CHAPTER 5
IMPLEMENTATION AND TESTING

5.1 Implementation
5.1.1 Creating Canvas
1. #myCanvas{

2. Position: relative;

3. Width: 1200px;

4. Height: 500px;

5. Border: 1px solid;

6. }

List 1 to make a new id by name “myCanvas”. List 2 to allow the position of the canvas or element to relate to the container div. List 5 for make outline on id.

7. <body>

8. <canvas id="myCanvas">

9. </canvas>

10. </body>

5.1.2 Draw on Canvas
1. #myCanvas{

2. Position: relative;

3. Width: 1200px;

4. Height: 500px;

5. Border: 1px solid;

6. }

List 1 for making a new id by name “myCanvas”. List 2 for allow the position of the canvas or element to relate to the container div. List 5 for make outline on id.
7. `<body>`

8. `<canvas id="myCanvas">`

9. `</canvas>`

10. `</body>`

List 7 for open declare body. List 8 is a method for open declares canvas with tag id. List 9 for close declare canvas. List 10 for the close body.

11. `<script>`

12. `Var lembar = document.getElementById("myCanvas");`

13. `Var ctx = lembar.getContext("2d");`

14. `ctx.beginPath();`

15. `ctx.moveTo(500,90);`

16. `ctx.lineTo(500,150);`

17. `ctx.lineTo(200,150);`

18. `ctx.stroke();`

19. `</script>`

List 11 for define declare open script. List 12 to select HTML elements with by id myCanvas, List 13 objects from canvas that we can use to draw with content 2 dimensions. List 14 to make a new line. Line 15 to determine the starting point draw. Line 16-17 to determine the endpoint. Line 18 to draw the print the line. Line 19 for the close element script.

5.1.3 Make Animation

1. `@keyframes example{`

2. `0%{left: 50%; top: 600px; transform: rotate(-90deg);};`

3. `100%{left: 50%; top: 490px; transform: rotate(-90deg);};`

List 1 @keyframes used to display animations on the website. List 2-3 “%” percentage of animation-duration {...} the command you want to execute.

5.1.4 Select input

1. `<select id="Dari">`

2. `<option value="1">Gedung Thomas Aquinas</option>`
3. `<option value="2">GEDUNG Justinus</option>`
4. `</select>`

List 1 is tag id "Dari". List 2 function contain with value

5.1.5 Proses output

1. `<script>`
2. `Function myFunction(){`
3. `Var pilih=document.getElementById("kendaraan");`
4. `Var p=pilih.value;`
5. `var gerak = document.getElementById("panah");`
6. `if (p == '1'){gerak.style.animation='drta 3s infinite';}`
7. `else.`

Line 2 is a start function from tag id myFunction(). Line 4 make a new variable from variable pilih with value. Line 6 if variable p as 1 then start variable gerak in style element as animation play from ‘drta’ as long 3 seconds always infinite.

5.2 Testing

5.2.2 Canvas Html

![Canvas Html Illustration](image-url)
5.2.3 Draw On Canvas Html

5.2.3 Make Animation

5.2.4 Select Input

5.2.5 Proses output