Pengembangan Aplikasi Web

Pertemuan Ke-l (Konsep Dasar Pengembangan Aplikasi *Web*)

Noor Ifada

Email: noor.ifada@trunojoyo.ac.id

Scopus: <u>56590032100</u>

Google Scholar: Noor Ifada

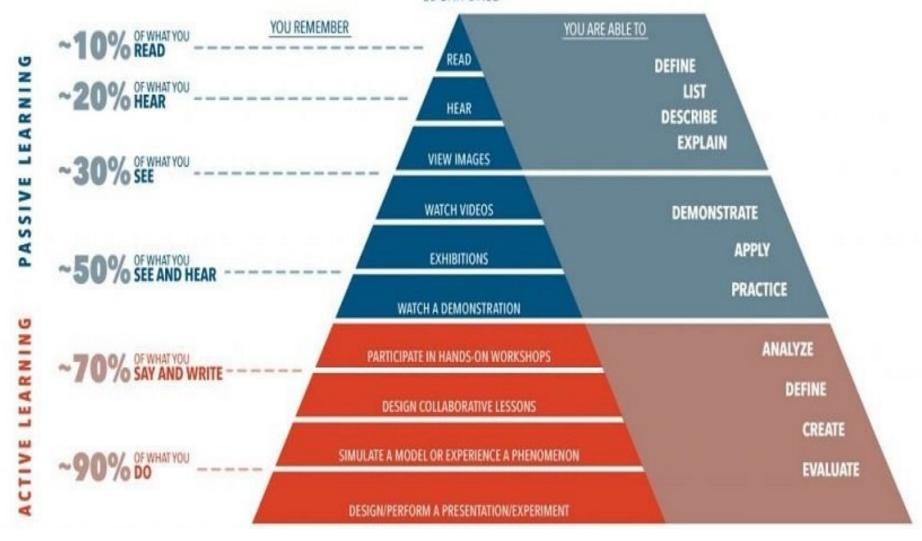
ResearchGate: Noor-Ifada

Repository: <u>Trunojoyoan</u>

Semester Gasal 2023/2024 S1 Teknik Informatika – Universitas Trunojoyo Madura (UTM)



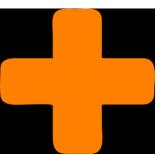




https://elearningindustry.com/

S1 Teknik Informatika – Universitas Trunojoyo Madura (UTM)







Tabu Bagi Mahasiswa Teknik Informatika

- Tidak dapat beradaptasi dengan (perkembangan) teknologi
- Tidak dapat membaca atau memahami instruksi
- Tidak dapat membuat program

LEARNING IS NEVER DONE WITHOUT ERRORS AND DEFEAT

VLADIMIR LENIN

PICTURE QUOTES . com.

PICTUREQU TES

Sub Pokok Bahasan

- Server versus Client
- Web Dinamis versus Web Statis
- Pengembangan Aplikasi Web (PAW):
 - Kualifikasi Full-stack
 - Metode SDLC
 - Kebutuhan Stakeholder
 - Contoh proyek
 - Roadmap
 - Back-end Roadmap

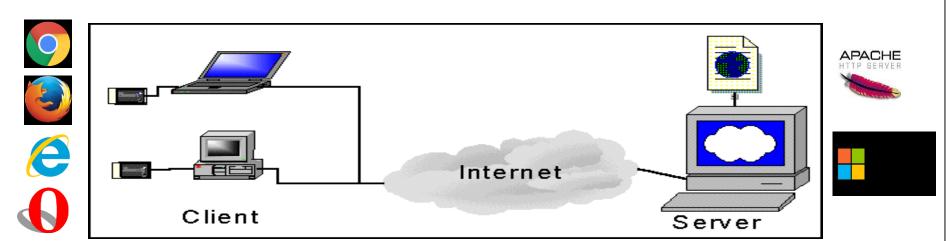
Server versus Client

Client

- Bertugas mengakses informasi yang disediakan oleh server
- Pada layanan web, client dapat berupa web browser

