

CHAPTER IV ANALYSIS AND DESIGN

4.1 Analysis

4.1.1 CSS

```
169 #per2 {
170     position: absolute;
171     left: 250px;
172     top: 50px;
173 }
174
175 #pizzaC
176     background: url(image/per2/pizza.gif);
177     background-position: left;
178     display: inline-block;
179     cursor: pointer;
180     width: 100px;
181     height: 50px;
182 }
183
184
185 #pizza1
186     background: url(image/per2/pizza1.gif);
187     background-position: left;
188     display: inline-block;
189     cursor: pointer;
190     width: 100px;
191     height: 50px;
192 }
```

Figure 4.1.1 CSS to load pizza image

CSS file above used to load and organize images into canvas. Background to take a images from file in computer, background-position left to make solid position of image, display:inline-block for spruce left side right side of images, cursor to make mouse pointer over on images become pointer(hands), width and height to set the width and height of images.

```
<div id="per2" style="display:none">
  <div id="pizza" onclick="hitungper2('a');"></div>
  <div id="pizza1" onclick="hitungper2('b');"></div>
</div>
```

Figure 4.1.2 DIV to load image from CSS

Div on html file function to load images taken from a file on the computer and have been set by the CSS file. With id and onclick to make the image can be clicked and enable function in a javascript file.

4.1.2 Canvas

```
<canvas id="canvas" width="1000" height="500"></canvas>  
  
var canvas = document.getElementById("canvas");  
var ctx = canvas.getContext("2d");
```

Figure 4.1.2 Canvas

The canvas serves to put the whole particles such as pictures, size and style of the text, the position of the window.

Id on canvas with tag `<canvas>`, call by variable named canvas to, with `document.getElementById("canvas")`. Then ctx variable set context of the canvas in 2D.

4.2 Design

4.2.1 Flow Chart

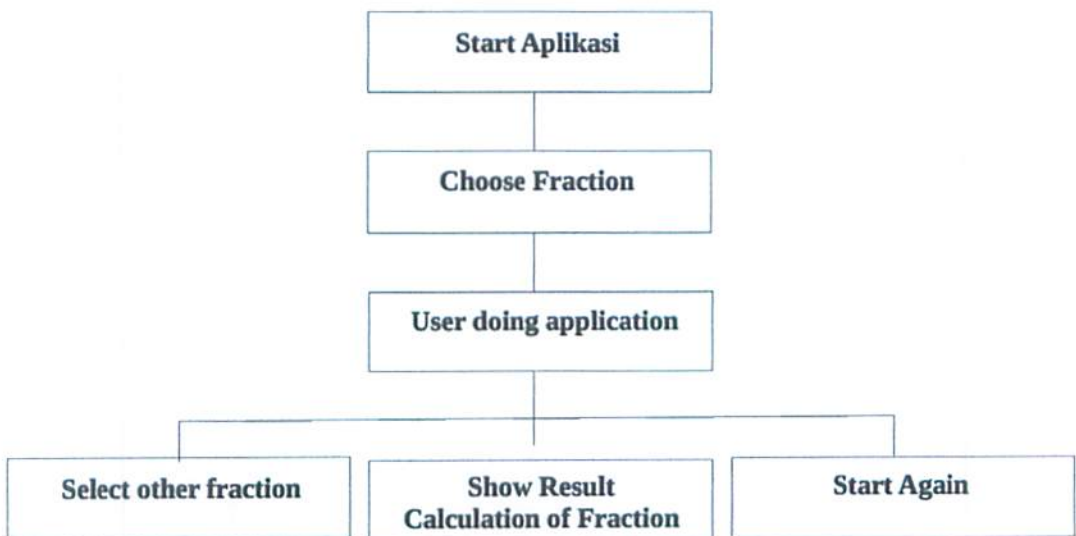


Figure 4.2.1 Flow Chart

Users start the application with klik mulai. Users turn in to the main menu, where there is a button on the main menu to select a fraction which will be played by users.

Next, after users determine and choose fraction, user doing application, with clicked the part of pizza image. if the pizza one half, the user can click on an image of two slices of pizza, if pizza one third there three images of pizza, if pizza one fourth there four images of pizza, if pizza one fifth there five images of pizza, if pizza one sixth there six images of pizza. Then, after user finish clicked all images of pizza, the last result of calculation appear in right side.

End then, user can select other fraction on menu bellow, or start from beginning of application click mulai lagi, automatically browser refreshing self.