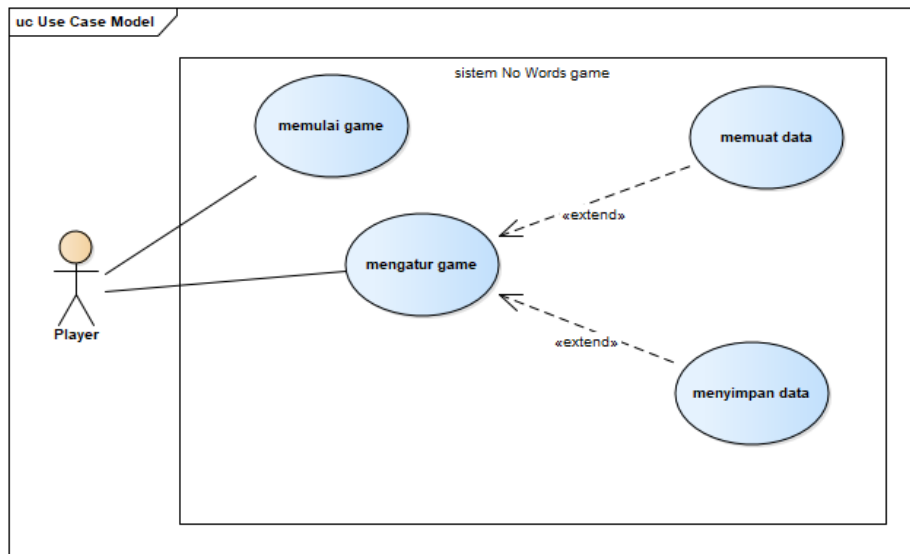
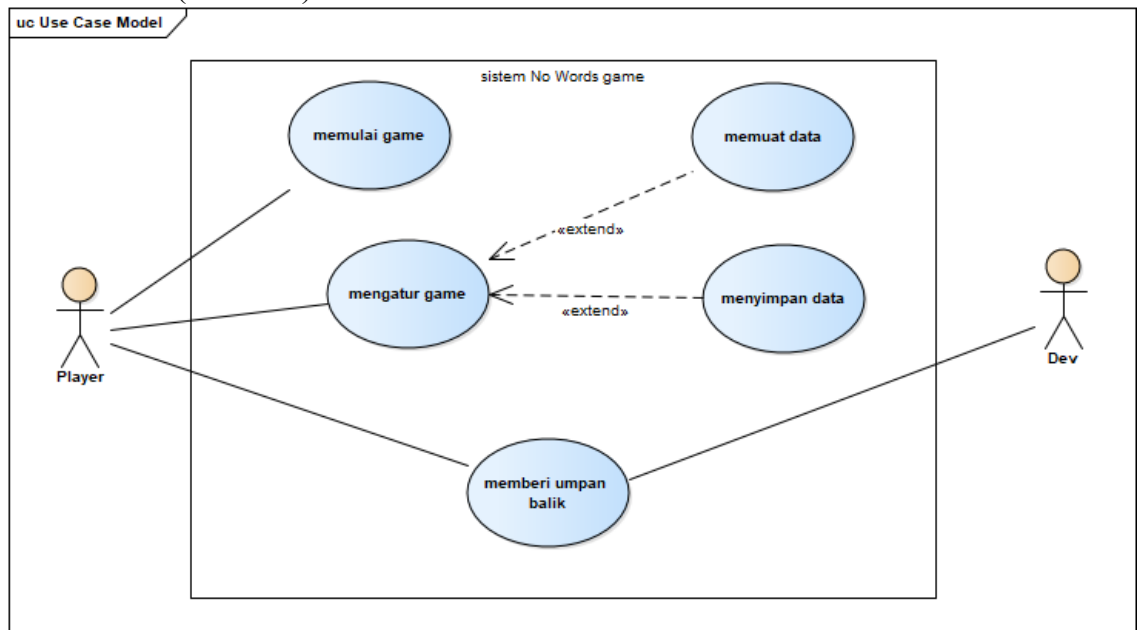


c. Gambarkan usecase diagramnya!

