

Allocation System Tabulation Goods At Warehouse Of Alfamart With Hill Climbing Method Web Based

Allocation System Tabulation Goods At Warehouse Of Alfamart With Hill Climbing Method Web Based function to allocate the order of the goods into the warehouse, placed correspond with the rules of proper placement optimally so as to save space. The aim of the warehouse layout is to optimize the storage of goods and reduce material handling costs.

A software created is devoted to the warehouse of the goods are stored in pallets on the shelves in the warehouse. This goods rearrangement using the method of hill climbing. Through this software, user can also see the condition of barn with either three-dimensional, which is in the process using the web-based Three.js. This system is built using a programming language javascript three dimension (Three.js), php, html, css and server MySQL

1. Opening Display

VISUALISASI PENYUSUNAN BARANG PADA GUDANG 3D						
HOME		PROSES		LOGOUT		
Panjang Ruangan :	50	Panjang Barang :				
Lebar Ruangan :	50	Lebar Barang :				
Tinggi Ruangan :	50	Tinggi Barang :				
		Berat Barang :				
Ganti Ukuran Ruangan		Masukkan Barang				
Barang Yang Telah Dimasukkan						
No	Id Barang	Panjang	Tinggi	Lebar	Berat	Operasi
1	2	25	30	25	60	Edit Hapus
2	3	25	25	25	60	Edit Hapus
3	6	25	35	25	60	Edit Hapus
4	7	25	30	25	30	Edit Hapus
5	8	23	15	20	10	Edit Hapus
6	9	25	30	25	30	Edit Hapus
7	10	25	20	25	20	Edit Hapus
8	11	25	20	25	20	Edit Hapus
9	12	23	15	25	5	Edit Hapus
Barang Yang Tidak Masuk						
No	Id Barang	Panjang	Tinggi	Lebar	Berat	
1	1	25	30	25	30	

The image above is the configuration page that consists of an input box for inputting the data length, height, width goods in meters (m) and weight of the item in kilograms (kg). In this configuration there is also a page input box sized room

which has been set the default length of the room: 100, the width of the room: 100 and height of the room: 100, and the size of the room can also be replaced with the "locker room size".

2. Member Page View

VISUALISASI PENYUSUNAN BARANG PADA GUDANG 3D						
HOME KONFIGURASI PROSES LOGOUT	BARANG YANG TELAH DIMASUKAN					
	NO	ID BARANG	PANJANG	TINGGI	LEBAR	BERAT
	1	2	25	30	25	60
	2	3	25	25	25	60
	3	6	25	35	25	60
	4	7	25	30	25	30
	5	8	23	15	20	10
	6	9	25	30	25	30
	7	10	25	20	25	20
	8	11	25	20	25	20
	9	12	23	15	25	5
	POSISI DAN BATAS MAKSIMAL TUMPUKAN					
	NO	ID BARANG	POSISI X	POSISI Y	POSISI Z	BATAS MAKSIMAL TUMPUKAN
	1	2	1	0	0	60
	2	3	1	0	1	60
	3	6	0	0	0	60
	4	7	2	0	1	30
	5	8	0	1	0	50
	6	10	1	1	0	40
	7	11	1	1	1	40
	8	12	2	1	1	25
KONFIGURASI						

Picture 2. Member Page View

The image above is the main page will display the table data items entered and the position and the maximum stack limit of each item as well as a button "setup" to go to the page input goods.

