

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 a canvas, some edit text, and a couple of button. By default the program will show some button and edit text. As soon as user touch the screen, the program will be start.

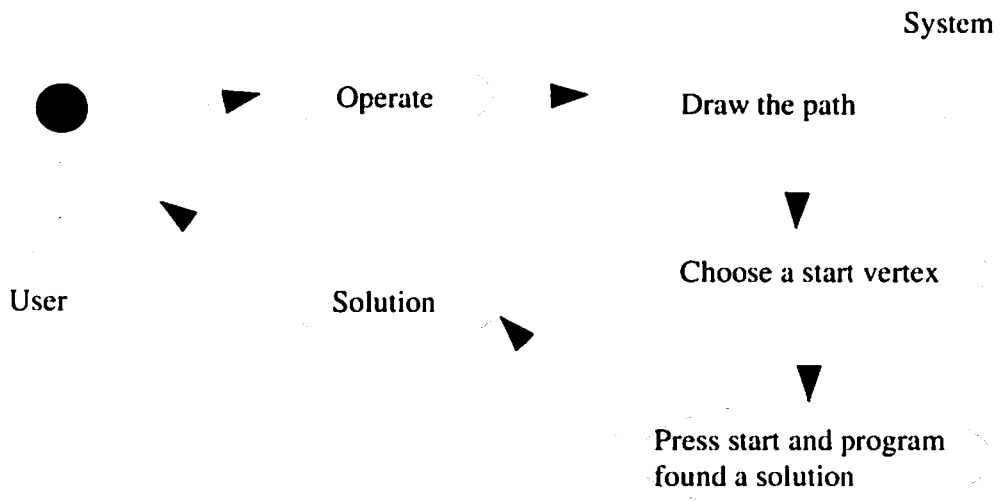


Figure 4.1.1 Use Case Diagram

4.2 Design

4.2.1 Class Diagram

First, the launcher will show activity main that filled with a couple of button and edit text, and a drawable canvas. Then user need to draw some pattern on canvas, decide a vertex to be a start vertex and click start. After click start, the result list of string will appear on user page and show some explanation to user about how to find a solution from pattern that user draw.

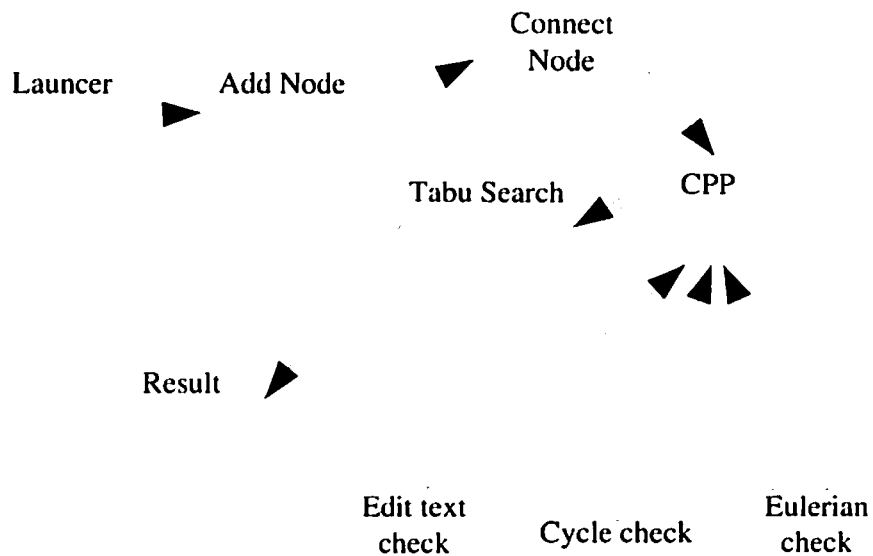


Figure 4.2 Full Class Diagram