

Ministry of Research, Technology, and Higher Education of Republic Indonesia

UNIVERSITAS DIPONEGORO

Diponegoro University

PERATURAN PEMERINTAH NOMOR 7 TAHUN 1961

FAKULTAS TEKNIK

Faculty of Engineering

TRANSKRIP AKADEMIK Academic Transcript

Nomor Transkrip : U.22892/ST Transcript Number : F.27825/2017

1. NAMA MAHASISWA

: MUKHAMMAD FAKHIR RIZAL

2. NOMOR INDUK MAHASISWA Student Registration Number

: 21120112140078

3. JENJANG STUDI Stratum

: SARJANA (S1) Bachelor

4. PROGRAM STUDI Department

: SISTEM KOMPUTER Computer Engineering

5. BIDANG MINAT Concentration

6. TEMPAT /TANGGAL LAHIR Place and Date of Birth

: BATANG, 16 NOVEMBER 1994 BATANG, November 16, 1994

7. TAHUN MASUK Year of First Entry

: 2012

8. TANGGAL LULUS Date of Graduation

: 15 DESEMBER 2016 December 15, 2016

9. PENILAIAN DAN PREDIKAT Grading and Passing Categories

| NILAI Grade | HARKAT Weight | ARTI Meaning | INDEKS Index Range | PREDIKAT Predicate |
|--|------------------|-----------------------|---|---|
| A | 4,0 | SANGAT BAIK Excellent | 3,51 - 4,00 | DENGAN PUJIAN Cumlaude |
| ONEGORO UNIN | 3,0 | BAIK Good | 2,76 - 3,50 | SANGAT MEMUASKAN Very Satisfactorily |
| С | 2,0 2,0 E G | CUKUP Fair | 2,00 - 2,75 | MEMUASKAN Satisfactorily |
| ONEGORO UNIN | 1,0 IPONEGO | KURANG Poor | ICRO UNIVERSITAS DIPONE ICRO UNIVERSITAS DIPONE ICRO UNIVERSITAS DIPONE | |
| ONEGURO UNIN ONEGORO UNIN ONEGORO UNIN | 0,0 | GAGAL Fail | IORO UNIVERSITAS DIPONE IORO UNIVERSITAS DIPONE IORO UNIVERSITAS DIPONE | |

10. INDEKS PRESTASI KOMULATIF : 3.27 (Tiga Koma Dua Tujuh) Grade Point Average (GPA)

11. PREDIKAT Predicate

: SANGAT MEMUASKAN Very Satisfactorily

12. KERJA PRAKTEK Job Training

: PEMBUATAN WEBSITE "PRIMA COMPUTER" DI CV. NUSANTARA GLOBAL INOVASI SEMARANG

Making Prima Computer's Website at CV. Nusantara Global Inovasi Semarang

13. TUGAS AKHIR Final Paper

: PEMBUATAN APLIKASI "MIKROTIK SETTING GENERATOR"

