

ANALYSIS AND DESIGN OF POINT OF SALE SYSTEM IN D'ASTORE SHOP

Ahmad Rifandi¹

¹Program Studi Teknik Informatika Universitas Muhammadiyah Tangerang
Jl.Perintis Kemerdekaan 1/33 Cikokol-Kota Tangerang, Banten 15314
e-mail: Rifandi738@gmail.com¹



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Abstract

Science and technology have experienced quite rapid development. with advances in science and technology that are all sophisticated and modern, computers are a very important means of their role to help humans in overcoming various work problems in companies, agencies or organizations. The purpose of this Job Training Report Writing is to do an analysis of the store d 'store. where currently the processing of buying and selling data is still manual. The method used is the method of data collection consisting of interview or interview methods, library methods, observation methods. And includes methods of analysis and design carried out using the Unified Modeling Language (UML) method. From the analysis and observations made, it can be seen that the recording and making of reports are still inadequate so as to make the decision process slow, the authors intend to design the Point of Sale System with the Unified Modeling Language (UML) method. The data used to process the design includes user data, item data, sales data, purchase data, supplier data, item type data, supplier type data, reports. The conclusion of this study shows that sales at the D'STORE SHOP requires a system that simplifies sales performance, saves time and is easy to run, so that better customer service increases and the data presentation process is more organized and runs well.

Keywords: Sistem, Point Of Sale, UML.

1. Introduction

Information and communication technology is currently developing rapidly along with the increasing quality of human life. This has an impact on all aspects of life, such as in the fields of business, offices, banking, education and so on. From these technological advances, we can feel that technology has facilitated performance in all areas of life. One of the benefits of information technology is that it makes it easier for us to communicate and find the information needed quickly, accurately and relevant.

Along with the development of the business world, computers have an important role in facilitating the completion of a job and help develop a maximum service system to support the company's performance.

D'Store store is one of the shops engaged in celular, as for the goods it sells, such as mobile accessories, and mobile phones.

Every day records sales and purchases. Of the many transactions, there are still some mistakes that often occur. Among them, recording sales transactions, recording purchase transactions, and recording inventory data is still manual using books, so that when making report statements sometimes there is a mistake in the data and making the report presentation process takes a long time.

2. Research Method

In this chapter, it specifically discusses, how to work and design D'Store, D'Store Flow using Prototype.

2.1 Literature

The literature review that researchers use as a starting point or support for research activities, namely:

1. Research conducted by Sandy Kosasi (2014) entitled "Designing Point of Sale Applications with Client-Server Architecture Based on Linux and Windows" The purpose of this research is to be able to provide better services to consumers, such as in calculating prices and the number of items purchased can become faster and the quantity of goods no longer depends on manual recording.
2. Research conducted by Gilang Pamungkas and Herman Yuliansyah (2017) entitled "Design and Build of POS (Point of Sale) Android Applications Cafes for Portable Cashiers and Bluetooth Printers" The purpose of their research is to produce an android tablet cashier application to help the sales transaction process and be able to recapitulate transaction data report at the cafe.
3. Research conducted by Gusti Syafrudin and Sandy Kosasi (2015) entitled "Designing Point of Sale Applications in Ordering Restaurant Menus" The purpose of their research is to help simplify and speed up the operational system especially the ordering process for food or drinks becomes easier, more effective and efficient.

3. ANALYSIS AND DISCUSSION

At this stage of analysis it discusses the design of a proposed system. The proposed system design uses the Unified Modeling Language (UML) method which includes:

