

## LAMPIRAN SCRIPT PROGRAM

### 1. Listing Program Halaman Pembuka 1 dan Pembuka 2

- Script untuk memanggil movie MenuUtama

```
on mouseUp me
    go movie "menuUtama"
end
```

### 2. Listing Program Halaman MenuUtama dan Penutup

- Script untuk menjalankan kursor

```
on exitFrame me
    cursor (member 42)
end
```

- Script pada frame 30 Script Channel

```
on exitFrame me
    go the frame
end
```

- Script tombol GaleriDino

```
on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3, "Communicator"
    member (28).text="galeriDino"
end

on mouseleave me
    sprite(the currentspritenum).blend=0
    member (28).text=" "
end

on mouseUp me
    go movie "galeriDino"
end
```

- Script tombol PermainanDino

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (29).text="permainanDino"
end
on mouseleave me
    sprite(the currentspritenum).blend=0
    member (29).text=" "
end
on mouseUp me
    go movie "permainanMenu"
end

```

- Script tombol FosilDino

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (31).text="fosilDino"
end
on mouseleave me
    sprite(the currentspritenum).blend=0
    member (31).text=" "
end
on mouseUp me
    go movie "fosilDino"
end

```

- Script tombol CatatanDino

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (30).text="catatanDino "

```

```

end
on mouseleave me
    sprite(the currentspritenum).blend=0
    member (30).text=" "
end
on mouseUp me
    go movie "catatanDino"
end

```

- Script tombol Profile

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (32).text="profile "
end
on mouseleave me
    sprite(the currentspritenum).blend=0
    member (32).text=" "
end
on mouseUp me
    go movie "profile"
end

```

- Script tombol koneksi internet

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (27).text="http://www.dinodata.net"
end
on mouseleave me
    sprite(the currentspritenum).blend=0
    member (27).text=""
end

```

- Script untuk mengontrol musik

```
on mouseUp me
    the soundEnabled = not(the soundEnabled)
end
```

- Script tombol Keluar

```
on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (26).text="keluar"
end

on mouseleave me
    sprite(the currentspritenum).blend=0
    member (26).text=""
end

on mouseUp me
    go 31
end
```

- Script untuk keluar dari aplikasi

```
on exitFrame me
    quit
end
```

### 3. Listing Program Halaman Menu Galeri Dinosaurus dan Galeri Dinosaurus

- Script untuk menjalankan kursor

```
on exitFrame me
    cursor (member 223)
end
```

- Script pada frame 30 Script Channel

```
on exitFrame me
    go the Frame
```

end

- Script tombol A-C

```
on mouseenter me
```

```
    sprite(the currentspritenum).blend=100
```

```
    puppetsound 3,"Communicator"
```

```
end
```

```
on mouseleave me
```

```
    sprite(the currentspritenum).blend=0
```

```
end
```

```
on mouseUp me
```

```
    go 31
```

```
end
```

- Script tombol D-F

```
on mouseenter me
```

```
    sprite(the currentspritenum).blend=100
```

```
    puppetsound 3,"Communicator"
```

```
end
```

```
on mouseleave me
```

```
    sprite(the currentspritenum).blend=0
```

```
end
```

```
on mouseUp me
```

```
    go Frame 81
```

```
end
```

- Script tombol G-I

```
on mouseenter me
```

```
    sprite(the currentspritenum).blend=100
```

```
    puppetsound 3,"Communicator"
```

```
end
```

```
on mouseleave me
```

```
    sprite(the currentspritenum).blend=0
```

```
end
```

```
on mouseUp me
    Go Frame 105
end
```

- Script tombol J-L

```
on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
end
on mouseleave me
    sprite(the currentspritenum).blend=0
end
on mouseUp me
    Go Frame 118
end
```

- Script tombol M-O

```
on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
end
on mouseleave me
    sprite(the currentspritenum).blend=0
end
on mouseUp me
    Go Frame 126
end
```

- Script tombol P-R

```
on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
end
on mouseleave me
```

