

ANDROID MOBILE BASED E-COMMERCE DESIGN ON JAVA TOYS

FAUZI

Informatics Study Program, Faculty of Science & Technology

University of Technology Yogyakarta

Jl. Ringroad Utara Jombor Sleman Yogyakarta

E-mail : fauzi.jiaji@gmail.com

ABSTRACT

Java Toys is located at Jl. Ngapak-Kentheng 16 No.5, Sawah Area, Nogotirto, Kec. Gamping, Sleman Regency, Yogyakarta Special Region. Java Toys has been operating since 2017 until now. Along with rapid digital development, competition for toy stores like Java Toys is getting tougher. To survive and develop, the presence of Android-based applications is crucial. However, building an effective application and attracting users is not easy. This research focuses on developing an Android-based application that is effective in increasing sales and customer satisfaction for Java Toys. In the system creation process, data collection methods are carried out by means of surveys, interviews and observations. This research analyzes the required features. As a result, the Android application developed has product catalog features, online ordering, online payments and online services. To develop an application, researchers built a mobile-based e-commerce application using the Flutter framework programming language and MySQL as a database. The research results are in the form of an e-commerce application that is integrated with a payment gateway service to validate transaction payments automatically. Trials show this application is effective in increasing sales and allocating their resources efficiently. In conclusion, the right Android-based application is a powerful strategy in the digital era for Java Toys.

Keywords: *E-commerce, Android, Flutter*