

ABSTRACT

WEB-BASED SECOND BRANDED GOODS PURCHASING APPLICATION DESIGN AT THE AUTHENTIC.SECONDTHRIFT STORE

Yulio Human.¹⁾, Chaerul Anwar, S.Kom., M.T.I. ²⁾

¹⁾ Student of Information System Department, Universitas Pembangunan Jaya

²⁾ Lecturer of Information System Department, Universitas Pembangunan Jaya

The purpose of this thesis is to design and build a web-based branded second-hand goods purchasing application for Authentic.SecondThrift. The application is expected to facilitate the management of sales and product data, as well as report generation. The method used in this study is the waterfall method. The steps involved include needs analysis, design, coding, testing, and maintenance. System modeling uses UML, namely activity diagrams, use case diagrams, class diagrams, and sequence diagrams. The application is made using PHP, MySQL database, CodeIgniter, and HTML. The results of the study show that the application can function well to meet the needs of Authentic.SecondThrift. The application can facilitate the management of sales, product data, and report generation. Based on the results of the study, there are several suggestions that can be developed in this branded second-hand goods purchasing system. These suggestions are: The need for an interface communication feature to facilitate the communication process between customers and store owners The need for a "delete account" feature to make it easier for users who no longer want to have an account in the system.

Keywords: application, purchase, goods, second, branded, web, store, Authentic.SecondThrift

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