

## DAFTAR ISI

|                                                |      |
|------------------------------------------------|------|
| LEMBAR PENGESAHAN TUGAS AKHIR .....            | ii   |
| ABSTRAK .....                                  | iv   |
| <i>ABSTRACT</i> .....                          | v    |
| KATA PENGANTAR .....                           | vi   |
| DAFTAR ISI .....                               | viii |
| DAFTAR GAMBAR .....                            | xi   |
| DAFTAR TABEL .....                             | xiii |
| BAB I PENDAHULUAN .....                        | 1    |
| 1.1 Latar Belakang .....                       | 1    |
| 1.2 Penelitian Terkait .....                   | 3    |
| 1.3 Rumusan Masalah .....                      | 5    |
| 1.4 Tujuan .....                               | 6    |
| 1.5 Manfaat .....                              | 6    |
| 1.6 Batasan Masalah.....                       | 6    |
| 1.7 Kerangka Berpikir.....                     | 7    |
| 1.8 Sistematika Penulisan.....                 | 8    |
| BAB II TEORI DASAR.....                        | 9    |
| 2.1 Berjemur dan Manfaatnya.....               | 9    |
| 2.2 Waktu Aman Untuk Berjemur .....            | 9    |
| 2.3 Radiasi Sinar Matahari (UV) .....          | 9    |
| 2.4 Indeks UV .....                            | 10   |
| 2.5 Vitamin D.....                             | 11   |
| 2.6 Sensor <i>VEML 6075</i> .....              | 11   |
| 2.7 Mikrokontroler <i>ESP 32</i> .....         | 13   |
| 2.8 <i>Internet Of Things (IOT)</i> .....      | 13   |
| 2.9 <i>HOSTNIC</i> .....                       | 15   |
| 2.10 <i>LCD (Liquid Crystal Display)</i> ..... | 15   |
| 2.12 Pemrograman Bahasa C .....                | 16   |
| 2.13 <i>Software Arduino IDE</i> .....         | 16   |

|                                           |                                            |    |
|-------------------------------------------|--------------------------------------------|----|
| 2.14                                      | <i>Power Supply</i> .....                  | 18 |
| 2.15                                      | Aplikasi <i>Blynk</i> .....                | 18 |
| 2.16                                      | <i>Visual Studio Code (VS Code)</i> .....  | 19 |
| 2.17                                      | <i>Browser</i> .....                       | 20 |
| 2.18                                      | <i>Infinityfree</i> .....                  | 20 |
| 2.19                                      | Pemrograman HTML, CSS dan JavaScript ..... | 21 |
| BAB III METODE PENELITIAN .....           |                                            | 23 |
| 3.1                                       | Metode Penelitian .....                    | 23 |
| 3.2                                       | Pengumpulan Data .....                     | 24 |
| 3.3                                       | Identifikasi Masalah .....                 | 24 |
| 3.4                                       | Analisis Kebutuhan .....                   | 24 |
| 3.5                                       | Perancangan Sistem dengan metode IOT ..... | 29 |
| 3.5.1                                     | Perancangan <i>Hardware</i> .....          | 29 |
| 3.5.2                                     | Perancangan <i>Software</i> .....          | 29 |
| 3.6                                       | Implementasi Sistem .....                  | 30 |
| 3.7                                       | Pengujian Sistem .....                     | 30 |
| 3.8                                       | Analisis Hasil Pengujian .....             | 30 |
| BAB IV PERANCANGAN DAN IMPLEMENTASI ..... |                                            | 32 |
| 4.1                                       | Perancangan Sistem .....                   | 32 |
| 4.2                                       | Perancangan <i>Hardware</i> .....          | 33 |
| 4.2.1                                     | Diagram Blok Sistem .....                  | 33 |
| 4.2.2                                     | Rangkaian <i>Hardware</i> .....            | 34 |
| 4.3                                       | Perancangan <i>Software</i> .....          | 35 |
| 4.3.1                                     | Program <i>ESP32</i> .....                 | 35 |
| 4.3.2                                     | <i>Database</i> .....                      | 36 |
| 4.3.3                                     | Diagram Alir Aplikasi <i>Blynk</i> .....   | 37 |
| 4.3.4                                     | Diagram <i>Use Case</i> .....              | 38 |
| 4.3.5                                     | Desain Aplikasi <i>Blynk</i> .....         | 40 |
| 4.3.6                                     | Desain <i>Website</i> .....                | 40 |
| 4.4                                       | Implementasi Sistem .....                  | 41 |
| 4.4.1                                     | Implementasi <i>Hardware</i> .....         | 42 |

|                                         |                                          |    |
|-----------------------------------------|------------------------------------------|----|
| 4.4.2                                   | Implementasi <i>Software</i> .....       | 43 |
| BAB V PENGUJIAN DAN ANALISIS.....       |                                          | 49 |
| 5.1                                     | Pengujian.....                           | 49 |
| 5.2                                     | Pengujian <i>Hardware</i> .....          | 49 |
| 5.3                                     | Pengujian <i>Software</i> .....          | 52 |
| 5.4                                     | Analisis.....                            | 56 |
| 5.4.2                                   | Analisis Pengujian <i>Hardware</i> ..... | 56 |
| 5.5.2                                   | Analisis Pengujian <i>Software</i> ..... | 57 |
| BAB VI KESIMPULAN DAN SARAN .....       |                                          | 59 |
| 6.1                                     | Kesimpulan .....                         | 59 |
| 6.2                                     | Saran.....                               | 60 |
| DAFTAR PUSTAKA .....                    |                                          | 61 |
| LAMPIRAN.....                           |                                          | 64 |
| LAMPIRAN A. Datasheet Sensor VEML ..... |                                          | 64 |
| LAMPIRAN B. Source Code.....            |                                          | 66 |