- Use Case

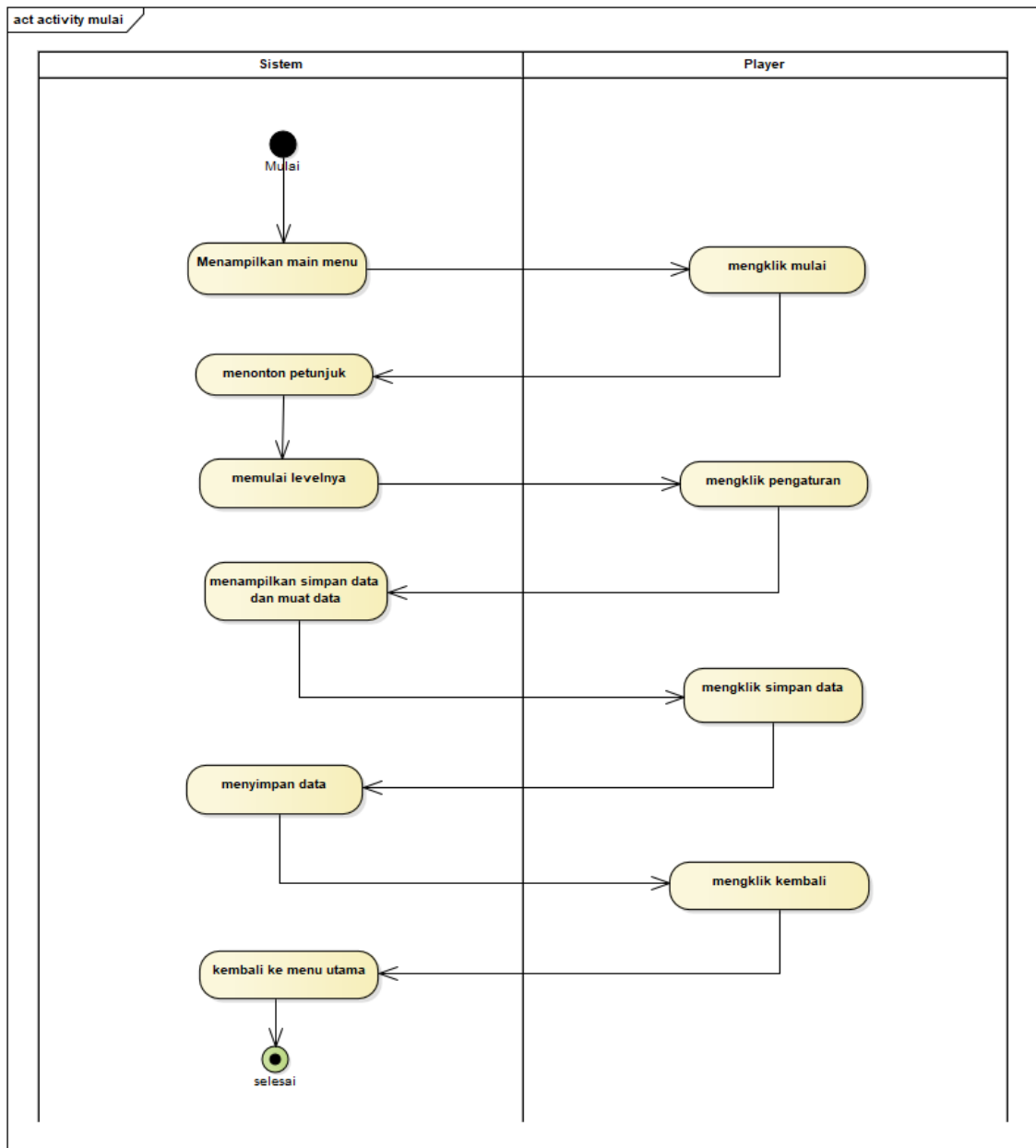


- Use Case (alternatif)

