

CHAPTER IV

ANALYSIS AND DESIGN

4.1. Analysis

The problem in this project is how to get the location of the nearest boarding houses located around Unika Soegijapranata Campus. The project is using the Google Maps API to mark the location of the boarding houses and display their information. Boarding house data are obtained by using survey method. In this project, the survey method is used to determine the description and category of boarding houses. The information displayed on the application are name, price, description, and location coordinated.

Data searching via Google Maps API is done using javascript programming language. To read the survey data which is stored in the form of txt file, this application uses php programming language. So, the markers appear in the form of boarding houses around the campus area Unika Soegijapranata. Display boarding houses are separated by category boarding house special male and female special boarding houses or male and female of boarding houses. Then, the marker will appear again after the user selects a boarding house by category. Once the user selects the desired marker, then shows the results in the form of direction, long travel time and distance. And will also appear in the form of information on the results of the marker after being selected, which contains the price and description of the boarding house.

4.2. Design

4.2.1. Flow Chart

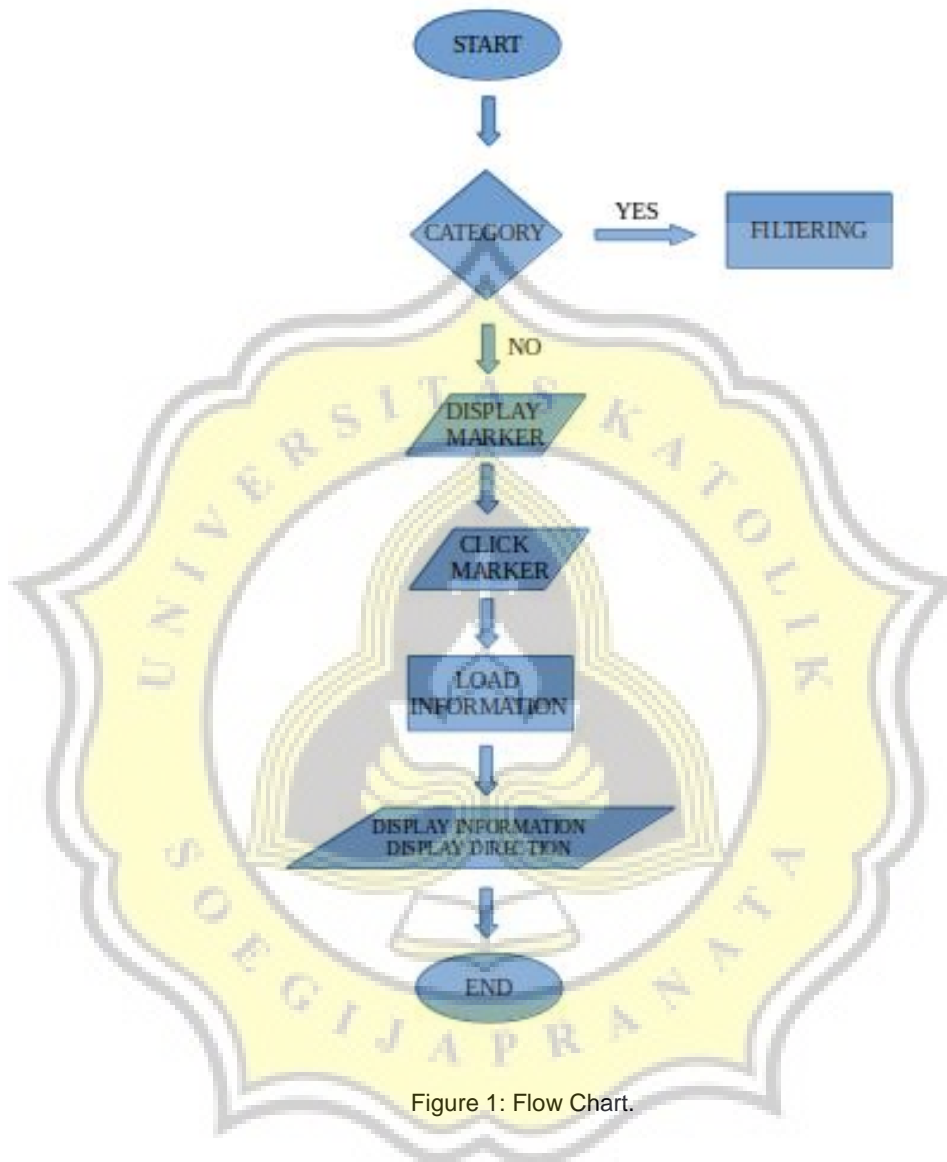


Figure 1: Flow Chart.