

CHAPTER 4

ANALYSIS AND DESIGN

4.1 Analysis

This program draws a butterfly in 2d animation. The method for drawing is combining the lines into an image pattern. Images can move with moving the original location to a new location. The program has three methods for controlling direction of movement.



4.2 Design

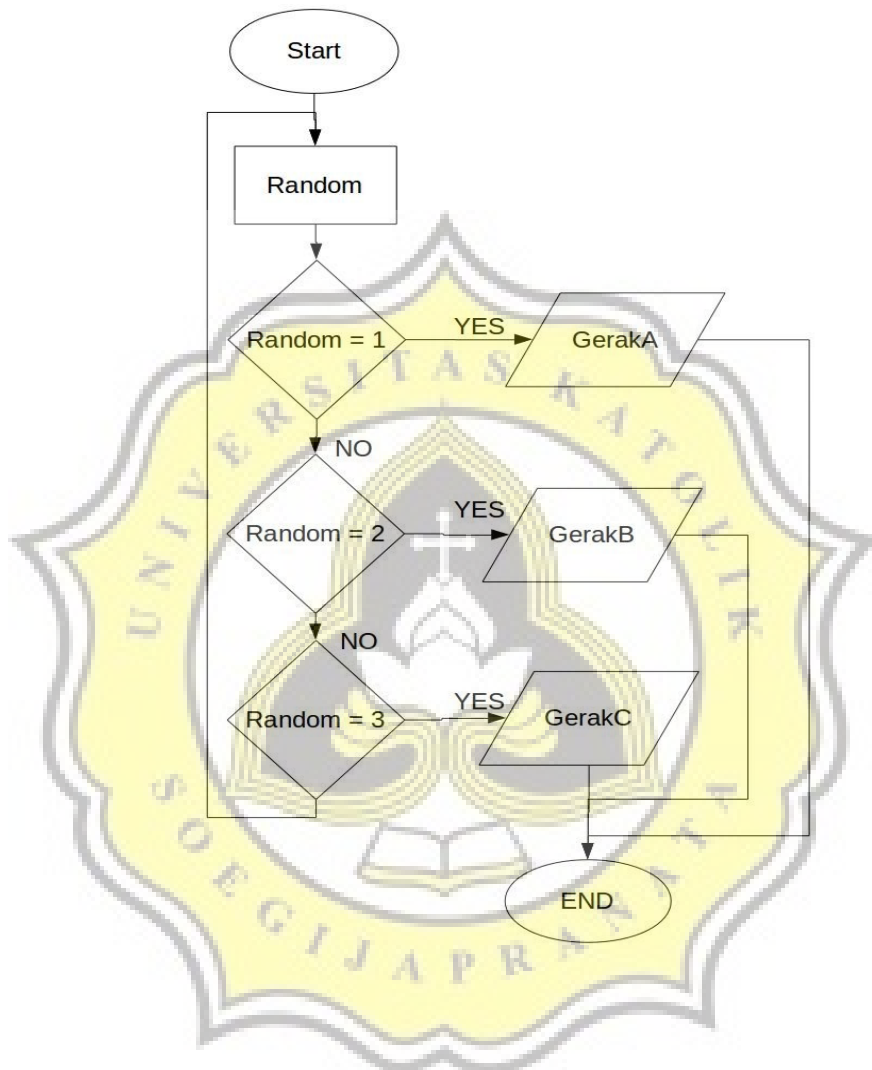


Illustration 4.1: Flow chart the direction of movement

The first process starts a random method. This get a number between 1 – 3. If the number equals to 1 then it executes GerakA method. If the number equals to 2 then it executes GerakB method. If the number equals to 3 then it executes GerakC method. After executes, output will be display.