

DAFTAR ISI

ABSTRAK	ii
ABSTRACT	iii
LEMBAR PENGESAHAN	iv
LEMBAR PERNYATAAN ORISINALITAS	v
KATA PENGANTAR	vi
DAFTAR ISI.....	vii
DAFTAR GAMBAR	x
DAFTAR TABEL.....	xv
DAFTAR LAMPIRAN.....	xvii
BAB I PENDAHULUAN	1
I.1 Latar Belakang	1
I.2 Rumusan Masalah	3
I.3 Tujuan dan Manfaat.....	4
I.4 Batasan Masalah.....	4
I.5 Metodologi Penelitian	5
BAB II TINJAUAN PUSTAKA.....	7
II.1 Penelitian Terdahulu.....	7
II.2 Dasar Teori	11
II.2.1 Sistem Informasi	11
II.2.2 SDLC	11
II.2.3 <i>Prototype</i>	12
II.2.4 UML.....	14
II.2.5 <i>Use Case Diagram</i>	15
II.2.6 <i>Activity Diagram</i>	16

II.2.7	<i>Robustness Diagram</i>	17
II.2.8	<i>Sequence Diagram</i>	18
II.2.9	<i>Class Diagram</i>	20
II.2.10	<i>GUI (Graphical User Interface)</i>	21
II.2.11	User Story	22
II.2.12	PHP	22
II.2.13	Mysql.....	23
II.2.14	Javascript.....	23
II.2.15	Laravel.....	24
II.2.16	<i>Usability Testing</i>	24
II.2.17	<i>Black Box Testing</i>	26
BAB III METODOLOGI.....		28
III.1	Metode yang digunakan.....	28
III.1.1	Tahap <i>Communication</i>	28
III.1.2	Tahap <i>Quick Plan</i>	29
III.1.3	Tahap <i>Construction</i>	29
III.1.4	Tahap <i>Deployment and Feedback</i>	30
III.2	Proses Bisnis	30
BAB IV HASIL DAN PEMBAHASAN		34
IV.1	Iterasi Pertama	36
IV.1.1	Communication.....	36
IV.1.2	Quick Plan.....	38
IV.1.3	Construction	41
IV.1.4	Deployment and Feedback.....	81
IV.2	Iterasi Kedua	85
IV.2.1	Communication.....	85

IV.2.2 Quick Plan.....	85
IV.2.3 Construction	86
IV.2.4 Deployment and Feedback.....	100
IV.3 Iterasi Ketiga.....	103
IV.2.1 Communication.....	103
IV.2.2 Quick Plan.....	103
IV.2.3 Construction	105
IV.2.4 Deployment and Feedback.....	130
BAB V KESIMPULAN DAN SARAN.....	136
V.1 Kesimpulan.....	136
V.2 Saran.....	137
DAFTAR PUSTAKA	138
LAMPIRAN.....	140