

TRANSKRIP AKADEMIK
ACADEMIC TRANSCRIPT

NAMA / NAME: DECKY FAJAR SIDIQ
NOMOR INDUK MAHASISWA / STUDENT'S ID: 1301160784
TEMPAT & TANGGAL LAHIR / PLACE & DATE OF BIRTH: BANDUNG, 18 DESEMBER 1997 / 18 DECEMBER 1997
TANGGAL MASUK/ DATE OF ENROLLMENT: 01 AGUSTUS 2016 / 01 AUGUST 2016
TANGGAL LULUS / DATE OF COMPLETION: 03 SEPTEMBER 2020 / 03 SEPTEMBER 2020
JENJANG PENDIDIKAN / LEVEL OF EDUCATION: STRATA 1 / BACHELOR DEGREE
NO KEPUTUSAN REKTOR / NUMBER OF DECREE:

NO	KODE/ CODE	MATA KULIAH	SUBJECT	SEMESTER/ SEMESTER	SKS/ CREDIT	NILAI/ GRADE
1	CSH1F2	PENGANTAR TEKNIK INFORMATIKA *)	INTRODUCTION TO INFORMATICS	1	2	B
2	LUH1A2	BAHASA INDONESIA *)	INDONESIAN LANGUAGE	1	2	A
3	DUH1A2	LITERASI TIK *)	ICT LITERACY	1	2	A
4	MUH1B3	KALKULUS IB *)	CALCULUS IB	1	3	A
5	MSH1B3	LOGIKA MATEMATIKA A *)	MATHEMATICAL LOGIC A	1	3	BC
6	CCH1A4	DASAR ALGORITMA DAN PEMROGRAMAN *)	BASIC ALGORITHMS AND PROGRAMMING	1	4	B
7	LUH1B2	BAHASA INGGRIS I *)	ENGLISH I	2	2	AB
8	HUH1A2	PENDIDIKAN AGAMA ISLAM DAN ETIKA *)	EDUCATION OF ISLAM RELIGION AND ETHICS	2	2	A
9	MSH2A3	MATEMATIKA DISKRIT A *)	DISCRETE MATHEMATICS A	2	3	AB
10	MUH1E3	KALKULUS IIB *)	CALCULUS IIB	2	3	A
11	MUH1G3	MATRIKS DAN RUANG VEKTOR *)	MATRICES AND VECTOR SPACES	2	3	AB
12	FUH1C3	FISIKA DASAR B *)	BASIC PHYSICS B	2	3	B
13	CCH1D4	STRUKTUR DATA *)	DATA STRUCTURES	2	4	AB
14	LUH2C2	BAHASA INGGRIS II	ENGLISH II	3	2	A
15	MUH1F3	PROBABILITAS DAN STATISTIKA A *)	PROBABILITY AND STATISTICS	3	3	C
16	CSH2B3	TEORI BAHASA & AUTOMATA	FORMAL LANGUAGES AND AUTOMATA THEORY	3	3	AB
17	CSH2F3	SISTEM DIGITAL *)	DIGITAL SYSTEMS	3	3	AB
18	SEH2A3	PEMROGRAMAN BERORIENTASI OBYEK A *)	OBJECT ORIENTED PROGRAMMING A	3	3	A
19	CSH2C3	PEMODELAN BASIS DATA *)	DATABASE MODELING	3	3	B
20	KUH2A2	PENGETAHUAN LINGKUNGAN *)	ENVIRONMENTAL KNOWLEDGE	4	2	AB
21	CSH2D3	SISTEM BASIS DATA	DATABASE SYSTEMS	4	3	C
22	CSH2I3	ORGANISASI DAN ARSITEKTUR KOMPUTER *)	COMPUTER ORGANIZATION AND ARCHITECTURE	4	3	AB
23	CSH2G3	DESAIN DAN ANALISIS ALGORITMA *)	DESIGN AND ANALYSIS OF ALGORITHMS	4	3	AB
24	CSH2H3	MODEL BISNIS DIGITAL	DIGITAL BUSINESS MODELS	4	3	A
25	CCH2A3	PEMROGRAMAN WEB	WEB PROGRAMMING	4	3	AB
26	CSH2E4	ANALISIS DAN PERANCANGAN PERANGKAT LUNAK	SOFTWARE ANALYSIS AND DESIGN	4	4	B
27	CSH3G2	KONSEP TEKNOLOGI *)	CONCEPT OF TECHNOLOGY	5	2	A
28	CSH3A3	SISTEM OPERASI A *)	OPERATING SYSTEMS A	5	3	B
29	CCH3F3	KECERDASAN BUATAN	ARTIFICIAL INTELLIGENCE	5	3	B
30	CSH3E3	IMPLEMENTASI DAN PENGUJIAN PERANGKAT LUNAK	SOFTWARE IMPLEMENTATION AND TESTING	5	3	B
31	CSH3B3	INTERAKSI MANUSIA DAN KOMPUTER A	HUMAN COMPUTER INTERACTION A	5	3	C
32	CSH3A4	JARINGAN KOMPUTER	COMPUTER NETWORKS	5	4	AB