Server

- Penyedia berbagai layanan termasuk web
- Layanan web ditangani oleh web server



Web Dinamis Versus Web Statis

Web statis

- Menampilkan informasi yang sifatnya statis (tetap)
- Teknologi yang digunakan berbasis client-side
- Contoh teknologi yang digunakan : Hyper Text Markup Language (HTML), JavaScript, Cascading Style Sheets (CSS)

Web dinamis

- Menampilkan informasi yang sifatnya dinamis dan/atau memproses data yang dikirimkan oleh user
- Seringkali memerlukan akses basisdata
- Teknologi yang digunakan berbasis server-side
- Contoh teknologi yang digunakan: Common Gateway Interface (CGI), Active Server Pages (ASP), Java Server Pages (JSP), ASP.NET, PHP Hypertext Preprocessor (PHP), Node.js, Python

PAW: Full-stack

- Teknologi Front-end (client-side)
- Teknologi Back-End (server-side)
- Sistem Basisdata
- UI/UX

PAW: SDLC

Software Development Life Cycle (SDLC)

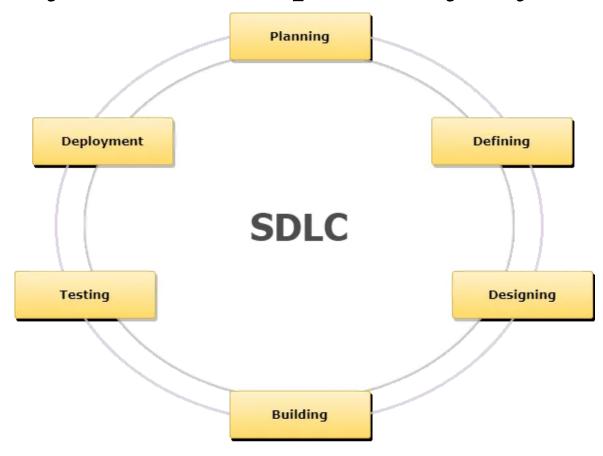


Figure: Software Development Life Cycle Stages

Source: https://www.w3schools.in/sdlc-tutorial/software-development-life-cycle-sdlc/

PAW: SDLC (Waterfall)

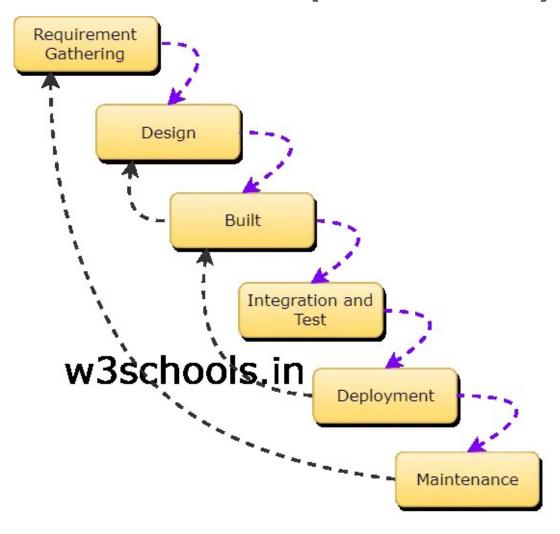
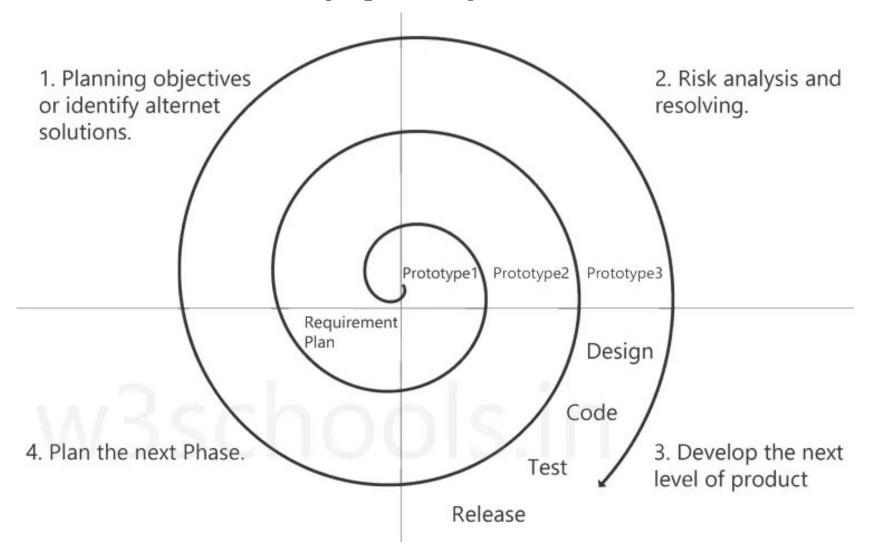


