**LAPORAN TUGAS AKHIR**

**INTERAKSI MANUSIA & KOMPUTER**



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**JURUSAN TEKNIK INFORMATIKA**

**FAKULTAS TEKNIK UNIVERSITAS SILIWANGI**

**TASIKMALAYA**

**2019**

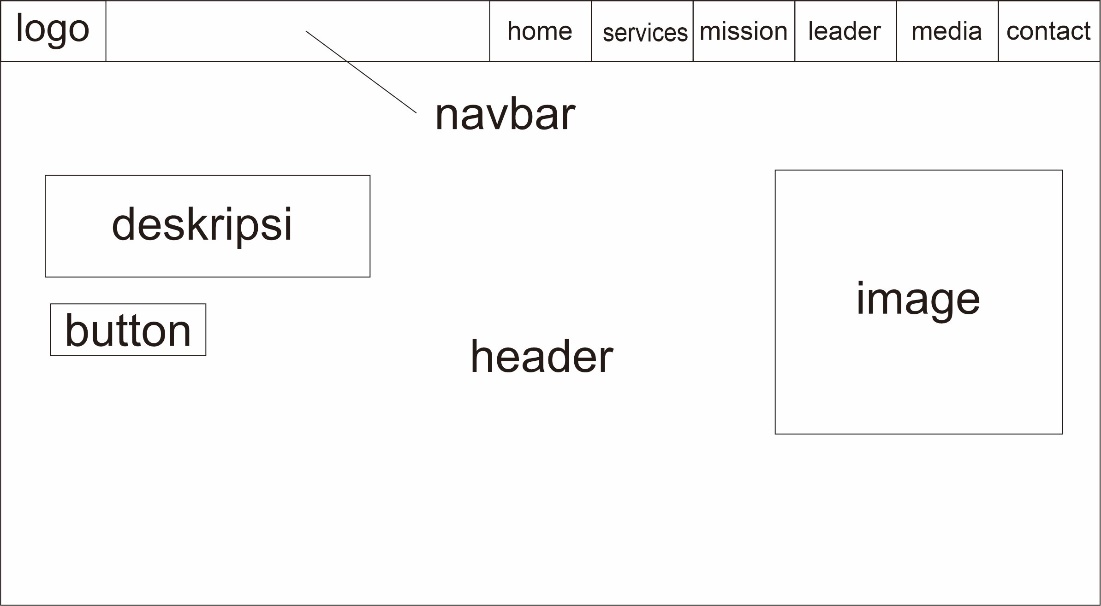
