DAFTAR ISI

DAFTAR ISI v
DAFTAR GAMBAR xi
DAFTAR TABEL xvi
DAFTAR SIMBOL xix
DAFTAR LAMPIRAN xxiii
BAB 1 1
PENDAHULUAN 1
1.1 Latar Belakang Masalah 1
1.2 Rumusan Masalah 2
1.3 Maksud dan Tujuan Penelitian 2
1.4 Batasan Masalah 3
1.5 Metodologi Penelitian 3
1.5.1. Metode Pengumpulan Data 3
1.5.2. Metode Pengembangan Perangkat Lunak 4
1.6 Sistematika Penulisan 5
BAB 2 6
LANDASAN TEORI 7
2.1. *Set* 7
2.1.1 *Union* 8
2.1.2 *Intersection* 8
2.1.3 *Difference* 8
2.2. Bahasa Pemrograman 9
2.2.1 *Syntax* 9
2.2.2 *Regular Expression* 11
2.2.3 *Automata* 14
2.2.4 *Grammar* 16
2.2.5 *Metalanguage* 18
2.2.6 *Derivation* 19
2.2.7 *Parse Tree* 21

2.2.8 *Extended Backus Naur Form (EBNF)* 22
2.2.9 *Syntax Diagram* 23
2.2.10 *Semantic* 24
2.2.11 *Pragmatic* 25
2.3. Klasifikasi Bahasa Pemrograman 25
2.3.1 *Machine Language* 26
2.3.2 *Assembly Language and Assembler* 26
2.3.3 *High Level Language* 27
2.3.4 *Compiled Language* 28
2.3.5 *Interpreted Language* 29
2.3.6 *Hybrid Language* 29
2.3.7 *Non-english based Programming Language* 29
2.4. Proses Kompilasi 30
2.4.1 *Source Code* 30
2.4.2 *Lexical Analyzer* 31
2.4.3 *Syntax Analyzer* 31
2.4.4 *Symbol Table* 32
2.4.5 *Intermediate Code Generator* 33
2.4.6 *Semantic Analyzer* 33
2.4.7 *Optimization* 34
2.4.8 *Code Generator* 34
2.5. Kompiler 34
2.5.1 *Assembler* 35
2.5.2 *Cross-Compiler* 36
2.5.3 *Just in Time Compiler* 36
2.5.4 *Decompiler* 36
2.5.5 Interpreter 37
2.6. *Runtime Infrastructure* 40
2.6.1 *Two Stage Translation* 41
2.6.2 *Object Code* 44
2.6.3 *Linker* 45

2.6.4 *Loader* 45
2.6.5 *Common Intermediate Language* (CIL) 46
2.6.6 *Assembly* 47
2.6.7 *Common Language Infrastructure* (CLI) 47
2.6.8 *.Net Framework* 48
2.6.9 *Common Language Runtime* (CLR) 48
2.6.10 *Framework Base Class (FBC)* 53
2.6.11 *Common Type System* (CTS) 54
2.6.12 *Common Language Specification (CLS)* 55
2.6.13 *Dynamic Link Library* 56
2.6.14 *Managed Code* 56
2.6.15 *Mono Runtime* 58
2.6.16 *IL Assembly* 59
2.6.17 *IL Data Types* 63
2.6.18 *Evaluation Stack* 64
2.7. Paradigma Pemrograman 65
2.7.1 *Imperative* dan *Declarative Programming* 66
2.7.2 *Object Oriented Programming* 68
2.7.3 *Object* 69
2.7.4 *Class* 70
2.7.5 *Abstraction* 71
2.7.6 *Encapsulation* 71
2.7.7 *Inheritance* 72
2.7.8 *Polymorphism* 72
2.7.9 *Message Passing* 73
2.8. Spesifikasi Bahasa Pemrograman 74
2.8.1 *Identifier* 74
2.8.2 *Keyword* 74
2.8.3 *Whitespace* 75
2.8.4 *Statement* 75
2.8.5 *Block of Code* 75

