



PROJECT REPORT
TOWER of HANOI SIMULATION using
HTML5 CANVAS

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APPROVAL AND RATIFICATION PAGE

PROJECT REPORT

TOWER of HANOI SIMULATION using
HTML5 CANVAS

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STATEMENT OF ORIGINALITY

I, the undersigned:

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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.

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ABSTRACT

The Tower of hanoi is a game puzzles in mathematics. A game that consists of a pole and a number of different sizes of disc..The objective of the game is to move a disc from one pole to another pole with a small disc terms should not be under a bigger disc.

Recursive is the way that can be in use in solving problems tower hanoi. To better understand the working mechanism of rekursif then drafted simulation. In this simulation project is made in HTML5. The user can select how many discs will be on the run. In this project can also bring up where the function is running.

Keyword : html5, data structure and algorithm, html5 application

FOREWORD

Project that made in less more four months has been completed. During this, the project can not be separated from the role of various parties. Without the participation of God anyway, this project will not be completed on time. Parents and sisters who always pray and give support, Best friends, and friends who also provide teaching, prayer and support. And all those who participated in this project to support its resolved. Only thank you that can be said, hopefully with this project could help his friend in need, and may be a blessing for fellow.

Semarang, July 18th 2014

Dyah Ayu Puspo Suminar

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