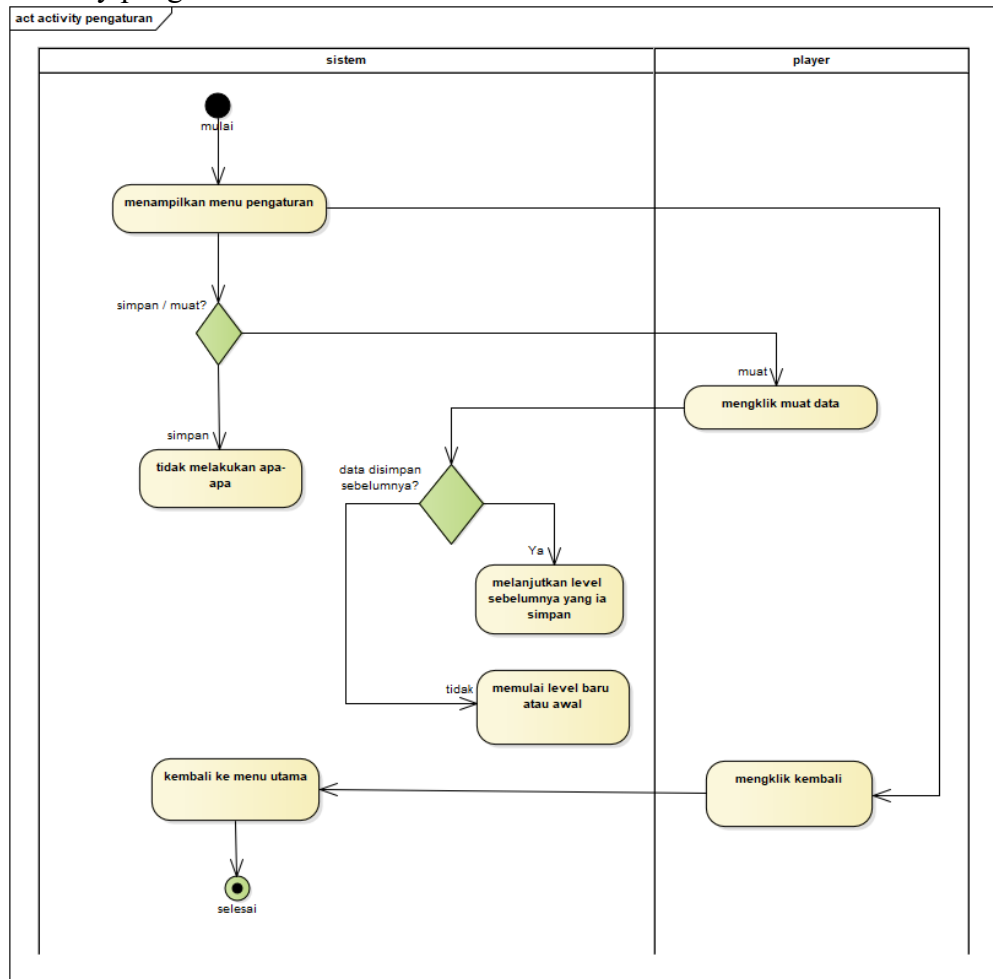


d. Gambarkan Activity diagram!