1. Use Case Diagrams
2. Statechart Diagrams
3. Activity Diagram
4. Sequence Diagram
5. Class Diagram

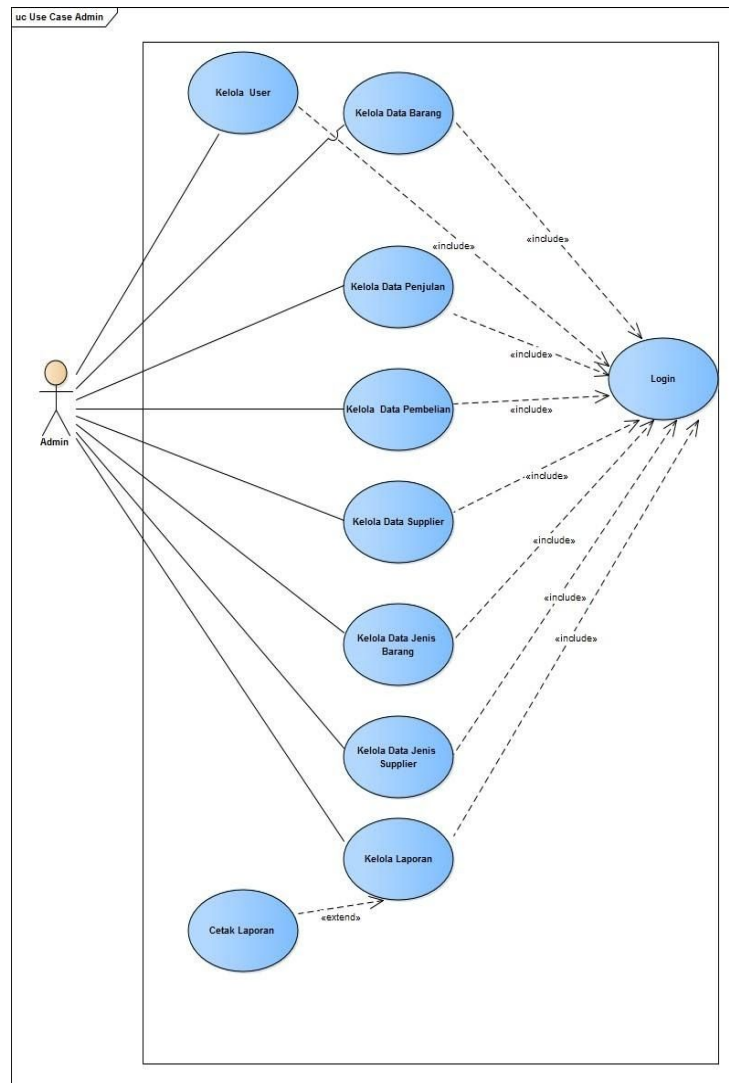


Figure 1. Use Case Admin Diagram

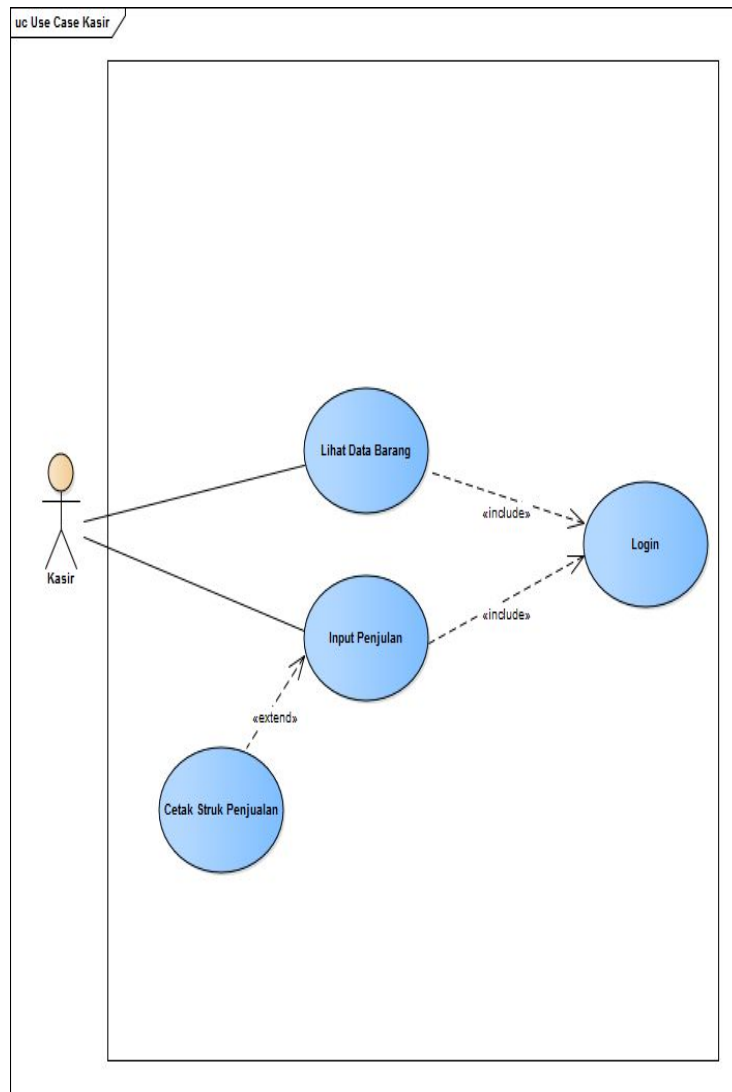


Figure 2. Use Case Cashier Diagram

