Presentasi Seminar Hasil Tugas Akhir

Judul :

"RANCANG BANGUN ERP (ENTERPRISE RESOURCE PLANNING) PADA MODUL FINANCIAL ACCOUNTING MENGGUNAKAN ZACHMAN FRAMEWORK"

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Konten Presentasi

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2. Rumusan Masalah
3. Batasan Masalah
4. Metodologi Penelitian
5. Perancangan Sistem
6. Implementasi

1. Abstrak

Dalam rancang bangun ERP, dibutuhkan perencanaan terorganisi dikarenakan ERP akan mengintegrasikan seluruh proses yang ada dalam area fungsional perusahaan, antar departemen, maupun antar lokasi yang berbeda. Penelitian ini bertujuan merancang sebuah desain aplikasi untuk mendapatkan blueprint aplikasi pada modul Financial Accounting.

Zachman Framework merupakan salah satu kerangka kerja yang dapat memetakan artifak arsitektur informasi di sebuah organisasi. Penerapan Zachman framework akan mempermudah dalam memberikan gambaran proses bisnis dalam sebuah organisasi. dengan pendekatan UML yang di sajikan kedalam Zachman Framework diharapkan akan menghasilkan artifak bisnis berorientasi objek.

UML yang notabennya merupakan bahasa pemodelan yang lebih baru akan disajikan kedalam Zachman Framework untuk menurunkan informasi umum yang diperoleh pada Zachman Framework menjadi artifak bisnis berorientasi objek untuk memudahkan pengembangan sistem.

2 Rumusan Masalah

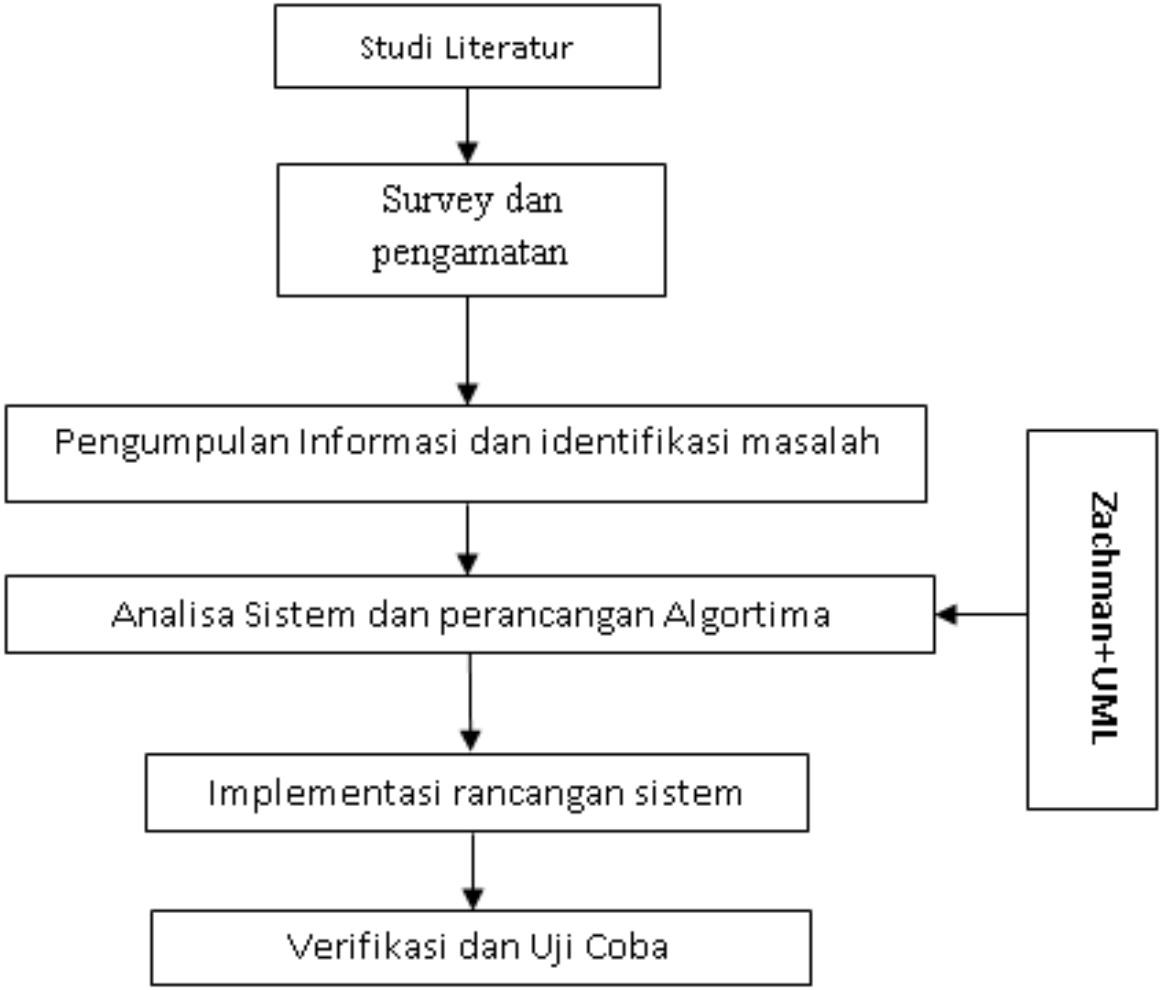
Bagaimana membuat perancangan ERP modul *financial accounting* menggunakan pendekatan *Zachman Framework*

Bagaimana membangun perangkat lunak ERP Modul *Financial Acounting* dari perancangan tersebut.