3. Process Steepest Ascent Hill Climbing Algorithms Page View

HOME

KONFIGURASI

PROSES

LOGOUT

VISUALISASI PENYUSUNAN BARANG PADA GUDANG 3D

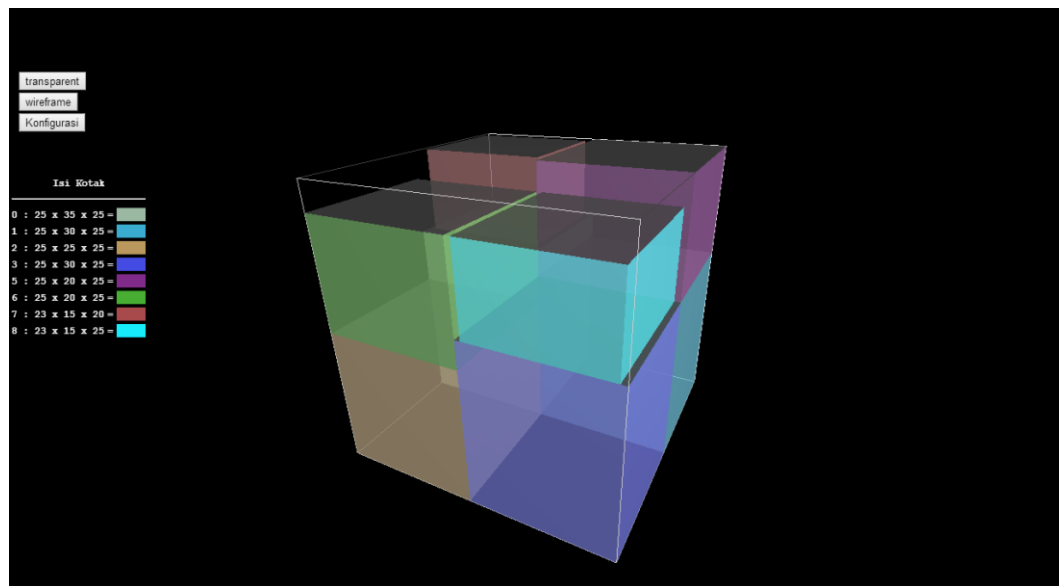
PENYUSUNAN BARANG DENGAN ALGORITMA STEEPEST ASCENT HILL CLIMBING

NO	ROTASI ID BARANG	ROTASI BERAT BARANG	ID TERTINGGI	BERAT TERTINGGI
1	3 2 6 7 8 9 10 11 12 60 60 60 30 10 30 20 20 5			
	2 6 3 7 8 9 10 11 12 60 60 60 30 10 30 20 20 5			
	2 3 7 6 8 9 10 11 12 60 60 30 60 10 30 20 20 5			
	2 3 6 8 7 9 10 11 12 60 60 60 10 30 30 20 20 5			
	2 3 6 7 9 8 10 11 12 60 60 60 30 30 10 20 20 5	2 3 6 7 9 8 10 11 12 60 60 60 30 30 10 20 20 5		
	2 3 6 7 8 10 9 11 12 60 60 60 30 10 20 30 20 5			
	2 3 6 7 8 9 11 10 12 60 60 60 30 10 30 20 20 5			
	2 3 6 7 8 9 10 12 11 60 60 60 30 10 30 20 5 20			
	12 3 6 7 8 9 10 11 2 5 60 60 30 10 30 20 20 60			
2	3 2 6 7 9 8 10 11 12 60 60 60 30 30 10 20 20 5			
	2 6 3 7 9 8 10 11 12 60 60 60 30 30 10 20 20 5			
	2 3 7 6 9 8 10 11 12 60 60 30 60 30 10 20 20 5			
	2 3 6 9 7 8 10 11 12 60 60 60 30 30 10 20 20 5			
	2 3 6 7 8 9 10 11 12 60 60 60 30 10 30 20 20 5	2 3 6 7 9 10 8 11 12 60 60 60 30 30 20 10 20 5		
	2 3 6 7 9 10 8 11 12 60 60 60 30 30 20 10 20 5			
	2 3 6 7 9 8 11 10 12 60 60 60 30 30 10 20 20 5			
	2 3 6 7 9 8 10 12 11 60 60 60 30 30 10 20 5 20			
	12 3 6 7 9 8 10 11 2 5 60 60 30 30 10 20 20 60			

Picture 3. Process Steepest Ascent Hill Climbing Algorithms Page View

The image above is the page of Steepest Ascent Hill Climbing algorithm, the system will display the data that has been sorted by Steepest Ascent Hill Climbing algorithm.

4. 3D Visualization Page View



Picture 4. 3D Visualization Page View

The image above is a display of 3D visualization page will show images of goods which have been prepared in a warehouse with 3D animation and will feature id_barang data sequence that has been prepared.