ABSTRAK

MEMBANGUN WEBSITE E-COMMERCE DENGAN MENGGUNAKAN MACROMEDIA DREAMWEAVER DAN MACROMEDIA FLASH PADA SHIVERWEAR CLOTHING

Ridwan

Universitas Komputer Indonesia (UNIKOM)
Jl. Dipati Ukur No. 112-116, Bandung 40132
Email : if10106801@yahoo.co.id

ABSTRACT

ShiverWear Clothing is a trading company that provides goods include men's and women's clothing. ShiverWear Clothing that has a lot of customers both inside and outside of bandung city still apply the procedure of manual or 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 ShiverWear Clothing want to use technology in marketing and sales strategy wich is E-Commerce.

To build an E-commerce application, tools that are used to describe the system model is a FlowMap, context diagrams, and Data Flow Diagram (DFD), and in the design the database using the data dictionary and Entity Relationship Diagram (ERD).

Based on research results concluded that the application E-commrce who made this can be a media campaign, to help increase sales and reduce operating costs for companies and consumers to facilitate the ordering process and payment of a product because it is done on-line.

I.INTRODUCTION

1.1Background

Issues Internet at present no longer be a familiar thing for the ordinary people who are not involved in the computer world. Even for those who lay though. Said World Wide Web (WWW) as if it had become an inseparable part of modern life today. Web sites featuring many there any information on the parts of the world does not matter how distant. As an example of information ranging from science and technology, war news, sports game results, buying and selling, even personal information is very easy even in getting here.

Where technological change is happening in the field of business today is commercial electronic (E-Commerce). E-commerce changed almost all areas of business functions and any activities, ranging from purchasing to selling advertising. With the birth of e-commerce makes it easier for the costumer can make buying and selling without having to come into place.

Web technology development go hand in hand with the development of the Internet. Current web page not only can be read online or static. The Web has evolved into a dynamic online pages and interactive that can give and receive a response from The access. Not only as a provider of information. Web now can conduct activities in various fields, one of which is e-commerce.

Topics taken in this thesis are selling goods online. Clothing is Shiverwear trading company that provides goods of men and women clothing. Clothing Shiverwear who have had many good customers in the city of Bandung and outside the city of Bandung is still implement procedures manual or customer purchases directly come to the store. To increase sales and market share to

reach a wider Shiverwear Clothing then want to use technology in marketing and sales strategies to implement e-commerce. Given the rampant growth of such sites, interactive online shopping with a graphical interface so attractive with a variety of animation on a website on the internet and the many supporting software that provides convenience in making this web application, the authors are interested to take the title it says "BUILD A WEBSITE E - USING COMMERCE Macromedia Dreamweaver MX and Macromedia Flash ON SHIVERWEAR CLOTHING ".

1.2 Identification of Problems

View of the above background, Shiverwear Clothing is a trading company which sells men and women clothing (shirts and pants), along with other accessories such as hats, slippers, purses and other bags. This store also has a lot of good customers who are in town or who are outside the city. Problem include:

1. costumer from outside the city to come to Jakarta to see the goods to be bought.
2. costumer must come to conduct transactions and obtain information about the merchandise without having to come ketoko it.
3. costumer can not make transactions whenever and wherever they are lack of flexibility.
4. Market share is still too narrow, only to Bandung and surrounding areas only.
5. Require a very large cost to expand the network such as opening a branch in each major city in Indonesia.
6. At certain times such as the fasting month, in crowded conditions often occur pencopetan crimes against costumer.

1.3 Objectives

Based on the problems studied, the purpose of writing this final task is to build an e-commerce applications based on web Shiverwar clothing.

While objectives to be achieved in this research are:

1. To increase the effectiveness of customers in obtaining information about what items sold by Shiverwear Clothing without having to come to the store.
2. To increase flexibility so that customers can make transactions wherever he is.
3. To expand the market so that customers from out of town can also shop online.
4. To menhemat costs because with e-commerce Clothing Shiverwear can expand their networks without the need for large capital, with the assumption that if you have to open another branch in the city needs more funds than 100 million dollars, whereas with e-commerce websites only costs less than 10juta rupiah.

