

DAFTAR GAMBAR

Gambar I.1 Extreme Programming	5
Gambar II.1 Survey pengguna internet di Indonesia	10
Gambar II.2 Struktur URL	14
Gambar II.3 Extreme Programming	17
Gambar II.4 Konsep MVC	20
Gambar III.1 Model Konseptual	28
Gambar III.2 Sistematika Penelitian	29
Gambar IV.1 Proses Bisnis EduRoom	39
Gambar IV.2 Bisnis Model Lean Canvas EduRoom	40
Gambar IV.3 Use Case Diagram.....	50
Gambar IV.4 Activity Diagram Belajar Mengajar.....	76
Gambar IV.5 Activity Diagram Pengelolaan Akun Guru	77
Gambar IV.6 Activity Diagram Pengolahan Nilai	78
Gambar IV.7 Activity Diagram Pengolahan E-Raport	79
Gambar IV.8 Entity Relationship Diagram EduRoom	80
Gambar V.1 Skema Database EduRoom	81
Gambar V.2 Dashboard Guru	82
Gambar V.3 Dashboard Siswa	82
Gambar V.4 Halaman Mata Pelajaran Guru	83
Gambar V.5 Halaman Kelas Guru	83
Gambar V.6 Landing Page EduRoom.....	84
Gambar V.7 Repository EduRoom	85
Gambar V.8 Trello EduRoom	85
Gambar V.9 Load Testing Aplikasi EduRoom.....	97