PROJECT REPORT
Performing HTML5 Canvas on Traffic Simulation

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11.02.0068
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APPROVAL AND RATIFICATION PAGE

PROJECT REPORT

Performing HTML5 Canvas on Traffic Simulation

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STATEMENT OF ORIGINALITY

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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, 15 July 2015

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11.02.0068
Firstly, I want to thanks to Mr. Suyanto as my supervisor who help me so much with his advices to finish this project. My parent who keep supporting me by their prayer and their advices. To my little sister who cheer me up after few hours to do this project and my girlfriend who become super-duper noisy when I was too lazy to do my project.
This project report titled “Performing HTML5 Canvas on Traffic Simulation” made using HTML5 Canvas and JavaScript Programming Language, for the data structure this project using Array to store all of the data that needed to build this traffic simulation. The basic objective doing this project is to get new knowledge and experience about HTML5 canvas and JavaScript implement into Traffic Simulation.

This project report divided into 6 chapters, first chapter introducing about background, scope and objective of this project. Chapter 2 is an information about the data structures and programming language to build this project. Chapter 3 is a Planning for this project, included research methodology and project management, for the chapter 4 is about analysis and design, this chapter introducing about case diagram, flow chart, design planning. Chapter 5 is an informations about implementation and testing codes of this project. Last is chapter 6, this chapter is conclusion and further research for this project.
ABSTRACT

My final project is about Traffic Simulation at a Crossroad using HTML5 canvas and java script programming language. This Crossroad has 12 tracks including turn left, straight, and turn right from every sides and have 4 different colors of the cars.

HTML5 canvas is used to display animations and the data structures are using Array and Array2d to manage coordinates, images, x,y tracks, movement of the cars, and all of this are processed by the functions for every step. This Crossroad Simulation can generate more than 48 cars on 12 track models.

Keyword : HTML5 Canvas and JavaScript
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