APPLICATION DEVELOPMENT TITIP BELI BARANG UTILIZE ONLINE PAYMENT GATEWAY AND SOCIAL MEDIA ON ANDROID PLATFORM

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ABSTRACT

The variety of special souvenirs and souvenirs from certain countries that cannot be found or obtained in the country makes it difficult to get them apart from having to go to these countries, not infrequently on social media many advertisements advertise goods from outside country, not infrequently people question the authenticity of the item advertised. Judging from the many service provider sites like eBay.com and amazon.com there are still some shortcomings. From the results of interviews and observations conducted one way that can be used by travelers and social media users who often want goods from abroad is by shopping at an existing Online Shop, but it is often constrained by the expensive tax fees charged. Judging from these problems, the authors took the initiative to build an android-based application that can be a place and help someone who wants to buy goods from abroad without having to come directly to the place by entrusting them to a traveler, which can also benefit the traveler. become someone who is deposited from the item purchased.

Keywords: AdSense, Search Engine, Translation, YouTube, Buy Goods Application, Android Application

1. INTRODUCTION

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The variety of special souvenirs and souvenirs from certain countries that cannot be found or obtained in the country makes it difficult to get them apart from having to go to these countries, not infrequently on social media many advertisements advertise goods from outside country, not infrequently people question the authenticity of the item advertised. Judging from the many service provider sites like eBay.com and amazon.com there are still some shortcomings.

From the results of interviews and observations conducted one way that can be used by travelers and social media users who often want goods from abroad is by shopping at an existing Online Shop, but it is often constrained by the expensive tax fees charged . With a lifestyle like that not a few people who return just want to buy back the souvenirs and souvenirs, but are constrained by the cost of travel that is not small, travel time to the place, or also with the schedule of one's routine, many of them want just to entrust goods to buy goods, they are looking for social media associations that most people in it are traveler.

To make payment transactions the author uses the Online Payment Gateway as a third party from the requestor to the traveler concerned. "Payment Gateway services have become famous in the online world. Payment Gateway provides more benefits to customers who depend on the Internet to buy the desired products, thus requiring money transactions online. Payment Gateway is useful for describing payment information and comparing the hash value sent seller. ”[4] Also application users can get information in the form of trending goods and souvenir recommendations from abroad using social media APIs." Google provides various APIs (Application Programming Interfaces) which are very useful for web developers and desktop applications to utilize various features provided by Google such as: AdSense, Search Engine, Translation and YouTube. "[1].

Judging from these problems, the authors took the initiative to build an android-based application that can be a place and help someone who wants to buy goods from abroad without having to come directly to the place by entrusting them to a traveler, which can also benefit the traveler. become someone who is deposited from the item purchased.

1.2. Purpose And Objectives

The purpose of this research is to make android-based applications Buy Goods to be easily used by users and provide benefits to users. The purpose of making applications, among others :

a. Can make it easier for users to purchase souvenirs and souvenirs from abroad by sending them.

b. Make it easier for users to provide information on services to purchase goods.

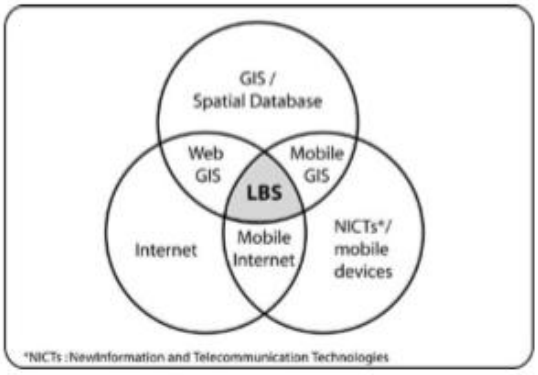
2. RESEARCH CONTENT

2.1 Traveling History

Instinctively, if you feel uncomfortable again in the original place (where fruits, wild tubers, game animals have run out and their place of residence is known by wild animals or enemies) they try to move to find a new place that is more comfortable and safe. And so on until they finally find friends and gather together to help face the attack of wild animals and enemies of their rivals in sustaining life. They community form groups / groups, getting stronger and settling in one place to work together to keep their groups together to continue to live.