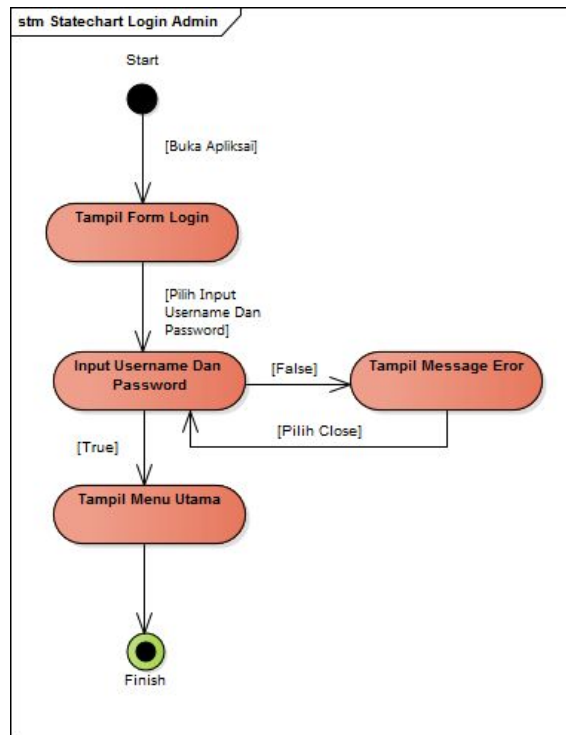


Figure 3. Statechart Admin Login

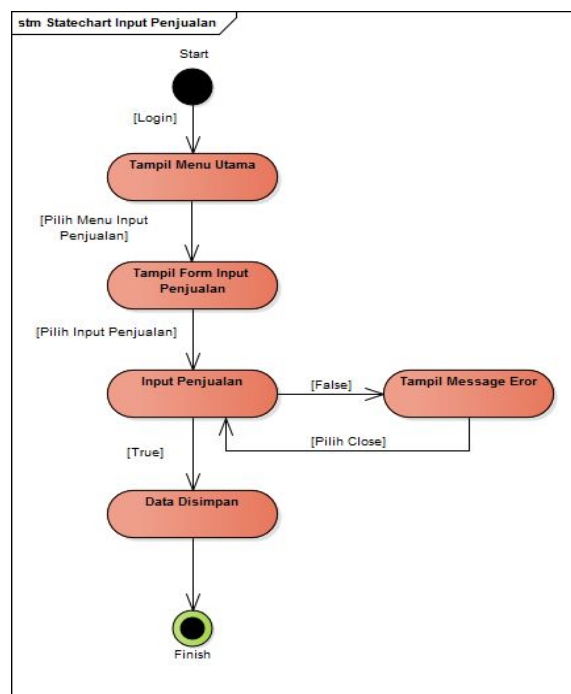


Figure 4. Statechart Cashier Sales Input Diagram

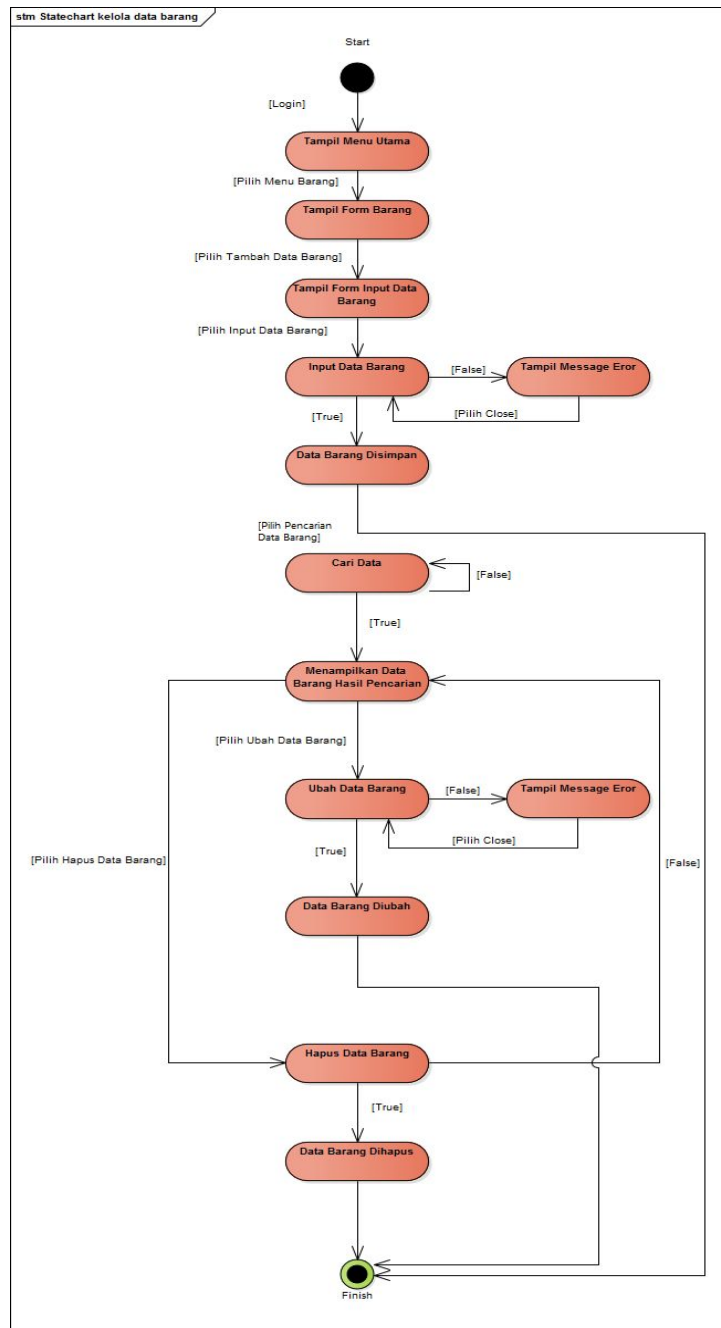