1.4 Limitation Problem

In this study, the authors limit the problem as follows:

1. This application provides information of goods sold ditoko Shiverwear Clothing.
2. This application provides the facility to transact online through a bank transfer method.
3. This application provides city data processing, data categories, data items, and orders for administrators.
4. E-Commerce applications are Web based.

5. The system only sales process, do not handle complaints, complaint, or return and bargain wholesale purchase price.
6. The process of calculating the price changes are not made by the system tetapi dilakukan manual oleh administrator.

1.5 Research Methodology

The methodology used in the writing of this final task is as follows:

1. Data collection phase

Data collection methods used in this study are as follows:

a) Observation Method

The collection of data by directly observing the physical field (the instruments used) or concept (how the system used).

b) interview method

The collection of data by way of direct interviews with the various parties involved bekaitan and lagsung the system to be analyzed in order to obtain precise data and accurate.

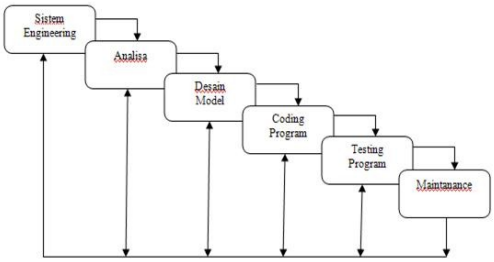
c) Method Documentary

With data collection and information source similar document, for example accounting or inventory sales are still done manually, so get the desired data.

d) Study Library / Study of Literature.

By reading and studying documents, books, reference with regard to issues under

investigation in order to collect data and information needed.
2. Stage of software creation.
Data analysis techniques in the manufacture of software using the paradigm waterfall software, such as the image below



Gambar 1.1

Explanation of figure 1.1 is as follows:
a. System / Information Engineering
Is part of the largest system in progress of a project, start by setting the various needs of all the elements necessary to allocate into the system and software creation.
b. Analysis
Stage is to analyze the things needed in the implementation of the software manufacturing projects.
c. Design
Translation stage of the analyzed data into a form that is easily understood by the user.
d. Coding
Translation stage data or solving problems that have been designed keadalam particular programming language.
e. Testing
It is a testing phase of software that was built.
f. Maintenance
The final stage in which a software may have already completed the changes or additions as requested by the user.

2. ANALYSIS AND DESIGN SYSTEM

2.1 System Analysis

Systems analysis can be defined as the decomposition of a complete information system into its component parts in order to identify and evaluate the problems, opportunities, barriers that occur and needs can be expected that the proposed repairs, repair.

2.2 Analysis of problems

There are several problems facing the system in its current operation. The problems are described in the following table:

2.3Analisis system running right now

System sales are currently divided into 2 parts namely:
Sales that are parties (wholesale)
Usually these sales system called the purchase system in which the nominal end product purchases above 1 million dollars, and get a discount for the given period.
Retail sales
This sale and purchase individual is also about 1 - 5 items per person and there is no discount qualifications.
In addition to selling systems listed above, make Shiverwear Clothing sale program held 2 times a year, usually in the mid-year and at the end of the year.
System purchases made by customers currently Shiverwear Clothing is conventional procurement system are:
1. Customers must come to the store
2. Customers select goods directly,
3. Customers do offer a shopkeeper.
then when the price has been agreed customers will make payments in cash.
This has certainly spent a lot of time and cost. More details will appear in the flow following folder:

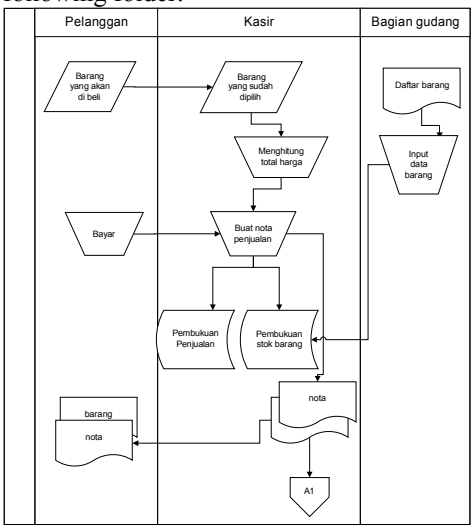


Figure 3.1 Flow map current sales

Solutions offered
Of the problems that have been outlined above, the authors offer solutions is making e-commerce Shiverwear Clothing. author plans to create a system of promotion and sale of on-line. In this system, customers can