2.2 Location Based Service (LBS)

Applications that depend on a particular location and are also defined as information services that utilize technology by knowing the position of something. This location-based service uses Positioning System technology, a technology that allows users to obtain location information according to their needs. [5]



Picture 2.1 Location Based Service Example

2.3 Android

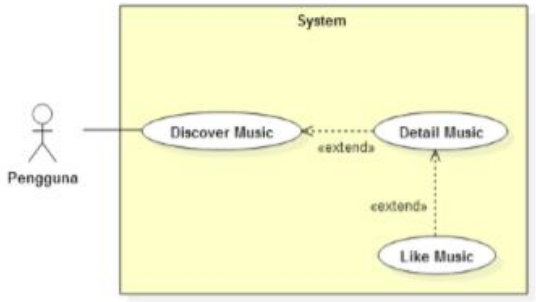
Android is an operating system for mobile phones based on Linux. Android provides an open platform for developers to create their own applications. Originally developed by Android Inc., a newcomer company that made software for mobile phones was later purchased by Google Inc..[6]

2.4 RESTful Web Service

REST (REPresentational State Transfer) is a standard web-based communication architecture that is often applied in the development of web-based services. While Web service is a standard used to exchange data between applications or systems, because applications that exchange data can be written in different programming languages or run on different platforms. Examples of implementation of web services, including SOAP and REST.

2.5 Use Case Diagram

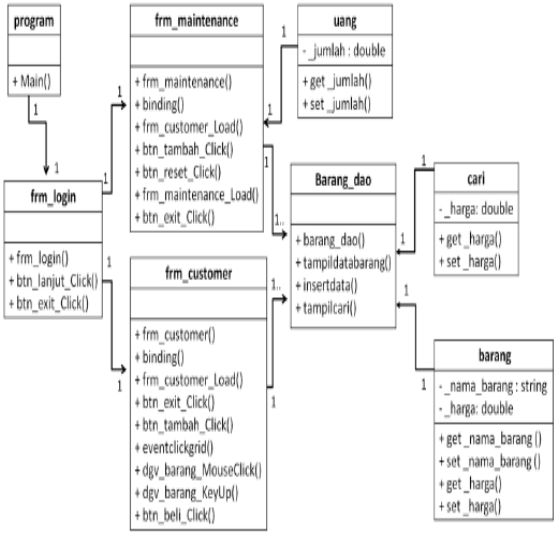
Describe the functionality of a system. What is emphasized is "what" the system does, and not "how". A Use case represents an interaction between an actor and a system.



Picture 2.2 Use Case Diagram Example

2.6 Class Diagram

Class diagram shows the relationships between classes in the system being built and how they collaborate to achieve a goal. Classes in class diagrams consist of 3 main parts, namely class names, contents of class properties and methods in the class. Classes / Classes also have types of relationships such as associative, dependency, aggregation, composition, specifications and generalization.



Picture 2.7 Class Diagram Example

2.7 Sequence Diagram

An interaction diagram that emphasizes the timing of nodes or messages. This diagram shows a set of roles and nodes or messages sent and received by the agency that holds the role. Sequence diagrams capture objects and classes involved in scenarios and sequences of messages exchanged between objects are needed to carry out the functionality of the scenario.

2.8 Business Process Analysis

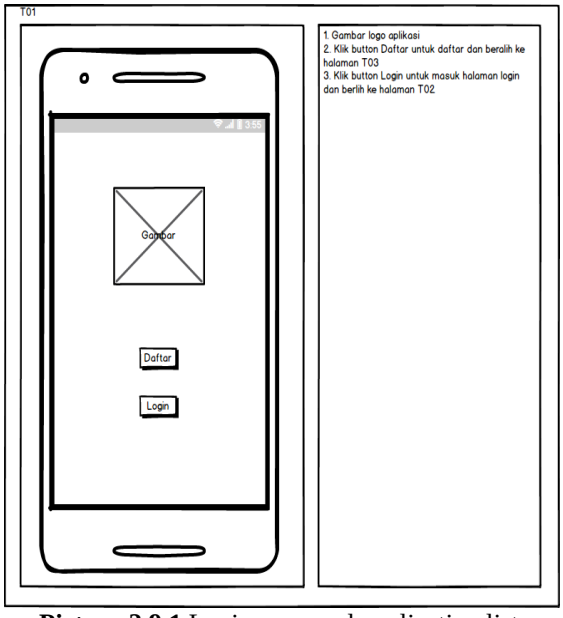
Based on the results of observations and interviews, business process analysis of the system is built as follows :

a. The registrar determines that the items and souvenirs to be purchased leave.
b. Recipients look for a place or someone to be asked to buy goods.
c. Registrants and entrusted persons negotiate safekeeping fees.
d. Requester pays service fees.
e. Registrants are given proof by the service provider of the goods and souvenirs purchased leave.
f. The registrar waits for the items and souvenirs that have been purchased by someone who is deposited.

