ABSTRACT

The improvement of information technology sector has been increased over the growing demand in the life, which is easier, more efficient, and more secure. The transition of information systems, which originally based on manual and become computerized, have been utilized by church to convey information to the congregation.

This Simple Presentation is an application which is created using the programming language C# combined with SQL Server 2005 database as the storage media. This Simple Presentation application aims to help the operators or church multimedia users in convey information such a form of composition in a church ceremony. The form of composition in a church ceremony can be a text track,video, biblical verses, and also powerpoint that will be shown to the congregation. Beside that Simple Presentation application can help in data processing, such as adding new data(adding text track files,video files,and background display), deleting unnecessary data, and changing the data which the user want to change. The Simple Presentation have others features, such as template feature that useful to make an arrangement of events that can be used at anytime, event feature to remind operators about the event, quick edit features to change text quickly.

keywords: *Simple Presentation, C#, SQL Server 2005 database, multimedia users*, *template feature, event feature, quick edit feature*

ABSTRAK

Kemajuan di bidang teknologi informasi semakin hari semakin meningkat seiring berkembangnya permintaan akan hidup yang lebih mudah, efisien, aman. Peralihan sistem informasi yang semula berbasis manual menjadi terkomputerisasi ini banyak dimanfaatkan oleh beberapa gereja untuk menyampaikan informasi kepada jemaatnya.

Aplikasi *Simple Presentation* adalah aplikasi yang dibuat dengan menggunakan bahasa pemrograman *C#* yang digabungkan dengan *database SQL Server 2005* sebagai media penyimpananya. Aplikasi *Simple Presentation* ini bertujuan untuk membantu operator atau pengguna multimedia gereja dalam hal menyampaikan informasi yang berupa susunan acara dalam sebuah gereja. Susunan acara tersebut dapat berisi susunan teks lagu, video, ayat alkitab, dan juga *Power Point* yang akan ditampilkan kepada jemaatnya. Selain itu aplikasi *Simple Presentation* dapat membantu dalam pengolahan datanya seperti menambah data baru (menambah *file* teks lagu, file video, menambah *background* tampilan). Menghapus data yang tidak diperlukan, serta merubah data yang ingin diubah. Aplikasi *Simple Presentation* memiliki fitur lainya seperti fitur *template* yang berguna untuk membuat sebuah susuna acara yang dapat digunakan kapanpun, fitur *event* untuk mengingatkan operator akan adanya *event*, fitur *quick edit* untuk merubah teks dengan cepat.

Kata kunci: *Simple Presentation,* C#, *database SQL Server 2005,* pengguna multimedia, fitur *template,* fitur *event, quick edit*

DAFTAR ISI

LEMBAR PENGESAHAN ii
PERNYATAAN PUBLIKASI LAPORAN PENELITIAN iii
PERNYATAAN ORISINALITAS LAPORAN PENELITIAN iv
KATA PENGANTAR v
ABSTRACT vi
ABSTRAK vii
DAFTAR ISI viii
DAFTAR GAMBAR xi
DAFTAR TABEL xiii
DAFTAR PROGRAM xiv
DAFTAR LAMPIRAN xv
BAB I PENDAHULUAN 1
1.1. Latar Belakang 1
1.2. Rumusan Masalah 1
1.3 Tujuan Pembuatan Aplikasi 2
1.4. Batasan Masalah 2
1.5. Sistematika Penulisan 2
BAB II DASAR TEORI 4
2.1. Bahasa pemograman C# 4
2.1.1. Komponen penting dalam bahasa pemrograman berorientasi object 4
2.1.2. *Inheritance dan Polymorphism* 5
2.1.3. *Method Overloading* 7
2.1.4. *Linq to SQL* 8
2.2. SQL Server 2005 8
2.3. Pengertian tentang Use Case Diagram 9
2.4. *Activity Diagram* 10
2.5. Pengertian Entity Relational Diagram 11
BAB III ANALISA PERMODELAN DAN PERANCANGAN 16
3.1 Deskripsi Umum Aplikasi Simple Presentation 16
3.2 Arsitektur Aplikasi Simple Presentation 16

3.2.1 Use Case Diagram 16
3.2.2 Activity Diagram 23
3.2.3. Class Diagram 45
3.4. Entity Relationship Diagram (ERD) 46
3.5. *Stroryboard & Creative Strategy* 50
3.5.1. Main *Menu*. 51
3.5.2. Open Schedule 55
3.5.3. Save Schedule 56
3.5.4. Print 57
3.5.5. Quick Edit 58
3.5.6. Template 59
3.5.7. Add Text. 60
3.5.8. Message Alert 62
3.5.9. Menu Event. 63
3.5.10. Menu Content 64
3.5.11. Menu Load Text Directory 65
3.5.12. Menu Background 66
3.5.13. Menu About 67
BAB IV IMPLEMENTASI 68
4.1. Halaman *Main Menu.* 68
4.2. Halaman *open schedule* 69
4.3. Halaman *save schedule* 70
4.4. Halaman *Template* 72
4.5. Halaman *Add Text* 73
4.6. Halaman *Message Alert.* 74
4.7. Halaman *Event* 75
4.8. Halaman *load text directory* 77
4.9. Halaman *Background* 78
4.10. Halaman *Content* 79
4.11. Halaman about 80
4.12. Halaman *Print* 80
4.13. Halaman *Quick Edit* 81
4.13. Implementasi *Entity Relationship Diagram Simple Presentation.* 81