**Tema aplikasi**

**BAB I**

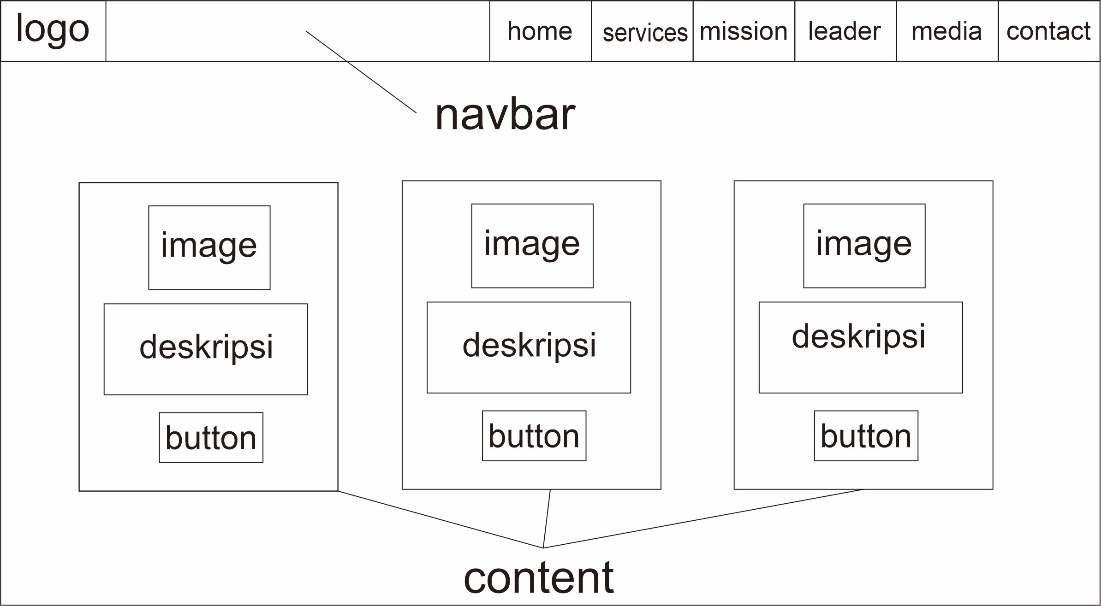
1. Pendahuluan
2. Tujuan
3. Manfaat

**BAB II**

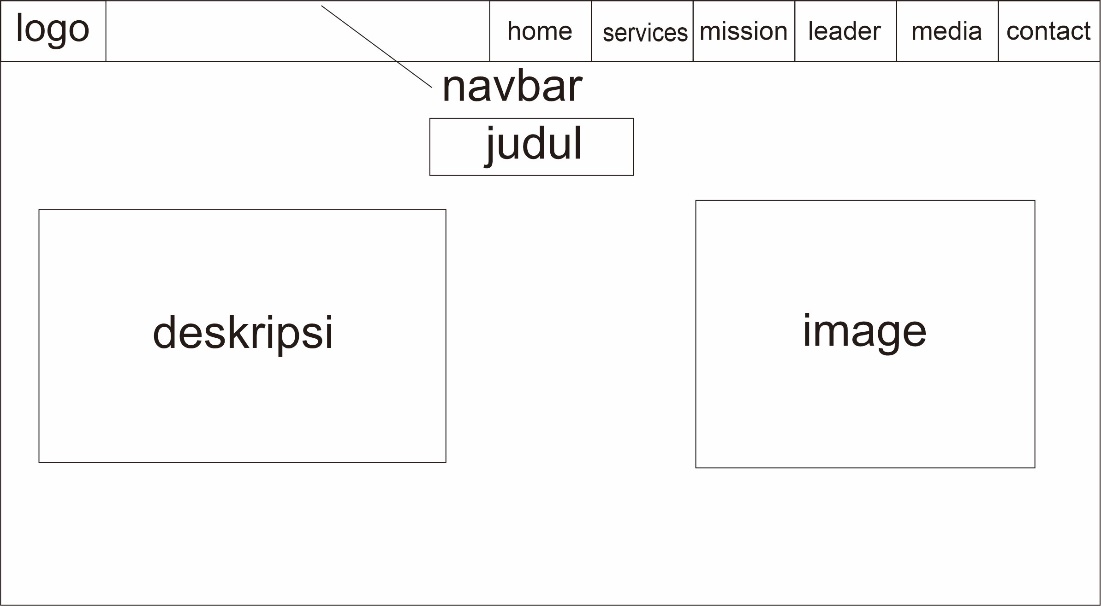
1. Rancangan / sketsa / desain imk
2. Tampilan utama



