

DAFTAR ISI

ABSTRAK	Error! Bookmark not defined.
ABSTRACT	Error! Bookmark not defined.
KATA PENGANTAR.....	Error! Bookmark not defined.
DAFTAR ISI.....	v
DAFTAR TABEL	Error! Bookmark not defined.
DAFTAR GAMBAR	Error! Bookmark not defined.
DAFTAR LAMPIRAN	Error! Bookmark not defined.
BAB I PENDAHULUAN	Error! Bookmark not defined.
1.1 Latar Belakang	Error! Bookmark not defined.
1.2 Identifikasi Masalah	Error! Bookmark not defined.
1.3 Maksud dan Tujuan.....	Error! Bookmark not defined.
1.4 Batasan Masalah.....	Error! Bookmark not defined.
1.5 Metodologi Penelitian	Error! Bookmark not defined.
1.5.1 Metode Pengumpulan Data	Error! Bookmark not defined.
1.5.2 Metode Pembangunan Perangkat Lunak.....	Error! Bookmark not defined.
1.6 Sistematika Penulisan.....	Error! Bookmark not defined.
BAB II TINJAUAN PUSTAKA	Error! Bookmark not defined.
2.1 Game	Error! Bookmark not defined.
2.1.1 <i>Game</i> Edukasi	Error! Bookmark not defined.
2.2 <i>Tahsin</i>	Error! Bookmark not defined.
2.2.1 <i>Hijaiyah</i>	Error! Bookmark not defined.
2.3 Linear Congruent Method	Error! Bookmark not defined.

2.4 Godot.....	Error! Bookmark not defined.
2.5 Unified Modelling Language (UML).....	Error! Bookmark not defined.
2.5.1 Use Case Diagram.....	Error! Bookmark not defined.
2.5.2 Activity Diagram.....	Error! Bookmark not defined.
2.5.3 Class Digram.....	Error! Bookmark not defined.
2.5.4 Sequence Diagram.....	Error! Bookmark not defined.
BAB III ANALISIS DAN PERANCANGAN SISTEM	Error! Bookmark not defined.
3.1 Analisis Sistem.....	Error! Bookmark not defined.
3.1.1 Analisis Masalah	Error! Bookmark not defined.
3.1.2 Analisis <i>Game</i> dan Aplikasi Sejenis	Error! Bookmark not defined.
3.1.3 SECIL Belajar Mengaji.....	Error! Bookmark not defined.
3.1.4 Analisis Aplikasi yang akan dibangun..	Error! Bookmark not defined.
3.2 Analisis Algoritma	Error! Bookmark not defined.
3.2.1 Algoritma <i>Linear Congruent Method</i> (LCM)	Error! Bookmark not defined.
3.3 Analisis Kebutuhan Non-Fungsional	Error! Bookmark not defined.
3.3.1 Analisis Kebutuhan Perangkat Keras (Pengguna)	Error! Bookmark not defined.
3.3.2 Analisis Kebutuhan Perangkat Lunak (Pengguna)	Error! Bookmark not defined.
3.3.3 Analisis Pengguna	Error! Bookmark not defined.
3.4 Analisis Kebutuhan Fungsional	Error! Bookmark not defined.
3.4.1 Definisi Aktor.....	Error! Bookmark not defined.
3.4.2 <i>Use Case Diagram</i>	Error! Bookmark not defined.
3.4.3 Definisi Use Case Diagram.....	Error! Bookmark not defined.

3.4.4 Use Case Scenario	Error! Bookmark not defined.
3.4.5 Actiity Diagram	Error! Bookmark not defined.
3.4.6 Class Diagram.....	Error! Bookmark not defined.
3.4.7 Sequence Diagram	Error! Bookmark not defined.
3.5 Struktur Menu	Error! Bookmark not defined.
3.5.1 Perancangan Antarmuka	Error! Bookmark not defined.
3.5.2 Perancangan Jaringan Sematik.....	Error! Bookmark not defined.
BAB IV IMPLEMENTASI DAN PENGUJIAN	Error! Bookmark not defined.
4.1 Implementasi	Error! Bookmark not defined.
4.1.1 Implementasi Perangkat Keras.....	Error! Bookmark not defined.
4.1.2 Implementasi Perangkat Lunak.....	Error! Bookmark not defined.
4.2 Implementasi Aplikasi.....	Error! Bookmark not defined.
4.2.1 Implementasi Antarmuka	Error! Bookmark not defined.
4.3 Pengujian Sistem.....	Error! Bookmark not defined.
4.3.1 Pengujian Alpha (<i>Black Box</i>)	Error! Bookmark not defined.
4.3.2 Pengujian Beta.....	Error! Bookmark not defined.
BAB V KESIMPULAN DAN SARAN.....	Error! Bookmark not defined.
5.1 Kesimpulan.....	Error! Bookmark not defined.
5.2 Saran.....	Error! Bookmark not defined.