
    Activity.LoadLayout("P9")
```

```
    labelket.RemoveView
```

```
    ScrollView1.Panel.AddView(labelket , 0%x, 0%y, 65%x, 100%y )
```

```
    ScrollView1.Panel.Height=500dip
```

```
End Sub
```

```
Sub Button8_Click
```

```
    Panelin.Visible=False
```

```
    Activity.LoadLayout("P8")
```

```
    labelket.RemoveView
```

```
    ScrollView1.Panel.AddView(labelket , 0%x, 0%y, 65%x, 100%y )
```

```
    ScrollView1.Panel.Height=500dip
```

```
End Sub
```

```
Sub Button7_Click
```

```
    Panelin.Visible=False
```

```
    Activity.LoadLayout("P7")
```

```
    labelket.RemoveView
```

```
    ScrollView1.Panel.AddView(labelket , 0%x, 0%y, 65%x, 100%y )
```

```
    ScrollView1.Panel.Height=500dip
```

```
End Sub
```

```
Sub Button6_Click
```

```
    Panelin.Visible=False
```

```
    Activity.LoadLayout("P6")
```

```
    labelket.RemoveView
```

```
    ScrollView1.Panel.AddView(labelket , 0%x, 0%y, 65%x, 100%y )
```



ScrollView1.Panel.Height=500dip

End Sub

Sub Button5_Click

Panelin.Visible=False

Activity.LoadLayout("P5")

labelket.RemoveView

ScrollView1.Panel.AddView(labelket , 0%x, 0%y, 65%x, 100%y)

ScrollView1.Panel.Height=500dip

End Sub

Sub Button4_Click

Panelin.Visible=False

Activity.LoadLayout("P4")

labelket.RemoveView

ScrollView1.Panel.AddView(labelket , 0%x, 0%y, 65%x, 100%y)

ScrollView1.Panel.Height=500dip

End Sub

Sub Button3_Click

Panelin.Visible=False

Activity.LoadLayout("P3")

labelket.RemoveView

ScrollView1.Panel.AddView(labelket , 0%x, 0%y, 65%x, 100%y)

ScrollView1.Panel.Height=500dip

End Sub

Sub Button2_Click

Panelin.Visible=False

Activity.LoadLayout("P2")

labelket.RemoveView

ScrollView1.Panel.AddView(labelket , 0%x, 0%y, 65%x, 100%y)

ScrollView1.Panel.Height=500dip

End Sub

Sub Button12_Click

Panelin.Visible=False

Activity.LoadLayout("P12")

labelket.RemoveView

ScrollView1.Panel.AddView(labelket , 0%x, 0%y, 65%x, 100%y)

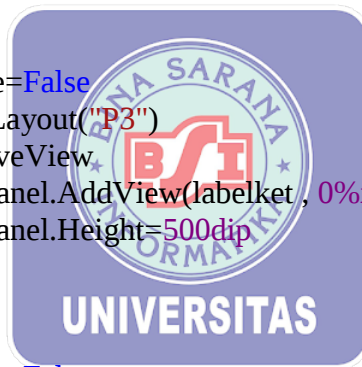
ScrollView1.Panel.Height=500dip

End Sub

Sub Button11_Click

Panelin.Visible=False

Activity.LoadLayout("P11")



```
labelket.RemoveView
ScrollView1.Panel.AddView(labelket , 0%x, 0%y, 65%x, 100%y )
ScrollView1.Panel.Height=500dip
End Sub

Sub Button10_Click
    Panelin.Visible=False
    Activity.LoadLayout("P10")
    labelket.RemoveView
    ScrollView1.Panel.AddView(labelket , 0%x, 0%y, 65%x, 100%y )
    ScrollView1.Panel.Height=500dip
End Sub

Sub OK_Click
    'Activity.Finish
    Panel_1.Visible=False
    Panelin.Visible=True
End Sub
```



Lampiran C-3 : Menu Bantuan

```
#Region Activity Attributes
```

```
    #FullScreen: False
```

```
    #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 ScrollView1 As ScrollView
```

```
    Private back 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("lybantuan")
```

