



# Pemrograman Website

ISH3D4 – Sistem Informasi

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# Hello!

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My blog: <https://rahmatfauzi.com>

# ORGANIGRAM DAN PRASYARAT MATA KULIAH

8 14 SKS	Tugas Akhir 4 SKS	Pancasila dan Kewargangran 3 SKS	Etika Profesi Reg ICT 2 SKS	Pelatihan & Sertifikasi 3 SKS	Kerja Praktek 2 SKS	
7 17 SKS	Bahasa Inggris untuk Karir 3 SKS	Metode Penelitian SI 2 SKS	Tata Kelola dan Man. IT 3 SKS	Integrasi Aplikasi Enterprise 3 SKS	Manajemen Hubungan Pelanggan 3 SKS	Peminatan III 3 SKS
6 20 SKS	Manajemen Layanan 3 SKS	Sistem Akuntansi & Man.Keu* 2 SKS	Rekayasa PL Capstone 4 SKS	Pengembangan Aplikasi Mobile* 3 SKS	Keamanan Sistem Informasi* 4 SKS	Peminatan II 3 SKS
5 19 SKS	Arsitektur Enterprise* 3 SKS	Sistem & Man.SDM* 3 SKS	Pengembangan aplikasi Web 3 SKS	Manajemen Proyek Sistem Informasi 3 SKS	Dasar Sistem Operasi 3 SKS	Peminatan 3 SKS
4 20 SKS	Rekayasa Proses Bisnis* 3 SKS	Manajemen Rantai Pasok* 3 SKS	Perancangan Interaksi 3 SKS	Analisis Perancangan Sistem Informasi* 3 SKS	Sistem Basis Data* 4 SKS	Manajemen Jarkom * 4 SKS
3 19 SKS	Kewirausahaan 2 SKS	Statistika Industri* 3 SKS	Permodelan Proses Bisnis* 3 SKS	Perograman Orientasi Objek* 3 SKS	Struktur Data & Alpro* 4 SKS	Desain Jaringan & Kom.Data* 4 SKS
2 17 SKS	Pendidikan Agama & Etika 2 SKS	Probabilitas & Statistik 3 SKS	Matriks dan Ruang Vektor 3 SKS	Bahasa Indonesia 2 SKS	Algoritma & Pemrogramn 3 SKS	Praktikum Algoritma & Pemrogramn 1 SKS
1 19 SKS	Kalkulus 1B 3 SKS	Bahasa Inggris 2 SKS	Sistem Enterprise* 3 SKS	Matematika Diskrit A 3 SKS	Literasi TIK 2 SKS	Pengantar Sistem Informasi 3 SKS

Keterangan :

	Umum	21 SKS (14%)
	Dasar Sains	15 SKS (10%)
	IS Core	56 SKS (39%)
	IS Depth	33 SKS (23%)
	IS Breadth	20 SKS (14%)

 Keterkaitan Mata Kuliah

# SOME CLASS RULES

1. **BAP akan disubmit di kelas.** Kapan? Random!
2. Email
  - ✓ 1. Nama di email **harus** sesuai nama asli, Foto di email harus foto asli/sopan
  - 2. Email tanpa badan atau nama tidak asli akan **mengurangi 5 poin nilai**
3. Tugas yang terlambat akan **mengurangi 10 poin nilai**
4. Keaktifan di kelas akan **menambah nilai**: Bertanya, Menjawab pertanyaan, Memberikan masukan ke teman/dosen

5. Materi dan pengumuman akan disampaikan lewat ketua kelas melalui blog [rahmatfauzi.com](http://rahmatfauzi.com)
6. Tugas disubmit lewat email [rahmatfauzi9013@gmail.com](mailto:rahmatfauzi9013@gmail.com)
7. Subject tugas:  
[KELAS]<UnderScore>[NAMA]<Underscore>[JUDUL TUGAS]  
Misalkan : SI4008-JOHNYP-TUGASDESIGNTHINKING
8. Minimal kehadiran 75%, atau nilai tugas akhir akan 0
9. Boleh bawa air minum, no food unless shared

# SOME CLASS RULES



# SOME CLASS RULES

## 10. No plagiarism in report/academic work and writing

(Merriam-Webster's Collegiate Dictionary, Eleventh Edition, USA, 2003)

- . to steal and pass off (the ideas or words of another) as one's own
- . to use (another's production) without crediting the source
- . to commit literary theft to present as new and original an idea or product derived from an existing source

## 11.No cheating in examination

## 12.Tidak ada Ujian UTS/UAS/Quiz susulan

# AGENDA

Week	Topic	Week	Topic
1	Introduction HTML dan CSS	9	Model View Controller pada Framework Laravel
2	HTML, CSS dan Java Script	10	Model View Controller pada Framework Laravel
3	Server-Side berbasis web menggunakan PHP	11	<ul style="list-style-type: none"><li>• POST dan GET</li><li>• Pengenalan Cookies dan Session</li></ul>
4	Operator-operator pada PHP	12	<ul style="list-style-type: none"><li>• POST dan GET</li><li>• Pengenalan Cookies dan Session</li></ul>
5	Operator-operator pada PHP	13	TUBES
6	Percabangan dan Perulangan pada PHP	14	TUBES
7	mengintegrasikan halaman website dengan database	15	UAS
8	Mid Term Exam	16	UAS

ADAB  
Adalah  
Pintu Pembuka  
bagi Para  
Pencari ilmu.





