

CHAPTER 4

ANALYSIS AND DESIGN

4.1 Analysis

4.1.1 Creating Canvas on Html



Illustration 4.1.1: Canvas on Html

This project uses canvas for the based visual program and based for drawing image, layout building, and room layout.

4.1.2 Method on Canvas Html



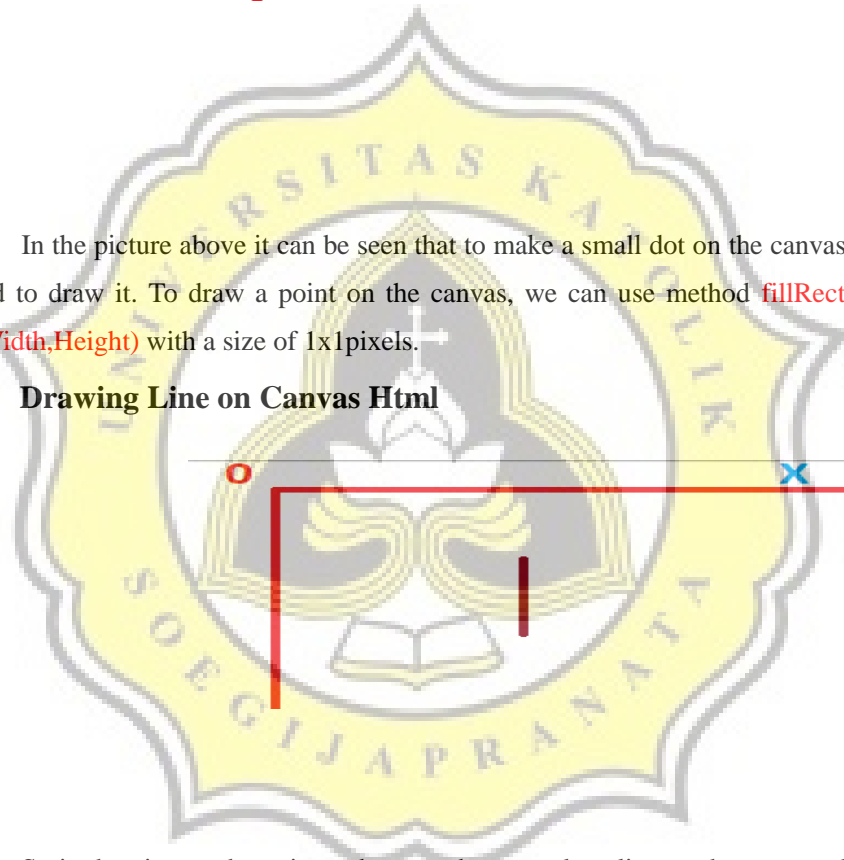
Canvas itself has had a method for drawing that is using the “X” axis for “length”, the “Y” axis for “width”, and point “0” for blank point.

4.1.3 Drawing Small dot on Canvas Html



In the picture above it can be seen that to make a small dot on the canvas a method is needed to draw it. To draw a point on the canvas, we can use method `fillRect(X-axis, Y-axis,Width,Height)` with a size of 1x1pixels.

4.1.4 Drawing Line on Canvas Html



So in the picture above it can be seen that to make a line on the canvas also a method is needed to draw it. To draw a line on the canvas, we can use method 4 function

1. `ctx.beginPath();` for declare new Path.
2. `ctx.moveTo(X-axis, Y-axis);` to determine the starting point.
3. `ctx.lineTo(X-axis, Y-axis);` for determining the end of the next.
4. `ctx.stroke();` for close Path.

4.1.5 Creating Order Option Html



Illustration 4.1.5: Option on Html

The order display function to choose which data the user wants to display.

4.1.6 Creating Animation CSS3 on Html

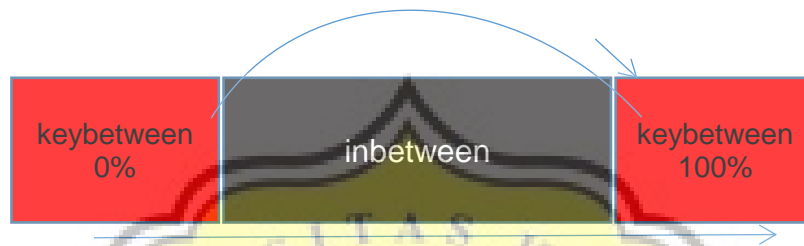


Illustration 4.1.6: Animation on Html

In the picture above it can be seen that to box red on the canvas as a key between, and box black on the canvas as i-between. To make the object red move a method is needed. We can use 3 methods for animated:

1. @keyframe example{
2. 0%{...};
3. 100%{...};

4.2 Desain

The image below is the Flow Chart of the system.

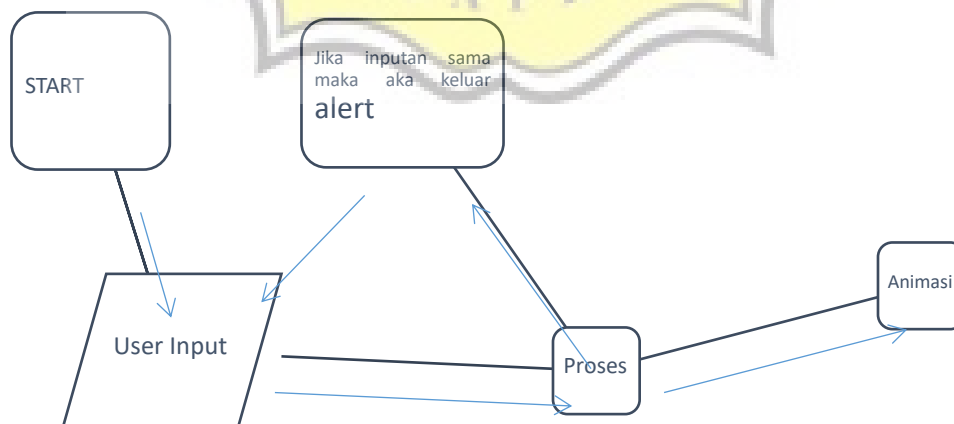


Illustration 4.2: FlowChart Design

