



PROJECT REPORT
HTML5-Canvas Image Animation

Using Javascript

Andreas Livianto

10.02.0009

2014/2015

FACULTY OF COMPUTER SCIENCE
SOEGIJAPRANATA CATHOLIC UNIVERSITY

Jl. Pawiyatan Luhur IV/1, Bendan Duwur, SEMARANG 50234

Telp. 024-8441555 (hunting) Web: <http://www.unika.ac.id>

<http://ikomunika.web.id/>

APPROVAL AND RATIFICATION PAGE

PROJECT REPORT

HTML5-Canvas Image Animation Using Javascript

by

10.02.0009 – Andreas Livianto

This project report has been approved and ratified by the Dean of Faculty of Computer Science and Supervisor on 11 December 2014

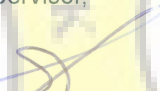
With approval,

Examiners,



Hironimus Leong, S.Kom., M.Kom
NPP : 058.1.2007.273

Supervisor,



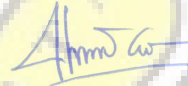
Suyanto Edward Antonius, Ir., M.Sc
NPP : 058.1.1992.116

Examiners,



Rosita Herawati, ST., MIT
NPP : 058.1.2004.263

Examiners,



Shinta Estri Wahyuningrum, S.Si, M.Cs
NPP : 058.1.2007.272

Dean of Faculty of Computer Science,



Hironimus Leong, S.Kom., M.Kom
NPP : 058.1.2007.273

STATEMENT OF ORIGINALITY

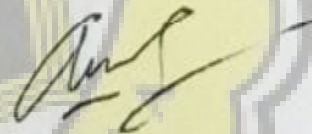
I, the undersigned:

Name : Andreas Livianto

ID : 10.02.0009

Certify that this project was made by myself and not copy or plagiarize from other people, except that in writing expressed to the other article. If it is proven that this project was plagiarizes or copy the other, I am ready to accept a sanction.