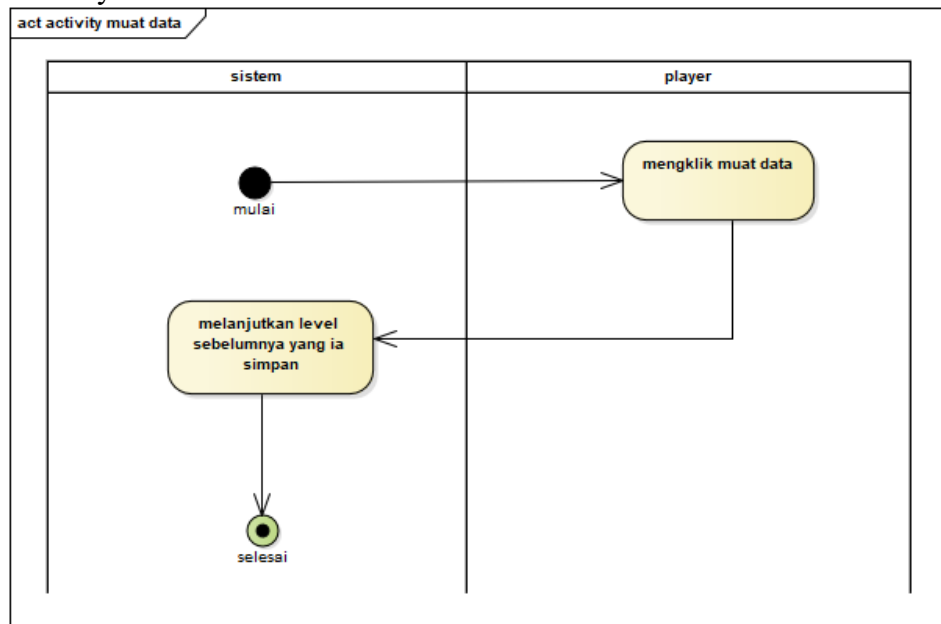
- Activity mulai



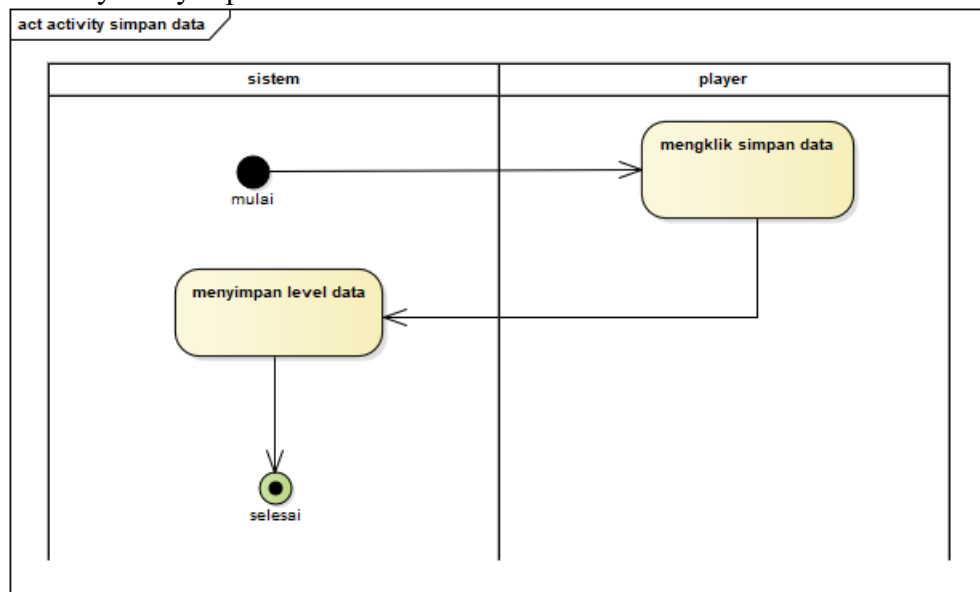
- Activity pengaturan



- Activity memuat data

