DEVELOPMENT OF ONLINE BOOKING APPLICATION ON E-COMMERCE WEBSITE IN PD. HARAPAN STORES BANDUNG

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ABSTRACT

Nowadays with the development of Internet technologies are emerging online stores that sell various items, such as bicycles. But many online stores on the internet do not have a feature that makes it a unique online store.Online sales system that has limitations that have been described to be less attractive to visit.

To build an integrated online shop website, the tool used to describe the system model is a data flow diagram (FlowMap), context diagrams, and Data Flow Diagrams (DFD), as well as in database design using a data dictionary, and Entity Relationship Diagram (ERD .)

With the integrated online shop website is expected to help customers who want to get the bike had and make it easier for customers to buy a bike without having to come to the bike shop to buy a bike and can be an attractivefeature for customers visiting the website.

Keywords : *online store*

1. INTRODUCTION

1.1 Problem Identification

From backgrounds that have been described, it can be identified existing problems, among others:

1. Stores do not have a good marketing tool because they still use *customers to customers.*
2. Stores do not have a website, this causes the store has not known by the public.
3. It takes a tool of global transactions and guaranteeing security in the event of transaction or data exchange.

1.2 Purpose and Objectives

Based on the problems studied, the purpose of writing this essay is to build *an online* booking system application of information on PD Harapan store Bandung.
While the goal to be achieved in this study, namely:

1. Building a good marketing tool that can streamline the time and cost. The effectiveness of transit time and place
2. Simplify data management products and services provided Stores and build a good reservation system, fast, and cheap.
3. Implementing the global nature of payment instruments as well as ensure security in the event of transaction or data exchange.

1.3 Benefits

The benefits in making this application 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 this *website* will be achieved because each customer can conduct transactions wherever he is.
3. With this website the customer that are outside the city can still do tansaksi without having to come to Bandung.
4. With this website PD Harapan to expand its market share.

2. MODELS, ANALYSIS, DESIGN AND IMPLEMENTATION

2.1 Models

1. . Stage of data collection
   a. Literature Review
   b. Observation
   c. Interview
2. Model of software development.
   a. *System / Information Engineering*
   b. *Analisis*
   c. *Design*
   d. *Coding*
   e. *Testing*
   f. *Maintenance*

2.2 E-Commerce

Electronic Commerce (E-Commerce) is a new concept commonly described as the process of buying and selling goods or services on the *World Wide Web* Internet or the process of buying and selling or exchanging products, services and information through information networks including the Internet. *E-Commerce* the business activities that are executed electronically via an Internet network or trading activities of goods or services via *digital* communication channels.

There are several definitions of *E-Commerce* either the dikemukan by experts as well as those contained in a site, include the following:

According to Brenda Kienan on the book *"Small Business Solutions E-Commerce", E-Commerce* in dasarnnya is an *online* business. In its most obvious *e-commerce* to sell products to consumers *online,* but in fact any type of business conducted electronically yamg is *E-Commerce.* Simply *E-Commerce* is to create, manage and extend commercial relationships *online*.

The term *E-Commerce* can be interpreted differently by each person, the important thing to understand is the equation-the equation of *E-Commerce* involves more than one company, and can be applied to almost every type of business relationship.

E-Commerce is not just a mechanism for the sale of goods or services through the *medium of the Internet,* but more on a business transformation company meruba ways of doing everyday business activities. Fundamental change and *redefinition* of their core business re often must be made in connection with this phenomenon, because many new paradigms have been buried *conventional* management principles that if implemented would it still be things that hurt the company *(disavantage).*