```
    ScrollView1.Panel.LoadLayout("panel2")
```

```
    ScrollView1.Panel.Height=700dip
```

```
End Sub
```

Sub Activity_Resume

```
End Sub
```

Sub Activity_Pause (UserClosed As Boolean)

```
End Sub
```

Sub back_Click

```
    Activity.Finish
```

```
End Sub
```

Lampiran C-4 : Menu Tips

```
#Region Activity Attributes
```

```
    #FullScreen: False
```

```
    #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.
```

```
Public Tips As String
```

```
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 back As Button
```

```
Private btTips1 As Button
```

```
Private btTips2 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("lyTips")
```

```
End Sub
```

Sub Activity_Resume

```
End Sub
```

Sub Activity_Pause (UserClosed As Boolean)

```
End Sub
```

Sub back_Click

```
    Activity.Finish
```

```
End Sub
```

Sub btTips2_Click

```
    TipsView.Tip="Tips2"
```

```
    StartActivity(TipsView)
```

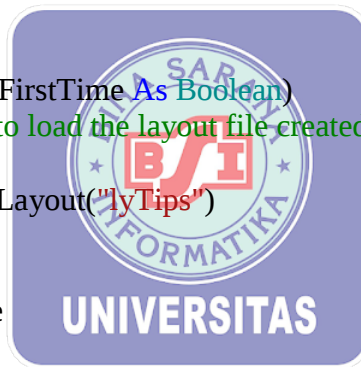
```
End Sub
```

Sub btTips1_Click

```
    TipsView.Tip="Tips"
```

```
    StartActivity(TipsView)
```

```
End Sub
```



Lampiran C-5 : Menu Tentang

```
#Region Activity Attributes
```

```
    #FullScreen: False
```

```
    #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 ScrollView1 As ScrollView
```

```
    Private back 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("lytentang")
```

```
    ScrollView1.Panel.LoadLayout("panel")
```

```
    ScrollView1.Panel.Height=800dip
```

```
End Sub
```

Sub Activity_Resume

```
End Sub
```

Sub Activity_Pause (UserClosed As Boolean)

```
End Sub
```

Sub back_Click

```
    Activity.Finish
```

```
End Sub
```

Lampiran C-6 : Menu Identifikasi

```
#Region Activity Attributes
```

```
    #FullScreen: False
```

```
    #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 btnNext As Button
```

```
Private lbinfo As Label
```

```
Private lbTanya As Label
```

```
Private RD1 As RadioButton
```

```
Private RD2 As RadioButton
```

```
Dim nilaijawaban(2) As Double
```

```
Private pertanyaan As Cursor
```

```
Dim jawabanUser(12) As Double
```

```
Private NoTanya As Int
```

```
Private back 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("lyidentifikasi")
```

```
End Sub
```

Sub Activity_Resume

```
Private j As Cursor
```

```
Dim L(2) As String
```

```
j=Main.DB.ExecQuery("select * from jawaban order by idjwb asc")
```

```
For i=0 To 1
```

```
    j.Position=i
```

```
    nilaijawaban(i)=j.GetDouble("cf")
```

```
    L(i)=j.GetString("pilihan")
```

```
Next
```

```
RD1.Text=L(0)
```

```
RD2.Text=L(1)
```

```
NoTanya=1
```

```
For i=0 To 11
```

```
    jawabanUser(i)=0.00
```

```
Next
```

```
pertanyaan=Main.DB.ExecQuery("select * from indikasi order by  
idindikasi asc")
```