3. Batasan Masalah

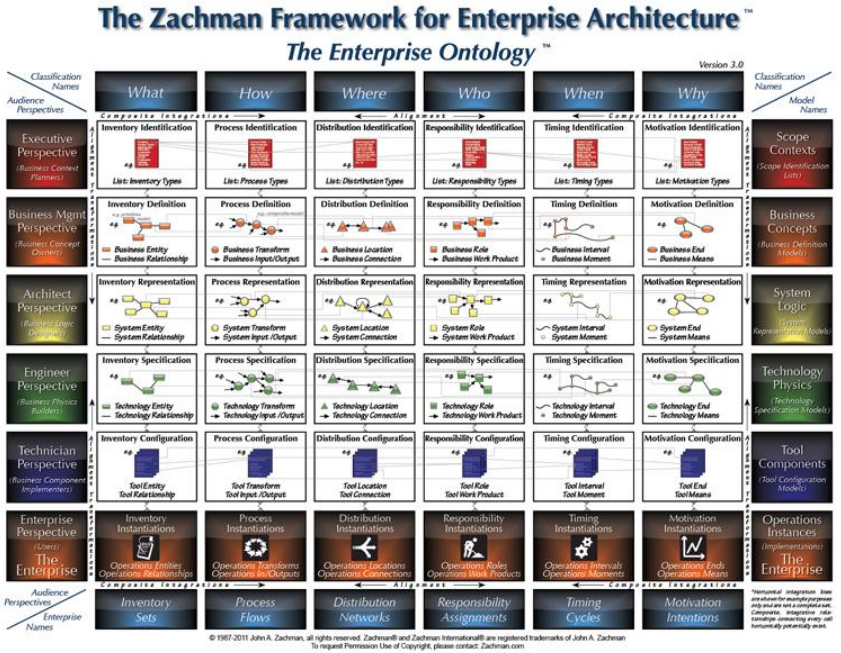
- Modul Financial Accounting, tidak menyangkut modul ERP secara keseluruhan
- menggunakan *Zachman Framework* untuk perencanaan arsitektur perusahaan
- dilakukan di PT. IGLASS (Persero)
- Sistem Terdistribusi bukan terintegrasi
- Domain/fungsionalita Terkait
  - General Ledger (GL)
  - Cash/Bank
  - Account Payable (AP)
  - Account Recivable (AR)

4. Metodologi Penelitian



5. Perancangan Sistem

Ruang Lingkup	• 5W1H
Model Bisnis	• 5W1H
Model Sistem	• 5W1H
Model Teknologi	• 5W1H
Komponen Model	• 5W1H
Sistem Fungsi	• 5W1H



Zachman Framework menggambarkan arsitektur organisasi secara umum dan menguraikannya sebagai enterprise system yang kompleks.

5. Perancangan Sistem

Zachman (1987)

Uml (1995)

