ANDROID-BASED FASHION GOODS INVENTORY APPLICATION DESIGN

(Case Study: Blink Evolution Store Yogyakarta)

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ABSTRACT

Current technological developments can be utilized by agencies in managing goods, one of which is information system technology. Large, medium and small scale agencies can take advantage of this technology, not only in managing goods data. Information systems technology can also be utilized by agencies to devise strategies for dealing with business developments. The Blink Evolution shop is a clothing shop located on Floor 1 Los 7 Blok C No 164 Beringharjo Market, Yogyakarta. The large number of types of goods in this shop makes it difficult for employees to manage goods. Data collection on incoming goods, outgoing goods, damaged goods and reports is still done manually using paper. Recording item data on paper is quite time-consuming and stock is not recorded properly. With the development of information technology, we currently need an application that can be used to make it easier for the Blink Evolution Store to manage goods data better, neatly and more regularly so that problems can be resolved and can increase store sales. With the waterfall method the author can design the system sequentially, starting from the requirements analysis stage, system & software design, implementation & unit testing, integration & system testing and the final stage, namely operation & maintenance. Based on the research results, the author was able to build an Android-based fashion inventory application using the Kotlin programming language. Therefore, through the analysis and design in this research, it can be concluded that having an inventory application can make it easier for shop employees and shop owners to manage existing goods data.

Keywords: Goods Management, Information Systems, Applications, Goods, Android