

TABLE OF CONTENTS

APPROVAL SHEET	i
INTELLECTUAL PROPERTY STATEMENT FORM	ii
ABSTRACT.....	iv
<i>ABSTRAK</i>	v
PREFACE.....	vi
TABLE OF CONTENTS.....	viii
LIST OF FIGURES	xii
LIST OF TABLES.....	xiv
LIST OF SYMBOLS	xv
LIST OF APPENDIX	xvii
CHAPTER I INTRODUCTION.....	1
I.1 Research Background.....	1
I.2 Problem Formulation.....	3
I.3 Research Objective.....	4
I.4 Research Limitation	4
I.5 Research Benefit	4
I.5.1 Theoretical Benefit.....	4
I.5.2 Practical Benefit.....	4
I.6 Writing Systematic	4
CHAPTER II LITERATURE REVIEW	6
II.1 Benchmark	6
II.1.1 Registration System in Tokopedia	6
II.1.2 Payment System in BukaLapak	6
II.2 Relevant Theory with the Research Title	7
II.2.1 Agriculture	8
II.2.2 Electronic Commerce (e-commerce)	8

II.2.3	Marketplace.....	10
II.2.4	PHP	12
II.2.5	Framework PHP.....	13
II.2.6	Code Igniter	13
II.2.7	Website	13
II.2.8	Crowdsourcing.....	14
II.2.9	Model View Controller (MVC).....	15
II.2.10	Unified Modelling Language (UML)	16
II.2.11	Iterative Incremental Methodology.....	18
II.2.12	Software Testing	19
II.3	The Reason Choose the Method.....	19
II.4	Related Research	20
II.4.1	Dhani Rahutami Purwatuti, Build E-Preparation Crowdsourcing for SMB Telkom University Web Consolidation Module with Iterative Incremental Method, Telkom University, Information System Bachelor: Bandung.....	20
II.4.2	Maulana Assidqi, E-Commerce Web Application Development for Katata Farming Group with Iterative and Incremental Method, Telkom University, Information System Bachelor: Bandung.....	20
CHAPTER III RESEARCH METODHOLOGY		22
III.1	Conceptual Model	22
III.2	Research Systematic.....	24
III.2.1	Identification Phase.....	25
III.2.2	Development System Phase.....	25
III.2.3	Conclusion and Suggestion Phase	26
CHAPTER IV ANALISYS DAN DESIGN		27
IV.1	Inception Phase	27

IV.1.1	Business Model	27
IV.1.2	Big Design Overview	28
IV.1.3	Technology Requirements Analysis	32
IV.1.4	Requirements Analysis	32
IV.2	Elaboration Phase	34
IV.2.1	Business Model	34
IV.2.2	Requirements Analysis	34
IV.2.3	Analysis and Design	35
IV.2.3.1	Business Process Diagram	35
IV.2.3.2	Usecase Diagram	37
IV.2.3.3	Usecase Form	37
IV.2.3.4	Activity Diagram	40
IV.2.3.5	Class Diagram	41
IV.2.3.6	Entity Relationship Diagram	42
IV.2.3.7	Sequence Diagram	43
IV.2.3.8	Mockup	45
CHAPTER V IMPLEMENTATION AND TESTING		50
V.1	Construction Phase	50
V.1.1	Analysis and Design	50
V.1.1.1	Business Process Diagram	50
V.1.1.2	Usecase Diagram	52
V.1.1.3	Usecase Form	52
V.1.1.4	Activity Diagram	55
V.1.1.5	Class Diagram	57
V.1.1.6	Entity Relational Diagram	58
V.1.1.7	Sequence Diagram	59

V.1.1.8 Mockup.....	60
V.1.2 Implementation	61
V.1.2.1 Component Implementation.....	61
V.1.2.2 Interface Implementation	63
V.1.3 Testing.....	69
IV.1.3.1 Unit Testing	69
V.2 Transition Phase	71
V.2.1 Implementation	71
V.2.1.1 Component Implementation.....	71
V.2.1.2 Interface Implementation	72
V.2.2 Testing.....	73
V.2.2.1 Unit Testing.....	73
V.3 User Feedback	74
CHAPTER VI CONCLUSION	76
VI.1 Conclusion.....	76
VI.2 Suggestion	76
REFERENCES	77
APPENDIX.....	79
APPENDIX A UML BIG DESIGN.....	1
APPENDIX B TESTING RESULT.....	1