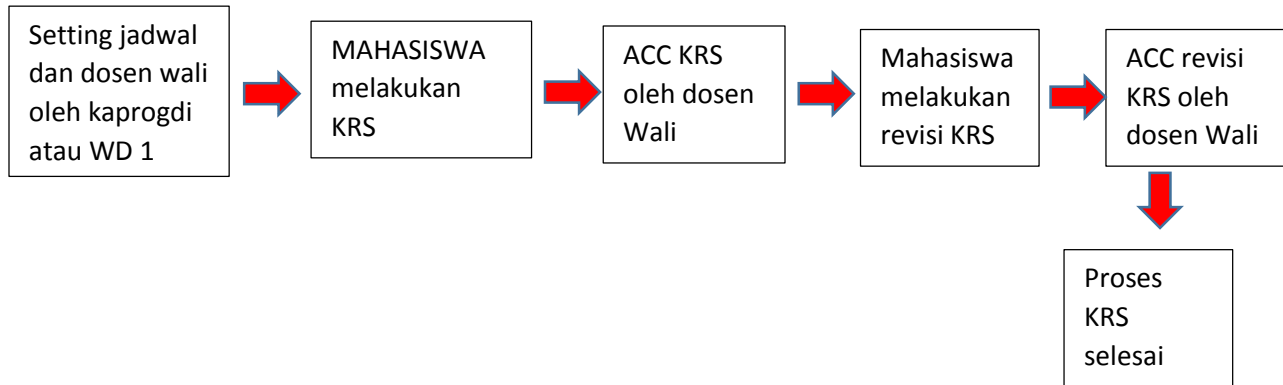


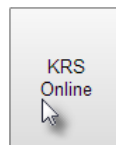
Diagram alir KRS



Tutorial ACC dosen Wali

1. Masuk melalui <https://sintak.unika.ac.id/staff/>

2. Pilih menu KRS online



3. Maka akan tampil sbb :

Program KRS Online

The screenshot shows the 'ACC DATA DOSEN WALI' web application interface. It features a navigation bar with 'ACC Dosen Wali' and 'Home' buttons. The main content area is titled 'List KRS Mahasiswa' and includes a dropdown menu for 'Nama Dosen' (currently showing 'ERDHI WIDYARTO NUGROHO'). Below this, there are input fields for 'List NIM', 'Informasi Nilai' (NIM, Nama, IP Semester, IPk, SKS yg diambil, Max SKS), and a table for 'KRS Mahasiswa' with columns for 'KODE', 'MATAKULIAH', and 'SKS'. A 'Pilih Semua Simpan' button is located above the table.

4. Untuk melakukan acc krs mahasiswa maka dosen wali mengerjakan sbb :

Pilih nim mahasiswa

The screenshot shows the 'ACC DATA DOSEN WALI' interface. The 'List KRS Mahasiswa' section is active. The 'Nama Dosen' dropdown is set to 'ERDHI WIDYARTO NUGROHO'. In the 'List NIM' section, the NIM '13.07.0002' is selected. The 'Informasi Nilai' section shows 'NIM: 13.07.0002', 'Nama: ANTO SADEWO', 'IP Semester: [empty]', 'IPk: 3.16', 'SKS yg diambil: 15', and 'Max SKS: [empty]'. The 'KRS Mahasiswa' section shows a table with columns 'KODE', 'MATAKULIAH', and 'SKS'. The table contains four rows: SI107 (KEWIRAUSAHAAN TI, 3), SI202 (EBISNIS, 4), SI203 (IMPLEMENTASI BASIS DATA, 4), and SI251 (PEMROGRAMAN GAME, 4). The 'Pilih Semua' and 'Simpan' buttons are visible above the table.

