ABSTRACT

DEVELOPMENT OF LEARNING APPLICATION FOR HELPING KBM'S SYSTEM OF COMPUTER LESSON ON COMPUTER LABORATORY AT SMA 5 BANDUNG BASED ON CLIENT SERVER (CASE STUDY ON SMAN 5 BANDUNG)

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SMAN 5 *is one of senior high school in West Java Province, Indonesia. E-learning application development refers to the learning system is running in the computer lab. The learning system that is running is not yet computerized fully, both in terms of test execution, data management, especially in terms of controlling the value of teachers to students.*

Based on the needs so development learning application at computer laboratory was built. In the process of application development e-learning using a waterfall techniquess. While the method of data flow systems using object oriented approach, in which the toolshare is UML (Unified Modeling Language) to describe a software system associated with the object and ERD (Entity Relationship Diagram) to illustrate data model. The objectives of the development of e-learning system is to assist the teacher in controlling the activities of students.

After going through the stages of development in accordance with the method chosen is the implementation of e-learning system has a follow-up testing system consisting of alpha testing where testing is black box testing method that focuses on functional requirements and testing beta software is field testing a questionnaire giving to the user application, which is admin, teachers and students that contains, the questions refer to the ultimate goal of helping teachers to control student activities, helping teachers and students in the implementation of the quiz and help communication between teachers and students via chat's media. After the alpha and beta testing, it can be concluded that a functional e-learning system can produce output that is expected and easily used by all users.

Keywords: learning, e-learning, waterfall, client-server, UML, computer.