2.9 Interface Design

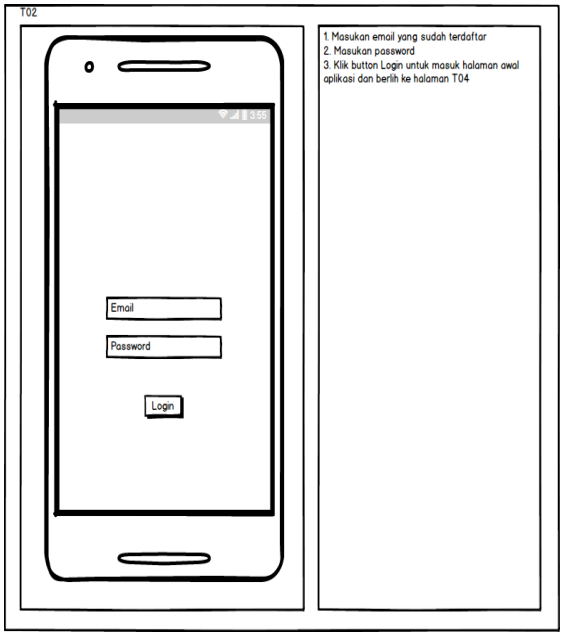
The following is the interface design for the Buy Goods application as follows :

1. Login Page



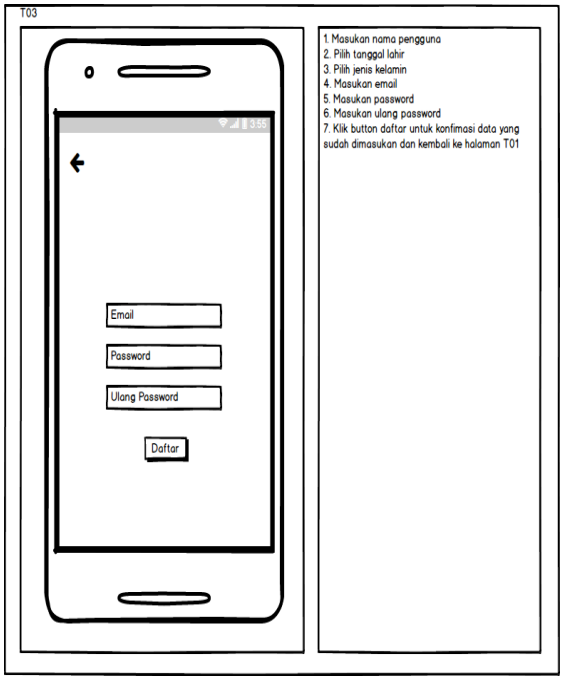
Picture 2.9.1 Login page and application list