# Grading Structure

## 1. Attitude 90 %

( Niat / Strong Commitment )

( Sopan Santun )

( Hormat kepada orang lain )

( Bertanggung jawab )

( Disiplin )

( Bekerja keras dan pantang menyerah )

( Collaborative / kerja sama dengan orang lain )

( Keinginan terus belajar / Exploration )

( Speed to learn )

## 2. Skill 10 %



# PESAN DARI ELON MUSK

(UNTUK PARA KAUM MILENIAL)

IG | [MOTIVASI.PEBISNIS](#)

" Keterampilan  
dan skill  
lebih penting  
daripada  
ijazah dan  
gelar.

# Grading Structure



# Grading Structure

Komponen	Presentase
Tugas Mingguan	20%
QUIZ	15%
UTS	20%
PRAKTIKUM	20%
TUGAS BESAR	25%

TAMBAHAN	NILAI
IKUT LOMBA DAN JUARA	MINIMAL B
SERTIFIKASI BIDANG WEB	MINIMAL B

# Grading Structure



# LET'S INTRODUCE YOURSELF !

Nama :  
Panggilan :  
NIM :  
Asal Kota :  
Pantun / Motto Hidup :  
Ekspektasi Mata Kuliah ini :



Utamakan Bahasa Indonesia, Kuasai Bahasa asing, **Lestarikan Bahasa daerah.**  
( Kemendikbud)



# Goal Of WAD Course

After completing this lesson, students can have the following capabilities :

1. Understand various concepts of Basic Web Language
2. Capable formulate a problem and provide a solution in the form of Website Application
3. Make Website Application.



# Course Material

1. From Lecturer ( My Blog )
2. From Practice in Laboratorium.
3. From Textbooks (From Library)
4. From Internet ( Keyword HTML CSS PHP laravel)
5. From Youtube (Tutorial HTML CSS PHP laravel)
6. Platform Course Online (Coursera, Udemy, Datacamp, Udacity )

Mahasiswa 70 % dari belajar mandiri.



## 6 Pekerjaan Populer di Kalangan Generasi Z



**Mobile  
Developer**



**Data  
Scientist**



**Product  
Manager**



**Developer**



**DevOps  
Engineer**



**UI / UX  
Designer**



source: [www.kompas.com](http://www.kompas.com)





