ABSTRACT

BUILDING E-COMMERCE APPLICATION AT SHUFFLE CLOTHING COMPANY

by

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SHUFFLE *Clothing Company is a company that provides such as teenage's clothing.* SHUFFLE *Clothing Company that has a lot of customers both inside and outside of Bandung city still apply trading with confesstional procedure that costumer come directly to the store. And manual systems such as recording data and sales transaction. To solve the problem above, increase sales and market share to reach a more knowledgeable then* SHUFFLE *Clothing Company want to use technology in marketing and sales strategy with the E-Commerce.*

Tool that is used to describe the system model is a FlowChart, context diagrams, and Data Flow Diagram (DFD), and in the design database using the data dictionary, and Entity Relationship Diagram (ERD).

E-Commerce applications made, expected to help increase sales for the company and facilitate in the process of ordering consumer product because of an order made online.