ABSTRACT

DEVELOPMENT APPLICATIONS E-COMMERCE PROJECT IN STORES BLADE

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BladeProject is a store that sell basketball shoes. E-commerce application development refers to the manual system that is running. Manual system which runs currently in the form of sales are based only on consumers who come directly to the store. In addition, BladeProject has obstacles, ranging from the promotion process and transactions and in preparing reports sales are still done manually so that the report has not been selling well detailed.

In the process of development of e-commerce application uses data analysis techniques using the waterfall software development. For the method of data flow systems using structured methods is to use DFD (Data Flow Diagram) in depicting functional model and ERD (Entity Relationship Diagram) to illustrate data model. Builder software system is PHP with MySQL 5.0 database server. For payments from transactions that occur can be via paypal or bank transfers between accounts with the data security applications using IP-Dedicated and uses SSL (Secure Socket Layer).

After going through the stages of development in accordance with the method chosen is in the implementation of e-commerce system has the follow-up testing of the system consisting of alpha testing where this test using black box testing method that focuses on the functional requirements of software and beta testing is field testing by providing questionnaires to employees in the store BladeProject as administrators and the general public as a web user that contains questions referring to the final destination. After alpha and beta testing, it can be concluded that functional systems can already produce the expected output, with the look of the website is quite attractive and provide convenience to the user in processing data.

Keywords: E-commerce, DFD, waterfall method.