NCC Laboratory

**Hierarchy View**

Dokumen Desain Perangkat Lunak

Name (s):

Lab Section: Laboratorium Komputasi Berbasis Jaringan

Workstation: Teknik Informatika ITS

Date: (19/06/2016)

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**1. Pendahuluan**

**1.1 Tujuan**

Identify the purpose of this SDD and its intended audience. (e.g. “This software design document describes the architecture and system design of XX. ….”).

**1.2 Ruang Lingkup**

Provide a description and scope of the software and explain the goals, objectives and benefits of your project. This will provide the basis for the brief description of your product.

**1.3 Ikhtisar**

Provide an overview of this document and its organization.

**1.4 Referensi**

*This section is optional.*

List any documents, if any, which were used as sources of information for the test plan.

**1.5 Definisi dan Akronim**

*This section is optional.*

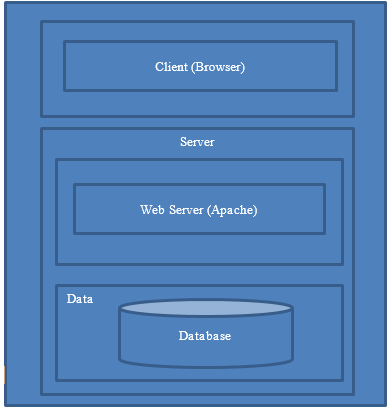
Provide definitions of all terms, acronyms, and abbreviations that might exist to properly interpret the SDD. These definitions should be items used in the SDD that are most likely not known to the audience.

**2. Ikhtisar Sistem**

Give a general description of the functionality, context and design of your project. Provide any background information if necessary.

**3. Arsitektur Sistem**

**3.1 Desain arsitektur**



**3.2 Deskripsi Dekomposisi**

Provide a decomposition of the subsystems in the architectural design. Supplement with text as needed. You may choose to give a functional description or an object­oriented description. For a functional description, put top­level data flow diagram (DFD) and structural decomposition diagrams. For an OO description, put subsystem model, object diagrams, generalization hierarchy diagram(s) (if any), aggregation hierarchy diagram(s) (if any), interface specifications, and sequence diagrams here.

**3.3 Rasio Desain**

Discuss the rationale for selecting the architecture described in 3.1 including critical issues and trade/offs that were considered. You may discuss other architectures that were considered, provided that you explain why you didn’t choose them.

**4. Desain Data**

**4.1 Deskripsi Data**

4.1.1 Conceptual Data Model



4.1.2 Physical Data Model



4.1.3 Data Flow Diagram

Level 0



Level 1



**4.2 Kamus Data**

Alphabetically list the system entities or major data along with their types and descriptions. If you provided a functional description in Section 3.2, list all the functions and function parameters. If you provided an OO description, list the objects and its attributes, methods and method parameters.

**5. Desain Komponen**

In this section, we take a closer look at what each component does in a more systematic way. If

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you gave a functional description in section 3.2, provide a summary of your algorithm for each function listed in 3.2 in procedural description language (PDL) or pseudocode. If you gave an OO description, summarize each object member function for all the objects listed in 3.2 in PDL or pseudocode. Describe any local data when necessary.