Figure 5. Statechart Manage Admin Item Data

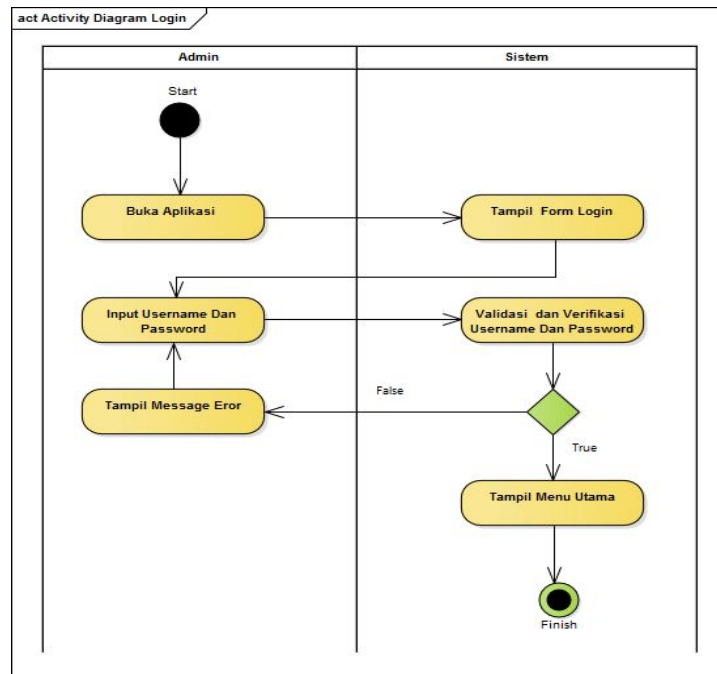


Figure 6. Admin Login Activity Diagram

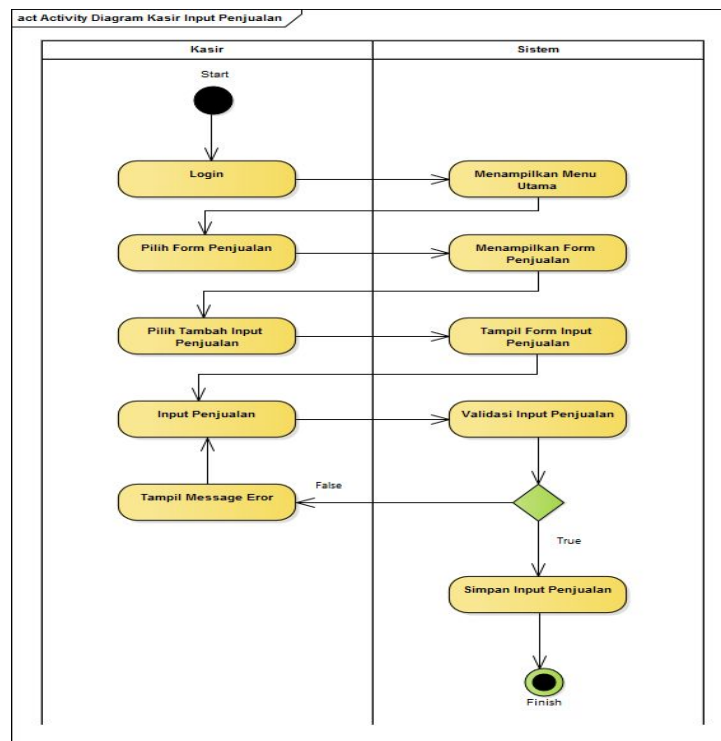


Figure 7. Cashier Sales Input Activity Diagram

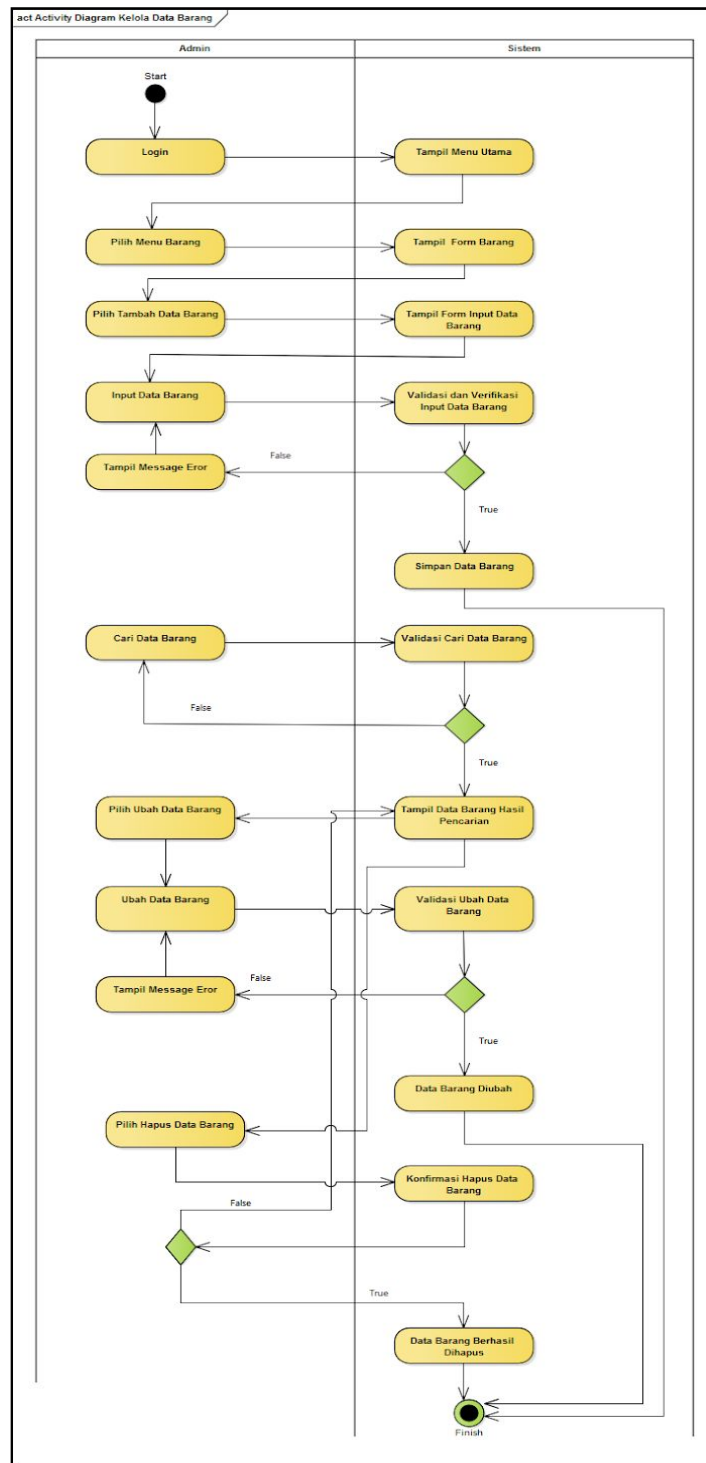


