

DAFTAR TABEL

Table II-I Simbol <i>Use Case</i>	17
Table II-II Penelitian Terdahulu.....	23
Table II-III Pemilihan Teori, Kerangka Kerja atau Mekanisme	24
Table III-I Kerangka Konseptual	28
Table III-II Pengumpulan Data	33
Table III-III Jadwal Kegiatan Pelaksanaan	37
Table IV-I Hasil Tahap <i>Empathize</i> : Rekap Observasi	40
Table IV-II <i>Pain Points and Gain Point Customer</i>	41
Table IV-III <i>Pain Points and Gain Point Commercial</i>	41
Table IV-IV <i>Pain Points and Gain Point Warehouse</i>	42
Table IV-V <i>Pain Points and Gain Point Admin</i>	42
Table IV-VI Kebutuhan Fungsional	43
Table IV-VII Kebutuhan Non-Fungsional	45
Table IV-VIII <i>Use Case Diagram</i> Deskripsi	31
Table IV-IX <i>Use Case Scenario</i> “Ajukan Permintaan Pengiriman”	33
Table IV-X <i>Use Case Scenario</i> “Input Permintaan ke Sistem”	33
Table IV-XI <i>Use Case Scenario</i> “Validasi Permintaan”	34
Table IV-XII <i>Use Case Scenario</i> “Cek dan Update Stock”	35
Table IV-XIII <i>Use Case Scenario</i> “Proses Pengiriman Barang”	36
Table IV-XIV <i>Use Case Scenario</i> “Lacak Status Pengiriman”	37
Table IV-XV <i>Use Case Scenario</i> “Lihat Laporan Distribusi”	38
Table V-I <i>User Acceptance Testing</i>	61
Table V-II Hasil <i>User Acceptance Testing</i>	61
Table V-III Hasil Evaluasi <i>User Acceptance Testing</i>	63