TRANSACTION MANAGEMENT SYSTEM OF CLIENT SERVER-BASED PET FISH SHOP

(Case Study: TBA AQUATIC)

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ABSTRACT

Transactions play an essential role in developing a business or business activity, one of which is the TBA Aquatic business. Without transactions, the business and business activities at TBA Aquatic will slowly grow because the data collected cannot be appropriately managed. This study aims to design and build a client server-based transaction management system to purchase and sell products between the central store and branch stores in the TBA Aquatic business. The system can manage transaction data more effectively and efficiently so that the data obtained can provide detailed purchase and sales reports. In developing the system, the methodology used is the waterfall methodology. This system is built using the Java programming language with NetBeans tools based on client-server. There is an application as a third party in the client-server as an intermediary between networks far apart, namely LogMeInHamachi. For the database created using MySQL. The laptop used in making this system is an ACER Laptop with an Intel(R) Celeron Processor with 2 GB DDR3 L RAM and 500 GB HARDDISK. TBA Aquatic can use the results of this system to manage transaction data between the central store and branch stores and process product data and stock data both before and after transactions which will later be used as reports in more details.

Keywords: transaction management, waterfall methodology, sales and purchases