2. REVIEW OF RELATED LITERATURE

2.1 Novel

Gustav Freytag (1816) confirmed that novel is a prose narrative created considerable length by complexity certain related to the experience imaginative man, usually through order connected with events involving a group of people in arrangement certain. In the broad, genre novel has includes various species of and style.

Novel is one form of a literary work which is the story fiction in form of writings or words and had instances of instrinsik and extrinsic. In a novel author make a a bouquet having a groove broader and clearly and containing the urethane story someone and people around him with accentuating dispositive deeper and setting being diverse. Hence can be concluded that novel is a fictitious tales that seeks describing or delineating life the characters by using grooves. Fictional story not only as mere fantasy, but an imagination that is produced by the author is reality or phenomenon that is seen and perceived.

2.2 Plot

The Plot is a literary term is defined as events that shape the story, especially as they relate to each other in patterns, respectively, through cause and effect, how readers perceive the story, or just by chance. The Plot requires objective motivated to push the story reaches the end, and the relationship between the events themselves. The Plot is a casual sequence of events, the ' why ' to the things that happen in the story. The Plot draws the reader into the lives of characters and helps the reader understand the choices that make characters.

Gustav Freytag (1816-1895) came up with the structure of how the story was told in the language of Shakespeare's drama and ancient Greece. This analysis is known as Freytag's analysis. Its analysis consists of dividing the play into five parts: The Exposition. This is the introduction to the story that contains the background information necessary to really understand it. This information can
include the protagonist, antagonist, settings and so on. Inciting incident occurred here, in other words the initial incident that triggered the whole story. The exposition introduces all the main characters in the story. *The Action Increases*. Increased action is what happened leading up to the climax. The actions the rising plot is the series of events that build tension and created to make the story more interesting. *Climax*. Its peak is considered to be a high point and as the most interesting part of the story. This is where all the action rises and conflict build up in the story finally reached the Summit. Usually when the greatest danger for the protagonist or decision-making. *Falling Action*. The deal falling action with events that occurred right after the climax. These events usually after the effects of the climax. *Resolution/denouement*. This is the end of falling action and conclusion of the story. There is usually a dramatic release of tension and anxiety (also known as catharsis). It can also be a section at the end of the plot revealed the final outcome of the conflict or the solution of the mystery.

2.3 Character

Character is an individual creation/fiction author who experienced the events or lakuan in various events of the story. In General, a disembodied human figures but may also be a disembodied animals or objects. Figures can be distinguished into two central figure and as an underling. The central figure is a figure who many experiencing the events in the story. As for the subordinate characters are characters who support or assist the central figure.

2.4 Setting

Background / setting is something or state of being gone over the offender in a story. Make trouble background, namely: (1) a place, is a wherein the offender was or story occurring (in school in the city in the room etc.), (2) a time, is when that story occurring (morning, afternoon, night, yesterday, etc), (3) the atmosphere, is in a state where the story going on. (sad, excited, cold, peace, desolate etc.). Background formed of some respects, namely: (1) the geographical
actual, including topography scenery, even details interior room, (2) office and habitual mode character or figures, (3) the accident time events, e.g. years, season, etc. , (4) environmental religious, moral, intellectual, social, and emotional figure or character.