Abstract

The developer's mechanism for finding substantial models, including models with different viewpoints, various iterations, and various implementations. Without an efficient re-used mechanism, it can result in a system similar to the previous one, leading to duplicate artifacts and wasted time and money. The user interface, usually designed as part of a system integration effort, is described in general terms as part of the physical architecture and data management layers. Data Entry Form is one way to interact between users and applications. With Entry Forms, users can visualize and interact when storing data in tables in the database. In an application called Penguin, an Entry Form for Recording Entry Transactions and Classes is used to model database table designs. There is a connection between a User Interface Entry Form and a Class. It can be observed that every Data Entry activity in a Form will submit its data to the Class. There are text information extraction results in Entry From, which refers to visual usability tools to produce four documents (D1 to D4). In addition, extraction on Class produces four documents (D5 to D8) for the results of the highest suitability of text data obtained from Documents D3 and D6 with a value of 0.819 (Almost perfect). The recommendations for artifacts that can be reused are based on the highest validity values, namely "Entry Form Income Category" (document D3) and "Class Income Category Page" (document D6).

Keywords: Design Entry Form, Class, Text Information Extraction, Validity.