Lalu lakukan klik matakuliah yang diACC

The screenshot shows the 'ACC DATA DOSEN WALI' interface. The 'List KRS Mahasiswa' section is active. The 'Nama Dosen' dropdown is set to 'ERDHI WIDYARTO NUGROHO'. In the 'List NIM' section, the NIM '13.07.0002' is selected. The 'Informasi Nilai' section shows 'NIM: 13.07.0002', 'Nama: ANTO SADEWO', 'IP Semester: [empty]', 'IPk: 3.16', 'SKS yg diambil: 15', and 'Max SKS: [empty]'. The 'KRS Mahasiswa' section shows a table with columns 'KODE', 'MATAKULIAH', and 'SKS'. The table contains four rows: SI107 (KEWIRAUSAHAAN TI, 3), SI202 (EBISNIS, 4), SI203 (IMPLEMENTASI BASIS DATA, 4), and SI251 (PEMROGRAMAN GAME, 4). The 'Pilih Semua' and 'Simpan' buttons are visible above the table. The checkboxes for SI107, SI202, SI203, and SI251 are checked.

Klik simpan jika sudah selesai

The screenshot shows the 'ACC DATA DOSEN WALI' interface. The 'List KRS Mahasiswa' section is active. The 'Nama Dosen' dropdown is set to 'ERDHI WIDYARTO NUGROHO'. In the 'List NIM' section, the NIM '13.07.0002' is selected. The 'Informasi Nilai' section shows 'NIM: 13.07.0002', 'Nama: ANTO SADEWO', 'IP Semester: [empty]', 'IPk: 3.16', 'SKS yg diambil: 15', and 'Max SKS: [empty]'. The 'KRS Mahasiswa' section shows a table with columns 'KODE', 'MATAKULIAH', and 'SKS'. The table contains four rows: SI107 (KEWIRAUSAHAAN TI, 3), SI202 (EBISNIS, 4), SI203 (IMPLEMENTASI BASIS DATA, 4), and SI251 (PEMROGRAMAN GAME, 4). The 'Pilih Semua' and 'Simpan' buttons are visible above the table. The checkboxes for SI107, SI202, SI203, and SI251 are checked. The 'Simpan' button is highlighted with a mouse cursor.

5. Lakukan proses no 4 untuk nim mahasiswa yang lain

6. Sedangkan tampilan di mahasiswa setelah acc dosen wali adalah sebagai berikut

Kode Matakuliah

Nama Matakuliah

KODE	MATAKULIAH	SKS
SI107	KEWIRAUSAHAAN TI	3
SI202	EBISNIS	4
SI203	IMPLEMENTASI BASIS DATA	4
SI251	PEMROGRAMAN GAME	4

JADWAL PERKULIAHAN SEMESTER GANJIL 2014/2015

NIM IP Semester

Nama IPK

Kode

Matakuliah

Max SKS

SKS yang tidak di ACC = 3 SKS

SKS yang di ACC = 12 SKS

ACC Dosen	KODE	MATAKULIAH	SKS	KELAS	HARI 1	JAM 1
<input checked="" type="checkbox"/>	SI202	EBISNIS	4	B1	KAMIS	07.00-09.00
<input checked="" type="checkbox"/>	SI203	IMPLEMENTASI BASIS DATA	4	b2	SELASA	07.00-09.00
<input checked="" type="checkbox"/>	SI251	PEMROGRAMAN GAME	4	B1	SENIN	07.00-09.00

Mt kul tidak di acc oleh dosen wali

Mt kul di acc oleh dosen wali

DAFTAR NILAI ANTO SADEWO

KODE	MATAKULIAH	SKS	NILAI
SI101	PENGANTAR TEKNOLOGI INFOR	3	BC
SI102	PENGANTAR BISNIS	3	BC
SI103	MATEMATIKA DISKRET	3	BC
SI104	APLIKASI KOMPUTER	2	A
SI105	PENULISAN KREATIF	2	B
SI106	ALGORITMA DAN PEMROGRAMAN	4	AB
SI195	PENGEMBANGAN GAME	3	A