Blueprint Apps

5. Perancangan Sistem

ENTERPRISE ARCHITECTURE - A FRAMEWORK ™

	DATA *What*	FUNCTION *How*	NETWORK *Where*	PEOPLE *Who*	TIME *When*	MOTIVATION *Why*	
SCOPE (CONTEXTUAL)	List of Things Important	List of Processes the	List of Locations in which	List of Organizations	List of Events/Cycles	List of Business	SCOPE (CONTEXTUAL)
	P1A1	P1A2	P1A3	P1A4	P1A5	P1A6	
Planner	ENTITY = Class of Business Thing	Process = Class of Business Process	Node = Major Business Location	People = Major Organization Unit	Time = Major Business Event/Cycle	Ends/Means = Major Business Goal/Strategy	*Planner*
BUSINESS MODEL (CONCEPTUAL)	P2A1	P2A2	P2A3	P2A4	P2A5	P2A6	BUSINESS MODEL (CONCEPTUAL)
Owner	Ent = Business Entity Reln = Business Relationship	Proc. = Business Process I/O = Business Resources	Node = Business Location Link = Business Linkage	People = Organization Unit Work = Work Product	Time = Business Event Cycle = Business Cycle	End = Business Objective Means = Business Strategy	*Owner*
SYSTEM MODEL (LOGICAL)	P3A1	P3A2	P3A3	P3A4	P3A5	P3A6	SYSTEM MODEL (LOGICAL)
Designer	Ent = Data Entity Reln = Data Relationship	Proc. = Application Function I/O = User Views	Node = I/S Function (Processor, Storage, etc) Link = Line Characteristics	People = Role Work = Deliverable	Time = System Event Cycle = Processing Cycle	End = Structural Assertion Means =Action Assertion	*Designer*
TECHNOLOGY MODEL (PHYSICAL)	P4A1	P4A2	P4A3	P4A4	P4A5	P4A6	TECHNOLOGY MODEL (PHYSICAL)
Builder	Ent = Segment/Table/etc. Reln = Pointer/Key/etc.	Proc = Computer Function I/O = Data Elements/Sets	Node = Hardware/Systems Software Link = Line Specifications	People = User Work = Screen Format	Time = Execute Cycle = Component Cycle	End = Condition Means = Action	*Builder*
DETAILED REPRESEN-TATIONS (OUT-OF-CONTEXT)	P5A1	P5A2	P5A3	P5A4	P5A5	P5A6	DETAILED REPRESEN-TATIONS (OUT-OF CONTEXT)
Sub-Contractor	Ent = Field Reln = Address	Proc = Language Statement I/O = Control Block	Node = Address Link = Protocol	People = Identity Work = Job	Time = Interrupt Cycle = Machine Cycle	End = Sub-condition Means = Step	*Sub-Contractor*
FUNCTIONING ENTERPRISE	P6A1	P6A2	P6A3	P6A4	P6A5	P6A6	FUNCTIONING ENTERPRISE

