



SUMATIF HARIAN : INKLUSI

Nama Lengkap :

Mapel : Koding

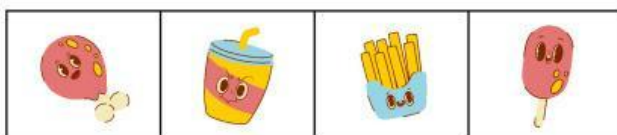
Hari/Tanggal :

Waktu : 60 menit

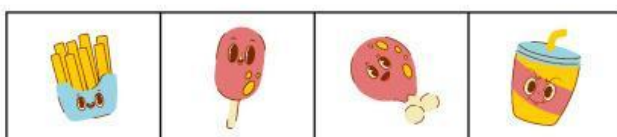
1. Perhatikan kode di bawah ini, lalu gambar arah panah sesuai gambarnya.



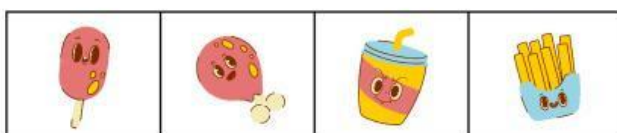
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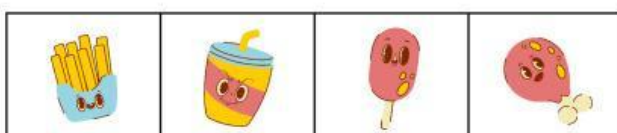
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2. Temukan jalan yang benar menuju rumah. Gambar panah hanya pada kotak yang dilalui mobil.

1



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→



↓

2

A 5x5 grid with a car icon at (1,1) and a house icon at (5,2). The grid is mostly empty, with some cells containing numbers from a previous page.

3



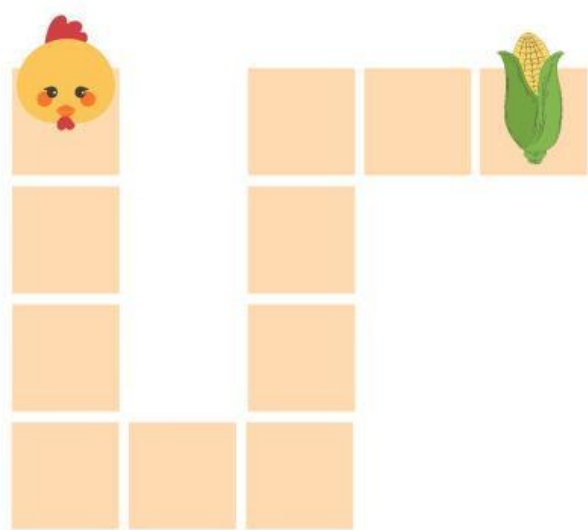
A grid of 15 empty square boxes arranged in a path. The path starts with a single box at the top, followed by another single box below it. Then, there is a row of four boxes. From the rightmost box of this row, a vertical path of three more boxes extends downwards. From the bottom-most box of this vertical path, a horizontal path of three more boxes extends to the left. Finally, from the leftmost box of this horizontal path, a vertical path of two more boxes extends downwards. The number '3' is in a green circle at the top left, and a pink car icon is at the top left of the grid. A pink house icon is at the bottom left of the grid.

