

IMPLEMENTATION OF MOBILE BASED MULTIPAYMENT BILLING
(Case Study: Happy Minimarket)

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ABSTRACT

Happy Minimarket is a minimarket located in Banjarbaru District, South Kalimantan. Existing transactions are of course inseparable from the obligation to pay bills to suppliers. Daily supplier presence and time-consuming payment processes are operational challenges, especially with the limited number of cashiers. This research aims to design and implement applications that increase bill payment efficiency, reduce queues, and speed up transactions. This application enables digital payments to suppliers, facilitating a smoother payment process and reducing transaction complexity. The application was built using the Kotlin language and the database used was Firebase. The results of analysis, design, implementation and testing show that this application can process many bills simultaneously, reduce queues at the cashier, and provide reports and transaction receipts in PDF format. This increases transaction efficiency and makes access easier for Happy Minimarket and suppliers. Suggestions for further development include adding an account registration process for suppliers, integrating more detailed supplier information, and flexibility in selecting dates for invoice input

Keywords: Supplier Billing, Application, Cashier, Multipayment, Firebase