# DASAR PEMROGRAMAN WEB

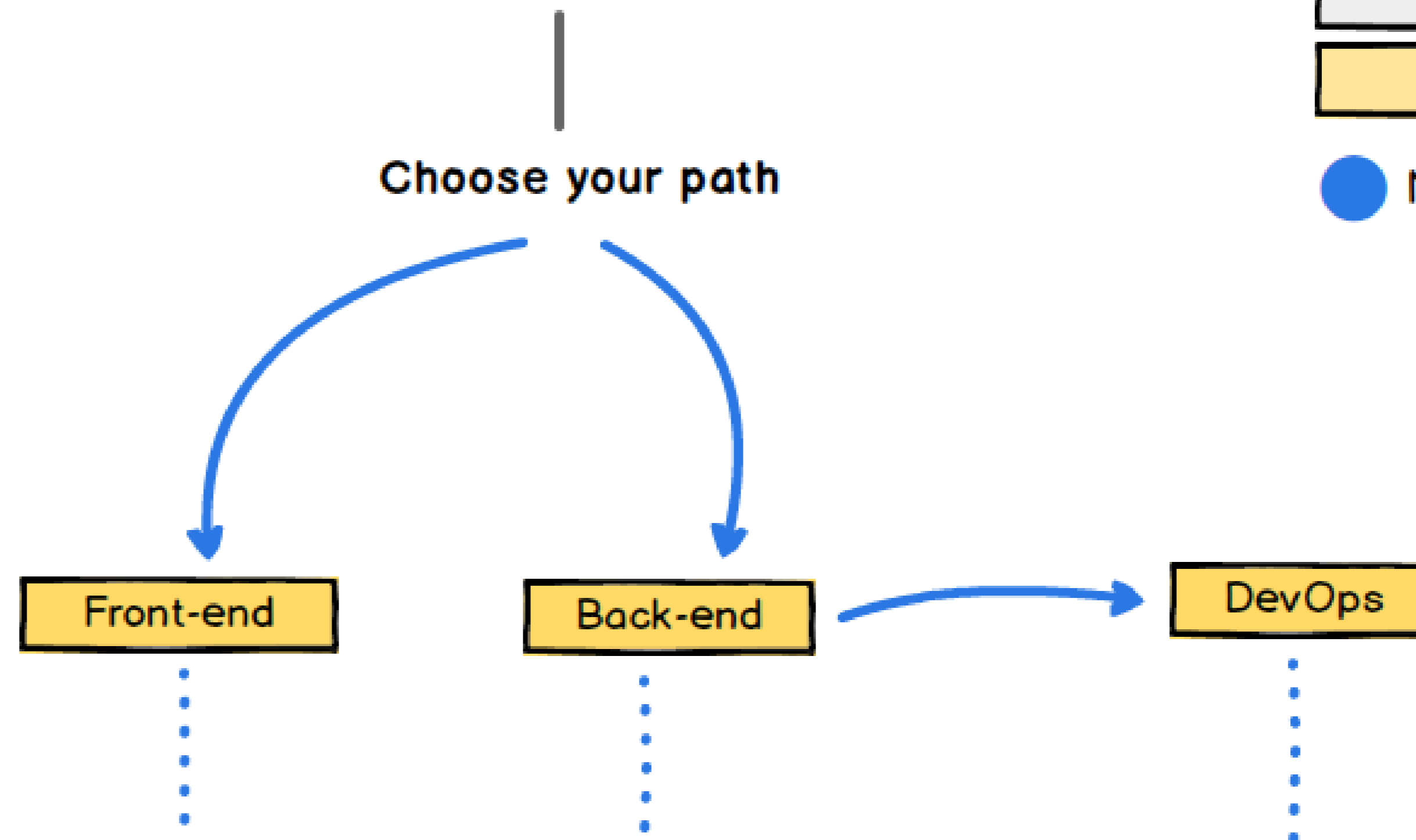
## Required for any path

- Git - Version Control
- SSH
- HTTP/HTTPS and APIs
- Basic Terminal Usage
- Learn to Research
- Data Structures & Algorithms
- Character Encodings
- Design Patterns
- GitHub
- Create a profile. Explore relevant open source projects. Make a habit of looking under the hood of projects you like. Create and contribute to open source projects.

