

## DAFTAR ISI

HALAMAN PENGESAHAN .....	III
HALAMAN PERNYATAAN .....	IV
HALAMAN MOTTO .....	V
PRAKATA .....	VI
DAFTAR ISI .....	VIII
DAFTAR GAMBAR .....	XIII
DAFTAR TABEL .....	XVI
INTISARI .....	XVII
ABSTRACT .....	XVIII
BAB 1 .....	1
PENDAHULUAN .....	1
1.1 Latar Belakang .....	1
1.2 Perumusan Masalah .....	3
1.3 Tujuan Penelitian .....	3
1.4 Manfaat Penerapan Alat .....	3
1.5 Batasan Masalah .....	3
1.6 Sistematika Penulisan .....	4
BAB II .....	5
LANDASAN TEORI .....	5
2.1. Tinjauan Pustaka .....	5
2.2 Dasar Teori .....	7
2.2.1 MIT App Inventor 2 .....	7

2.2.2	IoT ( <i>Internet of Things</i> ) .....	8
2.2.3	<i>Website</i> .....	8
2.2.4	PHP.....	8
2.2.5	MySQL.....	9
2.2.6	<i>QR-Code</i> .....	10
BAB III .....		11
METODOLOGI PENELITIAN .....		11
3.1	Diagram Alir Penelitian .....	11
3.2	Waktu Dan Tempat Penelitian .....	13
3.3	Alat dan Bahan Perancangan.....	13
3.4	Perancangan Aplikasi ( <i>Design App</i> ).....	14
3.4.1	Perancangan Diagram <i>Activity</i> .....	14
3.4.1.1	Diagram <i>Activity</i> Halaman <i>Login</i> .....	14
3.4.1.2	Diagram <i>Activity</i> Halaman <i>Signup</i> .....	15
3.4.1.3	Diagram <i>Activity</i> Halaman <i>Sparepart</i> .....	16
3.4.1.4	Diagram <i>Activity</i> Halaman <i>Stock</i> .....	17
3.4.1.5	Diagram <i>Activity</i> Halaman <i>Asset</i> .....	18
3.4.1.6	Diagram <i>Activity</i> Halaman <i>Tasklist</i> .....	18
3.4.1.7	Diagram <i>Activity</i> Halaman <i>Order</i> .....	19
3.4.1.8	Diagram <i>Activity</i> Halaman <i>Admin</i> .....	20
3.4.1.9	Diagram <i>Activity</i> Halaman <i>Setting</i> .....	21
3.4.1.10	Diagram <i>Activity</i> Halaman <i>Ask Developer</i> .....	22
3.4.2	Perancangan Diagram <i>Usecase</i> .....	23
3.4.3	Perancangan Program database .....	24
3.4.3.1	Perancangan <i>Table Users</i> .....	26
3.4.3.2	Perancangan <i>Table Part</i> .....	26

3.4.3.3	Perancangan <i>Table Stock</i> .....	27
3.4.3.4	Perancangan <i>Table Asset</i> .....	27
3.4.3.5	Perancangan <i>Table Tasklist</i> .....	28
3.4.3.6	Perancangan <i>Table Order</i> .....	28
3.4.4	Perancangan GUI ( <i>Graphical User Interface</i> ) .....	29
3.5	Perancangan <i>Website (Design Web)</i> .....	30
3.5.1	Perancangan Diagram <i>Activity</i> .....	30
3.5.1.1	Diagram <i>Activity</i> Halaman <i>Sparepart</i> .....	30
3.5.1.2	Diagram <i>Activity</i> Halaman <i>Stock</i> .....	31
3.5.1.3	Diagram <i>Activity</i> Halaman <i>Stock</i> .....	32
3.5.1.4	Diagram <i>Activity</i> Halaman <i>Tasklist</i> .....	32
3.5.1.5	Diagram <i>Activity</i> Halaman <i>Order</i> .....	33
3.5.2	Perancangan GUI ( <i>Graphical User Interface</i> ) .....	33
3.6	Perancangan Pemasangan <i>QR-code</i> pada Mesin Produksi .....	35
3.7	Perancangan Perangkat Lunak .....	35
3.7.1	Implementasi program PHP .....	35
3.7.2	Implementasi program APP <i>Inventor</i> .....	36
BAB IV	.....	37
HASIL ANALISIS DAN PEMBAHASAN	.....	37
4.1	Fitur <i>Login</i> Aplikasi.....	37
4.1.1	Program PHP Fitur <i>Login</i> .....	37
4.1.2	Block Program APP <i>Inventor</i> Fitur <i>Login</i> .....	38
4.1.3	Pengujian <i>Login</i> Aplikasi .....	40
4.2	Fitur <i>Signup</i> Aplikasi.....	40
4.2.1	Program PHP Fitur <i>Signup</i> .....	41
4.2.2	<i>Block</i> Program APP <i>Inventor</i> Fitur <i>Signup</i> .....	41

