

## CHAPTER III

### PLANNING

#### 3.1 Research Methodologies

The project will be done after going through several steps. Below are the steps of project:

1. Find data reference.

Find some references that can be use for this project from several reliable websites on internet. Learn some theories about html5, javascript and data structure from articles on internet.

2. Problem Analysis.

Analyze existing problem in making the shapes on html5-canvas. How the process of making shape, input the point, position of coordinate, draw it on canvas, fill it with colors and how to repeat all of the process without clearing the canvas.

3. Design Program.

Design the flow of process of the program. Design the display of the program on html. Design the input form, background image, position of canvas, and output display on canvas.

**4. Implementation.**

Implement HTML5 and the data structure to make a shape on computer.

**5. Testing program.**

Test the program on the web browser with several conditions. Input several numbers of points to test if all shapes can be draw. Input the color by pick the color within radio button to test if the rectangle shape and right-angled triangle shape can be fills by colors. Repeat the process to test if it can draw another shape without clearing the canvas.

**6. Project presentation.**

Present the project in front of the lecturers.

### 3.2 Project Management

**Table 3.2 Project Schedule**

Activities	April				May				June				July			
	I	II	III	IV	I	II	III	IV	I	II	III	IV	I	II	III	IV
Find Data Reference																
Design Program																
Problem Analysis																
Implementation																
Testing Program																
Project Presentation																