```
bertanya
```

```
End Sub
```

```
Sub Activity_Pause (UserClosed As Boolean)
```

```
End Sub
```

```
Sub Panel1_Touch (Action As Int, X As Float, Y As Float)
```

```
End Sub
```

```
Sub Button1_Click
```

```
End Sub
```

```
Sub ScrollView1_ScrollChanged(Position As Int)
```

```
End Sub
```

```
Sub btnNext_Click
```

```
Dim n As Int
```

```
n=NoTanya-1
```

```
If RD1.Checked=True Then
```

```
    jawabanUser(n)=nilaijawaban(0)
```

```
Else if RD2.Checked=True Then
```

```
    jawabanUser(n)=nilaijawaban(1)
```

```
End If
```

```
NoTanya=NoTanya+1
```

```
bertanya
```

```
End Sub
```

```
Sub bertanya
```

```
    If NoTanya>pertanyaan.RowCount Then
```

```
        HitungCF
```

```
    Else
```

```
        pertanyaan.Position=NoTanya-1
```

```
        lbTanya.Text=pertanyaan.GetString("indikasi")
```

```
        RD1.Checked=True
```

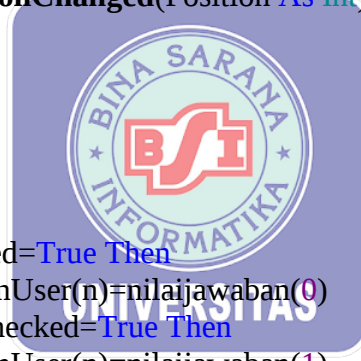
```
        RD1.Checked=False
```

```
    End If
```

```
End Sub
```

```
Sub HitungCF
```

```
    Private DtPy As Cursor
```



```

Private i, j As Int
Private DtCfRule As Cursor
Private CfHitung As Double
Private CfCombine(50) As Double
Private d1, d2 As Double
Main.DB.ExecNonQuery("UPDATE hasil SET cfcombine='0.00'")
DtPy=Main.DB.ExecQuery("SELECT idhasil FROM hasil ORDER BY
idhasil ASC")
For i=0 To DtPy.RowCount-1
    DtPy.Position=i
    pertanyaan.Position=0
    DtCfRule=Main.DB.ExecQuery("SELECT cf FROM rules
WHERE idpyk='" & DtPy.GetString("idhasil") & _
    "' AND idindikasi='" & pertanyaan.GetString("idindikasi")
& "' LIMIT 0,1")
    DtCfRule.Position=0
    d1=DtCfRule.GetDouble("cf")*jawabanUser(0)
    pertanyaan.Position=1
    DtCfRule=Main.DB.ExecQuery("SELECT cf FROM rules
WHERE idpyk='" & DtPy.GetString("idhasil") & _
    "' AND idindikasi='" & pertanyaan.GetString("idindikasi")
& "' LIMIT 0,1")
    DtCfRule.Position=0
    d2=DtCfRule.GetDouble("cf")*jawabanUser(1)
    CfHitung=d1+d2*(1-d1)
    For j=2 To pertanyaan.RowCount-1
        pertanyaan.Position=j
        DtCfRule=Main.DB.ExecQuery("SELECT cf FROM rules
WHERE idpyk='" & DtPy.GetString("idhasil") & _
        "' AND idindikasi='" & pertanyaan.GetString("idindikasi")
& "' LIMIT 0,1")
        DtCfRule.Position=0
        d1=DtCfRule.GetDouble("cf")*jawabanUser(j)
        d2=CfHitung+d1*(1-CfHitung)
        CfHitung=d2
    Next
    Main.DB.ExecNonQuery("UPDATE hasil SET cfcombine='" &
CfHitung & "' WHERE idhasil='" & DtPy.GetString("idhasil") & "'")
Next
Activity.Finish
StartActivity(Hasil)

End Sub

Sub back_Click
    Activity.Finish
End Sub

```

Hasil

```
#Region Activity Attributes
```

```
    #FullScreen: False
```

```
    #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 ScrollView1 As ScrollView
```

```
    Private back 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("lytentang")
```

```
    ScrollView1.Panel.LoadLayout("panel")
```

```
    ScrollView1.Panel.Height=800dip
```

```
End Sub
```

```
Sub Activity_Resume
```

```
End Sub
```

```
Sub Activity_Pause (UserClosed As Boolean)
```

```
End Sub
```

```
Sub back_Click
```

```
    Activity.Finish
```

```
End Sub
```



TipsView

```
#Region Activity Attributes
```

```
    #FullScreen: False
```

```
    #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.
```

```
    Public Tip As String
```

```
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 back As Button
```

```
    Private WebView1 As WebView
```

```
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("WvTips")
```

```
End Sub
```

Sub Activity_Resume

```
    WebView1.LoadUrl("file:///android_asset/" & Tip & ".html")
```

```
End Sub
```

Sub Activity_Pause (UserClosed As Boolean)

```
End Sub
```

Sub back_Click

```
    Activity.Finish
```

```
End Sub
```

