PROJECT REPORT

Boarding Houses Around Unika Using Google Maps API

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INFORMATICS ENGINEERING DEPARTMENT
FACULTY OF COMPUTER SCIENCE
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APPROVAL AND RATIFICATION PAGE

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Boarding Houses Around Unika Using Google Maps API

by

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ABSTRACT

One needs no less important for every individual, especially students is the place to stay (boarding house), this time is not to be something that is difficult to obtain, considering the price is increasingly affordable with a variety of choices. Serious obstacles faced by students to obtain information about the needs lie in the way of knowing the location of the boarding house itself.

Based on observations in the field, the need for it is very high, especially people who are mostly students who are beyond the reach of the campus. As with the people who are around the campus, their enthusiasm for the housing needs (boarding house) is very small. Given this reality, students who live in the era of computerization should also pay attention to the ease of advances in information technology.

Steps can be taken by the authors to address these gaps can be done with various stages and learning methods. First, begin by doing a survey and introduction to the fundamental importance of information in order to obtain concrete data. Second, the collection of data in accordance with the resources and infrastructure that each boarding house. Third, the establishment of a program of the data obtained.

To that end, the author will make the program boarding houses around Unika using the web-based Google API to facilitate students in the search for and find information on places to stay (boarding house).

Keywords: Google Maps, Google Maps API, Boarding Houses
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PREFACE

Final Report The project consists of six chapters. The first chapter provides an introduction to the project, such as the background of the problem, the scope, the focus of the project will be completed, and the purpose of the project itself. The second chapter contains literature studies, the research that has been done previously associated with the project topic.

The third chapter of the research methodology, which explains how the steps to complete the project. Next, in the fourth chapter contains the analysis, which is an explanation of the problem to be solved, and the design of the project, explained the problem to be solved.

The fifth chapter is about implementation and testing program to demonstrate the results of the project. As well, the last chapter is conclusions and suggestions for further research on a program that has been done.