

Laporan Aktivitas Harian

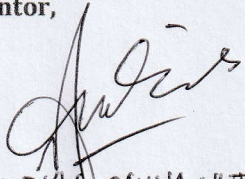
Hari 1

Date : Senin, 16 Oktober 2023

Tempat : Divisi IT PT Wijaya Karya

No.	Kompetensi Lulusan	Kegiatan & Bukti																																																																																																		
1.	Programmer	<div><div><div><div>1</div><div>UAT</div><div>2</div><div>permisikan pengguna ke</div><div>3</div><div>input data ke</div></div></div><div><div>3</div><div>Membuat time line pengerjaan project</div></div></div> <table><caption>Time Line Schedule</caption><thead><tr><th>No</th><th>Jenis Kegiatan</th><th>Close Point</th><th>October</th><th>November</th><th>December</th><th>January</th></tr><tr><th></th><th></th><th></th><th colspan="4">Minggu ke</th></tr><tr><th></th><th></th><th></th><th>1</th><th>2</th><th>3</th><th>4</th></tr></thead><tbody><tr><td>1</td><td>Pengertian Rumusan Masalah dan Solusi</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>2</td><td>Analisis dan Perancangan Proses Bisnis Flowchart</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>3</td><td>Perancangan Use Case</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>4</td><td>Perancangan Activity Diagram</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>5</td><td>Perancangan Class Diagram</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>6</td><td>Perancangan ERD</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>7</td><td>Perancangan Kamus Data</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>8</td><td>Desain Mockup</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>9</td><td>Desain UI</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>10</td><td>Pengembangan Sistem</td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>11</td><td>Beats Sistem</td><td></td><td></td><td></td><td></td><td></td></tr></tbody></table>	No	Jenis Kegiatan	Close Point	October	November	December	January				Minggu ke							1	2	3	4	1	Pengertian Rumusan Masalah dan Solusi						2	Analisis dan Perancangan Proses Bisnis Flowchart						3	Perancangan Use Case						4	Perancangan Activity Diagram						5	Perancangan Class Diagram						6	Perancangan ERD						7	Perancangan Kamus Data						8	Desain Mockup						9	Desain UI						10	Pengembangan Sistem						11	Beats Sistem					
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Mentor,


 (ANDIA CAHYA UTARA)