APPLICATION OF WEB-BASED COMPUTER SALES NEEDS AT COMPUTER BANTENBIZ

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ABSTRACT

Along with advances in information technology and telecommunications and computer technology development leads to changes in the culture of everyday society, and created an integration between computer and telephone systems or Computer Telephony Integration (CTI), which embodies a new form of Internet media.

Explosion of Internet usage and technology World Wide Web (WWW or often also called Web only) led to the emergence of technology-based Ecommerce Internet technology. Where e-commerce is the buying and / or sell electronically, and this activity is done on the Internet, but it also can be advertising, sales and service is the best use of a web shop 24 hours for its customers.

E-commerce application that is made is expected to be a wider media campaign, helping to increase sales and reduce operating costs for customers in the shop and also to simplify the process of booking and payment of a product because it is done on-line using paypal or bank transfer.

***Keywords** : e-commerce, sales*

1. Introduction

Bantenbiz Computers located in the area of Earth Great Permai (BAP) is a shop that specialized in selling various kinds of computer needs such as monitors, memory (RAM), printers, flash, hard drive and others. Computer Bantenbiz was standing about 2 years. Sales only to the area of Serang just because there is no support applications for marketing the products contained in Bantenbiz Computer to the general public to increase its sales.

The purpose of this research is to develop a web-based sales application (e-commerce).
While the purpose of research that will be achieved in the development of e-commerce are as follows:

1. Help increase sales of products contained in bantenbiz computer.
2. Trying to improve the image RUKO Bantenbiz Computer.
3. Provide convenience to customers and consumers to order products offered by online buying services and payment using paypal and bank transfer.

2. MODELS, ANALYSIS, DESIGN AND IMPLEMENTATION

2.1 Model

Data analysis techniques in the making software using modeling software with waterfall paradigm, which involves several processes including:

a. Systems Engineering

System engineering is part of the largest system in the execution of a project, begin by setting the various needs of all the necessary elements forming the system and allocate it into the software.

b. System Analysis

System analysis is the stage of analyzing the things that are needed in the implementation of the project of making software.

c. System Design

System design is the translation phase of the analyzed data into a form that is easily understood by the user.

d. Coding System

Coding system is the data translation step or solving problems that have been designed keadalam particular programming language.

e. System Testing

System testing is the testing phase of software that is built.

f. System Maintenance

System maintenance is the final step in which a software that has been completed can undergo changes or additions as requested by the user.

2.2 Analysis

2.2.1 Analysis Of Current Procedure

Its function: to define the relationship between the (actors process), processes (manual / computer based) and the flow of data (in the form of document output and input).

The procedure of selling goods in the shop bantenbizkomputer current is as shown in Figure 1.

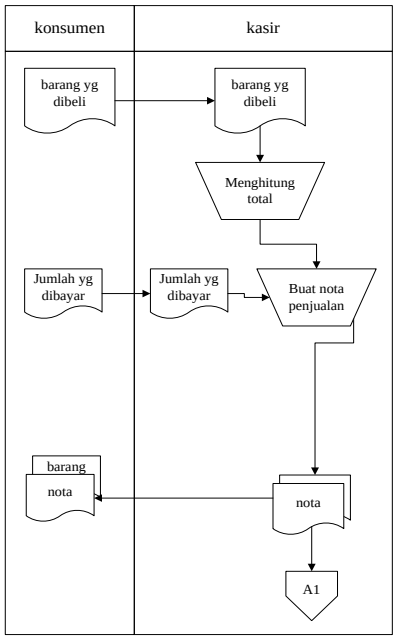


Figure 1. Flowmap current sales

2.2.2 Analysis Database

ERD (Entity Relationship Diagram) is used in building the database to describe the relationship of two files or two tables. ERD consists of 2 main components of entities and relationships. Both components are further described through the attributes or properties.

The ERD of e-commerce system can be seen in Figure 2.

