

CHAPTER 3

RESEARCH METHODOLOGY

This program will be completed with these following steps:

1. Literature Study and Analysis

The first step in the work of this program is to look for some references from some journal articles that are on the Google Scholar. After all required journals have been studied, a sorting algorithm analysis is will be done. Analysis will be done to find out what sorting method that have the better performance.

2. Design

Furthermore, making the design of the program will be done by drawing objects, text input form, buttons, and others using HTML5 Canvas and Javascript. How to draw the object is to set the point of X coordinate, point of Y coordinate, and the size of the object itself. Some function is made by javascript. Input text using HTML form command.

3. Implementation

The work of this program is done by writing the program listing in a text editor (which is used here is Sublime Text 3) and a web browser to see the results of the visualization (which is used for this is Firefox Quantum).

4. Testing

Once everything is done the thing that needs to be done is to test this program. The purpose of this test is to find out if there are any errors in this program. If an error appears then the fixing the program must be done to reduce or even eliminate the errors from this program.