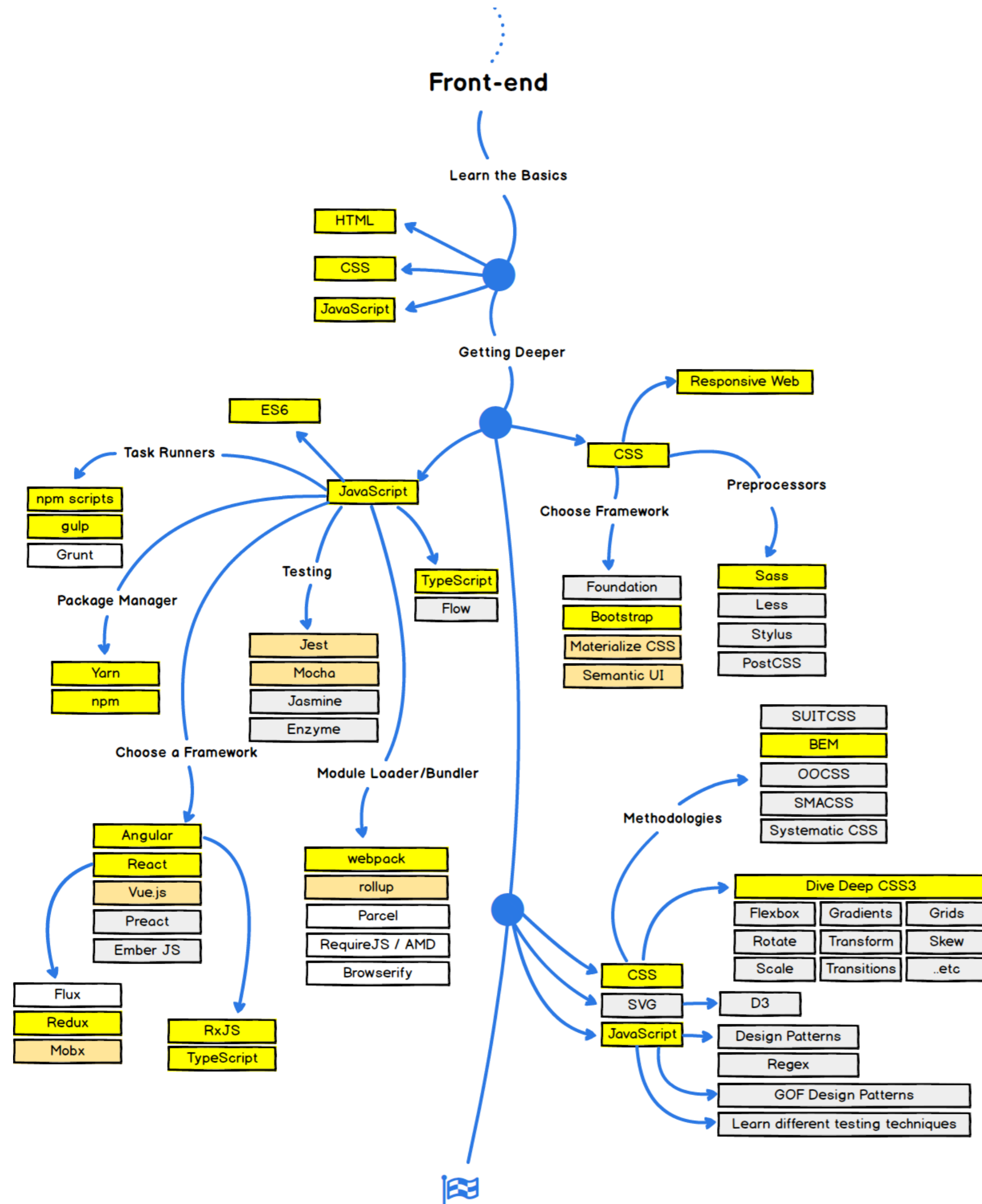
## Legends

- Personal Recommendation!
- Possibilities
- Pick any!
- Now build something

## Web Developer in 2018



# Front End Dev



**Front-end**  
(ujung depan)

Front-end developer  
tugasnya lebih fokus  
untuk membaut tampilan web

Skill yang wajib dimiliki

- HTML5
- JavaScript
- CSS3
- Vue.js
- Angular
- Bootstrap
- Sass
- React
- Gulp

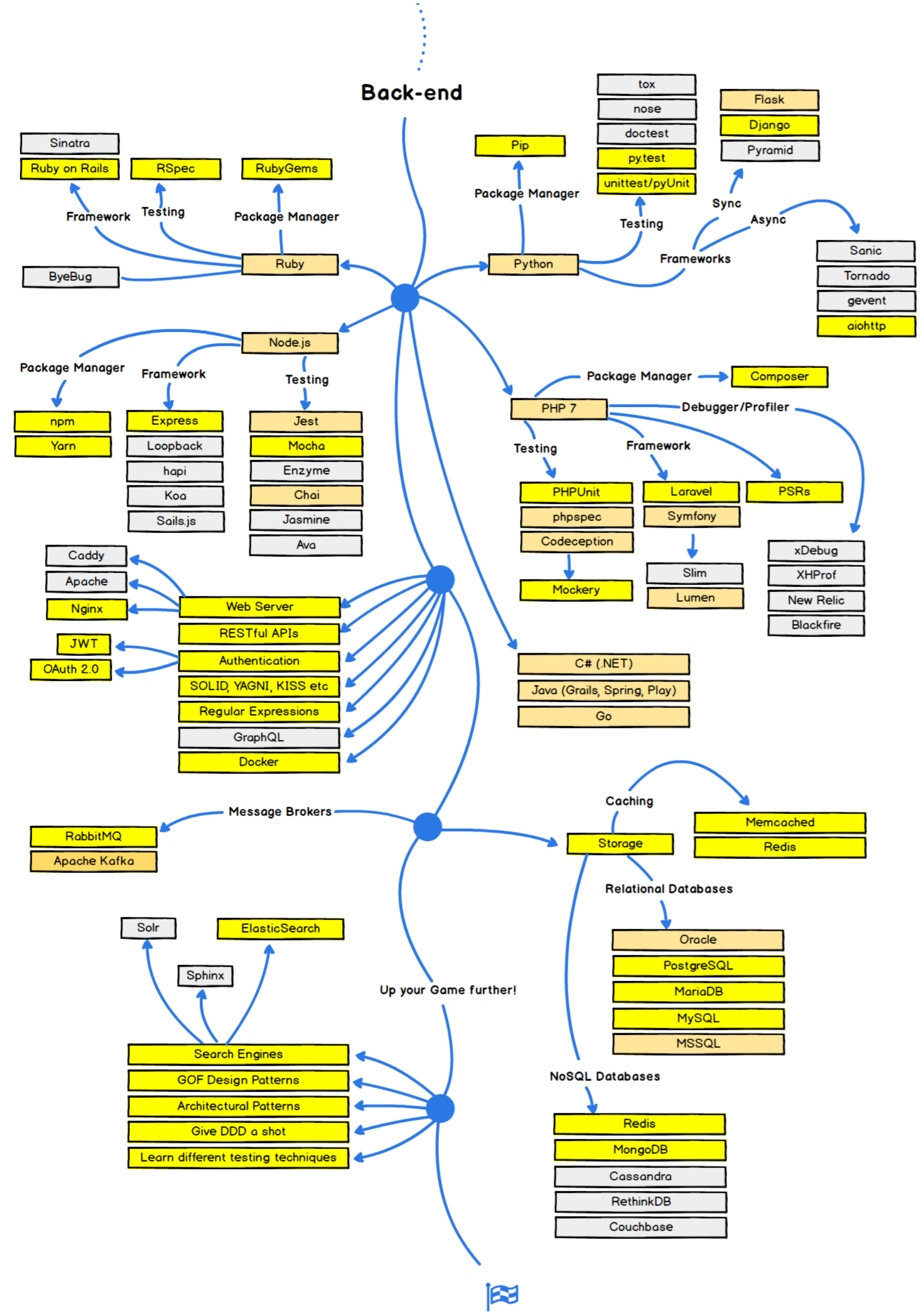
Web browser

User/Visitor

Peta Kode


@petanikode

# Back-End Dev






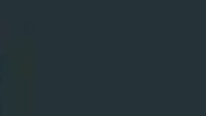
## Back-end

(ujung belakang)






**Back-end developer**

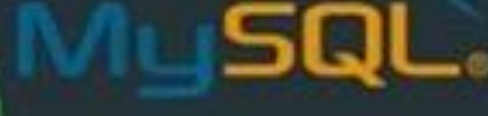

tugasnya membuat aplikasi yang berjalan di server, membuat logic, bussines logic, security, caching, pengolahan data, dll.


