



**PROJECT REPORT**  
**DESIGN OF MAP DIRECT GUIDE BASED ON**  
**HTML 5 AND CSS3**

**DIONISIUS AGUNG PUTRANTYO**  
14.K1.0059

**Faculty of Computer Science**  
**Soegijapranata Catholic University**  
**2019**

## APPROVAL AND RATIFICATION PAGE

DESIGN OF MAP DIRECT GUIDE BASED ON HTML5 AND CSS3

by

DIONISIUS AGUNG PUTRANTYO – 14.K1.0059

This project report has been approved and ratified

by the Faculty of Computer Science on July 19, 2019

With approval,

Supervisor,

Robertus Setiawan Aji Nugroho, ST., MCompIT., PhD  
NPP: 058.1.2004.264

Examiners,

1.)

Rosita Herawati, ST., MIT  
NPP : 058.1.2004.263

2.)

YB. Dwi Setianto, ST., M.Cs  
NPP : 058.7.2017.021



Dean of Faculty of Computer Science,

Erdy Widyarto Nugroho, ST., MT  
NPP: 058.1.2002.254

## STATEMENT OF ORIGINALITY

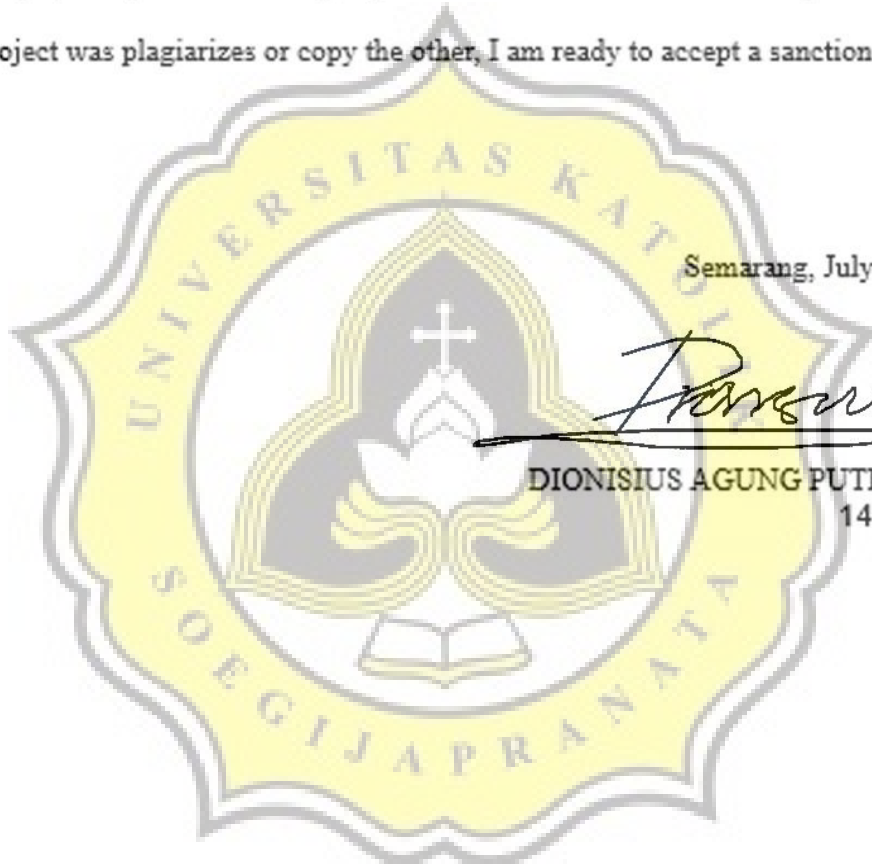
I, the undersigned:

Name : DIONISIUS AGUNG PUTRANTIO

ID : 14.K1.0059

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.

