PROCEDURES USED BY THE PROGRAMMER

A. Graphical User Interface

The design of the interface is based on the information given by the researchers. All needed input for processing was identified and controls were used as repositories to enable users to enter data into the system.

B. Algorithms

The procedures were also identified in the development of the software. Every software must follow certain process steps, what comes first and what’s next and with its corresponding results.

C. Coding

Based on the algorithms, the analysis will then be used in the coding of the software. This part uses programming languages to develop the software by converting human language into computer readable instructions.