

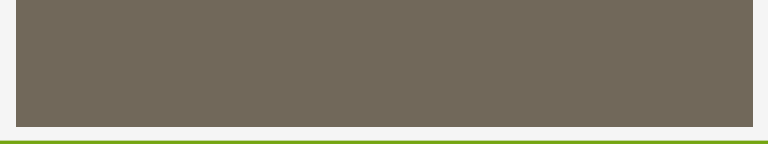
Rekayasa Perangkat Lunak

Proses Pembangunan Perangkat Lunak



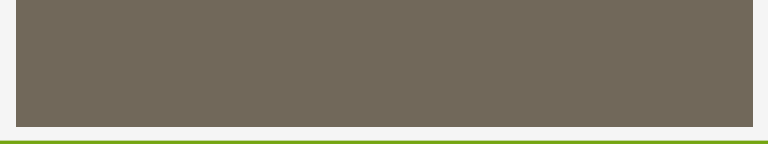
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Proses Pembangunan P/L

1. SDLC
2. Generic Process Model
3. Prescriptive Process Model.

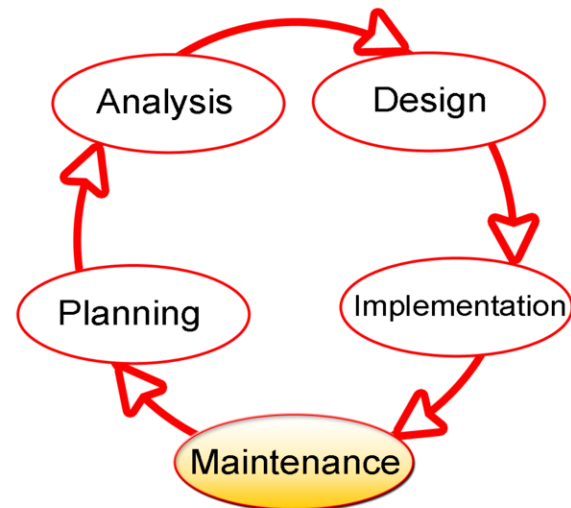


SDLC

1. Pengertian SDLC
2. Software Development Activities
3. Pertanyaan Seputar SDLC

Pengertian SDLC

SDLC (software Development Life Cycle) adalah sekumpulan kegiatan dan keterhubungannya satu sama lain untuk mendukung pembangunan dari sebuah perangkat lunak.



Software Development Activities

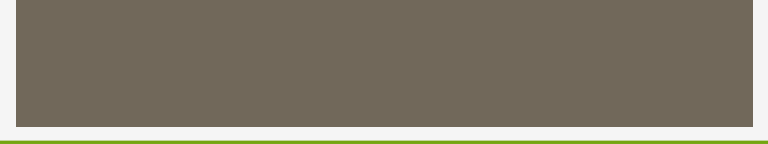
1. Gathering Requirements
2. Team Management
3. Software Design
4. Coding
5. Testing
6. Documentation
7. Software Maintenance



Pertanyaan Seputar SDLC

Pertanyaan yang sering muncul di dalam SDLC:

1. Aktifitas mana yang harus dipilih untuk proyek perangkat lunak ini?
2. Hubungan apa yang dimiliki antar aktifitas-aktifitas di dalam SDLC?
3. Bagaimana menjadwalkan aktifitas-aktifitas SDLC ini?



Generic Process Model

1. Definisi Generic Process Model
2. Process Flow
3. Linear Process Flow
4. Iterative Process Flow
5. Evolutionary Process Flow

Definisi Generic Process Model

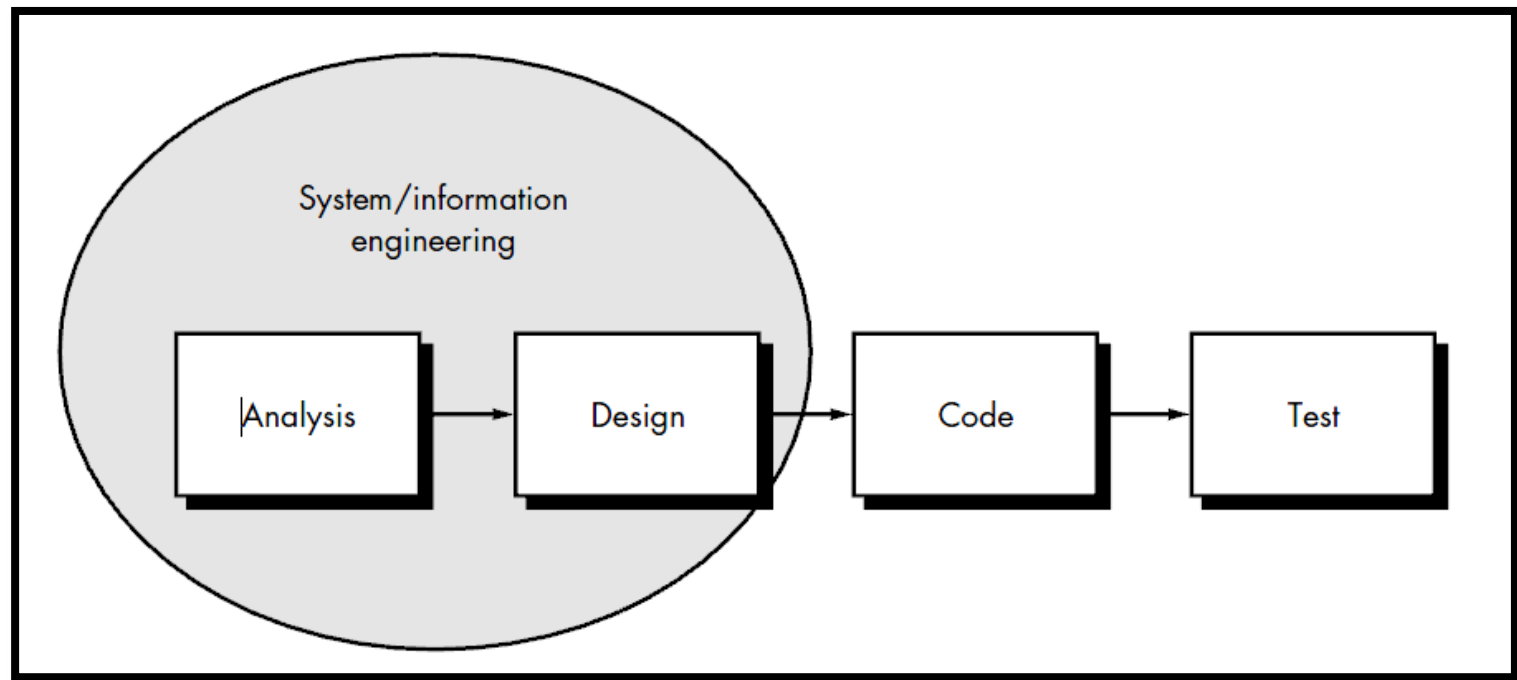
Terdiri dari 5 aktifitas umum dalam pembangunan perangkat lunak yaitu:

