PROJECT REPORT

THE INTRODUCTION of JAVANESE ALPHABET

USING CANVAS HTML5 and PHP

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09.02.0026

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INFORMATICS ENGGINEERING DEPARTEMENT

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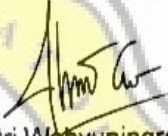
APPROVAL AND RATIFICATION PAGE

PROJECT REPORT
THE INTRODUCTION OF JAVANESE ALPHABET
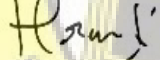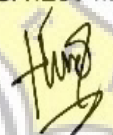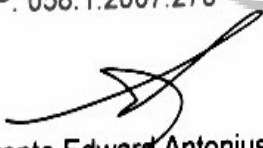USE CANVAS HTML5 and PHP
by
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This project report has been approved and ratified by the Faculty of
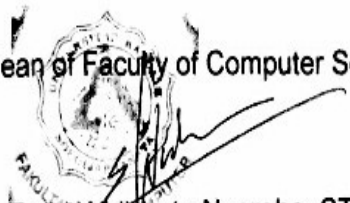Computer Science on January, 27 2016

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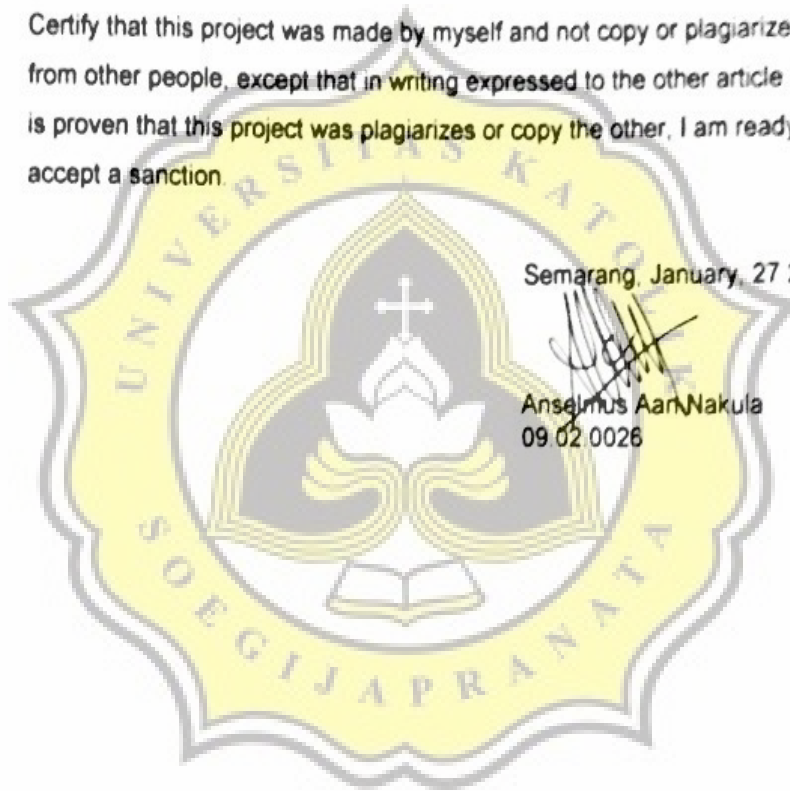# STATEMENT OF ORIGINALITY

