

DESIGNING AND TESTING LIBRARY MANAGEMENT SYSTEM USING QR CODE BASED ON ANDROID WITH CLIENT SERVER CONCEPT

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ABSTRACT

Library is a place or means of finding information through the books in it. The place to find relevant and reliable scientific sources. The borrowing process in the library is still quite long. For example, to see a list of available books, members must see one by one the books on the existing shelves. It is rare for a library to provide a catalog of books available. To borrow books, members must first come to the library, then look for the book, and this requires a lot of time.

Library information systems are needed to facilitate library data management. Therefore, the concept of client server becomes an option in building the system. Another thing that can speed up the transaction process for borrowing books in the library is the creation of an Android application and the use of a smartphone to scan a QR Code so that users can easily view the book catalog. The library admin will also reduce their workload because there is a library information system web that can be accessed via a computer or smartphone.

Some things that affect the library information system that uses the concept of client server with Android devices are smartphone specifications, lighting, internet, and servers, as well as user age and habits. However, this system can still run quite well with various limitations.

Keywords: Information System, Library, Client, Server, Web, Android, QR Code.