1. Communication
2. Planning
3. Modeling
4. Construction
5. Deployment.

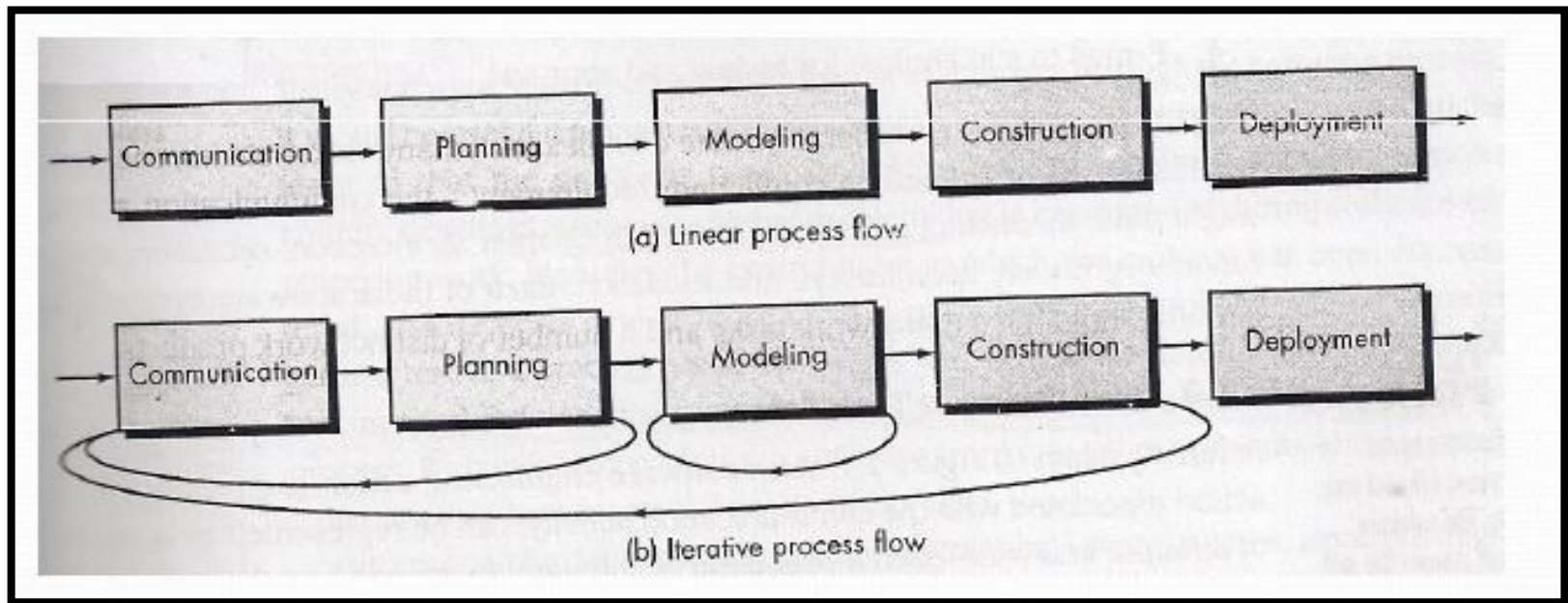
Process Flow

1. Linear
2. Iterative
3. Evolutionary

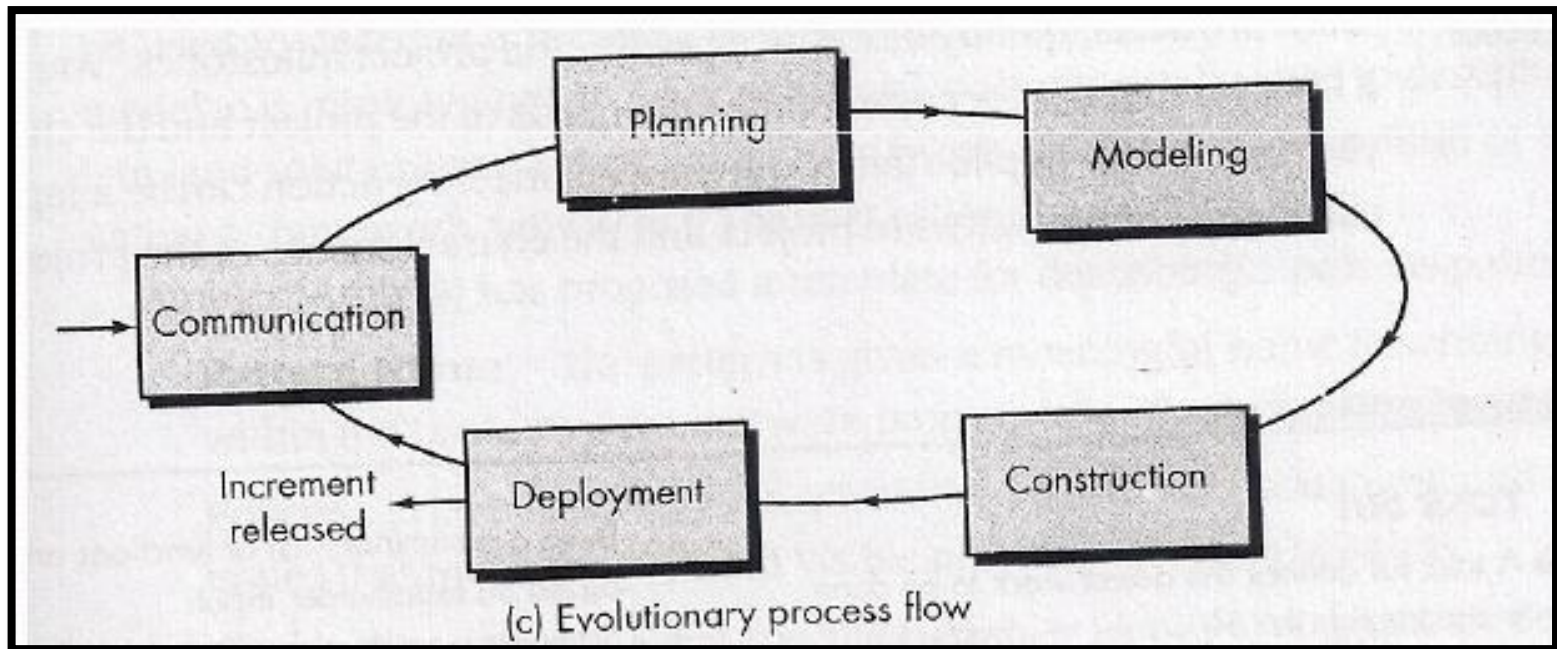
Linear Process Flow

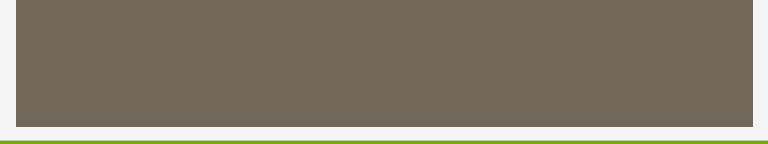


Iterative Process Flow



Evolutionary Process Flow





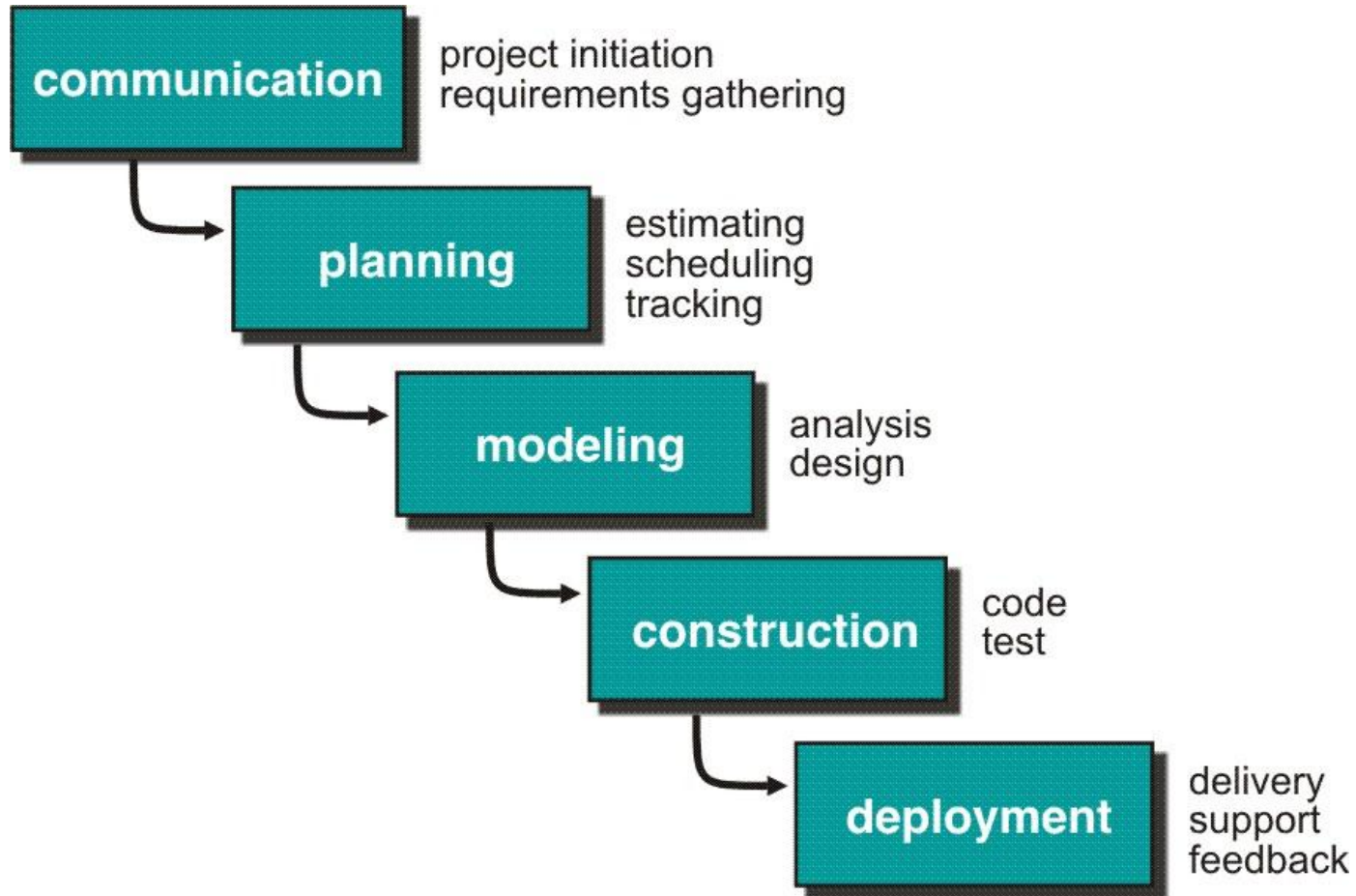
Prescriptive Model

1. Waterfall Model
2. V Model
