

ABSTRACT

ANDROID-BASED INFORMATION SYSTEM FOR TOURISM PROMOTION IN PRINGSEWU

Oleh

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Pringsewu is one of the regencies in Lampung which has attractive natural resources for the family vacation destination. Smartphone are very suitable used as a media for tourism promotion in Pringsewu. The tourism information system in Pringsewu provides the tourist information so that the tourists can book tickets online through this application. This research designed the information system through Android. The minimum operating system used in this research was Marshmallow version 3.1. The programming language used to make this system was Java and the MySQL database. The system development method used in this research was Waterfall with UML (Unified Modeling Language) tools: usecase diagrams, activity diagrams, class diagrams, and sequence diagrams. The information system was able to display the tourist information in Pringsewu, to provide travel ticket online which was able to be ordered by transfer through the Banks, and to book hotels that had a link in the application.

Keywords: Pringsewu Tourism, Android, Waterfall, Java, Mysql, UML

