BAB 1

PENDAHULUAN

# Latar Belakang Masalah

# Maksud dan Tujuan

## Maksud

## Tujuan

# Batasan Masalah

# Metodologi masalah

## Metodologi Penelitian

## Metode Pembangunan Perangkat Lunak

# Sistematika Penulisan

BAB 1 PENDAHULUAN

[1. Latar Belakang Masalah 1](#_Toc143601769)

[2. Maksud dan Tujuan 1](#_Toc143601770)

[1. Maksud 1](#_Toc143601771)

[2. Tujuan 1](#_Toc143601772)

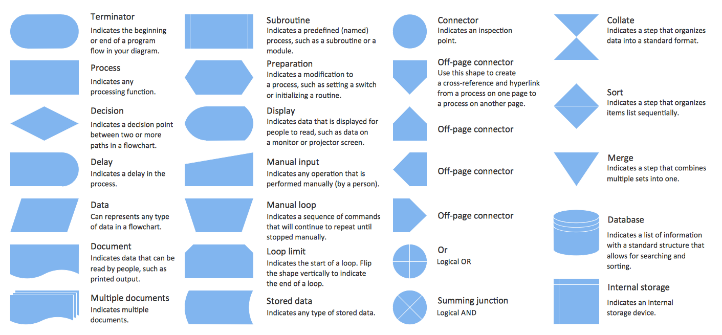
[3. Batasan Masalah 1](#_Toc143601773)

[4. Metodologi masalah 1](#_Toc143601774)

[1. Metodologi Penelitian 1](#_Toc143601775)

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Gambar 2.1 Flowchart



Gambar 2.2 Motherboard



Gambar 2.3 Monitor



Gambar 2.4 Mouse



Gambar 2.5 Keyboard

DAFTAR GAMBAR

[Gambar 2.1 Flowchart 3](#_Toc143603014)

[Gambar 2.2 Motherboard 3](#_Toc143603015)

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[Gambar 2.5 Keyboard 3](#_Toc143603018)

# DAFTAR PUSTAKA

|  |  |
| --- | --- |
| [1] | B. Search, "Image," *Image,* vol. 1, no. 1, p. 1, 2023. |
| [2] | bing, "flowchart," *flow,* vol. 1, no. 1, p. 1, 2023. |
| [3] | bing, "monitor," *monitor,* vol. 1, no. 1, p. 1, 1. |