3. Incremental Process Model
4. Evolutionary Process Model
5. Specialized Process Model
6. Unified Process
7. Agile Methods (example: XP)

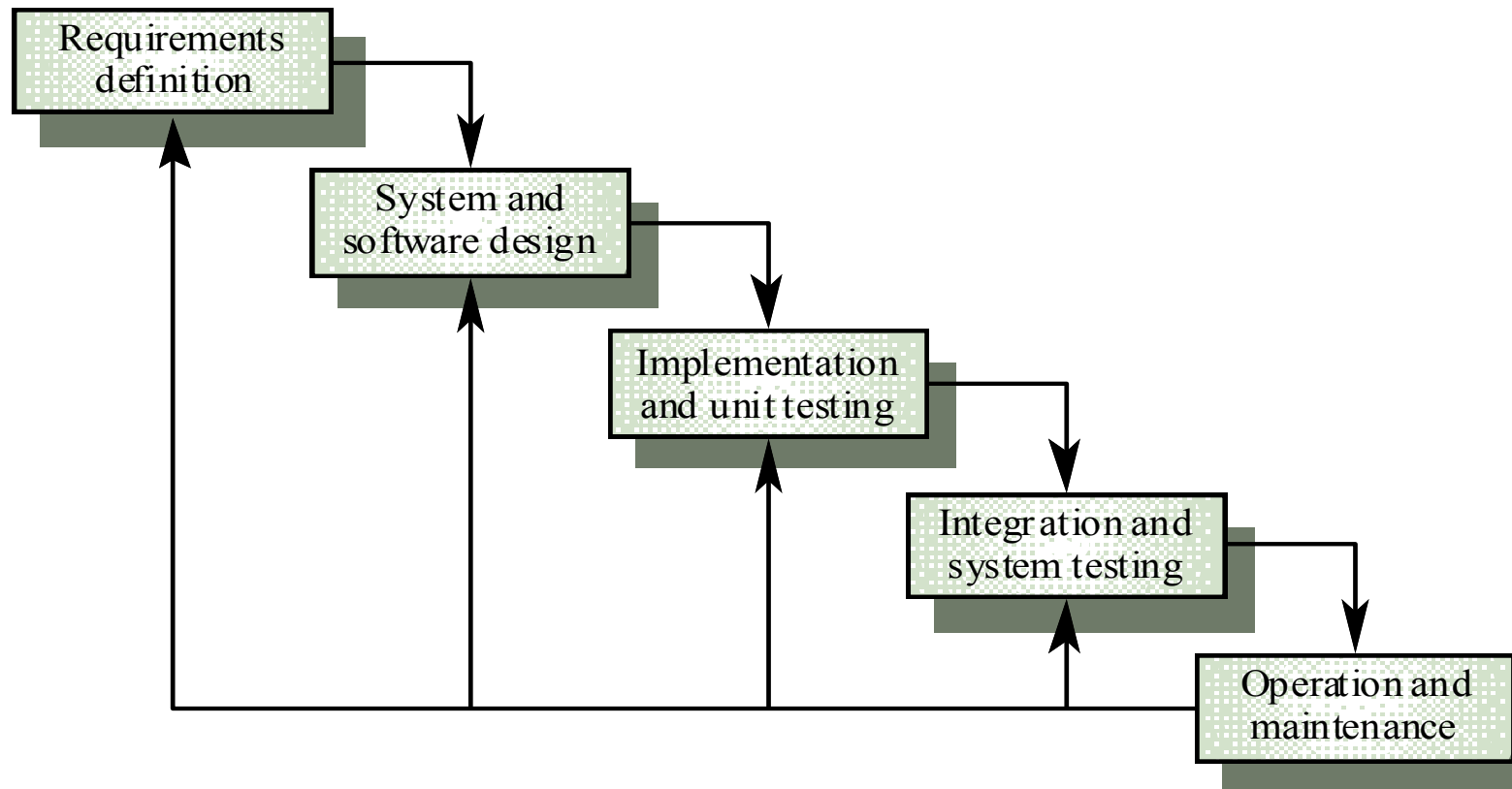
Waterfall Model

1. Setiap tahap menghasilkan dokumen di akhir tahapnya.
2. Tidak ada overlapping pada setiap tahapnya.
3. Setiap tahapan akan punya pengaruh besar pada hasil di tahap berikutnya.
4. Memerlukan biaya besar jika melakukan rework.