Semarang, July, 19, 2019



*Dionisius Agung Putrantyo*  
DIONISIUS AGUNG PUTRANTYO  
14.K1.0059

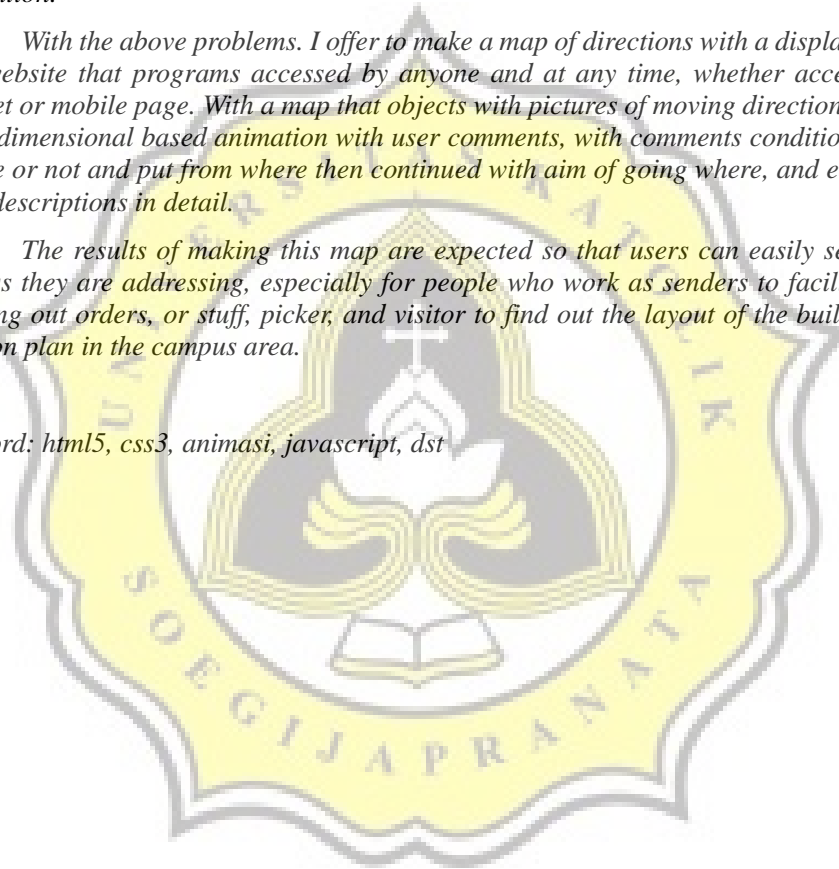
## ABSTRACT

*HTML5 development is booming in the developer community and this open-source, using HTML5 can make it easier daily activities. Example problem where there was an escort, picker, or visitor about the room layout and the name of the building being addressed because they were not people who often came to the campus. And in all campus areas, not all have a building plan and building layout. Location of the room or building in question, but sometimes there are students, lecturer, a college teacher who don't understand all the locations and detail of building a layout and, campus space. And this problem will have an impact on people visiting campus subject their time wasted because it is too long to find a place of the event or destination.*

*With the above problems. I offer to make a map of directions with a display in the form of a website that programs accessed by anyone and at any time, whether accessed via the internet or mobile page. With a map that objects with pictures of moving directions or what we call 2 dimensional based animation with user comments, with comments conditions riding the vehicle or not and put from where then continued with aim of going where, and equipped with room descriptions in detail.*

*The results of making this map are expected so that users can easily search for the address they are addressing, especially for people who work as senders to facilitate work in carrying out orders, or stuff, picker, and visitor to find out the layout of the building and the location plan in the campus area.*

*Keyword: html5, css3, animasi, javascript, dst*



## **PREFACE**

This project titled “Design Of Map Direct Guide Based On HTML5 and CSS3” Have 6 chapters:

The first chapter is 1, containing Background, Scope, Objective in utilizing HTML5 and CSS3.

