

DAFTAR ISI

ABSTRAK.....	i
ABSTRACT	ii
LEMBAR PENGESAHAN.....	iii
LEMBAR PERNYATAAN ORISINALITAS.....	iv
Kata Pengantar.....	v
Daftar Isi.....	vi
Daftar Tabel.....	ix
Daftar Gambar	x
Daftar Lampiran	xii
BAB I PENDAHULUAN.....	1
I.1 Latar Belakang	1
I.2 Rumusan Masalah	2
I.3 Tujuan Tugas Akhir	2
I.4 Manfaat Penelitian.....	3
I.5 Batasan Penelitian	3
I.6 Sistematika Penulisan.....	4
BAB II TINJAUAN PUSTAKA.....	5
II.1 <i>Dashboard</i>	5
II.2 <i>Website</i>	5
II.3 <i>Assessment</i>	5
II.4 <i>Software Engineering</i>	6
II.4.1 <i>Software Development Life Cycle (SDLC)</i>	7
II.4.2 <i>Waterfall Model</i>	9
II.4.3 <i>V Model</i>	11

II.4.4 <i>Rapid Application Development Model</i> (RAD)	12
II.4.5 <i>Prototyping Model</i>	12
II.4.6 <i>Spiral Model</i>	14
II.4.7 <i>Agile</i>	15
II.4.8 <i>Iteratif Inclemental</i>	15
II.5 <i>Software testing</i>	16
II.5.1 <i>Black Box testing</i>	17
II.5.2 <i>White Box testing</i>	17
II.5.3 <i>System Usability Scale</i>	17
II.6 <i>Web Application Framework</i>	18
II.7 <i>Competence Based Perspective of Human Resource Management</i>	19
II.8 Penelitian Terdahulu	21
BAB III METODELOGI PENELITIAN.....	23
III.1 <i>Model Konseptual</i>	23
III.2 Sistematika Penyelesaian Masalah	24
III.2.1 Iterative Incremental	24
III.2.2 Teknik Pengumpulan Data.....	26
III.2.3 Evaluasi Pelaporan	27
III.3 Alasan Pemilihan Metode.....	27
BAB IV ANALISIS DAN PERANCANGAN.....	29
IV.1 <i>Planning</i>	29
IV.1.1 Analisis Eksisting Sistem.....	29
IV.1.2 Analisis Masalah.....	30
IV.1.3 Analisis Solusi	31
IV.2 <i>Requirement</i>	33
IV.2.1 Kebutuhan Fungsionalitas Sistem.....	34

IV.2.2 Kebutuhan Non-Fungsionalitas Sistem.....	34
IV.3 <i>Analysis & Design</i>	36
IV.3.1 <i>Design Mockup</i>	36
IV.3.2 <i>Use Case Diagram</i>	40
IV.3.3 <i>Use Case Scenario</i>	41
IV.3.4 <i>Activity Diagram</i>	49
IV.3.5 <i>Sequence Diagram</i>	56
IV.3.6 <i>Class Diagram</i>	60
IV.3.7 <i>Entity Relationship Diagram</i>	63
BAB V IMPLEMENTASI HASIL.....	65
V.1 <i>Implementation</i>	65
V.2 <i>Testing</i>	70
V.2.2 <i>Usability testing</i>	70
V.2.1 <i>Blackbox testing</i>	72
V.2.3 <i>System Usability Scale</i>	74
V.2.3 <i>Automated Testing</i>	75
V.3 Evaluasi	76
BAB VI KESIMPULAN DAN SARAN.....	77
VI.1 KESIMPULAN	77
VI.2 SARAN	78
DAFTAR PUSTAKA.....	79
LAMPIRAN.....	83