Making of "Mikrotik Setting Generator" Application

14. DAFTAR MATA KULIAH DAN NILAI List of Course and Grade

| No | MATA KULIAH (COURSE) | SKS | N | SKSxN |
|----|--|-----|------|-------|
| 1 | PENDIDIKAN AGAMA | 3 | Α | 12 |
| 2 | RELIGIOUS EDUCATION BAHASA INDONESIA | 3 | Α | 12 |
| 3 | INDONESIAN LANGUAGE BAHASA INGGRIS | 3 | В | 9 |
| | ENGLISH LANGUAGE | | A | 4 |
| 4 | OLAHRAGA PHYSICAL EDUCATION | 1 | | 1 1 |
| 5 | TEKNOLOGI INFORMASI INFORMATION TECHNOLOGY | 2 | В | 6 |
| 6 | FISIKA DASAR 1 | 2 | В | 6 |
| 7 | BASIC PHYSICS 1 KALKULUS 1 | 3 | В | 9 |
| 8 | CALCULUS 1 DASAR KOMPUTER DAN PEMROGRAMAN | 2 | А | 8 |
| | BASIC OF COMPUTER AND PROGRAMMING | 3 | В | 9 |
| 9 | ILMU SOSIAL DAN BUDAYA DASAR SOCIAL SCIENCE AND CULTURE STUDIES | | | |
| 10 | PENDIDIKAN PANCASILA DAN KEWARGANEGARAAN PANCASILA AND CITIZENSHIP EDUCATION 3 | | Α | 12 |
| 11 | PRAKTIKUM FISIKA DASAR 1 | | Α | 4 |
| 12 | BASIC PHYSICS PRACTICE 1 PRAKTIKUM DASAR KOMPUTER DAN PEMROGRAMAN | 1 | Α | 4 |
| 13 | BASIC OF COMPUTER AND PROGRAMMING PRACTICE ALGORITMA DAN PEMROGRAMAN | 2 | В | 6 |
| | ALGORITHM AND PROGRAMMING | - 1 | 7.0 | |
| 14 | SISTEM DIGITAL DIGITAL SYSTEM | 2 | В | 6 |
| 15 | ELEKTRONIKA DASAR | 3 | С | 6 |
| 16 | FISIKA DASAR 2 | 2 | C | 4 |
| 17 | BASIC PHYSICS 2 KALKULUS 2 | 3 | В | 9 |
| 18 | CALCULUS 2 PRAKTIKUM SISTEM DIGITAL | 1 | Α | 4 |
| | DIGITAL SYSTEM PRACTICE | | | |
| 19 | MATEMATIKA TEKNIK MATHEMATICS ENGINEERING | 3 | В | 9 |
| 20 | KONSEP JARINGAN KOMPUTER COMPUTER NETWORK CONCEPTS | 2 | Α | 8 |
| 21 | DASAR SISTEM KENDALI | 2 | В | 6 |
| 22 | BASIC CONTROL SYSTEM TEKNIK INTERFACE DAN PERIPHERAL | 2 | В | 6 |
| 23 | INTERFACE AND PERIPHERAL TEKNIK MIKROPROSESOR | 2 | В | 6 |
| | MICROPROCESSOR | - | | |
| 24 | SISTEM OPERASI OPERATING SYSTEM | 2 | В | 6 |
| 25 | ORGANISASI KOMPUTER COMPUTER ORGANIZATION | 2 | С | 4 |
| 26 | PENGANTAR PERANGKAT BERGERAK | 2 | В | 6 |
| 27 | INTRODUCTION TO MOBILE DEVICE PRAKTIKUM FISIKA DASAR 2 | 1 | Α | 4 |
| 28 | BASIC PHYSICS PRACTICE 2 PRAKTIKUM INTERFACE DAN PERIPHERAL | 1 | А | 4 |
| | INTERFACE AND PERIPHERAL PRACTICE | | | 4 |
| 29 | PRAKTIKUM MIKROPROSESOR MICROPROCESSOR PRACTICE | 1 | А | - |
| 30 | ARSITEKTUR KOMPUTER COMPUTER ARCHITECTURE | 2 | В | 6 |
| 31 | SISTEM BASIS DATA | 2 | В | 6 - |
| 32 | TRANSDUSER DAN SENSOR | 2 | В | 6 |
| 33 | TRANSDUCER AND CENSOR TEKNIK TELEKOMUNIKASI SELULER | 2 | C | 4 |
| | CELLULAR TELECOMMUNICATION SYSTEM | 1 | • | 4 |
| 34 | STRUKTUR DATA DATA STRUCTURE | 2 | С | |
| 35 | KRIPTOGRAFI CRYPTOGRAPHY | 3 | В | 9 |
| 36 | METODOLOGI PENELITIAN | 2 | В | 6 |
| 37 | RESEARCH METHODS JARINGAN KOMPUTER 1 | 2 | С | 4 |
| | COMPUTER NETWORK 1 | 2 | A | 8 |
| 38 | PEMROGRAMAN PERANGKAT BERGERAK MOBILE DEVICE PROGRAMMING | 1 | - 22 | 1 50% |
| 39 | PRAKTIKUM SISTEM BASIS DATA | 1 | Α | 4 |

