

CHAPTER IV

ANALYSIS AND DESIGN

4.1 Analysis

4.1.1 Use Case Diagram

Actor is a user in here. Users assigned to operate the application with terminal, some menu for choice. The program will show showing data cards, random cards and playing games Sam Gong. As soon as user press the menu mulai_main, the program will be start

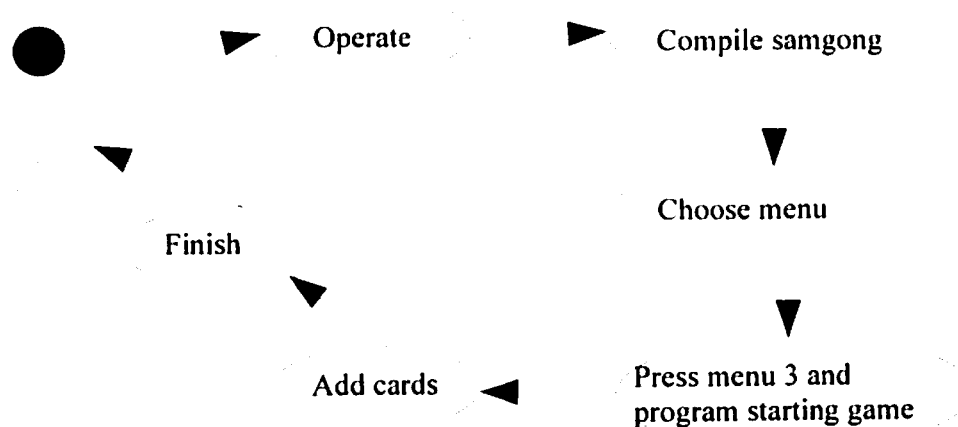


Figure 4.1 Use Case Diagram

4.2 Design

4.2.1 Flow Chart

Flow Chart here petrified us to understand the performance of the project that created and groove workmanship of the project that we created. Starting from Display menu, set player and limits the value of the card , give three card for all player,give one card for all player,take card for user (kartu anda).

Figure 4.2 Flow Chart