```

        sprite(the currentspritenum).blend=0
    end
    on mouseUp me
        Go Frame 142
    end

```

- Script tombol S-U

```

    on mouseenter me
        sprite(the currentspritenum).blend=100
        puppetsound 3,"Communicator"
    end
    on mouseleave me
        sprite(the currentspritenum).blend=0
    end
    on mouseUp me
        Go Frame 163
    end

```

- Script tombol V-Z

```

    on mouseenter me
        sprite(the currentspritenum).blend=100
        puppetsound 3,"Communicator"
    end
    on mouseleave me
        sprite(the currentspritenum).blend=0
    end
    on mouseUp me
        Go Frame 206
    end

```

- Script tombol Lanjut

```

    on mouseenter me
        sprite(the currentspritenum).blend=100
        puppetsound 3,"Communicator"
    end

```

```

        member (217).text="lanjut"
    end
    on mouseleave me
        sprite(the currentspritenum).blend=0
        member (217).text=""
    end
    on mouseUp me
        Go Next
    end

```

- Script tombol Kembali

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (218).text="kembali"
end
on mouseleave me
    sprite(the currentspritenum).blend=0
    member (218).text=""
end
on mouseUp me
    Go previous
end

```

- Script tombol Menu GaleriDino

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (219).text="menu galeriDino"
end
on mouseleave me
    sprite(the currentspritenum).blend=0
    member (219).text=""

```

```

end
on mouseUp me
    go 1
end

```

- Script tombol MenuUtama

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (216).text="menuUtama"
end
on mouseleave me
    sprite(the currentspritenum).blend=0
    member (216).text=""
end
on mouseUp me
    Go movie "menuUtama"
end

```

#### 4. Listing Program Halaman Menu Permainan Dinosaurus

- Script untuk menjalankan kursor

```

on exitFrame me
    cursor (member 36)
end

```

- Script pada frame 30 Script Channel

```

on exitFrame me
    go loop
end

```

- Script tombol Permainan Hidden Object

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (24).text="Hidden Object"

```

```
end
```

```
on mouseleave me  
    sprite(the currentspritenum).blend=0  
    member (24).text=""  
end
```

```
on mouseUp me  
    go movie "Hidden Object"  
end
```

- Script tombol Permainan Find Object

```
on mouseenter me  
    sprite(the currentspritenum).blend=100  
    puppetsound 3, "Communicator"  
    member (31).text="Find Object"  
end
```

```
on mouseleave me  
    sprite(the currentspritenum).blend=0  
    member (31).text=""  
end
```

```
on mouseUp me  
    go movie "Find Object"  
end
```

- Script tombol Permainan Puzzle

```
on mouseenter me  
    sprite(the currentspritenum).blend=100  
    puppetsound 3, "Communicator"  
    member (32).text="Puzzle"  
end
```

```
on mouseleave me  
    sprite(the currentspritenum).blend=0  
member (32).text=""  
end
```

```
on mouseUp me  
    go movie "Puzzle"  
end
```

- Script tombol Permainan Sky War

```
on mouseUp me
    open the moviePath & "Skywar.exe"
end
```

- Script tombol MenuUtama

```
on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (22).text="menuUtama"
end

on mouseleave me
    sprite(the currentspritenum).blend=0
    member (22).text=""
end

on mouseUp me
    go movie "menuUtama"
end
```

## 5. Listing Program Halaman Permainan Find Object

- Script untuk menjalankan kursor dan waktu

```
on exitFrame me
    startTimer
    cursor (member 31)
end
```

- Script pada frame 19 Script Channel

```
on exitFrame me
    if (the timer < 120 * 10) then
        go loop
    else
        go "telat"
```

```

        end if
    end

```

- Script pada frame 30 Script Channel

```

on exitFrame me
    go 2
end

```

- Script pada ke sepuluh gambar perbedaan yang dapat diklik (Movie Script)

