

DAFTAR ISI

	Halaman
LEMBAR PERNYATAAN.....	i
LEMBAR PERSETUJUAN	ii
LEMBAR PENGESAHAN	iii
KATA PENGANTAR.....	iv
ABSTRACT.....	vi
ABSTRAK.....	vii
DAFTAR ISI.....	viii
DAFTAR GAMBAR	x
DAFTAR TABEL.....	xii
DAFTAR LAMPIRAN.....	xiii
BAB I PENDAHULUAN	
1.1. Latar Belakang.....	1
1.2. Rumusan Masalah.....	2
1.3. Batasan Masalah	2
1.4. Tujuan dan Manfaat Penelitian.....	3
1.4.1 Tujuan	3
1.4.2 Manfaat	3
1.5. Metode Penelitian.....	3
1.5.1 Teknik Pengumpulan Data	3
1.5.2 Metode Pengembangan Perangkat Lunak	4
1.6. Sistematika Penulisan	5
BAB II LANDASAN TEORI	
2.1. Studi Literatur	6
2.2. <i>Key Performance Indicator</i> (KPI).....	7
2.3. Analisis PIECES.....	7
2.4. Rekayasa Perangkat lunak	8
2.4.1 Perancangan Sistem Informasi	9
2.4.2 Perancangan Berbasis Objek.....	9
2.4.3 Metode Waterfall	10
2.5. <i>Unified Modelling Language</i> (UML).....	11
2.5.1. <i>Use Case Diagram</i>	12
2.5.2. <i>Activity Diagram</i>	13
2.5.3. <i>Class Diagram</i>	14

2.5.4. <i>Sequence Diagram</i>	15
2.6. Basis Data.....	17
2.7. My SQL.....	17
2.8. PHP (<i>Personal Home Page</i>)	17

BAB III ANALISA DAN PERANCANGAN SISTEM

3.1. Gambaran Umum Perusahaan.....	19
3.1.1. Sejarah Perusahaan.....	19
3.1.2. Visi dan Misi Perusahaan	20
3.1.3. <i>Key Performance Indicator Salesman</i> PT Bina San Prima	20
3.2. Proses Bisnis Sistem Berjalan.....	22
3.3. Analisa Permasalahan dengan Metode Analisis PIECES	23
3.4. Analisis Kebutuhan Fungsional	26
3.5. Analisis Kebutuhan Non Fungsional	27
3.6. Perancangan sistem.....	27
3.6.1. <i>Use Case Diagram Sistem</i>	27
3.6.2. Deskripsi Aktor.....	29
3.6.3. Deskripsi <i>Usecase</i>	30
3.6.4. <i>Activity Diagram</i>	31
3.6.4.1 <i>Activity Diagram Login</i>	32
3.6.4.2 <i>Activity Diagram Dashboard</i>	32
3.6.4.3 <i>Activity Diagram Menu Master</i>	33
3.6.4.4 <i>Activity Diagram KPI Sales Target</i>	32
3.6.4.5 <i>Activity Diagram KPI Effective Call dan Account</i>	35
3.6.4.6 <i>Activity Diagram Incentive</i>	36
3.6.4.7 <i>Activity Diagram Incentive (Branch Sales Manager)</i>	37
3.6.4.8 <i>Activity Diagram Daily Performance</i>	37
3.6.4.9 <i>Activity Diagram Target Account</i>	38
3.6.4.10 <i>Activity Diagram Perform Salesman</i>	38
3.6.4.11 <i>Activity Diagram Input data Faktur</i>	39
3.6.5. <i>Class Diagram</i>	40
3.6.6. Spesifikasi Basis Data	41
3.6.6.1 Tabel <i>User</i>	41
3.6.6.2 Tabel <i>Area</i>	41
3.6.6.3 Tabel <i>Tipe Toko</i>	41
3.6.6.4 Tabel <i>Account Store</i>	41
3.6.6.5 Tabel <i>Holiday</i>	42
3.6.6.6 Tabel <i>Sales Target</i>	42
3.6.6.7 Tabel <i>Effective Parameter</i>	42
3.6.6.8 Tabel <i>Incentive</i>	42
3.6.6.9 Tabel <i>Faktur</i>	43
3.6.7. <i>Sequence Diagram</i>	43
3.6.7.1 <i>Sequence Diagram login setiap user</i>	43
3.6.7.2 <i>Sequence Diagram user</i>	44
3.6.7.3 <i>Sequence Diagram master holiday</i>	44