.NET


node

django



Server



Database



## Full-stack developer

Dia bisa front-end dan juga back-end

Front-end

(ujung depan)

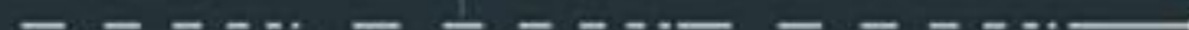


Back-end

(ujung belakang)



Jaringan



Biasanya bekerja dengan menggunakan full-stack framework



# Roadmap Web Developer 2018

- <https://medium.com/@rhodinett/the-2018-web-developer-roadmap-ad91d2611794>
- <https://medium.com/level-up-web/developer-roadmaps-all-in-one-place-75c0402db0e0>



# Full Stack Developer

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## Full stack Developer - Programmer - PT Jakarta Interactive (Omeoo M

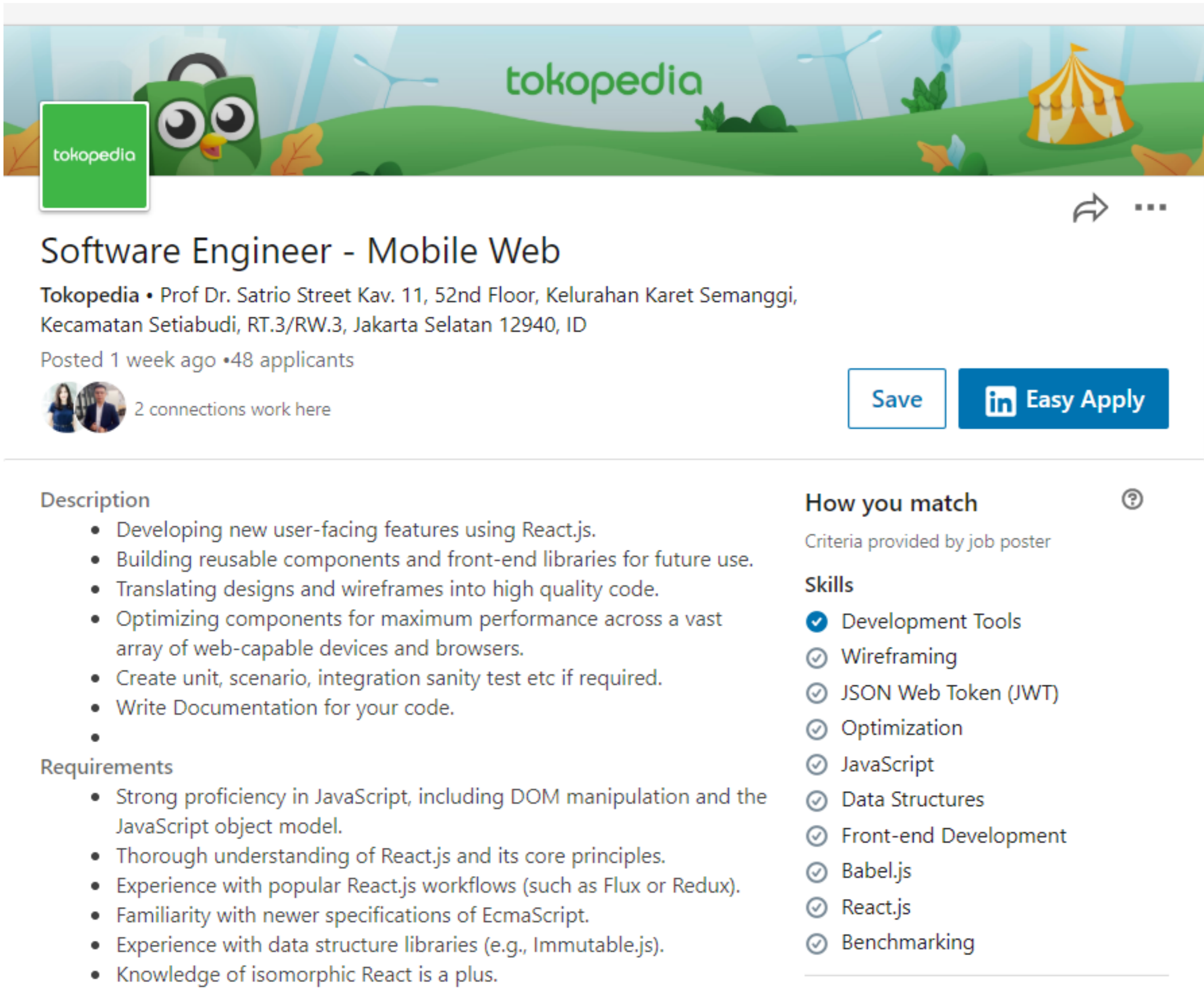
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- Meeting both technical and consumer needs.
- Staying abreast of developments in web applications and programming languages.

