

# Developing Software Center Using Evolutionary Prototyping Based-on HTML5

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**Abstract**—The abstract goes here.

## I. INTRODUCTION

Software Center is software to manage application in a operating system such as install, delete or upgrade applications. It is a required software in all operating system, both conventional or mobile devices. BlankOn as the Indonesian local operating system should have this application but in reality this application is not yet available [1].

Traditionally, to do package management, user deal with installing package form console with apt syntac. This way is worst to other people. In other way user can use Synaptic Package Manager, a simple software center. But this interface just to old style.

HTML5 is a trend of programming because this technology easy to adapted, can run in multiple platfrom up to desktop utilization [2].

This research tries to make software center HMTL5-based as solution for BlankOn.

## II. SOFTWARE CENTER

YaST (yet another setup tool) Software center for opensuse. It use to manage all of user need for use opensuse. Example to install application, package, network setting etc. YaST devel form ruby and YCP and qt for UI, base c++[3 yast vendor].

scr uset to injek scrip. interface base on qt.

Ubuntu Software Center Software manajemen for ubuntu by canonical. It is free software written in Python, PyGTK/PyGObject based on GTK+ and the further development of the GNOME application, gnome-app-install. base commant for apt manajemen.[4][5]

## III. HTML5 APP IN DESKTOP

run html 5 on dektop need other program, suck webkit to rendering html 5.

### A. Webkit

webkit is renderin page to run html5, it base bla figure 1 how webkit work

### B. WarSi

WarSi (Warung aplikasi) gui from apt command how it work. firgure 2.

## IV. DEVELOPMENT WARSI

### A. Development Method

Developmen use evoluitionary prototyping, - because (alasan) [7] figure 3 how prototyping

- 1) *Initial Consep and requirment*: what konsep
- 2) *Quick Desain*:
- 3) *Build Prototype*:
- 4) *Costumer Evaluation, Update*:
- 5) *If not done yet, Refine design and prototype*:
- 6) *IF happy, final testing and produck release*:

### B. UML (Unified Modele Language

1) *Use Case Diagram*: as figure 4 thi app have 2 main requirment

- 2) *Activity Diagram*: - a - b
- 3) *Squence Diagram*: (need redraw)

### C. Result Develop

### D. Testing

blackbox model for same hasil (diagram pie)

## V. CONCLUSION

The conclusion goes here.

## ACKNOWLEDGMENT

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## REFERENCES

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