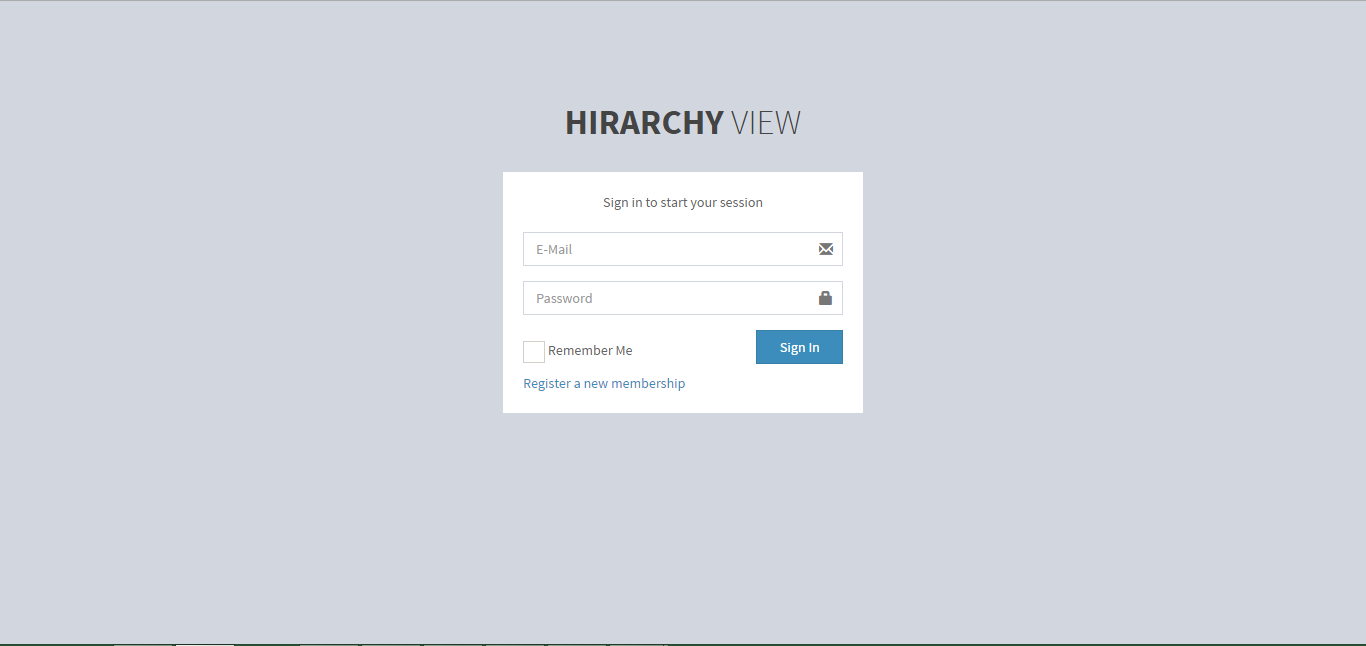
**6. Desain Antarmuka**

**6.1 Ikhtisar Antarmuka Pengguna**

Describe the functionality of the system from the user’s perspective. Explain how the user will be able to use your system to complete all the expected features and the feedback information that will be displayed for the user.