BAB V PENGUJIAN 83
BAB VI KESIMPULAN DAN SARAN 90
DAFTAR PUSTAKA 91

DAFTAR GAMBAR

Gambar 2.1 Entitas 11
Gambar 2.2 *Atribut* 12
Gambar 2.3 Relasi 12
Gambar 2.4 Kardinalitas *one to one.* 12
Gambar 2.5 Kardinalitas *one to many* 13
Gambar 2.6 Kardinalitas *many to many* 13
Gambar 3.1 *Use Case* aplikasi *Simple Presentation* 17
Gambar 3.2 *Activity Diagram New Schedule* 23
Gambar 3.3 *Activity diagram* add *text* 24
Gambar 3.4 *Activity diagram edit text.* 25
Gambar 3.5 *Activity diagram delete text* 26
Gambar 3.6 *Activity diagram* add *text* from *directory.* 27
Gambar 3.7 *Activity diagram add video.* 28
Gambar 3.8 *Activity diagram remove video.* 29
Gambar 3.9 *Activity diagram add power point.* 30
Gambar 3.10 *Activity diagram remove power point.* 31
Gambar 3.11 *Activity diagram open power point file.* 32
Gambar 3.12 *Activity diagram add background.* 33
Gambar 3.13 *Activity diagram remove power point.* 34
Gambar 3.14 *Activity Diagram Save Schedule* 35
Gambar 3.15 *Activity Diagram Load Schedule* 36
Gambar 3.16 *View Event* 37
Gambar 3.17 *Activity Diagram add event* 38
Gambar 3.18 *Activity Diagram edit event.* 39
Gambar 3.19 *Activity Diagram add event.* 40
Gambar 3.20 view template 41
Gambar 3.21 *Activity Diagram add template* 42
Gambar 3.22 *Activity Diagram edit template* 43
Gambar 3.23 *Activity Diagram delete template* 44
Gambar 3.24 *Class diagram aplikasi Simple Presentation* 45
Gambar 3.25 *Entity Relationship Diagram* 46

Gambar 3.26 *Story Board main menu*..... 51
Gambar 3.27 *Story Board open schedule*..... 55
Gambar 3.28 *Story Board save schedule*..... 56
Gambar 3.29 *Story Board print* 57
Gambar 3.30 *Story Board quick edit* 58
Gambar 3.31 *Story Board template* 59
Gambar 3.32 *Story Board* add *text* 60
Gambar 3.33 *Story Board message alert* 62
Gambar 3.34 *Story Board menu event*..... 63
Gambar 3.35 *Story Board menu content* 64
Gambar 3.36 *Story Board add text song from directory*..... 65
Gambar 3.37 *Story Board Background* 66
Gambar 3.38 *Story Board menu about* 67
Gambar 4.1 *Screenshot main menu.*..... 68
Gambar 4.2 *screenshot open schedule* 70
Gambar 4.3 *Screenshot save schedule*..... 71
Gambar 4.4 *Screenshot viewtemplate* 72
Gambar 4.5 *Screenshot add text.*..... 73
Gambar 4.6 *Screenshot message alert.* 74
Gambar 4.7 *Screenshot viewevent*..... 76
Gambar 4.8 *Screenshot confirmText*..... 77
Gambar 4.9 *Screenshot background*..... 78
Gambar 4.10 *Screenshot content*..... 79
Gambar 4.11 *Screenshot about* 80
Gambar 4.12 *Screenshot print* 80
Gambar 4.13 *Screenshot quickedit* 81
Gambar 4. 14 Implementasi *Entity Relationship Diagram Simple Presentation* 82
Gambar Lampiran 1 dua buah form.....A-1
Gambar Lampiran 2 *Gender DVI* A-2
Gambar Lampiran 3 *Display monitor* A-2
Gambar Lampiran 4 *Display monitor 2* A-2
Gambar Lampiran 5 *Visual Studio*.....A-3
Gambar Lampiran 6 *button*.....A-4

DAFTAR TABEL

Tabel 2.1 Notasi *Use Case Diagram* 9
Tabel 2.2 Notasi *Activity Diagram* 10
Tabel 3.1 *new schedule* 17
Tabel 3.2 mengolah data 18
Tabel 3.3 *save schedule* 20
Tabel 3.4 *load schedule* 21
Tabel 3.5 *view event* 21
Tabel 3.6 *view template* 22
Tabel 5.1 *Test Case loadtext* 83
Tabel 5.2 *Test Case loadevent* 83
Tabel 5.3 *Test Case loadschedule* 84
Tabel 5.4 *Test Case saveschedule* 84
Tabel 5.5 *Test Case viewtemplate* 85
Tabel 5. 6 *Test Case addtext* 86
Tabel 5.7 *Test Case messagealert* 87
Tabel 5.8 *Test Case viewevent* 88
Tabel 5.9 *Test Case loadtextdirectory* 88
Tabel 5.10 *Test Case viewbackground* 89

DAFTAR PROGRAM

Program 2.1 *Inheritance* 5
Program 2.2 *Polymorhism* 6
Program 2.3 Hitung Luas 6
Program 2.4 *Class lingkaran* 7
Program 2.5 *Method Overloading* 7
Program 2.6 *Linq* 8
Pseudocode 4.1 *loadtext* 69
Pseudocode 4.2 *loadevent* 69
Pseudocode 4.3 *loadschedule* 70
Pseudocode 4.4 *saveschedule* 71
Pseudocode 4.5 *viewtemplate* 73
Pseudocode 4.6 *addText* 74
Pseudocode 4.7 *messagealert* 75
Pseudocode 4.8 *viewevent* 76
Pseudocode 4.9 *loadtextdirectory* 78
Pseudocode 4.10 *Viewbackground* 79
Program Lampiran 1 *coding pada form 2* A-3
Program Lampiran 2 *button click* A-4

DAFTAR LAMPIRAN

LAMPIRAN A-1
Lampiran Program A-1
Lampiran data Penulis A-5