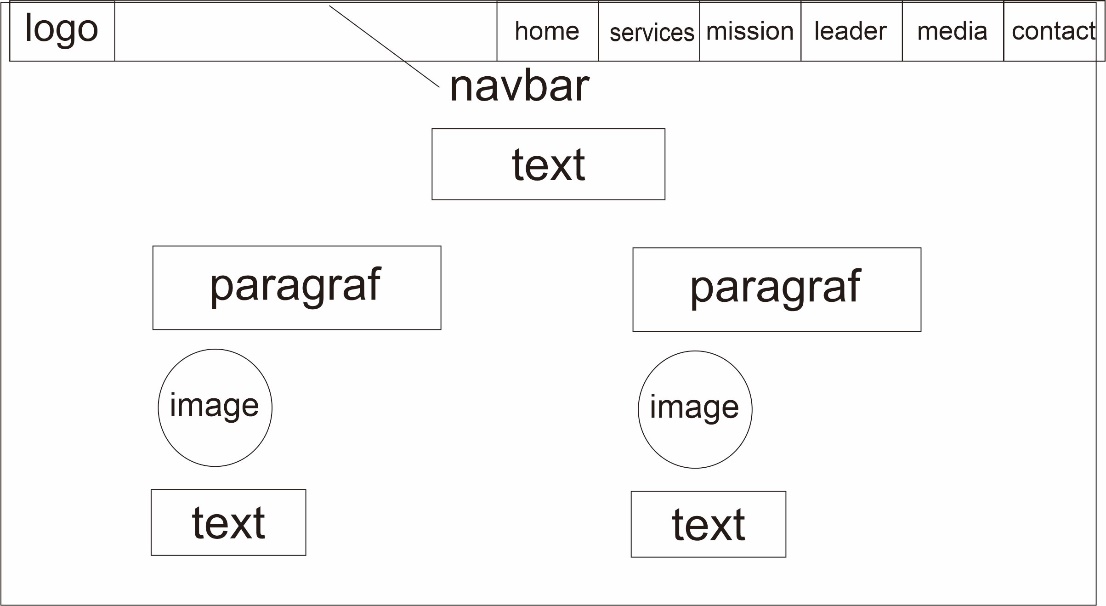
1. Tampilan menu service



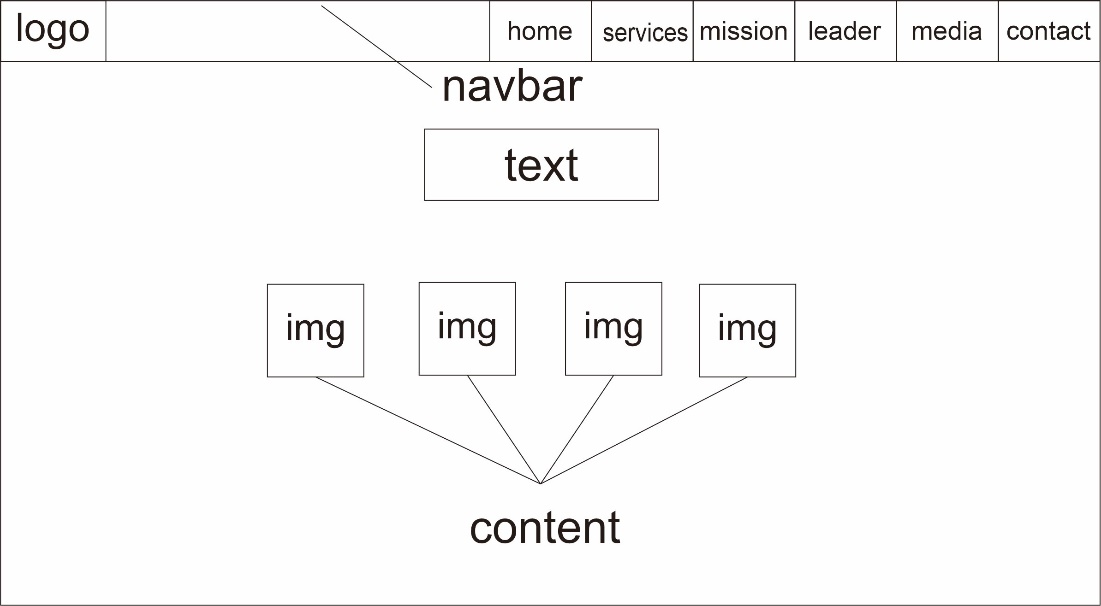
1. Tampilan paru (pasang baru)
2. Tampilan ubaya (ubah baru)
3. Tampilan samse (sambungan sementara)
4. Tampilan menu mission



