



**PROJECT REPORT**  
**Fraction Number Learning Application for**  
**First Year Students**

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10.02.0004

2013/2014

	<b>PERPUSTAKAAN</b> Universitas Katolik Soegijapranata
No. Inv.	259 / S / IK / C.1.
Tanggal	19 Agustus 2014
Paraf	

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**APPROVAL AND RATIFICATION PAGE**

**PROJECT REPORT**

**Fraction Number Learning Application for  
First Year Students**

**by**

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## **STATEMENT OF ORIGINALITY**

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**Certify that this project was made by myself and not copy or plagiarize from other people, except that in writing expressed to the other article. If it is proven that this project was plagiarizes or copy the other, I am ready to accept a sanction.**

**Semarang, July 18<sup>th</sup> 2014**



**Eduardus Bima**

**10.02.0004**

# ABSTRACT

*Not a few children who easily understand basic fractions calculation. Alternative ways to make they are become easy to understand basic concepts of fractional is to learn by playing.*

*This application was developed to help children understanding understand basic concepts of fractional. This project is created with HTML5.*

*HTML5 is the current iteration of HTML( Hypertext Markup Language). HTML is a way to define the contents of a web page using tags that appear within pointy brackets, < >.*

*HTML5 defines the <canvas> element as "a resolution-dependent bitmap canvas which can be used for rendering graphs, game graphics, or other visual images. A canvas is like a board in your page where you can use JavaScript to draw anything you want.*

*This application can representation images of pizza based on fraction were selected by users. And helping children to understand basic consepts of fractional.*

**Keyword : html5, canvas html5, basic consep of fraction, html5 application**

## **FOREWORD**

In the end, I can finish my final project with title :Fraction Number Learning Application for First Year Students. I pray thanks to God, because I has been able to complete this final project. And do not forget I also wish to thank to the lecturers, family, friends and those who have guided, helped, and supported me during the process of final project.

Semarang, July 18<sup>h</sup> 2014

Eduardus Bima

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