CHAPTER IV
ANALYSIS AND DESIGN

4.1 Analysis

4.1.1 CSS

```
<div id="tower2" class="container" style="left:-250px;top:-250px;width:200px;height:200px">
<div id="verttower2" class="towervert" style="left:99px;top:10px;width:5px;height:170px;background-color
<div id="horiztower2" class="towerhoriz" style="left:0px;top:180px;width:200px;height:2px"></div>
<div class="tower"></div>
</div>

<div id="tower3" class="container" style="left:-250px;top:-250px;width:200px;height:200px" >
<div id="verttower3" class="towervert" style="left:99px;top:10px;width:5px;height:170px;background-color
<div id="horiztower3" class="towerhoriz" style="left:0px;top:180px;width:200px;height:2px"></div>
<div class="tower"></div>
</div>

<div id="disk1" class="disk" style="left:-250px;top:-250px;width:50px;height:19px;background-color:pink;
<div id="disk2" class="disk" style="left:-250px;top:-250px;width:70px;height:19px;background-color:viole
<div id="disk3" class="disk" style="left:-250px;top:-250px;width:90px;height:19px;background-color:indig
<div id="disk4" class="disk" style="left:-250px;top:-250px;width:110px;height:19px;background-color:blue
<div id="disk5" class="disk" style="left:-250px;top:-250px;width:130px;height:19px;background-color:gree
<div id="disk6" class="disk" style="left:-250px;top:-250px;width:150px;height:19px;background-color:yell
<div id="disk7" class="disk" style="left:-250px;top:-250px;width:170px;height:19px;background-color:oran
```

Figure 4.1.1 css tower and disc

In the manufacture of a mast and disc using css. Css in use to set width and height and the position where a pole and a disc will be in the show. Disc on set of different sizes.

4.1.2 Canvas

```
function tulisan(color1,color2){
    var c = document.getElementById("canvas");
    var ctx = c.getContext("2d");
    var ctx2 = c.getContext("2d");
    ctx.font = "16px Arial";
    ctx.fillStyle = color1;
    ctx.fillText("function drawDisks(disknum);",680,110);

    ctx.fillText("function getMoves(from,to,empty,numDisk)",680,140);
    ctx.fillText("if (numDisk > 1)getMoves(from, empty, to",680,170);
    ctx.fillText("numDisk - 1);",680,200);
    ctx2.fillStyle = color2;
    ctx2.fillText("function moveDisk()",680,230);
    ctx2.fillText("getMoves(numDisk,from, empty, to)",680,260);
    ctx2.fillText("getMoves(empty, to, from, numDisk - 1);",680,290);

if(color2=="blue")
{
    setTimeout(function() {
        ctx2.clearRect(680, 240, c.width, c.height);
    }, 1700);
```

Figure 4.1.2 canvas

In simulation Tower of Hanoi canvas used to write a function to walk when the game begins.Function that is appearing in the form animation, canvas in use to set the layout character, position and the set time to appear.

4.2 Design

The process of the simulation of the tower hanoi .

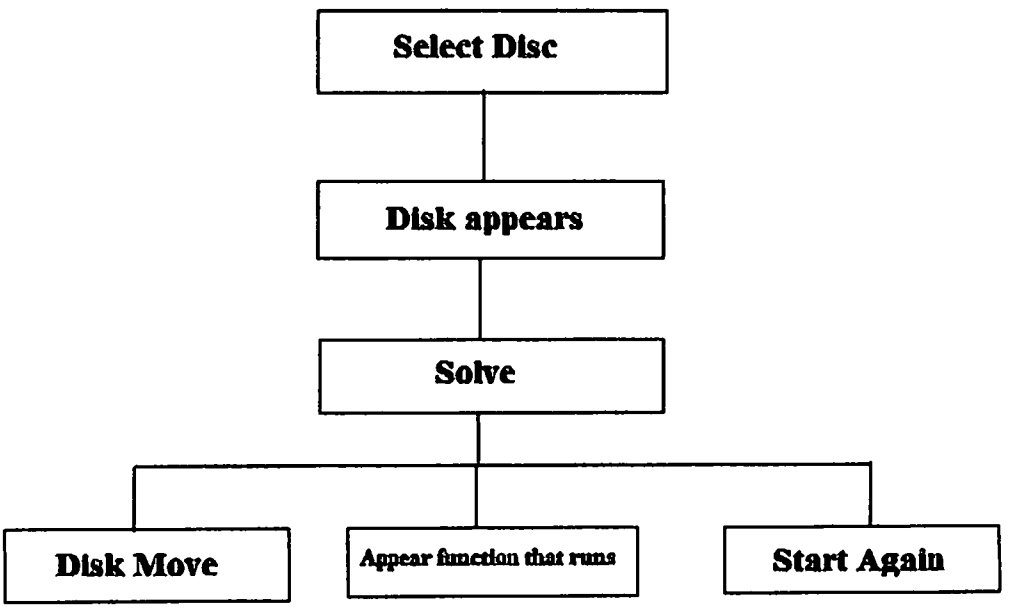

Figure 4.1.3 flowchart

Before the simulation on the run, users can be choose disc beforehand. After a disc elected then disc will appear in accordance with the amounts choose. Click the button to solve the simulation run, the disc will move from pole to pole early goal. when the disc is running, it would appear that the function of the running disc. The simulation will end when all disc have been deployed at the destination. If going to start again with a disc of the same or a different click the button start again.