ABSTRAK

Ujian merupakan kegiatan untuk mengukur pencapaian tujuan pengajaran siswa, sehingga mereka dapat mengetahui tingkat kemampuannya. Permasalahan yang dihadapi di SMA Negeri 1 Porong adalah penggunaan sistem ujian tertulis dan *Google Classroom*. Sistem ini memiliki kekurangan seperti pemborosan kertas, penyebaran jawaban melalui tangkapan layar, perlunya pengawasan ketat, serta perlu tenaga khusus untuk pengoreksian dan penghitungan skor ujian. Penelitian ini bertujuan untuk memberikan solusi terhadap permasalahan tersebut dengan mengusulkan sistem ujian berbasis *online* yang dapat memfasilitasi pelaksanaan ujian di sekolah. Sistem ujian yang diusulkan dilengkapi dengan fitur anti *capture* pada aplikasi *mobile* dan *website* yang menyediakan detail log aktivitas siswa bagi guru. Metode pengembangan sistem yang digunakan adalah *waterfall* dengan model SDLC (*Software Development Life Cycle*). *Framework* dan bahasa pemrograman yang digunakan adalah Flutter dan Dart, sedangkan *database* yang digunakan adalah MySQL. Pengujian sistem dilakukan menggunakan *blackbox testing* dan skala *Likert*. Hasil pengujian sistem ujian berbasis online menggunakan *blackbox testing* menunjukkan bahwa sistem berjalan lancar tanpa kendala, sesuai dengan harapan, dan tanpa kesalahan yang signifikan. Selain itu, pengujian skala *Likert* dilakukan dengan melibatkan 3 responden guru dan 12 responden siswa dari kelas X-10 dan X-11 SMA Negeri 1 Porong. Hasilnya menunjukkan bahwa 87% responden menyatakan bahwa aplikasi ujian siswa sangat layak digunakan, sedangkan 95% responden menyatakan bahwa sistem *website* ujian guru sangat layak digunakan.

Kata kunci : *ujian, google classroom, framework flutter, mobile, tangkap layar.*

ABSTRACT

Examinations are activities aimed at measuring students' achievement of learning objectives, enabling them to assess their level of ability. The issues faced at SMA Negeri 1 Porong involve the use of written examination systems and Google Classroom. These systems have shortcomings such as paper wastage, the dissemination of answers through screenshots, the need for strict supervision, as well as the requirement for specialized personnel for examination correction and scoring. This research aims to provide a solution to these issues by proposing an online-based examination system that can facilitate the implementation of exams in the school. The proposed examination system is equipped with an anti-capture feature in the mobile application and website, providing detailed activity logs for teachers. The system development method used is the waterfall model within the SDLC (Software Development Life Cycle). The Flutter and Dart programming languages are employed as the framework, while MySQL serves as the database. System testing is conducted using blackbox testing and Likert scale. The results of the online-based examination system testing using blackbox testing demonstrate that the system runs smoothly without any issues, meeting expectations, and without significant errors. Additionally, Likert scale testing is performed involving 3 teacher respondents and 12 student respondents from X-10 and X-11 classes at SMA Negeri 1 Porong. The results indicate that 87% of respondents stated that the student examination application is highly suitable for use, while 95% of respondents stated that the teacher examination website system is highly suitable for use.

***Keywords** : exam, google classroom, flutter framework, mobile, screen capture .*