

## ABSTRACT

**DESIGN OF AN ANDROID-BASED TOURIST TICKET BOOKING APPLICATION  
WITH *EXTREME PROGRAMMING* METHOD**  
(OBSERVATIONAL STUDY: BUKIT BARISAN SELATAN NATIONAL PARK, LAMPUNG)

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*Bukit Barisan Selatan National Park in Lampung is one of the tourist destinations that has great potential but still faces obstacles in the conventional ticket booking system. To overcome this, this research was conducted to design and develop an Android-based tourist ticket booking application using the Extreme programming method, which was chosen because of its flexibility in adjusting changes and user needs during the development process. The research stages include planning, designing, writing code, testing, and distribution. Application testing is done using the Black Box Testing method to ensure all features and functions of the application run properly. The test results show that this application runs as expected without any errors, where all test scenarios are successfully executed with appropriate results. This application is designed to make it easier for tourists to order tickets online and help the manager of Bukit Barisan Selatan National Park in managing tickets and visitors. For further development, it is recommended to add more diverse payment methods, integration of automatic ticket output features in the form of barcodes and scans, and regular application maintenance. Thus, this application is expected to be the right solution in ticket management and increase the number of tourist visits to Bukit Barisan Selatan National Park.*

***Keywords: Design, Android, E-Ticketing, Extreme programming, Ticket Booking Application.***