ABSTRACT

DEVELOPMENT OF M-COMMERCE APPLICATION ON ANDROID PLATFORM CASE STUDY BLACKSHOES SHOE STORE

By:

MUHAMMAD SYADZILI KHAFIFI
10107369

M-Commerce is the electronic trading system using mobile devices that can help consumers in the process of selling goods. Current users who access the website through a mobile browser can not enjoy the efficiency to make transactions in E-Commerce website that requires a large bandwidth in the interface features of E-Commerce website. For it is necessary for the development of E-Commerce website to the mobile application to minimize the features in E-Commerce website. Android is a subset of software for mobile devices that includes an operating system, middleware and has a complete library in it. Android has a feature complete but has a relatively low price compared with other smartphone. These advantages lead to the various parties to develop applications on the Android operating system, is no exception to the M-Commerce.

M-Commerce applications are built using object-oriented modeling with UML tools. Application development is only limited to the client so it does not process the data contained on the server. As for communicating with the server, the application using the Application Programming Interface (API) as a bridge for exchanging data with the server.

Based on a blackbox testing method consisting of alpha and beta we can conclude that M-Commerce applications built largely represent features found on E-Commerce website.

Keyword : M-Commerce, Android, Bandwidth, Mobile Application, UML