

## DAFTAR ISI

<b>LEMBAR PENGESAHAN .....</b>	<b>ii</b>
<b>LEMBAR ORISINALITAS .....</b>	<b>iii</b>
<b>ABSTRAK .....</b>	<b>iv</b>
<b>ABSTRACT .....</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>xii</b>
<b>DAFTAR LAMPIRAN.....</b>	<b>xiv</b>
<b>BAB I PENDAHULUAN.....</b>	<b>1</b>
1.1. Latar Belakang Masalah.....	1
1.2. Perumusan Masalah .....	4
1.3. Pertanyaan Penelitian .....	4
1.4. Batasan Masalah.....	4
1.5. Tujuan Penelitian .....	5
1.6. Manfaat Penelitian .....	5
<b>BAB II TINJAUAN PUSTAKA DAN LANDASAN TEORI.....</b>	<b>6</b>
2.1. Tinjauan Pustaka .....	6
2.2. Landasan Teori.....	11
2.2.1. Sistem <i>Inventory</i> .....	11
2.2.2. <i>Website</i> .....	11
2.2.3. <i>Model View Controller</i> .....	12
2.2.4. Javascript.....	12
2.2.5. ReactJS .....	13
2.2.6. ExpressJS .....	13
2.2.7. MySQL.....	14
2.2.8. <i>Unified Modelling Language</i> .....	14
2.2.9. <i>Rapid Application Development</i> .....	18
2.2.10. <i>BlackBox Testing</i> .....	20

<b>BAB III METODOLOGI PENELITIAN .....</b>	<b>21</b>
3.1. Subjek dan Objek Penelitian .....	21
3.2. Alat dan Bahan Penelitian .....	21
3.2.1. Alat Penelitian .....	21
3.2.2. Bahan Penelitian .....	22
3.3. Diagram Alir Penelitian .....	22
3.3.1. Identifikasi Masalah .....	23
3.3.2. Studi Literatur .....	24
3.3.3. Pengumpulan Data .....	24
3.3.4. Perancangan Sistem .....	25
3.3.4.1. <i>Requirement Planning</i> .....	25
3.3.4.2. <i>User Design</i> .....	25
3.3.4.3. <i>Prototype</i> .....	26
3.3.4.4. <i>Test</i> .....	26
3.3.4.5. <i>Refine</i> .....	26
3.3.4.6. <i>Construction</i> .....	27
3.3.4.7. <i>Cutover</i> .....	27
3.3.5. Penyusunan Laporan .....	27
<b>BAB IV HASIL DAN PEMBAHASAN .....</b>	<b>28</b>
4.1. Hasil .....	28
4.1.1. <i>Requirement Planning</i> .....	28
4.1.1.1. <i>Use Case Diagram</i> .....	28
4.1.1.2. <i>Activity Diagram</i> .....	29
4.1.1.3. <i>Sequence Diagram</i> .....	32
4.1.1.4. <i>Class Diagram</i> .....	35
4.1.2. <i>User Design</i> .....	36
4.1.2.1. <i>Prototype</i> .....	36
4.1.2.2. <i>Testing Prototype</i> .....	40
4.1.3. <i>Construction</i> .....	41
4.1.3.1. Pembuatan Sistem .....	41
4.1.3.2. Pengujian Menggunakan <i>Blackbox Testing</i> .....	48

4.1.4. <i>Cutover</i> .....	51
4.2. Pembahasan.....	52
<b>BAB V KESIMPULAN DAN SARAN .....</b>	<b>54</b>
5.1. Kesimpulan .....	54
5.2. Saran.....	54
<b>DAFTAR PUSTAKA .....</b>	<b>55</b>
<b>LAMPIRAN.....</b>	<b>58</b>