

SISTEM INFORMASI PENJUALAN PRODUK KERAJINAN BERBASIS WEB (STUDI KASUS: DAILY NOON STORE)

Yutika Lusiamaypula, Devi Ratnasari, S.Kom, M.Kom

Abstrak

Daily Noon Store merupakan toko yang menjual produk kerajinan yang beralamatkan di Jl. Cenderawasih, Mrican, Caturtunggal, Kec. Depok, Kabupaten Sleman, Daerah Istimewa Yogyakarta 55281. Sistem penjualan yang berjalan di Daily Noon Store saat ini dapat dibilang masih manual, yaitu pembeli harus datang langsung ke toko untuk memilih dan membeli produk. Tujuan penelitian ini menghasilkan sistem berbasis web untuk proses penjualan produk kerajinan dengan menampilkan stok produk serta metode pembayaran *online* menggunakan *payment gateway*. Sistem yang dibangun dirancang menggunakan Diagram Alir Data (DAD). Hasil dari penelitian ini yaitu sistem dapat melakukan proses penjualan produk kerajinan melalui *website* yang telah dibangun dengan perhitungan harga yang telah ditentukan. Penjualan produk kerajinan berdasarkan stok yang tersedia dan akan dibayar melalui simulasi *payment gateway*. Sistem dapat menghasilkan riwayat pembelian, pembayaran, dan stok produk agar pembeli dapat mengetahui stok produk yang masih tersedia.

Kata Kunci: Produk Kerajinan, *Website*, Penjualan, *Payment Gateway*

WEB-BASED CRAFT PRODUCT SALES INFORMATION SYSTEM (CASE STUDY: DAILY NOON STORE)

Yutika Lusiamaypula, Devi Ratnasari, S.Kom, M.Kom

Abstract

Daily Noon Store is a shop that sells handicraft products which is located at Jl. Cenderawasih, Mrican, Caturtunggal, Kec. Depok, Sleman Regency, Yogyakarta Special Region 55281. The sales system currently running at the Daily Noon Store is still manual, i.e. buyers have to come directly to the store to select and buy products. The purpose of this research is to produce a web-based system for the process of selling handicraft products by displaying product stock and online payment methods using a payment gateway. The system that was built was designed using a Data Flow Diagram (DAD). The results of this study are the system can carry out the process of selling handicraft products through a website that has been built with a predetermined price calculation. Sales of handicraft products are based on available stock and will be paid for through a simulation payment gateway. The system can generate purchase history, payments, and product stock so that buyers can find out which product stock is still available.

Keywords: Handicraft Products, Website, Sales, Payment Gateway