4

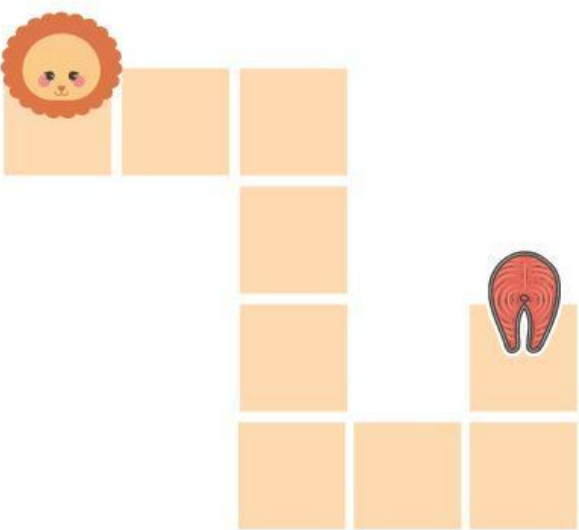


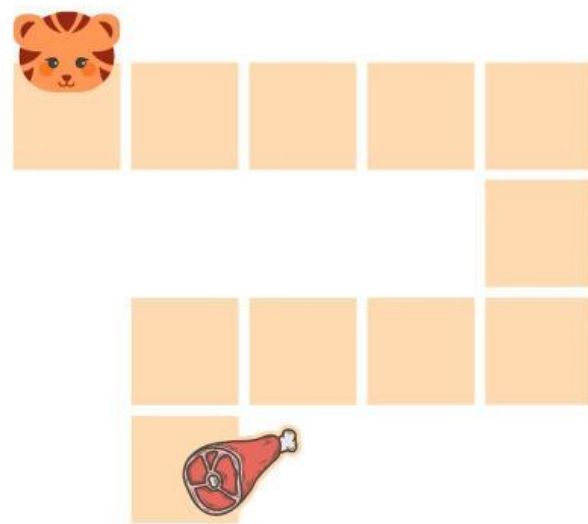


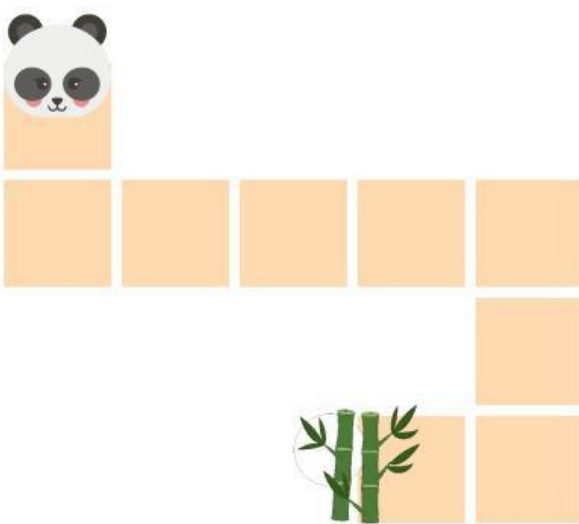
3. Bantu karakter mencapai tujuannya dengan menuliskan arah panah dan jumlah langkahnya pada kotak yang tersedia.



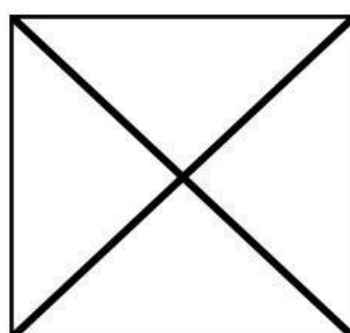
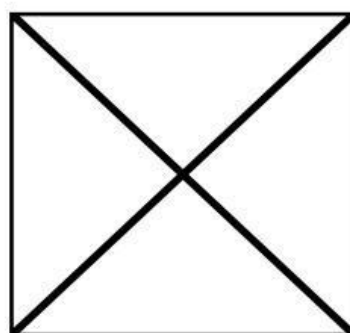
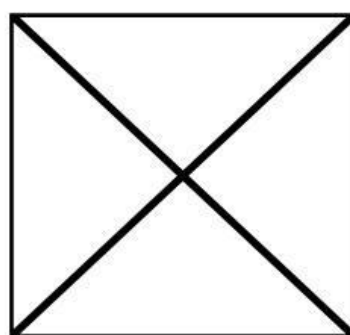
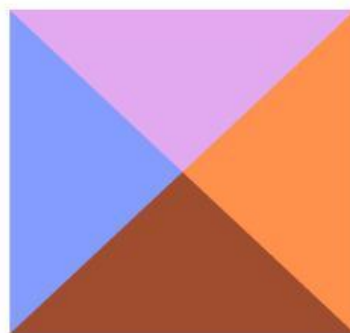
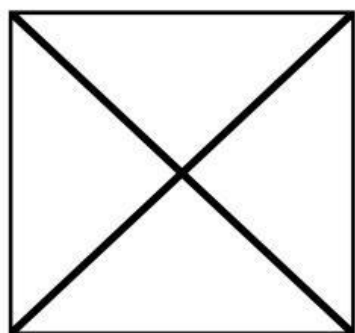
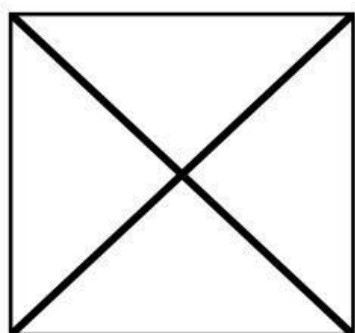
3	2	3	2
↓	→	↑	→







4. Putar persegi searah jarum jam, kemudian warnai sesuai dengan urutan warnanya!



5. Buatlah langkah-langkah mengisi botol minum menggunakan flowcart (diagram alur) dan pseudocode (perintah)!