

LAMPIRAN

Lampiran 1. Coding Program

Coding Login

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using FirebaseAuth;
using UnityEngine.UI;
using UnityEngine.SceneManagement;

public class login : MonoBehaviour {
    public InputField EmailInp;
    public InputField PasswordInp;

    // Use this for initialization
    void Start () {
    }

    // Update is called once per frame
    void Update () {
    }
    public void Login()
    {
        string email = EmailInp.text;
        string password = PasswordInp.text;

        FirebaseAuth auth = FirebaseAuth.DefaultInstance,
        auth.SignInWithEmailAndPasswordAsync(email,
password).ContinueWith(task => {
            if (task.IsCanceled) {
                Debug.LogError("SignInWithEmailAndPasswordAsync was
canceled.");
                return;
            }
            if (task.IsFaulted) {
                Debug.LogError("SignInWithEmailAndPasswordAsync
encountered an error: " + task.Exception);
                return;
            }

            FirebaseAuth.FirebaseUser newUser = task.Result;
            Debug.LogFormat("User signed in successfully: {0} ({1})",
newUser.DisplayName, newUser.UserId);
            Application.LoadLevel("Menu Utama");
        });
    }
}
```

Coding Menu

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class menu : MonoBehaviour
{
    public void LoadScene(string scenename)
    {
        SceneManager.LoadScene(scenename);
    }
}
Coding splashscreen

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.SceneManagement;

public class splash : MonoBehaviour
{
    public float delayTime = 3;
    IEnumerator Start()
    {
        yield return new WaitForSeconds(delayTime);
        Application.LoadLevel("LOGIN");
    }
}

```

Coding Stok

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using Firebase;
using Firebase.Database;
using Firebase.Unity.Editor;
using UnityEngine.UI;
using UnityEngine.SceneManagement;

public class stok : MonoBehaviour {

    DatabaseReference reference;
    public InputField WBA;
    public InputField WBB;
    public InputField WBO;
    public InputField WBAB;

```

```

public InputField PRCA;
public InputField PRCB;
public InputField PRCO;
public InputField PRCAB;

public InputField TCA;
public InputField TCB;
public InputField TCO;
public InputField TCAB;
// Use this for initialization
void Start () {

    FirebaseApp.DefaultInstance.SetEditorDatabaseUrl("https://
donordarah-d7f15.firebaseio.com");

    // Get the root reference location of the database.
    reference =
FirebaseDatabase.DefaultInstance.RootReference;

}

// Update is called once per frame
void Update () {

}

public void saveData(){

    reference.Child("Stok").Child("WB").Child("A").SetValueAs
sync(WBA.text.ToString());

    reference.Child("Stok").Child("WB").Child("B").SetValueAs
sync(WBB.text.ToString());

    reference.Child("Stok").Child("WB").Child("O").SetValueAs
sync(WBO.text.ToString());

    reference.Child("Stok").Child("WB").Child("AB").SetValueA
sync(WBAB.text.ToString());



    reference.Child("Stok").Child("PRC").Child("A").SetValueA
sync(PRCA.text.ToString());

    reference.Child("Stok").Child("PRC").Child("B").SetValueA
sync(PRCB.text.ToString());

    reference.Child("Stok").Child("PRC").Child("O").SetValueA
sync(PRCO.text.ToString());

```

```

        reference.Child("Stok").Child("PRC").Child("AB").SetValueAs
        Async(PRCAB.text.ToString());

        reference.Child("Stok").Child("TC").Child("A").SetValueAs
        Sync(TCA.text.ToString());

        reference.Child("Stok").Child("TC").Child("B").SetValueAs
        Sync(TCB.text.ToString());

        reference.Child("Stok").Child("TC").Child("O").SetValueAs
        Sync(TCO.text.ToString());

        reference.Child("Stok").Child("TC").Child("AB").SetValueAs
        Sync(TCAB.text.ToString());
    }
}

```

Coding Stok Darah

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using Firebase;
using Firebase.Database;
using Firebase.Unity.Editor;
using UnityEngine.UI;
using UnityEngine.SceneManagement;

public class stokdarah : MonoBehaviour {

    DatabaseReference reference;
    public InputField A;
    public InputField B;
    public InputField O;
    public InputField AB;

    public Text AText;
    public Text BText;
    public Text OText;
    public Text ABText;

    public Text WBAText;
    public Text WBBText;
    public Text WBOText;
    public Text WBABText;
}

```

```

public Text PRCAText;
public Text PRCBText;
public Text PRCCText;
public Text PRCACText;

public Text TCAText;
public Text TCBText;
public Text TCOText;
public Text TCABText;

// Use this for initialization
void Start () {

    FirebaseApp.DefaultInstance.SetEditorDatabaseUrl("https://
donordarah-d7f15.firebaseio.com");

    // Get the root reference location of the database.
    reference =
FirebaseDatabase.DefaultInstance.RootReference;

}

// Update is called once per frame
void Update () {

}

public void saveData(){

    reference.Child("Stok").Child("golongandarah").Child("A")
.SetValueAsync(A.text.ToString());

    reference.Child("Stok").Child("golongandarah").Child("B")
.SetValueAsync(B.text.ToString());

    reference.Child("Stok").Child("golongandarah").Child("O")
.SetValueAsync(O.text.ToString());

    reference.Child("Stok").Child("golongandarah").Child("AB")
.SetValueAsync(AB.text.ToString());
}

public void loadData()
{

}

FirebaseDatabase.DefaultInstance.GetReference("Stok").ValueCha
nged += Script_ValueChanged; // unsubscribe from ValueChanged.
}

