

# DAFTAR ISI

|                                                                             |            |
|-----------------------------------------------------------------------------|------------|
| <b>LEMBAR PENGESAHAN .....</b>                                              | <b>i</b>   |
| <b>BUKU CAPSTONE DESIGN.....</b>                                            | <b>i</b>   |
| <b>LEMBAR PERNYATAAN ORISINALITAS.....</b>                                  | <b>ii</b>  |
| <b>ABSTRAK .....</b>                                                        | <b>iii</b> |
| <b>ABSTRACT.....</b>                                                        | <b>iv</b>  |
| <b>KATA PENGANTAR.....</b>                                                  | <b>v</b>   |
| <b>UCAPAN TERIMA KASIH .....</b>                                            | <b>vi</b>  |
| <b>DAFTAR ISI.....</b>                                                      | <b>vii</b> |
| <b>DAFTAR GAMBAR.....</b>                                                   | <b>xi</b>  |
| <b>DAFTAR TABEL .....</b>                                                   | <b>xiv</b> |
| <b>DAFTAR SINGKATAN.....</b>                                                | <b>xv</b>  |
| <b>BAB 1 .....</b>                                                          | <b>1</b>   |
| 1.1    Latar belakang masalah.....                                          | 1          |
| 1.2    Analisa Masalah.....                                                 | 1          |
| 1.2.1    Aspek Ekonomi.....                                                 | 2          |
| 1.2.2    Aspek Manufakturabilitas .....                                     | 2          |
| 1.2.3    Aspek Skalabilitas.....                                            | 3          |
| 1.3    Tujuan Capstone .....                                                | 3          |
| 1.4    Analisa Solusi yang Ada.....                                         | 4          |
| 1.5    Smart Parking System.....                                            | 4          |
| 1.6    Alternatif solusi Model Komputasi Sistem Parkir Pintar .....         | 5          |
| 1.7    Alternatif Solusi <i>Mobile Application</i> .....                    | 5          |
| 1.7.1    Sistem <i>Mobile Application</i> berbasis Flutter .....            | 5          |
| 1.7.2    Sistem Mobile Application berbasis HTML, CSS, dan JavaScript ..... | 6          |

|              |                                                                 |           |
|--------------|-----------------------------------------------------------------|-----------|
| 1.8          | Alternatif Solusi Perangkat Microcontroller.....                | 6         |
| 1.8.1        | Arduino Uno R3 Atmega328p.....                                  | 6         |
| 1.8.2        | Arduino Uno Mega 2560 .....                                     | 6         |
| 1.8.3        | Teensy 4.0 .....                                                | 6         |
| 1.8.4        | ESP32.....                                                      | 7         |
| 1.8.5        | ESP8266.....                                                    | 7         |
| 1.8.6        | ESP32-S3 .....                                                  | 7         |
| <b>BAB 2</b> | .....                                                           | <b>8</b>  |
| 2.1          | Spesifikasi Produk .....                                        | 8         |
| 2.1.1        | Dasar Penentuan Spesifikasi Mikrokontroler .....                | 9         |
| 2.1.2        | Dasar Penentuan Spesifikasi <i>Cloud Backend</i> .....          | 11        |
| 2.1.3        | Dasar Penentuan Spesifikasi <i>Mobile Application</i> .....     | 12        |
| 2.2          | Batasan dan Spesifikasi.....                                    | 13        |
| 2.3          | Pengukuran/Verifikasi Spesifikasi.....                          | 15        |
| 2.4          | Verifikasi <i>Quality of Service</i> Untuk Koneksi Sistem ..... | 16        |
| 2.4.1        | QoS Aplikasi - Backend (Firebase Realtime Database) .....       | 16        |
| 2.4.2        | QoS Backend - Mikrokontroler .....                              | 17        |
| 2.4.3        | QoS End-to-End (Aplikasi - Backend - Mikrokontroler) .....      | 17        |
| 2.5          | Verifikasi Mobile Application .....                             | 18        |
| 2.5.1        | Black Box.....                                                  | 18        |
| 2.5.2        | System Usability Scale (SUS) .....                              | 19        |
| <b>BAB 3</b> | .....                                                           | <b>21</b> |
| 3.1          | Alternatif Usulan Solusi.....                                   | 21        |
| 3.2          | Alternatif Indikator Fisik .....                                | 21        |
| 3.3          | Alternatif Mikrokontroler .....                                 | 22        |
| 3.4          | Alternatif Framework Mobile Application .....                   | 22        |
| 3.5          | Analisis dan Pemilihan Solusi .....                             | 23        |

|              |                                                             |            |
|--------------|-------------------------------------------------------------|------------|
| 3.6          | Desain Solusi Terpilih.....                                 | 25         |
| 3.7          | Deskripsi Umum Sistem .....                                 | 26         |
| 3.8          | Layout & Segmentasi.....                                    | 28         |
| 3.9          | Desain Hardware.....                                        | 29         |
| 3.9.1        | Wiring Diagram .....                                        | 29         |
| 3.10         | Desain Mobile Application.....                              | 30         |
| 3.10.1       | Use Case Diagram.....                                       | 31         |
| 3.10.2       | Fitur Aplikasi .....                                        | 32         |
| 3.10.3       | Fitur Admin Override .....                                  | 38         |
| 3.10.4       | System Refresh .....                                        | 40         |
| 3.10.5       | Desain Mockup Mobile Application.....                       | 42         |
| 3.11         | Jadwal dan Anggaran.....                                    | 47         |
| <b>BAB 4</b> | .....                                                       | <b>49</b>  |
| 4.1          | Deskripsi Umum Implementasi .....                           | 49         |
| 4.2          | Detail Implementasi .....                                   | 49         |
| 4.2.1        | Sub-sistem Hardware .....                                   | 49         |
| 4.2.2        | Inisialisasi ESP32-S3 .....                                 | 55         |
| 4.3          | Mobile Application Android Berbasis Flutter .....           | 61         |
| 4.3.1        | Intisialisasi Firebase.....                                 | 61         |
| 4.3.2        | Pengembangan Aplikasi Mobile Android Berbasis Flutter ..... | 64         |
| 4.4          | Prosedur Pengoperasian .....                                | 94         |
| <b>BAB 5</b> | .....                                                       | <b>101</b> |
| 5.1          | Skenario Umum Pengujian .....                               | 101        |
| 5.2          | Detail Pengujian.....                                       | 101        |
| 5.2.1        | Tujuan Pengujian .....                                      | 102        |
| 5.2.2        | Daftar Pengujian .....                                      | 102        |
| 5.2.3        | Lokasi dan Waktu Pengujian .....                            | 103        |

|       |                                    |            |
|-------|------------------------------------|------------|
| 5.2.4 | Standar dan Metode Pengujian ..... | 103        |
| 5.3   | Analisa Hasil Pengujian.....       | 103        |
| 5.3.1 | QoS Aplikasi – Backend.....        | 103        |
| 5.3.2 | QoS Backend – Mikrokontroler.....  | 109        |
| 5.3.3 | QoS End to End .....               | 113        |
| 5.3.4 | Black Box Testing.....             | 115        |
| 5.3.5 | System Usability Scale (SUS) ..... | 119        |
| 5.3.6 | Verifikasi Indikator Fisik.....    | 121        |
|       | <b>Kesimpulan.....</b>             | <b>125</b> |
| 5.4   | Kesimpulan .....                   | 125        |
| 5.5   | Saran .....                        | 126        |
|       | <b>Daftar Pustaka .....</b>        | <b>128</b> |
|       | <b>Lampiran .....</b>              | <b>130</b> |