PROJECT REPORT
MAP IT AND TRACT IT MOBILE APPLICATION
USING MIT APP INVENTOR
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INFORMATICS ENGINEERING DEPARTMENT
FACULTY OF COMPUTER SCIENCE
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APPROVAL AND RATIFICATION PAGE

PROJECT REPORT

Map It and Tract It Mobile Application Using MIT APP Inventor

by

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STATEMENT OF ORIGINALITY

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ABSTRACT

Abstract — Creating Map It and Tract It mobile application using MIT APP Inventor to implementing APP Inventor’s components, and exploring components contained in the APP Inventor. Map It and Tract It will show all activities and locations history. This application will help to remember all activities and history records.

There are some methods taken to create this applications. First method is exploring / learning some features available on the APP Inventor. It has many components that can followed by methods, events, and properties. Second method is finding several data obtained from android device those are Longitude and Latitude point, address and time by utilizing Sensor Location and Clock Component. Third method is designing viewer. This part would be created a user interface. Fourth method is implementing arrangement of block menu to provide logic / action on those exist components on the viewer. And the final method is testing all the steps above from the first step to end.

MIT APP Inventor provide some components used to created an application based on Android OS named Map It and Tract It. Map It and Tract It is a simple application created to implementing various features available on MIT APP Inventor, creating application based on Android become easier as simple as play puzzle.

Keywords : android mobile application, application mobile tools, mit app inventor 2, app inventor features, app inventor component.
This paper describes creating an application project using MIT APP Inventor 2. Where the first chapter will explain information about the usage of APP Inventor as tools in the process of making an application based on Android operating system. In chapter two will discuss about a project that has been created using this application. Development of applications that have been made before used as references for making of this project. Chapter three describes all of steps taken to solved problems arised based on studied topics. Chapter four describes methods used to resolved problem during the study using use case diagram and flowchart presented. Chapter five explain the implementation to the blocks of code that used become an application. And the las chapter, discuss about conclusion of this application.
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