CARBO JOGJA S3 AGENT GOODS INVENTORY SYSTEM APPLICATION MOBILE BASED

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ABSTRACT

This Inventory application is intended to record goods storage when making daily, monthly and annual reports of incoming and outgoing goods. This goods inventory application was designed using the PHP programming language, Dart and MySQL database as the database, Flutter as the framework, Visual Studio Code as the HTML editor, Draw.io and Figma for the website design and Android Studio as the AVD (Android Virtual Device). The data needed to create this goods inventory application is data related to information about products leaving and entering the store. The functional requirements for this system are login access for owners and employees, data storage for incoming and outgoing goods, recap of stock data for incoming and outgoing goods and a system for printing daily, monthly and annual data recap reports. By building this system, it is hoped that it will make it easier for owners to store data on incoming and outgoing goods to avoid duplicate data and data loss. Then, recap data on incoming goods, outgoing goods and daily, monthly and annual stock. From the results of tests carried out when storing data on incoming goods, outgoing goods and recording data, users can use the system that has been provided and implement it in accordance with the expected objectives, namely storing data on incoming and outgoing goods can be more accurate and structured and also make Daily, monthly and annual reports become more efficient and do not take a long time.

Keywords: Application, Php, Mysql, Flutter, Dart