**6.2 Gambar Antarmuka**

Halaman login

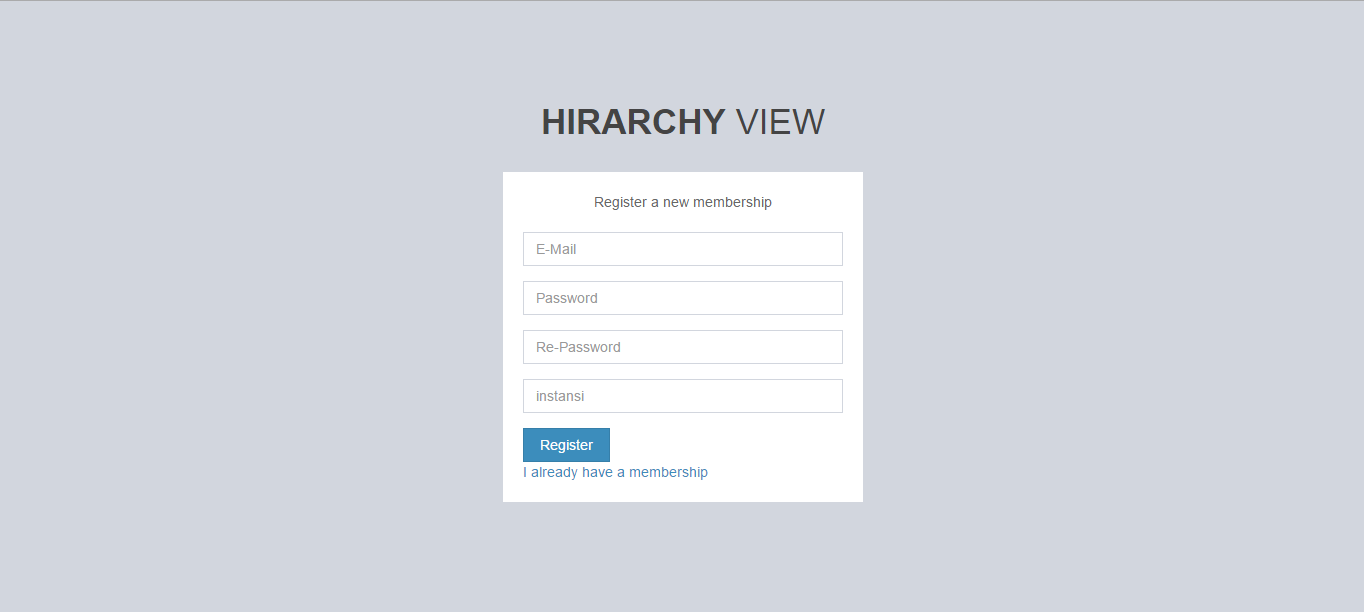


Tombol login

Field untuk mengisi password

Field untuk mengisi email yang terdaftar

Halaman register



Field mengetikkan instansi

Field mengetikkan password

Tombol register

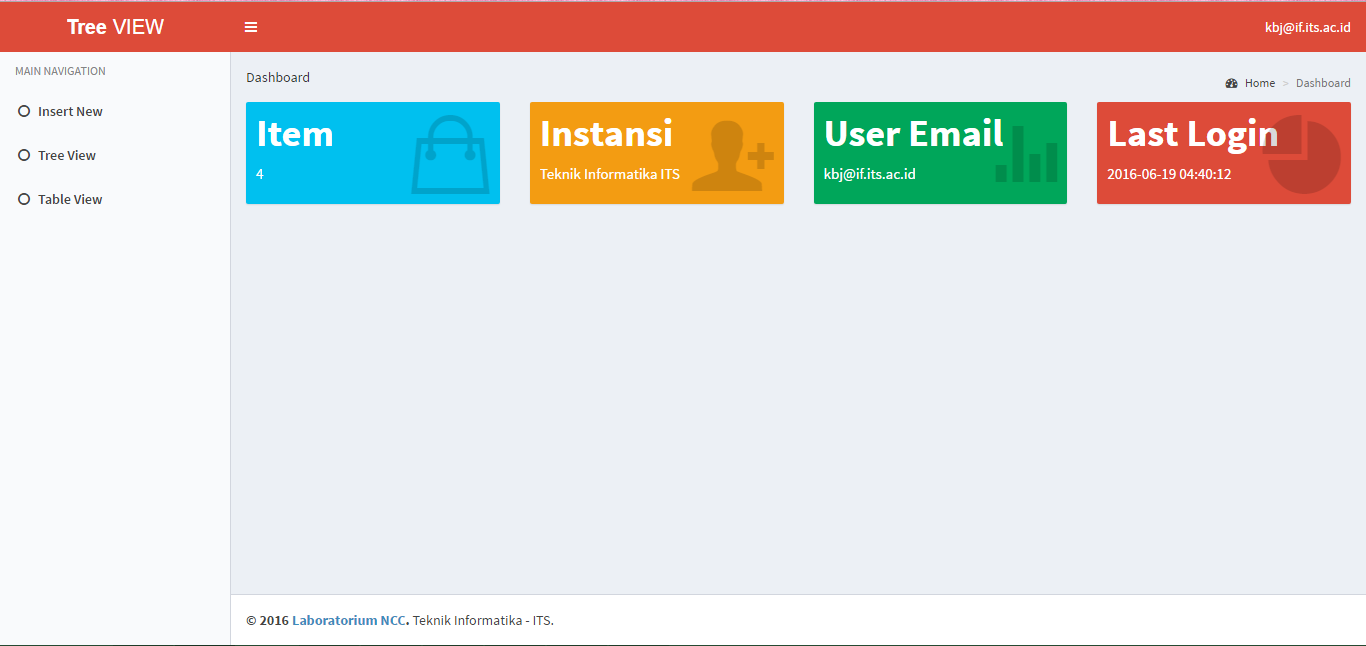
Field mengetikkan kembali password

Field mendaftarkan email

v

v

Halaman dashboard



Menampilkan waktu terakhir kali login

Menampilkan email user yang sedang aktif

Menampilkan nama instansi

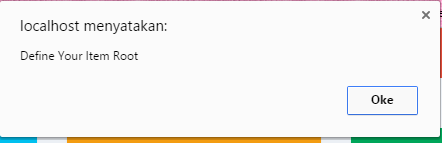
Menampilkan jumlah item yang sudah dimasukkan

