

Abstract

Framework is a reusable object oriented *library* which is formed in a group of a *class* or a *library* which is used for finishing a certain domain problem in a software application. *Framework* contains a lot of API collection. Due to the *framework* must be able to accommodate many kinds of using scenario from the simplest one to the most complex. But the fact that most of of developer use only small part from the whole possible scenario.

In this final assessment, the writer tries to make a new *framework* which is developed from a stable high level API *library* and commonly used for creating 3D content in a mobile device, known as M3G. According to the writer, using M3G for the simplest scenario is still complex so the writer tries to make an easy-to-use *framework* which is better than M3G. The writer also applies design pattern in designing this *framework*. This final assessment's analysis is only focused on comparing the usability and *framework* architecture, which the writer has developed from M3G, to M3G itself. The result is the *framework*, which the writer has developed, can be better in handling a simple scenario from M3G than M3G itself. This is shown by the amount of code line which is less and more structured.

Keywords: *Framework* Design, Design-Pattern, M3G.