```

on exitFrame me
    member("waktu").text=string(1200-the timer)
    if sprite(2).blend=100 and sprite(3).blend=100
    and sprite(4).blend=100 and sprite(5).blend=100
    and sprite(9).blend=100 and sprite(10).blend=100
    and sprite(11).blend=100 and
        sprite(12).blend=100 and
        sprite(13).blend=100 and
        sprite(14).blend=100 then
        go "berhasil"
    end if

```

- Script tombol ulang permainan

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (35).text="ulang permainan"
end

on mouseleave me
    sprite(the currentspritenum).blend=0
    member (35).text=""
end

on mouseUp me
    go 1
end

```

- Script tombol PermainanMenu

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (24).text="menuPermainan"
end
on mouseleave me
    sprite(the currentspritenum).blend=0
    member (24).text=""
end
on mouseUp me
    go movie "permainanMenu"
end

```

#### 6. Listing Program Halaman Permainan Hidden Object

- Script untuk menjalankan kursor dan waktu

```

on exitFrame me
    startTimer
    cursor (member 31)
end

```

- Script pada frame 30 Script Channel

```

on exitFrame me
    if (the timer < 240 * 10) then
        go loop
    else
        go "telat"
    end if
end

```

- Script pada ke sepuluh gambar target benda yang dapat digerakan (Movie Script)

```

on exitFrame me
    member("waktu").text=string(2400-the timer)
    if sprite(18).loc=point(62,552) then
        sprite(18).blend=0
        sprite(2).blend=0
        sprite(4).blend=100
        sprite(12).blend=50
        sprite(18).moveablesprite=false
    end if

    if sprite(19).loc=point(68,553) then
        sprite(19).blend=0
        sprite(2).blend=0
        sprite(4).blend=100
        sprite(6).blend=50
        sprite(19).moveablesprite=false
    end if

    if sprite(20).loc=point(57,556) then
        sprite(20).blend=0
        sprite(2).blend=0
        sprite(4).blend=100
        sprite(10).blend=50
        sprite(20).moveablesprite=false
    end if

    if sprite(21).loc=point(63,552) then
        sprite(21).blend=0
        sprite(2).blend=0
        sprite(4).blend=100
        sprite(14).blend=50
        sprite(21).moveablesprite=false
    end if

    if sprite(22).loc=point(73,559) then
        sprite(22).blend=0
        sprite(2).blend=0
        sprite(4).blend=100
        sprite(11).blend=50
        sprite(22).moveablesprite=false
    end if

    if sprite(23).loc=point(78,559) then
        sprite(23).blend=0
    end if

```

```

        sprite(2).blend=0
        sprite(4).blend=100
        sprite(5).blend=50
        sprite(23).moveablesprite=false
    end if

    if sprite(24).loc=point(79,584) then
        sprite(24).blend=0
        sprite(2).blend=0
        sprite(4).blend=100
        sprite(15).blend=50
        sprite(24).moveablesprite=false

    end if

    if sprite(26).loc=point(57,554) then
        sprite(26).blend=0
        sprite(2).blend=0
        sprite(4).blend=100
        sprite(16).blend=50
        sprite(26).moveablesprite=false
    end if

    if sprite(27).loc=point(73,582) then
        sprite(27).blend=0
        sprite(2).blend=0
        sprite(4).blend=100
        sprite(17).blend=50
        sprite(27).moveablesprite=false
    end if

    if sprite(28).loc=point(58,552) then
        sprite(28).blend=0
        sprite(2).blend=0
        sprite(4).blend=100
        sprite(13).blend=50
        sprite(28).moveablesprite=false

    end if


    if sprite(18).loc=point(62,552) and
    sprite(19).loc=point(68,553) and
    sprite(20).loc=point(57,556) and
    sprite(21).loc=point(63,552) and
    sprite(22).loc=point(73,559) and
    sprite(23).loc=point(78,559) and

```

```

sprite(24).loc=point(79,584) and
sprite(26).loc=point(57,554) and
sprite(27).loc=point(73,582) and
sprite(28).loc=point(58,552) then
    go "berhasil"
end if
end

```

- Script tombol ulang permainan

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (37).text="ulang permainan"
end

```

```

on mouseleave me
    sprite(the currentspritenum).blend=0
    member (37).text=""
end