2. Login Menu



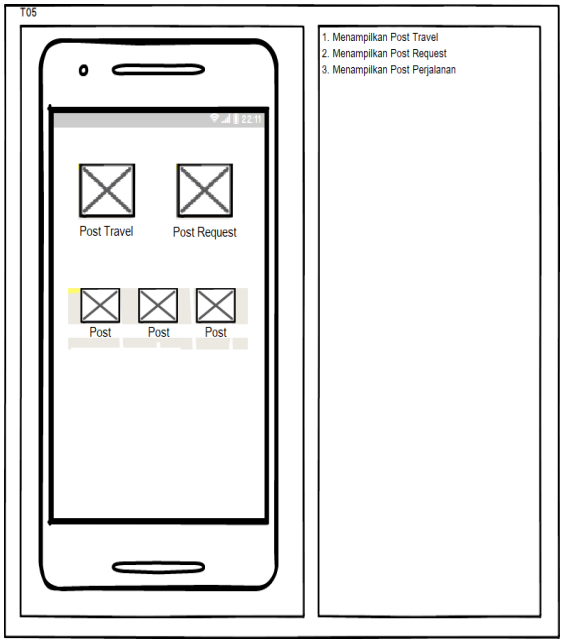
Picture 2.9.2 Login Menu

3. Application Menu



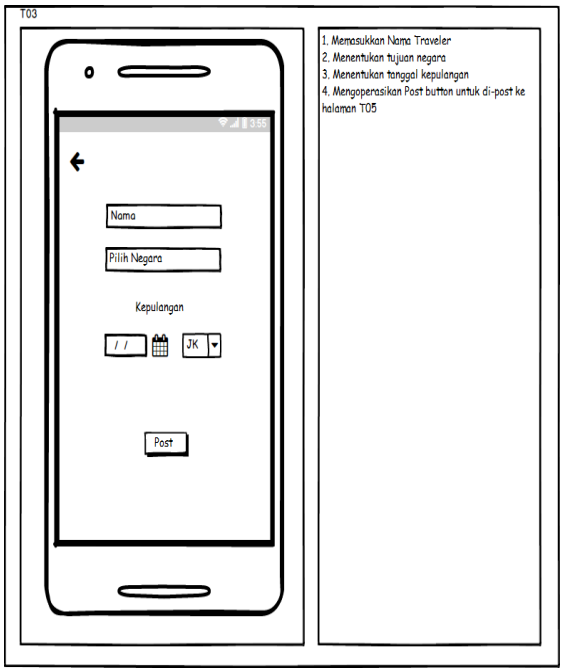
Picture 2.9.3 Application Menu

4. Main Menu



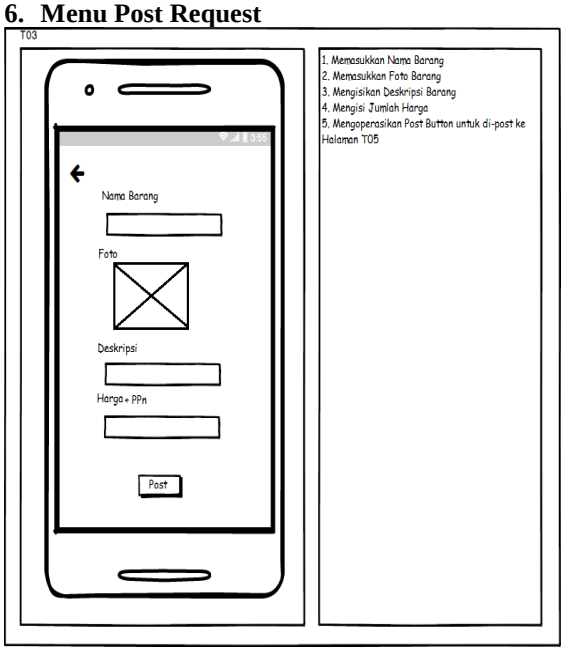
Picture 2.9.4 Main Menu

5. Post Travel Menu



Picture 2.9.5 Post Travel Menu

6. Menu Post Request



Picture 2.9.6 Menu Post Request

7. My Request Menu

Picture 2.9.7 My Request Menu

8. List Request Menu

Picture 2.9.7 List Request Menu

9. Account Menu

Picture 2.9.8 Account Menu

2.10 Semantic Network

Is an illustration of graphic knowledge that shows the relationship between objects (circles) and lines that describe the formation between objects. The semantic network for devices built can be seen in the picture below.

Picture 16 Semantic Network

Table 1 Display Code

2.11 Conclusion Alpha Testing

Based on the results of the tests that have been carried out, it can be concluded that all processes that exist in the Purchase Goods application have been running as expected.

2.12 Conclusion of Beta Testing

Based on the results of beta testing, it was concluded that :

a. The public agrees if the Purchase Item Purchase application makes it easy to purchase goods from abroad by way of posting.
b. The public agrees if the Purchase Item Purchase application makes it easy to provide information that you are providing services to purchase goods.

3. CLOSING

3.1. Conclusion

Based on the results of the testing and discussion that has been made, it can be concluded that :

a. The Buy Goods Application can make it easier to purchase goods from abroad.
b. The Goods Purchase Application can make it easier for users to choose people to purchase goods.
c. The Buy Goods Application can make it easier to find souvenirs and souvenirs abroad.
d. The Buy Goods Application can cut purchase costs from abroad.

3.2. Saran

Suggestions that can be given for the development of the Buy Item Request application are :

a. Can make transactions applied so that it can facilitate the payment of souvenirs and gifts.
b. Add chat feature to help in making transactions in the application to purchase goods.

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