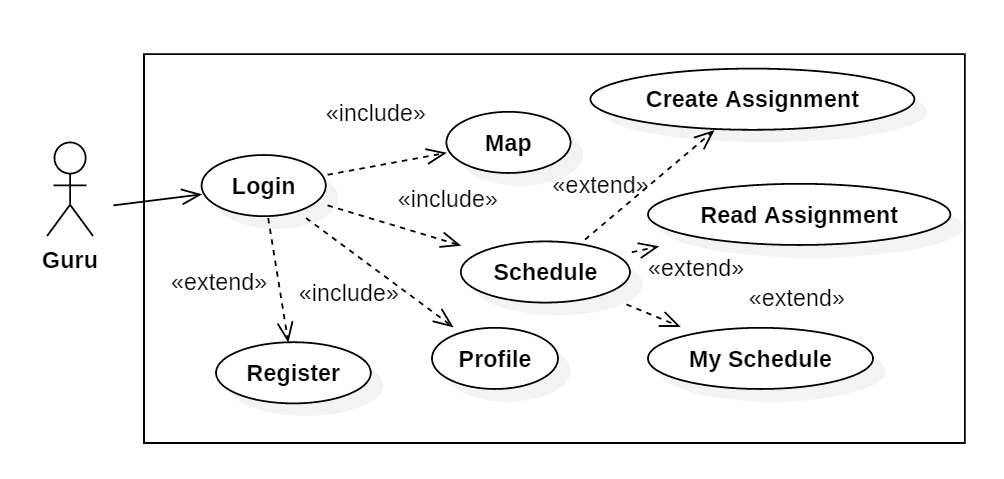
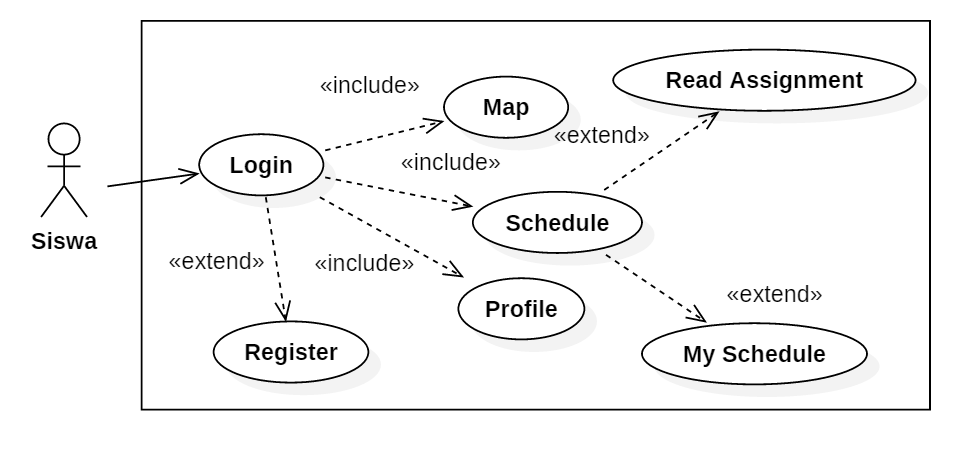
BAB III