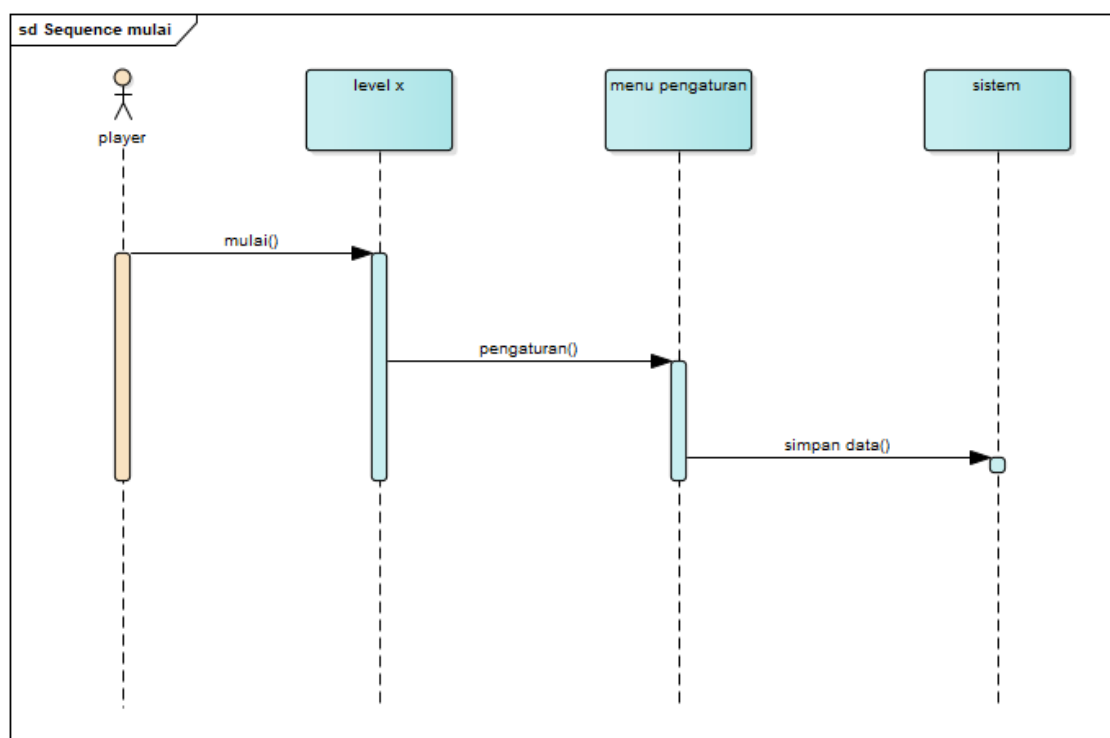


- Activity menyimpan data

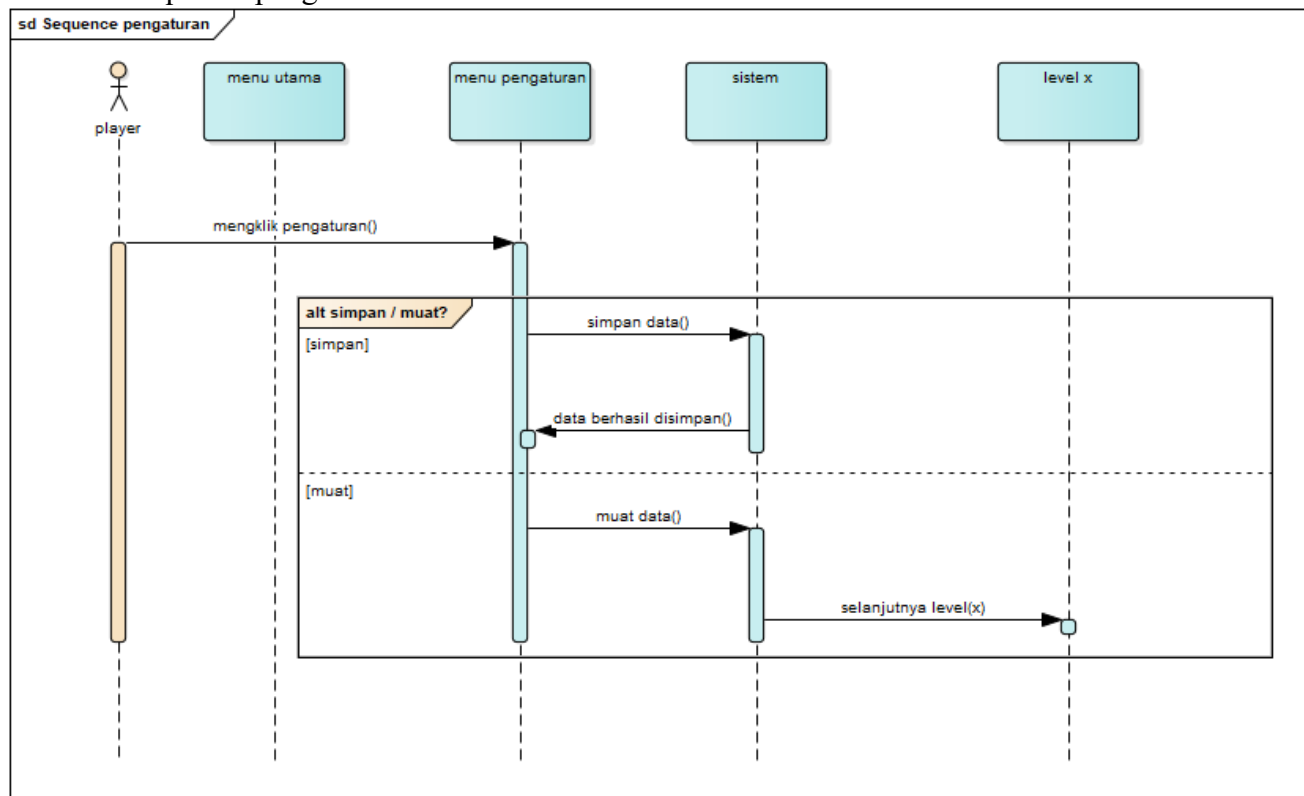


e. Gambarkan *sequence* diagramnya!