```

```

        private void Script_ValueChanged(object sender,
ValueChangedEventArgs e)

{
    WBAText.text =
e.Snapshot.Child("WB").Child("A").GetValue(true).ToString();
    WBBText.text =
e.Snapshot.Child("WB").Child("B").GetValue(true).ToString();
    WBOText.text =
e.Snapshot.Child("WB").Child("O").GetValue(true).ToString();
    WBABText.text =
e.Snapshot.Child("WB").Child("AB").GetValue(true).ToString();

    PRCAText.text =
e.Snapshot.Child("PRC").Child("A").GetValue(true).ToString();
    PRCBText.text =
e.Snapshot.Child("PRC").Child("B").GetValue(true).ToString();
    PRCOText.text =
e.Snapshot.Child("PRC").Child("O").GetValue(true).ToString();
    PR CABText.text =
e.Snapshot.Child("PRC").Child("AB").GetValue(true).ToString();

    TCAText.text =
e.Snapshot.Child("TC").Child("A").GetValue(true).ToString();
    TCBText.text =
e.Snapshot.Child("TC").Child("B").GetValue(true).ToString();
    TCOText.text =
e.Snapshot.Child("TC").Child("O").GetValue(true).ToString();
    TCABText.text =
e.Snapshot.Child("TC").Child("AB").GetValue(true).ToString();
}
}

```

Coding Database

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using Firebase;
using Firebase.Database;
using Firebase.Unity.Editor;
using UnityEngine.UI;
using UnityEngine.SceneManagement;

public class createDatabase : MonoBehaviour {

    DatabaseReference reference;
    public InputField Nama;

```

```

public InputField Email;
public InputField Alamat;
public InputField Golongandarah;

// Use this for initialization
void Start () {

    FirebaseApp.DefaultInstance.SetEditorDatabaseUrl("https://
donordarah-d7f15.firebaseio.com");

    // Get the root reference location of the database.
    reference =
FirebaseDatabase.DefaultInstance.RootReference;

}

// Update is called once per frame
void Update () {

}

public void saveData(){

    reference.Child("users").Child("userId").Child("Nama").Se
tValueAsync(Nama.text.ToString());

    reference.Child("users").Child("userId").Child("Email").S
etValueAsync(Email.text.ToString());

    reference.Child("users").Child("userId").Child("Alamat") .
SetValueAsync(Alamat.text.ToString());

    reference.Child("users").Child("userId").Child("Golongand
arah").SetValueAsync(Golongandarah.text.ToString());
}
}

```

Coding Exit