view information goods and can place an order online. With this system also can solve problems and minimize the number of campaign staff as a shopkeeper.
Software Requirement Specification (SRS)
1. Functional Needs Analysis
By modeling the process using the ERD, DFD and context diagram, the following explanation:
1) ERD is used in building the database to describe the relationship of the two files or two tables. ERD consists of 2 main components of entities and relationships. The two components are further described by the attributes or properties.
2) Diagram of the context is a data stream that serves to illustrate the relevance of data flows between systems with the outer parts. The context diagram for the system to be built
3) Data Flow Diagram is a medium that is used to describe the flow of data that flows in an information system. DFD reservation information system and the proposed sale consists of several parts

2.4 Design System
Entity relationship diagrams
ERD is used in building the database to describe the relationship of the two files or two tables. ERD consists of 2 main components of entities and relationships. The two components are further described by the attributes or properties.
Relationships between entities that occur in E-Commerce system will be designed that can be seen on the Entity Relationship diagram below:

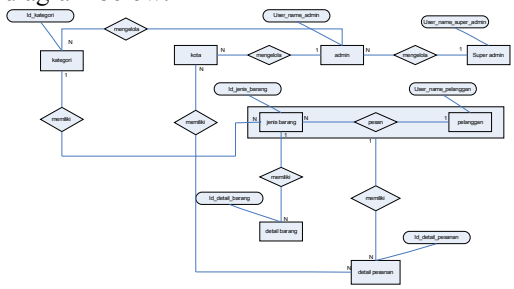


Figure 3.2 Entity relationship diagrams
Description:
main admin = (mainadmin user name, name, password,)
admin = (user name admin, name, password,)
City = (id city, a city ongkos_kirim)
Category = (id_kategori, a category name, description)
Customers = (user_name, password, name, address, city, phone, email)
Type of Goods = (id_jenisbarang, category, price, discounts, information)
Details Goods = (id_detail goods, color, size, weight)
Order = (id_pesanan, tgl_pesan, tgl_akhir_bayar, nama_kirim, alamat_kirim, kota_kirim, total_bayar, status_pesanan, metode_bayar, jumlah_bayar, tgl_bayar, tgl_kirim)
Detail_pesanan = (id_pesanan, id_barang, color, size, number, harga_beli, diskon_beli)

2.5 Diagram context
Context diagram is a data flow that serves to illustrate the relevance of data flows between systems with the outer parts. The context diagram for the system to be built can be seen in the picture below III.3
.

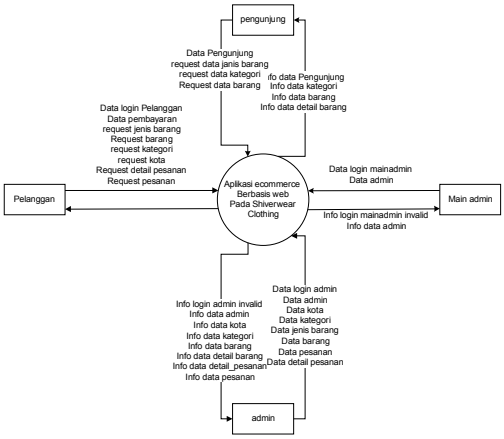
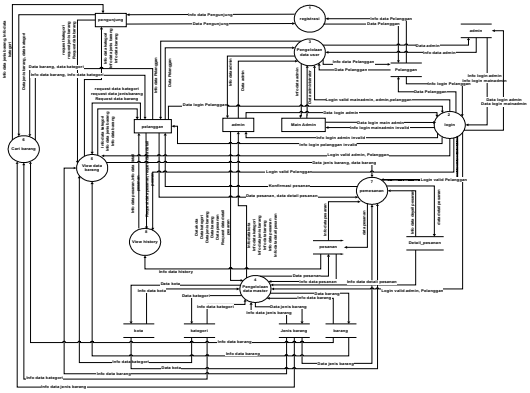
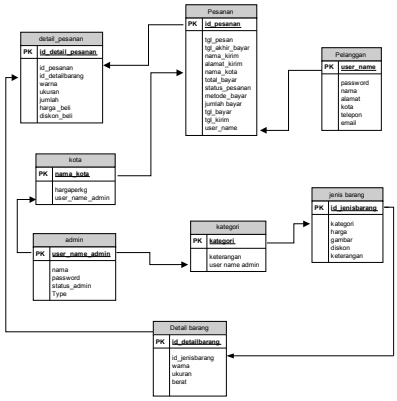