Figure 8. Activity Diagram Managing Goods Admin Data

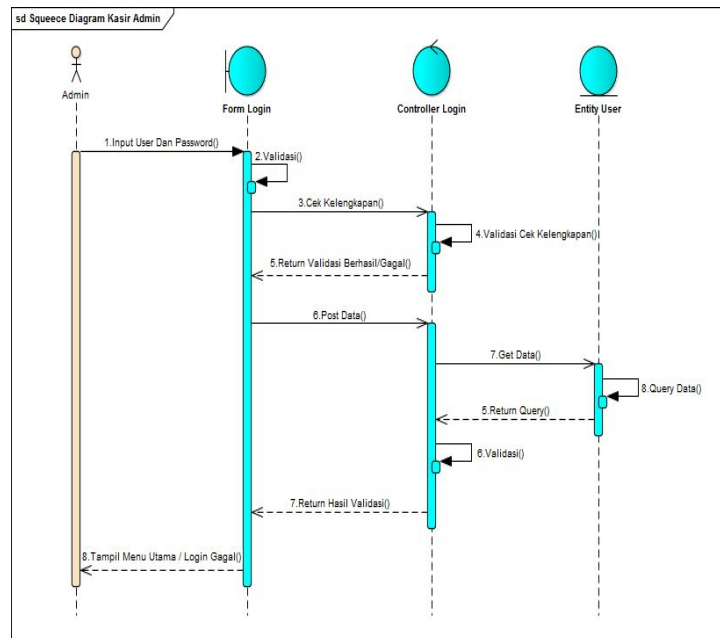


Figure 9. Admin Login Squence Diagram

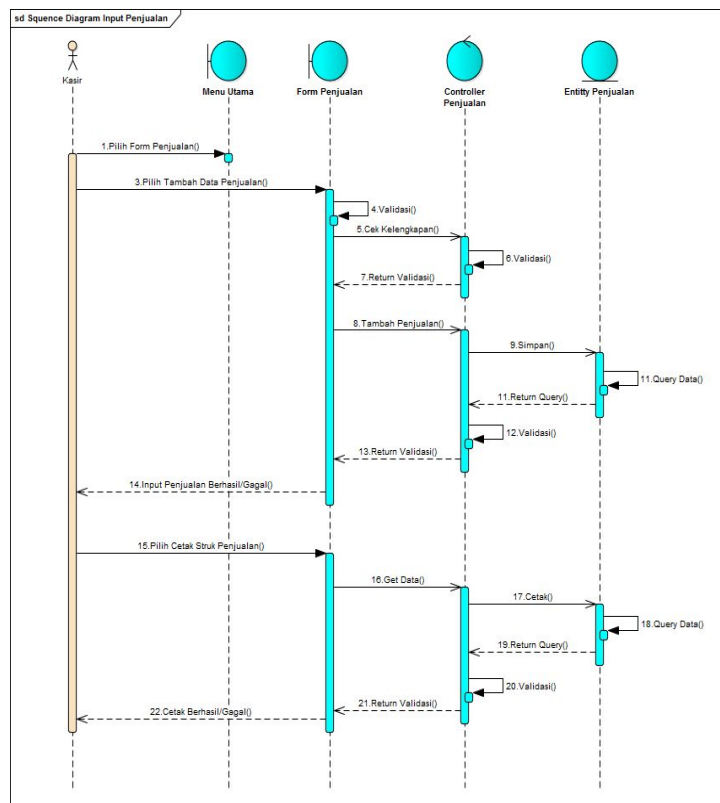


Figure 10. Squence Diagram of Cashier Sales Input