Waterfall Model



Waterfall Model



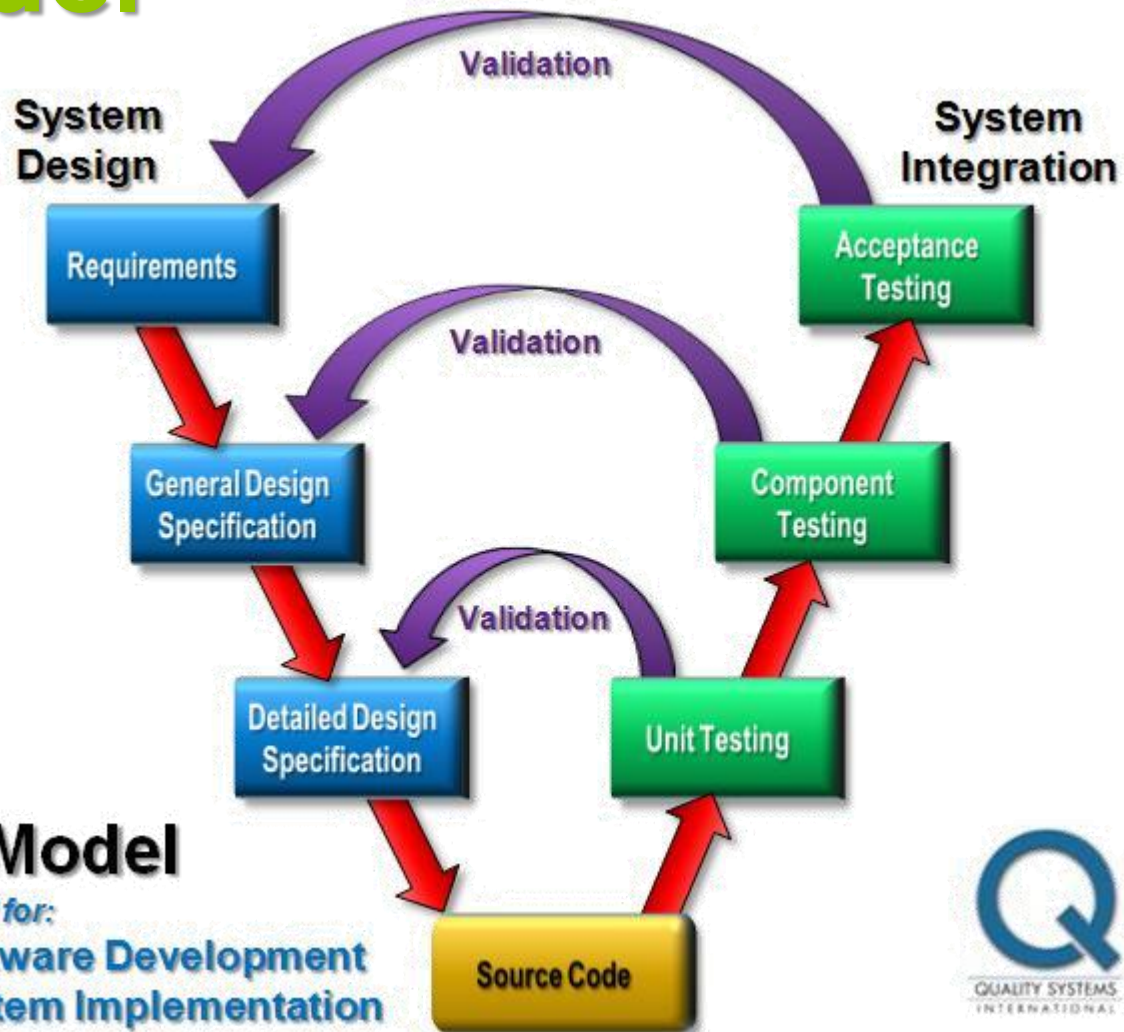
Kelebihan Waterfall Model

1. Menghasilkan mature process pada setiap tahapnya.
2. Mudah untuk diaplikasikan pada sebuah proyek.
3. Menghasilkan sistem yang terstruktur dengan baik.
4. Memiliki tingkat visibilitas yang tinggi (setiap tahap mempunyai dokumen yang jelas).

Kelemahan Waterfall Model

1. Ketidak fleksibelan antar tahapan.
2. Susah dalam merespon perubahan kebutuhan customer.
3. Model ini hanya cocok jika:
 - a. Kebutuhan customer sudah sangat jelas
 - b. Perubahan kebutuhan dibatasi.

V Model



V-Model

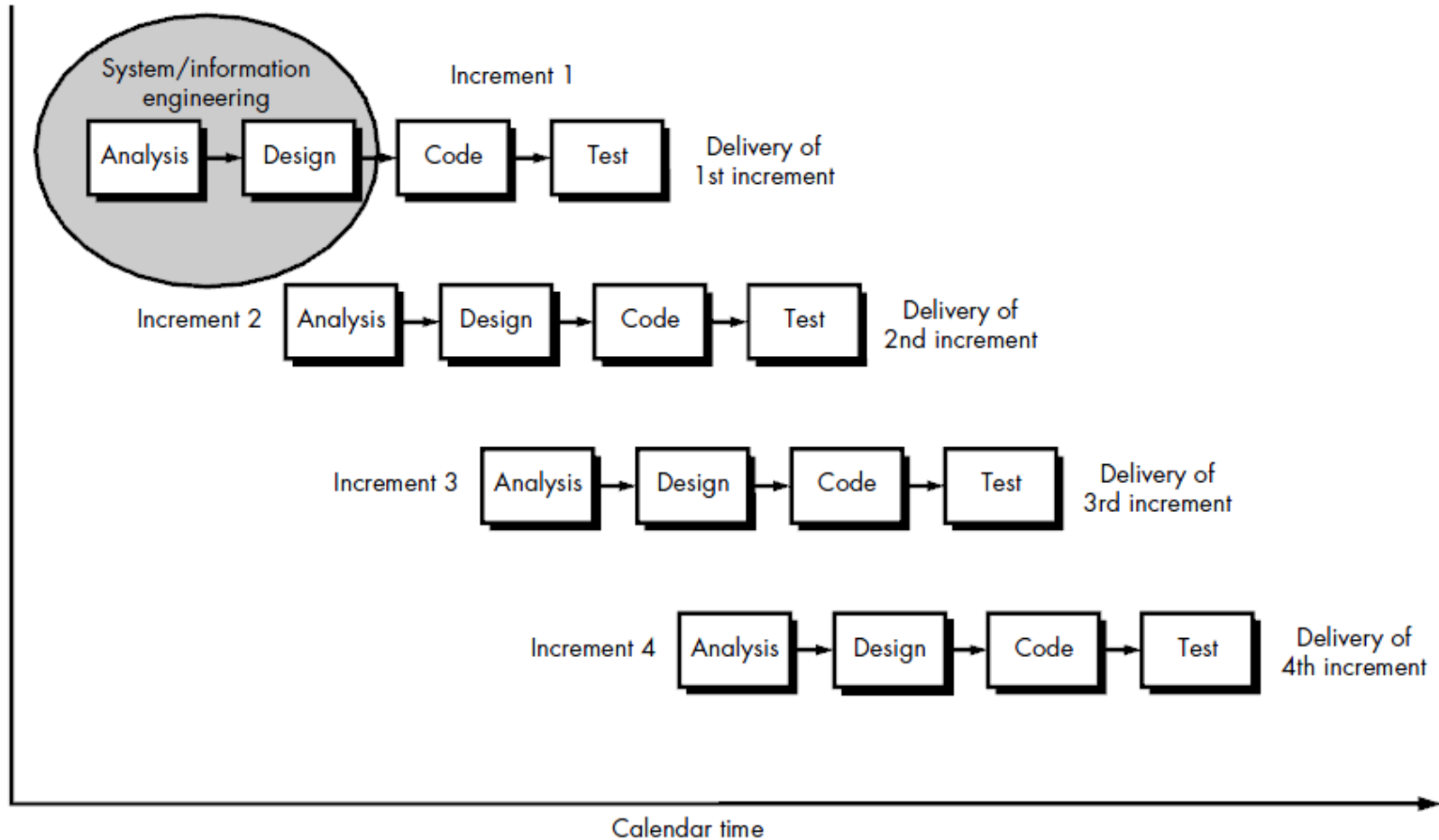
Used for:
Software Development
System Implementation