Figure 3.3 Context diagram

2.6 DFD Level 1

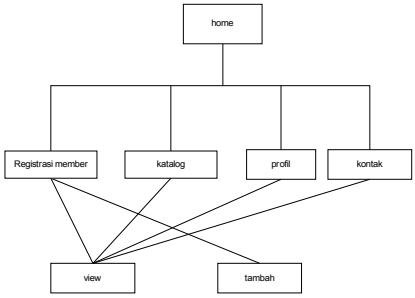


2.7 The scheme of relation

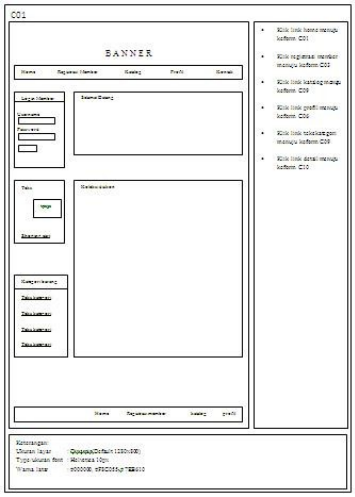


2.8 Design Struktur menu

A. Visitor menu structure



B. Home Design Applications



2.9 Implementation

At this stage will be implementation of the system built. This stage carried out after the analysis and design done, and then implemented at the programming language used.

A. System Implementation

The purpose is to confirm the implementation of the module design programs on the system actors so that the user can provide input to the system builder.

B. Hardware Implementation

Hardware used to implement the system are as follows:

a. Pentium 4 processor, 1.8 Ghz
b. 80 GB hard disk capacity
c. 512 MB RAM
d. VGA Card 128 MB
e. Monitor with a resolution of 1024x768
f. Lan Card 10/100Mbps

C. Software Implementation

Software used to implement the system are as follows:

a. Windows as the operating system
b. PHP
c. Macromedia Dreamweaver MX
d. Macromedia Flash 8
e. MySQL as DBMS
f. Apache Web Server
g. Interface design tool Microsoft Visio 2007
h. Mozilla as a browser

D. Implementation Form

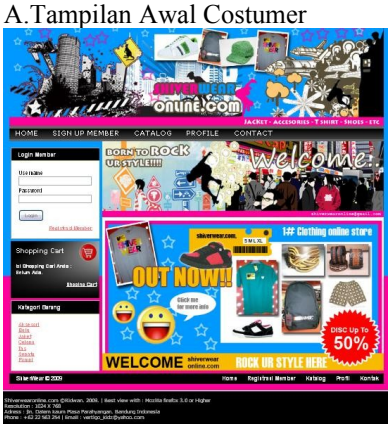
Implementation of the form carried out to find every page that made the program. Here is the form that made implementation.

Menu	Description	File Name
Login admin	Used as an admin login admin login page and main admin	sys.php
Login pelanggan	Used as login customer login page customer	Index.php
Change *password*	used if the user (admin, main admin, customer) want to change your password	Ubah_password.php
Add admin	To add admin	Tambah_admin.php
view admin	To get into the main menu	Lihat_admin.php
Add city	Used to add city	Tambah_kota.php
View city	Used to view and modify	Lihat_kota.php
Add	Used to add	Tambah_kat