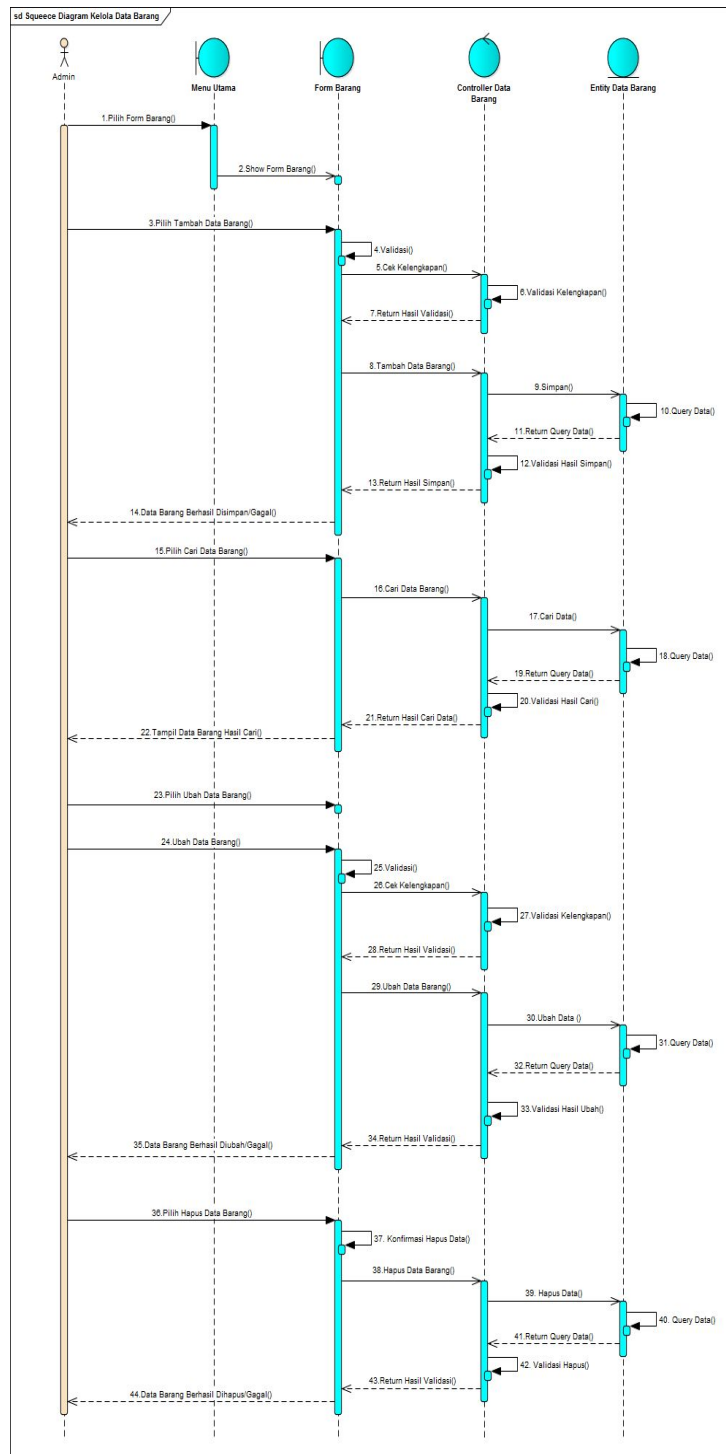


Figure 11. Squence Diagram of Managing Goods Admin Data

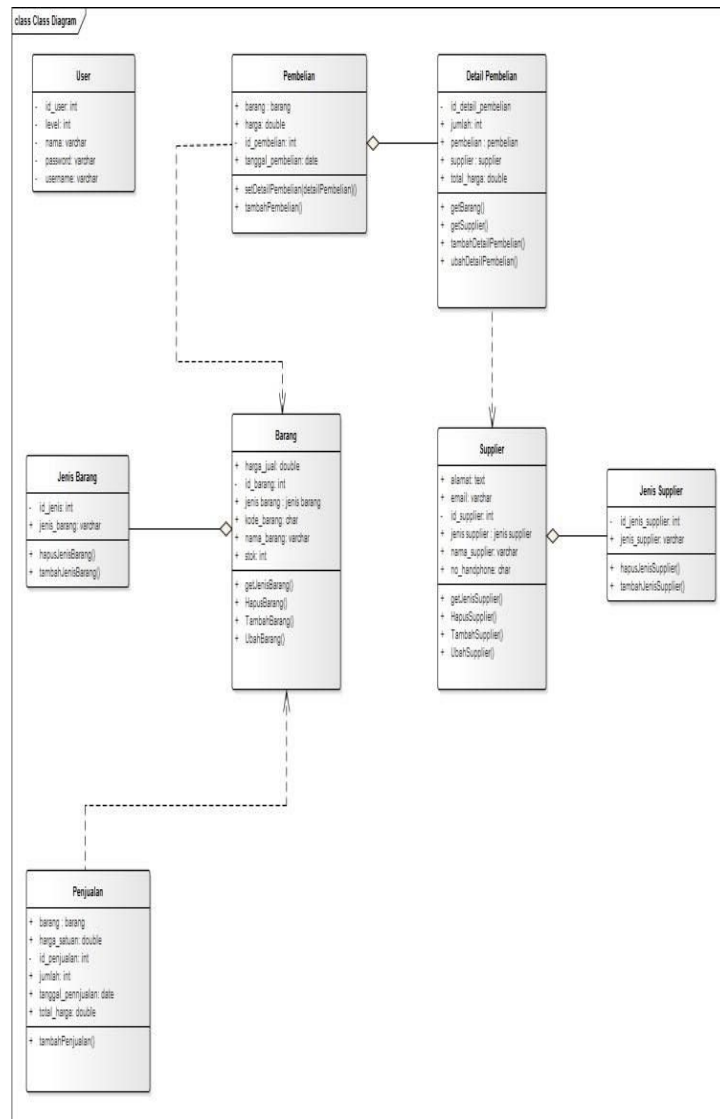


Figure 12. Class Diagram

4. APPLICATION PROTOTYPE

As for the proposed design there are 2 platforms. where to display the website is used by the admin as monitoring in terms of sales of goods supplies and report recaptures, while for the mobile display is intended by cashiers who enter sales transactions. Following are the displays of the prototype:

