

DAFTAR ISI

HALAMAN PERNYATAAN KEASLIAN	i
HALAMAN PENGESAHAN TUGAS AKHIR.....	ii
HALAMAN PERSETUJUAN PUBLIKASI KARYA ILMIAH	iii
KATA PENGANTAR	iv
ABSTRAK.....	vi
<i>ABSTRACT</i>	vii
DAFTAR ISI.....	viii
DAFTAR TABEL.....	xii
DAFTAR GAMBAR	xiii
BAB I PENDAHULUAN.....	1
1.1 Latar Belakang.....	1
1.2 Identifikasi Masalah.....	4
1.3 Tujuan Tugas Akhir.....	4
1.4 Manfaat Tugas Akhir.....	4
1.5 Lingkup Tugas Akhir.....	5
1.6 Kerangka Berpikir.....	5
1.7 Sistematika Penulisan Tugas Akhir.....	8
BAB II LANDASAN TEORI.....	9
2.1 <i>Android</i>	9
2.1.1 Fitur Sistem Operasi <i>Android</i>	10
2.1.2 Versi <i>Android</i>	12
2.1.3 <i>Model-View-ViewModel</i>	13
2.1.3 <i>Android Activity</i>	14
2.1.4 <i>Fragment</i>	16
2.1.5 <i>Kotlin</i>	17
2.2 <i>Software</i> Pendukung <i>Android</i>	17
2.2.1 <i>Android Studio</i>	17
2.2.2 <i>Android Software Development Kit (Android SDK)</i>	19
2.2.3 <i>Java Developer Kit (JDK)</i>	20
2.2.4 <i>Google Geocoding API</i>	20

2.3	<i>Reminder</i>	21
2.4	<i>Firestore</i>	21
2.4.1	<i>Firestore Authentication</i>	22
2.4.2	<i>Firestore Realtime Database</i>	23
2.4.3	<i>Firestore Storage</i>	23
2.4.4	<i>Firestore Cloud Messaging</i>	24
2.4.5	<i>Firestore Cloud Function</i>	25
2.5	Perancangan Sistem	25
2.5.1	Diagram Alir (<i>Flowchart</i>).....	25
2.5.2	Metode <i>Agile</i>	27
2.5.3	<i>Unified Modeling Language (UML)</i>	28
2.5.4	<i>Use Case</i>	28
2.5.5	<i>Activity Diagram</i>	30
2.5.6	<i>Sequence Diagram</i>	30
2.5.7	<i>Class Diagram</i>	32
2.6	<i>Black Box Testing</i>	32
2.8	<i>Scrum</i>	32
2.8.1	<i>Scrum Team</i>	33
2.8.2	<i>Sprint</i>	36
2.8.3	<i>Product Backlog</i>	38
2.8.4	<i>Sprint Backlog</i>	39
BAB III METODE.....		40
3.1	Rencana Penelitian.....	40
3.1.1	Tempat dan Waktu Penelitian	40
3.2	Objek Penelitian.....	40
3.2.1	Visi dan Misi	41
3.2.2	Logo Organisasi	41
3.2.3	Struktur Organisasi.....	41
3.3	Proses atau Sistem yang Berjalan	42
3.4	Teknik Pengumpulan Data.....	43
3.4.1	Identifikasi Keluhan, Kebutuhan dan Perancangan	43
3.5	<i>Planning</i>	45

3.5.1	<i>Sprint Backlog</i>	45
BAB IV HASIL DAN PEMBAHASAN		51
4.1	Analisis Sistem	51
4.1.1	Proses Sistem Berjalan	51
4.1.2	Proses Perancangan Sistem	53
4.2	Hasil Perancangan	55
4.2.1	<i>Use Case Diagram</i>	56
4.2.2	<i>Class Diagram</i>	58
4.2.3	<i>Activity Diagram</i>	59
4.2.4	<i>Sequence Diagram</i>	65
4.3	Hasil Perancangan <i>Users Interface</i>	69
4.3.1	Tampilan Login	69
4.3.2	Tampilan <i>Registration</i>	69
4.3.3	Tampilan <i>Verification</i>	70
4.3.4	Tampilan <i>Forgot Password</i>	70
4.3.4	Tampilan <i>Landing Page</i>	71
4.3.5	Tampilan <i>Change Password</i>	71
4.3.6	Tampilan <i>Edit Profile</i>	72
4.3.7	Tampilan <i>History</i>	72
4.3.8	Tampilan <i>Choose Schedule</i>	73
4.3.9	Tampilan <i>Create Schedule Service</i>	73
4.3.10	Tampilan <i>Update Schedule Service</i>	74
4.3.11	Tampilan <i>Delete Schedule Service/Meeting</i>	74
4.3.12	Tampilan <i>Create Schedule Meeting Users Leader</i>	75
4.3.13	Tampilan <i>Create Schedule Meeting Users Coordinator</i>	75
4.3.14	Tampilan <i>Update Schedule Meeting Users Leader</i>	76
4.3.15	Tampilan <i>Update Schedule Meeting Users Coordinator</i>	76
4.3.16	Tampilan <i>Detail Schedule Service</i>	77
4.3.17	Tampilan <i>Change Member Request</i>	77
4.3.18	Tampilan <i>Notification</i>	78
4.4	Analisis Kepuasan Aplikasi	79
BAB V KESIMPULAN DAN SARAN		87

5.1	Kesimpulan.....	87
5.2	Saran.....	87
DAFTAR REFERENSI		88
Lampiran 1		90
Lampiran 2		91
Lampiran 3		91
Lampiran 4		93
Lampiran 5		93
Lampiran 6		99