

## DAFTAR ISI

ABSTRAK .....	i
<i>ABSTRACT</i> .....	ii
LEMBAR PENGESAHAN .....	iii
LEMBAR PERNYATAAN ORISINALITAS .....	iv
KATA PENGANTAR .....	v
DAFTAR ISI.....	vi
DAFTAR GAMBAR .....	ix
DAFTAR TABEL .....	xi
DAFTAR LAMPIRAN.....	xii
BAB I PENDAHULUAN.....	1
I.1 Latar Belakang .....	1
I.2 Perumusan Masalah .....	3
I.3 Tujuan Penelitian .....	3
I.4 Batasan Penelitian .....	3
I.5 Manfaat Penelitian .....	3
I.6 Sistematika Penulisan .....	4
BAB II TINJAUAN PUSTAKA.....	6
II.1 <i>Software Engineering</i> .....	6
II.2 <i>Software Process Model</i> .....	7
II.2.1 <i>Waterfall Model</i> .....	7
II.2.2 <i>Prototyping Model</i> .....	9
II.2.3 <i>Spiral Model</i> .....	10
II.2.4 <i>Agile model</i> .....	11
II.3 <i>Software Testing</i> .....	13

II.3.1 <i>Black Box Testing</i> .....	14
II.3.2 <i>Usability Testing</i> .....	14
II.3.3 <i>White Box Testing</i> .....	15
II.3.4 <i>User Acceptance Testing</i> .....	16
II.4 <i>Unified Modelling Language</i> .....	16
II.5 <i>Internet of Things</i> .....	17
II.6 <i>Mobile Development</i> .....	18
II.6.1 <i>Frontend</i> .....	18
II.6.2 <i>User Interface</i> .....	19
II.6.3 <i>User Experience</i> .....	20
II.6.4 <i>Design Thinking</i> .....	20
II.6.5 <i>Eight Golden Rules</i> .....	22
II.7 <i>Mobile Architecture</i> .....	23
II.8 <i>Penyakit Jantung</i> .....	24
II.9 <i>Aplikasi Monitoring Kesehatan</i> .....	26
II.10 <i>Related Work</i> .....	27
<b>BAB III METODOLOGI PENELITIAN</b> .....	<b>30</b>
III.1 <i>Model Konseptual</i> .....	30
III.2 <i>Sistematika Penyelesaian Masalah</i> .....	31
III.3 <i>Alasan Pemilihan Metode</i> .....	34
<b>BAB IV ANALISIS DAN PERANCANGAN</b> .....	<b>36</b>
IV.1 <i>Fase Communication</i> .....	36
IV.1.1 <i>Emphatize</i> .....	36
IV.1.3 <i>Define</i> .....	39
IV.1.4 <i>Ideate</i> .....	40
IV.1.5 <i>Proses Bisnis Targeting</i> .....	42

IV.2 Fase <i>Quick Model Design</i> .....	46
IV.2.1 <i>Prototype</i> .....	46
IV.2.2 <i>Testing</i> .....	61
IV.2.4 <i>Use Case Diagram</i> .....	62
IV.2.5 <i>Use Case Scenario</i> .....	64
IV.2.6 <i>Activity Diagram</i> .....	69
BAB V IMPLEMENTASI DAN PENGUJIAN .....	77
V.1 Fase Implementasi .....	77
V.1.1 Iterasi.....	77
V.1.2 Implementasi Tampilan Antarmuka .....	79
V.2 Fase <i>Testing</i> .....	89
V.2.1 <i>Black Box Testing</i> .....	90
V.2.2 <i>User Acceptance Testing</i> .....	91
BAB VI KESIMPULAN DAN SARAN .....	93
VI.1 Kesimpulan .....	93
VI.2 Saran.....	93
Daftar Pustaka .....	95
LAMPIRAN.....	105