

DAFTAR ISI

Abstrak.....	ii
<i>Abstarct</i>	iii
Lembar Pengesahan	iv
Lembar Pernyataan Orisinalitas	v
Kata Pengantar	vi
Daftar Isi.....	vii
Daftar Gambar.....	x
Daftar Tabel	xiii
Daftar Lampiran	xiv
Daftar Istilah.....	xv
BAB I Pendahuluan	1
I.1 Latar Belakang.....	1
I.2 Perumusan Masalah.....	2
I.3 Tujuan Penelitian.....	2
I.4 Batasan Penelitian	3
I.5 Manfaat Penelitian.....	3
I.6 Sistematika Penulisan	3
BAB II Tinjauan Pustaka.....	6
II.1 <i>Software Engineering</i>	6
II.2 <i>Software Maintenance</i>	9
II.3 <i>Software Development Life Cycle</i>	11
II.3.1 <i>Waterfall</i>	12
II.3.2 <i>Iterative Incremental</i>	13
II.3.3 <i>Spiral</i>	13
II.3.4 <i>Perbandingan Metode</i>	14

II.3.5	<i>Unified Modeling Language (UML)</i>	15
II.3.6	<i>Blackbox Testing</i>	17
II.3.7	<i>Scenario Testing</i>	17
II.4	<i>Web Architecture</i>	18
II.5	Penelitian Terdahulu.....	19
BAB III	Metodologi Penelitian.....	22
III.1	Model Konseptual.....	22
III.2	Sistematika Penyelesaian Masalah	22
III.3	Pengumpulan Data.....	24
III.4	Pengolahan Data atau Pengembangan Produk / Artifak	25
III.5	Metode Evaluasi	25
III.6	Alasan Pemilihan Metode.....	25
BAB IV	Metodologi Penelitian.....	27
IV.1	Analisis	27
IV.1.1	Proses Bisnis <i>Existing</i>	27
IV.1.2	Hasil Wawancara	28
IV.1.3	Proses Bisnis <i>Targeting</i>	29
IV.1.4	Analisis GAP.....	30
IV.1.5	Kebutuhan Fungsional Sistem.....	32
IV.1.6	Kebutuhan Non-Fungsional	33
IV.2	Perancangan	34
IV.2.1	<i>Use Case Diagram</i>	34
IV.2.2	<i>Use Case Scenario</i>	36
IV.2.3	<i>Activity Diagram</i>	44
IV.2.4	<i>Sequence Diagram</i>	58
IV.2.5	<i>Class Diagram</i>	68

IV.2.6	<i>Entity Relationship Diagram</i>	69
BAB V	Implementasi dan Pengujian.....	71
V.1	<i>Implementation</i>	71
V.2	Pengujian.....	90
V.2.1	<i>Scenario & Blackbox Testing</i>	90
V.3	<i>Evaluation</i>	107
V.4	<i>Iterative Incremental Iteration</i>	107
BAB VI	Kesimpulan dan Saran.....	109
VI.1	Kesimpulan.....	109
VI.2	Saran.....	110
	Daftar Pustaka.....	111
	Lampiran.....	113