

RENCANA

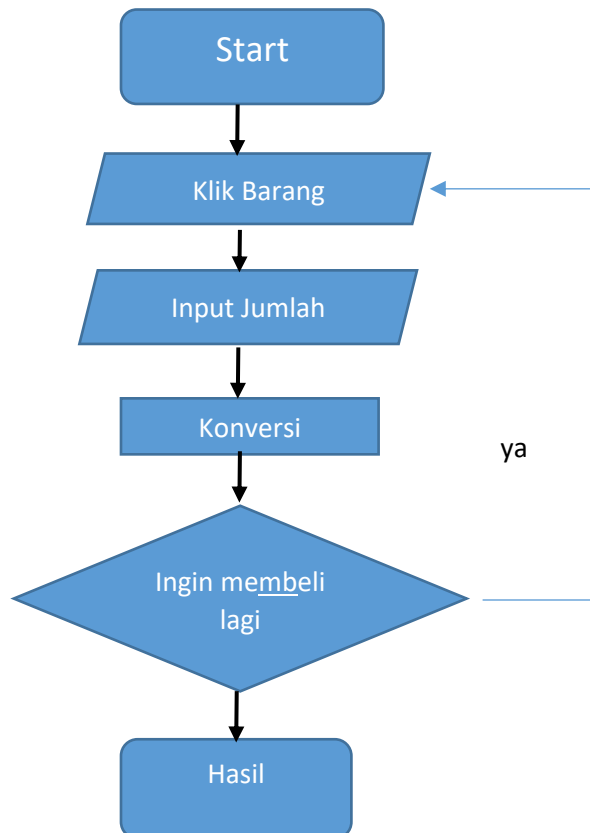
APLIKASI ELEKTRONIK MARKET

1. Gambaran Umum Aplikasi

- Aplikasi elektronik Market menggunakan system penjualan dengan menampilkan menu dengan harga barang satuan nya
- Untuk melakukan pembelian barang harus mengklik salah satu barang
- Jika tidak mengklik maka tidak akan dilakukan proses hitung harga barang yang akan dibeli

2. Rencana Aplikasi

- Flowchart aplikasi



b. Tampilan menu aplikasi

The screenshot shows a window titled "Elektronik Market" with a green background. At the top, a status bar displays "HDD = Rp 500000 - RAM = Rp300000 - Monitor = Rp250000". Below this, there are three rows of input fields, each preceded by a checkbox and a label: "Harddisk", "RAM", and "Monitor". Each input field is currently empty. Below these fields is a "Total" label followed by an empty input field. At the bottom, there are three buttons: "Exit", "Reset", and "Hitung".

c. Tampilan Menu hasil

The screenshot shows the same window as in the previous image, but with the checkboxes for "Harddisk", "RAM", and "Monitor" all checked. The input fields now contain the values "3", "2", and "2" respectively. The "Total" input field now displays the value "2600000". The status bar at the top remains the same: "HDD = Rp 500000 - RAM = Rp300000 - Monitor = Rp250000". The buttons "Exit", "Reset", and "Hitung" are still present at the bottom.