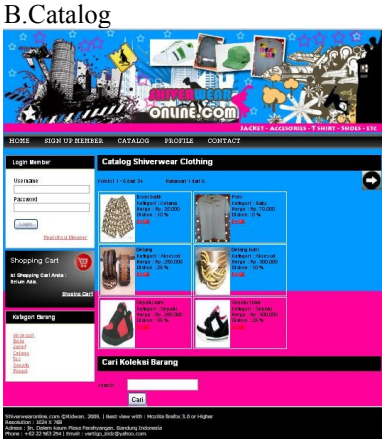
category	data categories	egori.php
View categories	Used to view and modify categories	Lihat_kategori.php
Add item	Used to add items	Tambah_barang.php
View item	used to view and modify items..	lihat_barang.php
See Orders	Used to view the order, detail of order, and change the status of orders..	lihat_pesanan.php
Registration member	used to register customers	Registered.php
Edit Profile	Used to change the customer profile	changeprofil.php
Catalog	Used to see all the data items have	catalog.php
Details	Used to see the detail there	detailbarang.php
Profile	Used to view the company profile	profile.php
contact	Used to contact the company	contact.php
How to Order	Used to see the How to place an order	cara_pemesanan.php
Shopping cart	used to view, modify, delete order details will be	cart.php
History	to see the transaction history has ever done	history.php
Logout	Used to exit from the customer menu	Logout.php

Dari analisa dan perancangan yang telah dilakukan, hasil dari aplikasi yang dibangun dapat terlihat seperti pada tampilan dibawah ini :

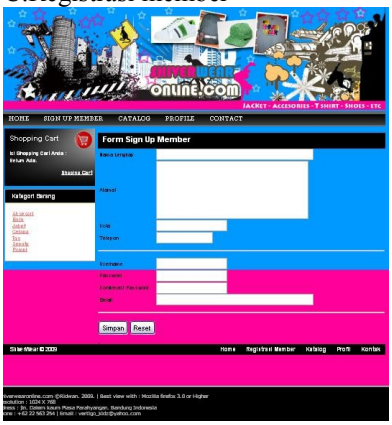
A.Tampilan Awal Costumer



B.Catalog



C.Registrasi member



3.HASIL DAN DISKUSI

4. CONCLUSION AND SUGGESTIONS

In this chapter will be reviewed on the conclusions of the results obtained after the analysis, design, and implementation of software design, built and has developed and suggestions that will provide important records and the possibility of improvement needs to be done for software development next.

1.1 Conclusion

The resulting conclusions are as follows:
1. Customers can more easily get info about any goods that have ditoko online.
2. Will be much more flexible since each customer can make transactions wherever he is.
3. Clothing Shiverwear regulars who are outside the city can still do tansaksi without having to come to Bandung.

1.2 Suggestions

The suggestions on the use of the system that have been made are as follows:
1. At least need also to open a branch in the city of big cities besides Jakarta, to be more developed, and the more customers, if necessary, to open branches abroad though, because the existence of e-commerce website is, people anywhere in the world can make purchases online.
2. It needs a website development to be more complete and attractive again, both in terms of design or in terms of the system, payment system mugkin for more choices for more.
3. Need for additional development of cooperation with a number other than sending Tiki expedition or JNE, perhaps for overseas shipping such as FedEx.

5.DAFTAR PUSTAKA

[1] Prasetyo, Didik Dwi, 2005, *Solusi Menjadi Web Master Melalui Manajemen Web dengan PHP*, PT Elex Media Komputindo, Jakarta.
[2] Firdaus, 2007, *7 Jam Belajar Interaktif PHP dan MySQL dengan Dreamweaver*, Maxikom, Jakarta
[3] Kurniawan, Rulianto, 2007, *54 Trik Tersembunyi PHP*, Maxikom, Palembang.
[4] HM, Jogiyanto, 1999, *Analisis dan Desain Sistem Informasi : Pendekatan Terstruktur Teori dan Praktek Aplikasi Bisnis,* ANDI Yogyakarta, Yogyakarta.
[5] Didik Wijaya. 2002, *Tips and Trik Macromedia fFash MX 5.0 with Action Script*, PT Elex Media Komputindo, Jakarta.
[6] Didik Dwi P. 2003, *Trips dan Trik PHP dan MySQL.* PT Elex Media Komputindo, Kelompok Gramedia. Jakarta.