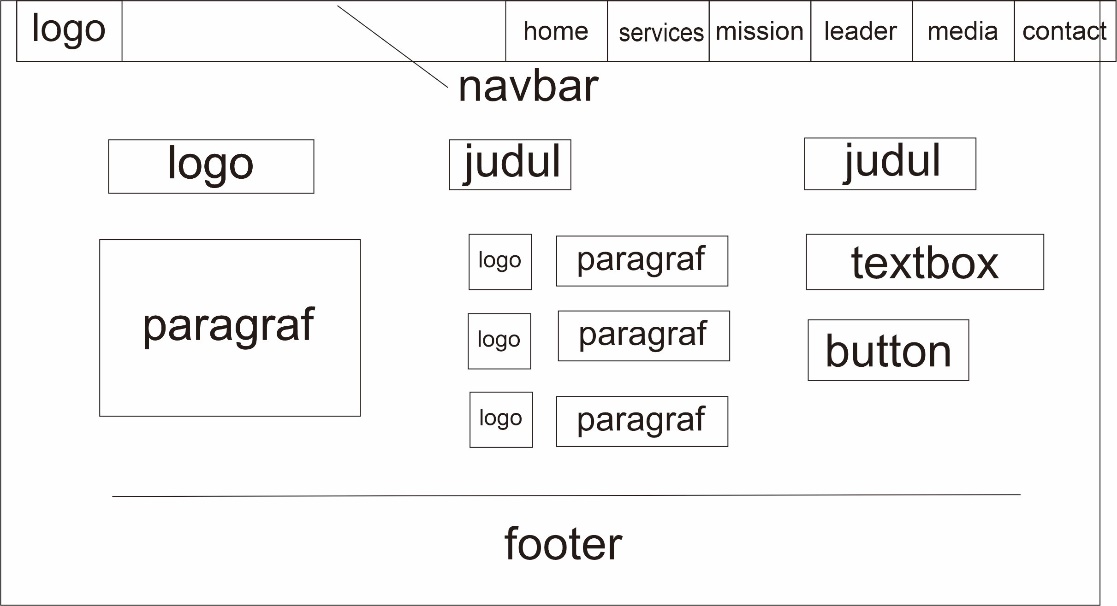
1. Tampilan menu leader



1. Tampilan menu media



1. Tampilan menu contact

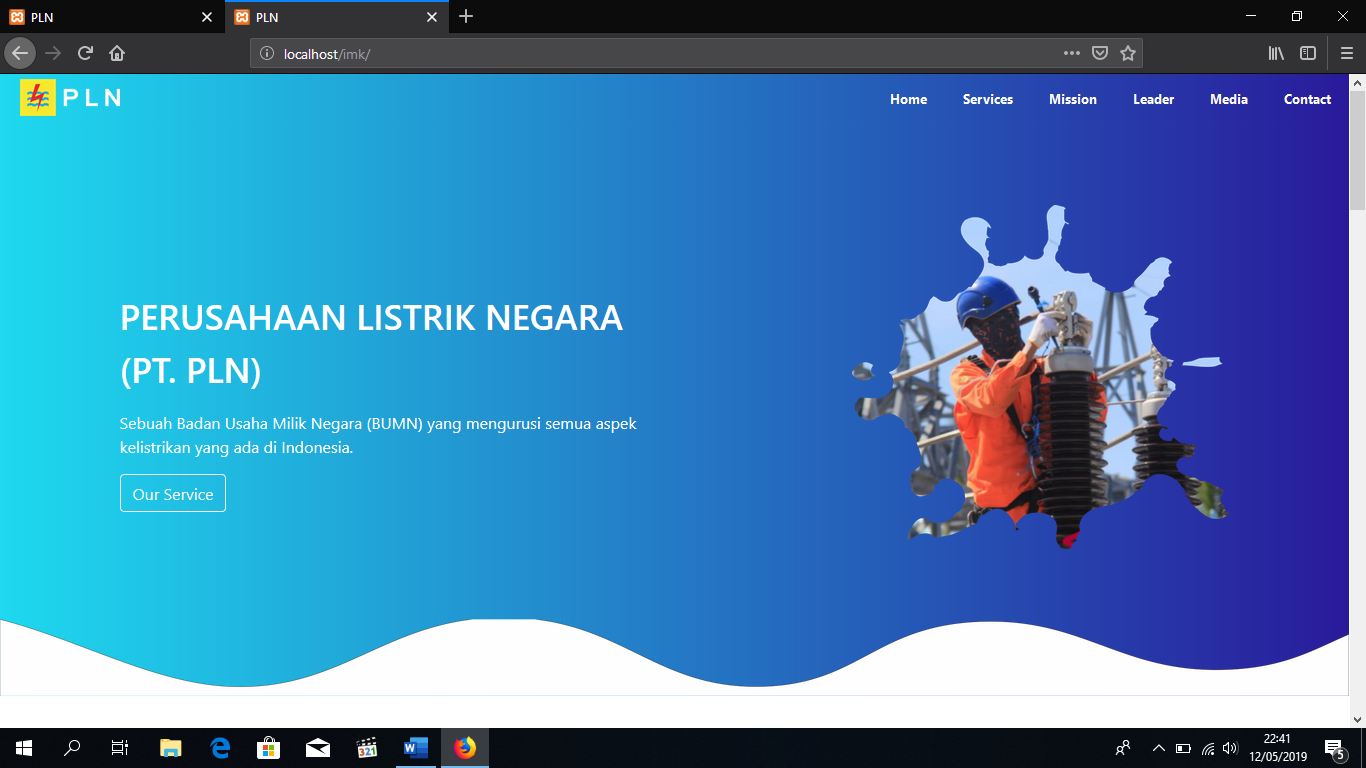


