**A CHATBOT APPLICATION FOR IOS TO RECOMMEND RECITING**

**THE QUR’AN AYAH**

by

**Agung Ramadhan Putra**

**A Thesis**

*Submitted to the Faculty of Nanjing Xiaozhuang University*

*In Partial Fulfillment of the Requirements for the degree of*

**Bachelor of Software Engineering**



School of Information Engineering

Fangshan, Nanjing

May 2020

To:

This thesis, written by Agung Ramadhan Putra, and entitled A Chatbot Application for iOS to Recommend Reciting the Qur’an Ayah, having been approved in respect to style and intellectual content, is referred to you for judgment.

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Chief of Foreign Affairs Office

Nanjing Xiaozhuang University, 2020

*Dedication*

*To my beloved family, teacher, and friends.*

**ACKNOWLEDGMENTS**

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To copy & paste your work on this page, please highlight this text and replace it.

If you are not including acknowledgements, delete this page.

If you are acknowledging only *one* person, change the title to ACKNOWLEDGMENT.

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Nanjing, May 2020

Agung Ramadhan Putra

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ABSTRACT

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Two different kinds of paragraph spacing will be used on this page. The first three lines, where your personal information is included, make up the introduction block or introduction paragraph. Use only single space and set Before/After space setting to zero (in Paragraph setting box).

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Keep the section break below to allow Chapter 1 to start page 1.

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# INTRODUCTION

1. Background of the Study

Religion is a doctrine or system that regulates the system of faith or belief and worship of Almighty God and the rules relating to the association of humans with humans, and humans with their environment [1]. In 2016, it was recorded that 62% of the world considered themselves to be religious people, 25% consider themselves unreligious, while 9% think they are atheists or have no faith [2].

Islam is the last shari'ah that Allah sent down to the Prophet Muhammad bin Abdullah Sallallahu 'alaihi wasallam which is the closing of His prophets and messengers. Islam is the only true religion. Allah does not accept religion from anyone but Him. And Allah has made Islam an easy religion, there are no difficulties in it [3].

Indonesia is the 4th most populous country in the world, in 2010 data were collected with a total of 238.5 million people and the population of Muslims was 207 million or 87% [4]. The International Community said that Indonesia was the largest Muslim country in the World [5].

But even though the majority of Indonesian people are Muslims, the religious level in Indonesian society itself is very weak at 58%, while the non-religious figure reaches 30% [2], whereas religion itself is a guideline, a life guide for those who believe it, because the non-religious rate of the community is very high, indicating they do not involve religion in their lives so they often fall into a state of depression where depression is a mental disorder characterized by feelings of sadness, loss of interest or pleasure, decreased energy, feelings of guilt or inferiority, problems with sleep or appetite and lack of concentration [6] because of. WHO estimates that in 2020 depression will become the disease with the highest number of cases, which ranks second in the global disease burden, after heart disease. The prevalence of depression in Indonesia in the age group of more than 15 years reached 6.1 percent or 11,315,500 people [7], this indicates that the level of depression in Indonesia is very high.

With the development of technology in this era, it is inevitable that the presence of information technology is the cause of the emergence of various application, the one of the application is social media whose initial purpose is to connect between family, friends and those around them to be one of the causes of depression, because they see friends or people around them have a better life, more established or more perfect than themselves to be the cause of the emergence of negative emotions that feel hopeless and helpless, and ultimately choose to commit suicide.

Based on this problem,

1. Problem Identification

a. Bagaimana mendesain sebuah bot untuk bisa melakukan percakapan layaknya manusia?

b. Bagaimana bot dapat melakukan analisis untuk perasaan pengguna dan memberikan solusi berupa ayat Al-Qur’an?

c. Bagaimana bot dapat membantu mengurangi atau menghilangkan sebuah perasaan negatif seseorang?

d. Bagaimana integrasi antara bot, mobile aplikasi, web, dan database?

e. Bagaimana aplikasi ini dapat dimengerti dengan mudah oleh pengguna?