Semarang, 15 December 2014



Andreas Livianto

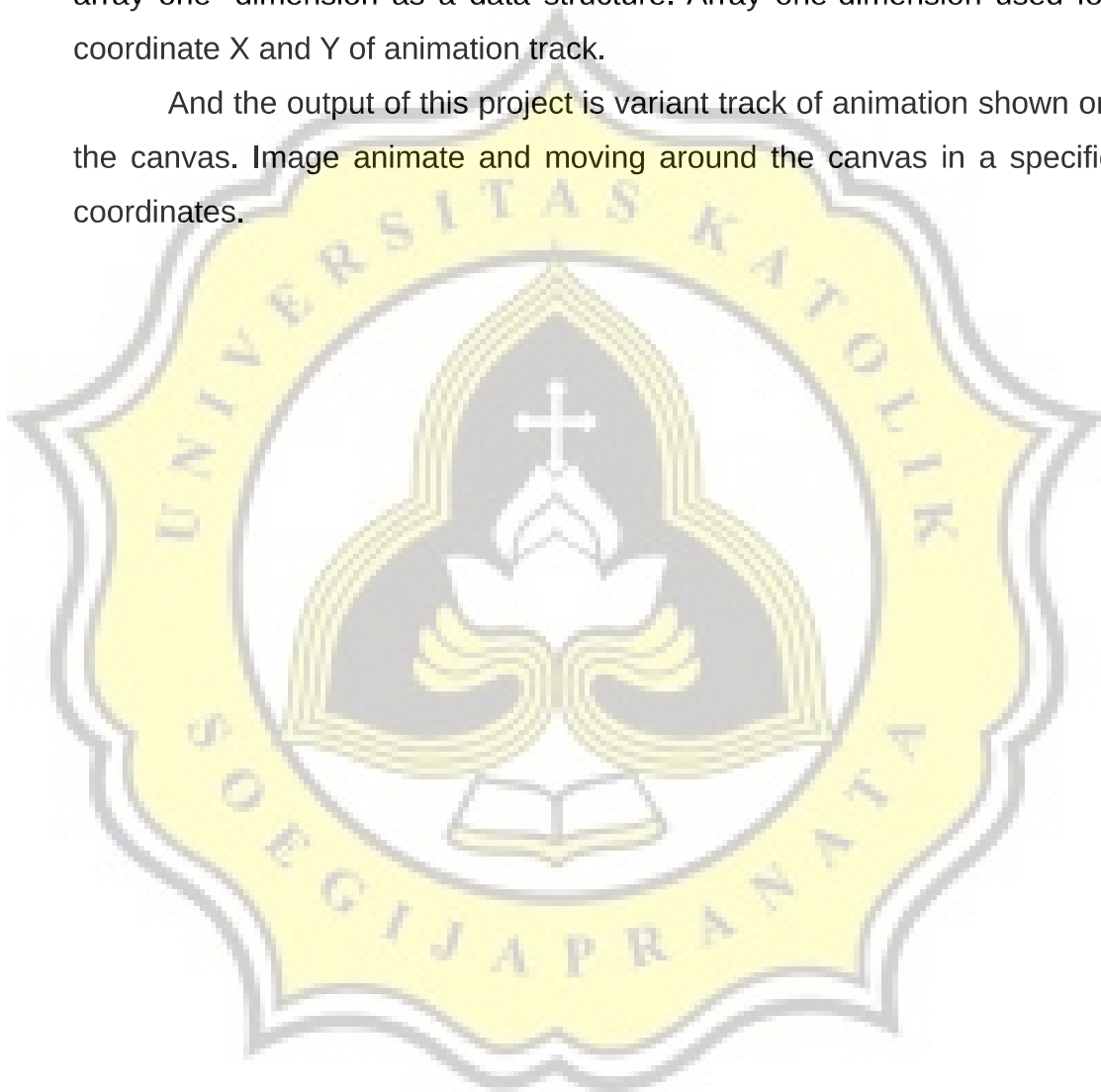
10.02.0009

ABSTRACT

This image animation project input coordinates and track in html file. Input coordinates of each track that shown in output.

This project is created with HTML5 Javascript language, using array one- dimension as a data structure. Array one-dimension used for coordinate X and Y of animation track.

And the output of this project is variant track of animation shown on the canvas. Image animate and moving around the canvas in a specific coordinates.



FOREWORD

Finally I can finish my final project with title : HTML5-Canvas Image Animation Using Javascript.

I couldn't finish this project and report without help from God and a lot of people.

in this opportunity, I would like to thanks :

- My Lord and my saviour, Jesus Christ that give me faith and courage to finish this project. Who gives me all what i need to finish this project, health, time, and etc.
- My Family, My parents, and my brother for their support, love, and pray until this project finished.
- My Supervisor, Mr. Suyanto EA, Ir, M.Sc., who always guiding and giving me much ideas and advice to finish this project.
- Mr. Hironimus Marlon Leong, S.Kom.,M.Kom, Mrs. Rosita Herawati, ST.,MIT,MCS, Mrs. Shinta Estri Wahyuningrum , S.Si, as the lecturer of Faculty of Computer Science for teaching me and give me knowledge while i'm studied in Faculty of Computer Science.
- All of my friends, who always give me a support and spirit to always stay focus on this final project.

Last, I would like to apologize if I made mistakes in finishing the project and writing.

Semarang, 15 December 2014

Andreas Livianto

TABLE OF CONTENTS

APPROVAL and RATIFICATION PAGE	ii
LETTER of STATEMENT	iii
ABSTRACT	iv
FOREWORD	v
TABLE of CONTENT	vi-vii
CHAPTER I	
INTRODUCTION	1
1.1 Backgrounds.....	1
1.2 Scope.....	1
1.3 Objective.....	1
CHAPTER II	
LITERATURE STUDY	2
2.1 Data Structure.....	2
2.1.1 Array.....	2
CHAPTER III	
PLANNING	3
3.1 Research Methodologies.....	3
3.2 Project Management.....	3
CHAPTER IV	
SOFTWARE DESIGN	4
4.1 Analysis.....	4
4.1.1 Use Case Diagram.....	4
4.2 Design.....	5
4.2.1 Flowchart.....	5
CHAPTER V	6

SOFTWARE IMPLEMENTATION & TESTING.....	6
5.1 Implementation.....	6
5.1.1 TA_part_1 - Create a global variable and start position of animation.....	6
5.1.2 TA_part_1 - Create a function track which handle variant of animation.....	7
5.1.3 TA_part_1 - Create a function resetXY.....	8
5.1.4 TA_part_1 - Create a drawImage methods.....	8
5.1.5 TA_part_1 - Create a setInterval methods.....	9
5.1.6 TA_part_revision - Create a global variable and start position of animation.....	9
5.1.7 TA_part_revision - Create a function track which handle variant of animation.....	10
5.1.8 TA_part_revision - Create a drawImage methods.....	11
5.1.9 TA_part_revision - Create a setInterval methods.....	11
5.1.10 TA_part_2 - Create a global variable and start position of animation.....	12
5.1.11 TA_part_2 - Create a function track which handle variant of animation.....	13
5.1.12 TA_part_2 - Create a drawImage methods.....	14
5.1.13 TA_part_2 - Create a setInterval methods.....	14
5.2 Testing.....	15
5.2.1 Open file TA_part_1.html.....	15
5.2.2 Open file TA_part_revision.html.....	16
5.2.3 Open file TA_part_2.html.....	17
CHAPTER VI.....	18
CONCLUSION and FURTHER RESEARCH.....	18
6.1 Conclusion.....	18
6.2 Further Research`.....	18
REFERENCES.....	19