

DAFTAR ISI

| | |
|--|-------------|
| HALAMAN SAMPUL | i |
| LEMBAR PERNYATAAN ORISINALITAS..... | ii |
| SURAT PERNYATAAN PERSETUJUAN PUBLIKASI TUGAS AKHIR .. | iii |
| LEMBAR PERSETUJUAN..... | iv |
| LEMBAR PENGESAHAN | v |
| ABSTRAK..... | vi |
| ABSTRACT..... | vii |
| KATA PENGANTAR | viii |
| DAFTAR ISI | ix |
| DAFTAR TABEL | xii |
| DAFTAR GAMBAR | xiv |
| DAFTAR LAMPIRAN..... | xvii |
| BAB 1 PENDAHULUAN..... | 1 |
| 1.1. Latar Belakang..... | 1 |
| 1.2. Rumusan Masalah..... | 3 |
| 1.3. Batasan Masalah | 3 |
| 1.4. Sistematika Penulisan | 3 |
| BAB 2 TINJAUAN PUSTAKA | 5 |
| 2.1. Penilaian Kinerja..... | 5 |
| 2.2. Sistem Informasi | 5 |
| 2.3. Agile | 6 |
| 2.4. Penelitian Terkait..... | 8 |
| BAB 3 TUJUAN DAN MANFAAT PENELITIAN..... | 15 |
| 3.1. Tujuan Penelitian | 15 |
| 3.2. Manfaat Penelitian | 15 |
| BAB 4 METODE PENELITIAN | 16 |
| 4.1. Lokasi Penelitian | 16 |
| 4.1.1. Sejarah Perusahaan | 16 |
| 4.1.2. Struktur Organisasi | 16 |
| 4.2. Sarana Pendukung | 17 |
| 4.3. Teknik Pengumpulan Data..... | 17 |
| 4.3.1. Observasi | 18 |

| | | |
|--------------|--------------------------------------|-----------|
| 4.3.2. | Studi Kepustakaan | 18 |
| 4.4. | Metode Analisa | 18 |
| 4.4.1. | <i>Rich Picture Diagram</i> | 18 |
| 4.4.2. | <i>Fishbone Diagram</i> | 19 |
| 4.5. | Metode Perancangan..... | 19 |
| 4.5.1. | UML | 19 |
| 4.5.1.1. | <i>Usecase Diagram</i> | 19 |
| 4.5.1.2. | <i>Activity Diagram</i> | 20 |
| 4.5.1.3. | <i>Class Diagram</i> | 20 |
| 4.5.1.4. | <i>Sequence Diagram</i> | 21 |
| 4.6. | Metode Pengembangan..... | 21 |
| 4.6.1. | <i>Scrum</i> | 21 |
| 4.6.2. | Anggota Scrum | 23 |
| 4.7. | Metode Testing | 24 |
| 4.7.1. | Pengujian <i>Black Box</i> | 24 |
| 4.8. | Diagram Alir Penelitian | 25 |
| BAB 5 | HASIL DAN PEMBAHASAN..... | 27 |
| 5.1. | Analisis Sistem Berjalan..... | 27 |
| 5.1.1. | Analisis Proses Bisnis..... | 27 |
| 5.1.2. | Identifikasi Masalah..... | 28 |
| 5.2. | Analisis Masalah..... | 28 |
| 5.3. | Analisa Kebutuhan..... | 30 |
| 5.3.1. | Product Backlog..... | 30 |
| 5.3.2. | <i>Sprint Backlog</i> | 31 |
| 5.4. | Perancangan UML | 34 |
| 5.4.1. | <i>Use Case Diagram Usulan</i> | 34 |
| 5.4.2. | <i>Activity Diagram</i> | 42 |
| 5.4.3. | <i>Sequence Diagram</i> | 53 |
| 5.4.4. | <i>Class Diagram</i> | 61 |
| 5.5. | Perancangan Basis Data..... | 61 |
| 5.6. | Tabel Keluaran..... | 64 |
| 5.7. | Perancangan Antar Muka..... | 65 |
| 5.7.1. | Perancangan Masukan | 65 |
| 5.7.2. | Perancangan Keluaran | 68 |
| 5.8 | Implementasi Basis Data | 73 |
| 5.9 | Implementasi Sistem..... | 76 |
| 5.9.1 | Sprint 1..... | 76 |
| 5.9.2 | Sprint 2..... | 79 |
| 5.9.3 | Sprint 3..... | 81 |
| 5.10 | Hasil Pengujian Sistem | 83 |
| Bab 6 | KESIMPULAN DAN SARAN | 85 |

| | |
|----------------------------|-----------|
| 6.1 Kesimpulan..... | 85 |
| 6.2 Saran..... | 85 |
| DAFTAR PUSTAKA..... | 86 |
| LAMPIRAN | 88 |

