

DAFTAR ISI

| | |
|--|-----|
| LEMBAR PERNYATAAN | i |
| LEMBAR PERSETUJUAN SIDANG | ii |
| LEMBAR PENGESAHAN | iii |
| KATA PENGANTAR | iv |
| DAFTAR ISI | vi |
| DAFTAR TABEL | ix |
| DAFTAR GAMBAR | xii |
| ABSTRAK | xiv |
| <i>ABSTRACT</i> | xv |
| BAB I PENDAHULUAN | 1-1 |
| 1.1. Latar Belakang | 1-1 |
| 1.2. Perumusan Masalah | 1-2 |
| 1.3. Tujuan & Manfaat Penelitian | 1-3 |
| 1.3.1 Tujuan Penelitian | 1-3 |
| 1.3.2 Manfaat Penelitian | 1-3 |
| 1.4. Ruang Lingkup & Batasan Masalah | 1-3 |
| 1.5. Metodelogi Penelitian | 1-4 |
| 1.5.1. Metodologi Rekayasa Perangkat Lunak | 1-6 |
| 1.6. Sistematika Penulisan | 1-7 |
| BAB II TINJAUAN PUSTAKA | 2-1 |
| 2.1. Simpati Motor | 2-1 |
| 2.2. Penjualan | 2-1 |
| 2.2.1. Sistem Informasi Penjualan | 2-1 |
| 2.3 Aplikasi | 2-2 |
| 2.3.1 Android | 2-2 |

| | |
|--|------|
| 2.3.2 Android Studio | 2-3 |
| 2.3.3 Java | 2-3 |
| 2.4. Algoritma | 2-4 |
| 2.4.1 Flowchart | 2-4 |
| 2.4.2 Algoritma Greedy | 2-7 |
| 2.5. Web Service | 2-8 |
| 2.6. MySql | 2-19 |
| 2.7. Unified Modelling Language (UML) | 2-10 |
| 2.7.1 Use Case Diagram..... | 2-10 |
| 2.7.2 Activity Diagram | 2-12 |
| 2.7.3 System Sequence Diagram | 2-14 |
| 2.8. Wamp Server | 2-16 |
| 2.9. Pengertian Testing | 2-16 |
| 2.8.1 Konsep Blackbox Testing (Pengujian Kotak Hitam)..... | 2-17 |
| 2.10. Penelitian Terdahulu | 2-18 |
| BAB III ANALISA SISTEM | 3-1 |
| 3.1. Analisis Permasalahan | 3-1 |
| 3.1.1 Analisis Sistem Berjalan | 3-1 |
| 3.2. Flowchart | 3-3 |
| 3.3. Analisa Kebutuhan | 3-5 |
| BAB IV PERANCANGAN SISTEM | 4-1 |
| 4.1. Perancangan Sistem | 4-1 |
| 4.1.1. <i>Use Case Diagram</i> | 4-1 |
| 4.1.2. <i>Activity Diagram</i> | 4-7 |
| 4.1.3. <i>Sequence Diagram</i> | 4-13 |
| 4.1.4. <i>Class Diagram</i> | 4-16 |
| 4.2. Perancangan Desain Antarmuka Sistem | 4-15 |
| BAB V IMPLEMENTASI DAN PENGUJIAN | 5-1 |
| 5.1. Implementasi | 5-1 |

| | |
|---|------------|
| 5.2. Implementasi Perangkat Lunak | 5-1 |
| 5.3. Implementasi Perangkat Keras | 5-1 |
| 5.4. Implementasi Basis Data..... | 5-2 |
| 5.5. Implementasi Antarmuka | 5-6 |
| 5.5.1. Halaman Login Android | 5-7 |
| 5.5.2. Halaman Registrasi Android | 5-8 |
| 5.5.3. Halaman Home Android | 5-8 |
| 5.5.4. Halaman Kategori Android | 5-9 |
| 5.5.5. Halaman Menu list Honda Android | 5-9 |
| 5.5.6. Halaman Menu list Kawasaki Android | 5-10 |
| 5.5.7. Halaman Menu list Suzuki Android | 5-10 |
| 5.5.8. Halaman Menu list Yamaha Android | 5-11 |
| 5.5.9. Halaman Menu Detail Android | 5-11 |
| 5.5.10. Halaman Login Web Service | 5-12 |
| 5.5.11. Halaman Menu List Web Service | 5-12 |
| 5.5.12. Halaman Menu Kategori Web Service | 5-13 |
| 5.6. Pengujian Fungsionalitas | 5-13 |
| 5.6.1. Pengujian Pengelolaan Kegiatan..... | 5-13 |
| 5.7. Analisis Hasil Pengujian | 5-15 |
| BAB VI KESIMPULAN DAN SARAN | 6-1 |
| 6.1. Kesimpulan | 6-1 |
| 6.2. Saran | 6-1 |
| DAFTAR PUSTAKA | |
| LAMPIRAN | |