PROJECT REPORT

HASHTABLE VISUALIZATION USING LINKEDLIST ON ANDROID PLATFORM

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Soegijapranata Catholic University
2017
APPROVAL AND RATIFICATION PAGE

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ABSTRACT

Teaching and learning systems of various ages always need variety to make it easier to understand materials of learning. In vocational high school or university who learn about informatics techniques are always taught data structure material because the understanding of data structure is very important for basic programming.

There are various ways to simplify the learning process, one of them by utilizing the media. Android is one of the most widely used platforms today. Therefore in this project will be made learning media about data structure especially hashtable on Android platform. To complete this project is required to create an overview describing the process of the program and what data used. The next step is to Implement all steps in the IDE (Integrated Development Environment), create a data structure, making the display until the process of the program. The results of the implementation will be testing, if an error then back to the previous step until the program runs perfectly.

This application uses hashtable data structures as data storage. Data will be visualized into dynamic graphics. The user can run insert, searching and delete operations.

Keyword: Hashtable, Android, Visualization
Overall this report will discuss hashtable data structure visualized into 2D graphic on the android platform. Chapter I explains the background of the problems, the limitation of the problems to be worked out and the final result of this project. Chapter II is an example of research that has been done before the project was created, the objective as a comparison of this project and as proof that this topic has never been done before. Chapter III explains how to solve the problems of project visualization of a hashtable data structure, so readers have a general view for working on project like this. Chapter IV contains problem solving analysis, how to solve problems using multiple diagram and design. Design used among other design user interface, design system or flowchart and use case diagram. Chapter V is the implementation of this project which contains the main pieces of code along with a short tutorial and testing. Chapter VI contains the conclusion of this project.
ILLUSTRATION INDEX

Illustration 4.1: Use Case Diagram process ................................................................. 9
Illustration 4.2: Flowchart Set Size of Array .............................................................. 10
Illustration 4.3: Flowchart Insert Value ................................................................ 11
Illustration 4.4: Flowchart Searching Value ............................................................ 12
Illustration 4.5: Flowchart Delete Value ................................................................. 13
Illustration 4.6: Splash screen ................................................................................ 14
Illustration 4.7: Input and Button Content ............................................................... 15
Illustration 4.8: Main Content .................................................................................. 16
Illustration 4.9: Tab Menu ....................................................................................... 17
Illustration 4.10: About Us ...................................................................................... 18
Illustration 4.11: User Guide ................................................................................... 19
Illustration 5.1: Set Size of Array ........................................................................... 20
Illustration 5.2: Insert Value .................................................................................... 21
Illustration 5.3: Get Location of Value .................................................................. 22
Illustration 5.4: Search and Get Value Location ..................................................... 23
Illustration 5.5: Delete Value .................................................................................. 24
Illustration 5.6: 5.1.6 Draw Rectangle based Array Size ........................................ 25
Illustration 5.7: 5.1.7 Draw Value with Location ..................................................... 25
Illustration 5.8: Genymotion Emulator .................................................................... 27
Illustration 5.9: Smartphone Test ............................................................................ 27
Illustration 5.10: Main Content without Data .......................................................... 28
Illustration 5.11: Process of Insert Value ................................................................. 29
Illustration 5.12: First Searching ............................................................................ 31
Illustration 5.13: Second Searching ....................................................................... 31
INDEX OF TABLES

Table 5.1: Testing Insert......................................................................................... 30