International

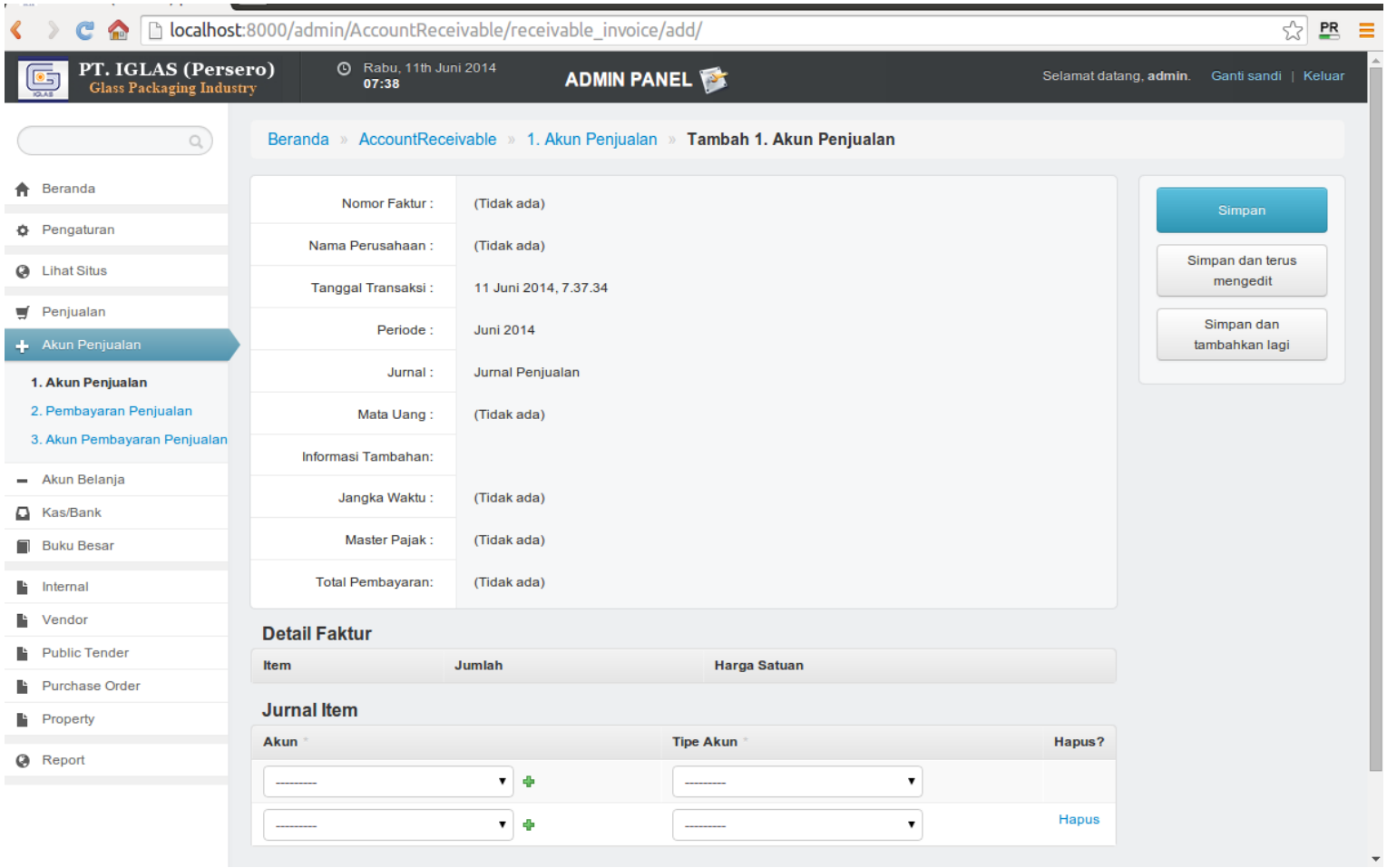
5. Perancangan Sistem

- **(P2A1)** *Conceptual* Data Model
- **(P2A2)** *Contextual* Diagram
- **(P2A4)** *Use Case* Diagram
- **(P3A1)** *Class Diagram*
- **(P3A2)** *Activity Diagram*
- **(P3A3)** *Sequence Diagram*
- **(P4A1)** *Physical Data Model*
- **(P4A2)** *Deployment Diagram*

6. Implementasi

Modul	Activity
Account Receivable	Penagihan Piutang Usaha
Account Payable	Pembayaran Hutang Usaha
	Penggajian Karyawan
Cash/Bank	Pemindahan Saldo Cash/Bank
General Ledger	Pengaturan Master Akun
	Pengaturan Master Periode
	Pengaturan Master Jurnal
	Entri Jurnal
	Posting GL
	Jurnal Penyesuaian
	Tutup Buku

6. Implementasi



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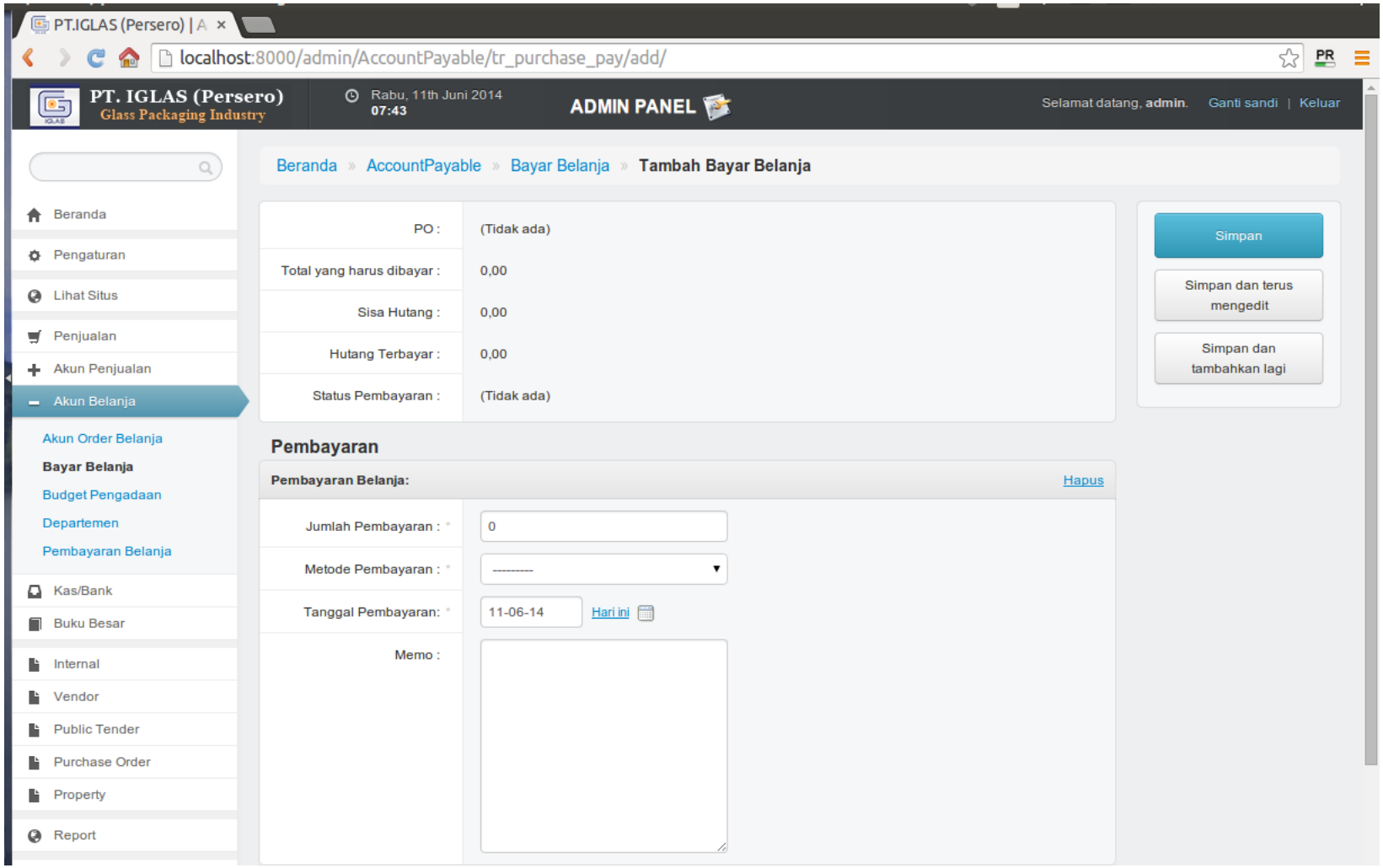

