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RANCANG BANGUN SISTEM PENJUALAN ONLINE TOKO KURNIA BERBASIS WEB, dibawah bimbingan Arief Soma D., ST., M.Kom. dan Tri Pudji Wahjuningsih, S. E., M. Si.

ABSTRAK

Proses pemasaran dengan ruang lingkup sekitar menyebabkan penjualan produknya kurang maksimal, selain itu dalam pengolahan data dan pembuatan laporan dilakukan dalam bentuk buku catatan sehingga kesulitan dalam proses perekapan dan penyusunan laporan serta resiko kehilangan data. Sehingga dibangun RANCANG BANGUN SISTEM PENJUALAN ONLINE TOKO KURNIA BERBASIS WEB menggunakan metode waterfall melalui tahapan Komunikasi, Perencanaan, Pemodelan, Kontruksi, dan Penyerahan Sistem. Rancangan sistem dibuat dengan Unified Modeling Language (UML) melalui diagram Use Case, Activity, Sequence, dan Class, serta Lembar Kerja Tampilan (LKT). Sistem dibangun menggunakan database MySQL dan framework CodeIgniter, serta bahasa pemrograman dasar PHP. Hasil pengujian sistem dengan White Box, Black Box, dan User Acceptance Test (UAT) menunjukkan bahwa sistem mampu berjalan sesuai dengan spesifikasi kebutuhan pengguna, yang membantu mengolah data dan membuat laporan secara otomatis serta membantu dalam memasarkan produk dengan lebih efisien. Namun, sistem yang dibangun belum memiliki fitur pembayaran dengan menggunakan API banking yang memungkinkan proses konfirmasi pembayaran dilakukan secara otomatis yang dapat meminimalisir kesalahan.

Kata Kunci : *Sistem, E-Commerce, Website*

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DESIGN AND BUILD AN ONLINE SALES SYSTEM FOR KURNIA STORE, under guidance of Arief Soma D., ST., M.Kom. and Tri Pudji Wahjuningsih, S. E., M. Si.

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ABSTRACT

The marketing process with a limited scope results in suboptimal product sales. Additionally, data processing and report creation are done in the form of notebooks, which complicates the data compilation and report preparation, as well as increases the risk of data loss. Thus, the DESIGN AND BUILD AN ONLINE SALES SYSTEM FOR KURNIA STORE was developed based on the web using the waterfall method through the stages of Communication, Planning, Modeling, Construction, and Deployment. The system design is created using Unified Modeling Language (UML) through Use Case, Activity, Sequence, and Class diagrams, as well as a Display Worksheets (DW). The system is built using a MySQL database and the CodeIgniter framework, along with basic PHP programming language. The results of the system testing with White Box, Black Box, and User Acceptance Test (UAT) show that the system operates according to user requirements, which assists in processing data and generating reports automatically, as well as helping to market products more efficiently. However, the system that has been built does not yet have a payment feature using banking APIs that allows for automatic payment confirmation, which can minimize errors.

Key Word : *System, E-Commerce, Website*