4.2.3	Pengujian <i>Signup</i> Aplikasi .....	42
4.3	Fitur <i>Machine Sparepart</i> Aplikasi .....	43
4.3.1	Program PHP Fitur <i>Machine Sparepart</i> .....	44
4.3.2	<i>Block</i> Program APP Inventor Fitur <i>Machine Sparepart</i> .....	45
4.3.3	Pengujian Fitur <i>Machine Sparepart</i> Aplikasi .....	47
4.4	Fitur <i>Warehouse Stock</i> Aplikasi .....	48
4.4.1	Program PHP Fitur <i>Warehouse Stock</i> .....	49
4.4.2	<i>Block</i> Program APP Inventor Fitur <i>Warehouse Stock</i> .....	50
4.4.3	Pengujian Fitur <i>Warehouse Stock</i> .....	50
4.5	Fitur <i>Asset Data</i> Aplikasi .....	51
4.5.1	Program PHP Fitur <i>Asset Data</i> .....	51
4.5.2	<i>Block</i> Program APP Inventor Fitur <i>Asset Data</i> .....	52
4.5.3	Pengujian Fitur <i>Asset Data</i> .....	53
4.6	Fitur <i>Tasklist Machine</i> .....	53
4.6.1	Program PHP <i>Tasklist Machine</i> .....	53
4.6.2	<i>Block</i> Program APP Inventor <i>Tasklist Machine</i> .....	55
4.6.3	Pengujian Cek Data <i>Tasklist</i> Perawatan Mesin .....	55
4.7	Fitur <i>Maintenance Order</i> .....	56
4.7.1	Program PHP <i>Maintenance Order</i> .....	56
4.7.2	<i>Block</i> Program APP Inventor <i>Maintenance Order</i> .....	57
4.7.3	Pengujian Fitur <i>Maintenance Order</i> .....	57
4.8	Fitur <i>Setting User</i> .....	59
4.8.1	Program PHP <i>Setting User</i> .....	59
4.8.2	<i>Block</i> Program APP Inventor <i>Setting User</i> .....	60
4.8.3	Pengujian <i>Setting user</i> Aplikasi .....	61
4.9	Fitur Administrator ( <i>Confirm Access</i> ) .....	62

4.9.1	Program PHP <i>Confirm Access</i> .....	62
4.9.2	<i>Block</i> Program <i>Confirm Access</i> .....	63
4.9.3	Pengujian <i>Confirm Access</i> .....	64
4.10	Fitur <i>Ask Developer</i> Aplikasi .....	64
4.10.1	Program PHP <i>Ask Developer</i> .....	64
4.10.2	<i>Block</i> Program <i>Ask Developer</i> APP <i>Inventor</i> .....	65
4.10.3	Pengujian <i>Ask Developer</i> .....	66
4.11	<i>Website Maintenance Admin</i> .....	67
4.11.1	Program PHP <i>Import Data</i> .....	67
4.11.2	Pengujian <i>Import Data</i> .....	68
4.12	Hasil Kuesioner .....	69
4.13	Pengujian Aplikasi pada Beberapa Smartphone Android .....	70
4.13.1	Pengujian <i>Smartphone</i> Samsung Ace 3 .....	70
4.13.2	Pengujian <i>Smartphone</i> Andromax C3 .....	71
4.13.3	Pengujian <i>Smartphone</i> Andromax A .....	71
4.13.4	Pengujian <i>Smartphone</i> Samsung Galaxy J2 Prime .....	72
4.13.5	Pengujian <i>Smartphone</i> Oppo A71 .....	73
BAB V .....		74
KESIMPULAN DAN SARAN .....		74
5.1	Kesimpulan .....	74
5.2	Saran .....	74
DAFTAR PUSTAKA .....		76