

CHAPTER I

INTRODUCTION

1.1 Background Knowledge

"GPM" is a store and container distributor that can be modified. "GPM" addressed at Jalan Candi Sukung Kavling no. 55 Ngaliyan, Semarang, Central Java. GPM offers a wide range of container sizes that can be molded and engineered as per the customer's wishes. The container sold is a reconditioned container, where the container is a used container that is no longer feasible for the transport medium. Marketing GPM is only limited to Java Island, visitors only see the type of container provided by the existing web of GPM. Consumers who come directly to the store cause difficulties in the process of ordering and making containers.

With the increasingly affordable of smartphones, the use of smartphones among people is widespread. This can benefit PT GPM with the creation of android based applications that can be used in the smartphone. Some examples of the use of android-based applications on smartphones are:

1. Sales Application for Hoax Merch Shop

This application was built by Marjito and Gina Tesaria from STMIK Mardira Indonesia where it helps in marketing and sales process of distribution clothes at Hoax Merch. This can help if the consumer can not visit the Hoax Merch Shop and the list of available items can be accessed from this sales application. So that the purchase and delivery of goods can be done easily without

the need to contact the store to ask the stock of goods is still there or not. (Tesaria, Gina and Marjito:2016) [1]

2. Android Batik Sales Application

Created by Fachrul Barry Sholih and Bana Handaga from Muhammadiyah University of Surakarta, this android based application is used for batik sale media in Laweyan, Solo. Batik Puspa Kencana is a business engaged in the production and trade of batik where it has been distributing its products locally and internationally from the 70s until now. Batik Sales application that will be able to provide information to the public, especially buyers / consumers of Batik Puspa Kencana about information from batik products in Batik Puspa Kencana through an android-based mobile applications. (Sholih, Fachrul Barry:2014) [2]

With some of these examples, the use of android based applications can help smooth product purchases. In this case the author would like to try to make a design Application Ordering and Container Sales which will be able to provide information to the public, especially buyers / consumers of PT. Global Perkasa Mekanindo for container information at PT. Global Perkasa Mekanindo through an android based mobile app.

1.2 Problem Statement

Looking at the background of the problem, researchers want to propose the problem formulation is as follows:

How to design android application for sale and ordering container at PT. Global Perkasa Mekanindo?

1.3 Problem Boundaries

In order for the existing problems to be more focused, the problems in this study are limited to:

1. Information system can be accessed by admin and user. Data input is done from the order data made by the visitor or the application user
2. In this system is able to transact incoming goods, goods out, and return goods.
3. In this system capable of displaying incoming goods reports, goods report out, and stock items report.
4. In this system does not include payment systems to suppliers and sales profits.

1.4 Purpose and Objective of Research

Purpose and Objectives of this research are:

1. Produce the application of Inventory Information System and Sales of goods based on android to facilitate the admin and the owner to see inventory in real time and the user can create reports.
2. As a condition of obtaining a Bachelor degree in Computer Engineering S1 International Informatics University Amikom Yogyakarta.

1.5 Research Method

1.5.1 Data Collection Method

In the method of data collection is the Study Literature, this method uses data collection where researchers can see and feel immediately that the use of

smartphones more rapidly and often users rely on the sophistication of each gadget. Literature Study Method is used by collecting references from books, journals, websites, and studies which relate to the making of ordering and purchasing applications.

1.5.2 Development Method

Conducted by visiting directly to the manufacture of container PT. Global Perkasa Mekanindo and make direct observations to understand the sales information system that they have run directly. The SDLC modeling that will be used is Agile Development.

1.5.3 Interview Method

Activities conducted by interviewing employees to get informasi and problems they are facing from sales information systems that have been running at PT. Global Perkasa Mekanindo.

1.5.4 Analysis Method

The method of analysis is done in order to obtain information about the system, analyzing the data - data that exist in the system associated with transaction activities in PT. Global Perkasa Mekanindo. To analyze the system, will also use the System Requirement and Feasibility Analysis to be followed by the Pieces Analysis method.

1.5.5 Design Method

The design method used in this thesis is:

- 1 Design and manufacture of the dataflow using workflow.

- 2 The design for the user and admin level method and other application requirement is using Use Case Diagram, Sequence Diagram, Class Diagram and Activity Diagram.
- 3 The design for the interface of the application is using Mock-ups

1.5.6 Testing

This stage to find out whether the application is running properly or not. Testing this application is done by blackbox method and whitebox testing.

1.6 Writing Systematics

CHAPTER I INTRODUCTION

In this chapter contains the background, problem formulation, problem definition, purpose and objectives of research, research benefits, research methods, systematics report writing, to schedule of research activities.

CHAPTER II THEORETICAL BASIS

This chapter describes the basic concepts of an ordering and selling information system of android based containers, as well as supporting applications and tools in designing and developing an android based information system on ordering and selling goods at container distributor "PT. Global Perkasa Mekanindo ", and implementation of the final result.

CHAPTER III GENERAL OVERVIEW

In this chapter will discuss in detail the general picture of container business "PT. Global Perkasa Mekanindo "which includes inventory information, goods sales, and existing goods data.

CHAPTER IV DISCUSSION

In this chapter describes the design and implementation of information systems we have created.

CHAPTER V CONCLUSION

Bab yang terakhir berisi tentang kesimpulan dan saran-saran yang kami dapatkan selama proses pembuatan sistem informasi.

