

PRAKTIKUM 03

WEB DASAR 1

HTML LANJUT

Aturan Main:

- Sertakan nama dan NRP pada setiap file yang anda buat
- Pengumpulan Github Classroom (WAJIB ADA), dan Morning
- Anda boleh bertanya pada rekan anda namun tidak boleh menyalin jawaban dalam bentuk apapun ☐ Pelanggar akan diberikan sanksi
- Setiap nomor, dibuat SATU FOLDER. Penamaan folder sesuai dengan penamaan nomor.

1. Soal 1 – Intrapage link (35 Point)

Buatlah sebuah halaman web yang hasilnya seperti gambar di bawah ini. Berikut merupakan penjelasannya:

- Teks soal sudah disediakan di file lain. Bisa langsung digunakan untuk mengerjakan.
- Tulisan android di bagian paling atas dapat bergerak terus menerus dengan efek seperti memantul
- Teks pada bagian Atas (no 1) dan Bawah (no 2), apabila di klik, akan berpindah ke bagian yang sesuai dengan link
- Teks pada bagian Source (no 3), apabila di klik, akan berpindah ke halaman sesuai tulisannya
- Teks pada bagian bawah (no.4) diisi dengan Nama dan NRP masing-masing
- Poin utama adalah “What is Android”, “Features”, dan “Hardware”
- Perhatikan alignment dari setiap paragraf yang ada
- Perhatikan juga posisi dan ukuran gambar

Android

Color: DarkSeaGreen

font: Comic San MS

[\[What is Android/Features/Hardware/Move to Bottom\]](#)

What is Android



Center

Android is a mobile operating system developed by Google, based on a modified version of the Linux kernel and other open source software and designed primarily for touchscreen mobile devices such as smartphones and tablets. In addition, Google has further developed Android TV for televisions, Android Auto for cars, and Android Wear for wrist watches, each with a specialized user interface. Variants of Android are also used on game consoles, digital cameras, PCs and other electronics. Initially developed by Android Inc., which Google bought in 2005, Android was unveiled in 2007, with the first commercial Android device launched in September 2008. The operating system has since gone through multiple major releases, with the current version being 9 "Pie", released in August 2018.

Color: DarkSeaGreen Features

Interface

Left

Android's default user interface is mainly based on direct manipulation, using touch inputs that loosely correspond to real-world actions, like swiping, tapping, pinching, and reverse pinching to manipulate on-screen objects, along with a virtual keyboard. Game controllers and full-size physical keyboards are supported via Bluetooth or USB. The response to user input is designed to be immediate and provides a fluid touch interface, often using the vibration capabilities of the device to provide haptic feedback to the user. Internal hardware, such as accelerometers, gyroscopes and proximity sensors are used by some applications to respond to additional user actions, for example adjusting the screen from portrait to landscape depending on how the device is oriented, or allowing the user to steer a vehicle in a racing game by rotating the device, simulating control of a steering wheel.

Applications

Center

Applications ("apps"), which extend the functionality of devices, are written using the Android software development kit (SDK) and, often, the Java programming language. Java may be combined with C/C++, together with a choice of non-default runtimes that allow better C++ support. The Go programming language is also supported, although with a limited set of application programming interfaces (API). In May 2017, Google announced support for Android app development in the Kotlin programming language.

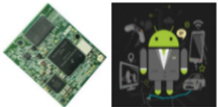
Android has a growing selection of third-party applications, which can be acquired by users by downloading and installing the application's APK (Android application package) file, or by downloading them using an application store program that allows users to install, update, and remove applications from their devices. Google Play Store is the primary application store installed on Android devices that comply with Google's compatibility requirements and license the Google Mobile Services software. Google Play Store allows users to browse, download and update applications published by Google and third-party developers; as of July 2013, there are more than one million applications available for Android in Play Store. As of July 2013, 50 billion applications have been installed. Some carriers offer direct carrier billing for Google Play application purchases, where the cost of the application is added to the user's monthly bill. As of May 2017, there are over one billion active users a month for Gmail, Android, Chrome, Google Play and Maps.

Memory management

Right

Since Android devices are usually battery-powered, Android is designed to manage processes to keep power consumption at a minimum. When an application is not in use the system suspends its operation so that, while available for immediate use rather than closed, it does not use battery power or CPU resources. Android manages the applications stored in memory automatically: when memory is low, the system will begin invisibly and automatically closing inactive processes, starting with those that have been inactive for the longest amount of time. Lifehacker reported in 2011 that third-party task killer applications were doing more harm than good.

Hardware



Justify

The main hardware platform for Android is the ARM (ARMv7 and ARMv8-A architectures), with x86, MIPS and MIPS64, and x86-64 architectures also officially supported in later versions of Android. The unofficial Android-x86 project provided support for the x86 architectures ahead of the official support. MIPS architecture was also supported before Google did. Since 2012, Android devices with Intel processors began to appear, including phones and tablets. While gaining support for 64-bit platforms, Android was first made to run on 64-bit x86 and then on ARM64. Since Android 5.0 "Lollipop", 64-bit variants of all platforms are supported in addition to the 32-bit variants. Requirements for the minimum amount of RAM for devices running Android 7.1 range from in practice 2 GB for best hardware, down to 1 GB for the most common screen, to absolute minimum 512 MB for lowest spec 32-bit smartphone. The recommendation for Android 4.4 is to have at least 512 MB of RAM, while for "low RAM" devices 340 MB is the required minimum amount that does not include memory dedicated to various hardware components such as the baseband processor.