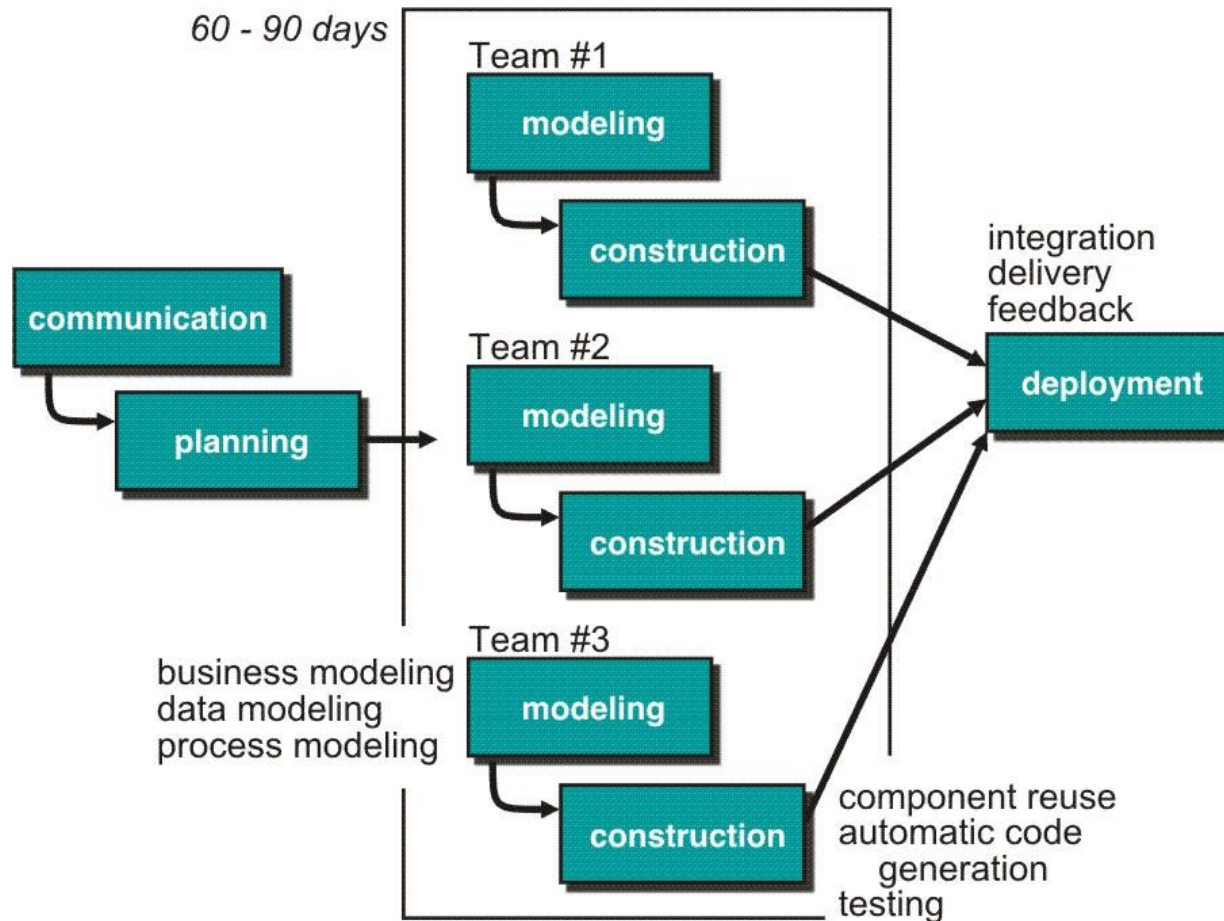
Incremental Process Model

1. Incremental model
2. RAD model (Rapid Application Development)

Incremental Model



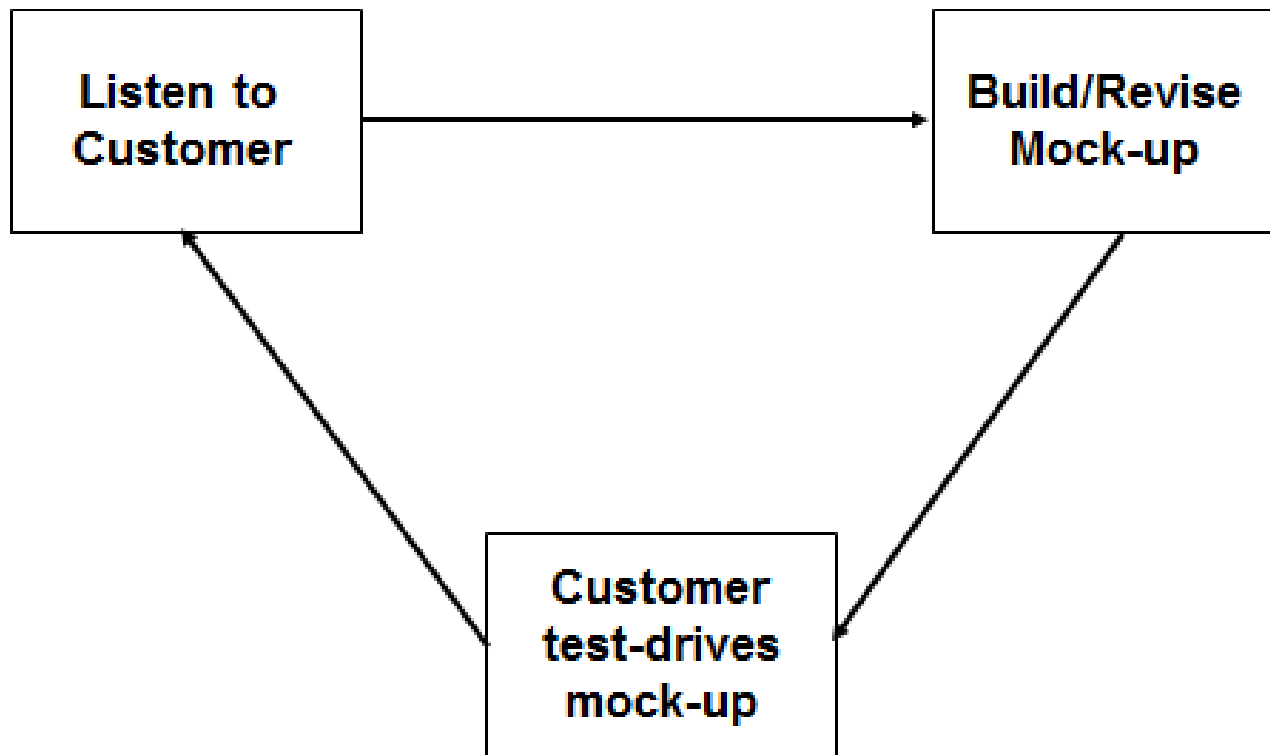
Rapid Application Development



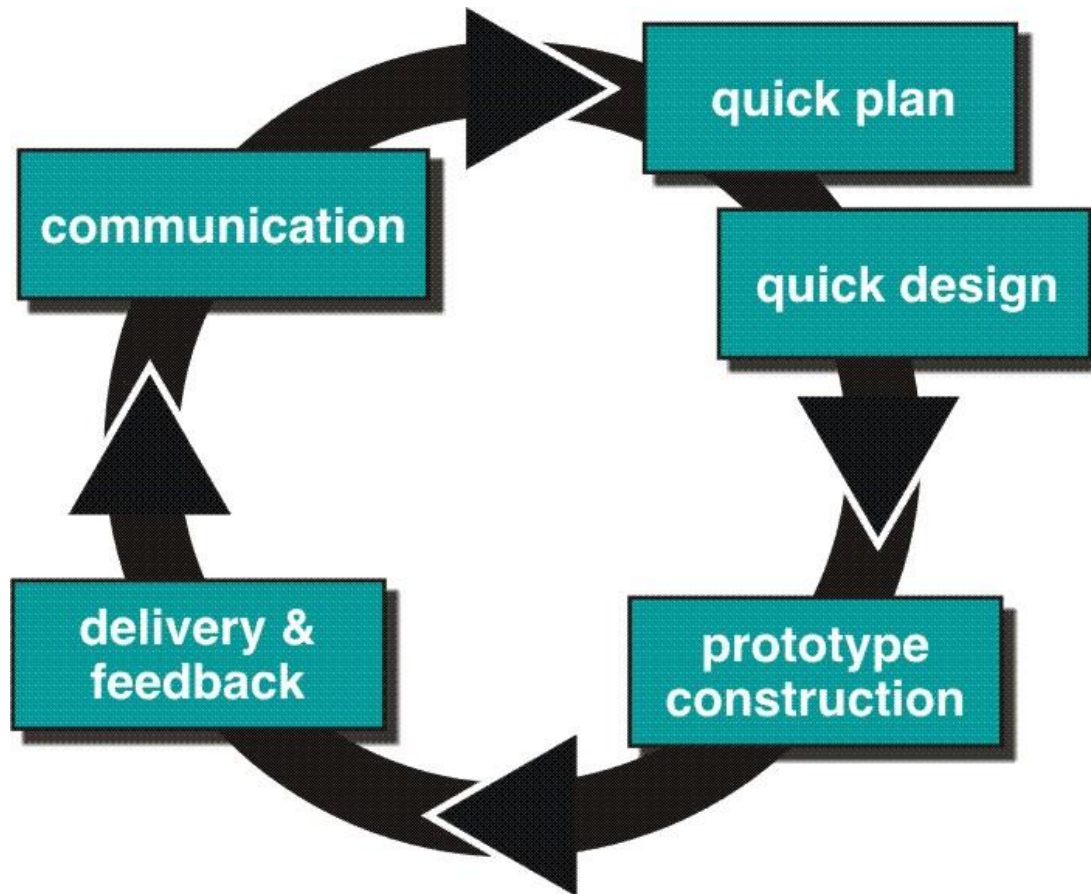
Evolutionary Process Model

1. Prototyping
