CHAPTER 3
RESEARCH METHODOLOGY

To make this project requires steps to be done in order to make the project more focused. Here are the steps to work:

1. Planning

At this step should have a plan what data structure to use, what data will be processed by data structure, how the program will run and what will be generated by this application.

2. Analysis and learning data structure

Analyze the data structure to be used, learn how to process the data structure. Analyze the issues to be faced and find solutions to keep the program running.

3. Analysis and learning IDE (Integrated Development Environment)

Find the IDE that suits the needs of making this application, learn IDE by creating a simple project, try creating a rectangle shape and animated.

4. Design User interface Application

Specifies what graphics will be displayed first by the application, determines which buttons to use, determines how the layout of the display and the design of the application work in the form of flowchart.

5. Implementing

Implement all the previous steps in the IDE, create a data structure, create a view until the program runs.
6. Testing

This step is to test whether the application is running properly without errors and bugs, if there is an error it will return to the previous stage according to point error.

7. Packaging

After the test and no error, then the next step is to add deficiencies in the design. An example adds a splash screen or menu about us for the app to be published.