

Scratch Project: belanja

Code:

```

when green flag clicked
  set [belanja v] to [0]
  ask [Berapakah total belanja Anda? and wait]
  change [belanja v] by [answer v]
  if [belanja v] >= [49999] then
    say [Selamat Anda mendapatkan bonus tas lucu!] for [4] seconds
  end
  if [belanja v] > [24999] and [belanja v] < [50000] then
    say [Selamat Anda mendapatkan bonus olmpet cantik!] for [4] seconds
  end
  if [belanja v] > [9999] and [belanja v] < [25000] then
    say [Selamat Anda mendapatkan bonus masker kain!] for [4] seconds
  end
  say [Maaf Anda belum mendapatkan bonus, silakan belanja kembali!] for [3] seconds
  end

```

Costumes:



Stage:

Sprite: Fairy

Show: Hide:

Size: 100

Direction: 90

Backdrops:

LIVE WORKSHEETS