

DAFTAR ISI

<i>HALAMAN PENGESAHAN PEMBIMBING</i>	<i>iii</i>
<i>HALAMAN PENGESAHAN PENGUJI</i>	<i>iv</i>
<i>SURAT PERNYATAAN KARYA ASLI TUGAS AKHIR</i>	<i>v</i>
<i>PERNYATAAN BEBAS PLAGIASI</i>	<i>vi</i>
<i>DAFTAR ISI</i>	<i>x</i>
<i>DAFTAR TABEL</i>	<i>xii</i>
BAB I	16
1.1 Latar Belakang	16
1.2 Rumusan Masalah	17
1.3 Batasan Masalah	17
1.4 Tujuan	17
1.5 Manfaat	18
1.6 Tahapan Penelitian	18
1.6.1 Plan	18
1.6.2 Design	18
1.6.3 Develop	18
1.6.4 Test	18
1.6.5 Deploy	18
1.6.6 Review	18
1.6.7 Launch (Tidak Dibahas dalam Penelitian Ini)	19
1.7 Sistematika Penulisan	19
BAB II	20
2.1 <i>Software Development Life Cycle</i>	20
2.2 <i>Agile Software Development</i>	20
2.2.1 <i>Plan</i>	21
2.2.2 <i>Design</i>	21
2.2.3 <i>Develop</i>	21
2.2.4 <i>Test</i>	21
2.2.5 <i>Deploy</i>	22
2.2.6 <i>Review</i>	22
2.2.7 <i>Launch</i>	22
2.3 <i>Unified Modelling Language (UML)</i>	22
2.3.1 <i>Use Case Diagram</i>	22
2.3.2 <i>Class Diagram</i>	24
2.3.3 <i>Activity Diagram</i>	24
2.3.4 <i>Sequence Diagram</i>	25
2.4 <i>Black Box Testing</i>	26
2.5 <i>White Box Testing</i>	26
2.6 Tinjauan Sumber Pustaka	27

<i>BAB III</i>	29
3.1 Metodologi Penelitian	29
3.1.1 <i>Plan</i>	30
3.1.2 Design	31
3.1.3 <i>Develop</i>	64
3.1.1 <i>Test</i>	66
3.1.2 <i>Deploy</i>	83
3.1.3 <i>Review</i>	83
<i>BAB IV</i>	84
4.1 Hasil	84
4.1.1 Pengumpulan data.....	84
4.1.2 Tampilan Antarmuka Pengguna.....	84
4.1.3 Koding program	95
4.1.4 Pengujian (Black Box Testing)	99
4.1.5 Pengujian (White Box Testing)	103
4.1.6 <i>Review Aplikasi</i>	116
4.2 Pembahasan	116
<i>BAB V</i>	118
5.1 Kesimpulan	118
5.2 Saran	118
<i>DAFTAR PUSTAKA</i>	119
<i>LAMPIRAN</i>	121