ABSTRACT

Analysis of Android-Based School Cooperative Application Design

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Oemah Website is a Purwokerto website creation service and Software House Purwokerto, developing as a website development service company, website-based applications and information systems (PHP framework), as well as android applications in the cities of Banyumas, Cilacap, Yogyakarta, Solo, Semarang, and others. Aside from the three primary services, Oemah Website was assigned a project to create a cashier application as well as a teacher attendance application. The author is assigned the responsibility of evaluating and creating a two-month school cashier application, which can be done at this stage, in this stage it is divided into two teams in android, and the analysis that can be done comprises Waterfall. During work practice, the author employs the Waterfall approach. The author employs the Waterfall model for a methodical approach, beginning with the system requirements stage and progressing through the analysis, design, coding, testing/verification, and maintenance phases. Waterfall refers to a series of steps that must be performed one after the other (no jumping to the next level) and run consecutively. The author and field supervisor utilize the Waterfall technique to determine the user requirements for the cashier application that will be created. The author will describe User Requirements, Flowcharts, and DFD (Data Flow Diagrams) sorted by users in this report.

Keyword: Android, User Requirement, Flowchart, Data Flow Diagram