

# BAB 4

## DESKRIPSI PERANCANGAN PERANGKAT LUNAK

### CV Generator


Dipersiapkan oleh:

Muhammad Abdurrohman Al Fatih : 1301180154

Program Studi Informatika

Fakultas Informatika

Jl. Telekomunikasi 1, Dayeuhkolot Bandung

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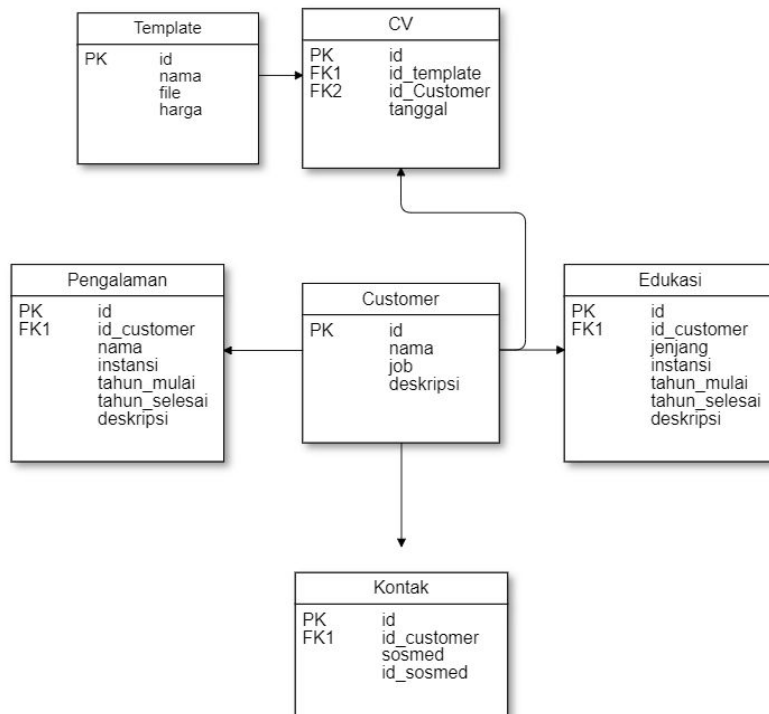
## 4 Perancangan Detail

### 4.1 Perancangan Detail Kelas

#### 4.1.3 TABEL KELAS :

ID Kelas	Nama Kelas Perancangan	Attribute (visibility)	Method / Operation
10	Halaman Checkout	namaTemplate (private) harga (private) btnPaypal (private) btnBack (private)	klikBayar() klikBack() redirectCheckout()
11	Controller Checkout		bayar() back()
12	Halaman Paypal	txtEmail (private) txtPassword (private) btnLogin (private) isLogin (private) namaTemplate (private) harga (private) btnBayar (private) cbMethod (private)	login() pilihMetodePembayaran() klikBayar()
13	Controller Pembayaran		bayar()
14	Database		simpanDataPembayaran()
15	Controller Resi		buatResi() next()
16	Halaman Resi	idResi (private) namaCustomer (private) emailCustomer (private) namaTemplate (private) jumlah (private) tanggal (private) metode (private) btnNext (private)	tampilkan() klikNext()

## 4.2 Perancangan Kelas Persistensi (\*\*Basis Data Skema Tabel)



## 4.3 Perancangan Algoritma

### 4.3.1 Algoritma #1

Nama Kelas : Database

Nama Operasi : *simpanDataPembayaran()*

Algoritma :

```

if (S{Q-001}):
    return True
return False
    
```

## 4.4 Perancangan Query

No Query	Query	Keterangan
Q-001	INSERT INTO pembayaran (nama_customer, email_customer, nama_template, jumlah, tanggal, metode) VALUES (?, ?, ?, ?, TODAY(), ?)	Menyimpan data pembayaran ke dalam database