ABSTRACT

The student registration system indung now on SMA Negeri 1 Cisarua computer used is not optimal and haven't database which integrated so the system work not efective and efficiently, there are any problem in student data searching causes almost information result of registration is to late, and the Tata usaha officer haven't up to date information of student registration payment.

There are data collecting method in used on is interview with headmaster and also Tata Usaha officer, learning the student registration induring now Like the student registration information system which induring now to knowing system works. The System build method in used on that Prototype begin on requirement, analysis, design, and coding programe. Finally to know that have any problem on student registration system indung nowto solved the problem application programe which have database with SQL Server 2000 and Visual Basic 6.0. There is application programe **"AKADEMIK INFORMATION SYSTEM ON SMAN 1 CISARUA KABUPATEN BANDUNG BARAT".**

With the student akademik (registration and SPP payment) information system which used are has solved and correct the problems induring now. And also makes student data searcing easier and information student registration result more than faster and accurate.

Keywords : Information Systems, Payment, Prototype, School