Fig: SDLC Waterfall Model

Source: https://www.w3schools.in/sdlc-tutorial/waterfall-model/

PAW: SDLC (Spiral)



Source: https://www.w3schools.in/sdlc-tutorial/spiral-model/

PAW: SDLC (Iterative)

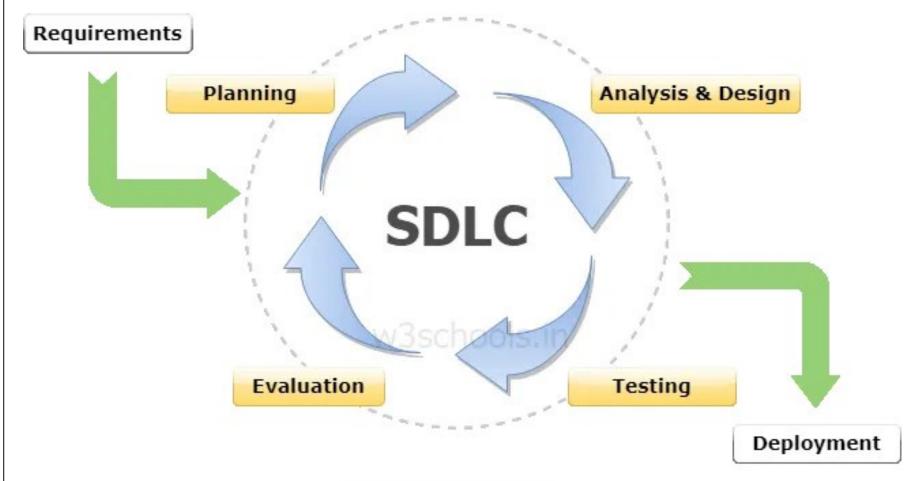


Fig: SDLC Iterative Model

Source: https://www.w3schools.in/sdlc-tutorial/iterative-model/

PAW: SDLC (V)

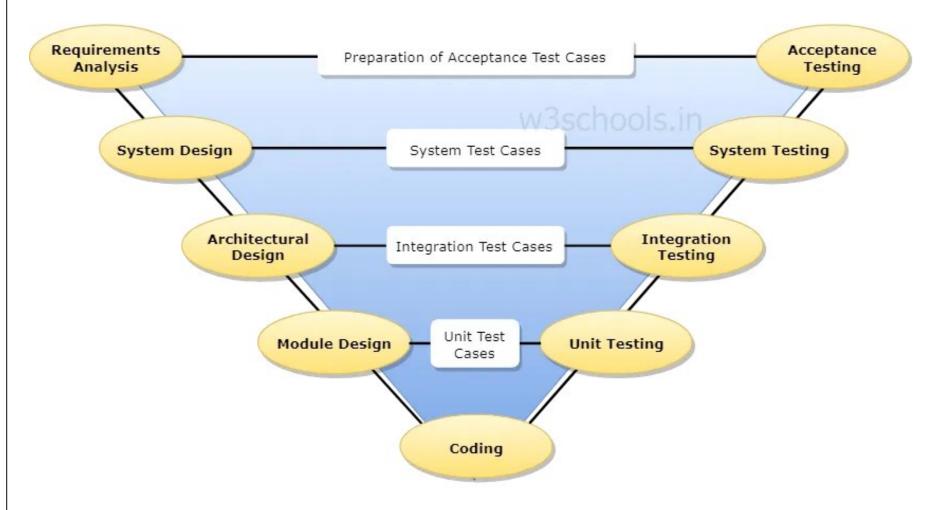


Fig: The Design of the SDLC V-Model

Source: https://www.w3schools.in/sdlc-tutorial/v-model/

PAW: SDLC (Agile)