| No | MATA KULIAH (COURSE) | SKS | N | SKSxN |
|-----|---|-----|-----|-------|
| 40 | BAHASA PEMROGRAMAN RAKITAN | 2 | В | 6 |
| 41 | ASSEMBLY PROGRAMMING PEMROGRAMAN BERORIENTASI OBJEK | | В | 9 |
| 42 | OBJECT ORIENTED PROGRAMMING ROBOTIKA | | В | 6 |
| 43 | ROBOTIC SISTEM EMBEDDED | | В | 6 |
| 44 | EMBEDDED SYSTEM REKAYASA PERANGKAT LUNAK | | A | 8 |
| | SOFTWARE ENGINEERING | 2 | C | 4 |
| 45 | SISTEM DIGITAL LANJUT ADVANCED DIGITAL SYSTEM | 2 | | |
| 46 | PRAKTIKUM JARINGAN KOMPUTER 1 COMPUTER NETWORK PRACTICE 1 | 1 | Α | 4 |
| 47 | PRAKTIKUM PEMROGRAMAN PERANGKAT BERGERAK MOBILE DEVICE PROGRAMMING PRACTICE | 1 | Α | 4 |
| 48 | JARINGAN KOMPUTER 2 | 2 | С | 4 |
| 49 | ETIKA PROFESI | 2 | В | 6 |
| 50 | PROFESSIONAL ETHICS PRAKTIKUM ROBOTIKA | | Α | 4 |
| 51 | ROBOTIC PRACTICE PRAKTIKUM REKAYASA PERANGKAT LUNAK | 1 | Α | 4 |
| 52 | SOFTWARE ENGINEERING PRACTICE REAL TIME OPERATING SYSTEM | | A | 8 |
| - | REAL TIME OPERATING SYSTEM | 2 | В | 6 |
| 53 | MULTIMEDIA MULTIMEDIA | | - | |
| 54 | KERJA PRAKTEK JOB TRAINING | 2 | A | 8 |
| 55 | REKAYASA SOFTWARE BERBASIS KOMPONEN COMPONENT BASED SOFTWARE ENGINEERING | 2 | В | 6 |
| 56 | SPEECH RECOGNITION SPEECH RECOGNITION | 2 | Α | 8 |
| 57 | KEAMANAN SISTEM INFORMASI | 2 | Α | 8 |
| 58 | INFORMATION SYSTEM SECURITY FUNDAMENTAL OF OBJECT ORIENTED PROGRAMMING | 3 | Α - | 12 |
| 59 | FUNDAMENTAL OF OBJECT ORIENTED PROGRAMMING PRAKTIKUM SISTEM DIGITAL LANJUT | 1 | A | 4 |
| 60 | ADVANCED DIGITAL SYSTEM PRACTICE PEMROGRAMAN BASIS DATA | 2 | В | 6 |
| 61 | DATABASE PROGRAMMING PEMROGRAMAN BERORIENTASI OBJEK LANJUT | 3 | Α | 12 |
| | ADVANCED OBJECT ORIENTED PROGRAMMING | 1 | A | 4 |
| 62 | PRAKTIKUM JARINGAN KOMPUTER 2 COMPUTER NETWORK PRACTICE 2 | | | |
| 63 | JARINGAN KOMPUTER LANJUT ADVANCED COMPUTER NETWORK | 2 | С | 4 |
| 64 | KEWIRAUSAHAAN ENTREPRENEURSHIP | 2 | В | 6 |
| 65 | PRAKTIKUM MULTIMEDIA MULTIMEDIA PRACTICE | 1 | Α | 4 |
| 66 | PRAKTIKUM REKAYASA SOFTWARE BERBASIS KOMPONEN | 1 | Α | 4 |
| 67 | COMPONENT BASED SOFTWARE ENGINEERING PRACTICE KECAKAPAN ANTAR PERSONAL | 2 | В | 6 |
| 68 | INTER-PERSONAL SKILLS PEMROGRAMAN JARINGAN | 2 | В | 6 |
| 69 | NETWORK PROGRAMMING MANAJEMEN TRAFIK | 2 | В | 6 |
| 70 | TRAFFIC MANAGEMENT INTERAKSI MANUSIA DAN KOMPUTER | 2 | A | 8 |
| | HUMAN COMPUTER INTERACTION | | В | 6 |
| 71 | JARINGAN SYARAF TIRUAN ARTIFICIAL NEURAL NETWORK | 2 | - | |
| 72 | KEAMANAN JARINGAN KOMPUTER COMPUTER NETWORK SECURITY | 2 | A | 8 |
| 73 | SISTEM INFORMASI | 2 | В | 6 |
| 74 | PRAKTIKUM JARINGAN KOMPUTER LANJUT ADVANCED COMPUTER NETWORK PRACTICE | 1 | Α | 4 |
| 75 | KULIAH KERJA NYATA | 3 | Α | 12 |
| 76 | INTERNSHIP PROGRAM KULIAH KERJA LAPANGAN | 1 | А | 4 |
| 77 | FIELD WORK TUGAS AKHIR | 4 | А | 16 |
| 1,, | FINAL PAPER | | | |

DEKAN / Dean

SEMARANG, 23 JANUARI 2017
NOLOGI, January 23, 2017
AS REKTOR, Rector

POLIDI, YOS JOHAN UTAMA, S.H., M.Hum.