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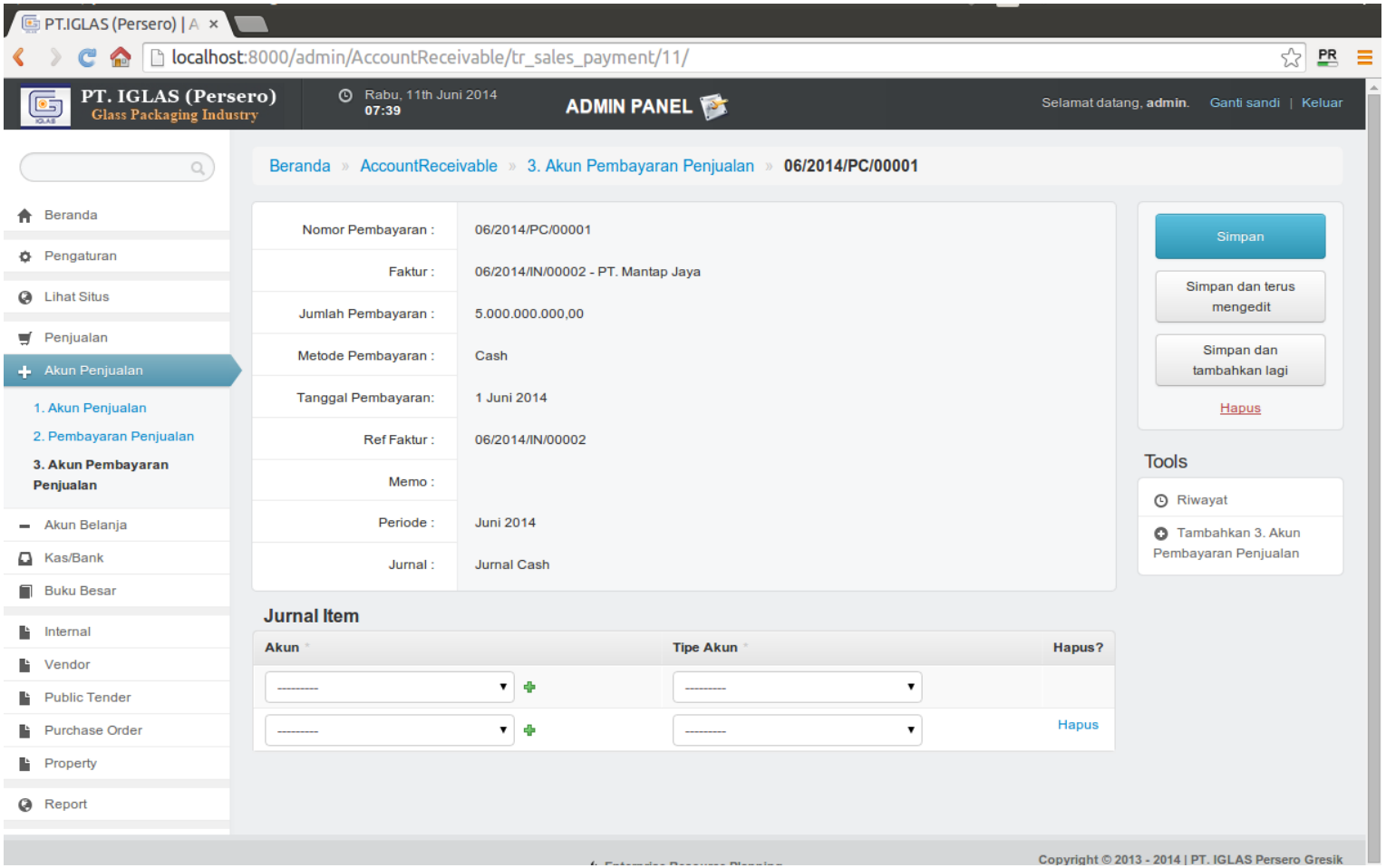