### **Requirements:**

- Degree in Computer Science.
- Strong organizational and project management skills.
- Proficiency with fundamental front end languages such as HTML, CSS and JavaScript.
- Familiarity with JavaScript frameworks such as Angular JS, React and Amber.
- Understanding the latest technology such as Golang or others.
- Proficiency with server side languages such as Python, Ruby, Java, PHP and .Net.
- Familiarity with database technology such as MySQL, Oracle and MongoDB.
- Excellent verbal communication skills.
- Good problem solving skills.
- Attention to detail.

# Software Engineer



**Software Engineer - Mobile Web**  
Tokopedia • Prof Dr. Satrio Street Kav. 11, 52nd Floor, Kelurahan Karet Semanggi, Kecamatan Setiabudi, RT.3/RW.3, Jakarta Selatan 12940, ID  
Posted 1 week ago • 48 applicants  
2 connections work here

**Description**

- Developing new user-facing features using React.js.
- Building reusable components and front-end libraries for future use.
- Translating designs and wireframes into high quality code.
- Optimizing components for maximum performance across a vast array of web-capable devices and browsers.
- Create unit, scenario, integration sanity test etc if required.
- Write Documentation for your code.
- 

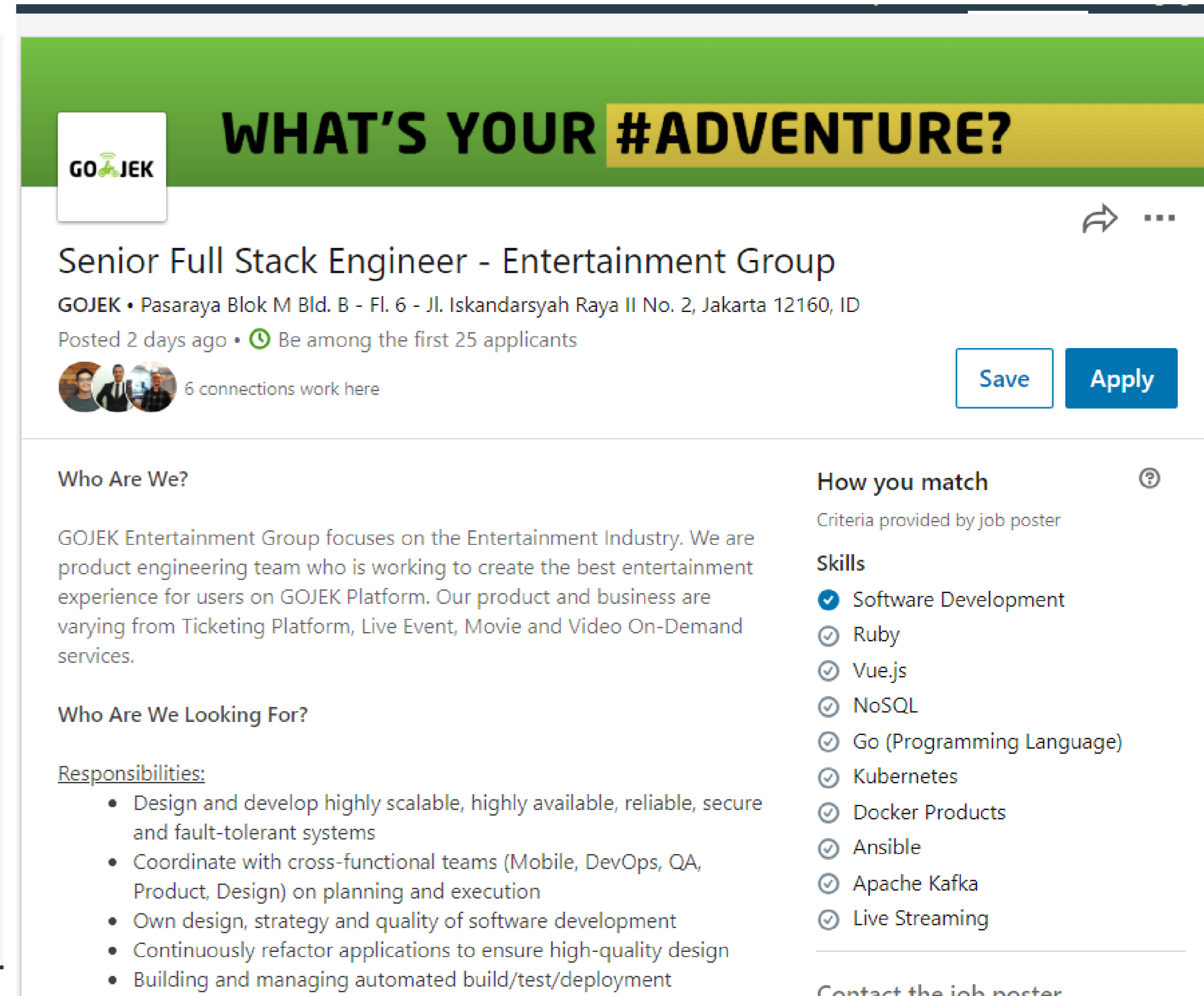
**Requirements**

- Strong proficiency in JavaScript, including DOM manipulation and the JavaScript object model.
- Thorough understanding of React.js and its core principles.
- Experience with popular React.js workflows (such as Flux or Redux).
- Familiarity with newer specifications of EcmaScript.
- Experience with data structure libraries (e.g., Immutable.js).
- Knowledge of isomorphic React is a plus.

