

DAFTAR ISI

LEMBAR PERNYATAAN ORISINALITAS.....	i
LEMBAR PENGESAHAN	ii
ABSTRAK	iii
KATA PENGANTAR.....	v
DAFTAR GAMBAR.....	x
DAFTAR TABEL.....	xiii
BAB 1 PENDAHULUAN	1
1.1 <i>Latar Belakang</i>	1
1.2 <i>Rumusan Masalah</i>	7
1.3 <i>Tujuan Penelitian</i>	8
1.4 <i>Batasan Masalah</i>	8
1.5 <i>Manfaat</i>	9
BAB 2 TINJAUAN PUSTAKA	10
2.1 <i>Financial Technology (Fintech)</i>	10
2.2 <i>Crowdfunding</i>	11
2.2.1 <i>Equity Crowdfunding</i>	13
2.2.2 <i>Equity Crowdfunding Syariah</i>	14
2.3 <i>Framework</i>	14
2.4 <i>Multi-Platform</i>	16
2.5 <i>Flutter</i>	17
2.6 <i>Dart Programming Language</i>	18
2.7 <i>System Development Life Cycle</i>	19
2.8 <i>Agile Development</i>	20
2.9 <i>User Interface</i>	22
2.10 <i>Gestalt Principle</i>	23
2.11 <i>Metode Extreme Programming</i>	24
2.11.1 <i>Planning</i>	25
2.11.2 <i>Design</i>	26
2.11.3 <i>Coding</i>	26
2.11.4 <i>Testing</i>	27
2.12 <i>State of the Art</i>	29

BAB 3	METODOLOGI PENELITIAN.....	32
3.1	<i>Kerangka Berpikir.....</i>	32
3.2	<i>Sistematika Penyelesaian Masalah</i>	33
3.2.1	Tahap Identifikasi.....	34
3.2.2	Tahap Pengembangan Perangkat Lunak.....	34
3.2.3	<i>Planning.....</i>	34
3.2.4	<i>Design.....</i>	34
3.2.5	<i>Coding</i>	35
3.2.6	Kesimpulan dan Saran.....	35
3.3	<i>Alasan Pemilihan Metode</i>	36
3.4	<i>Rencana Jadwal Kegiatan</i>	37
BAB 4	ANALISIS DAN PERANCANGAN	42
4.1	<i>Planning.....</i>	42
4.1.1	Analisis Kebutuhan	42
4.1.2	<i>User Stories dan Acceptance Criteria</i>	76
4.1.3	<i>Iteration Plan</i>	81
4.2	<i>Design.....</i>	83
4.2.1	Analisis Kebutuhan Fungsional Sistem	83
4.2.2	<i>Use Case Diagram.....</i>	85
4.2.3	<i>Use Case Scenario</i>	86
4.2.4	<i>Activity Diagram</i>	94
4.2.5	<i>Sequence Diagram</i>	101
4.2.6	<i>Class Diagram</i>	107
4.2.7	Arsitektur Aplikasi	108
4.2.8	<i>Spike Prototype Solution</i>	108
4.2.9	<i>Penerapan Gestalt Principle</i>	115
4.3	<i>Coding</i>	116
4.3.1	<i>Pair Programming.....</i>	117
4.3.2	<i>Refactoring.....</i>	117
4.3.3	<i>Continuous Integration</i>	117
4.4	<i>Testing.....</i>	118
4.4.1	<i>Blackbox Testing</i>	118
4.4.2	<i>Acceptance Testing</i>	135
BAB 5	Implementasi dan Pengujian	138
5.1	<i>Iterasi Pertama.....</i>	138
5.1.1	<i>Planning.....</i>	138
5.1.2	<i>Design.....</i>	139

5.1.3	<i>Coding</i>	139
5.1.4	<i>Testing</i>	141
5.2	<i>Iterasi Kedua</i>	147
5.2.1	<i>Planning</i>	147
5.2.2	<i>Design</i>	147
5.2.3	<i>Coding</i>	149
5.2.4	<i>Testing</i>	153
5.3	<i>Iterasi Ketiga</i>	164
5.3.1	<i>Planning</i>	164
5.3.2	<i>Design</i>	164
5.3.3	<i>Coding</i>	165
5.3.4	<i>Testing</i>	170
BAB 6	Kesimpulan dan Saran	174
6.1	<i>Kesimpulan</i>	174
6.2	<i>Saran</i>	175
	DAFTAR PUSTAKA	176