

## DAFTAR ISI

ABSTRAK .....	i
ABSTRACT .....	ii
KATA PENGANTAR .....	iii
DAFTAR ISI.....	v
DAFTAR LAMPIRAN .....	viii
DAFTAR TABEL.....	ix
DAFTAR GAMBAR .....	x
DAFTAR SIMBOL.....	xi
BAB 1 PENDAHULUAN .....	1
1.1 Latar Belakang Masalah .....	1
1.2 Perumusan Masalah.....	2
1.3 Maksud dan Tujuan .....	2
1.4 Batasan Masalah.....	3
1.5 Metodologi Penelitian .....	3
1.6 Sistematika Penulisan.....	5
BAB 2 LANDASAN TEORI.....	7
2.1 <i>Point of Sales</i> .....	7
2.2 Android.....	7
2.2.1 Versi Android.....	7
2.3 Bahasa Pemrograman Java.....	8
2.4 <i>Cyclomatic Complexity</i> .....	8
2.5 ButterKnife .....	9
2.6 <i>Re-engineering</i> Perangkat Lunak .....	10
2.6.1 Taksonomi <i>Re-engineering</i> Perangkat Lunak .....	10

2.6.2	Pendekatan <i>Re-engineering</i> Perangkat Lunak .....	12
2.7	<i>Enhanced Re-engineering</i> .....	14
2.8	<i>Clean Architecture</i> .....	16
2.8.1	<i>The Dependency Rule</i> .....	17
2.8.2	<i>Entities or Enterprise Business Rule</i> .....	18
2.8.3	<i>Use Cases or Application Business Rules</i> .....	18
2.8.4	<i>Interface Adapters</i> .....	18
2.8.5	<i>Frameworks and Drivers</i> .....	19
2.9	<i>Design Patterns</i> .....	19
2.10	<i>Maintainability Index</i> .....	21
2.11	<i>Halstead Metrics</i> .....	22
2.12	<i>Refactoring</i> .....	24
2.13	<i>Clean Code</i> .....	26
2.13.1	<i>Meaningful Names</i> .....	27
2.13.2	<i>Clean Function</i> .....	30
2.13.3	<i>Clean Comment</i> .....	32
2.13.4	<i>Clean Error Handling</i> .....	34
2.13.5	<i>Clean Object and Data Structure</i> .....	35
2.13.6	<i>Clean Class</i> .....	37
2.14	Analisis dan Desain Berorientasi Obyek .....	38
2.15	<i>Design Principles</i> .....	41
2.16	<i>Model View ViewModel (MVVM)</i> .....	43
2.17	Android Studio.....	43
2.18	<i>Code Readability</i> .....	44
2.19	<i>Integration Testing</i> .....	45

BAB 3	ANALISIS DAN PERANCANGAN .....	47
3.1	Analisis Kebutuhan Perangkat Lunak .....	47
3.1.1	Aplikasi POS Berbasis Android PD. Fahmi Jaya .....	47
3.1.2	<i>Use Case Diagram</i> Aplikasi POS Berbasis Android PD. Fahmi Jaya	
3.1.3	Analisis Data .....	50
3.1.4	<i>Class Diagram</i> .....	55
3.1.5	<i>Package Diagram</i> .....	57
3.2	Analisis Faktor Kualitas <i>Code Quality</i> .....	57
3.2.1	Analisis <i>Maintainability</i> .....	58
3.2.2	Analisis <i>Documentation</i> .....	75
3.3	Restrukturisasi Kode Program POS .....	79
3.3.1	Pemetaan Konsep <i>Clean Architecture</i> pada Kelas .....	79
3.3.2	Rancangan <i>Package</i> dan <i>Class Diagram</i> .....	81
BAB 4	IMPLEMENTASI DAN PENGUJIAN .....	84
4.1	Implementasi .....	84
4.2	Pengujian .....	86
4.2.1	<i>Integration Testing</i> .....	86
4.2.2	Pengujian Faktor Kualitas <i>Code Quality Maintainability</i> .....	88
4.2.3	Pengujian Faktor Kualitas <i>Code Quality Documentation</i> .....	89
BAB 5	KESIMPULAN DAN SARAN .....	93
5.1	Kesimpulan.....	93
5.2	Saran .....	93
	DAFTAR PUSTAKA .....	94