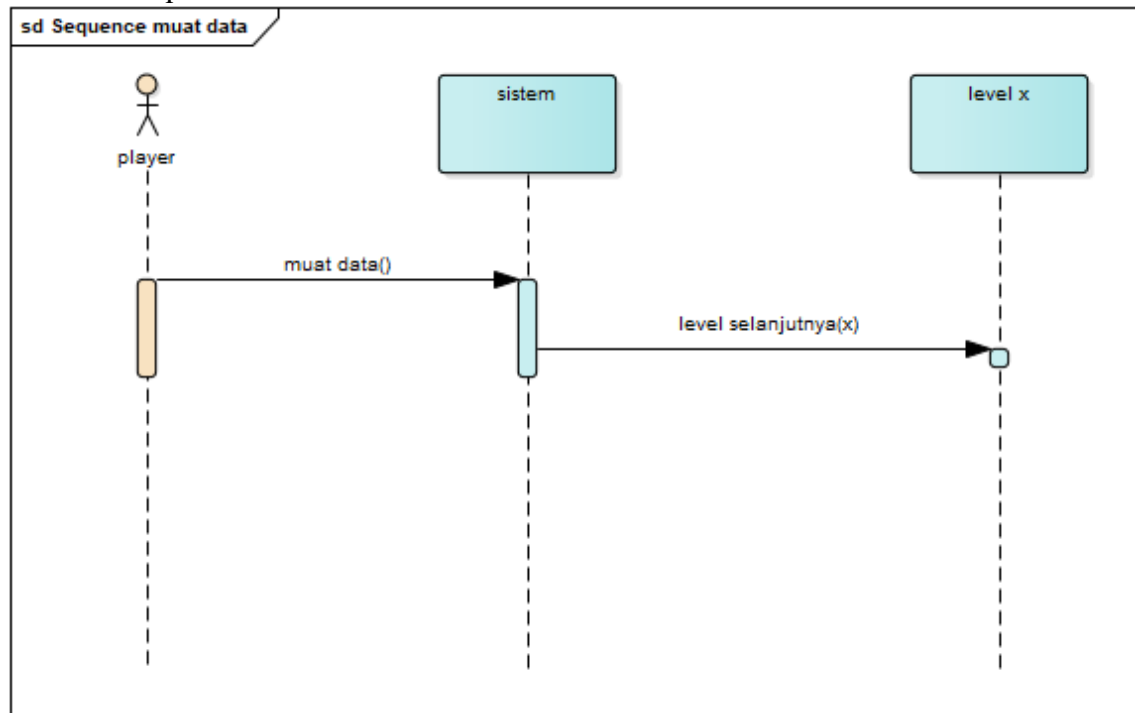
- Sequence mulai



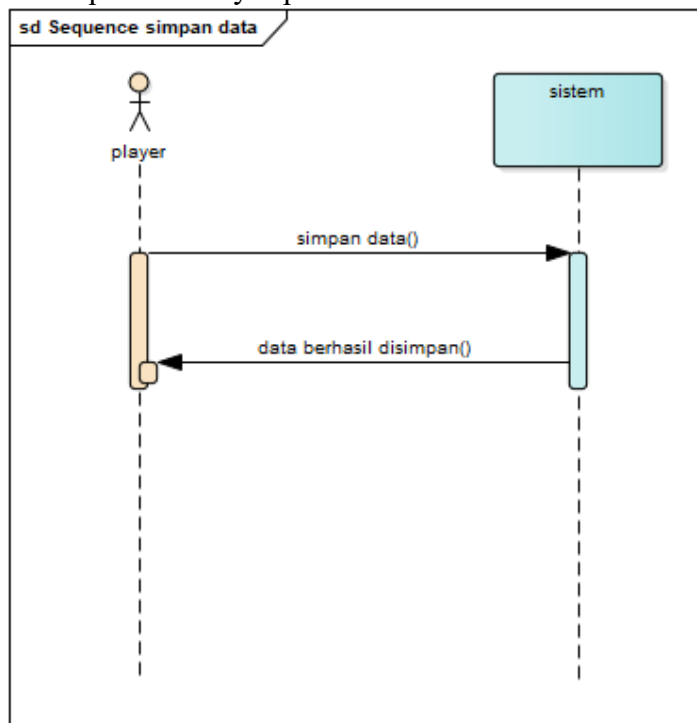
- Sequence pengaturan



- Sequence memuat data

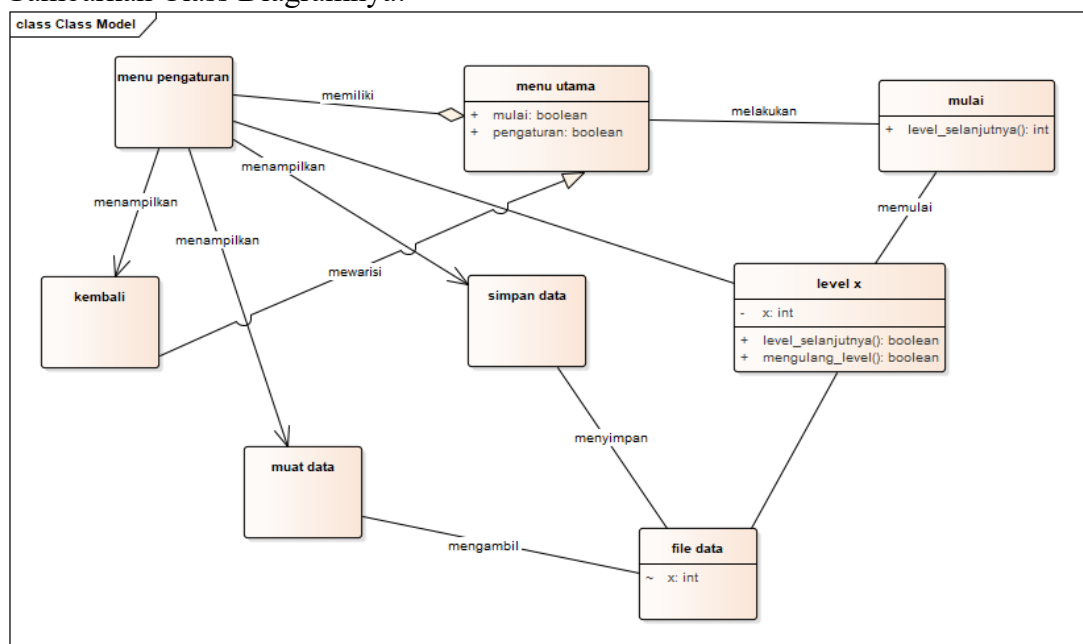


- Sequence menyimpan data

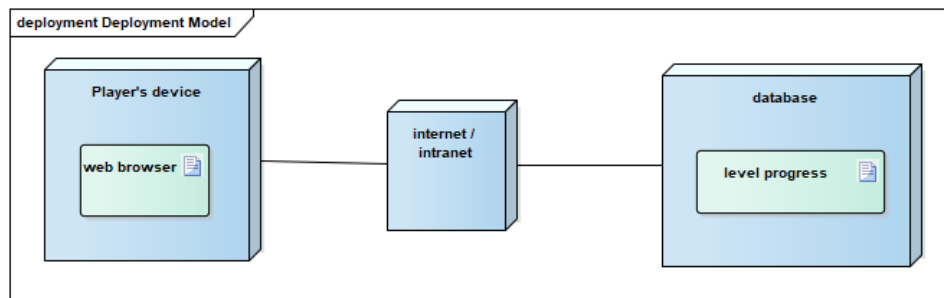


