

ANDROID-BASED WASTE BANK MANAGEMENT SYSTEM APPLICATION IN CINDEREJO VILLAGE

(Case Study: Cinderejo Hamlet, Jatisari Village, Jatisrono District)

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ABSTRACT

Good and correct waste management is one way that can be done to reduce environmental pollution caused by waste. Sukolilo Village is one of the villages that has a special program for managing household waste. Garbage officers from the village will pick up rubbish from every village resident's house, and then choose which rubbish can be recycled and which should be thrown into the Final Disposal Site (TPA). This program from Cinderejo Hamlet has a drawback in that the waste collection process is less effective, because when residents collect types of waste, the types are still combined into one and officers have to go around the village every day to pick up waste and not necessarily every house has waste that needs to be picked up. This activity will be more effective if waste collection is carried out only when there is a request from the home owner. Therefore, through this research, the authors developed an application that functions as a liaison between waste collection officers and the residents of Cinderejo Hamlet. The application was built using the Dart language and the framework used was Flutter, with the database used being Firebase. The result is an application that residents of Cinderejo Hamlet can use to send requests for waste collection, then waste officers will come to the residents' homes to collect the waste. For every waste submitted by residents, they will receive a cash balance which can be disbursed using a QR code.

Keywords: Waste Bank, Application, Balance, Flutter, Firebase, Database, Qr code