ABSTRACT

BUILDING APPLICATIONS ANDROID PLATFORM BASED ON MOBILE FOR SAUNG ANGKLUNG UDJO

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Saung Angklung Udjo *Mobile is a system-based information using mobile devices that can help consumers to obtain information about* Saung Angklung Udjo*. Users who access the site via mobile browser can not enjoy the efficiency because it requires a large bandwidth in the interface presents features* Saung Angklung Udjo *website. So is necessary to develop a website* Saung Angklung Udjo *towards mobile applications to minimize the features on the website* Saung Angklung Udjo*. Android is a software stack for mobile devices that includes an operating system, middleware and has a complete library on it. Excellence has sparked various parties to develop applications on the Android operating system, is no exception to this* Saung Angklung Udjo *Mobile.*

Applications Saung Angklung Udjo *based mobile built using by object-based modeling with UML tools. Development of this application is for client. For communicating with a server, the application using the Application Programming Interface (API) as a bridge to exchange data with the server.*

The results of the development of this application is to help Saung Angklung Udjo *in presenting information to visitors and provide simulation angklung for people who want to try playing angklung without having a group to play it.*

Keywords: Saung Angklung Udjo, *Mobile Applications, Bandwidth, Android, UML.*