# CHAPTER III
## Planning

3.1 Research Methodologies

The methodology in this project include     :

1. Analysis, writer do research, and looking for a any problems that there are in the application Birthday Reminder.

2. Study, in this step the writer looking for references from books, tutorials, and articles.

3. Design, after the data collected the writer designed the GUI for applications. What kind of applications will be made.

4. Implementation, the writer used Android Java Programming, arrayList for data structure, searching algorithm dan heuristic algorithm.

5. Testing, used to test the application. The application can function properly and found errors.

6. Project Presentation, to present the completed application.

## 3.2 Project Management

### Table 3.2 Project Management

| ACTIVITIES | March | | | | April | | | | May | | | | June | | | | July | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | I | II | III | IV | I | II | III | IV | I | II | III | IV | I | II | III | IV | I | II | III | IV |
| Analysis | ■ | ■ | ■ | | | | | | | | | | | | | | | | | |
| Study | ■ | ■ | ■ | ■ | ■ | ■ | ■ | ■ | ■ | ■ | ■ | ■ | ■ | ■ | ■ | ■ | | | | |
| Design | | | | | ■ | ■ | | | | | | | | | | | | | | |
| Implementation | | | | | | ■ | ■ | ■ | ■ | ■ | ■ | ■ | ■ | ■ | ■ | | | | | |
| Testing | | | | | | | | | | | | | | | | ■ | ■ | | | |
| Project Presentation | | | | | | | | | | | | | | | | | | | ■ | |

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