

DAFTAR ISI

LEMBAR PENGESAHAN	i
LEMBAR PERNYATAAN ORISINALITAS.....	ii
ABSTRAK	iii
ABSTRACT.....	iv
KATA PENGANTAR.....	v
DAFTAR ISI	vi
DAFTAR GAMBAR.....	viii
DAFTAR TABEL	x
Bab I PENDAHULUAN.....	11
I.1 Latar Belakang	11
I.2 Rumusan Masalah	15
I.3 Tujuan Penelitian	15
I.4 Batasan Penelitian	15
I.5 Manfaat Penelitian	16
I.6 Sistematika Laporan	17
Bab II LANDASAN TEORI	19
II.1 Internet	19
II.1.1 Sejarah Internet	19
II.2 Website	21
II.3 Framework Laravel.....	22
II.3.1 Sejarah Framework Laravel.....	24
II.4 PHP	25
II.4.1 Sejarah PHP	25
II.5 MYSQL	26
II.5.1 Relational Database Management System (RDBMS)	26
II.6 HTML (HyperText Markup Language).....	27
II.7 CSS (Cascading Style Sheet).....	28
II.8 XAMPP	28
II.9 Unified Modeling Language (UML)	29
II.9.1 Use Case Diagram.....	29
II.9.2 Diagram Aktivitas (Activity Diagram)	30
II.9.3 Diagram Urutan (<i>Sequence Diagram</i>)	31
II.9.4 Diagram Kelas (<i>Class Diagram</i>)	31
II.10 Metode Agile Software Development	33
II.11 Model Extreme Programming	40
II.12 State of The Art	43
II.13 Black Box Testing	47
Bab III METODE PENELITIAN	48
III.1 Model Konseptual.....	48
III.2 Sistematikan Penelitian.....	49

III.3.1	Tahap Identifikasi	49
III.3.2	Tahap Pengembangan Sistem	49
III.3.3	Tahap Kesimpulan dan Saran	53
Bab IV ANALISIS DAN PERANCANGAN	55	
IV.1 Analisis.....	55	
IV.1.1	Proses Bisnis Eksisting Bagian CeLoE pada Yayasan Pendidikan Telkom	55
IV.1.2	Analisis GAP	56
IV.1.3	Proses Bisnis Usulan Bagian CeLoE pada Yayasan Pendidikan Telkom	58
IV.1.4	Analisis Kebutuhan.....	59
IV.1.5	Analisis User Design.....	61
IV.2 Perancangan Sistem	72	
IV.2.1	Activity Diagram	72
IV.2.2	Entity Relationship Diagram.....	81
IV.2.3	Class Diagram.....	82
IV.2.4	Sequence Diagram	83
Bab V IMPLEMENTASI DAN TESTING	87	
V.1 Implementasi.....	87	
V.1.1	Mockup	87
V.2 Testing	94	
V.2.1	Black Box Testing.....	94
Bab VI KESIMPULAN DAN SARAN.....	97	
VI.1 Kesimpulan	97	
VI.2 Saran	97	
DAFTAR PUSTAKA.....	98	
Lampiran A	100	
Lampiran B	104	