2. Spiral Model
3. Concurrent Process Model

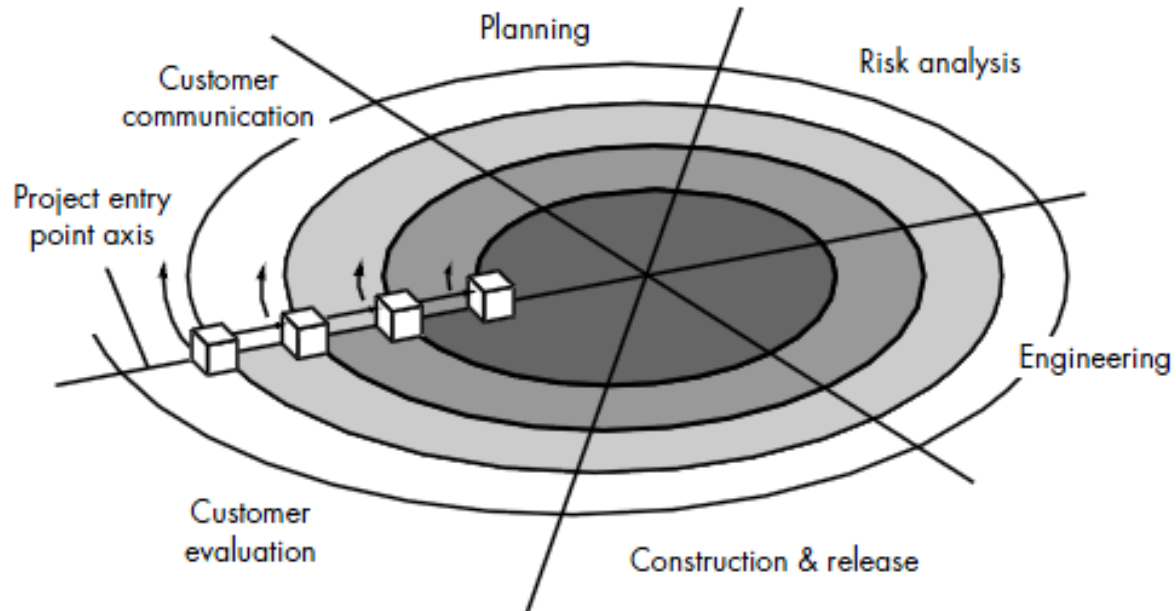
Prototyping







Prototyping

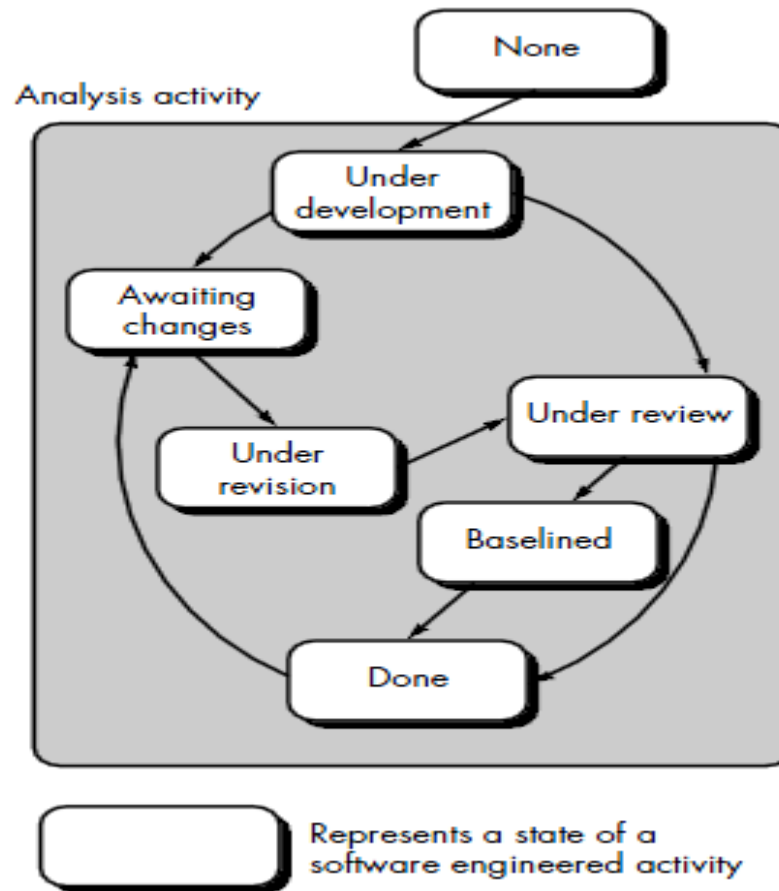


Spiral Model



-  Product maintenance projects
-  Product enhancement projects
-  New product development projects
-  Concept development projects

