**DOKUMEN DESAIN PERANGKAT LUNAK**

**VENDING MACHINE**

SOURCE CODE SISTEM VENDING MACHINE

*LSKK-SW-SC-01-VM*



**PT. LANGGENG SEJAHTERA KREASI KOMPUTASI**

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Dokumen Desain Perangkat Lunak, VENDING MACHINE

Source Code Sistem Vending Machine

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# Deskripsi Aplikasi

Sistem Vending Machine merupakan sistem yang mengintegrasikan sistem payment digital L-Pay yang memungkinkan pembayaran dilakukan secara elektronik melalui L-Pay. Pembeli hanya perlu memilih produk dan selanjutnya siswa melakukan scan QR code untuk pembayaran melalui L-Pay maupun dengan kartu emoney secara mandiri.

# *Source Code Vending Machine*

Berikut source code display sistem vending machine :

Main.js

|  |
| --- |
|  |
|  | // Modules to control application life and create native browser window  const {app, BrowserWindow} = require('electron') |
|  |  |
|  | // Keep a global reference of the window object, if you don't, the window will |
|  | // be closed automatically when the JavaScript object is garbage collected. |
|  | let mainWindow |
|  |  |
|  | function createWindow () { |
|  | // Create the browser window. |
|  | mainWindow = new BrowserWindow({ fullscreen: true, "web-preferences": {"plugins": true }}) |
|  |  |
|  | // and load the index.html of the app. |
|  | mainWindow.loadURL('http://localhost:3000') |
|  |  |
|  | // Open the DevTools. |
|  | // mainWindow.webContents.openDevTools() |
|  |  |
|  | // Disable window toolbar |
|  | mainWindow.setMenu(null); |
|  |  |
|  | // Emitted when the window is closed. |
|  | mainWindow.on('closed', function () { |
|  | // Dereference the window object, usually you would store windows |
|  | // in an array if your app supports multi windows, this is the time |
|  | // when you should delete the corresponding element. |
|  | mainWindow = null |
|  | }) |
|  | } |
|  |  |
|  | // This method will be called when Electron has finished |
|  | // initialization and is ready to create browser windows. |
|  | // Some APIs can only be used after this event occurs. |
|  | app.on('ready', createWindow) |
|  |  |
|  |  |
|  | app.on('window-all-closed', function () { |
|  | // On OS X it is common for applications and their menu bar |
|  | // to stay active until the user quits explicitly with Cmd + Q |
|  | if (process.platform !== 'darwin') { |
|  | app.quit() |
|  | } |
|  | }) |
|  |  |
|  | app.on('activate', function () { |
|  | // On OS X it's common to re-create a window in the app when the |
|  | // dock icon is clicked and there are no other windows open. |
|  | if (mainWindow === null) { |
|  | createWindow() |
|  | } |
|  | }) |
|  |  |
|  | // In this file you can include the rest of your app's specific main process |
|  | // code. You can also put them in separate files and require them here. |

|  |
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Config.js

|  |
| --- |
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|  | |  | | --- | |  | | export default { | |  | vendingId: 'VMTB001', | |  | rmqAddress: 'ws://167.205.7.226:15675/ws', | |  | rmqUsername: '/vendingmachine:fahmi', | |  | rmqPassword: '12345678', | |  | rmqRoutingKey: 'vending.machine.VMTB001', | |  | rmqRoutingKeyTapcashStock: 'vending.machine.VMTB001.tapcash.stock', | |  | mosquittoAddress: 'ws://192.168.159.234:15675/ws', | |  | mosquittoUsername: '/vendingmachine:fahmi', | |  | mosquittoPassword: '12345678', | |  | mosquittoRoutingKey: 'vending.machine.VMTB001.s12', | |  | mosquittoRoutingKey2: 'vending.machine.VMTB001.s24', | |  | mosquittoRoutingKey3: 'vending.machine.VMTB001.s36', | |  | mosquittoRoutingKeyTapcashPub: 'vending.machine.VMTB001.tapcash.pub', | |  | mosquittoRoutingKeyTapcashSub: 'vending.machine.VMTB001.tapcash.sub', | |  | mosquittoRoutingKeyLogs: 'vending.machine.VMTB001.logs', | |  | apiAddress: 'http://167.205.7.230:4001' | |  | } | |
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# *Release Notes*

Berikut *release notes* aplikasi untuk sistem Vending Machine.

### *VM-SC, b1918, v1.0*

* Versi rilis pertama.

# *Approval*

Dibuat oleh Tim *S/W* *Engineer* pada 18 Desember 2019.

Dicek dan disetujui pada 18 Desember 2019, oleh:

Mochamad Vicky Ghani Aziz