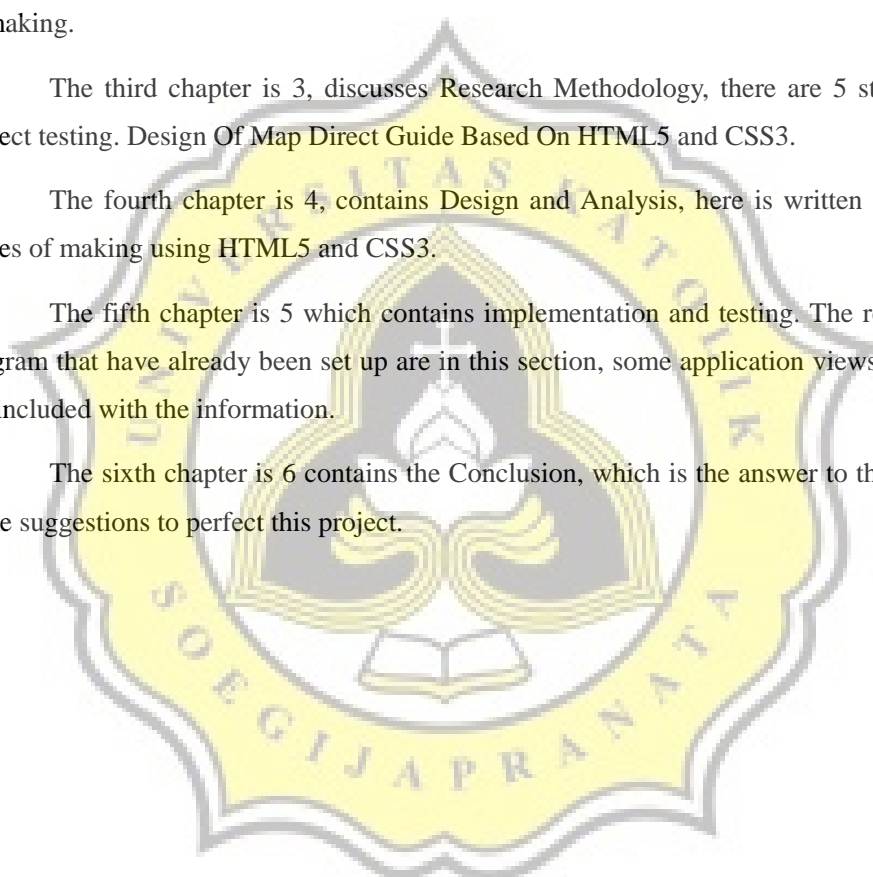
The second chapter is 2, contains a Literature Study as a reference in working on this project. There are 4 journals about HTML5 with different titled, results and different methods of making.

The third chapter is 3, discusses Research Methodology, there are 5 stages in this project testing. Design Of Map Direct Guide Based On HTML5 and CSS3.

The fourth chapter is 4, contains Design and Analysis, here is written in detail the stages of making using HTML5 and CSS3.

The fifth chapter is 5 which contains implementation and testing. The results of the program that have already been set up are in this section, some application views and coding are included with the information.

The sixth chapter is 6 contains the Conclusion, which is the answer to the scope and some suggestions to perfect this project.



## TABLE OF CONTENTS

Cover .....	i
APPROVAL AND RATIFICATION PAGE .....	ii
STATEMENT OF ORIGINALITY .....	iii
ABSTRACT.....	iv
PREFACE .....	v
TABLE OF CONTENTS .....	vi
ILLUSTRATION INDEX .....	viii
INDEX OF TABLES .....	ix
CHAPTER 1 Introduction .....	1
1.1 Background.....	1
1.2 Scope.....	1
1.3 Objective.....	1
CHAPTER 2 Literature Study .....	2
CHAPTER 3 Research Methodology .....	3
CHAPTER 4 Analysis and Design.....	4
4.1 Analysis .....	4
4.1.1 Creating Canvas on Html.....	4
4.1.2 Method on Canvas Html .....	4
4.1.3 Drawing Small dot on Canvas Html .....	5
4.1.4 Drawing Line on Canvas Html .....	5
4.1.5 Creating Order Option Html .....	6
4.1.6 Creating Animation CSS3 on Html.....	6
4.2 Desain.....	6
CHAPTER 5 Implementation and Testing.....	8
5.1 Implementation .....	8
5.1.1 Creating Canvas .....	8
5.1.2 Draw on Canvas .....	8
5.1.3 Make Animation .....	9
5.1.4 Select input.....	9
5.1.5 Proses output.....	10
5.2 Testing .....	10

5.2.2Canvas Html .....	10
5.2.3Draw On Canvas Html .....	11
5.2.3Make Animation .....	11
5.2.4Select Input.....	11
5.2.5Proses output.....	11
CHAPTER 6Conclusion .....	12
References.....	1
Appendix .....	A

