BUILDING E-COMMERCE SYSTEM IN BLACK ORANGE DISTRO

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ABSTRACT

"Black Orange" distro is a trading company that provides goods include boy's and girl clothing. " Black Orange" distro 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 " Black Orange"distro want to use technology in marketing and sales strategy wich is E-Commerce.

E-commerce is one of the utilization of information technology in trade. E-commerceor Electronic commerce can be translated as a sale and purchase transactions made through electronic media.Using E-commerce is very effective because the system has taken over all operational activities for which this is done manually.

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

E-commrce application made, expected to become a promotion media, to help increase sales and decrease the operational costs for companies and make it easier in the process of booking and payment of a product for the consumers because it is done by on-line.

1. INTRODUCTION

1.1 Probem Indentification

1. The absence of a means to promote its products to consumers.
2. Consumers still having trouble getting information about products offered by these distributions.
3. Consumers are still difficulties in terms of long-range ordering on-line

1.2 Mean and Purpose

The purpose of writing this final task is to build a system of E-Commerce in Black Orange distributions using the website.

While the aim of writing this final task is to:
1. Build facilities to promote its products to consumers.
2. To become a medium of general information to the consumer in knowing more about the products offered.
3. To facilitate the consumers to order products are offered in on-line.

1.3 Benefits

The benefits of making these applications include:
1. With this website the customer to easily get information about products and details without having to come to the store.
2. With the flexibility of this website will be achieved because every costumer can make

transactions wherever he is .. 3. With this website the customer is located outside the city can still do tansaksi without having to come to Bandung. 4. With this website Distro Black Orange Company can expand its market share.

2. MODEL, ANALYSIS, DESIGN AND IMPLEMENTATION

2.1 Model

1. Data Collection phase
   a. Study library
   b. Study on field
      b.1 interview
      b.2 Observation
2. Software Development phase
   a. *System engineering*
   b. *Requirement analyiss*
   c. *Design*
   d. *Coding (implementation)*
   e. *Testing*
   f. *Maintenance*

2.2 Problem Analysis

Based on the analysis and interviews on what is needed in building e-commerce applications will be evaluated are the following things:

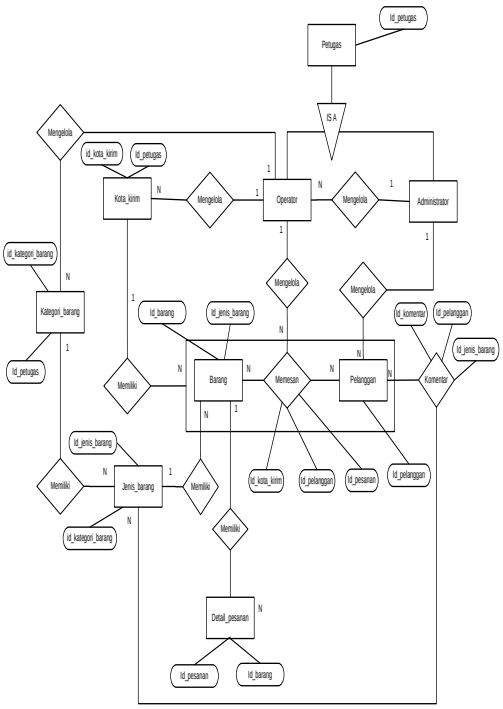
1. Process transactions at the consumer require come to a destination to get the product
2. Process payments made in place requiring the consumer to come to a destination to make payments.
3. With the system running now, to provide information to consumers felt less effective so that consumers do not necessarily have complete information.

2.3 E-Commerce

Electronic Commerce (e-commerce) is a new concept which is described as a process used to purchase goods or services on the World Wide Web Internet or buying and selling process or exchange of products, services and information through information networks including the Internet. E-Commerce is a business activity carried out electronically via an Internet network or trading activities of goods or services through a digital communication channels.