```

using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class exit : MonoBehaviour
{
    public void keluarDariApp()
    {
        Application.Quit();
    }
}

```

lampiran 2. Kuisisioner

Nama Responden	Nomor Pokok Mahasiswa (NPM)	Asal Perguruan Tinggi	Sudah pernah melakukan donor darah ?	Alamat E-mail	Aplikasi ini memudahkan saya dalam mengetahui stok darah harian di Unit Transfusi Darah Kota Bandar Lampung.				
					STS	TS	N	S	SS
Devi Puspita Dewi	1611010131	Darmajaya	Sudah	devipuspitadewi1714@gmail.com					
Anggun Kurnia Wijaya	1811010169	IBI Darmajaya	Sudah	anggunkurniawijaya9a21@gmail.com					
Ade Septian	1911068009p	IBI Darmajaya	Sudah	adeseptian@gmail.com					
Jeri Buana	1611060020	Darmajaya	Sudah	jeribuana14@gmail.com					
Syahrul Gunawan	1615031050	UNILA	Sudah	syahrul98@gmail.com					
Indriyani	1712110238	IBI Darmajaya	Sudah	Indriyani.1712110238@mail.darmajaya.ac.id					
Irfa Cahyawan	1755031013	Universitas Lampung	Belum Pernah	irfacahyawan133@gmail.com					
Ulfa Aulia	1712011091	Universitas Lampung	Belum Pernah	auliaulfa1999@gmail.com					
m. irwan syuhada	1521030373	UIN Raden Intan Lampung	Belum Pernah	irwansyuhada13@gmail.com					
Dwi Barokah	1711020076	UINRIL	Belum Pernah	barokahdwi88@gmail.com					

Lampiran 3. Surat Perrmohonan Izin Penelitian



Bandar Lampung, 03 Juli 2020

Nomor : Penelitian.022/DMJ/DEKAN/BAAK/VII-20
Lampiran : -
Perihal : Permohonan Izin Penelitian

Kepada Yth,
Pimpinan UTD PMI Lampung
Di-

Jl. Sam Ratulangi No.105, Penengahan,Kec. Tj. Karang Barat, Kota Bandar Lampung

Dengan hormat,

Sehubungan dengan peraturan Akademik Institut Bisnis dan Informatika (IBI) bahwa mahasiswa/i Strata Satu (S1) yang akan menyelesaikan studinya diwajibkan untuk memiliki pengalaman kerja dengan melaksanakan Penelitian dan membuat laporan yang waktunya disesuaikan dengan kalender Institut Bisnis dan Informatika (IBI) Darmajaya.

Untuk itu kami mohon kerja sama Bapak/Ibu agar kiranya dapat menerima mahasiswa/i untuk melakukan Penelitian, yang pelaksanaannya dimulai dari tanggal 08 Juli s.d 31 Oktober 2020 (selama tiga bulan tiga minggu)

Adapun mahasiswa/i tersebut adalah :

Nama : Dian Rika Herdianto
NPM : 1611010177
Jurusan : S1 Teknik Informatika
Jenjang : Strata Satu (S1)

Demikian permohonan ini dibuat, atas perhatian dan kerjasama yang baik kami ucapkan terimakasih.



Tembusan:
1. Jurusan SI Teknik Informatika
2. Arsip.

Lampiran 4. Surat izin melakukan penelitian



Palang
Merah
Indonesia

Bandar Lampung, 27 Juli 2020

Nomor : 167/I.09.00/Spm/UTD PMI/VII/2020
Lampiran : -

Kepada
Yth : Dekan Fakultas Ilmu Komputer
Institut Informatika dan Bisnis
di
Bandar Lampung

Perihal : Izin Melakukan Penelitian

Dengan hormat,

Menindak lanjuti surat dari Institut Informasi dan Bisnis Darmajaya Nomor : 022/DMJ/DEKAN/BAAK/VII-2020 Hal : Permohonan Izin Penelitian tertanggal, 05 Juli 2020 , UTD Pembina PMI Provinsi Lampung memberikan izin untuk melakukan izin Penelitian di UTD Pembina PMI Provinsi Lampung Mahasiswa Darmajaya Jurusan S1 Teknik Informatika dari tanggal 08 Juli s.d 31 Oktober 2020 sbb :

1. Nama : Dian Rika Herdianto
NPM : 1611010177

Demikian kami sampaikan atas kerjasamanya yang baik diucapkan terima kasih.

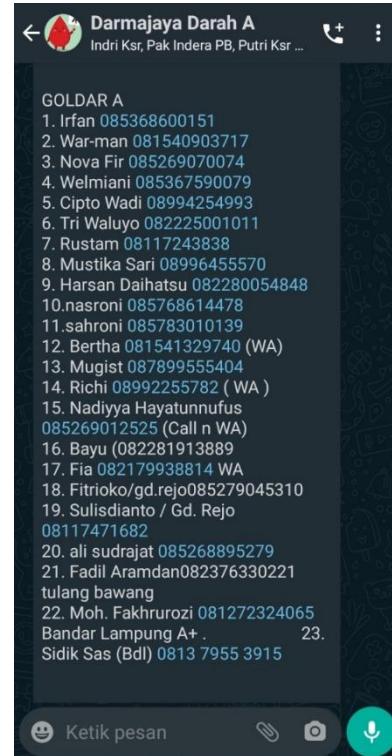
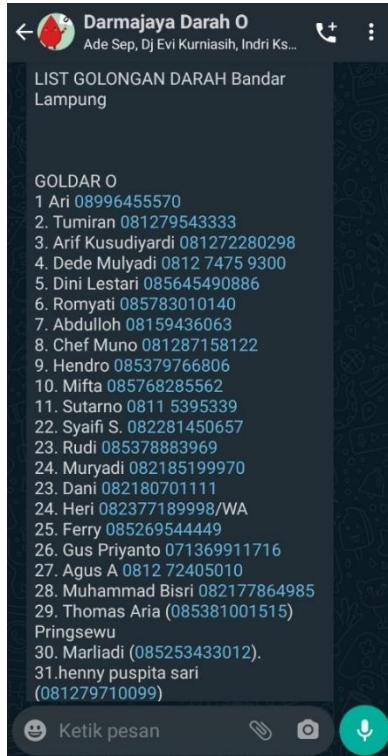
Unit Transfusi Darah Pembina
PALANG MERAH INDONESIA
Provinsi Lampung
Kepala

dr. Aditya, M.Biomed



Unit Donor Darah Pembina Palang Merah Indonesia Provinsi Lampung
Jl. Dr. Samratulangi No. 105 Penengahan Bandar Lampung 35112
Telp. (0721 - 703020) Fax. 708396 Email. uddpmilampung@yahoo.com

Lampiran 5. Data Pendonor



Lampiran 6. Dokumentasi



Pengisian Formulir



Cek Berat Badan



Cek HB



Proses Pengambilan Darah