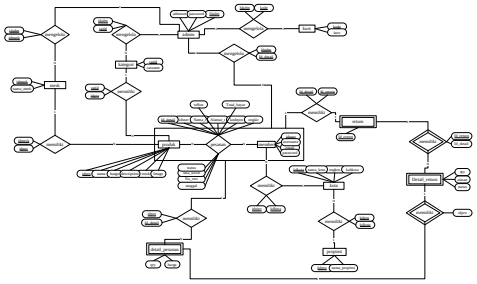


Figure 2. ***Entity relationship diagram***

2.2.3 Analisis Kebutuhan Fungsional

2.2.3.1 *Diagram Konteks*

Context Diagram is a global model that describes how it is used and transformed to the process or that describe the flow of data into and out of the system.

Here is a picture of the context diagram for the system to be built can be seen in Figure 3.

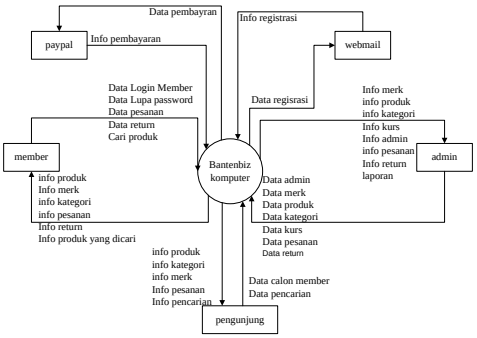


Figure 3. Context Diagram

2.2.3.2 *Data Flow Diagram*

Data Flow Diagram is a representation of a system that describes the parts of the system along with all the engagement between the existing sections. Data flow in DFD can be either input or output for the system submitted to the users of the system:

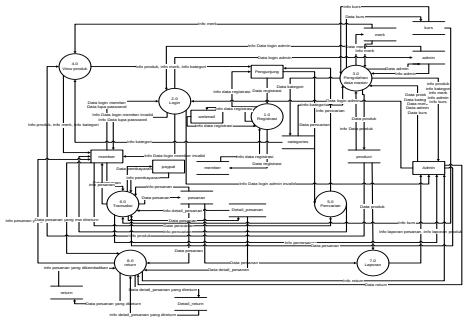


Figure 4. DFD Level 1 E-Commerce

2.2.3.3 Relation Schema

Relation schema describes a relationship between tables that already exist in normal circumstances. The design scheme of relations in building a sales application web-based computer needs at the shop bantenbiz kompuer are as follows:

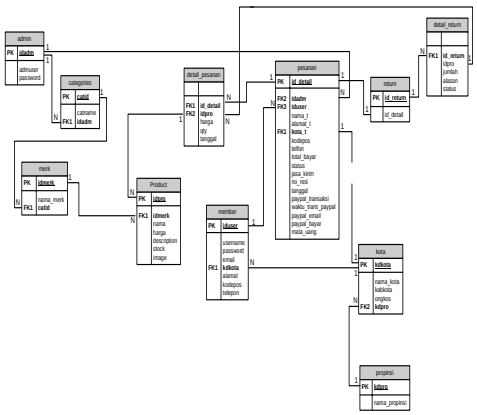


Figure 5. Relation Schema

2.3 Design

The design of menus and submenus menu structure that serves to facilitate users in using the system. Menu - the menu is divided according to the permissions of each user. Here is an overview of e-commerce menu structure to be built.

a. Visitor menu structure

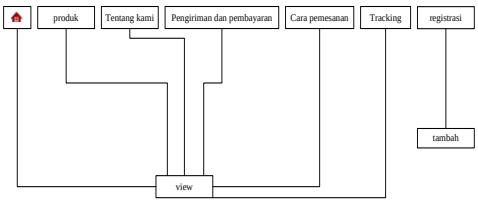


Figure 6. Visitor menu structure

b. Structure member menu

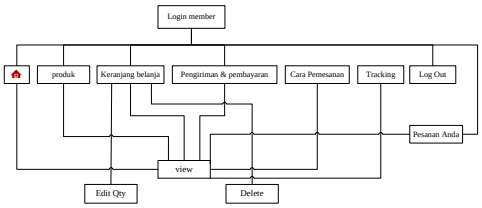


Figure 7. Structure member menu

c. The structure of the admin menu (operator)