Concurrent Process Model



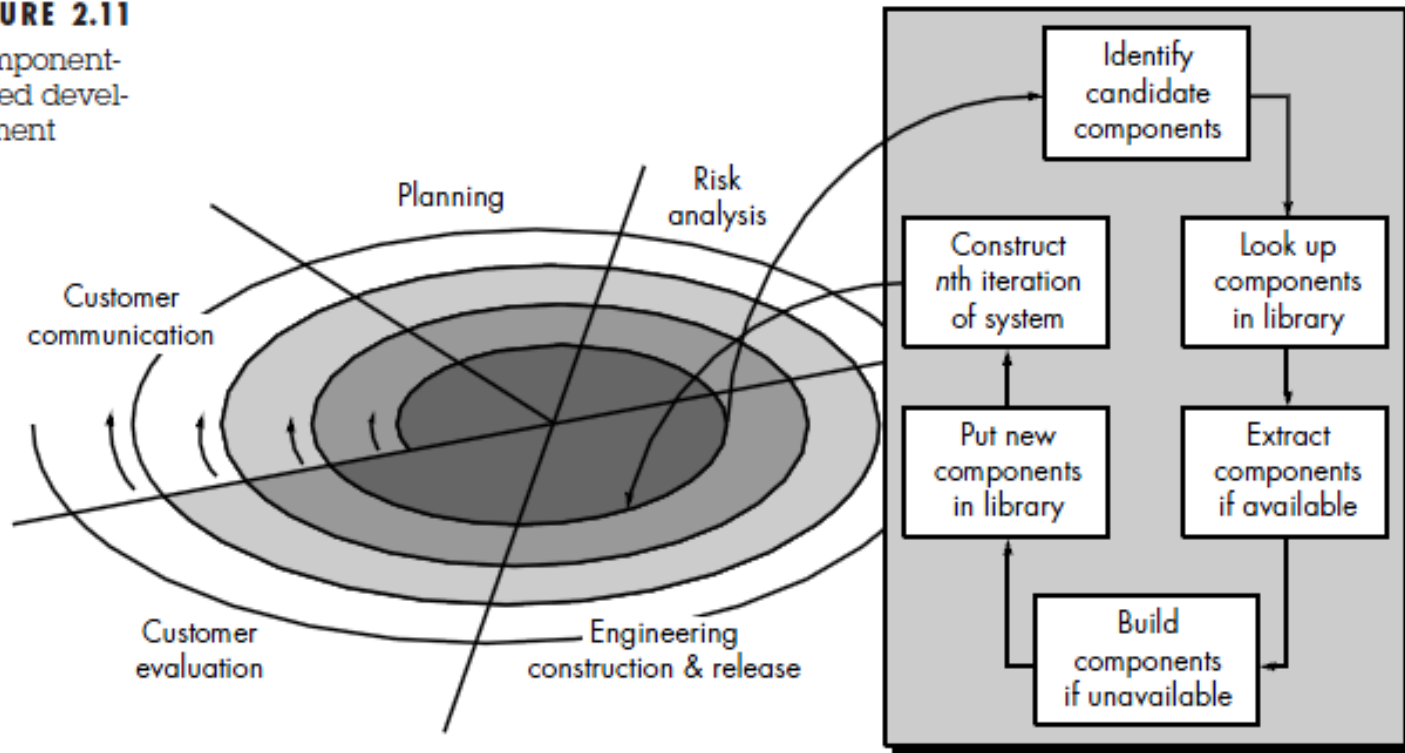
Specialized Process Model

1. Component Based Development
2. Formal Method Model
3. Aspect-oriented Software Development

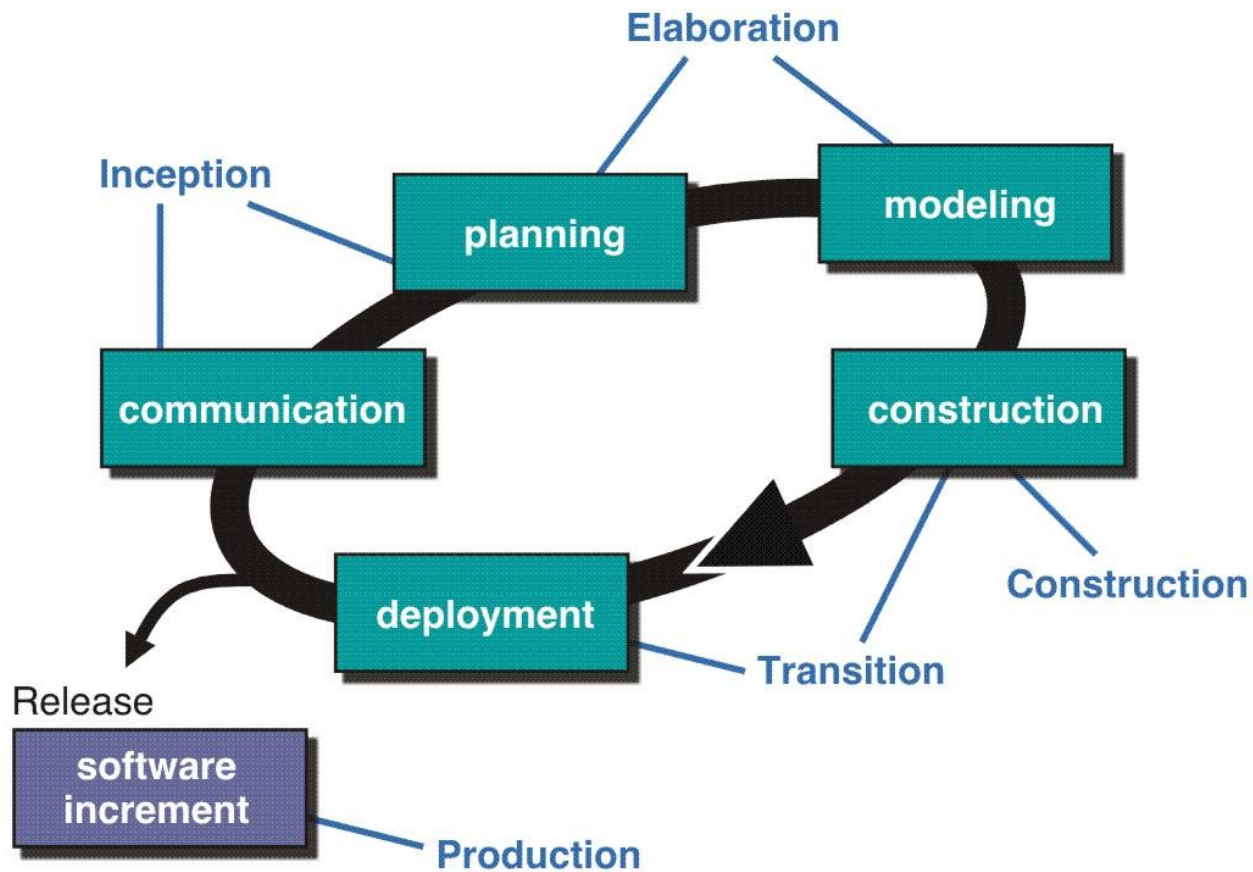
Component Based Development

FIGURE 2.11