PERANCANGAN PENGEMBANGAN SOFTWARE

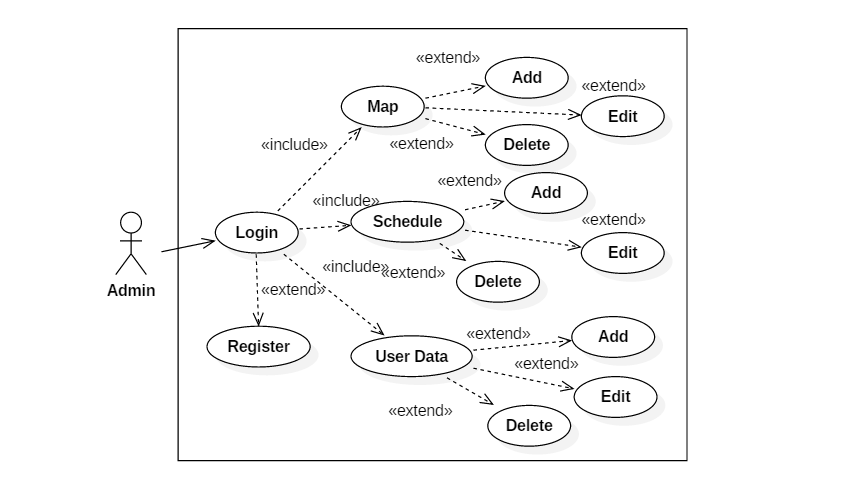
1. USECASE DIAGRAM
2. Usecase Guru



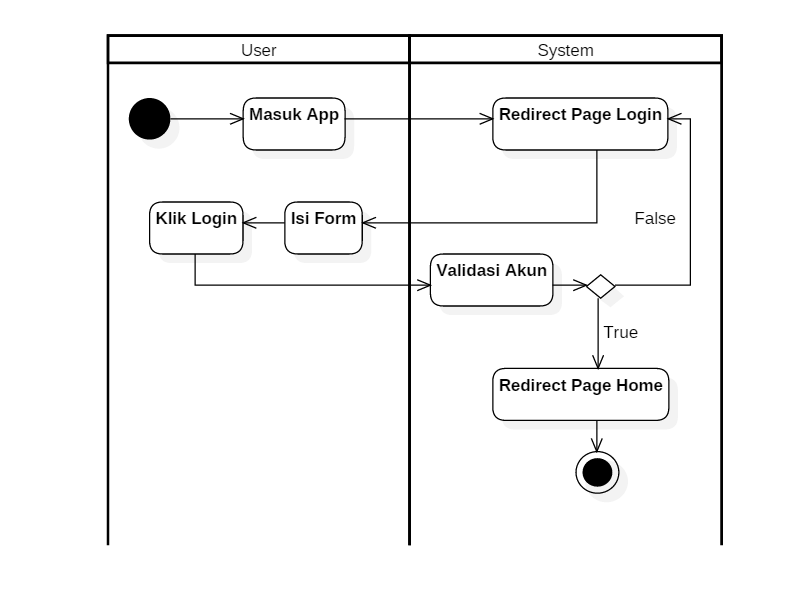
1. Usecase Siswa



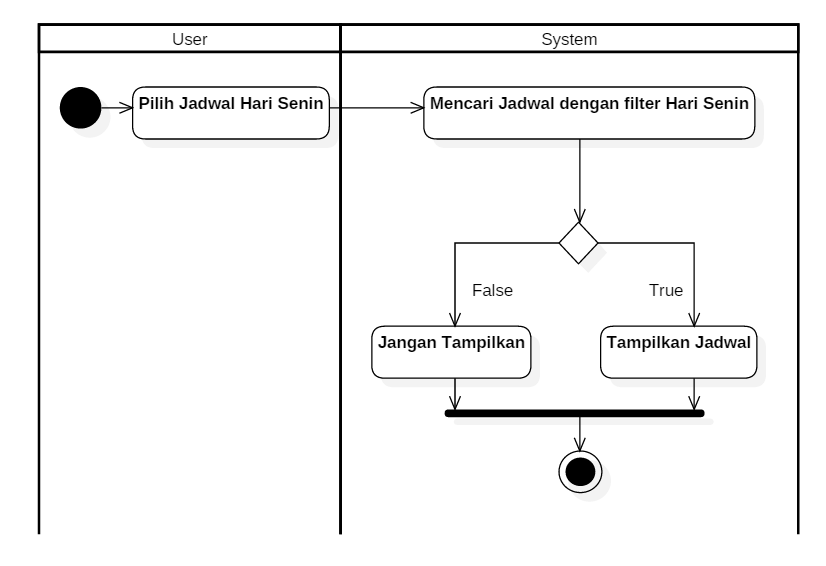
1. Usecase Admin



1. ACTIVITY DIAGRAM
2. Activity Login



1. Activity Search Filter



1. CLASS DIAGRAM