Menu menambakan item baru

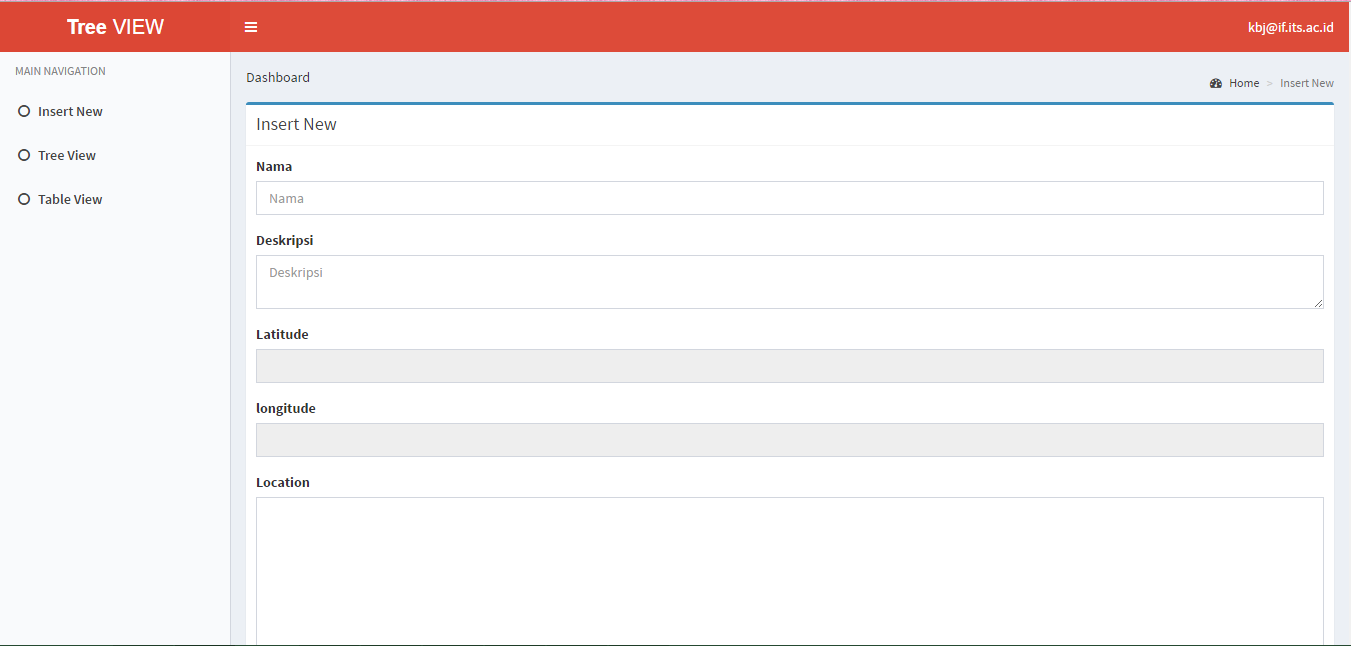
Menu menampilkan dalam mode tree view

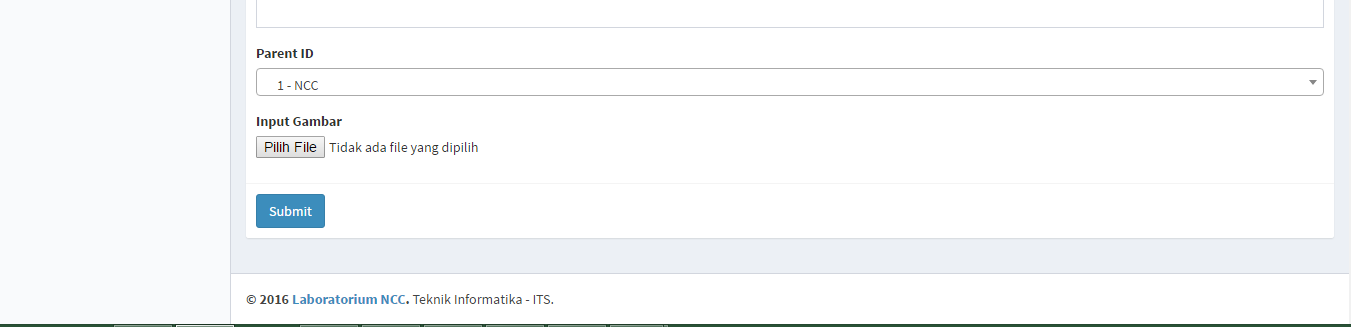
Menu menampilkan dalam mode table view

Notifikasi untuk membuat item root ketika user baru pertama kali menggunakan

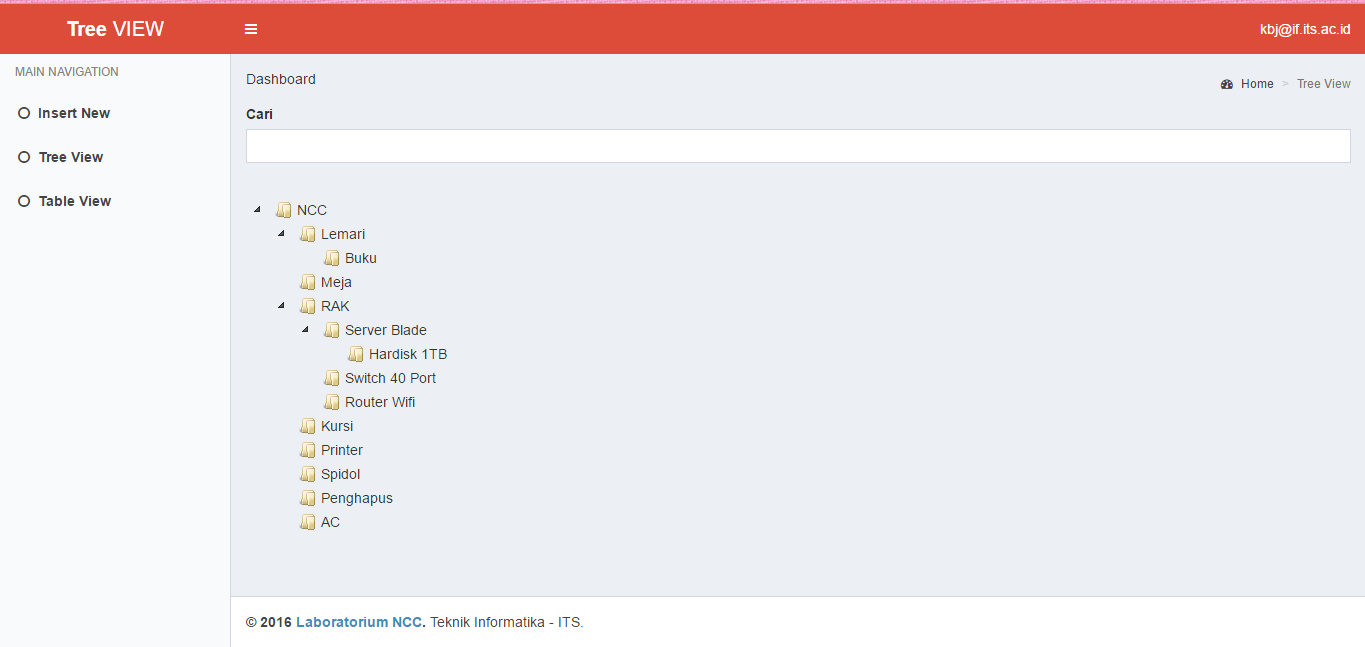


Halaman untuk menambahkan item baru

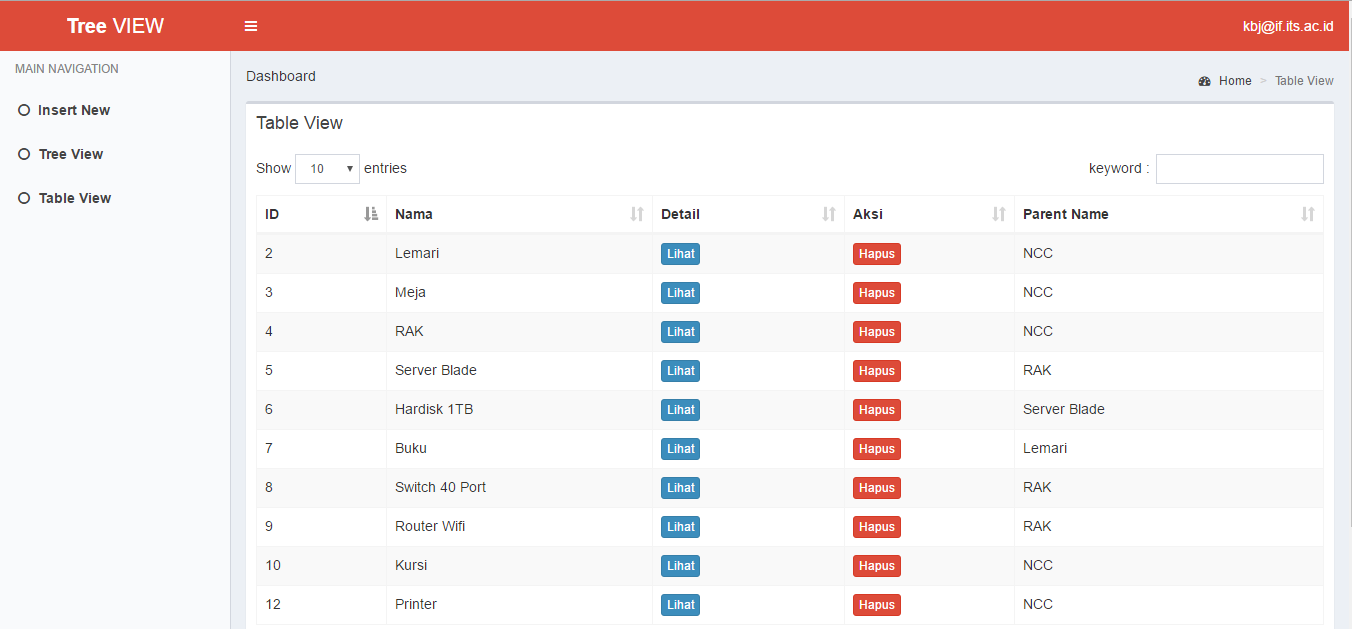




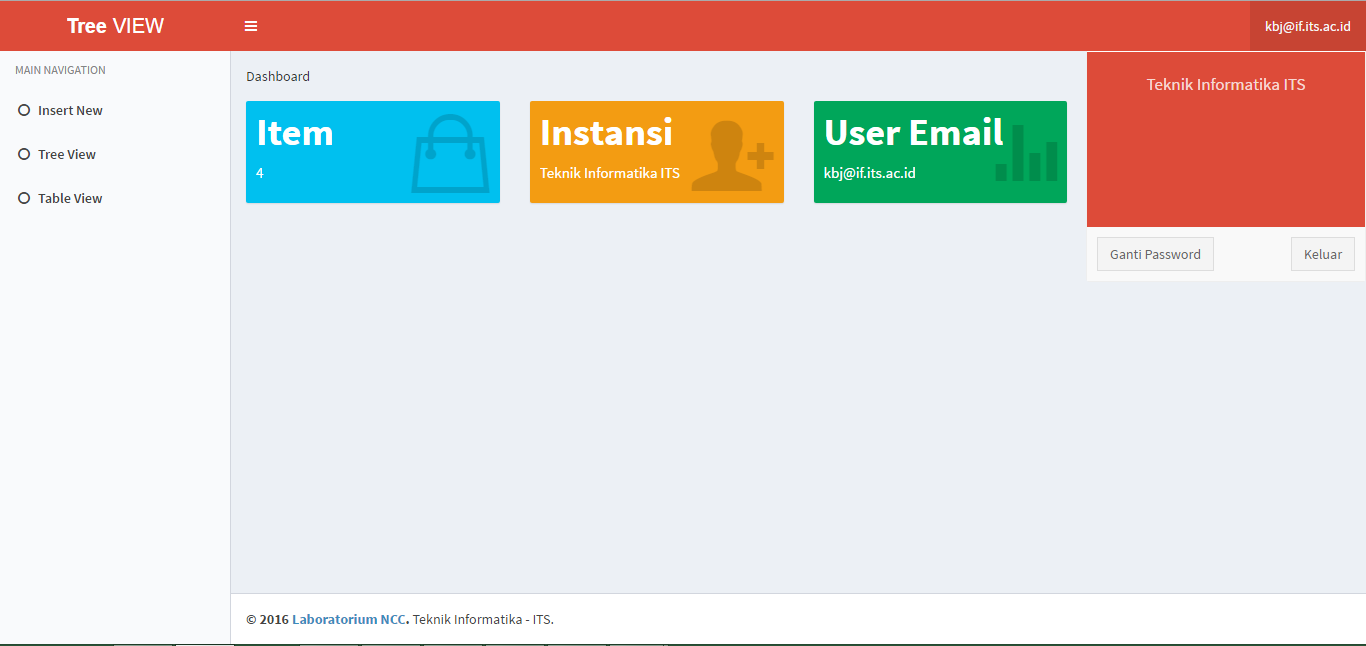
Halaman untuk menampilkan item dalam mode tree view



Halaman untuk menampilkan item dalam mode table view



Menu logout dan ganti password



Tombol untuk mengganti password

Tombol logout

**6.3 Objek dan Aksi Layar**

A discussion of screen objects and actions associated with those objects.

**7. Matriks Kebutuhan**

Provide a cross­reference that traces components and data structures to the requirements in your SRS document.

Use a tabular format to show which system components satisfy each of the functional requirements from the SRS. Refer to the functional requirements by the numbers/codes that you gave them in the SRS.

**8. Appendix**

*This section is optional.*

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Appendices may be included, either directly or by reference, to provide supporting details that could aid in the understanding of the Software Design Document.

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