**DAFTAR ISI**

Halaman

|  |  |
| --- | --- |
| LEMBAR PERSETUJUAN........................................................................  KATA PENGANTAR.................................................................................  DAFTAR ISI................................................................................................  DAFTAR TABEL........................................................................................  DAFTAR GAMBAR...................................................................................  BAB I PENDAHULUAN............................................................................  1.1 Latar Belakang Masalah...............................................................  1.2 Rumusan Masalah.........................................................................  1.3 Ruang Lingkup.............................................................................  1.4 Tujuan Penelitian..........................................................................  1.5 Manfaat Penelitian........................................................................  BAB II TINJAUAN PUSTAKA DAN DASAR TEORI............................  2.1 Tinjauan Pustaka...........................................................................  2.2 Dasar Teori...................................................................................  2.2.1 *Agile Software Development.*..............................................  2.2.2 *Scrum*...................................................................................  2.2.3 Manajer-manajer di dalam *Scrum*.......................................  2.2.4 *Scrum Board*........................................................................  2.2.5 *Sprint*...................................................................................  2.2.6 Tiket.....................................................................................  2.2.7 *Stand-up Meeting*................................................................  2.2.8 Java......................................................................................  2.2.9 Android................................................................................  2.2.10 UML..................................................................................  BAB III METODE PENELITIAN..............................................................  DAFTAR PUSTAKA.................................................................................. | i  ii  iv  vi  vii  1  1  3  3  4  4  5  5  6  6  8  8  10  11  11  11  12  12  13  15  ix |