

## DAFTAR ISI

|                                                       |      |
|-------------------------------------------------------|------|
| LEMBAR PENGESAHAN .....                               | ii   |
| LEMBAR ORISINALITAS .....                             | iii  |
| ABSTRAK .....                                         | iv   |
| ABSTRACT .....                                        | v    |
| KATA PENGANTAR .....                                  | vi   |
| DAFTAR ISI .....                                      | viii |
| DAFTAR GAMBAR .....                                   | x    |
| DAFTAR TABEL .....                                    | xii  |
| BAB I .....                                           | 1    |
| PENDAHULUAN .....                                     | 1    |
| 1.1. Latar Belakang .....                             | 1    |
| 1.2. Rumusan Masalah .....                            | 3    |
| 1.3. Tujuan dan Manfaat .....                         | 4    |
| 1.4. Batasan Masalah .....                            | 5    |
| 1.5. Metode Penelitian .....                          | 5    |
| 1.5.1. Identifikasi Masalah .....                     | 6    |
| 1.5.2. Studi Literatur .....                          | 7    |
| 1.5.3. Metode <i>Extreme Programming</i> .....        | 7    |
| 1.5.4. Kesimpulan .....                               | 8    |
| BAB II .....                                          | 10   |
| TINJAUAN PUSTAKA .....                                | 10   |
| 2.1. Kajian Pustaka .....                             | 10   |
| 2.2. Dasar Teori .....                                | 18   |
| 2.2.1. <i>Extreme Programming (XP)</i> .....          | 18   |
| 2.2.2. <i>Unified Modeling Language (UML)</i> .....   | 21   |
| 2.2.3. <i>Entity Relationship Diagram (ERD)</i> ..... | 22   |
| 2.2.4. <i>React JS</i> .....                          | 22   |
| 2.2.5. <i>TypeScript</i> .....                        | 23   |
| 2.2.6. <i>Golang</i> .....                            | 24   |
| 2.2.7. <i>Black Box</i> .....                         | 25   |
| 2.2.8. <i>User Acceptance Testing (UAT)</i> .....     | 26   |

|                                                               |    |
|---------------------------------------------------------------|----|
| BAB III .....                                                 | 29 |
| PERANCANGAN SISTEM .....                                      | 29 |
| 3.1.    Desain Perancangan Sistem .....                       | 29 |
| 3.1.1. <i>User Requirement</i> .....                          | 29 |
| 3.1.2. <i>Use Case Diagram</i> .....                          | 30 |
| 3.1.3. <i>User Stories</i> .....                              | 32 |
| 3.1.4.    Identifikasi Aktor .....                            | 34 |
| 3.1.5. <i>Timeline Pengembangan</i> .....                     | 34 |
| 3.1.6. <i>Activity Diagram</i> .....                          | 35 |
| 3.1.7. <i>Class diagram</i> .....                             | 38 |
| 3.1.8. <i>Entity Relationship Diagram (ERD)</i> .....         | 40 |
| 3.2.    Diagram Blok .....                                    | 41 |
| 3.3.    Desain Perangkat Lunak .....                          | 43 |
| BAB IV .....                                                  | 52 |
| HASIL PERCOBAAN DAN ANALISIS .....                            | 52 |
| 4.1.    Implementasi Sistem .....                             | 52 |
| 4.2.    Skenario Percobaan .....                              | 69 |
| 4.3.1.    Skenario <i>Black Box</i> .....                     | 69 |
| 4.3.2.    Skenario <i>User Acceptance Testing (UAT)</i> ..... | 74 |
| 4.3.    Hasil Percobaan.....                                  | 76 |
| 4.3.1.    Hasil <i>Black Box</i> .....                        | 76 |
| 4.3.2.    Hasil <i>User Acceptance Testing (UAT)</i> .....    | 82 |
| 4.4.    Detail Iterasi Tahap Pengembangan .....               | 86 |
| 4.5.    Analisis.....                                         | 89 |
| 4.4.1.    Analisis <i>Black Box</i> .....                     | 89 |
| 4.4.2.    Analisis <i>User Acceptance Testing (UAT)</i> ..... | 90 |
| 4.6. <i>Software Increment</i> .....                          | 91 |
| BAB V .....                                                   | 92 |
| KESIMPULAN DAN SARAN .....                                    | 92 |
| 5.1.    Kesimpulan .....                                      | 92 |
| 5.2.    Saran.....                                            | 93 |
| DAFTAR PUSTAKA .....                                          | 94 |
| LAMPIRAN .....                                                | 97 |