3.6.7.4	<i>Sequence Diagram Master Area</i>	45
3.6.7.5	<i>Sequence Diagram Master Tipe Account</i>	45
3.6.7.6	<i>Sequence Diagram Master Account Store</i>	46
3.6.7.7	<i>Sequence Diagram KPI Target Sales</i>	46
3.6.7.8	<i>Sequence Diagram KPI Effective Call dan Account</i>	47
3.6.7.9	<i>Sequence Diagram Incentive</i>	47
3.6.7.10	<i>Sequence Diagram Daily Performance Sistem</i>	48
3.6.7.11	<i>Sequence Diagram Approve Incentive</i>	48
3.6.7.12	<i>Sequence Diagram Input Data Faktur</i>	49
3.6.7.13	<i>Sequence Diagram Perform Salesman</i>	49
3.6.7.14	<i>Sequence Diagram Cetak Data Account Store</i>	50
3.6.7.15	<i>Sequence Diagram Cetak Sales Target</i>	50
3.6.7.16	<i>Sequence Diagram Cetak Data Incentive</i>	51
3.6.7.17	<i>Sequence Diagram Cetak Target Account</i>	51
3.6.7.18	<i>Sequence Diagram Cetak Faktur Data Report</i>	52
3.6.8.	Arsitektur sistem informasi	52
3.6.9.	Struktur Menu Aplikasi	53
3.6.10.	Perancangan antar muka	54
3.6.10.1.	Rancangan Antarmuka Halaman <i>Login</i>	54
3.6.10.2.	Rancangan Antarmuka <i>Dashboard BSM</i>	55
3.6.10.3.	Rancangan Antarmuka <i>Master User</i>	56
3.6.10.4.	Rancangan Antarmuka <i>Master Holiday</i>	56
3.6.10.5.	Rancangan Antarmuka <i>Branch Daily Performance</i>	57
3.6.10.6.	Rancangan Antarmuka <i>Incentive</i>	57
3.6.10.7.	Rancangan Antarmuka <i>Faktur Data Report BSM</i>	58
3.6.10.8.	Rancangan Antarmuka <i>Dashboard Supervisor</i>	58
3.6.10.9.	Rancangan Antarmuka <i>Master User Supervisor</i>	59
3.6.10.10.	Rancangan Antarmuka <i>Master Area</i>	59
3.6.10.11.	Rancangan Antarmuka <i>Type Account</i>	60
3.6.10.12.	Rancangan Antarmuka <i>Account Store</i>	60
3.6.10.13.	Rancangan Antarmuka <i>Target Sales</i>	61
3.6.10.14.	Rancangan Antarmuka <i>Effective Call dan Account</i>	61
3.6.10.15.	Rancangan Antarmuka <i>Incentive</i>	62
3.6.10.16.	Rancangan Antarmuka <i>Daily Performance Salesman</i>	62
3.6.10.17.	Rancangan Antarmuka <i>Faktur Report Supervisor</i>	63
3.6.10.18.	Rancangan Antarmuka <i>Dashboard Salesman</i>	63
3.6.10.19.	Rancangan Antarmuka <i>Target Account</i>	64
3.6.10.20.	Rancangan Antarmuka <i>Perform Salesman</i>	64
3.6.10.21.	Rancangan Antarmuka <i>Input Data Faktur</i>	65
3.6.10.22.	Rancangan Antarmuka <i>Faktur Report Admin Sales</i>	65

BAB IV IMPLEMENTASI DAN PENGUJIAN

4.1.	Implementasi	66
4.1.1	<i>User Requirement</i>	66
4.1.1.1	Kebutuhan Hardware	66

4.1.1.2	Kebutuhan Software	66
4.1.2	Implementasi Database	67
4.1.2.1	Tabel <i>User</i>	67
4.1.2.2	Tabel Tipe Toko	67
4.1.2.3	Tabel Area	67
4.1.2.4	Tabel Sales Target	68
4.1.2.5	Tabel <i>Incentive</i>	68
4.1.2.6	Tabel <i>Holiday</i>	68
4.1.2.7	Tabel Faktur.....	69
4.1.2.8	Tabel <i>Effective Parameter</i>	69
4.1.2.9	Tabel <i>Account Store</i>	70
4.1.3	Implementasi Modul Antar Muka	70
4.1.3.1	Antarmuka <i>Login</i>	70
4.1.3.2	Antarmuka <i>Dashboard BSM</i>	71
4.1.3.3	Antarmuka <i>Master User BSM</i>	71
4.1.3.4	Antarmuka <i>Master Holiday</i>	72
4.1.3.5	Antarmuka <i>Branch Daily Performance</i>	72
4.1.3.6	Antarmuka <i>Incentive</i>	73
4.1.3.7	Antarmuka Antarmuka Faktur Data <i>Report BSM</i>	73
4.1.3.8	Antarmuka <i>Dashboard Supervisor</i>	74
4.1.3.9	Antarmuka <i>Master User Halaman Supervisor</i>	74
4.1.3.10	Antarmuka Area.....	75
4.1.3.11	Antarmuka Tipe <i>Account</i>	75
4.1.3.12	Antarmuka <i>Account Store</i>	76
4.1.3.13	Antarmuka <i>Key Performance Indicator Sales Target</i>	76
4.1.3.14	Antarmuka <i>KPI Effective Call dan Account</i>	77
4.1.3.15	Antarmuka <i>Incentive</i>	77
4.1.3.16	Antarmuka <i>Daily Performance Salesman</i>	78
4.1.3.17	Antarmuka Faktur data <i>Report Halaman Supervisor</i>	78
4.1.3.18	Antarmuka <i>Dashboard Salesman</i>	79
4.1.3.19	Antarmuka <i>Target Account</i>	79
4.1.3.20	Antarmuka <i>Perform Salesman</i>	80
4.1.3.21	Antarmuka Input data faktur.....	80
4.1.3.22	Antarmuka Cetak Faktur Data <i>Report Halaman Admin</i>	81
4.2.	Pengujian Sistem.....	81
4.2.1.	Deskripsi dan Hasil Uji	82
4.2.1.1	Lingkungan Aplikasi	82
4.2.1.2	Pengujian Antar Muka Pengguna	83
4.2.1.3	Penambahan Data Master, Data KPI dan Data Faktur.....	84
4.2.1.4	<i>Edit Data Master, Data KPI dan Data Faktur</i>	86
4.2.1.5	Hapus Data <i>Master, Data KPI dan Data Faktur</i>	89
4.2.1.6	Pencetakan Data Laporan	92
4.3.	Analisa Hasil Pengujian	93

BAB V KESIMPULAN DAN SARAN

5.1. Kesimpulan	94
5.2. Saran	94
DAFTAR PUSTAKA	95
LAMPIRAN.....	96



UNIVERSITAS
MERCU BUANA