

DAFTAR ISI

ABSTRAK	ii
ABSTRACT	iv
LEMBAR PENGESAHAN	vi
LEMBAR PERNYATAAN ORISINALITAS	vii
Kata Pengantar	i
Daftar Isi.....	ii
Daftar Gambar.....	vi
Daftar Tabel	xvi
Daftar Lampiran	xxii
Bab I PENDAHULUAN.....	23
I.1 Latar Belakang	23
I.2 Perumusan Masalah.....	26
I.3 Tujuan Penelitian.....	26
I.4 Batasan Masalah.....	26
I.5 Manfaat Penelitian.....	27
Bab II TINJAUAN PUSTAKA	28
II.1 Penelitian Terdahulu.....	28
II.2 Dasar Teori	33
II.2.1 Sistem Informasi	33
II.2.2 Sistem Informasi Akademik.....	34
II.2.3 <i>Unified Modelling Language (UML)</i>	34
II.2.4 <i>Use case</i> Diagram	35
II.2.5 <i>Activity</i> Diagram.....	36
II.2.6 <i>Sequence</i> Diagram.....	37

<i>II.2.7</i>	<i>ERD (Entity Relationship Diagram).....</i>	40
<i>II.2.8</i>	<i>Class Diagram.....</i>	41
<i>II.2.9</i>	<i>HTML (Hypertext Markup Language).....</i>	42
<i>II.2.10</i>	<i>CSS (Cascading Style Sheet)</i>	43
<i>II.2.11</i>	<i>Javascript.....</i>	43
<i>II.2.12</i>	<i>PHP</i>	43
<i>II.2.13</i>	<i>Laravel.....</i>	43
<i>II.2.14</i>	<i>Bootstrap</i>	44
<i>II.2.15</i>	<i>MySQL.....</i>	45
<i>II.2.16</i>	<i>Metode Prototype.....</i>	46
<i>II.2.17</i>	<i>Black box Testing</i>	47
Bab III Metodologi.....		49
<i>III.1</i>	<i>Metode Yang digunakan</i>	49
<i>III.1.1</i>	<i>Communication</i>	49
<i>III.1.2</i>	<i>Quick plan</i>	51
<i>III.1.3</i>	<i>Modeling Quick Design.....</i>	55
<i>III.1.4</i>	<i>Construction of Prototype</i>	59
<i>III.1.5</i>	<i>Deployment Delivery and Feedback</i>	59
<i>III.1.6</i>	<i>Perkembangan Metode Prototype pada development system.....</i>	60
<i>III.2</i>	<i>Metode Pengumpulan data</i>	63
<i>III.3</i>	<i>Alat dan bahan penelitian</i>	63
<i>III.4</i>	<i>Prosedur penelitian</i>	64
<i>III.4.1</i>	<i>Identifikasi Masalah</i>	64
<i>III.4.2</i>	<i>Studi literatur.....</i>	65
<i>III.4.3</i>	<i>Wawancara dan observasi</i>	65
<i>III.4.4</i>	<i>Communication</i>	65

<i>III.4.5</i>	<i>Quick plan</i>	65
<i>III.4.6</i>	<i>Modeling quick design</i>	66
<i>III.4.7</i>	<i>System coding</i>	66
<i>III.4.8</i>	<i>System evaluation dan system testing</i>	67
<i>III.4.9</i>	<i>Deployment</i>	67
<i>III.5</i>	<i>Jadwal pelaksanaan</i>	67
Bab IV	Hasil dan pembahasan	69
<i>IV.1</i>	<i>Communication</i>	69
<i>IV.1.1</i>	<i>Iterasi pertama Communication</i>	69
<i>IV.1.2</i>	<i>Iterasi kedua Communication</i>	69
<i>IV.2</i>	<i>Quick plan</i>	71
<i>IV.2.1</i>	<i>Pengumpulan data</i>	71
<i>IV.2.2</i>	<i>Analisis Proses Bisnis</i>	74
<i>IV.2.3</i>	<i>Analisis kebutuhan</i>	76
<i>IV.3</i>	<i>Modeling quick design</i>	82
<i>IV.3.1</i>	<i>Use case diagram</i>	82
<i>IV.3.2</i>	<i>Use case scenario</i>	86
<i>IV.3.3</i>	<i>Activity diagram</i>	143
<i>IV.3.4</i>	<i>Class diagram</i>	188
<i>IV.3.5</i>	<i>Sequence diagram</i>	189
<i>IV.3.6</i>	<i>Entity Relationship Diagram</i>	218
<i>IV.3.7</i>	<i>Perancangan interface</i>	219
<i>IV.4</i>	<i>System coding</i>	262
<i>IV.4.1</i>	<i>Implementasi Interface</i>	262
<i>IV.5</i>	<i>System Testing dan System Evaluation</i>	300
<i>IV.5.1</i>	<i>Black box testing role user admin</i>	300

IV.5.2	<i>Black box testing role user guru</i>	333
IV.5.3	<i>Black box role user siswa</i>	342
IV.5.4	<i>Black box testing role user kepala sekolah</i>	348
Bab V	Kesimpulan dan Saran	358
V.1	Kesimpulan.....	358
V.2	Saran.....	358
Bab VI	Daftar Pustaka	359
LAMPIRAN	363