

**MOBILE BASED CASHIER
APPLICATION
(Case Study: Godean Digital Printing)**

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ABSTRACT

Godean Digital Printing is a printing company founded in 2014 by Hendi Kurnia Putra on Jl. Green Palm Griya No. 5, Sidoarum, Godean, Sleman, Yogyakarta Special Region. Godean Digital Printing offers printed goods such as MMT banners, X banners, roll banners, stickers and business cards. The problem currently faced is that the system for recording orders and payments is still made manually, which makes it less effective and errors often occur in making order records, which can slow down the processing of orders and loss of notes often occurs. To overcome this problem, a mobile-based cashier application was created to help manage data in the Godean Digital Printing business process. This research is the design and creation of a mobile-based cashier system to help companies manage data, especially product orders. This system is designed using a mobile platform for easy access. In making this system the author used the Flutter framework and Firebase as the database. And in the development stage using the waterfall method, the stages are requirements analysis, design planning, design implementation, interface design, application coding and application testing.

Keywords: *System, Purchase, Payment, flutter, firebase, waterfall, Mobile.*

