MOBILE ANDROID-BASED E-CATERING APPLICATION FOR FOOD ORDERING

(Case Study: Sari Rahayu 3 Restaurant, Banjarnegara)

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ABSTRACT

The COVID-19 pandemic has posed significant challenges for various economic sectors; however, the culinary industry, particularly catering services, persevered. One such catering business that continues to operate is Rumah Makan Sari Rahayu 3 in Banjarnegara. The ordering system is manual, relying on SMS or telephone communication, with orders recorded in a book or notebook. This process is time-consuming, labour-intensive, and prone to errors. Furthermore, marketing efforts primarily depend on word-of-mouth, which limits the reach of information. This study aims to develop an Android-based E-Catering application to streamline the catering ordering process and assist business owners in managing orders through a web interface. The system employs a Content-Based Filtering method to recommend menu items based on customer preferences, including food type, price, availability, and discounts. The application development utilizes a UML-based design, Java for mobile platforms, and PHP for the web interface. The research phases include problem identification, data collection, analysis of the current system, analysis of the proposed system, implementation, and system testing. The result of this study is an e-catering application that allows customers to select a menu according to their preferences, adjust the number of orders, and receive notifications, while catering owners can manage orders through the web platform. The tests show that the system works as expected and provides customers with a faster, more accurate, and more convenient ordering experience.

Keywords: Content-Based Filtering, E-Catering, Mobile Android, Food Ordering, UML