

DAFTAR ISI

	Halaman
HALAMAN JUDUL.....	i
HALAMAN PERNYATAAN	ii
HALAMAN PERSETUJUAN.....	iii
HALAMAN PENGESAHAN.....	iv
DAFTAR RIWAYAT HIDUP	v
HALAMAN PERSEMBAHAN	vii
MOTO.....	viii
INTISARI.....	ix
ABSTRACT.....	x
KATA PENGATAR	xi
DAFTAR ISI	xiii
DAFTAR TEBEL.....	xvi
DAFTAR GAMBAR	xvii
BAB I PENDAHULUAN.....	1
1.1 Latar Belakang	3
1.2 Ruang Lingkup.....	3
1.3 Rumus Masalah.....	3
1.4 Batasan Masalah.....	3
1.5 Tujuan Penelitian.....	4
1.6 Manfaat Penelitian	4
1.7 Sistematika Penelitian	4
BAB II TINJAUAN PUSTAKA	6
2.1 Pengertian sistem	6
2.2 Pengertian Sistem Informasi	6
2.3 Website	6
2.4 Repository	7
2.5 HTML 5.....	7

2.6	PHP 8.1.....	7
2.7	Laravel9.....	7
2.8	Javascript.....	8
2.9	Jquery	8
2.10	Boostrap	9
2.11	MySQL.....	9
2.12	XAMPP	9
2.13	UML.....	9
	1. <i>Use Case Diagram</i>	10
	2. <i>Activity Diagram</i>	12
	3. <i>Sequence Diagram</i>	12
	4. <i>Class Diagram</i>	13
2.14	<i>Black Box Testing</i>	14
2.15	Referensi Penelitian	15
2.16	Metode <i>Extreme Programming</i>	18
BAB III METODOLOGI PENELITIAN.....		19
3.1	Metode Pengumpulan Data	19
3.2	Metode Pengembangan Sistem	19
3.3	Sistem Yang Berjalan	20
3.4	Sistem Yang Diusulkan	22
	3.4.1 <i>Use Case Diagram</i>	22
	3.4.2 <i>Activity Diagram</i>	24
	3.4.3 <i>Squence Diagram</i>	28
	3.4.4 <i>Class Diagram</i>	30
3.5	Desain Sistem.....	31
	3.5.1 <i>Desain Login User</i>	31

3.5.2	<i>Desain Bimbingan User</i>	31
3.5.3	<i>Desain Upload Laporan Prakerin dan E-book/Jurnal</i> ...	32
3.5.4	<i>Desain Report Laporan Prakerin dan E-book/Jurnal</i>	33
BAB IV HASIL DAN PEMBAHASAN.....		34
4.1	Hasil penelitian.....	34
4.2	Hasil <i>Interface</i> Program	34
4.2.1	<i>Desain Login User</i>	34
4.2.2	<i>Desain Upload Laporan Prakerin dan E-book/Jurnal</i> ..	35
4.2.3	<i>Desain Bimbingan User</i>	36
4.2.4	<i>Desain Report Bimbingan</i>	36
4.2.5	<i>Desain Report Laporan Prakerin dan E-book/Jurnal</i>	37
4.3	Pengujian Sistem.....	38
4.3.1	Uji Halaman <i>Login User</i>	38
4.3.2	Uji Halaman <i>Upload Laporan Prakerin dan E-book/Jurnal</i>	39
4.3.3	Uji Halaman <i>Bimbingan User</i>	40
4.3.4	Uji Halaman <i>Report Bimbingan User</i>	41
4.3.5	Uji Halaman <i>Report Laporan Prakerin dan E-book/Jurnal</i>	41
BAB V KESIMPULAN DAN SARAN.....		43
5.1	Kesimpulan	43
5.2	Saran.....	43
DAFTAR PUSTAKA		xvii
LAMPIRAN.....		xviii

DAFTAR TABEL

Tabel	Halaman
2.1 Tabel Simbol <i>Use Case Diagramm</i>	10
2.2 Tabel Simbol <i>Activity Diagram</i>	12
2.3 Tabel Simbol <i>Sequence Diagram</i>	13
2.4 Tabel Simbol <i>Class Diagram</i>	14
2.5 Tabel Referensi Penelitian	15
4.1 Tabel Uji Halaman <i>Login User</i>	38
4.2 Tabel Uji Halaman <i>Upload Laporan Prakerin dan E-book/Jurnal</i>	39
4.3 Tabel Uji Halaman <i>Bimbingan User</i>	40
4.4 Tabel Uji Halaman <i>Report Bimbingan User</i>	41
4.5 Uji Halaman <i>Report Laporan Prakerin dan E-book/Jurnal</i>	42

DAFTAR GAMBAR

Gambar	Halaman
2.1 Gambar Metode <i>Extreme Programming</i>	18
3.1 Gambar <i>Use Case Diagram</i> Sistem Yang Berjalan	21
3.2 Gambar <i>Use Case Diagram</i> Sistem Yang Diusulkan	22
3.3 Gambar <i>Activity Diagram</i> Siswa	24
3.4 Gambar <i>Activity Diagram</i> Guru Pembimbing	25
3.5 Gambar <i>Activity Diagram</i> Administrator	26
3.6 Gambar <i>Activity Diagram Eksternal</i>	27
3.7 Gambar <i>Squence Diagram</i> Siswa	28
3.8 Gambar <i>Squence Diagram</i> Guru Pembimbing.....	28
3.9 Gambar <i>Squence Diagram</i> Administrator	29
3.10 Gambar <i>Squence Diagram Eksternal</i>	29
3.11 Gambar <i>Class Diagraml</i>	30
3.12 Gambar Halaman <i>Login</i>	31
3.13 Gambar Halaman <i>Bimbingan</i>	31
3.14 Gambar Halaman <i>Upload</i> Laporan Prakerin	32
3.15 Gambar Halaman <i>Upload E-book/Jurnal</i>	32
3.16 Gambar Halaman <i>Report</i> Laporan Prakerin	33
3.17 Gambar Halaman <i>Report E-book/Jurnal</i>	33
4.1 Gambar Halaman <i>Login</i> User	34
4.2 Gambar Halaman <i>Upload</i> Laporan Prakerin	35
4.3 Gambar Halaman <i>Upload E-book/Jurnal</i>	35
4.4 Gambar Halaman <i>Bimbingan User</i>	36
4.5 Gambar Halaman <i>Report</i> Bimbingan	36
4.6 Gambar Halaman <i>Report</i> Laporan Prakerin	37
4.7 Gambar Halaman <i>Report E-book/Jurnal</i>	37