```

```

on mouseUp me
    go 1
end

```

- Script tombol PermainanMenu

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (26).text="menuPermainan"
end

```

```

on mouseleave me
    sprite(the currentspritenum).blend=0
    member (26).text=""
end

```

```

on mouseUp me
    go movie "permainanMenu"
end

```

## 7. Listing Program Halaman Permainan Puzzle

- Script untuk menjalankan kursor dan waktu

```
on exitFrame me
    startTimer
    cursor (member 31)
end
```

- Script pada frame 30 Script Channel

```
on exitFrame me
    if (the timer < 60 * 10) then
        go loop
    else
        go "telat"
    end if
end
```

- Script pada frame 30 dan 70 Script Channel

```
on exitFrame me
    go the frame
end
```

- Script pada ke empat keping yang dapat dipindahkan (Movie Script)

```
on exitFrame me
    member("waktu").text=string(610-the timer)
    if sprite(2).loc=point(320,240) then
        sprite(2).member="keping1permainan1"
        sprite(2).moveablesprite=false
    end if
    if sprite(3).loc=point(480,240) then
        sprite(3).member="keping2permainan1"
        sprite(3).moveablesprite=false
    end if
    if sprite(4).loc=point(320,400) then
```

```

        sprite(4).member="keping3permainan1"
        sprite(4).moveablesprite=false
    end if
    if sprite(5).loc=point(480,400) then
        sprite(5).member="keping4permainan1"
        sprite(5).moveablesprite=false
    end if
    if sprite(2).loc=point(320,240) and
    sprite(3).loc=point(480,240) and
    sprite(4).loc=point(320,400) and
    sprite(5).loc=point(480,400) then
        go "berhasil"
    end if
end

```

- Script tombol Ulang Permainan

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (36).text="ulang permainan"
end
on mouseleave me
    sprite(the currentspritenum).blend=0
    member (36).text=""
end
on mouseUp me
    go 1
end

```

- Script tombol PermainanMenu

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"

```

```

        member (24).text="menuPermainan"
    end
    on mouseleave me
        sprite(the currentspritenum).blend=0
        member (24).text=""
    end
    on mouseUp me
        go movie "permainanMenu"
    end
end

```

#### 8. Listing Program Halaman Permainan Sky War

- Script untuk menjalankan gambar latar belakang (*timer1*)  
 procedure TForm1.Timer1Timer(Sender: TObject);  
 begin  
   image1.Top := image1.Top + 2;  
   image2.Top := Image2.Top + 2;  
   if (image1.top = 1000) then  
     image1.Top := -990;  
   if (image2.top = 1000) then  
     image2.Top := -990;  
 end;
- Script untuk menggerakkan musuh (*Image4*) dengan posisi dan kecepatan yang random (*timer2*)

```

procedure TForm1.Timer2Timer(Sender: TObject);
begin
  If Image4.Visible = false then
    Begin
      muncul := random(3);
      If muncul = 0 then
        Begin
          Image4.Top := -50;
          Image4.Left := random(350);
          Image4.Visible := true;
          Timer2.Interval := 50 + random(150);
        end;
      end;
    end;
  end;
end;

```

```

end
else
begin
  If Image4.Top<1000 then Image4.Top := Image4.top + 10
    else Image4.Visible := false;
  If      (((Image4.left+50>Image3.Left)      and      (Image4.left-
50<Image3.Left)) and
    ((Image4.Top+50>Image3.Top)      and      (Image4.Top-
50<Image3.top)))
  Then
  Begin
    Image4.Visible := false;
    Image3.Visible := false;
    Image3.Enabled := false;
  end;
end;
end;
end;

```

Script diatas juga terdapat pada *timer3*, *timer4* dan *timer5* dengan objek *Image*(musuh) yang berbeda, *timer3* berfungsi untuk menggerakkan *Image5* (musuh), *timer4* berfungsi untuk menggerakkan *Image6* (musuh), *timer5* berfungsi untuk menggerakkan *Image7* (musuh).

- **Untuk menampilkan dan membuat peluru bekerja sesuai fungsinya, berikan perintah berikut ini pada *timer6* :**