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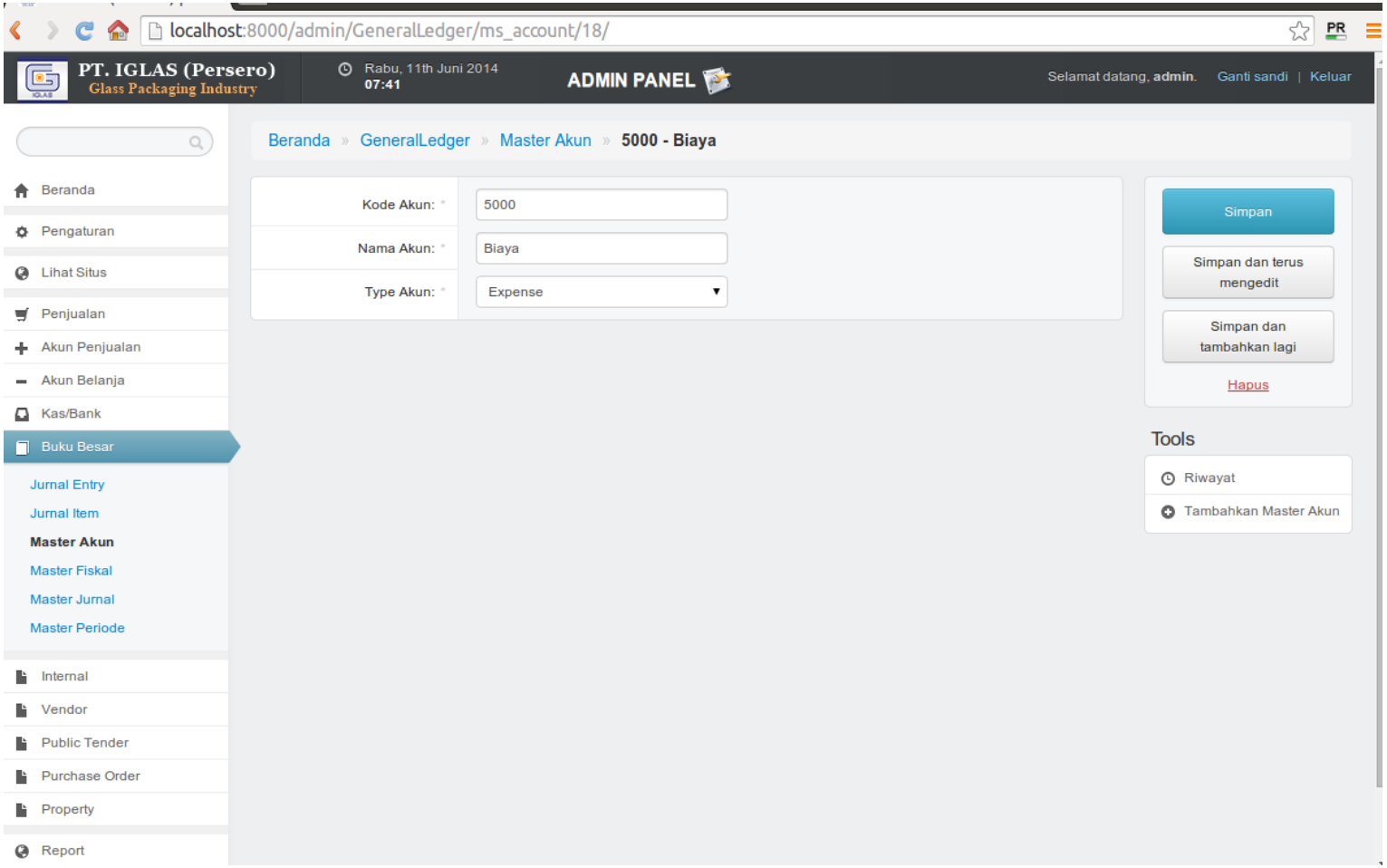

