CHAPTER V

IMPLEMENTATION AND TESTING

5. 1 Implementation

First, we need to make sure that make sure we update the latest web browsers already installed like Firefox, Chrome, Opera and any other. After that, open the html file in a folder Peraga HTML5 with the name simulasi.html.

This is a step by step with the program code after the application is opened through a web browser :

5.1.1 First Page Aplication

Starting page application code in HTML file. In this page will appear mulai as a start button to start application to go to next view of main menu page.

```
1 <!DOCTYPE HTML>
2 <html>
3 <head>
4  <meta charset="UTF-8">
5  <link rel="shortcut icon" href="images/logo.jpg">
6  <link rel="stylesheet" type="text/css" href="style.css">
7  <title>Peraga(Simulasi) Pengurangan Bilangan Pecahan </title>
8  <script type="text/javascript" src="simulasi.js"></script>
9
10 </head>
11
12 <body>
13  <canvas id="canvas" width="1080" height="595"></canvas>
14  <div id="butt" class="myButton" onclick="mice()">MULAI</div>
15  <div id="board" style="display:none" class="board"></div>
16  <div id="rute" onclick="clai_panel()"></div>
17  <div id="mute2" onclick="play_pause()"></div>
18  <div id="close" style="display:none"></div>
19  <div id="guide" style="display:none"><p><h3>
20      <font face="Comic Sans MS" color="black">
21      Cara bermain:<br/>
22      Pilih pecahan Pizza yang kamu inginkan<br/>
23      dengan cara tekan tombol menu kuning dibawah <br/>
24
25      tombol (1/2) untuk pecahan setengah dari pizza<br/>
26      tombol (1/3) untuk pecahan sepertiga dari pizza<br/>
27      tombol (1/4) untuk pecahan seperempat dari pizza<br/>
28      tombol (1/5) untuk pecahan seperlima dari pizza<br/>
29      tombol (1/6) untuk pecahan seperenam dari pizza<br/>
30      </font></h3></p></div>
31  <div id="button" style="display:none"></div>
32  <div id="jni_engizzi" style="display:none">
33    a!
```

Figure 5.1.1 Starting page application code

5.1.2. The Main Menu

The main menu of the application to select fractions. Menu1 for half fraction, menu2 for one third fraction, menu3 for one fourth fraction, menu4 for one fifth fraction, menu5 for one sixth fraction.

That menus will guide user to next page view appropriate fractions were selected by user on main menu.

```
103   <div id="menuutama" style="display:none">
104    <div id="menu1" class="menu" onclick="per2()">1/2</div>
105    <div id="menu2" class="menu" onclick="per3()">1/3</div>
106    <div id="menu3" class="menu" onclick="per4()">1/4</div>
107    <div id="menu4" class="menu" onclick="per5()">1/5</div>
108    <div id="menu5" class="menu" onclick="per6()">1/6</div>
109
110    <div id="refresh" class="menu" height="50px" width="100px" onclick="location.reload()">Mulai lagi</div>
111   </div>
112
113   <audio id="backsound" >
114   <source src="sound/01-main-theme-overworld.mp3" type="audio/mp3">
115   <audio>
116   <script>
117    var backsound = document.getElementById("backsound");
118    document.getElementById("backsound").play();
119    document.getElementById("backsound").volume=.1;
120    var canvas = document.getElementById("canvas");
121    var ctx = canvas.getContext("2d");
122
123    //---style judul----
124    ctx.fillStyle = "#1FFD06";
125    ctx.font = "bold 130px Sawasdee";
126    ctx.textBaseline = "top";
127    ctx.shadowColor = "#707070";
128    ctx.shadowOffsetX = 5;
```

Figure 5.1.2 Main menu code

5.1.3 Fraction One Half

Page of fraction one half. Consists of two images are images with id "pizza" and "pizza1" are taken from the css file. And onclick towards function hitungper2 with value a and b inside it.

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

Figure 5.1.3 Fraction one half code

5.2 Testing

Users start the application. And the click mulai button. Suppose a user selects fraction one half.
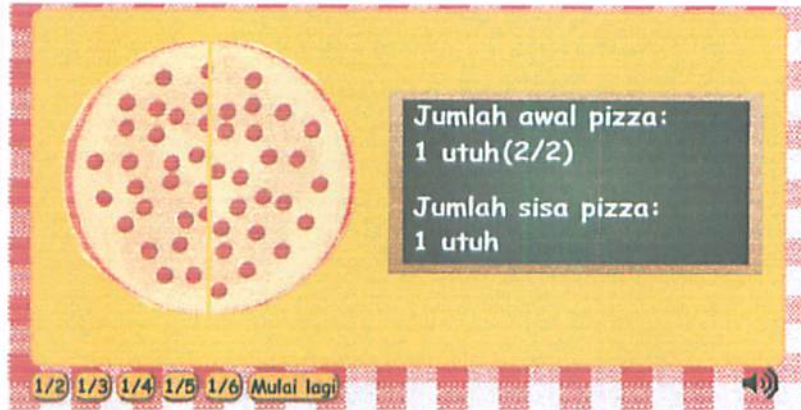

Figure 5.2 Fraction one half interface

Then users clicked the image one piece of pizza from the fraction. Automatically, the value of the Jumlah sisa pizza will change according to the final results of fraction.

Figure 5.2 The rest half of the fraction one half

Image slices of pizza was gone, the calculations already show the final result. When a user wants to play with the same fraction or another fractional, that users can click on the fraction button available on the yellow main menu.

Figure 5.2 The rest fraction depleted of the fraction one half

5.3 Interface

5.3.1 First page Window

Users can click mulai button to start application. To turn backsound users can click the audio button (the speaker).

Figure 5.3.1 First Page interface

5.3.2 Main Menu Window

The main menu page. In this menu users can choose fraction on the menu button that has been available. Or click mulai lagi button to start an application from the beginning (refresh).

Figure 5.3.2 Main menu interface

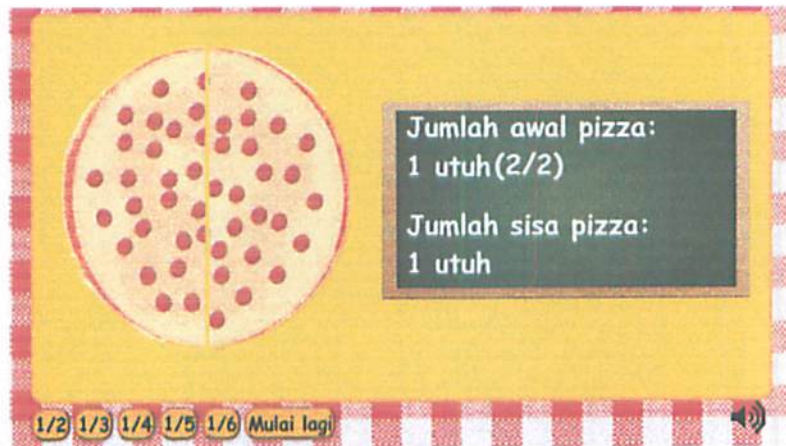### 5.3.3 Fraction One Half Interface

When the user selects fraction one half ,would look like this.

Figure 5.3.3 Fraction one half interface