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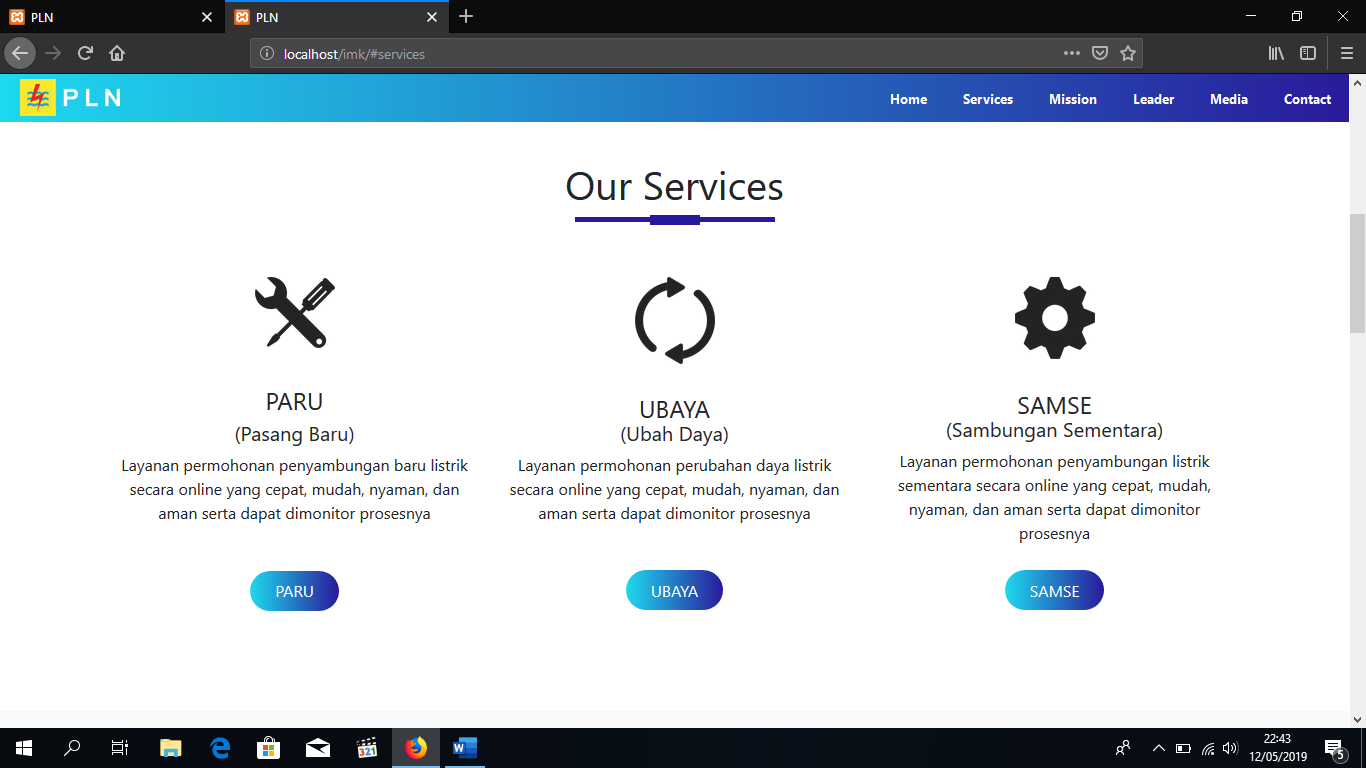
1. Reposiotori
2. Capture GIT
3. Bukti commit

