ABSTRACT

DEVELOPMENT OF MOBILE APPLICATION SOCIAL NETWORKING IN KAMPUS *ONLINE* UNIKOM *BASED ANDROID*

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Android is an open operating system that has a library complete with a notification system in it. Smartphone with Android operating system has advantages with fast internet access but has a relatively cheap price compared to other smartphones. These advantages lead to various parties to develop applications on the Android operating system, is no exception to the Kampus *Online.* Kampus *Online is a web-based social network created specifically for the civitas Unikom. Currently* Kampus *Online users who access via a mobile browser can not enjoy the notification feature due to* Kampus *Online running on mobile browsers have limitations in presenting features* Kampus *Online. For it is necessary for the development of* Kampus *Online towards mobile applications that can run features on the* Kampus *Online.*

Kampus *Online mobile applications built using object-based modeling with UML tools. Development of these applications is only limited to the client so it does not process the data contained on the server. As for communicating with the server, an application using the Application Programming Interface (API)* Kampus *as a bridge for exchanging data with the server.*

Based on the results of blackbox testing using a method that consists of alpha and beta testing we can conclude that mobile applications built Kampus *Online has represented most of the features found on the* Kampus *Online social networking, meeting consumers' need for fast internet access to online facilities* Unikom*, and to support development*

***Keywords** : Unikom, Kampus Online, Online Values, Online Autodebit, Android*