2.3 Design

1. ERD (*Entity Relationship Diagram*)

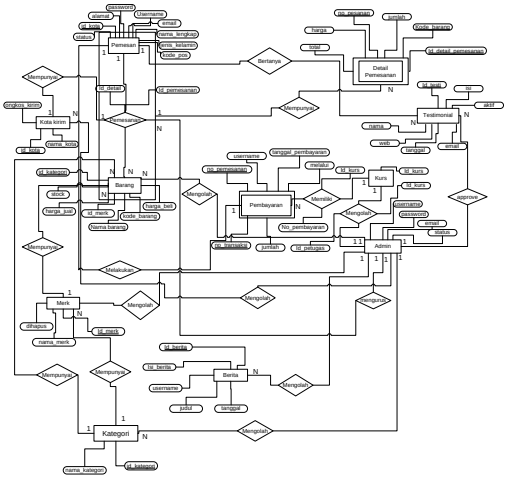


Figure 1 *Entity Relationship Diagram*

2. Relation Scheme

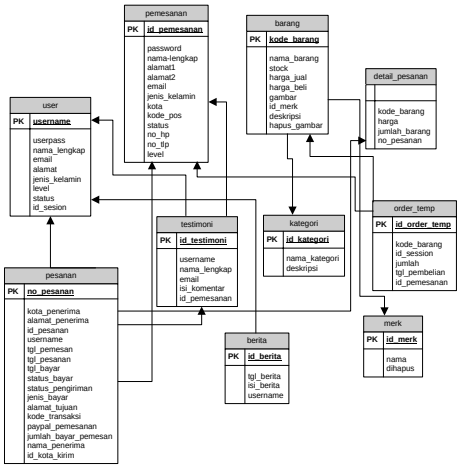


Figure 2 Relation Scheme

3. Kontext Diagram

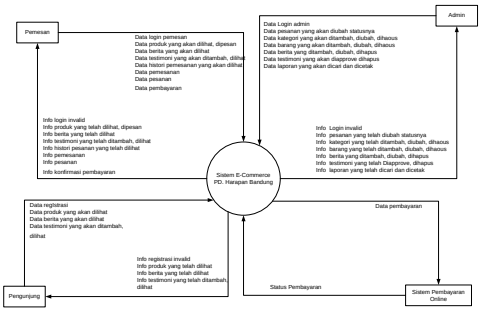


Figure 3 Kontext Diagram

4. DFD (Data Flow Diagram)

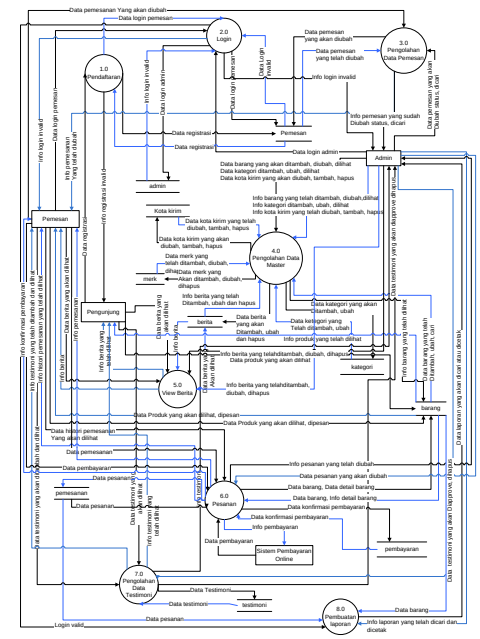


Figure 4 DFD (Data Flow Diagram)

2.4 Implementation

1. Hardware Implementation

Hardware needed by the user both in terms of visitors and administrators are relative, depending on the specifications that are owned and will be used, but as an illustration the following minimum system that can be used:

a. Processor : *Intel Pentium 4*
b. RAM : *512 Mb*
c. Space Harddisk : *80 Gb*
d. VGA Card : *256 Mb*
e. Monitor : *15 inc*
f. CD ROM Drive
g. Keyboard dan *Mouse*
h. HUB atau *SWITCH*
i. MODEM

2. Software Implementation

Specification of software that can be used to build and run the application site public information services of data processing and information section are:

a. Operating System used *Windows XP*
b. *PHP* as a programming language
c. *Apache* as a *web server*
d. *MySQL database server* is running as a *Database Management System* (DBMS).
e. *Web browser Internet Explorer, Mozilla Firefox, Opera.*

3. Interface Implementation

In this section, the program will be implemented interface is built.

3.1 Display the main menu visitor

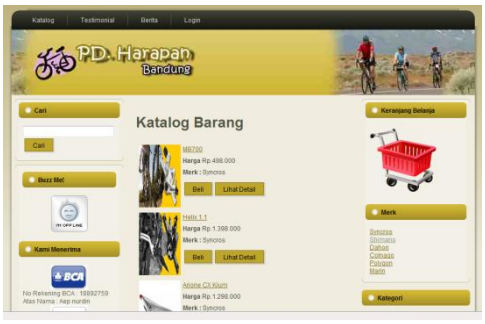


Figure 5 Display the main menu visitor

3.2 Page views news

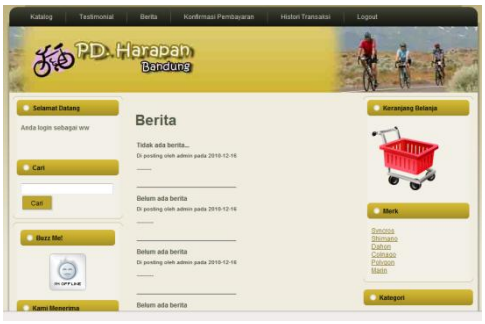


Figure 6 Page views news

3.3 Display the registration page



Figure 7 Display the registration page

3.4 Data Display buyer

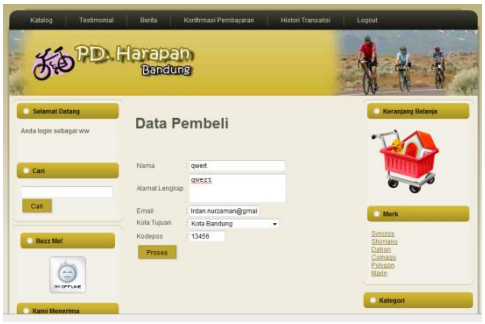


Figure 8 Data Display buyer

3.5 Payment of page views



Figure 9 Payment of page views

3.6 Views transaction history



Figure 10 Views transaction history

3. RESULTS AND DISCUSSION

E-commerce application that was built has the following capabilities:

1. Presenting information about which products are offered by the company
2. Make it easier for customers to conduct transactions
3. Extending the company's market share

4. CONCLUSIONS AND SUGGESTIONS

4.1 Conclusion

Based on research that has been done on analyzing the design and implementation penjualantoko website *online* then some conclusions can be drawn as follows:

1. This integrated *online* stores to help customers get the goods that want to have.
2. *Online* sales facility owned by this website is to help users to find the items needed by the user.
3. Integrated *online* store makes it easy enough customers / users to buy goods or get goods without having to leave the house.
4. Sales of existing facilities in these applications can be the main attraction of Internet users to visit this website.

4.2 Suggestion

To further improve the performance of the application *online* stores are some suggestions that can be taken into consideration in the development of an integrated *online* store application, namely:

1. Applications that require improvement made in terms of appearance of bias is more interesting for people to visit this website.
2. Error handling should be more improved so as not to confuse users when using this application.
3. Must the training for the administrator for this application can operate properly.
4. To be able to increase marketing in the sales should make sales all over Indonesia.

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