

# RANCANGAN BANGUN APLIKASI PRESENSI KARYAWAN DAN PEMESANAN BERBASIS ANDROID

(Studi kasus: Osaka Billiard And Cafe)

**Vissta Capirosy**

*Program Studi Teknik Komputer, Fakultas Sains dan Teknologi*

*Universitas Teknologi Yogyakarta*

*Jl. Ringroad Utara Jombor Sleman Yogyakarta*

*E-mail : [visstakodok@gmail.com](mailto:visstakodok@gmail.com), [ad.kalifia@uty.ac.id](mailto:ad.kalifia@uty.ac.id)*

## **ABSTRACT**

*Technological advancements have driven the digitalization of operational systems across various sectors, including entertainment and cafés. Osaka Billiard and Cafe still faces challenges in managing employee attendance and ordering processes that are not yet integrated. This study aims to design and develop an Android application that integrates a Face Recognition-based attendance system and an ordering system within a single platform. The research method includes requirement analysis, system design, implementation, and testing. The system was developed using Android Studio, Python, Docker, VPS, and PostgreSQL. The testing results indicate a Face Recognition success rate of 71.4%, with failures influenced by lighting conditions. Overall, the application improves operational efficiency and enables more effective and structured management.*

**Keywords:** *Android, Employee Attendance, Face Recognition, DeepFace, Ordering System, PostgreSQL*