2.8.6 *Comment* 76
2.8.7 *Structure* 76
2.8.8 *Predefined Data Type* 76
2.8.9 *User Defined Type* 80
2.8.10 *Variable* 81
2.8.11 *Literal* 82
2.8.12 *Expression* 83
2.8.13 *Constant* 83
2.8.14 *Escape Sequence* 83
2.8.15 *Operator* 84
2.8.16 *Conditional Statement* 86
2.8.17 *Looping* 87
2.8.18 *Enumeration* 87
2.8.19 *Class Declaration* 87
2.8.20 *Class Member* 87
2.8.21 *Access Modifier* 88
2.8.22 *Method* 89
2.8.23 *Error Message* dan *Error Handling* 89
2.9. *Data Structure* 90
2.9.1 *Array* 90
2.9.2 *List* 91
2.9.3 *Stack* 91
2.9.4 *Queue* 92
2.9.5 *Graph* 93
2.9.6 *Tree* 93
2.10. *Computer* 94
2.10.1 *Central Processing Unit* (CPU) 95
2.10.2 Program 95
2.10.3 *Data* 96
2.10.4 *Software* 96
2.10.5 *Operating System* 96

2.11. *Visual* C# 97
2.12. *Unified Modelling Language* 99
BAB 3 103
ANALISIS DAN PERANCANGAN 103
3.1. Analisis Masalah 103
3.2. Analisis Solusi 103
3.2.1 *Input* 106
3.2.2 *Lexical Analyzer* 107
3.2.3 *Syntax Analyzer* 112
3.2.4 *Semantic Analyzer* 119
3.2.5 *Code Generation* 123
3.3. Analisis Kebutuhan Sistem 126
3.3.1 Analisis Kebutuhan Non Fungsional 126
3.3.2 Analisis Kebutuhan Fungsional 128
3.2.2.1 *Use Case Diagram* 128
3.2.2.2 *Scenario Use Case* 129
3.2.2.3 *Activity Diagram* 132
3.2.2.4 *Class Diagram* 141
3.2.2.5 *Sequence Diagram* 142
3.4. Perancangan Antarmuka 154
3.5. Jaringan Semantik 167
BAB 4 169
IMPLEMENTASI DAN PENGUJIAN 169
4.1 Implementasi Sistem 169
4.1.1 Implementasi Buat Proyek 169
4.1.2 Implementasi Simpan Proyek 171
4.1.3 Implementasi Buka Proyek 172
4.1.4 Implementasi *Hide and Show Panel* 172
4.1.5 Implementasi Contoh Sumber Kode 174
4.1.6 Implementasi *Panel Docking* 175
4.1.7 Implementasi *Line Number* pada Kode *Editor* 177

4.1.8 Implementasi *Syntax Highlight* pada Kode *Editor* 178
4.1.9 Implementasi *Code Folding* pada Kode *Editor* 178
4.1.10 Implementasi *Auto-Indent* pada Kode *Editor* 179
4.1.11 Implementasi *Code Hints* pada Kode *Editor* 179
4.1.12 Implementasi *Autocomplete* pada Kode *Editor* 180
4.1.13 Implementasi *Zoom Code* pada Kode *Editor* 180
4.1.14 Implementasi *Intellisense* pada Kode *Editor* 181
4.1.15 Implementasi *Undo-Redo* pada Kode *Editor* 181
4.1.16 Implementasi *Search String* pada Kode *Editor* 182
4.1.17 Implementasi Kompilasi 182
4.2 Implementasi Penyimpanan Data 190
4.3 Implementasi Antarmuka 191
4.4 Pengujian Sistem 200
4.4.1 Skenario Pengujian IDE CILP 201
4.4.2 Kasus dan Hasil Pengujian (*Blackbox Testing*) 202
4.5 Kesimpulan 212
BAB 5 215
KESIMPULAN DAN SARAN 215
5.1 Kesimpulan 215
5.2 Saran 215
DAFTAR PUSTAKA 217