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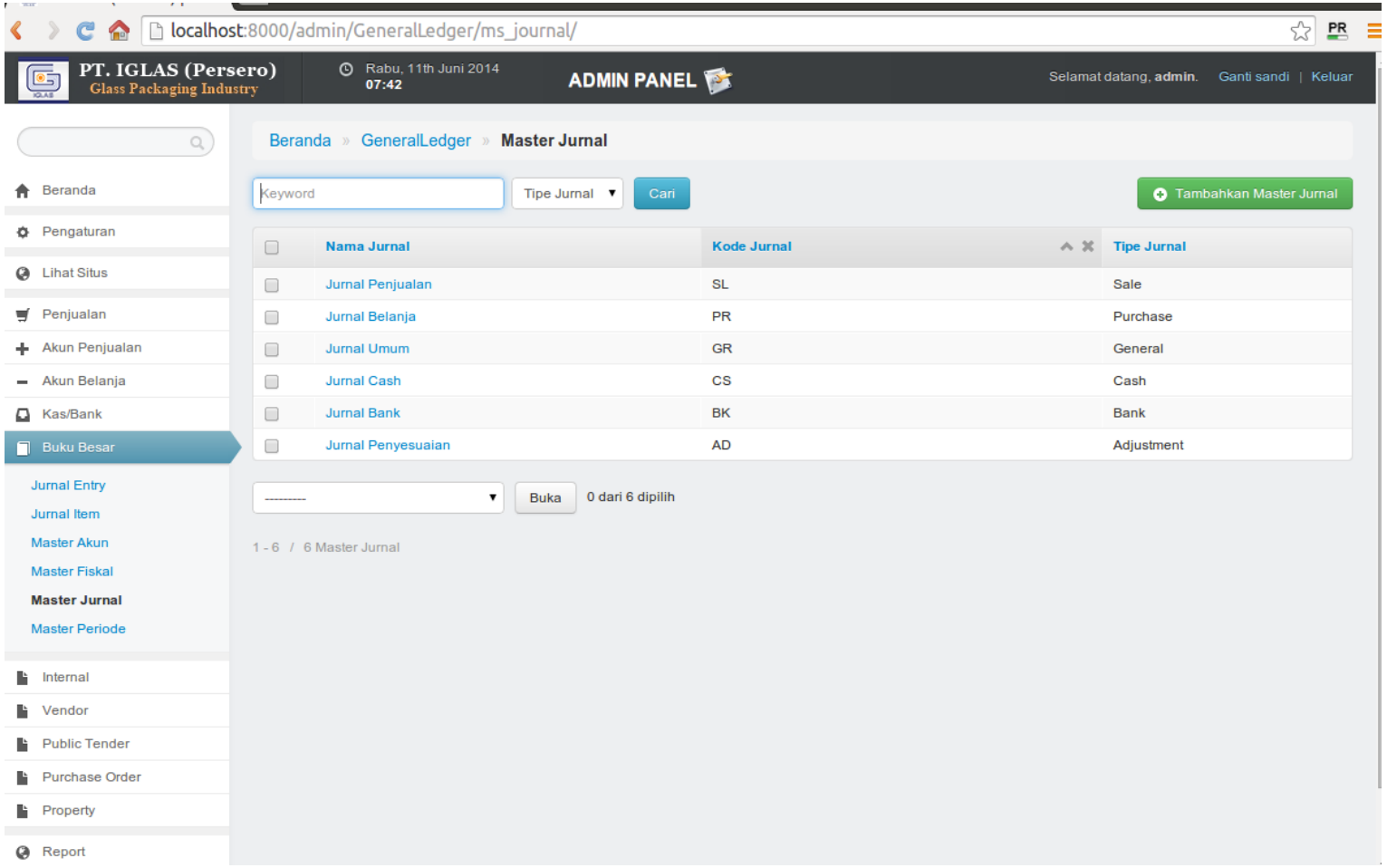

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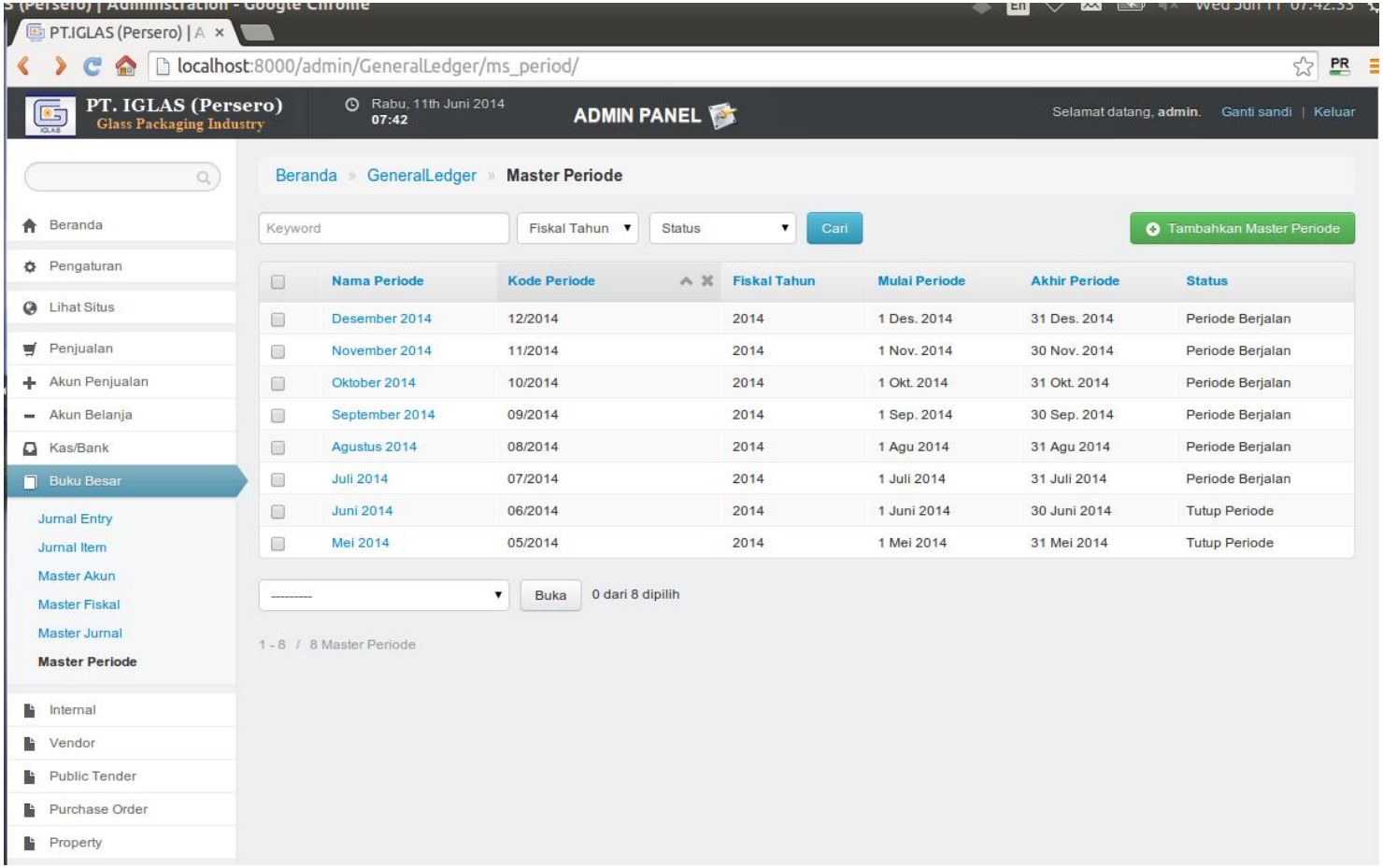

