

## DAFTAR ISI

|                                      |      |
|--------------------------------------|------|
| HALAMMAN JUDUL .....                 | i    |
| LEMBAR PERSETUJUAN.....              | ii   |
| LEMBAR PENGESAHAN .....              | iii  |
| LEMBAR PERNYATAAN KARYA SENDIRI..... | iv   |
| LEMBAR PERSEMBAHAN .....             | v    |
| HALAMAN MOTO .....                   | viii |
| ABSTRAK .....                        | ix   |
| ABSTRACT.....                        | x    |
| KATA PENGANTAR .....                 | xi   |
| DAFTAR ISI.....                      | xiii |
| DAFTAR GAMBAR .....                  | xvi  |
| DAFTAR TABEL.....                    | xvii |
| BAB I.....                           | 1    |
| PENDAHULUAN .....                    | 1    |
| 1.1 Latar Belakang .....             | 1    |
| 1.2 Rumusan Masalah .....            | 3    |
| 1.3 Tujuan Penelitian.....           | 3    |
| 1.4 Manfaat Penelitian .....         | 4    |
| 1.5 Batasan Masalah.....             | 4    |
| 1.6 Kerangka Pemikiran .....         | 5    |
| 1.7 Metodologi Penelitian.....       | 6    |
| 1.8 Sistematika Penulisan.....       | 6    |
| BAB II.....                          | 9    |
| LANDASAN TEORI.....                  | 9    |
| 2.1 Tinjauan Pustaka .....           | 9    |
| 2.2 Landasan Teori .....             | 10   |

|  |               |
|--|---------------|
| 2.2.1 Sejarah Aksara Sunda .....                                     | 10            |
| 2.2.2 Bentuk dan Sistem Pengenalan Huruf Aksara Sunda.....           | 12            |
| 2.2.3 Citra Digital .....  | 16            |
| 2.2.4 <i>MDF (Modified Direction Feature)</i> .....                  | 17            |
| 2.2.5 Android .....  | 24            |
| 2.2.6 Star UML .....   | 26            |
| 2.2.7 Struktur Diagram .....   | 26            |
| 2.2.8 Model Data .....   | 32            |
| 2.2.9 Teknik Pengujian Perangkat Lunak.....                          | 33            |
| BAB III .....  | 36            |
| ANALISIS DAN PERANCANGAN SISTEM .....                                | 36            |
| 3.1 Analisis Masalah .....   | 36            |
| 3.2 Analisis Sistem .....  | 36            |
| 3.3.1 Tujuan Analisis Sistem .....                                   | 37            |
| 3.3.2 Analisis Kebutuhan Perangkat Lunak.....                        | 37            |
| 3.4 Arsitektur Sistem .....  | 38            |
| 3.5 Arsitektur Aplikasi .....  | 39            |
| 3.6 Metode MDF (Modified Direction Featu re) .....                   | 39            |
| 3.7 Perancangan Sistem Berorientasi Objek .....                      | 46            |
| 3.7.1 <i>Use Case Diagram</i> .....                                  | 46            |
| 3.7.2 <i>Actifity Diagram</i> .....                                  | 50            |
| 3.7.3 <i>Class Diagram</i> .....                                     | 54            |
| 3.7.4 <i>Sequence Diagram</i> .....                                  | 55            |
| 3.8 Rancangan <i>Interface</i> .....                                 | 58            |
| BAB IV IMPLEMENTASI DAN PENGUJIAN.....                               | 62            |
| 4.1 Implementasi Perangkat Lunak .....                               | 62            |
| 4.2 Implementasi Perangkat Keras .....                               | 62            |
| 4.3 Implementasi Perancangan Antar Muka .....                        | 63            |
| 4.4 Pengujian Metode.....  | 65            |
| 4.4.1 Pengujian Metode <i>MDF (Modified Direction Feature)</i> ..... | <b>Error!</b> |
| 4.4.2 Hasil Pengujian <i>Black Box Testing</i> .....                 | 69            |
| BAB V PENUTUP.....   | 71            |

|                      |                 |    |
|----------------------|-----------------|----|
| 5.1                  | Kesimpulan..... | 71 |
| 5.2                  | Saran.....      | 71 |
| DAFTAR FUSTAKA ..... |                 | 72 |
| LAMPIRAN.....        |                 | 74 |

