

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 a 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 'Hari' variable matches a specific day (Isnin, Selasa, Rabu, Khamis, Jumaat, Sabtu). If a match is found, an 'ask' block prompts the user for the corresponding clothing type (BAJU KORPORAT, BAJU KURUNG MODEN, BAJU SUIT, BAJU BATIK, JUBAH, or BAJU KASUAL). The script is currently incomplete, with many blocks missing from the 'then' and 'else' branches.