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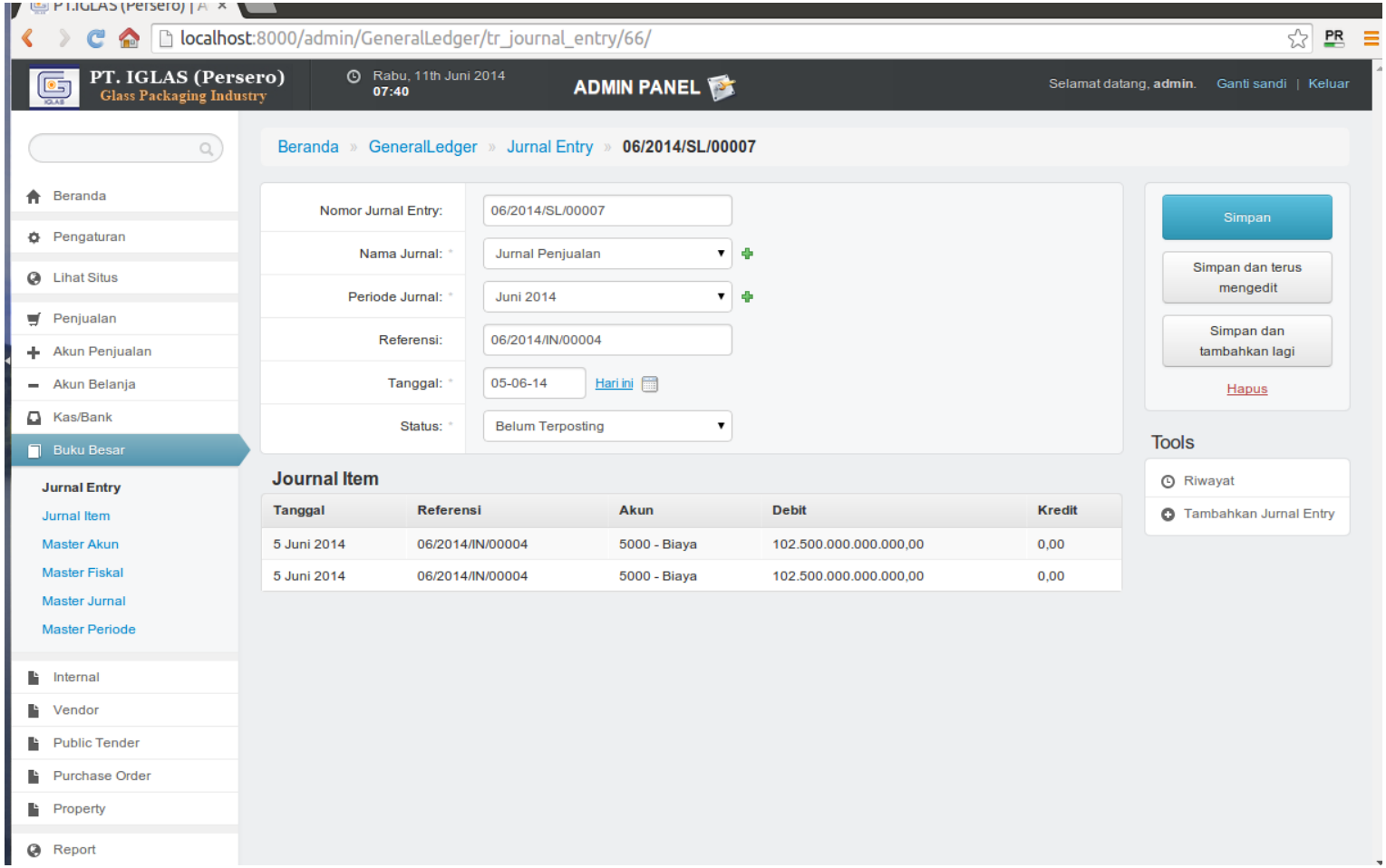

TERIMA KASIH