**How you match**  
Criteria provided by job poster

**Skills**

- ✓ Development Tools
- ✓ Wireframing
- ✓ JSON Web Token (JWT)
- ✓ Optimization
- ✓ JavaScript
- ✓ Data Structures
- ✓ Front-end Development
- ✓ Babel.js
- ✓ React.js
- ✓ Benchmarking



**WHAT'S YOUR #ADVENTURE?**

**Senior Full Stack Engineer - Entertainment Group**  
GOJEK • Pasaraya Blok M Bld. B - Fl. 6 - Jl. Iskandarsyah Raya II No. 2, Jakarta 12160, ID  
Posted 2 days ago • Be among the first 25 applicants  
6 connections work here

**Who Are We?**  
GOJEK Entertainment Group focuses on the Entertainment Industry. We are product engineering team who is working to create the best entertainment experience for users on GOJEK Platform. Our product and business are varying from Ticketing Platform, Live Event, Movie and Video On-Demand services.

**Who Are We Looking For?**

**Responsibilities:**

- Design and develop highly scalable, highly available, reliable, secure and fault-tolerant systems
- Coordinate with cross-functional teams (Mobile, DevOps, QA, Product, Design) on planning and execution
- Own design, strategy and quality of software development
- Continuously refactor applications to ensure high-quality design
- Building and managing automated build/test/deployment

**How you match**  
Criteria provided by job poster

**Skills**

- ✓ Software Development
- ✓ Ruby
- ✓ Vue.js
- ✓ NoSQL
- ✓ Go (Programming Language)
- ✓ Kubernetes
- ✓ Docker Products
- ✓ Ansible
- ✓ Apache Kafka
- ✓ Live Streaming



# UI UX Design – Web Dev



PT Jawdat Teknologi Indonesia is looking for **UI/UX Designer**, with qualification:

1. Proven work experience as a UI/UX Designer.
2. Portfolio of UI/UX design projects.
3. Knowledge of user experience design processes and methodologies.
4. Up-to-date knowledge and proficiency in product design tools (Sketch, Figma, InVision, Marvel, Adobe, and other similar tools).
5. Visual and creative eye for best UI experience also keep an eye on trends and developments in the industry and identify capabilities that should be adopted.
6. Think out of the box, energetic and have a good passion to learn new technic in design technology.
7. Generate mock up and user interfaces prototype to collaborate with stakeholders to refine specifications and requirements and ensure that final designs meet the needs of the end users.
8. Working closely with engineers and developers to implement design specifications.
9. Delivering creative and polished designs within delivery timelines.
10. Support multiple projects with dependencies, simultaneously.
11. Good time-management skills.
12. Understanding of HTML, CSS, JS or any programming language in accordance with building user-friendly and responsive web or mobile applications is a plus.

Please send your update CV & Portfolio, and use "UI/UX Designer" as the subject to [recruitment@jawdat.com](mailto:recruitment@jawdat.com)

[www.jawdat.com](http://www.jawdat.com)

