DESIGN AND BUILD USED GOODS APPLICATION WITH LOCATION BASED SERVICE FEATURES

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ABSTRACT

Used goods are leftover materials that are discarded from various activity sources, be it industrial, household or agency scale. Among these used goods, the most common type is inorganic waste, which mostly comes from households. Every day, household needs increase, in this case the increasing desire to continue buying new goods to fulfill these needs or buying the same goods because of daily needs, with these new goods also indirectly replacing goods previously used. However, there are still many people who do not sort their used goods but instead immediately throw them away without knowing that the used goods still have selling value for several groups such as those looking for used goods or agencies that can process the used goods, this can be caused by several factors such as the distance to waste banks that are too far away or owners of used goods who don't have time to deposit their used goods or rarely meet second-hand goods seekers passing by. This can have a bad impact on the environment if it is not addressed with a solution that can overcome this problem because as is known, inorganic waste is waste that is difficult to decompose, therefore this research will discuss the design of Android applications based on Location Based Services which Owners of used goods can easily dispose of their used goods practically without having to waste time and energy waiting or looking for second-hand goods finders and it also makes it easier for second-hand goods seekers to look for used goods.

Keywords: Waste Bank, Used Goods, Design, Android Application, Location Based Service

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