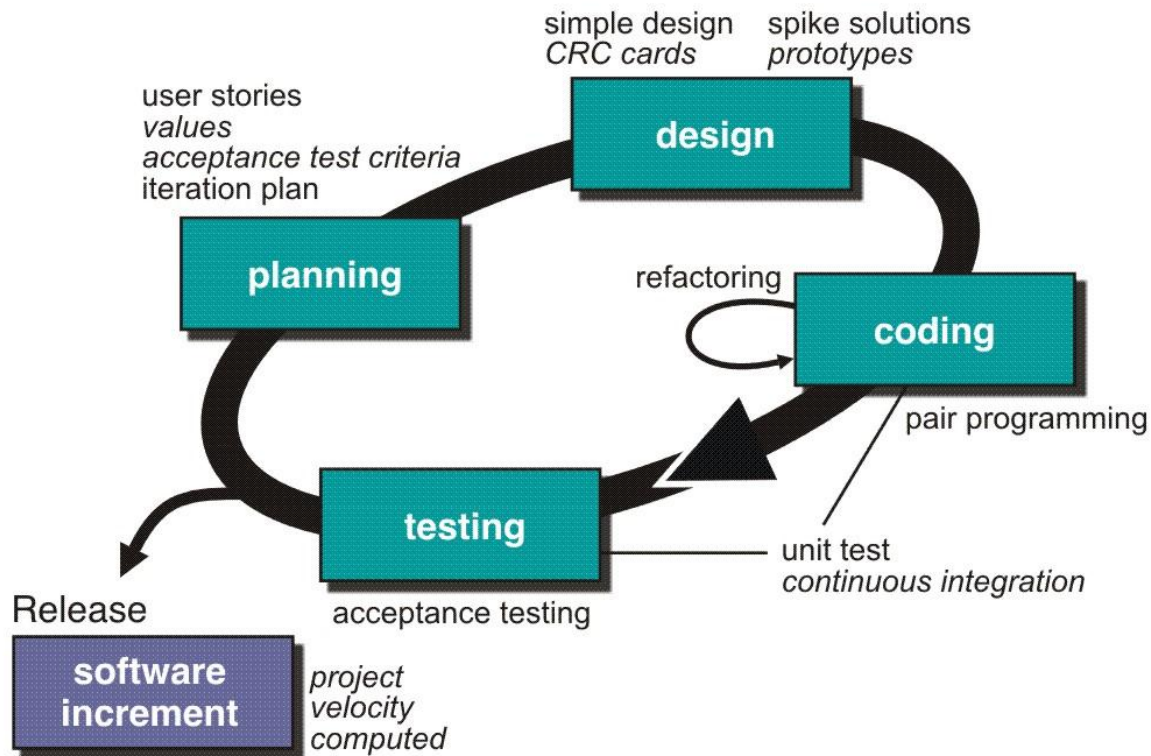
Component-based development



Unified Process



Agile Method (example: XP)

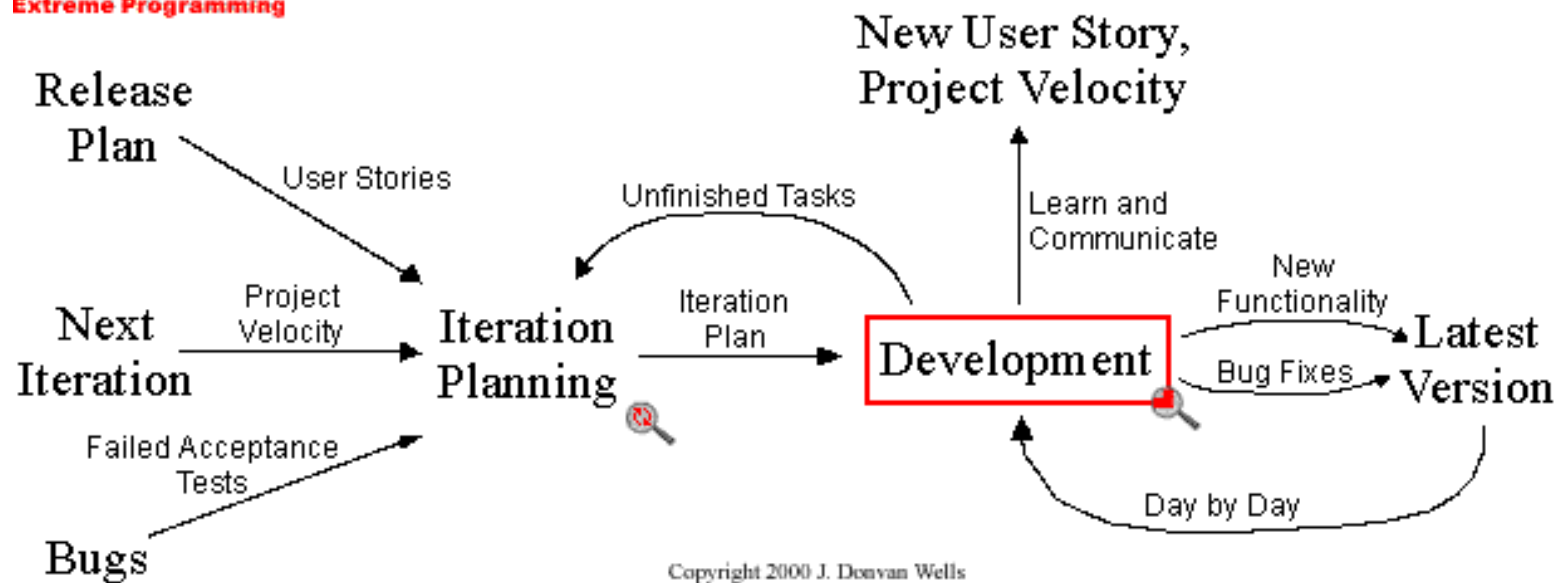


Agile Method (example: XP)



Iteration

Zoom Out



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