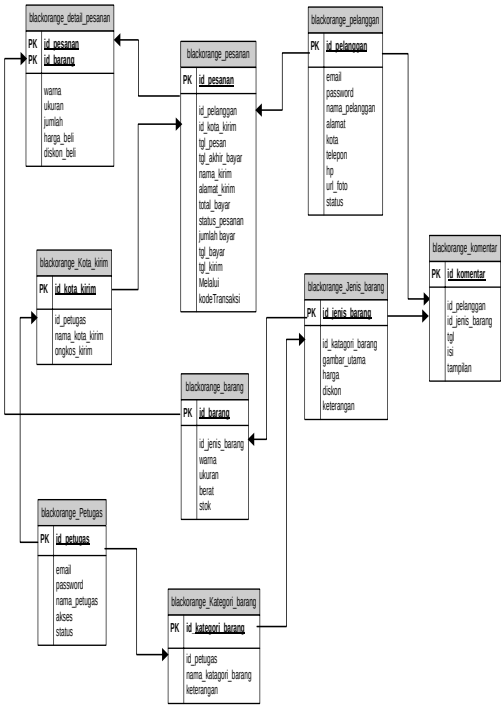
2.4 Design

1. ERD (*Entity Relationship Diagram*)



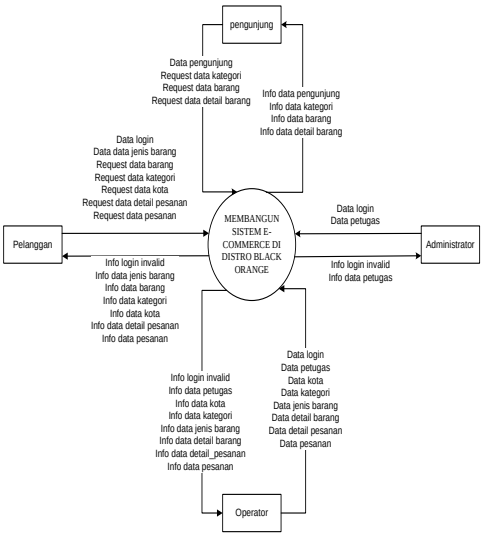
Picture 1. ERD (*Entity Relationship Diagram*)

2. Table Relationship



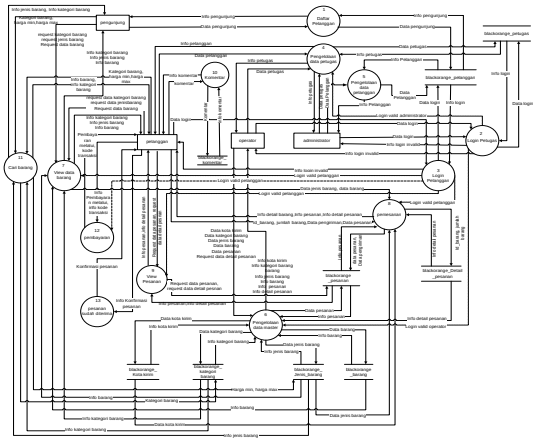
Picture 2. Table Relationship

3. Context Diagram



Picture 3. Context Diagram

4. DFD (*Data Flow Diagram*)



Picture 4. DFD level 0

2.4 Implementation

1. Software Implementation

Software specifications that are used in building e-commerce applications based on web ISTHISIT Clothing Company is as follows:

1. Windows XP Operating System
2. PHP programming language
3. MySQL as a database
4. Macromedia Dreamweaver 8

2. Hardware Implementation

Hardware specifications that are used in building e-commerce applications based on web ISTHISIT Clothing Company is as follows:

1. Processor Pentium IV 2,4 Ghz
2. Monitor 17“
3. Hardisk Drive 120 Gb
4. Memory/RAM 512 Mb
5. VGA 128 Mb
6. Keyboard
7. Mouse