8. Selanjutnya adalah tahap perancangan atau desain:

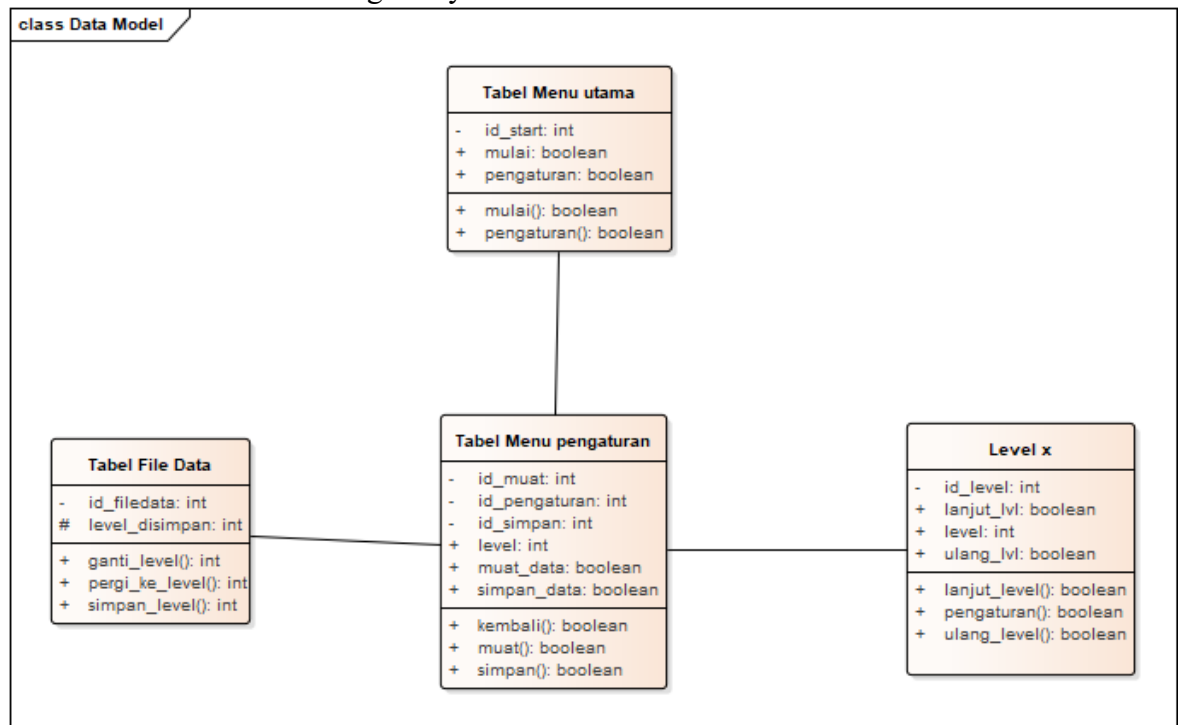
a. Gambarkan Class Diagramnya!



b. Gambarkan Deployment Diagramnya!

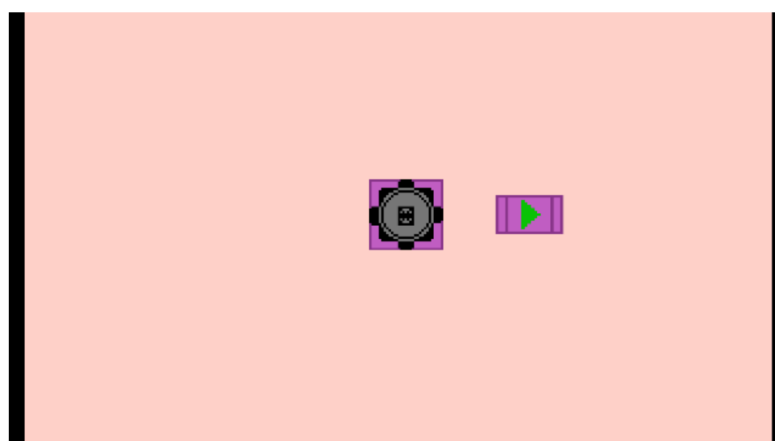


c. Gambarkan Data Model Diagramnya!



d. Gambarkan *User Interface*!