1. Purpose of the Study

a. Aplikasi ini digunakan sebagai media bercerita bagi pengguna untuk mendapatkan rekomendasi ayat Al-Qur’an untuk dibaca

b.

1. Limitation of the Study

a. Aplikasi ini hanya berbahasa Indonesia, pengguna harus mengerti Bahasa Indonesia.

b. Aplikasi ini dibuat hanya pada platform iOS.

1. Benefit of the Study

a. Aplikasi didesain menyerupai manusia dan menjadi media curhat bagi pengguna

b. Aplikasi memberikan rekomendasi ayat Al-Qur’an untuk dibaca yang membuat perasaan pengguna menjadi lebih baik

1. Research Methodology

Metodologi yang digunakan dalam penelitian ini adalah Agile Software Methodology. Penulis memilih Agile, karena melihat waktu yang tersedia untuk membuat penelitian ini serta cocok untuk pembuatan sebuah apliaksi mobile. Agile Software Methodology adalah …, . The following stages in Agile Software Methodology (), are:

a.

b.

1. The Writing Structure

Sebagaimana yang telah diketahui, penelitian ini terdiri dari lima bab, dengan penjelasan setiap bab sebagai berikut:

Bab 1 Introduction

Pada bagian ini, author menjelaskan latar belakang pembuatan thesis yang meliputi

Bab 2 Theoritical Basis

Pada bagian ini, author menjelaskan basis teori yang digunakan sebagai alat untuk pembuatan aplikasi

Bab 3 Analysis & Design

Pada bagian ini, author menjelaskan analisis sistem dan desain perangkat yang akan dibuat

Bab 4 Implementation

Pada bagian ini, author memberikan ilustrasi terhadap aplikasi yang sudah dibuat

Bab 5 Testing

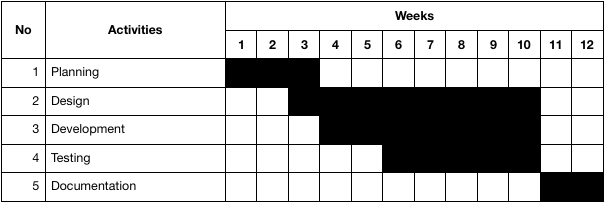
Pada bagian ini, author melakukan testing pada aplikasi yang sudah dibuat apakah masih terdapat kesalahan atau tidak

Bab 6 Conclusion

Pada bagian ini, author menjelaskan kesimpulan dan hal yang belum terselesaikan yang akan menjadi future work

1. Schedule

Waktu untuk pengerjaan penelitian adalah sebagai berikut

****

Tabel

The process of arrange this thesis takes around 12 weeks, based on domestic schedule, start from February 24th to Mei 18th 2020

Proses pembuatan penelitian adalah 12 minggu, yang dimulai dari 24 Februari sampai 14 Mei

# THEORITICAL BASIS

2.1 Theoritical Basis Content

Theoritical Basis Content meliputi apa yang digunakan oleh penulis selama pembuatan aplikasi, diantaranya adalah:

Programming Language Literature Review

Application OS Literature Review

Technology Overview

Integrated Development Environment

Software Development Technology

2.2 Programming Language Literature Review

Programming Language Literature Review adalah bahasa pemrograman yang digunakan oleh author dalam pembuatan aplikasi, yaitu:

2.2.1 Hypertext Markup Language (HTML)

2.2.2 Cascading Style Sheets (CSS)

2.2.3 Javascript (JS)

2.2.4 Hypertext Preprocessor (PHP)

2.2.5 Swift

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# IMPLEMENTATION

a

# TESTING

a

# CONCLUSION

a

**References**

[1] Badan Pengembangan Bahasa dan Perbukuan, Kementerian Pendidikan dan Kebudayaan Republik Indonesia, 2016.

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