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33	CSH3H2	DASAR PEMODELAN DAN SIMULASI	BASIC MODELING AND SIMULATION	6	2	AB
34	CCH3D2	KERJA PRAKTIK	INTERNSHIP	6	2	A
35	CSH3K2	TATA TULIS ILMIAH DAN TEKNIK PRESENTASI *)	ACADEMIC WRITING AND PRESENTATION TECHNIQUES	6	2	A
36	CSH3I3	SISTEM INFORMASI	INFORMATION SYSTEMS	6	3	AB
37	CSH3L3	PEMBELAJARAN MESIN	MACHINE LEARNING	6	3	D
38	CSH3J3	SISTEM PARALEL DAN TERDISTRIBUSI	DISTRIBUTED AND PARALLEL SYSTEMS	6	3	AB
39	CSH4A3	MANAJEMEN PROYEK TIK	ICT PROJECT MANAGEMENT	7	3	A
40	CCH3A3	WAWASAN GLOBAL DAN TIK *)	ICT AND GLOBAL INSIGHT	7	3	A
41	CCH4A3	PENULISAN PROPOSAL	PROPOSAL WRITING	7	3	AB
42	CSH4B3	KEPROFESIAN INFORMATIKA *)	INFORMATICS PROFESSIONALITY	7	3	C
43	DUH2A2	KEWIRAUSAHAAN *)	ENTREPRENEURSHIP	8	2	A
44	HLH4J2	BAHASA INGGRIS III (BAHASA INGGRIS LANJUT)	ENGLISH III (ADVANCED ENGLISH)	8	2	AB
45	HUH1G3	PANCASILA DAN KEWARGANEGARAAN *)	PANCASILA AND CIVICS	8	3	A
46	CSH4P3	JARINGAN KOMPUTER LANJUT	ADVANCED COMPUTER NETWORKS	8	3	AB
47	CSH4D3	SISTEM KEAMANAN	SECURITY SYSTEMS	8	3	BC
48	CSH4253	MIKROKONTROLER	MICROCONTROLLER	8	3	AB
49	CSH4233	FORENSIK KOMPUTER DAN JARINGAN	COMPUTER AND NETWORK FORENSICS	8	3	AB
50	CSH4373	INTERNET OF THINGS	INTERNET OF THINGS	8	3	BC
51	CCH4D4	TUGAS AKHIR	FINAL PROJECT	8	4	AB

*) Nilai diperoleh dari hasil ekivalensi jenjang pendidikan sebelumnya di Program Studi S1 Ilmu Komputasi, Universitas Telkom / Mark was obtained from previous education at , Universitas Telkom

KETERANGAN NILAI / GRADE NOTICE
A = 4 AB = 3.5 B = 3 BC = 2.5 C = 2 D = 1 E = 0

PENCAPAIAN AKADEMIK / ACADEMIC ACHIEVEMENT
SKS (Satuan Kredit Semester) Total / Total Credits : 145 SKS / Credits
IPK (Indeks Prestasi Kumulatif) / Grade Point Average : 3,30 (dari / out of 4,00)
YUDISIUM / JUDICIUM : Sangat Memuaskan / Very Good

TUGAS AKHIR / FINAL PROJECT
IMPLEMENTASI ALGORITMA FUZZY LOGIC PADA SISTEM LAMPU LALU LINTAS PINTAR BERBASIS INTERNET OF THINGS MENGGUNAKAN MIKROPROSESOR RASPBERRYPI UNTUK MENGATASI BLIND SPOT PENGEMUDI PENGENDARA PADA PERSIMPANGAN JALAN ALTERNATIF
FUZZY LOGIC ALGORITHM IMPLEMENTATION IN THE SMART TRAFFIC LIGHT SYSTEM BASED INTERNET OF THINGS USING RASPBERRYPI MICROPROCESSOR TO OVERCOME THE BLIND SPOT DRIVERS AT ALTERNATIVE ROAD CROSSINGS

Bandung, 13 Oktober 2020 / 13 October 2020

Rektor / Rector

Prof. Dr. ADIWIJAYA, S.Si., M.Si.



Dekan / Dean

Dr. Z. K. ABDURAHMAN BAIZAL, S.Si., M.Kom.



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