- Menu atau tampilan utama



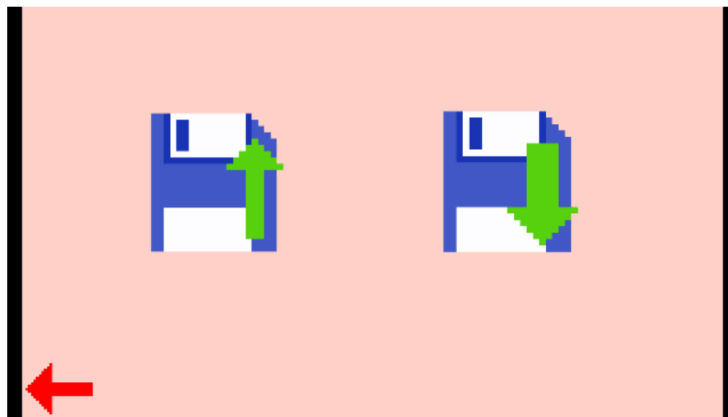
➤ Ikon mulai



➤ Ikon pengaturan



- Menu atau tampilan pengaturan



- Ikon muat data



- Ikon simpan data

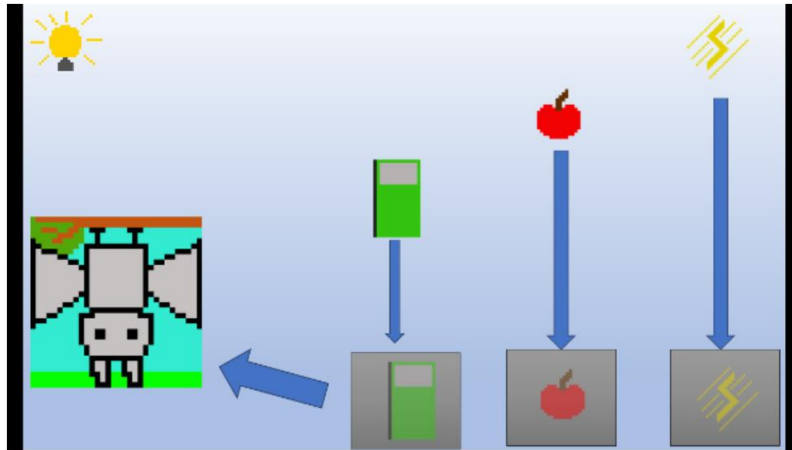


- Ikon kembali

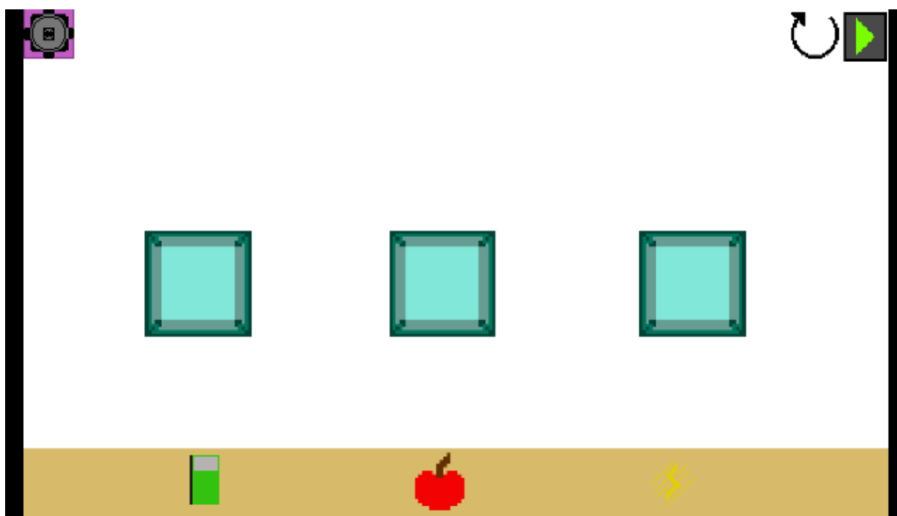


- Petunjuk sebelum bermain atau cara bermain

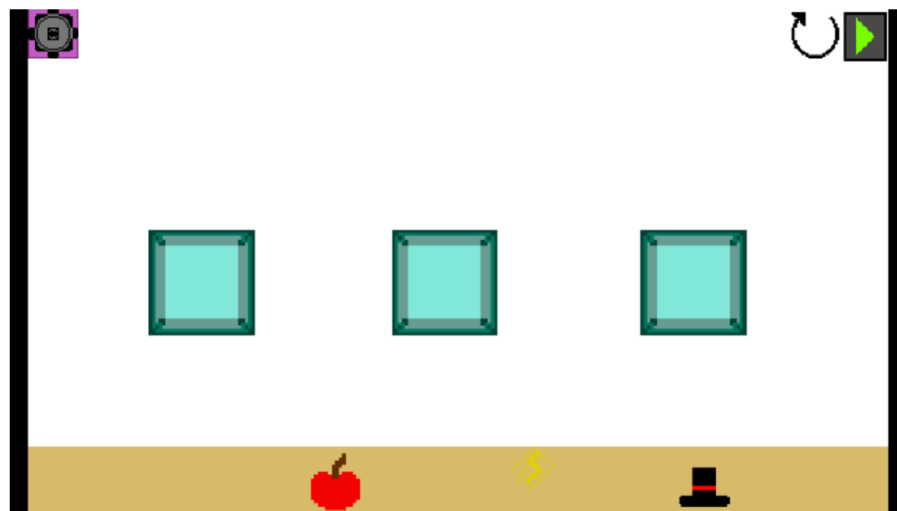




- Tampilan level 1



- Tampilan level 2



- Ikon lanjut level



- Ikon ulang level

