

## ABSTRACT

### DESIGN OF AN ELECTRONIC CANTEEN APPLICATION BASED ON ANDROID USING THE SCRUM METHOD

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*Currently, technology is growing very rapidly, especially in Indonesia. Of course, the presence of technology will continue to develop along with the times. The use of smartphones has become a necessity for most young people nowadays. Android-based applications have also started to emerge a lot at this time, especially applications made in the field of food ordering that can be found in large areas such as restaurants, but are rarely found for smaller areas such as school canteens. In school canteens, there are still many problems that arise in the food ordering process, such as long queues and mistakes made by canteen owners. It would be very beneficial to utilize technology to facilitate the buying and selling transactions in school canteens. Therefore, this study aims to design an electronic canteen application that is able to help the buying and selling process. The design of this application is intended to be useful for canteen owners to facilitate the transaction process and to develop the canteen better, so that the quality of food presentation can also improve both in terms of quality and health. By designing this application, it can also help buyers, especially students, to order the desired food without having to queue for too long. The application design was carried out by utilizing the Scrum method. In its implementation, this process includes technical and evaluation stages, which show activities in the Scrum methodology, including product backlog, sprint backlog, sprint planning, sprint, sprint review, and testing. This method was chosen because it is suitable for small projects and is very adaptable if there are changes in the application design. After the application was successfully designed, testing was conducted using black-box testing. From the results obtained, the MyCanteen application with user role received an excellent feasibility score with a feasibility percentage of 96.67%, and the admin role also received an excellent feasibility score with a feasibility percentage of 100%.*

***Keywords: application, android, electronic canteen, design, scrum method.***