DEVELOPMENT OF E-PROCUREMENT APPLICATION IN ASSET MANAGEMENT SUPPORT

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ABSTRAK

The continued development of the business will further enhance the development of the emergence of various companies, both trading companies and service companies. This will cause the level of the tight competition, so it takes a professional attitude in managing the company's management, one of which is inventory management. Inventories of goods is one of a very important activity for the development of the company. Inventory problem is a problem that always faced the decision makers in the field of supply due to an irregular pattern of demand. In this process, it takes the role of procurement in order to meet the demand for goods and services in accordance with the quality, quantity, time, place, price and source the right. In obtaining goods and services, a company requires suppliers or vendors as providers of goods and services. That requires a computerized system. The development of technology enables the implementation of the procurement of goods and services through electronic media or online. E-procurement applications have been made according to user expectations, both from the ease of use of the system, the procurement of data processing and reporting. The application is already running but not close enough to the maximum possible error can occur when used, so that required maintenance process further.
Kata Kunci : online, uptodate, e-procurement, maintenance

1. INTRODUCTION

1. 1 Banckground Problem

Inventory problem is a problem that always faced the decision makers due to irregular demand patterns. Implementation of procurement is still done manually, reports the unorganized and no transparency in the implementation of procurement. The packages of work that should be auctioned to get the best deals in limited release to the provider of goods / services within the city / district itself.

The division of work packages are not based on technical and financial capabilities they close or not but based their decision makers in the area.

Some providers claim to difficulties because it takes time and additional costs to conduct the registration process as it is now and some other process, especially if the location of the auction panita outside the island. In addition to difficulty in controlling inventories, management, manually also will take a long time. This reflects an inefficient performance. That requires a computerized system. The development of technology enables the implementation of the procurement of goods and services is done through electronic or online media.

1. 2 Research Objectives

The purpose of this study is to minimize the problems that exist in the procurement process in the management of assets by making application of E-Procurement to Support Asset Management. While the goal is as follows:

1. Speeding up the procurement process
2. Improving transparency of procurement information
3. Improving the efficiency of price
4. Prevent leakage and fraud in the procurement process
5. Management reports easier

6. Selection of the provider of goods and services

1. 3 Boundary Problem

The boundary issues to be discussed in this information system are:

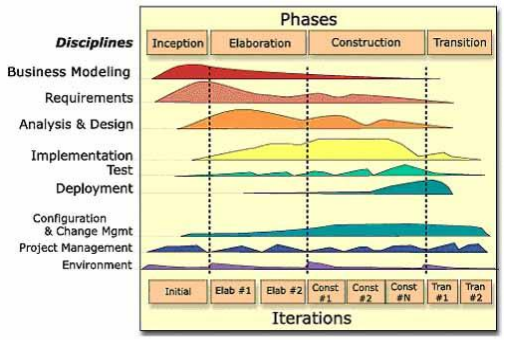
1. Handles registration of providers of goods / services by filling out the application.
2. Provides entry form to become a provider of goods / services in e-procurement system
3. Handle document uploads complement requirements.
4. Provide features download document packages and guidance documents
5. The upload should be already in the zip.
6. Make a statement of participation, procurement reports, and statements of corporate data
7. Handling availability of information packets and winner announcement
8. Menangai charging supply, rebuttal and upload supporting documents.
9. Not handle the procedures determining the winner.
10. Applications that are built will use programming with ajax ExtJs library and the PostgreSQL database.
11. Modeling software using Object Oriented methods (OO).

2. MODELS, ANALYSIS, DESIGN DAN IMPLEMENTATION

2. 1 Models

The model used for the application development process is a model of Iterative Incremental / Iterative Development. The stages of the iterative development model is as follows:

1. Inception Phase.
2. Elaboration Phase.
3. Construction Phase.
4. Transitions Phase.



Picture 1. Iterative Development Methode

2. 2 Analysis

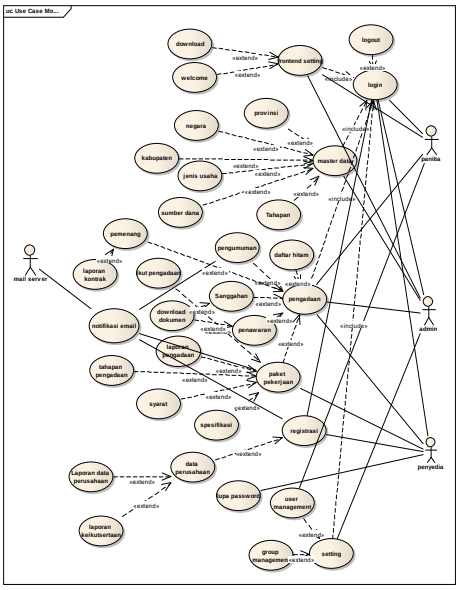
2.2.1 Analysis of the current system

Based on observation, there are several procurement process is still done manually, such as registration of providers of goods / services, company information form filling that is by downloading the forms and print them for later filled by the provider. Similarly, supplementary data deliveries are still done manually by requiring parties to come to the secretariat procurement provider. Lack of features making the report so it must be created manually. Information procurement was announced only through print media or on site procurement company. The solution offered is to build applications for addressing the issue of procurement.

2.2.2 Functional Analysis

a. Usecase Diagram

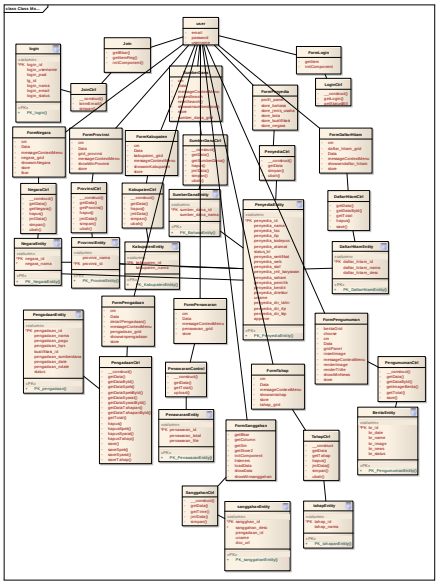
Analysis of behavior in e-Procurement Application This form of Use Case analysis. There are several use cases in which covers the process that exists in E-Procurement Application asset management in support of this.



Picture 2. Usecase Diagram

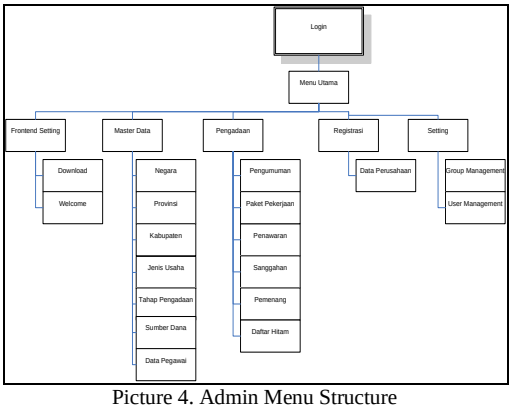
b. Class Diagram

Class diagram describes the state (attributes or properties) of a system, the goal, to make the concept of modeling and specifying the name and every process that occurs.


Picture 3. Class Diagram

2. 3 Desain

Perancangan struktur menu merupakan jalur pemakaian sistem yang mudah dipahami dan mudah digunakan. Perancangan struktur menu dari aplikasi e-*procurement* dalam mendukung asset management terbagi menjadi beberapa struktur menu disesuaikan dengan hak akses user dalam aplikasi ini.



Picture 4. Admin Menu Structure

3. RESULT AND DISCUSSION

3.1 Test

Functional testing is alpha and betha. The method used in this test is focuses on Blackbox functional requirements of a system built

3.2 Alpha Test

Based on the results of the Alpha testing has been done can be concluded that the application has been running quite maximal, but not close the possibility of errors can occur when the application is used, thus requiring more maintenance process to know the shortcomings of the application.

3.3 Beta Test

From the beta testing has been done that is by testing calculations category choice answers to the questionnaire that has been distributed can be concluded that e-procurement applications are made in compliance expectations of users, both from the ease of use of the system, data processing procurement, preparing reports and in compliance with the requirement

4. CONCLUSIONS AND SUGGESTIONS

Based on the analysis and design that have been done, then there are some conclusions as follows.

1. The procurement process becomes quicker
2. More information trasparansi.
3. Prices of goods / services more efficiently.
4. Fraud can be minimized data
5. Making reports easier.
6. Selection of the provider's easy to do.

After carrying out the implementation of e-Procurement Application creation in support of asset management, some of suggestions that can be noted, are as follows:

1. It is necessary to encrypt the data security of these systems so that security of the system can be more awake.
2. It needs a more rigorous testing so that data - both in charge of procurement data detail the procurement of more valid data.

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