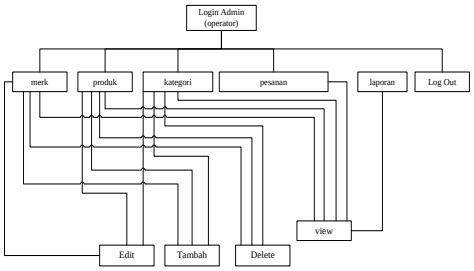


Figure 8. The structure of the admin menu (operator)

d. The structure of the admin menu (superadmin)

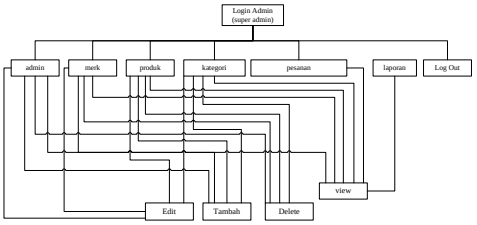


Figure 9. The structure of the admin menu ***(superadmin)***

2.4 Implementation

Once the system is analyzed and designed in detail it will be towards the implementation phase which aims to confirm the module - the module design, so users can give input to the system developers.

2.4.1 Hardware Used

The hardware used to implement e-commerce system will be described in tebel 1

Tabel 1 Inplementation Hardware

No	hardware
1	Processor with a speed of 2 GHz.
2	250GB hard drive capacity.
3	1 GB of RAM.
4	256 64MB VGA card.
5	Monitor minimum resolution of 1024x768.
6	10/100Mbps Lan Card.
7	MOBI 64kbps internet connection.
8	mouse
9	keyboard

2.4.2 Software used

Software used to implement e-commerce system will be described in tebel 2

Tabel 2 Implementation Software

No	software
1	Seven as of Windows Operating System.
2	Macromedia Dreamweaver 8.
3	using the PHP programming language.
4	MySQL as a database.
5	Web Server phpMyAdmin.
6	Mozilla Firefox as a browser.

3. RESULT AND DISCUSSION

3.1. Alpha Testing

Alpha testing process conducted to determine whether the data which is input (input) is as expected (output). Based on the test, the alpha test can be performed on applications / e-commerce systems.

Alpha Testing Results Conclusion

Based on the results of testing with the test sample of cases that have been done to give the conclusion that the filtering process in the direction of view is not maximized massage box is created and delivered but functionally system has to work and produce the expected outputs.

3.2. Beta Testing

Beta testing is testing done objectively in other words this test is a test directly in the field or place where the application is made is implemented. Betha Testing is done by giving a question to the shop owners, employees and some customers. The research method is quantitative method, where prospective users (respondents) are given a questionnaire (attached) with the provisions of scale for each question.:

Based on the results of questionnaire data, can be searched percentage of each - each answer by using the formula: Z = N / Q * 100%.

Description:

N = number of answers to each question.

Q = number of respondents.

Z = value percentage.

Beta Testing Results Conclusion :

From the beta testing has been done, based on category choice answers from questionnaires that have been distributed to users, it can be concluded that the application of e-commerce declared interest assessed at 30%, e-commerce application otherwise easy to use is valued at 70%, the instructions provided in part respondents expressed very easy to learn (40%), most respondents said easy to learn (50%) and 1 respondent menyatkan quite easy to learn (10%), e-commerce applications are stated to have purchase transactions valued at 50%, resulting from the application of information e-commerce declared fit assessed by 40% and e-commerce applications are stated to give satisfaction to the members with an online presence pemesana fasilatas assessed by 50%.

4. CONCLUSIONS AND SUGGESTIONS

4.1. Conclusions

Based on research on the making of sales application needs a web-based computer (e-commerce) in office bantenbiz this computer, it can be drawn some conclusions as follows :

1. Applications built to facilitate Admin to manage product data and order data.
2. With the payment using PayPal it will be easier for members to make payments..
3. With the apliaksi e-commerce, it can expand the marketing of products listed in the shop bantenbiz computer.
4. With the application of e-commerce is makasi flexibility would be achieved because each customer can conduct transactions wherever he is.

4.2. Suggestions

To further improve the performance of sales application needs a web-based computer (e-commerce) in office bantenbiz this computer, there are a few suggestions that can be considered, namely :

1. Information about product details should be more detailed.
2. Added features for further development of e-commerce applications, such as recognition feature products directly through social networking.

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