

DAFTAR ISI

| | |
|--|------|
| KATA PENGANTAR | i |
| ABSTRAK | iii |
| ABSTRACT | iv |
| DAFTAR ISI | v |
| DAFTAR GAMBAR | viii |
| DAFTAR TABEL | xi |
| DAFTAR LAMPIRAN..... | xiii |
| BAB 1 PENDAHULUAN | 1 |
| 1.1 Latar Belakang | 1 |
| 1.2 Rumusan Masalah..... | 3 |
| 1.3 Tujuan | 4 |
| 1.4 Batasan Masalah..... | 4 |
| 1.5 Definisi Operasional..... | 5 |
| 1.6 Metode Penggerjaan | 6 |
| 1.7 Jadwal Penggerjaan | 7 |
| BAB 2 TINJAUAN PUSTAKA | 8 |
| 2.1 Desa Lengkong..... | 8 |
| 2.2 PKK..... | 10 |
| 2.3 Posyandu..... | 11 |
| 2.4 Tumbuh Kembang Anak..... | 11 |
| 2.5 Perangkat Lunak | 24 |
| 2.5.1 Definisi..... | 24 |
| 2.5.2 Waterfall..... | 24 |
| 2.6 Alat Bantu Pemodelan | 26 |
| 2.6.1 Unfiled Modeling Leanguage (UML) | 26 |
| 2.6.2 Entity Relationship Diagram (ERD)..... | 31 |
| 2.6.3 Flowmap..... | 33 |
| 2.7 Website..... | 35 |
| 2.8 PHP..... | 35 |

| | | |
|--------|--|-----|
| 2.9 | CodeIgniter | 35 |
| 2.10 | MySQL..... | 35 |
| 2.11 | HTML..... | 35 |
| 2.12 | Cascading Style Sheet (CSS) | 35 |
| 2.13 | SMS Gateway | 36 |
| 2.14 | Pengujian | 36 |
| 2.14.1 | Black Box Testing..... | 36 |
| 2.14.2 | User Acceptance Test..... | 36 |
| BAB 3 | ANALISIS DAN PERANCANGAN..... | 37 |
| 3.1 | Gambaran Sistem Saat Ini..... | 37 |
| 3.2 | Perbandingan Aplikasi Sejenis | 40 |
| 3.3 | Usulan Sistem | 41 |
| 3.3.1 | Usulan Sistem Login | 43 |
| 3.3.2 | Usulan Sistem Registrasi User | 44 |
| 3.3.3 | Usulan Sistem Pembuatan Laporan Kader..... | 45 |
| 3.3.4 | Usulan Sistem Pembuatan Laporan Bidan | 46 |
| 3.3.5 | Usulan Sistem Pembuatan Laporan PKK..... | 47 |
| 3.3.6 | Usulan Sistem Pembuatan Laporan Kepala Desa..... | 48 |
| 3.4 | Analisis Kebutuhan Sistem..... | 49 |
| 3.4.1 | Use case Diagram | 49 |
| 3.4.2 | Definisi Aktor..... | 52 |
| 3.4.3 | Skenario Use case..... | 53 |
| 3.4.1 | Class Diagram | 77 |
| 3.4.2 | Sequence Diagram | 79 |
| 3.5 | Perancangan Basis Data..... | 90 |
| 3.5.1 | Entity Relationship Diagram..... | 90 |
| 3.5.2 | Skema Relasi..... | 92 |
| 3.5.3 | Struktur Tabel..... | 94 |
| 3.6 | Kebutuhan Perangkat Keras dan Perangkat Lunak..... | 103 |
| 3.6.1 | Pengembangan Sistem..... | 103 |
| 3.6.2 | Implementasi Sistem..... | 104 |
| 3.7 | Mock Up..... | 106 |

| | |
|---|-----|
| BAB 4 IMPLEMENTASI DAN PENGUJIAN..... | 122 |
| 4.1 Implementasi | 122 |
| 4.1.1 Implementasi Tampilan Umum..... | 122 |
| 4.1.2 Implementasi Tampilan Admin | 123 |
| 4.1.3 Implementasi Tampilan Kader | 126 |
| 4.1.4 Implementasi Tampilan Bidan..... | 137 |
| 4.1.5 Implementasi Tampilan PKK..... | 142 |
| 4.1.6 Implementasi Tampilan Kepala Desa | 147 |
| 4.2 Pengujian | 149 |
| 4.2.1 Pengujian Black Box Testing..... | 150 |
| 4.2.2 Pengujian User Acceptance Test..... | 164 |
| BAB 5 KESIMPULAN | 191 |
| 5.1 Kesimpulan | 191 |
| 5.2 Saran | 192 |
| DAFTAR PUSTAKA..... | 193 |
| LAMPIRAN..... | 194 |