

**“PEMBUATAN SISTEM INFORMASI RUMAH TIDAK LAYAK  
HUNI BERBASIS *MOBILE* MENGGUNAKAN *FRAMEWORK*  
*CODEIGNITER*”**

**SIMULASI TUGAS AKHIR**



Disusun Oleh:

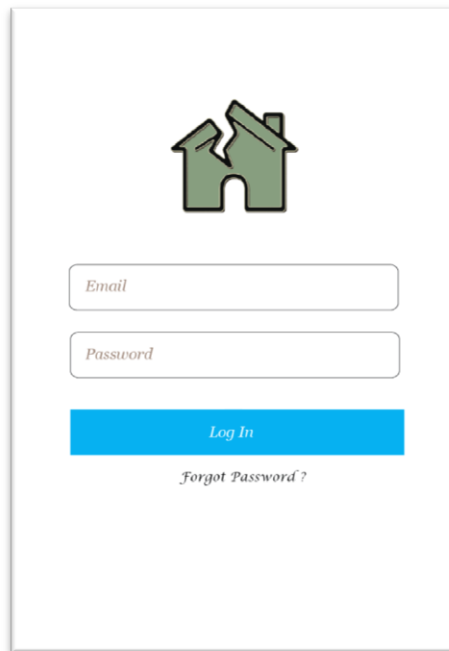
**KHAIRUNNISA’  
NIM 201913001**

**PROGRAM STUDI TEKNIK INFORMATIKA  
POLITEKNIK KAMPAR**

**2020**

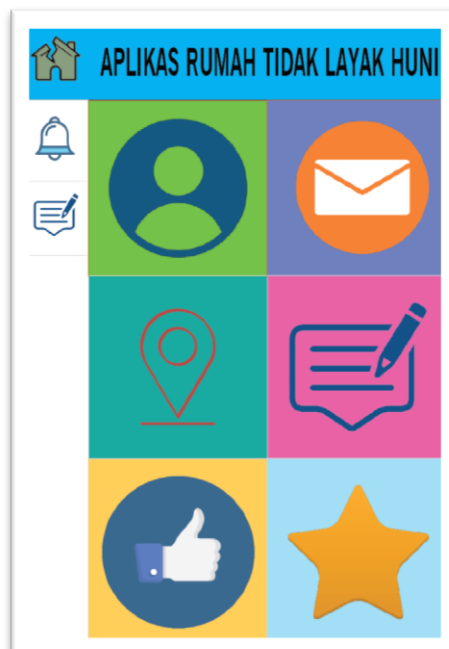
## a. Interface

1. Perancangan *interface* halaman login.

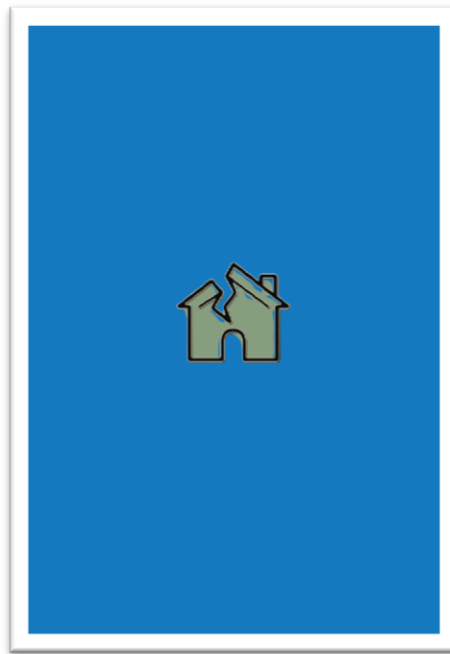


The login interface features a green house icon with a crack at the top. Below it are two input fields: the first is labeled "Email" and the second is labeled "Password". A blue "Log In" button is positioned below the password field. At the bottom, there is a link that says "Forgot Password?".