3. Interface Implementation

1. View Home before login / entry



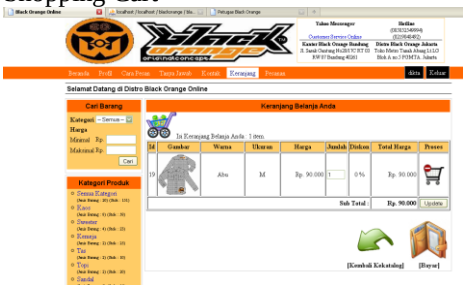
2. Display Home after login / entry



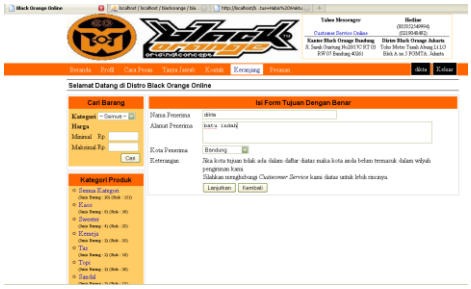
3. Details of stuff



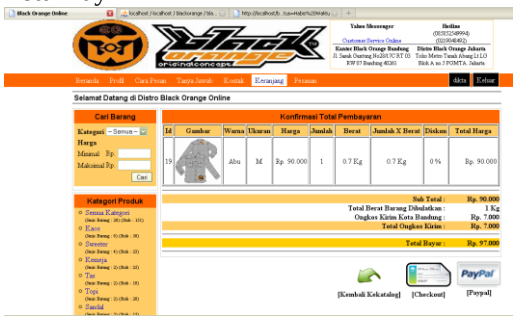
4. Shopping Cart



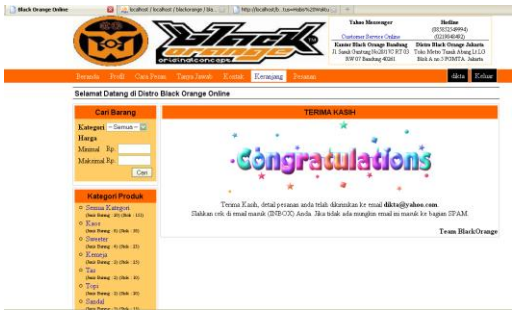
5. Form Destination



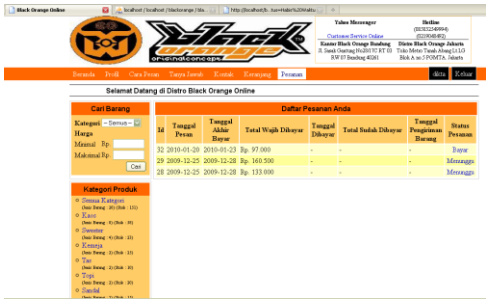
6. Total Pay



7. Check Out



8. Form Order



9. Payment Confirmation



10. Login Officers



11. Home Operator



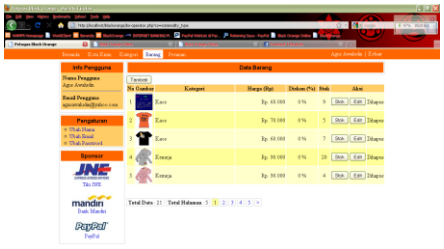
12. Submit City



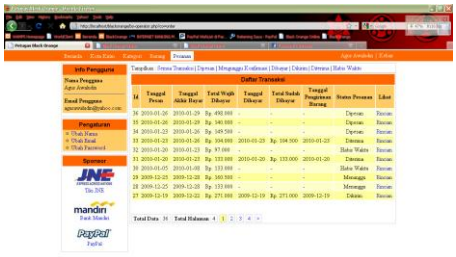
13. Category Products



14. Products



15. Order



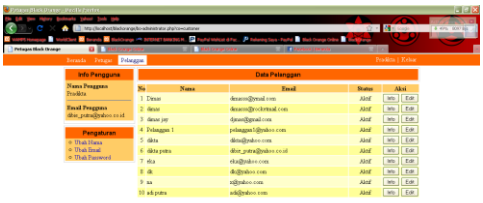
16. Home Administrator



17. Data Officer



18. Data customer



3. RESULTS AND DISCUSSION

1. Presented information about what products are offered by the company
2. Facilitate the customer in a transaction
3. Extending the company's market share

4. CONCLUSIONS AND RECOMMENDATIONS

4.1 Conclusions

1. With this website the customer to easily get information about products and details without having to come to the store.
2. With this website the flexibility will be achieved because every costumer can make transactions wherever he is .
3. With this website the customer that located outside the city can still do transaction without having come to Jakarta.
4. With this website ISTHISIT Clothing Company can expand its market share.

4.2 Recommendations

1. There needs to expand the development area so that more sales increase sales in cooperation with distributors in every region of Indonesia.
2. Need for development in the design to make it more attractive appearance.

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