ANDROID BASED LAPTOP REPAIR ORDER SERVICE APPLICATION USING THE AHP METHOD (Case Study of ASC Computer)

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ABSTRACT

This research aims to help laptop users save time in searching for repair services by ordering via an Android-based application. The problem of time efficiency arises because many users go straight to the nearest service center without having prior knowledge about the problems their laptop is experiencing. This research uses a qualitative method with the AHP method for the initial problem diagnosis process, as well as data obtained from related agencies as the content of the system created. System design was carried out using the Unified Modeling Language (UML), while the development method used was the waterfall method and system testing was carried out using the black box method. The result of this research is an application that allows users to find out problems with their laptop from the start, and makes it easier for technicians to repair the laptop.