

Latihan 1

Setiap hari Suzana berhadapan dengan konflik untuk memilih jenis pakaian untuk dipakai ke tempat kerja. Bantu Suzana membuat **pilihan jenis pakaian berdasarkan hari bekerja**. Jadual seperti di bawah:

HARI	JENIS PAKAIAN
Isnin	Baju korporat
Selasa	Baju kurung moden
Rabu	Baju suit
Khamis	Baju batik
Jumaat	Jubah
Sabtu	Baju kasual

JAWAPAN

Isikan tempat kosong dengan jawapan yang tepat

```
when green flag clicked
ask "Masukkan pilihan hari (Isnin, Selasa, Rabu, Khamis, Jumaat, Sabtu):" and wait
set Hari to [ ]
if [ ] = [ ] then
ask "Jenis pakaian: BAJU KORPORAT" and wait
else
if [ ] = [ ] then
ask "Jenis pakaian: BAJU KURUNG MODEN" and wait
else
if [ ] = [ ] then
ask "Jenis pakaian: BAJU SUIT" and wait
else
if [ ] = [ ] then
ask "Jenis pakaian: BAJU BATIK" and wait
else
if [ ] = [ ] then
ask "Jenis pakaian: JUBAH" and wait
else
ask "Jenis pakaian: BAJU KASUAL" and wait
```

The image shows a Scratch script designed to help Suzana choose her clothing based on the day of the week. The script starts with a 'when green flag clicked' event, followed by an 'ask' block for the user to input the day. Then, a 'set' block assigns the input to a variable named 'Hari'. A series of nested 'if-then-else' blocks follow, each checking if the input matches a specific day and then asking for the corresponding clothing type. The days and clothing types are: Isnin (BAJU KORPORAT), Selasa (BAJU KURUNG MODEN), Rabu (BAJU SUIT), Khamis (BAJU BATIK), Jumaat (JUBAH), and Sabtu (BAJU KASUAL). The script is currently incomplete, with many empty input fields and 'then'/'else' branches.