**BAB IV**

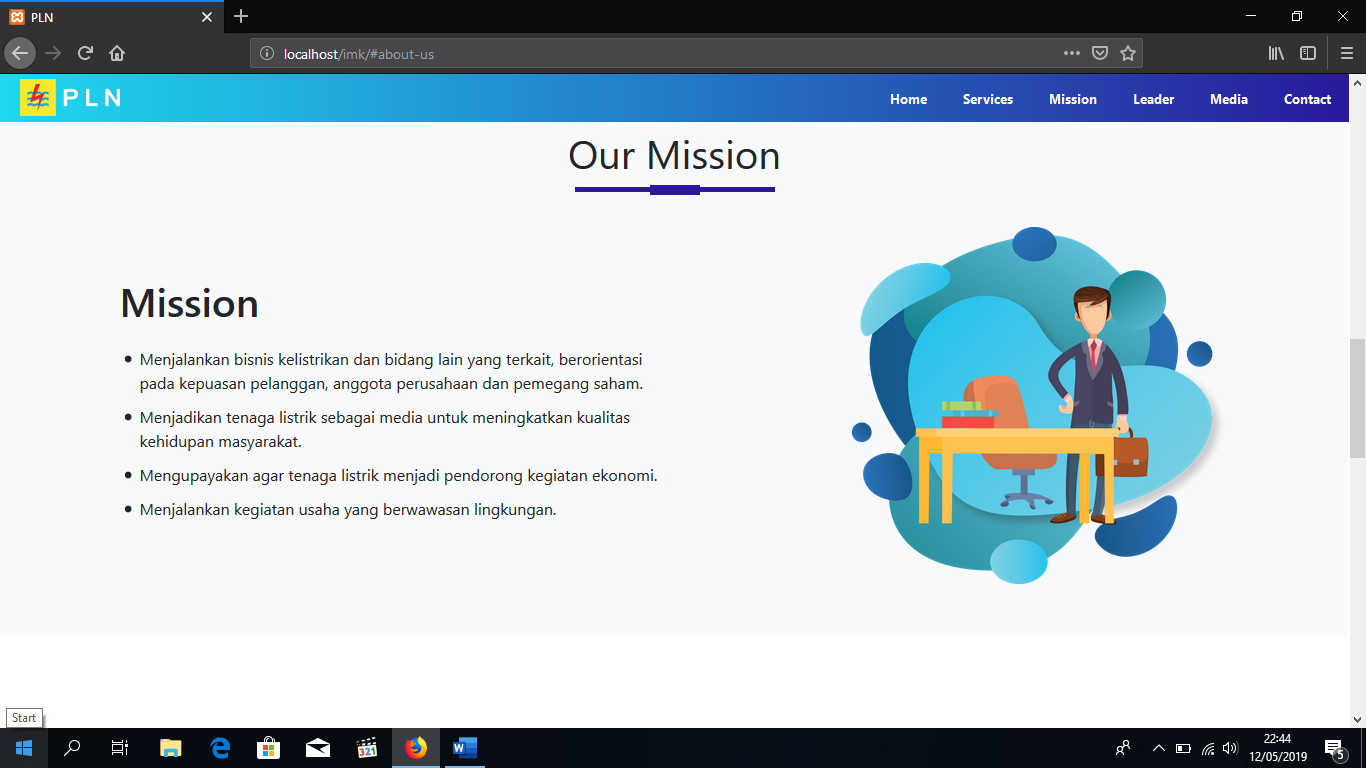
1. Capture hasil prototype
2. Tampilan utama



