

DAFTAR ISI

HALAMAN PENGESAHAN	i
HALAMAN PERNYATAAN.....	ii
ABSTRAK	iii
<i>ABSTRACT</i>	iv
KATA PENGANTAR.....	v
DAFTAR ISI.....	vii
DAFTAR GAMBAR.....	xi
DAFTAR TABEL	xv
DAFTAR LAMPIRAN	xvi
BAB I PENDAHULUAN.....	1
1.1 Latar Belakang Masalah	1
1.2 Perumusan Masalah.....	3
1.3 Tujuan Penelitian.....	3
1.4 Batasan Masalah	4
1.5 Manfaat Penelitian.....	4
BAB II TINJAUAN PUSTAKA.....	6
2.1 Perkembangan Studi Terdahulu	6
2.2 Posisi Penelitian	8
2.3 <i>Research Gap</i>	10
2.4 <i>Novelty</i> (Kebaruan).....	11
2.5 Argumentasi Orisinalitas	12
BAB III LANDASAN TEORI.....	15
3.1 Definisi Perancangan.....	15

3.2 Definisi Sistem Informasi	16
3.3 <i>Inventory</i>	16
3.4 Bantuan Sosial	17
3.5 Dinas Sosial	18
3.6 <i>Website</i>	19
3.7 <i>Agile</i>	20
3.7.1 Metode <i>Scrum</i>	21
3.8 <i>Flowchart</i>	23
3.9 <i>Unified Modeling Language (UML)</i>	25
3.9.1 <i>Use Case Diagram</i>	25
3.9.2 <i>Activity Diagram</i>	28
3.9.3 <i>Sequence Diagram</i>	29
3.9.4 <i>Class Diagram</i>	31
3.10 <i>User Interface (UI) dan User Experience (UX)</i>	34
3.11 Draw.io	34
3.12 <i>Database</i>	35
3.12.1 MySQL	36
3.13 XAMPP	37
3.14 Bahasa Pemrograman	37
3.14.1 PHP (<i>Hypertext Preprocessor</i>)	38
3.15 <i>Framework</i>	39
3.15.1 Laravel	39
3.16 Visual Studio Code	40
3.17 <i>Black Box Testing</i>	41
3.18 <i>User Acceptance Testing (UAT)</i>	42

BAB IV METODOLOGI PENELITIAN	43
4.1 Subjek dan Objek Penelitian	43
4.1.1 Subjek Penelitian.....	43
4.1.2 Objek Penelitian	44
4.2 Alat dan Bahan Penelitian	45
4.2.1 Alat Penelitian.....	45
4.2.2 Bahan Penelitian.....	47
4.2.3 Instrumen Penelitian.....	49
4.3 Metode Pengumpulan Data	50
4.3.1 Observasi.....	50
4.3.2 Wawancara.....	51
4.3.3 Studi Dokumentasi.....	51
4.4 Alur Penelitian.....	52
4.5 Jadwal Penelitian	58
BAB V HASIL DAN PEMBAHASAN	60
5.1 Studi Awal.....	60
5.1.1 Observasi.....	61
5.1.2 Wawancara.....	61
5.1.3 Dokumentasi	62
5.2 Identifikasi Kebutuhan Sistem	65
5.2.1 Kebutuhan Fungsional Sistem.....	65
5.2.2 Kebutuhan Non Fungsional Sistem.....	67
5.3 <i>Product Backlog</i>	69
5.3.1 <i>Product Backlog</i>	69
5.3.2 <i>Use Case Diagram</i>	72

5.4 <i>Sprint 1</i>	73
5.4.1 <i>Sprint Planning</i>	73
5.4.2 <i>Daily Scrum</i>	75
5.4.3 <i>Sprint Execution</i>	78
5.4.4 <i>Black Box Testing</i>	115
5.5 <i>Sprint 2</i>	118
5.5.1 <i>Sprint Planning</i>	119
5.5.2 <i>Daily Scrum</i>	120
5.5.3 <i>Sprint Execution</i>	123
5.5.4 <i>Black Box Testing</i>	140
5.6 <i>Sprint 3</i>	143
5.6.1 <i>Sprint Planning</i>	144
5.6.2 <i>Daily Scrum</i>	145
5.6.3 <i>Sprint Execution</i>	148
5.6.4 <i>Black Box Testing</i>	179
5.6 <i>Sprint Review</i>	181
5.7 <i>Sprint Retrospective</i>	183
5.8 <i>User Acceptance Testing (UAT)</i>	184
5.8.1 <i>Penilaian User Acceptance Testing (UAT)</i>	185
5.8.2 <i>Perhitungan User Acceptance Testing (UAT)</i>	187
BAB VI PENUTUP	191
DAFTAR PUSTAKA	194
LAMPIRAN	203