```

procedure TForm1.Timer6Timer(Sender: TObject);
begin
  If Image8.visible = true then
  Begin
    If (((Image8.Left+15>Image4.Left) and (Image8.left-50<Image4.left))
and
    ((Image8.top+15>Image4.Top) and (Image8.Top-50<Image4.top)))
  Then
  Begin
    Image4.Visible := false;
    Image8.Visible := false;
  end;
  If (((Image8.Left+15>Image5.Left) and (Image8.left-50<Image5.left))
and
    ((Image8.top+15>Image5.Top) and (Image8.Top-50<Image5.top)))
  Then
  Begin
    Image5.Visible := false;
  end;
end;

```

```

        Image8.Visible := false;
    end;
    If (((Image8.Left+15>Image6.Left) and (Image8.left-50<Image6.left))
and
        ((Image8.top+15>Image6.Top) and (Image8.Top-50<Image6.top)))
    Then
    Begin
        Image6.Visible := false;
        Image8.Visible := false;
    end;
    If (((Image8.Left+15>Image7.Left) and (Image8.left-50<Image7.left))
and
        ((Image8.top+15>Image7.Top) and (Image8.Top-50<Image7.top)))
    Then
    Begin
        Image7.Visible := false;
        Image8.Visible := false;
    end;
    If Image8.top > -15 then Image8.top := Image8.top - 10
        else Image8.visible := false;
end;

If Image9.visible = true then
Begin
    If (((Image9.Left+15>Image4.Left) and (Image9.left-50<Image4.left))
and
        ((Image9.top+15>Image4.Top) and (Image9.Top-50<Image4.top)))
    Then
    Begin
        Image4.Visible := false;
        Image9.Visible := false;
    end;
    If (((Image9.Left+15>Image5.Left) and (Image9.left-50<Image5.left))
and
        ((Image9.top+15>Image5.Top) and (Image9.Top-50<Image5.top)))
    Then
    Begin
        Image5.Visible := false;
        Image9.Visible := false;
    end;
    If (((Image9.Left+15>Image6.Left) and (Image9.left-50<Image6.left))
and
        ((Image9.top+15>Image6.Top) and (Image9.Top-50<Image6.top)))
    Then
    Begin
        Image6.Visible := false;

```

```

        Image9.Visible := false;
    end;
    If (((Image9.Left+15>Image7.Left) and (Image9.left-50<Image7.left))
and
        ((Image9.top+15>Image7.Top) and (Image9.Top-50<Image7.top)))
    Then
    Begin
        Image7.Visible := false;
        Image9.Visible := false;
    end;
    If Image9.top > -15 then Image9.top := Image9.top - 10
        else Image9.visible := false;
    end;
end;

procedure TForm1.Image2Click(Sender: TObject);
begin
end;
end.

```

- **Script untuk menggunakan tombol w, s, d, a, serta tombol spasi untuk membakan peluru. Berikut ini perintah agar tombol-tombol tersebut berfungsi :**

```

procedure TForm1.FormKeyPress(Sender: TObject; var Key: Char);
begin
    if (key='w') and (image3.top > 0) then
        image3.Top := image3.Top - 10;
    if (key='s') and (image3.top < 520) then
        image3.Top := image3.Top + 10;
    if (key='a') and (image3.Left > 1) then
        image3.Left := image3.Left - 10;
    if (key='d') and (image3.Left < 324) then
        image3.Left := image3.Left + 10;
    if key=' ' then
    Begin
        if image8.visible = false then
        begin
            image8.Top := image3.Top - 15;
            image8.left := image3.Left + 30;
            image8.visible := true;
        end
        else
        begin

```

```

if image9.visible = false then
begin
    image9.Top := image3.Top - 15;
    image9.left := image3.Left + 30;
    image9.visible := true;
end;
end;
end;
end

```

## 9. Listing Program Halaman Fosil Dinosaurus

- Script untuk menjalankan kursor

