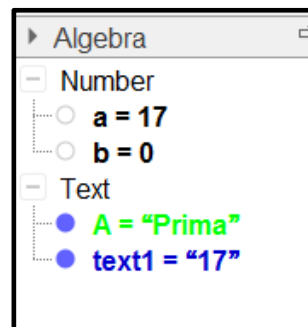


Menentukan Bilangan Prima



A screenshot of the 'Properties - Button button1' dialog box in a web development environment. The 'Scripting' tab is selected, showing the following JavaScript code:

```
1 var i = ggbApplet.getValue("a");
2 i = i+1;
3 ggbApplet.setValue("a",i);
4 for(var j=2; j<i;j++){
5   var k = i%j;
6   if(k ==0){
7     ggbApplet.setValue("b",1);
8     ggbApplet.setTextValue("A","Bukan Prima")
9     ggbApplet.setColor("A",255,0,0)
10    break;
11   } else
12   if(k !=0 && j==i-1){
13     ggbApplet.setValue("b",0);
14     ggbApplet.setTextValue("A","Prima");
15     ggbApplet.setColor("A",0,255,0);
16     break;
17   };
18 }
```



```
var i = ggbApplet.getValue("a");
i = i+1;
ggbApplet.setValue("a",i);
for(var j=2; j<i;j++){
var k = i%j;
if(k ==0){
ggbApplet.setValue("b",1);
ggbApplet.setTextValue("A","Bukan Prima")
ggbApplet.setColor("A",255,0,0)
break;
}
```

```
} else
if(k !=0 && j==i-1) {
ggbApplet.setValue("b",0);
ggbApplet.setTextValue("A","Prima");
ggbApplet.setColor("A",0,255,0);
break;
};
}
```