

## DAFTAR ISI

|                                              |              |
|----------------------------------------------|--------------|
| <b>LEMBAR PENGESAHAN .....</b>               | <b>ii</b>    |
| <b>LEMBAR PERNYATAAN ORISINALITAS .....</b>  | <b>iii</b>   |
| <b>ABSTRAK .....</b>                         | <b>iv</b>    |
| <b><i>ABSTRACT</i> .....</b>                 | <b>v</b>     |
| <b>KATA PENGANTAR.....</b>                   | <b>vi</b>    |
| <b>DAFTAR ISI.....</b>                       | <b>viii</b>  |
| <b>DAFTAR TABEL .....</b>                    | <b>xi</b>    |
| <b>DAFTAR GAMBAR.....</b>                    | <b>xvii</b>  |
| <b>DAFTAR LAMPIRAN .....</b>                 | <b>xxiii</b> |
| <b>DAFTAR ISTILAH .....</b>                  | <b>xxiv</b>  |
| <b>BAB I PENDAHULUAN.....</b>                | <b>1</b>     |
| 1.1. Latar Belakang .....                    | 1            |
| 1.2. Rumusan Masalah .....                   | 5            |
| 1.3. Tujuan Penelitian.....                  | 5            |
| 1.4. Batasan dan Asumsi Penelitian .....     | 6            |
| 1.5. Manfaat Penelitian.....                 | 6            |
| <b>BAB II LANDASAN TEORI .....</b>           | <b>8</b>     |
| 2.1. Penelitian Terdahulu.....               | 8            |
| 2.2. Dasar Teori .....                       | 12           |
| 2.2.1. Pondok Pesantren sabilul Rahmah ..... | 12           |
| 2.2.2. Web Application .....                 | 13           |
| 2.2.3. Agile Mindset.....                    | 14           |
| 2.2.4. Extreme Programming .....             | 16           |
| 2.2.5. White Box Testing .....               | 17           |
| 2.2.6. Black-Box Testing .....               | 18           |
| 2.2.7. User Acceptance Testing.....          | 19           |
| 2.2.8. PHP .....                             | 19           |
| 2.2.9. HTML .....                            | 21           |
| 2.2.10. MySQL.....                           | 22           |
| 2.2.11. Laravel.....                         | 23           |

|                                              |            |
|----------------------------------------------|------------|
| 2.2.12. UML .....                            | 24         |
| <b>BAB III METODOLOGI PENELITIAN .....</b>   | <b>34</b>  |
| 3.1. Kerangka Berfikir .....                 | 34         |
| 3.2. Sistematika Penyelesaian Masalah .....  | 34         |
| 3.2.1. Tahap Pendahuluan .....               | 35         |
| 3.2.2. Tahap Pengembangan Sistem .....       | 36         |
| 3.2.3. Tahap Penutupan .....                 | 39         |
| 3.3. Pengumpulan Data .....                  | 39         |
| 3.4. Alat Dan Bahan Penelitian .....         | 39         |
| 3.4.1. Alat Penelitian .....                 | 39         |
| 3.4.2. Bahan Penelitian .....                | 40         |
| 3.5. Alasan Pemilihan Metode .....           | 40         |
| 3.6. Rencana Jadwal Kegiatan .....           | 41         |
| <b>BAB IV ANALISIS DAN PERANCANGAN .....</b> | <b>42</b>  |
| 4.1. Analisis Proses Bisnis .....            | 42         |
| 4.1.1. Proses Bisnis <i>As-Is</i> .....      | 42         |
| 4.1.2. Proses Bisnis <i>To-Be</i> .....      | 43         |
| 4.2. User Story .....                        | 45         |
| 4.2.1 <i>User Story "Guest"</i> .....        | 45         |
| 4.2.2 <i>User Story "Karyawan"</i> .....     | 46         |
| 4.2.3 <i>User Story "Guru"</i> .....         | 47         |
| 4.2.4 <i>User Story "Organisasi"</i> .....   | 48         |
| 4.2.5 <i>User Story "Admin"</i> .....        | 49         |
| 4.3. Iterasi .....                           | 55         |
| 4.3.1. Merancang Kebutuhan Fungsional .....  | 55         |
| 4.3.2. Pembagian Iterasi .....               | 60         |
| 4.4. Design .....                            | 63         |
| 4.4.1. Diagram UML .....                     | 64         |
| 4.4.2. Class Diagram .....                   | 155        |
| 4.4.3. Wireframe .....                       | 156        |
| <b>BAB V ANALISIS DAN PEMBAHASAN .....</b>   | <b>162</b> |
| 5.1. Implementasi Kode Program .....         | 162        |
| 5.2. Hasil Implementasi .....                | 165        |

|                                         |                              |            |
|-----------------------------------------|------------------------------|------------|
| 5.1.1                                   | Iterasi 1 .....              | 165        |
| 5.1.2                                   | Iterasi 2 .....              | 174        |
| 5.1.3                                   | Iterasi 3 .....              | 186        |
| 5.1.4                                   | Iterasi 4 .....              | 197        |
| 5.3.                                    | Pengujian Sistem .....       | 203        |
| 5.2.1.                                  | Iterasi 1 .....              | 203        |
| 5.2.2.                                  | Iterasi 2 .....              | 216        |
| 5.2.3.                                  | Iterasi 3 .....              | 228        |
| 5.2.4.                                  | Iterasi 4 .....              | 240        |
| 5.2.5.                                  | User Acceptance Testing..... | 248        |
| <b>BAB VI KESIMPULAN DAN SARAN.....</b> |                              | <b>265</b> |
| 6.1.                                    | Kesimpulan.....              | 265        |
| 6.2.                                    | Saran .....                  | 266        |
| <b>DAFTAR PUSTAKA .....</b>             |                              | <b>267</b> |
| <b>LAMPIRAN.....</b>                    |                              | <b>269</b> |