

DAFTAR ISI

Abstrak	i
Abstract	ii
Lembar Pengesahan	iii
Lembar Pernyataan Orisinalitas	iv
Kata Pengantar	v
Daftar Isi.....	vi
Daftar Gambar.....	x
Daftar Tabel	xii
Daftar Istilah.....	xiv
BAB I Pendahuluan	1
I.1 Latar Belakang	1
I.2 Rumusan Masalah	3
I.3 Tujuan Penelitian	3
I.4 Batasan Penelitian	3
I.5 Manfaat Penelitian	4
I.6 Sistematika Penulisan.....	5
BAB II Tinjauan Pustaka.....	7
II.1 <i>Vertical Crab House Aquatic</i>	7
II.2 Teknologi dan <i>Framework</i>	7
II.3 <i>Gestalt Principle</i>	8
II.4 Metode <i>Extreme Programming</i>	9
II.4.1 <i>Planning</i>	10
II.4.2 <i>User Stories</i>	10
II.4.3 <i>Design</i>	10
II.4.4 <i>Spike Prototype Solution</i>	10

II.4.5	<i>Coding</i>	11
II.4.6	<i>Refactoring</i>	11
II.4.7	Pair Programming	11
II.4.8	<i>Continous Integration</i>	11
II.4.9	Testing.....	12
II.5	<i>Acceptance Testing</i>	12
II.6	Black box Testing	12
II.7	Penelitian Terkait.....	14
BAB III	Metodologi Penelitian.....	20
III.1	Model Konseptual	20
III.2	Sistematika Penyelesaian Masalah	21
III.2.1	Tahap Pendahuluan	22
III.2.2	Tahap Pengembangan Perangkat Lunak	22
III.2.3	<i>Planning</i>	22
III.2.4	<i>Design</i>	22
III.2.5	<i>Coding</i>	23
III.2.6	Testing.....	23
III.2.7	Kesimpulan dan Saran.....	24
III.3	Alasan Pemilihan Metode.....	24
BAB IV	Analisis Dan Perancangan	25
IV.1	<i>Planning</i>	25
IV.1.1	Analisis Permasalahan	25
IV.1.2	Analisis Kebutuhan	26
IV.1.3	<i>User Stories</i> dan <i>Acceptance Criteria</i>	35
IV.1.4	Iteration Plan	38
IV.2	<i>Design</i>	41

IV.2.1	<i>Use Case Diagram</i>	41
IV.2.2	<i>Activity Diagram</i>	43
IV.2.3	<i>Sequence Diagram</i>	49
IV.2.4	<i>Class Diagram</i>	55
IV.2.5	<i>Spike Prototype Solution</i>	57
IV.2.6	Penerapan Gestalt <i>Principle</i>	59
IV.3	<i>Coding</i>	60
IV.4	Testing	60
IV.4.1	<i>Blackbox Testing</i>	60
IV.4.2	<i>Acceptance Testing</i>	63
BAB V	Implementasi Dan Pengujian	66
V.1	Iterasi Pertama	66
V.1.1	<i>Planning</i>	66
V.1.2	<i>Design</i>	67
V.1.3	<i>Coding</i>	69
V.1.4	<i>Blackbox Testing</i>	71
V.2	Iterasi Kedua	74
V.2.1	<i>Planning</i>	74
V.2.2	<i>Design</i>	75
V.2.3	<i>Coding</i>	76
V.2.4	<i>Blackbox Testing</i>	77
V.3	Iterasi Ketiga	79
V.3.1	<i>Planning</i>	79
V.3.2	<i>Design</i>	79
V.3.3	<i>Coding</i>	81
V.3.4	<i>Blackbox Testing</i>	83

V.4 Acceptance Testing.....	84
V.4.1 Aktor <i>Super Admin</i>	84
V.4.2 Aktor <i>Supply Merchant</i>	85
BAB VI Kesimpulan Dan Saran	88
VI.1 Kesimpulan.....	88
VI.2 Saran.....	89
Daftar Pustaka	90
Lampiran	93