IMPLEMENTING AN ANDROID APPLICATION FOR CAMPING TOOLS RENTAL

(Case Study: Langit Adventure)

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ABSTRACT

The rapid advancement of information technology has made the rental of goods an increasingly important activity in everyday life. Challenges related to the efficiency and convenience of the rental process can be addressed by developing a specialized mobile application for camping equipment rentals. The camping equipment rental process tends to remain conventional and inefficient without a suitable application. This application is being developed using the Kotlin programming language and the Android Studio platform. The design of this Android application enables rental stores to promote the items they wish to rent out while also facilitating renters in finding and renting equipment that meets their needs. This application is anticipated to enhance the efficiency and clarity of the camping equipment rental process, thereby minimizing errors and inconveniences for both rental store owners and renters. The application development process encompasses several stages: needs analysis, system design, coding, testing, and evaluation. Based on black box testing, the results indicate that the system designed and implemented meets the expected requirements.

Keywords*: Rental, Android, Mobile, Software Development, Rental Goods, Application, Camping*