SUPSI

Mindmap in JavaScript

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Degree Course	N° Project	Year	Date
Computer Engineering	C10007	2018/2019	16 May 2019
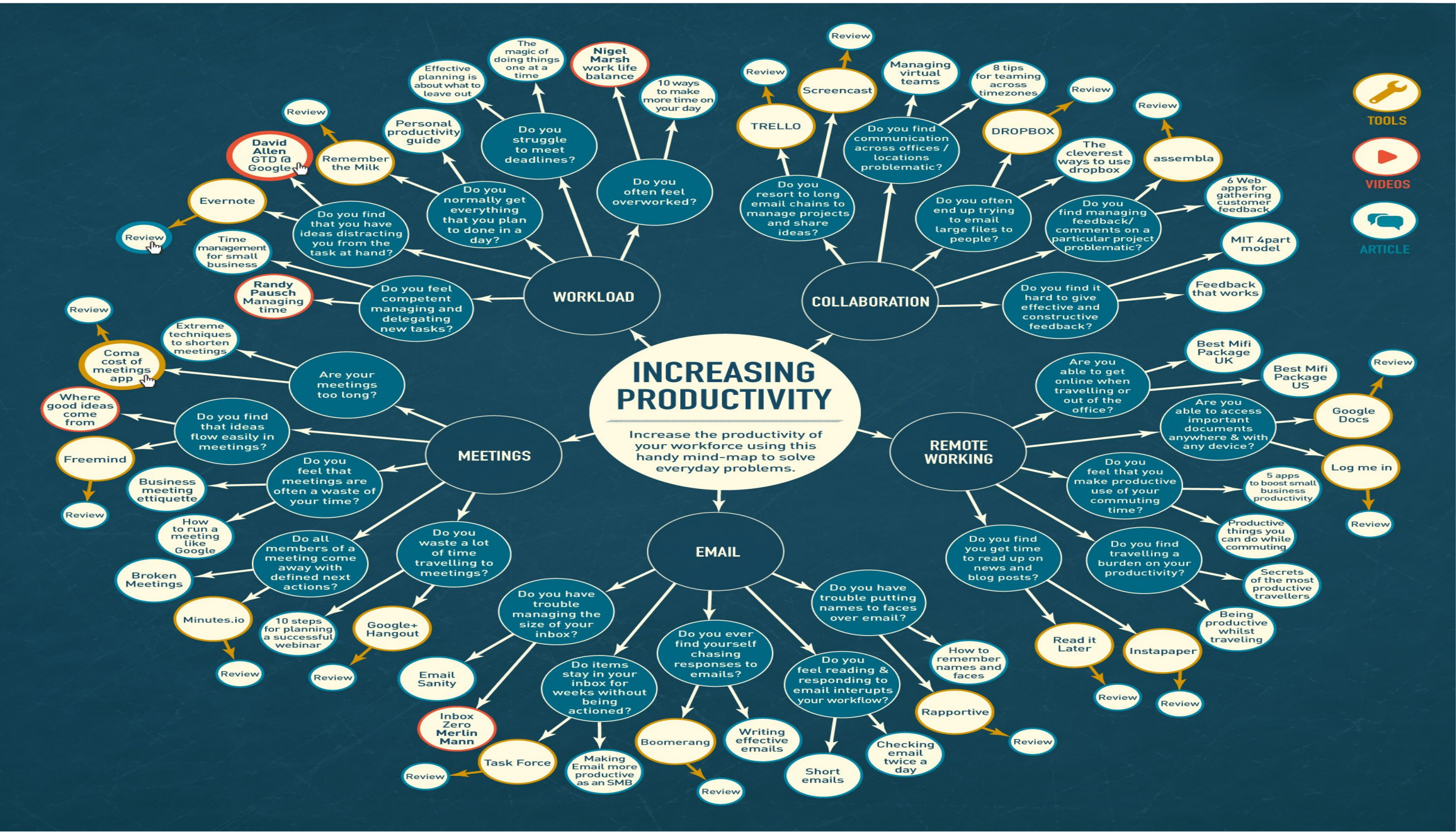
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Abstract

The present semester work consists in developing the understanding of the steps that go from the analysis of the mindmaps and their application, up to the realization of a tool for the creation and modeling of the mindmaps themselves. During the analysis phase, the alternatives on the market were also analyzed to see what they offered more than our product.

The ultimate goal was to design and develop a JavaScript program to model mental maps. It can be said that the required result was achieved with the addition of additional features that made it possible to make the final product responsive and functional, so as to allow the user a better experience within the mindmap design.

Targets

The first part of the project consists of an analysis of the functioning of the mindmaps and their possible use.

In the second part it is required to analyze the tools on the market that allow you to create and manage a mindmap, analyzing their advantages and disadvantages compared to the tool we have created.

Finally, the ultimate goal of this semester work is to develop a tool for creating and manipulating mindmaps using a JavaScript programming language (therefore usable via the web).

Conclusion

The real difficulty of this project we found was to make our application better and more functional in the development of projects that allow the construction of mindmaps, as many tools allow the construction of graphs but are not specific for this use.

The use of our tool allows you to customize your project, making it unique and fast to develop, to save for a future modification and possibly to integrate with similar applications.