Android 4.4 requires a 32-bit ARMv7, MIPS or x86 architecture processor (latter two through unofficial ports), together with an OpenGL ES 2.0 compatible graphics processing unit (GPU). Android supports OpenGL ES 1.1, 2.0, 3.0, 3.1 and as of latest major version, 3.2 and Vulkan. Some applications may explicitly require a certain version of the OpenGL ES, and suitable GPU hardware is required to run such applications.

[\[What is Android/Features/Hardware/Move to Top\]](#)

source: wikipedia [https://en.wikipedia.org/wiki/Android_\(operating_system\)](https://en.wikipedia.org/wiki/Android_(operating_system))

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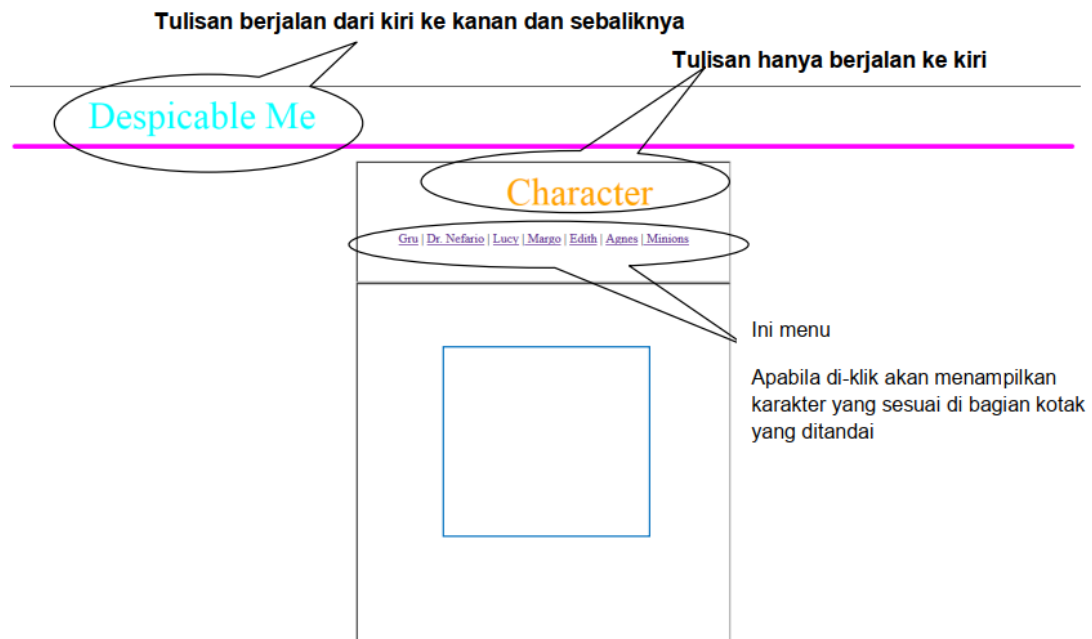
3

4

2

2. Soal 2 – Iframe dan Marquee (30 Point)

Buatlah sebuah halaman web seperti berikut:



Berikut contoh apabila menu “Minions” di klik



3. Soal 3 – Image Map dan Iframe (45 Point)

Pada awalnya, muncul sebuah halaman web yang menampilkan sebuah gambar dan sebuah kotak iframe kosong. Contohnya dapat dilihat sebagai berikut:



Gambar peta dunia dibagian atas dapat di-klik di bagian-bagian tertentu. Ketika bagian tersebut di-klik, akan menampilkan informasi yang sesuai di iframe bagian bawah. Bagian yang dapat diklik adalah:

1. Bentuk: Circle dan Koordinat: 180, 85 , 60 untuk daerah North America
2. Bentuk: Rectangle dan Koordinat: 200, 160, 280, 290 untuk daerah South America
3. Bentuk: Polygonal dan Koordinat: 320, 170, 320, 110, 400, 110, 440, 160, 390, 260, 365, 170 untuk daerah Africa
4. Bentuk: Rectangle dan Koordinat: 340, 40, 440, 95 untuk daerah Europe
5. Bentuk: Circle dan Koordinat: 500, 80, 80 untuk daerah Asia
6. Bentuk: Circle dan Koordinat: 600, 235, 30 untuk daerah Australia

Informasi untuk tiap benua tersebut dapat dilihat di file terlampir. Semua paragraf dalam informasi harus “Justify” dan judul artikel harus di posisi tengah.

Contoh apabila bagian Benua Eropa di-klik adalah:

Europe



Europe is a continent located entirely in the Northern Hemisphere and mostly in the Eastern Hemisphere. It comprises the westernmost part of Eurasia and is bordered by the Arctic Ocean to the north, the Atlantic Ocean to the west, the Mediterranean Sea to the south, and Asia to the east. The eastern border comprises a long and mixed line of mountain ranges and waterways that would normally define a subcontinent. However, Europe is generally accorded the status of a full continent because of its great physical size and the weight of history and tradition. It is the 6th largest continent in the world. Europe is commonly considered to be separated from Asia by the watershed divides of the Ural and Caucasus Mountains, the Ural River, the Caspian and Black Seas and the waterways of the Turkish Straits.[9]