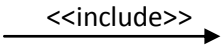
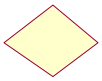
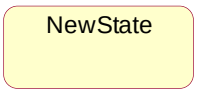
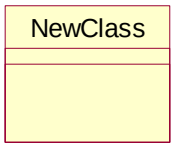
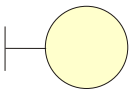
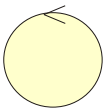
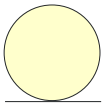
DAFTAR SIMBOL

1. Simbol UML (*Unified Modeling Language*)

No	Daftar Simbol	Nama
1.		*Use Case*
2.		*Aktor*
3.		*Ektends*
4.		*Include*
5.		*Start*
6.		*End*
7.		*Decision*
9.		*State*
10.		*Activity state*
11.		*Transition*

12.		*Class*
13.		*Boundry*
14.		*Control*
15.		*Entity*
16.		*Object Lifeline*