

Mobile Programming (MP)

Pertemuan 13 : Dokumentasi

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Outline

Mobile Programming
(MP)

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Dokumentasi

README
Project

Lastly

1 Dokumentasi

2 README Project

3 Lastly

Dokumentasi adalah Kumpulan informasi tertulis yang menjelaskan:

- 1 Tujuan sistem
- 2 Arsitektur
- 3 Implementasi
- 4 Cara penggunaan
- 5 Cara pemeliharaan

Mengapa Dokumentasi Penting?

Fakta Industri

- 1 Developer dapat berganti
- 2 Tim berkembang
- 3 Aplikasi terus berubah
- 4 Maintenance berlangsung bertahun-tahun

Dampak Tidak Ada Dokumentasi

Risiko

- Sulit maintenance
- Sulit debugging
- Sulit onboarding anggota baru
- Knowledge hanya dimiliki individu tertentu

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Dokumentasi dalam SDLC

Posisi Dokumentasi

- Requirement
- Design
- Development
- Testing
- Deployment
- Maintenance

Dokumentasi

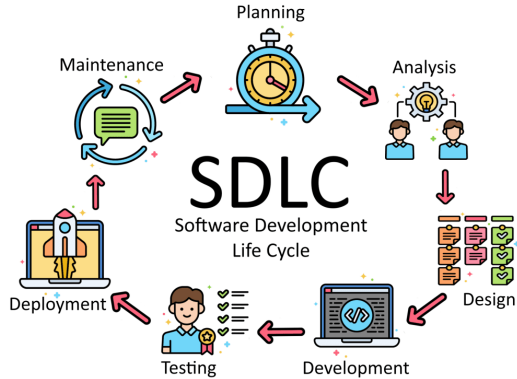
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Jenis Dokumentasi

Kategori Utama

- 1 Dokumentasi Kebutuhan
- 2 Dokumentasi Desain
- 3 Dokumentasi Kode
- 4 Dokumentasi API
- 5 Dokumentasi Pengguna
- 6 Dokumentasi Pengujian

Dokumentasi Kebutuhan

Requirement Documentation

Berisi:

- Tujuan aplikasi
- Fitur
- Batasan sistem
- Kebutuhan pengguna

Functional Requirement

Kebutuhan Fungsional

Contoh:

- Login
- Registrasi
- Upload foto
- Notifikasi

Non Functional Requirement

Kebutuhan Non-Fungsional

Contoh:

- Performa
- Keamanan
- Availability
- Scalability

Use Case Documentation

Tujuan : Menggambarkan interaksi pengguna dengan sistem.

Komponen:

- Actor
- Use Case
- System

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User Story

Format

- Sebagai [pengguna]
- Saya ingin [fitur]
- Agar [manfaat]

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Dokumentasi Desain Sistem

Isi

- Arsitektur
- Komponen
- Database
- Alur data

Berisikan

- 1 **Wireframe** : Sketsa tampilan aplikasi.
- 2 **Mockup dan Prototype**:
 - Wireframe -> Struktur
 - Mockup -> Tampilan visual
 - Prototype -> Simulasi interaksi
- 3 **Activity Diagram** : Menggambarkan alur proses aplikasi.
- 4 **Sequence Diagram** : Menjelaskan komunikasi antar objek.

Dokumentasi Database

Berisi

- Entity
- Relasi
- Tipe data
- Constraint

Dokumentasi Database

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Ecommerce (Paid Project)

Version 10 (Latest)

Search for tables, fields, notes...

Group by: Table Groups

- Product Management
 - product.products
 - product.categories
 - product.product_variants
 - product.product_tags
 - product.product_tags_map
 - product.id
 - tag.id
- Order Management
 - cons.orders
 - cons.order_items
 - cons.order_item_variants
 - cons.payment_transactions
 - cons.shipping_carriers
- Wishlist Management
 - wishlist.wishlists
 - id
 - user_id
 - name
 - wishlist.wishlist_items
- (no group)

product.categories

Creator: Holistics Group: Product Management

Notes

Fields (3)

Name	Type	Settings	References	Default Value & Notes
id	int	PK, increment	→ products.category_id	Id of the category
name	varchar			Name of the category
parent_category_id	int			Id of the parent category, if any

Table references

Product Management

product.categories	product.products
id PK	id PK
name	name
parent_category_id	description
	brand
	color
	weight
	dimensions
	rating
	merchant_id

Dokumentasi Arsitektur Android

Contoh Modern Android

- UI Layer
- ViewModel
- Repository
- Data Source

Dokumentasi Arsitektur

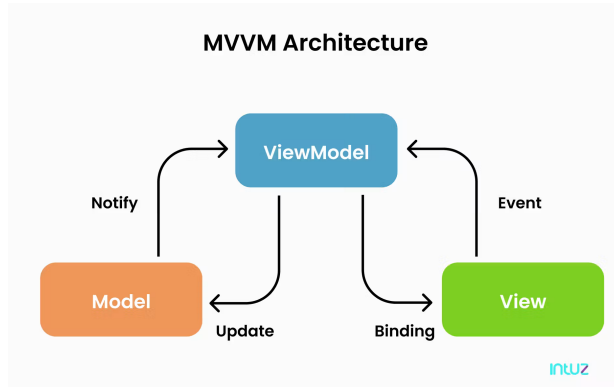
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Dokumentasi Source Code

Tujuan : Membantu memahami kode.

Berisi:

- Komentar
- Penjelasan fungsi
- Struktur proyek

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Responses

27 Feb 2019 • 1 Minute to read • Contributors

- CORE Concepts
 - About Document360 API
 - API Token
 - Requests
 - Responses**
 - Rate limiting
 - HTTP status codes
- Project Versions
- Teams
- Categories
- Articles
- Project
- Readers

Powered by

the error parameter will contain an array of errors describing the issue. [Share this](#)

Success Response

All success response follows the same schema

C#	Copy
<pre>{ "data": null, // response object otherwsie "extension_data": null, //additional metadata "context": null, "success": true, // boolean, indicates if request is successful "errors": [], "warnings": [], // warnings may contain non critical issues "information": [] // Information about the execution of the request}</pre>	

Error Response

All error response follows the same schema

C#	Copy
<pre>{ "data": null,</pre>	

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Dokumen pertama yang dibaca developer.

Isi:

- Nama proyek
- Deskripsi
- Instalasi
- Dependensi
- Cara menjalankan

Contoh Readme

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Mobile Attendance

Features

- Login
- QR Attendance

Installation

1. Clone repository
2. Open Android Studio
3. Sync Gradle

Ilustrasi

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Overview

mpv is a free (as in freedom) media player for the command line. It supports a wide variety of media file formats, audio and video codecs, and subtitle types.

There is a [FAQ](#).

Releases can be found on the [release list](#).

System requirements

- A not too ancient Linux (usually, only the latest releases of distributions are actively supported), Windows 10 1607 or later, or macOS 10.15 or later.
- A somewhat capable CPU. Hardware decoding might help if the CPU is too slow to decode video in realtime, but must be explicitly enabled with the `--hwdec` option.
- A not too crappy GPU. mpv's focus is not on power-efficient playback on embedded or integrated GPUs (for example, hardware decoding is not even enabled by default). Low power GPUs may cause issues like tearing, stutter, etc. On such GPUs, it's recommended to use `--profile=fast` for smooth playback. The main video output uses shaders for video rendering and scaling, rather than GPU fixed function hardware. On Windows, you might want to make sure the graphics drivers are current. In some cases, ancient fallback video output methods can help (such as `--vo=xv` on Linux), but this use is not recommended or supported.

Terima Kasih