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## DAFTAR SIMBOL

### 1. DIAGRAM USE CASE

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<td>1.</td>
<td><img src="image1" alt="Aktor" /></td>
<td>Aktor&lt;br&gt;Menunjukkan user yang akan menggunakan sistem</td>
</tr>
<tr>
<td>2.</td>
<td><img src="image2" alt="Use case" /></td>
<td>Use case&lt;br&gt;Menunjukkan proses yang terjadi pada sistem</td>
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<td>3.</td>
<td><img src="image3" alt="Undirectional Association" /></td>
<td>Undirectional Association&lt;br&gt;Menunjukkan hubungan antara aktor dengan use case atau antara use case satu sama lain</td>
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### 2. DIAGRAM ACTIVITY

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<td>1</td>
<td><img src="image4" alt="Start" /></td>
<td>Kondisi Awal&lt;br&gt;Menunjukkan awal dari suatu diagram aktivitas</td>
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<td>2</td>
<td><img src="image5" alt="End" /></td>
<td>Kondisi Akhir&lt;br&gt;Menunjukkan akhir dari suatu diagram aktivitas</td>
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<td>3</td>
<td><img src="image6" alt="Kondisi transisi" /></td>
<td>Kondisi transisi&lt;br&gt;Menunjukkan transisi pada diagram aktivitas</td>
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<td><img src="image7" alt="Swimlane" /></td>
<td>Swimlane&lt;br&gt;Menunjukkan aktor diagram aktivitas yang dibuat</td>
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3. **DIAGRAM SEQUENCE**

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| 1   | ![Boundary Symbol](image) | Simbol *Boundary*  
Menunjukkan objek yang terdapat di diagram |
| 2   | ![Entity Symbol](image) | Simbol *Entity*  
Menunjukkan *Database* yang terdapat di diagram |
| 3   | ![Control Symbol](image) | Simbol *Control*  
Menunjukkan kontrol objek yang terdapat di diagram *sequence* |
| 4   | ![Message to Self](image) | Pesan ke objek sendiri  
Menunjukkan pesan yang diproses pada objek itu sendiri |
| 5   | ![Message to Other](image) | Pesan objek  
Menunjukkan pesan yang disampaikan ke objek lain dalam diagram *sequence* |

4. **DIAGRAM CLASS**

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| 1   | ![Class Symbol](image) | *Class*  
Menunjukkan *class-class* yang dibangun berdasarkan proses-proses sebelumnya (diagram *sequence*) |
|     | ![Association Symbol](image) | *Unidirectional Association*  
Menunjukkan hubungan antara *class* pada diagram *class* |
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