



KEMENTERIAN PENDIDIKAN DAN KEBUDAYAAN

UNIVERSITAS TADULAKO

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Nama/Name : MOH. ARHAM RAHIM Tempat Lahir/ Place Of Birth : Palopo  
No. Stambuk/ Student Number : F55116074 Tanggal Lahir/ Date Of Birth : 7 September 1997/  
September 7<sup>th</sup> 1997  
Fakultas/Faculty : Teknik/(Engineering) Studi/ Study Program : TEKNIK INFORMATIKA/  
(Informatics Engineering)  
Tanggal Lulus Program Sarjana : 29 Maret 2021 Date Degree Conferred : March 29<sup>th</sup> 2021

No	Mata Kuliah/Courses	SKS/ Credit	Nilai/Grade		K x N/ C x G	Keterangan/ Remarks
			Angka/ Number	Huruf/ Letter		
1	2	3	4	5	6	7
1	Pend. Agama Islam / Religious Education of Islam	2.0	4.00	A	8	
2	Bahasa Inggris / English	2.0	3.50	B+	7	
3	Pancasila Dan Kewarganegaraan / Pancasila and Civics Education	2.0	4.00	A	8	
4	Pendidikan Karakter dan Anti Korupsi / Character Building and Anticorruption Education	2.0	3.75	A-	7.5	
5	BAHASA INDONESIA / Indonesian Language	2.0	3.75	A-	7.5	
6	KAJIAN LINGKUNGAN HIDUP / Enviromental Assesment	2.0	3.50	B+	7	
7	Fisika / Physics	3.0	3.50	B+	10.5	
8	Kalkulus I / Calculus I	3.0	4.00	A	12	
9	Interaksi Manusia Komputer / human computer interaction	2.0	3.75	A-	7.5	
10	Pengantar Teknologi Informasi / Introduction to Information Technology	2.0	4.00	A	8	
11	Logika Informatika dan Algoritma Pemograman / informatics logic and programming algorithm	3.0	2.50	C	7.5	
12	Prak. Logika Informatika dan Algoritma Pemograman / informatics logic and programming algorithm practice	1.0	3.00	B	3	
13	Elektronika / electronics	2.0	3.75	A-	7.5	
14	Kalkulus II / Calculus II	3.0	4.00	A	12	
15	Probabilitas dan Statistik / Probability and Statistics	2.0	2.50	C	5	
16	Sistem Digital / Digital Systems	2.0	4.00	A	8	
17	MATEMATIKA DISKRIT / Discrete Mathematics	3.0	3.00	B	9	
18	Praktikum Sistem Digital / Digital Systems Practice	1.0	3.00	B	3	
19	REKAYASA PERANGKAT LUNAK / Software Engineering	4.0	3.00	B	12	
20	BASIS DATA / Databases	4.0	3.75	A-	15	
21	ORGANISASI DAN ARSITEKTUR KOMPUTER / Organization and Computer Architecture	3.0	3.00	B	9	
22	Praktikum Pengantar Teknologi Informasi / Introduction to Information Technology Practice	1.0	3.75	A-	3.75	
23	MIKROKONTROLER / Microcontroller	4.0	3.75	A-	15	
24	JARINGAN KOMPUTER / Computer Networks	3.0	2.50	C	7.5	
25	Struktur Data / Data Structure	3.0	3.75	A-	11.25	
26	PEMROGRAMAN JARINGAN / Network Programming	4.0	2.75	B-	11	
27	Praktikum Struktur Data / Data Structure Practice	1.0	3.75	A-	3.75	
28	SISTEM INFORMASI / Information Systems	3.0	3.75	A-	11.25	
29	Praktikum Interaksi Manusia Komputer / Human-Computer Interaction Practice	1.0	4.00	A	4	
30	KECERDASAN BUATAN / Artificial Intelligence	4.0	3.00	B	12	
31	KRIPTOGRAFI / Cryptography	2.0	3.00	B	6	
32	PERANCANGAN DAN ANALISIS ALGORITMA I / Design And Analysis of Algorithms I	3.0	3.50	B+	10.5	
33	PEMROGRAMAN WEB II / Web Programming II	3.0	4.00	A	12	
34	PERANCANGAN DAN ANALISIS ALGORITMA II / Design And Analysis of Algorithms II	3.0	4.00	A	12	
35	KEAMANAN SISTEM KOMPUTER / Computer Security	3.0	3.50	B+	10.5	
36	PENGOLAHAN CITRA DIGITAL / Digital Image Processing	3.0	4.00	A	12	
37	NEUROFUZZY / Neurofuzzy	3.0	4.00	A	12	
38	SISTEM PENDUKUNG CERDAS / Smart Support Systems	3.0	4.00	A	12	
39	KEWIRAUSAHAAN / Entrepreneurship	2.0	4.00	A	8	
40	APPLICATION PROGRAMMING INTERFACE (API) / Application Programming Interface (API)	4.0	3.50	B+	14	

