```
//Semua AS3 di frame ini jangan diubah dan pastikan pada frame terakhir.

import flash.display.MovieClip;

gotoAndStop(1, "menu");

var autom:autombol = new autombol();


//AS deklarasi variable dan deklarasi fungsi fungsi navigasi.

var semuaframe:int;

function clikmaju(event:MouseEvent):void

{


function awalframemateri(semframe:int)

{

        tbmenu.addEventListener(MouseEvent.MOUSE_UP,clikmenu);

        tbmetu.addEventListener(MouseEvent.MOUSE_UP,clikmetu);

        tbmaju.addEventListener(MouseEvent.MOUSE_UP,clikmaju);

        tbmundur.addEventListener(MouseEvent.MOUSE_UP,clikmundur);

        semuaframe = semframe;

        framemateri();

////jangan diubah

tbmetu.addEventListener(MouseEvent.MOUSE_UP,clikmetu);

tbmenu5.addEventListener(MouseEvent.CLICK,clikmenu5);

function clikmenu5(e:MouseEvent):void

{

  muatSWF();
```

```
        }

mcres.scaleX = 3;

mcres.scaleY = 3;

        }


//ubah AS untuk memasang fungsi tombol menu utama;

arahtombol("tbpengantar","pengantar");

arahtombol("tbmenu1","materi1");

arahtombol("tbmenu2","materi2");

arahtombol("tbtes","tes");

arahtombol("tbclose","verbal");

var my3ndLoader:Loader = new Loader();

var url3:URLRequest = new URLRequest("Bahasa Indonesia.swf");

my3ndLoader.load(url3);

my7ndLoader.load(url7);

addChild(my7ndLoader);                        // optionally, you could put the 2nd
SWF beneath

                            // the 1st by using addChildAt(my2ndLoader,
1);

                            // displacing the 1st SWF from position 1 to 2
in the display list

mcres.x = 20;

mcres.y = 40;

mcres.scaleX = 3;

mcres.scaleY = 3;
```

```actionscript
var my2ndLoader:Loader = new Loader();

var url2:URLRequest = new URLRequest("menu soshum.swf");

my2ndLoader.load(url2);

addChild(my2ndLoader);                          // optionally, you could put the 2nd
SWF beneath

                                // the 1st by using addChildAt(my2ndLoader,
1);

                                // displacing the 1st SWF from position 1 to 2
in the display list

mcres.x = 20;

mcres.y = 40;

mcres.scaleX = 3;

mcres.scaleY = 3;


//sesuaikan macam soal, tampil soal, respon dan penyelesaian

macamnya = 15;

tampilnya = 10;

dirandom = true;

adarespon = true;

adapenyelesaian = true;


//jangan diubah

diawalquis();


//ubah isinya angka 70 ada lah batas nilai baik. dilanjutkan dengan

//komentar bila nilai sempurna, lulus dan gagal
```

diresumequis(70,"Jawaban Anda sempurna","Anda lulus tapi masih ada salahnya, belajar lagi ya!","Anda tidak lulus, ayo belajar lebih giat lagi!")

//Jangan diubah, pastikan posisi tetap di frame akhir.

import flash.system.fscommand;

import flash.desktop.NativeApplication;

fscommand("quit");

NativeApplication.nativeApplication.exit();