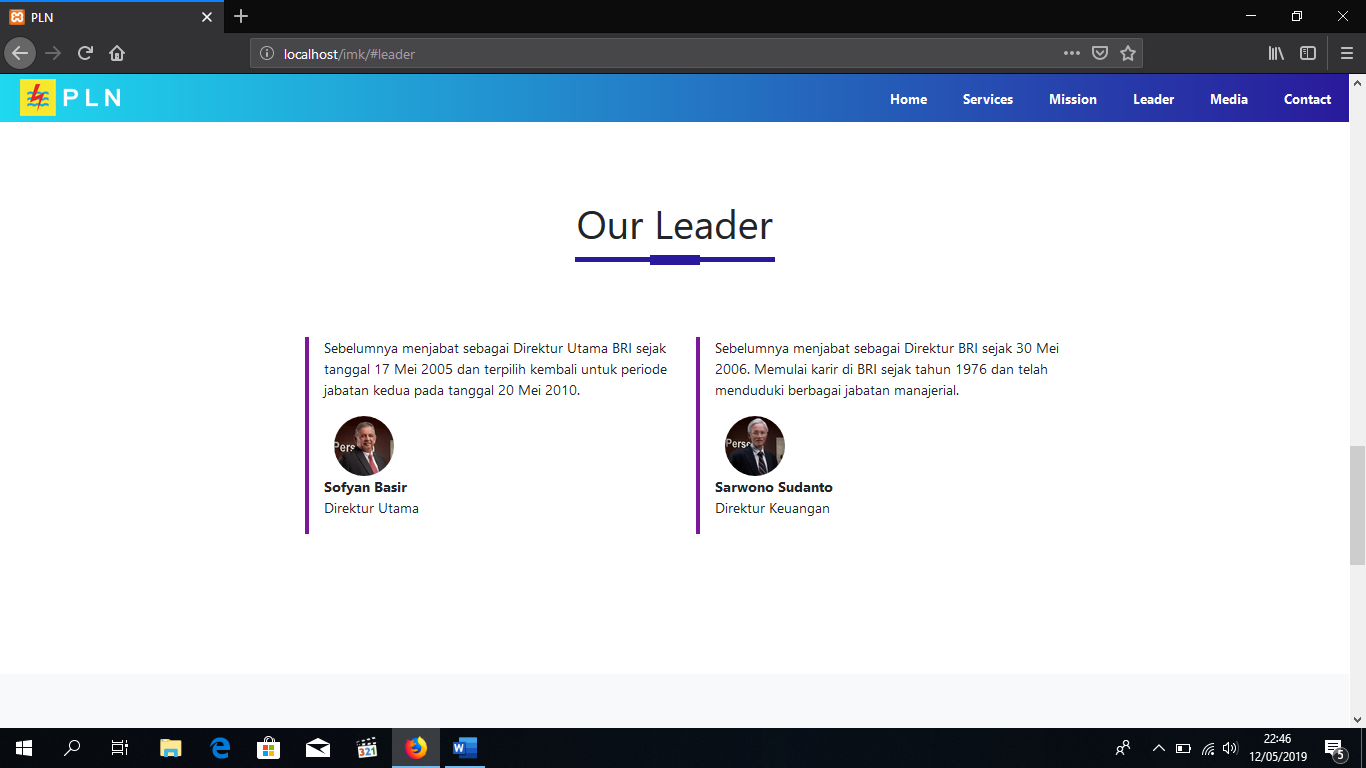
1. Tampilan menu service



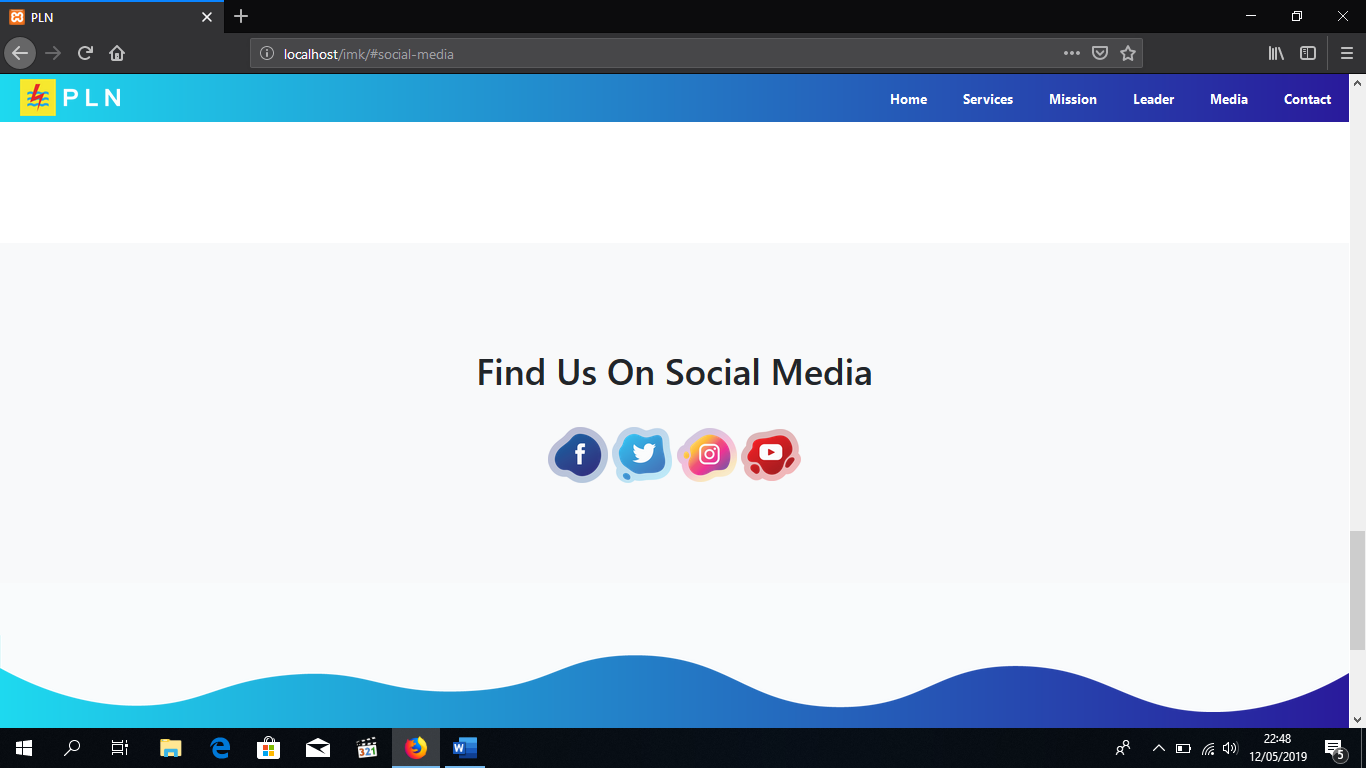
1. Tampilan paru (pasang baru)
2. Tampilan ubaya (ubah baru)
3. Tampilan samse (sambungan sementara)
4. Tampilan menu mission