No	Mata Kuliah/ <i>Courses</i>	SKS/ <i>Credit</i>	Nilai/ <i>Grade</i>		K x N/ <i>C x G</i>	Keterangan/ <i>Remarks</i>
			Angka/ <i>Number</i>	Huruf/ <i>Letter</i>		
1	2	3	4	5	6	7
41	Pengenalan Pola / <i>Pattern Recognition</i>	3.0	4.00	A	12	
42	Metode Penelitian / <i>Research Methods</i>	3.0	3.75	A-	11.25	
43	Pemrograman Web I / <i>Web Programming I</i>	2.0	4.00	A	8	
44	Praktikum Pemrograman Web I / <i>Web Programming I Practice</i>	1.0	3.50	B+	3.5	
45	DATA WAREHOUSE / <i>Data Warehouse</i>	3.0	3.00	B	9	
46	ROBOTIKA / <i>Robotics</i>	3.0	3.75	A-	11.25	
47	MACHINE LEARNING / <i>Machine Learning</i>	3.0	4.00	A	12	
48	COMPUTER VISION / <i>Computer Vision</i>	3.0	4.00	A	12	
49	TOPIK KHUSUS RISET TEKNOLOGI INFORMASI / <i>Special Topics on Information Technology Research</i>	4.0	4.00	A	16	
50	KERJA PRAKTEK / <i>Internship</i>	3.0	4.00	A	12	
51	DATA MINING / <i>Data Mining</i>	3.0	3.75	A-	11.25	
52	BIOINFORMATICS / <i>Bioinformatics</i>	3.0	2.75	B-	8.25	
53	KULIAH KERJA NYATA / STRATEGI PENGEMBANGAN KEPRIBADIAN DAN KEMASYARAKATAN (SPKK) / <i>Community Service</i>	4.0	4.00	A	16	
54	SEMINAR PROPOSAL / <i>Proposal Seminar</i>	1.0	4.00	A	4	
55	SEMINAR HASIL / <i>Seminar Result</i>	1.0	4.00	A	4	
56	SKRIPSI / <i>BACHELOR THESIS</i>	4.0	4.00	A	16	
	Jumlah	147			529	

DENGAN JUDUL SKRIPSI : IMPLEMENTASI ALGORITMA CT-PRO UNTUK MENENTUKAN POLA PEMBELIAN PRODUK OLEH KONSUMEN DI SWALAYAN/*IMPLEMENTATION OF CT-PRO ALGORITHM TO DETERMINE THE PRODUCT PATTERN PURCHASE BY CONSUMERS IN SWALAYAN*

INDEKS PRESTASI  
*Grade Point of Academic*

=

Jumlah (K x N)  
Total SKS

*Total (K x N)*  
*Total SKS*

= 3.60

ATAU YUDISIUM  
*Yudicium*

Sangat Memuaskan  
*Very Satisfactory*

Ketua Jurusan

Palu, 16 April 2021  
Koordinator Program Studi

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Wakil Dekan Bidang Akademik

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