2. Perancangan interface halaman utama.

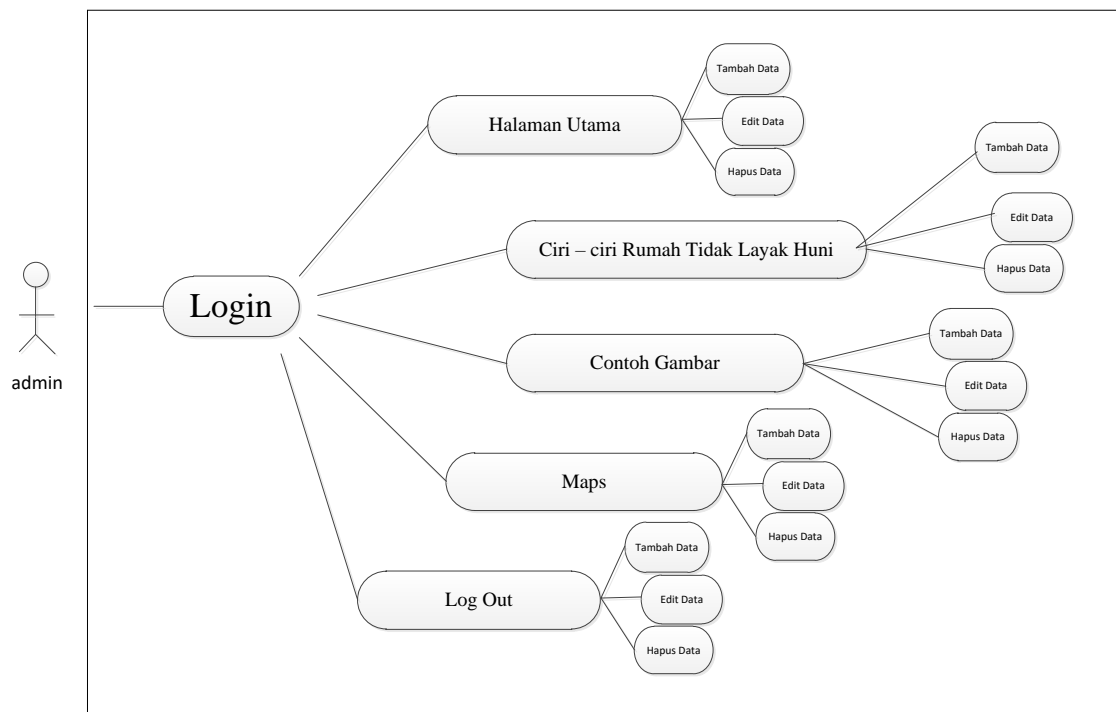


### 3. Logo

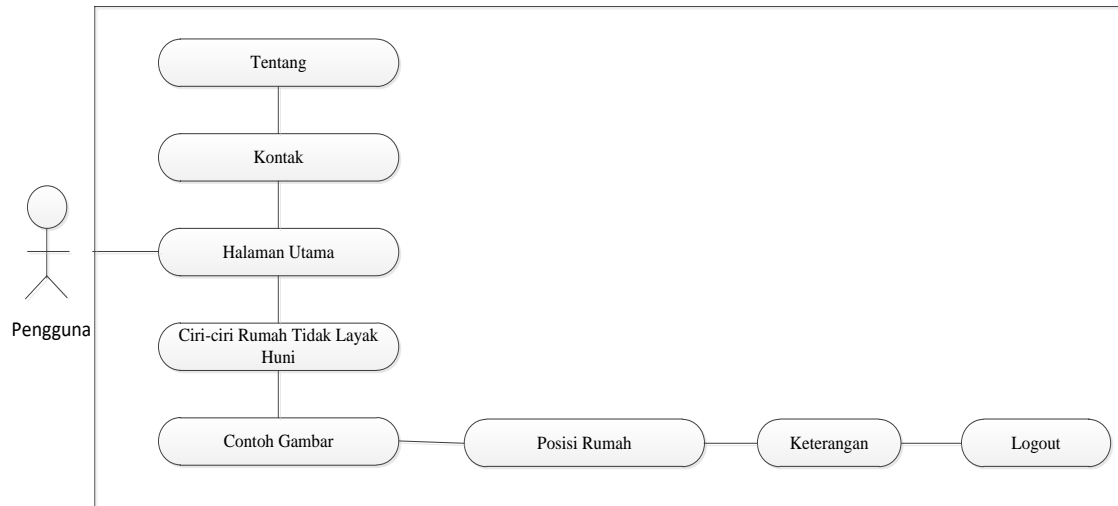


## b. Use Case Diagram

### 1. Perancangan *use case* diagram pada *admin*

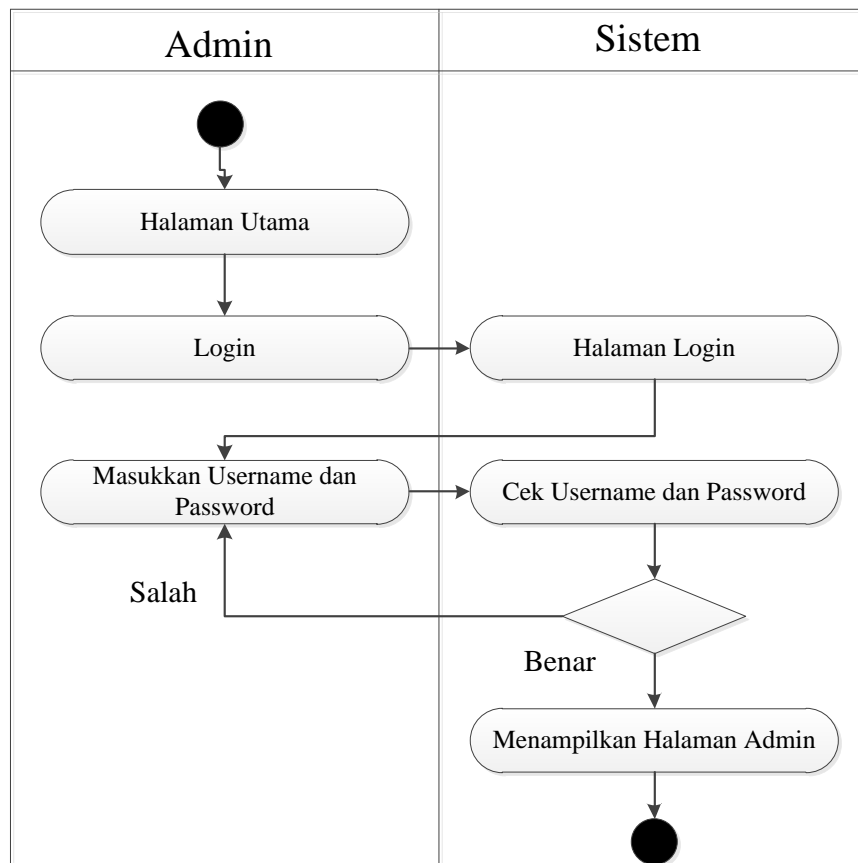


## 2. Perancangan *use case diagram* pada *user*

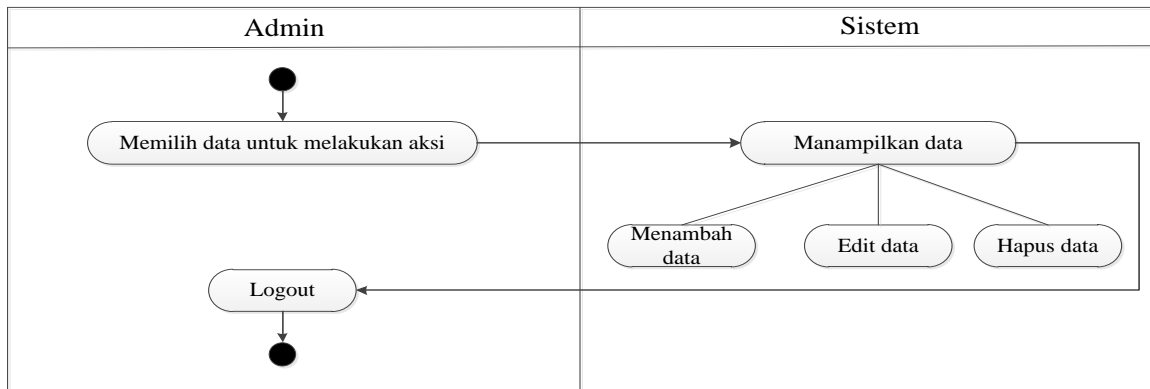


### c. Activity Diagram

#### 1. Rancangan *activity diagram* *admin* pada proses *login*



2. Rancangan *activity* diagram *admin* pada halaman *dashboard admin*



#### d. Perancangan Database

1. Tabel Ciri-ciri buah matang

Nama	Type	Panjang	Ket
Id	Int	2	<i>Primary Key</i>
Ciri_rumah	Int	2	<i>Foreign Key</i>
Kode	Varchar	15	
Keterangan	Text	255	

2. Tabel Contoh Gambar

Nama	Type	Panjang	Ket
Id	Int	2	<i>Primary Key</i>
Contoh_gambar	Int	2	<i>Foreign Key</i>
Kode	Varchar	15	
Keterangan	Text	255	

3. Tabel Cek Kematangan

Nama	Type	Panjang	Ket
Id	Int	2	<i>Primary Key</i>
Cek_kelayakan_huni	Int	2	<i>Foreign Key</i>
Kode	Varchar	15	
Keterangan	Text	255	