```

on exitFrame me
    cursor (member 27)
end

```

- Script pada frame 5 Script Channel

```

on exitFrame me
    go the Frame
end

```

- Script tombol Lanjut

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (23).text="lanjut"
end

on mouseleave me
    sprite(the currentspritenum).blend=0
    member (23).text=""
end

on mouseUp me
    Go Next
End

```

- Script tombol Kembali

```
on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (24).text="kembali"
end
on mouseleave me
    sprite(the currentspritenum).blend=0
    member (24).text=""
end
on mouseUp me
    Go previous
end
```

- Script tombol MenuUtama

```
on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (22).text="menuUtama"
end
on mouseleave me
    sprite(the currentspritenum).blend=0
    member (22).text=""
end
on mouseUp me
    go movie "menuUtama"
end
```

## 10. Listing Program Halaman Catatan Dinosaurius

- Script untuk menjalankan kursor

```
on exitFrame me
    cursor (member 34)
```

end

- Script pada frame 5 Script Channel

```
on exitFrame me
```

```
    go the Frame
```

end

- Script tombol Lanjut

```
on mouseenter me
```

```
    sprite(the currentspritenum).blend=100
```

```
    puppetsound 3,"Communicator"
```

```
    member (30).text="lanjut"
```

end

```
on mouseleave me
```

```
    sprite(the currentspritenum).blend=0
```

```
    member (30).text=""
```

end

```
on mouseUp me
```

```
    Go Next
```

end

- Script tombol kembali

```
on mouseenter me
```

```
    sprite(the currentspritenum).blend=100
```

```
    puppetsound 3,"Communicator"
```

```
    member (31).text="kembali"
```

end

```
on mouseleave me
```

```
    sprite(the currentspritenum).blend=0
```

```
    member (31).text=""
```

end

```
on mouseUp me
```

```
    Go previous
```

end

- Script tombol MenuUtama

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (29).text="menuUtama"
end

on mouseleave me
    sprite(the currentspritenum).blend=0
    member (29).text=""
end

on mouseUp me
    go movie "menuUtama"
end

```

#### 11. Listing Program Halaman Profil

- Script untuk menjalankan kursor

```

on exitFrame me
    cursor (member 14)
end

```

- Script pada frame 30 Script Channel

```

on exitFrame me
    go 1
end

```

- Script pada foto

```

on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"freeze"
end

on mouseleave me
    sprite(the currentspritenum).blend=0
end

```

- Script tombol MenuUtama

```
on mouseenter me
    sprite(the currentspritenum).blend=100
    puppetsound 3,"Communicator"
    member (11).text="menuUtama"
end
on mouseleave me
    sprite(the currentspritenum).blend=0
    member (11).text=""
end
on mouseUp me
    go movie "menuUtama"
end
```

## 12. Kuisisioner Uji Coba Aplikasi

Jawablah pertanyaan-pertanyaan dibawah ini dengan sebaik mungkin...

1. Zaman dimana dinosaurus hidup biasanya disebut zaman .....?  
Jawab :
2. Disebut apakah tulang-belulang dinosaurus yang telah membatu.....?  
Jawab :
3. Dengan cara apakah sebagian besar dinosaurus berkembang biak.....?  
Jawab :
4. Apakah yang menjadi penyebab dari kepunahan dinosaurus.....?  
Jawab :
5. Dari kedua gambar berikut ini, menurut kalian manakah yang termasuk jenis pemakan tumbuhan atau herbivora?



(A)



(B)

Jawab :

6. Sebutkan lah tiga buah nama dinosaurus yang kalian ketahui.....?  
Jawab :
7. Dinosaurus merupakan evolusi dari jenis hewan apa.....?  
Jawab :
8. Pada benua apa dinosaurus paling banyak ditemukan.....?  
Jawab :
9. Binatang khas Indonesia apakah yang masih memiliki hubungan kekerabatan dengan dinosaurus.....?  
Jawab :
10. Dinosaurus jenis apakah yang paling sering kita temukan dalam film.....?  
Jawab :