ABSTRACT

E-Learning is a technology-based learning, includes a number of applications and processes, including computer-based learning, web-based learning, virtual classrooms and digital collaboration. Implementation can be either web-based, web-distributed or webcapable for educational purposes with the implementation Asynchronous JavaScript and XMLHTTP.

Web to be designed by applying software engineering, will use the waterfall model (waterfall life-cycle) and Asynchronous JavaScript and XMLHTTP technology. Invite is a technique that allows creating interactive web applications. Corresponding implicit in Ajax, Java Script has an important role in implementing applications that are interactive. Java Script is a scripting language (the language the code is written with regular code) embedded in an HTML document and in the process on the client side. The design starts from the analysis of systems using modeling in a context diagram, ERD, design data, DFD, specsifikasi process, implementation and testing of the system. Passed all stages, except for the installation and maintenance phases. Web-based implementation using the PHP programming and database MySQL.Pengujian conducted functional system is limited to only using black-box testing, e-learning web site, will be implemented in one of the courses that exist in the Musi STT Software Engineering.

Keywords: Media e-learning, Watterfall, AJAX, MySQL, PHP,