

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;`
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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

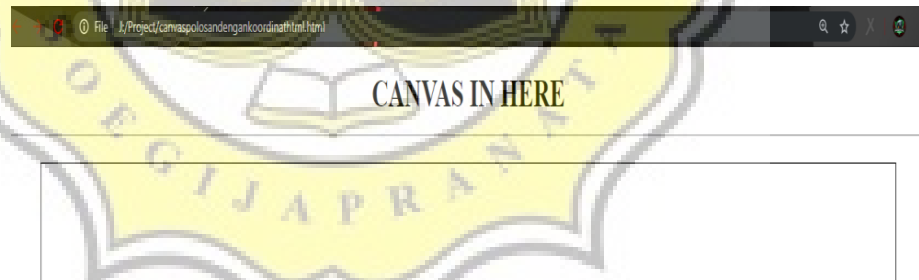
5.1.5 Proses output

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



5.2.3 Draw On Canvas Html

MAP ANIMASI UNIVERSITAS KATHOLIK SOEGIJAPRANATA

Dari: Tujuan:



5.2.3 Make Animation

5.2.4 Select Input

JalanKaki Tujuan:

di tambahkan varia GEDUNG Justinus hasil pilih di pilihan select dan option

Illustration 5.2.4: Input on Html

5.2.5 Proses output

