

DAFTAR ISI

HALAMAN PERNYATAAN KEASLIAN SKRIPSI.....	ii
HALAMAN PENGESAHAN	iii
KATA PENGANTAR.....	iv
ABSTRAK	vi
ABSTRACT	vii
DAFTAR ISI	viii
DAFTAR TABEL	xii
DAFTAR GAMBAR.....	xiv
BAB I PENDAHULUAN	1
1.1 Latar Belakang.....	1
1.2 Rumusan Masalah.....	2
1.3 Tujuan dan Manfaat	3
1.3.1 Tujuan.....	3
1.3.2 Manfaat.....	3
1.4 Ruang Lingkup	4
1.5 Sistematikan Penulisan	5
BAB II TINJAUAN PUSTAKA	7
2.1 Studi Literatur	7
2.2 Dasar Teori	8
2.2.1 Kuliah Kerja Nyata (KKN)	8
2.2.2 Sistem Presensi Digital	10
2.2.3 <i>ICONIX Process</i>	11
2.2.4 <i>Laravel Filament dan Teknologi Web</i>	12
2.2.5 <i>Flutter Framework</i>	14
2.2.6 <i>Face Recognition Technology</i>	15
2.2.7 <i>GPS Tracking dan Location-Based Services</i>	16
2.2.8 Proses Bisnis dan BPMN	17
2.2.9 <i>Unified Modeling Language (UML)</i>	18
2.2.9.1 <i>Use Case Diagram</i>	19
2.2.9.2 <i>Class Diagram</i>	19
2.2.9.3 <i>Activity Diagram</i>	20

2.2.9.4	<i>Sequence Diagram</i>	20
2.2.9.5	<i>Robustness Diagram</i>	21
2.2.10	<i>Database MySQL dan Infrastruktur Lokal</i>	21
2.2.11	Pengujian <i>Black-box</i>	22
BAB III	METODOLOGI PENELITIAN	24
3.1	Alur Metodologi	24
3.2	Tahap <i>Requirements</i>	25
3.2.1	Wawancara	25
3.2.2	Proses Bisnis	26
3.2.3	Kebutuhan Fungsional	26
3.2.4	<i>Domain Model</i>	27
3.2.5	<i>GUI Storyboard</i>	28
3.2.6	<i>Use Case Modeling</i>	28
3.2.7	<i>Milestone 1: Requirement Review</i>	29
3.3	Tahap <i>Analysis / Preliminary Design</i>	29
3.3.1	<i>Robustness Analysis</i>	30
3.3.2	Pembaruan <i>Domain Model</i>	30
3.3.3	<i>Milestone 2: Analysis Review</i>	31
3.4	Tahap <i>Detailed Design</i>	31
3.4.1	<i>Sequence Diagram</i>	32
3.4.2	<i>Class Diagram</i>	32
3.4.3	<i>Milestone 3: Detailed Design Review</i>	33
3.5	Tahap <i>Implementation</i>	33
3.5.1	Detail Spesifikasi	34
3.5.2	Implementasi Kelas	34
3.5.3	Implementasi Basis Data	35
3.5.4	Implementasi <i>GUI Storyboard</i>	35
3.5.5	Pengujian <i>Black Box</i>	36
BAB IV	HASIL DAN PEMBAHASAN	37
4.1	Tahap <i>Requirement</i>	37
4.1.1	Hasil Wawancara	37
4.1.2	Hasil Analisis Proses Bisnis	38
4.1.3	<i>Functional Requirements</i>	40

4.1.4 <i>Domain Modeling</i>	40
4.1.5 <i>Behavioral Requirements</i>	42
4.1.5.1 <i>GUI Storyboard</i>	42
4.1.5.2 Daftar Aktor	57
4.1.5.3 Daftar <i>Use Case</i>	58
4.1.5.4 <i>Use Case Diagram</i>	60
4.1.5.5 <i>Detail Use Case</i>	60
4.1.6 <i>Milestone 1: Requirement Review</i>	77
4.2 Tahap <i>Analysis/Preliminary Design</i>	77
4.2.1 <i>Robustness Analysis</i>	77
4.2.2 Penambahan Atribut <i>Domain Model</i>	95
4.2.3 <i>Milestone 2: Analysis Review</i>	95
4.3 Tahap <i>Detailed Design</i>	95
4.3.1 <i>Sequence Diagram</i>	96
4.3.2 <i>Class Diagram</i>	113
4.3.3 <i>Milestone 3: Detailed Design Review</i>	113
4.4 Tahap <i>Implementation</i>	115
4.4.1 Perangkat Pengembangan	115
4.4.2 Implementasi Sistem <i>Web</i>	117
4.4.2.1 Implementasi Kelas.....	117
4.4.2.2 Implementasi Basis Data.....	119
4.4.2.3 Implementasi Antarmuka	124
4.4.3 Implementasi Sistem <i>Mobile</i>	124
4.4.4 Implementasi <i>REST API</i>	124
4.4.5 Hasil Pengujian <i>Black Box</i>	125
BAB V KESIMPULAN DAN SARAN	126
5.1 Kesimpulan	126
5.2 Saran	126
DAFTAR PUSTAKA.....	127

LAMPIRAN 1. Kebutuhan Fungsional Aplikasi	129
LAMPIRAN 2. Implementasi Antarmuka Aplikasi Sistem Presensi Mahasiswa KKN ...	130
LAMPIRAN 3. Implementasi Sistem <i>Mobile</i>	145
LAMPIRAN 4. Implementasi <i>REST API</i>	153
LAMPIRAN 5. Rencana Pengujian <i>Black Box</i>	155
LAMPIRAN 6. Hasil Pengujian Aplikasi	159
LAMPIRAN 7. <i>Use Case Diagram</i>	174
LAMPIRAN 8. <i>Class Diagram</i>	175