

**ABSTRACT**

**DESIGN AND DEVELOPMENT OF POINT OF SALE  
FURNITURE PROTOTYPE  
USING KOTLIN AND PROTOTYPE METHOD  
(Case Study: Bintang Kayu Furniture)**

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*The use of internet in Indonesia has sharply increased since the pandemic, various online services have become very important for productivity during the pandemic, ranging from schools, working in offices, trade, and so on. Conventional business actors are increasingly entering the online platform in order to remain relevant in the face of changing times. Furniture business is a business engaged in the field of furniture such as tables, chairs, and wardrobes. Bintang Kayu Furniture is a Business Entity operating in the field of furniture, but in its transactions it still uses traditional methods. Customers still have to go to Bintang Kayu Furniture or through telephone and Whatsapp to make orders or purchases, while transactions are still recorded manually. Based on the problem, the author created a prototype of furniture point of sale based on Kotlin. Point of Sale is an application that allows for transactions, which has features such as the use of cash registers, accounting calculations, inventory management, and so on. This prototype will have several features including online ordering, admin Whatsapp chat link, uploading payment proof through bank transfer, and automatic recording of transactions that have occurred. This prototype is expected to be an innovation and make transactions easier for Bintang Kayu Furniture in the current technological era.*

**Keyword : Prototype, Point of Sale, Kotlin**