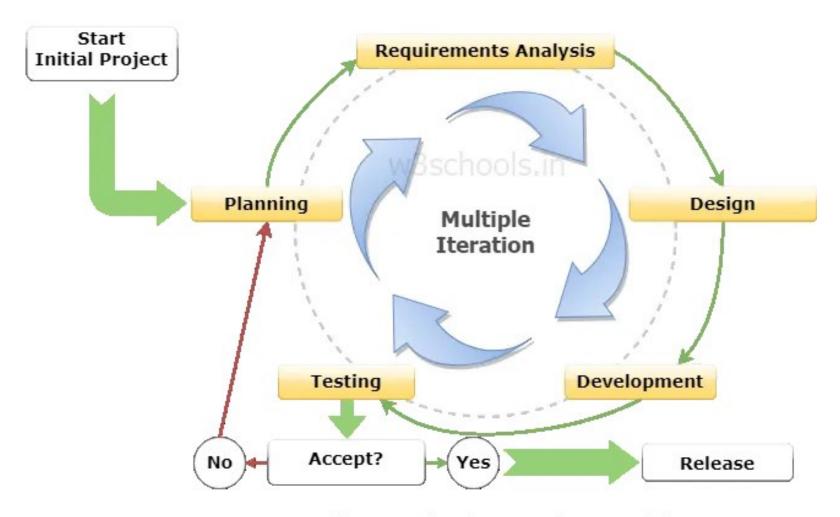


Fig: SDLC Agile Software Development Model

Source: https://www.w3schools.in/sdlc-tutorial/agile-model/

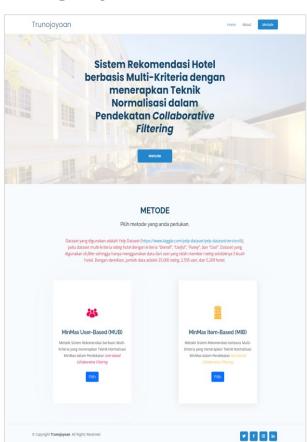
PAW: Stakeholder



PAW: Contoh Proyek

URL: https://trunojoyoan.com/







Website Lamongan Tourism

Prototipe Sistem Rekomendasi Hotel

Sistem Antrian Terapi (SMART)

PAW: Prestasi Mahasiswa

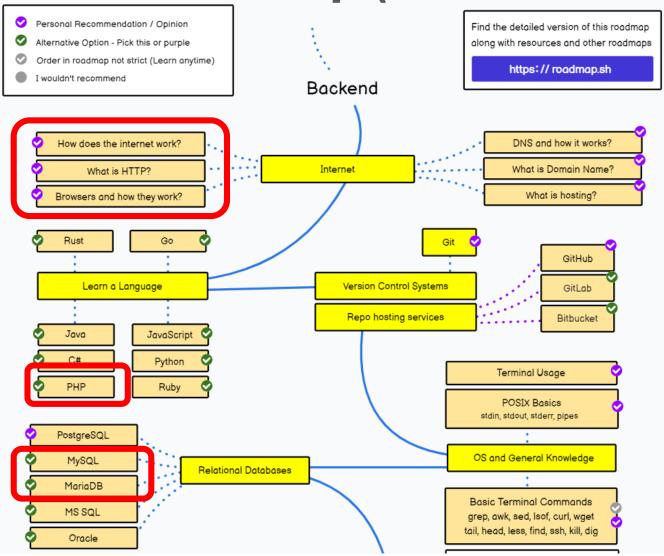




Prestasi dan Testimoni PKM-Al 2022 Prodi Teknik Informatika UTM:

https://youtu.be/roQOKpUvXIg

PAW: Roadmap (Back-end Developer)



Source: https://roadmap.sh/backend

