

**Jadwal UAS Ganjil 2025/2026**  
**Prodi Informatika UMM**

| No                     | Tanggal | Hari   | Jam           | Sesi | MK                                  | Ruang   |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|------------------------|---------|--------|---------------|------|-------------------------------------|---------|-----------|-------------|------|-------|---------|-----|-----|-----|------|------|-----|-------|-------|-------|-------|-------|-------|--------|--------|--------|--------|----|----|----|
|                        |         |        |               |      |                                     | 401     | 403       | R.Sidang FT | 308B | 610   | 612     | 611 | 606 | 601 | 605  | 215  | 208 | Lab A | Lab B | Lab C | Lab D | Lab E | Lab F | Aula 1 | Aula 2 | Aula 3 | Aula 4 |    |    |    |
| 1                      | 12/1/26 | Senin  | 07:30 - 08:30 | 1    | Metode Numerik [A, B, C]            | A1      | A2        | B1          | B2   | C1    | C2      | D1  | D2  | E1  | E2   | F1   | F2  | A1    | A2    | B1    | B2    | C1    | C2    | G1     | G2     |        |        |    |    |    |
|                        |         |        |               |      | Metode Numerik [D, E, F]            | A1      | A2        | B1          | B2   | C1    | C2      | D1  | D2  | E1  | E2   | F1   | F2  | D1    | D2    | E1    | E2    | F1    | F2    |        |        | G1     | G2     |    |    |    |
|                        |         |        | 08:40 - 09:40 | 2    | Internet Forensik                   |         |           |             |      |       |         |     |     |     |      |      |     |       |       | G1    | G2    | H1    | H2    |        |        | A/C 1  | A/C 2  | B1 | B2 |    |
|                        |         |        |               |      | Metode Numerik [G, H]               | A1      | A2        | B1          | B2   | C1    | C2      | D1  | D2  | E1  | E2   | F1   | F2  |       |       | G1    | G2    | H1    | H2    |        |        |        |        |    |    |    |
|                        |         |        | 09:50 - 10:50 | 3    | Penrograman Fungsional              | A1      | A2        | B1          | B2   | C1    | C2      | D1  | D2  | E1  | E2   | F1   | F2  |       |       | I1    | I2    | J1    | J2    |        |        | H1     | H2     | I1 | I2 |    |
|                        |         |        |               |      | Metode Numerik [I, J, K]            |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Pemrograman Paralel                 | A       |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Proyek Game                         | A       |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Rekayasa Game                       | A       |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Jaringan Sensor Nirkabel            |         | A         |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Manajemen Jaringan                  |         | AB        |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Pemrograman Game Lanjut             |         |           | A           |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Sistem Terdistribusi                |         |           | AB          |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Etika dan Profesi                   |         |           |             | ABC  | DEF   | GHI     |     |     |     | ABC  | DE/F | GHI |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Pra Skripsi                         |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Penjaminan Kualitas Perangkat Lunak |         |           |             |      |       |         |     |     |     |      |      |     |       |       | ABCD  |       |       |       |        |        |        |        |    |    |    |
| Analisis Big Data      |         |        |               |      |                                     |         |           |             |      |       |         |     |     | ABC |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
| Rekayasa Ulang Sistem  |         |        |               |      |                                     |         |           |             |      |       |         |     |     |     | ABCD |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
| Temu Kembali Informasi |         |        |               |      |                                     |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       | ABCD  |        |        |        |        |    |    |    |
| Temu Kembali Citra     |         |        |               |      |                                     |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       | ABC    |        |        |        |    |    |    |
| Pembelajaran Mesin     |         |        |               |      |                                     |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        | A/D,BC |        |        |    |    |    |
| Rekayasa Interaksi     |         |        |               |      |                                     |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        | ABCD   |        |        |    |    |    |
| 2                      | 13/1/26 | Selasa | 07:30 - 08:30 | 1    | Interaksi Manusia Komputer          | ABC     | DEF       | GHI         | JK   |       |         |     |     | AB  | CE   | FG   | HI  | JK    |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Statistik dan Probabilitas          |         |           |             |      |       |         |     | AB  | CE  | FG   | HI   | JK  |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        | 08:40 - 09:40 | 2    | Pengantar Game                      |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Komunikasi Data                     | A, B/J  | CD        | EF          | GH   | IK    |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        | 09:50 - 10:50 | 3    | Bahasa Indonesia                    |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Pemrograman Mobile                  | A,B/I,C | DEG       | HU          |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        | 11:00 - 12:00 | 4    | Metode Penelitian                   |         |           |             |      | ABC/G | DEF     | HU  |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Pemrograman Web                     |         |           |             |      |       |         |     | ABC | DEF | GHU  |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        | 11:00 - 12:00 | 4    | Bahasa Indonesia                    |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Wawasan berkelanjutan Basis Data    | ABC     | DE        | FG          |      |       |         | ABC | DE  | FG  |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
| 3                      | 14/1/26 | Rabu   | 07:30 - 08:30 | 1    | Piranti Cerdas                      |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Pemrograman Dasar [C, F, G]         | D1      | D2        | E1          | E2   |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        | 08:40 - 09:40 | 2    | Algoritma Pemrograman               |         |           |             |      |       | A,B,C/J | DEF | GH  | IK  |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Pemrograman Dasar [A, B]            |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        | 09:50 - 10:50 | 3    | Kalkulus [F]                        |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        | F1     | F2     |    |    |    |
|                        |         |        |               |      | Jaringan Komputer                   | ABC     | DEF       | GHI         | JK   |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        | 11:00 - 12:00 | 4    | Teori Bahasa Otomata                |         |           |             |      |       |         | ABC | DEF | GHI | JK   |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Kalkulus [A, B, C]                  |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        | A1     | A2 | C1 | C2 |
|                        |         |        | 11:00 - 12:00 | 4    | Pemrograman Lanjut                  | A,B,C   | D,E,G/F/J | H,I         | J,K  |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Kalkulus [D, E, G]                  |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
| 4                      | 15/1/26 | Kamis  | 07:30 - 08:30 | 1    | Kalkulus Kurikulum 21 (Bu NIA)      |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Ajalar Linier dan Matrik [A]        |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        | 08:40 - 09:40 | 2    | Ajalar Linier dan Matrik [B, C, D]  |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Ajalar Linier dan Matrik [E, F, G]  |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        | 09:50 - 10:50 | 3    | Ajalar Linier dan Matrik [E, F, G]  |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Ajalar Linier dan Matrik [E, F, G]  |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        | 11:00 - 12:00 | 4    | Ajalar Linier dan Matrik [E, F, G]  |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Ajalar Linier dan Matrik [E, F, G]  |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        | 11:00 - 12:00 | 4    | Ajalar Linier dan Matrik [E, F, G]  |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |
|                        |         |        |               |      | Ajalar Linier dan Matrik [E, F, G]  |         |           |             |      |       |         |     |     |     |      |      |     |       |       |       |       |       |       |        |        |        |        |    |    |    |

Pembagian kelas presensi 1-30 [Kelas1]  
 pembagian kelas presensi 31-50 [Kelas2]  
 UTS Terjadwal  
 UTS LMS di lab  
 tidak ada  
 Pengumpulan tugas dan tanda tangan