

DAFTAR ISI

| | |
|-----------------------------------------------|------|
| HALAMAN SAMPUL | ii |
| LEMBAR PERNYATAAN | iii |
| LEMBAR PERSETUJUAN..... | iv |
| LEMBAR PENGESAHAN | v |
| KATA PENGANTAR | vi |
| ABSTRACT | viii |
| ABSTRAK..... | ix |
| DAFTAR ISI..... | x |
| DAFTAR GAMBAR | xiii |
| DAFTAR TABEL..... | xiv |
| BAB I PENDAHULUAN | 1 |
| 1.1 LATAR BELAKANG | 1 |
| 1.2 RUMUSAN MASALAH | 2 |
| 1.3 BATASAN MASALAH..... | 2 |
| 1.4 TUJUAN DAN MANFAAT PENELITIAN | 2 |
| 1.4.1 TUJUAN PENELITIAN | 2 |
| 1.4.2 MANFAAT PENELITIAN | 3 |
| 1.5 METODE PENELITIAN | 3 |
| 1.6 METODOLOGI PENGEMBANGAN SISTEM | 3 |
| 1.7. SISTEMATIKA PENULISAN | 4 |
| BAB II LANDASAN TEORI | 6 |
| 2.1 ANDROID..... | 6 |
| 2.1.1 PENGERTIAN ANDROID..... | 6 |
| 2.1.2 SEJARAH ANDROID | 6 |
| 2.1.3 KELEBIHAN ANDROID | 9 |
| 2.1.4 KEKURANGAN ANDROID..... | 9 |
| 2.2 LOCATION BASED SERVICE | 10 |
| 2.2.1 PENGERTIAN LOCATION BASED SERVICE | 10 |

| | |
|---------------------------------------------------|----|
| 2.2.2 UNSUR UTAMA LOCATION BASED SERVICE | 11 |
| 2.2.3 KOMPONEN UTAMA LOCATION BASED SERVICE | 13 |
| 2.3 GPS (GLOBAL POSITIONING SYSTEM) | 13 |
| 2.3.1 PENGERTIAN GPS | 13 |
| 2.3.2 CARA KERJA GPS | 13 |
| 2.3.3 FUNGSI DAN KEGUNAAN GPS | 14 |
| 2.4 GOOGLE MAPS | 15 |
| 2.4.1 PENGERTIAN GOOGLE MAPS | 15 |
| 2.5 UML (UNIFIED MODELLING LANGUAGE) | 15 |
| 2.5.1 DEFINISI UML | 15 |
| 2.5.2 USE CASE DIAGRAM | 16 |
| 2.5.3 ACTIVITY DIAGRAM | 19 |
| 2.5.4 SEQUENCE DIAGRAM | 20 |
| 2.5.5 CLASS DIAGRAM | 21 |
| 2.6 SYSTEM DEVELOPMENT LIFE CYCLE (SDLC) | 22 |
| 2.5.1 DEFINISI SDLC | 22 |
| BAB III ANALISIS DAN PERANCANGAN | 25 |
| 3.1 TAHAP PENELITIAN | 25 |
| 3.1.1 ANALISA KEBUTUHAN (COMMUNICATION) | 25 |
| 3.1.1.1 ANALISA KEBUTUHAN FUNGSIONAL | 25 |
| 3.1.1.2 ANALISA KEBUTUHAN NON FUNGSIONAL | 25 |
| 3.1.2 PERENCANAAN SISTEM (PLANNING) | 26 |
| 3.1.2.1 USE CASE DIAGRAM | 28 |
| 3.1.2.1.1 USE CASE DIAGRAM USER | 28 |
| 3.1.2.1.1 USE CASE DIAGRAM ADMIN | 28 |
| 3.1.2.2 ACTIVITY DIAGRAM | 29 |
| 3.1.2.3 SEQUENCE DIAGRAM | 32 |
| 3.1.3 PERANCANGAN(MODELLING) | 34 |
| 3.1.3.1 TAMPILAN ANTAR MUKA | 34 |
| 3.1.4 CONSTRUCTION/CODING DAN TESTING | 36 |

| | |
|-----------------------------------------|----|
| 3.1.5 DEPLOYMENT | 37 |
| BAB IV IMPLEMENTASI DAN PENGUJIAN | 38 |
| 4.1 IMPLEMENTASI PROGRAM | 38 |
| 4.2 PENGUJIAN | 42 |
| 4.2.1 METODE PENGUJIAN..... | 42 |
| 4.2.1.1 METODE BLACKBOX TESTING | 43 |
| 4.3 KELEBIHAN DAN KEKURANGAN | 44 |
| 4.3.1 KELEBIHAN SISTEM | 44 |
| 4.3.1 KEKURANGAN SISTEM..... | 44 |
| BAB V KESIMPULAN DAN SARAN..... | 45 |
| 5.1 KESIMPULAN | 45 |
| 5.2 SARAN..... | 45 |
| DAFTAR PUSTAKA | 46 |