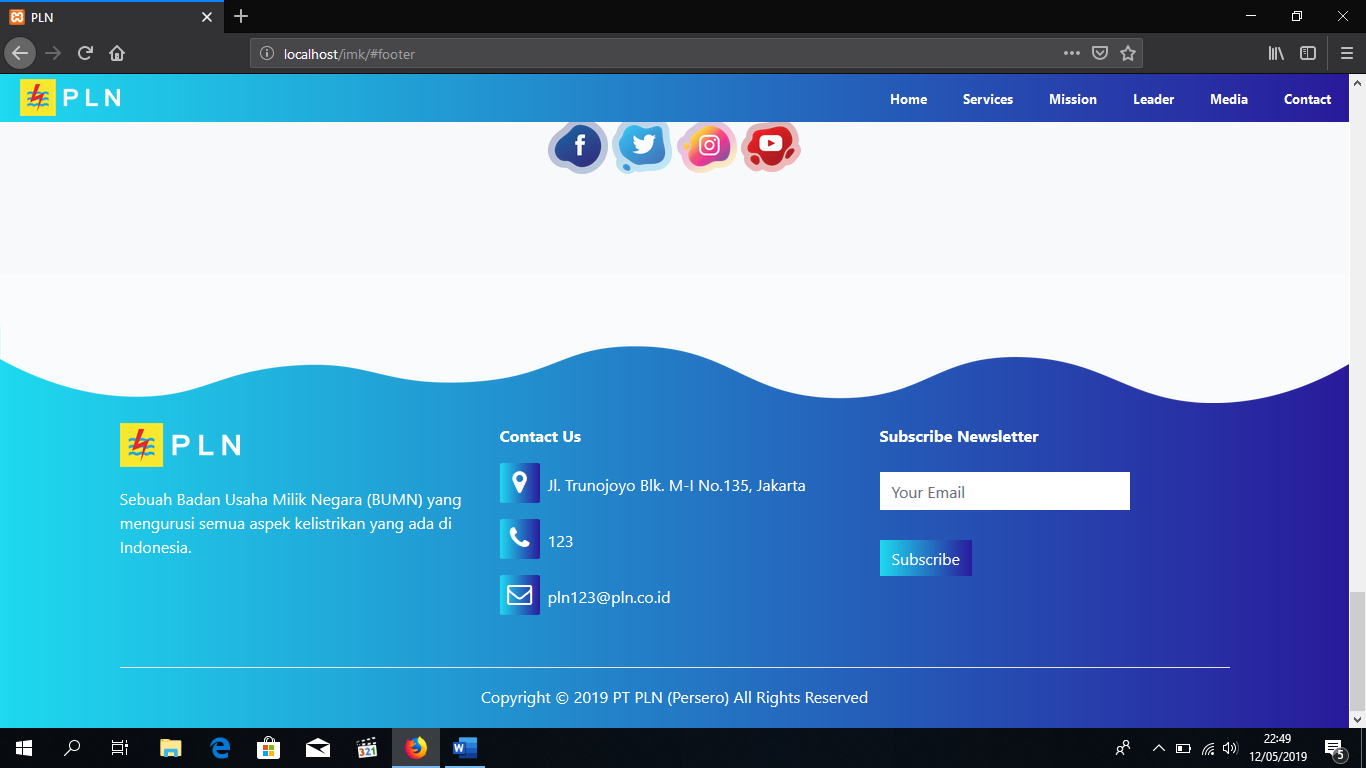
1. Tampilan menu leader



1. Tampilan menu media



1. Tampilan menu contact



**BAB V**

1. kesimpulan