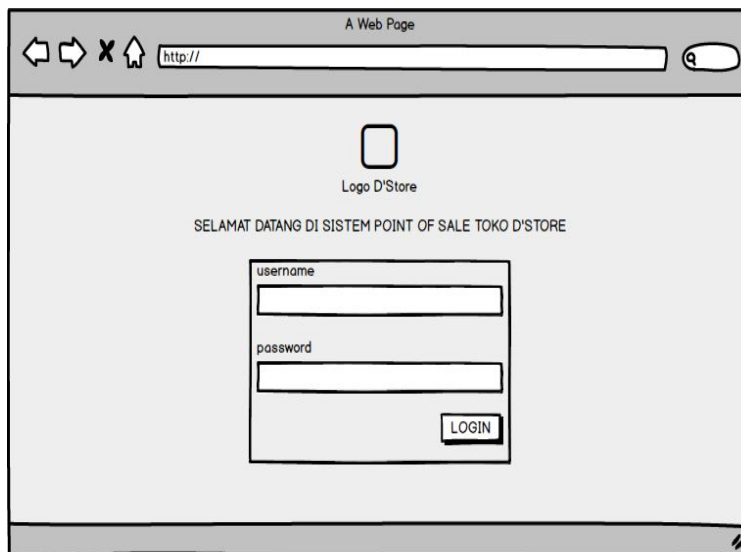


Figure 13. *Prototype Admin Login Form*

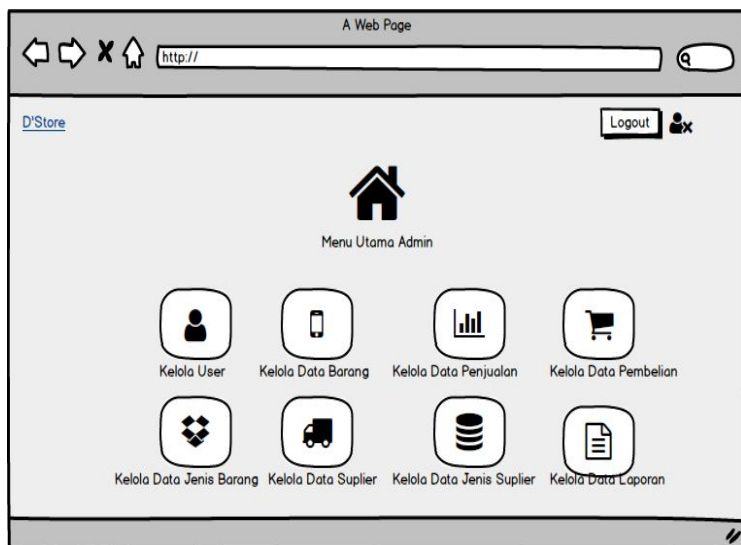


Figure 14. *Prototype Admin Main Menu*

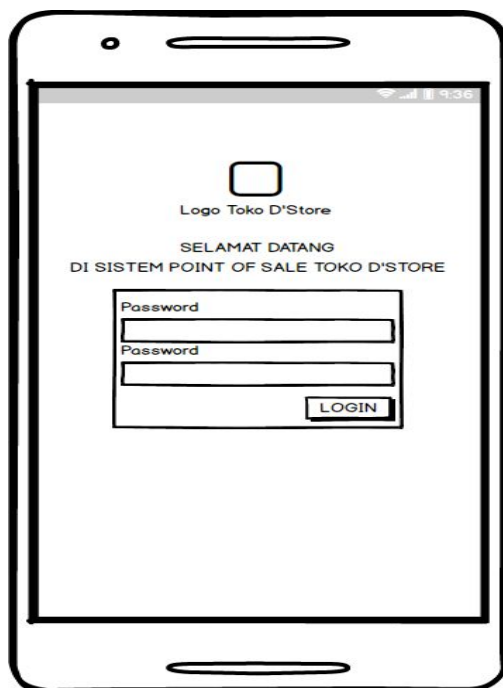


Figure 15. Cashier Login Prototype

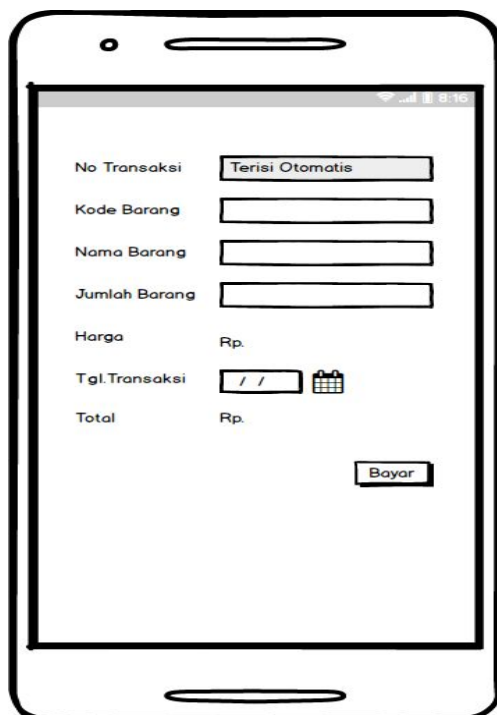


Figure 16. Cashier Sales Prototype Input

5. CONCLUSION

Based on the results of my observations, it can be concluded that sales at the DSTSTORE SHOP requires a system that simplifies sales performance, saves time and is easy to run, so that better customer service increases and the data presentation process is more organized and runs well.

6. SUGGESTION

Based on the description above, the author can give several suggestions, including:

- a. Periodic evaluation of sales procedures is needed
- b. With the analysis and design described in the previous description, the author hopes to be a reference Dore Store store in making the system.
- c. A web-based system needs to be made for the admin to monitor goods, and Android for the cashier to input sales, so as to speed up the process of service to customers

7. REFERENCES

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