

## DAFTAR ISI

|                                       |      |
|---------------------------------------|------|
| LEMBAR PENGESAHAN .....               | ii   |
| LEMBAR ORISINALITAS .....             | iii  |
| ABSTRAK .....                         | iv   |
| <i>ABSTRACT</i> .....                 | v    |
| KATA PENGANTAR.....                   | vi   |
| DAFTAR ISI.....                       | viii |
| DAFTAR GAMBAR.....                    | xi   |
| DAFTAR TABEL .....                    | xiii |
| BAB 1 PENDAHULUAN .....               | 1    |
| 1.1. Latar Belakang Masalah.....      | 1    |
| 1.2. Rumusan Masalah .....            | 3    |
| 1.3. Tujuan dan Manfaat .....         | 3    |
| 1.4. Batasan Masalah.....             | 3    |
| 1.5. Metode Penelitian.....           | 4    |
| BAB 2 TINJAUAN PUSTAKA.....           | 5    |
| 2.1. Tinjauan Pustaka .....           | 5    |
| 2.2. Landasan Teori.....              | 19   |
| 2.2.1. Rancang bangun .....           | 19   |
| 2.2.2. Bencana Alam .....             | 20   |
| 2.2.3. <i>Framework</i> Laravel.....  | 21   |
| 2.2.4. <i>Framework</i> Flutter ..... | 21   |
| 2.2.5. Metode <i>Prototype</i> .....  | 21   |
| 2.2.6. <i>Blackbox Testing</i> .....  | 23   |

|                                                                       |           |
|-----------------------------------------------------------------------|-----------|
| 2.2.7. SQL .....                                                      | 23        |
| 2.2.8. UML .....                                                      | 23        |
| 2.2.9. <i>Entity Relationship Diagram</i> .....                       | 28        |
| 2.2.10. <i>Software Requirement &amp; User Requirement</i> .....      | 29        |
| 2.2.11. <i>System Usability Scale (SUS)</i> .....                     | 29        |
| <b>BAB 3 PERANCANGAN SISTEM .....</b>                                 | <b>31</b> |
| 3.1. Desain Perancangan Sistem .....                                  | 31        |
| 3.2. Diagram Alir .....                                               | 31        |
| 3.3. Tahapan Awal .....                                               | 32        |
| 3.3.1. Identifikasi Masalah .....                                     | 32        |
| 3.3.2. Pengumpulan Data Penelitian .....                              | 34        |
| 3.4. Desain Sistem .....                                              | 35        |
| 3.4.1. <i>Communication</i> .....                                     | 35        |
| 3.4.2. <i>Quick Plan</i> .....                                        | 38        |
| 3.4.3. <i>Modelling Quick Design</i> .....                            | 39        |
| 3.5. Desain Perangkat Lunak metode <i>Prototype</i> (iterasi 1) ..... | 58        |
| 3.5.1. <i>Construction of Prototype</i> (iterasi 1) .....             | 66        |
| 3.5.2. <i>Development &amp; Feedback</i> (iterasi 1) .....            | 75        |
| 3.6. Desain Perangkat Lunak metode <i>Prototype</i> (iterasi 2) ..... | 75        |
| 3.6.1. <i>Construction of Prototype</i> (iterasi 2) .....             | 76        |
| 3.6.2. <i>Development &amp; Feedback</i> (Iterasi 2) .....            | 77        |
| 3.7. Pengujian Sistem .....                                           | 77        |
| 3.7.1. Skenario Uji dan Pengujian .....                               | 77        |
| <b>BAB 4 HASIL PERCOBAAN DAN ANALISIS .....</b>                       | <b>82</b> |
| 4.1. Hasil Akhir Sistem .....                                         | 82        |

|                                                |            |
|------------------------------------------------|------------|
| 4.2. Analisis Pengujian <i>Blackbox</i> .....  | 90         |
| 4.3. Analisis Pengujian <i>Usability</i> ..... | 94         |
| <b>BAB 5 KESIMPULAN DAN SARAN .....</b>        | <b>98</b>  |
| 5.1. Kesimpulan.....                           | 98         |
| 5.2. Saran.....                                | 98         |
| <b>DAFTAR PUSTAKA.....</b>                     | <b>100</b> |
| <b>LAMPIRAN.....</b>                           | <b>103</b> |