We're Hiring  
**UI/UX**  
DESIGNER



## Part – Time Web Dev

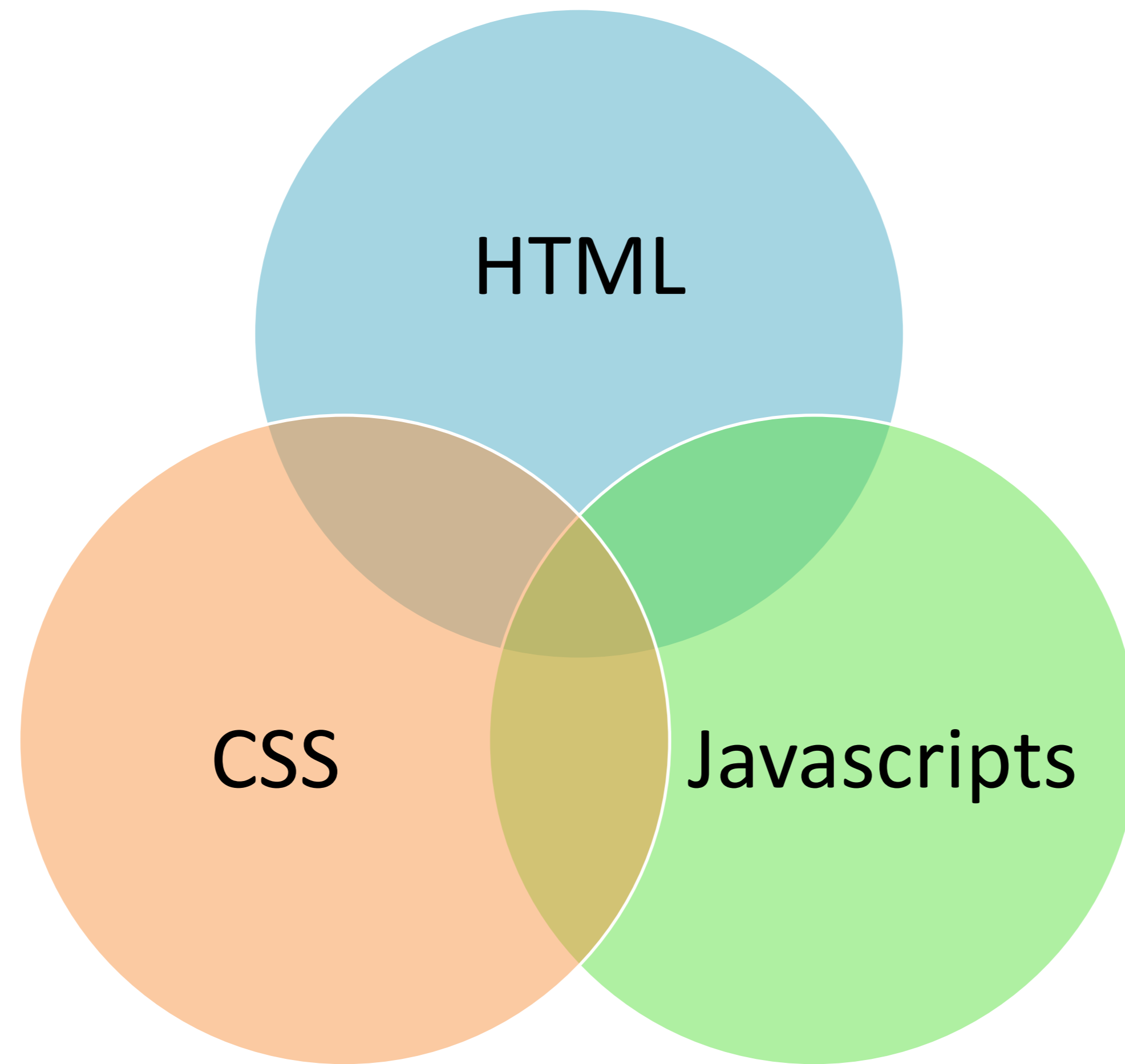


## Kerja Remote





# DASAR PEMROGRAMAN WEB



HTML CSS Js



Ada yang bisa mendefinisikan Perbedaannya ?

Points

# Web Page

**HTML**  
**Content &  
Structure**

Headings,  
Paragraphs  
Lists

**CSS**  
**Presentation**

Font  
Color  
Background color  
Border

**JavaScript**  
**Behavior**

dynamic display  
widgets  
user interaction  
click to open a popup



# TOOLS Code Editor

- ( Visual Studio Code, Sublime Text, Notepad++, etc )
- XAMPP



# TUGAS BESAR

Final Project



# KETENTUAN FINAL PROJECT

1. Work In groups (Max 4 Members)
2. Each group had to build Web Application ( Web)
3. Each member will be working different task
4. Idea of Final Project Integrate with **MANPROSI** Course.



# Ketentuan Tugas Besar

Bikin Aplikasi Web menggunakan **PHP / LARAVEL / RUBY / PYTHON / dll**

Dengan ketentuan **Front-Back End** berintegrasi dengan **Database dan Minimum Requirement dari Proses Bisnis aplikasi tersebut.**



# Ide Tugas Besar

- Membuat Aplikasi bidang Agama
- Membuat Aplikasi bidang Ekspor dan Import
- Membuat Aplikasi bidang Pertanian
- Membuat Aplikasi bidang Olahraga
- Membuat Aplikasi bidang Otomotif
- Membuat Aplikasi bidang Pendidikan
- Membuat aplikasi bidang pelatihan / kursus
- Membuat Aplikasi bidang Perhubungan
- Membuat Aplikasi bidang Perikanan
- Membuat Aplikasi bidang Perempuan dan Anak
- Membuat Aplikasi bidang Kesehatan
- Membuat Aplikasi bidang Lingkungan / Sampah / Limbah dkk
- Membuat Aplikasi bidang Sosial
- Membuat Aplikasi bidang Ketenagakerjaan
- Membuat Aplikasi bidang flora dan fauna.





# Aplikasi yang dilarang

- Aplikasi E-Commerce
- Aplikasi Booking Hotel
- Aplikasi Booking Buku
- Aplikasi Restoran
- Aplikasi Rental Mobil/motor



# Tugas di Rumah

- Minggu ke 1: Bentuk Anggota kelompok TUGAS BESAR **disarankan** terintegrasi dengan MANPROSI. ( bisa juga tidak terintegrasi ).
- Minggu ke 2 : Buat Proposal perencanaan Aplikasi TUGAS BESAR.
- Minggu ke 4 Perkuliahan sudah terbuat MOCK UP Perencanaan APLIKASI TUGAS BESAR.



Thank You  
Any Question ?