

**GALANG YOGA PRADANA, 17.240.0219**

**INFORMASI PEMESANAN MAKANAN DAN MINUMAN BERBASIS ANDROID DI CAFE SEWIDJI KABUPATEN PEKALONGAN**, dibawah bimbingan M. Reza Maulana, S.Kom., M.Kom. dan Nurul Amalia, S.Kom., M.Kom.

100 + xiv halaman / 71 gambar / 12 tabel / 2 lampiran / 15 pustaka (2012 – 2021)

### **ABSTRAK**

*Manajemen pemesanan pada Cafe dan Restoran Sewidji memiliki kelemahan seperti penyampaian informasi yang kurang efektif dengan walkie talkie, pencatatan konvensional yang bermasalah, maupun pengurutan nomor antrian yang belum efisien. Sehingga dibangun sistem untuk memanajemen pencatatan, penyampaian, maupun pengurutan antrian pesanan yang lebih optimal. Sistem dibangun dengan metode Waterfall melalui tahapan Definisi Kebutuhan, Perancangan Sistem dan Perangkat Lunak, Implementasi dan Pengujian Unit, Integrasi dan Pengujian Sistem, serta Operasi dan Pemeliharaan. Rancangan sistem dibuat dengan Unified Modeling Language (UML) dan Lembar Kerja Tampilan (LKT). Selain itu, sistem diuji dengan metode White Box dan User Acceptance Test (UAT). Hasil sistem yang dibangun membantu pihak Cafe dan Restoran Sewidji lebih mengoptimalkan proses manajemen pesanan dengan lebih cepat dan teratur. Namun, sebaiknya aplikasi dikembangkan dengan database Firebase sehingga saat offline aplikasi masih tetap dapat digunakan dan memiliki kemampuan backup dump data offline dengan lebih aman dan realtime.*

**Kata Kunci : Informasi, Pemesanan, Android, Cafe**

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**ANDROID-BASED FOOD AND BEVERAGE ORDERING INFORMATION AT CAFE SEWIDJI, PEKALONGAN REGENCY**, under guidance of M. Reza Maulana, S.Kom., M.Kom. dan Nurul Amalia, S.Kom., M.Kom.

100 + xiv pages / 71 images / 12 tables / 2 attachments / 15 libraries (2012 – 2021)

### **ABSTRACT**

*Order management at Sewidji Cafe and Restaurant has weaknesses such as ineffective delivery of information with walkie talkies, problematic conventional recording, and inefficient ordering of queue numbers. So that a system was built to manage the recording, delivery, and ordering of the order queue more optimally. The system was built using the Waterfall method through the stages of Requirements Definition, System and Software Design, Implementation and Unit Testing, System Integration and Testing, and Operation and Maintenance. The system design was made using Unified Modeling Language (UML) and Display Worksheet (LKT). In addition, the system was tested using the White Box and User Acceptance Test (UAT) methods. The results of the system that was built helped the Sewidji Cafe and Restaurant to optimize the order management process more quickly and regularly. However, it is recommended that the application be developed with a Firebase database so that when offline the application can still be used and has the ability to backup offline data dumps more securely and in real time.*

**Key Word : Information, Ordering, Android, Cafe**