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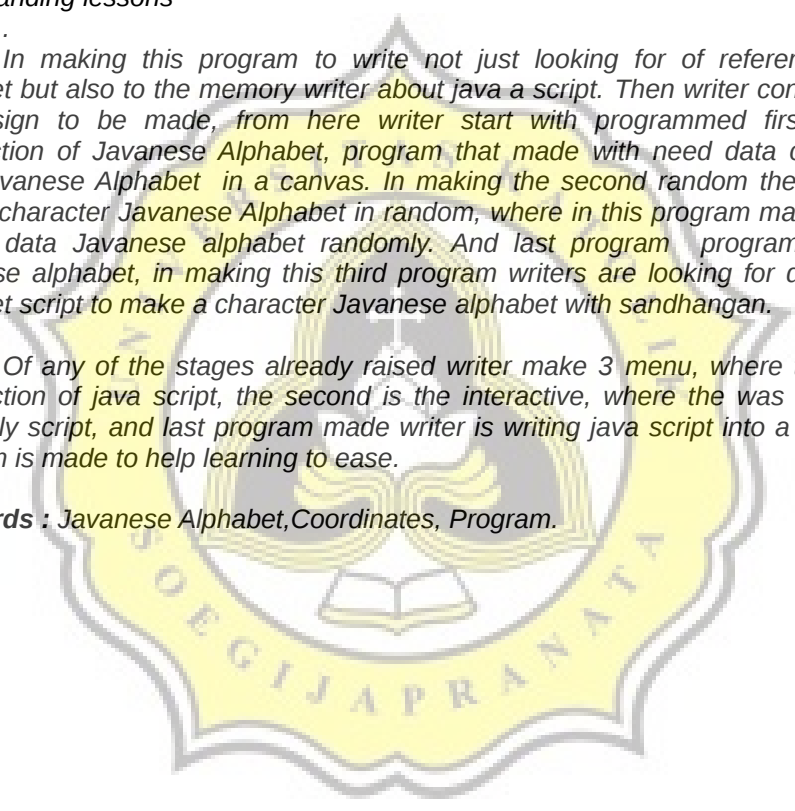
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ABSTRACT

This report contains about the program that has been completed made and then give the title character "the introduction of Javanese Alphabet using canvas html5 and php". The program is made with based on a fact that occurs, especially in the world of education on Javanese Alphabet. This lessons are simply moribund, in education for now, Javanese Alphabet very little tangent . Many students will gain well lessons, while Javanese Alphabet is one way to preserve culture, moreover culture java. This makes writer interested in some the introduction of Javanese Alphabet, against the background of this writer would like to lessons not forgotten and with the goal of to help students in understanding lessons
.

In making this program to write not just looking for of reference Javanese Alphabet but also to the memory writer about java a script. Then writer continue to make the design to be made, from here writer start with programmed first one is the introduction of Javanese Alphabet, program that made with need data coordinates to form Javanese Alphabet in a canvas. In making the second random the programm to display character Javanese Alphabet in random, where in this program make a switch to display data Javanese alphabet randomly. And last program programmed to write Javanese alphabet, in making this third program writers are looking for data Javanese Alphabet script to make a character Javanese alphabet with sandhangan.

Of any of the stages already raised writer make 3 menu, where the first is the introduction of java script, the second is the interactive, where the was featuring java randomly script, and last program made writer is writing java script into a sentence.The program is made to help learning to ease.

Keywords : Javanese Alphabet,Coordinates, Program.

PREFACE

In making this report authors make program about the introduction of Javanese Alphabet. Where in this report contains about introduction, literature study, research methodology, analysis and design, implementation and testing, and conclution, input chapters program Javanese Alphabet. Each chapter contained in this report taken from the in making this program.

In the first chapter containing about the background, scope and objective, where this chapter explain problems in both Javanese Alphabet. Of the problem the writers decided to make program about Javanese Alphabet with the aim of this lesson easy to understand. In chapter two which was about literature study, where this chapter discusses about data structure and algorithm used in the process of making program about the introduction of Javanese Alphabet. In chapter the third containing about the research methodology explain steps done to settle topic study. In chapter four about analysis and design, where this chapter talk about the analysis explanation problems in making programs to be in finish during the research. In chapter fifth which was about implementation and testing, where this chapter implementation containing about the use of data structure and the algorithms in the program that have been made. While in testing the data showed the results of the process programs are running. And chapter conclution the sixth containing about conclusions and futher research of a program that have been made and explanations of this report.

This report made to intents and purposes of the author in making program Javanese Alphabet clarified. Not only from program that has been made, but also the reason writer would like completion of a Javanese Alphabet it because there is the purpose of the main capital to a writer.

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