E-COMMERCE SYSTEM FOR "TOKO MIRING" HOMEWARE STORE

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Abstract-"**Toko Miring" is a growing company selling household appliances, where the promotion and sales process is still conventional. This means that the customer has to go to the Italic Shop to be able to purchase the product. The development of an e-commerce sales system at the Toko Miring store is a step to increase sales and product promotion so that it can provide benefits for the company. The purpose of building an e-commerce system for selling this product is that customers can place orders for products without having to come to the Miring Shop, the company can also solve the problem of product processing, order processing so that it can make it easier for consumers to get information about products from the Miring Store. This system was created using PHP and MySQL as the program. The result of making this project is an e-commerce system for Toko Miring which can be used as a means of sales promotion that can be accessed anywhere and anytime, the buying process can also take place without having to come to the store.**

Keywords- E-Commerce, Homeware, Web-Based System

I. INTRODUCTION

The development of technology at this time is very fast. a shift in the pattern of human life because technology can unify various elements that exist in human life and facilitate all kinds of activities, one of which is in the field of business or sales. The development of conventional human lifestyles (Brick and Mortar) has now turned into all-digital. Brick and Mortar is a term to describe a type of traditional business where they carry out buying and selling activities in stores. With the development of technology, it has resulted in the movement of businesses that previously adhered to Brick and Mortar to become an online store (Click and Mortar). One example is electronic commerce (e-commerce). The process of moving from Brick and Mortar (conventional) to Click and Mortar makes many companies that have physical stores switch to digital platforms, that is the beginning of the formation of a marketplace (Soleha, 2019).

II. LITERATURE REVIEW

In this section, the theories that form the basis for designing a web-based will be explained.

2.1 Research Objectives

The purpose of this study is to produce an e-commerce-based sales information system that can later assist in data processing, promotions and transactions made through e-commerce website media.

2.2 Definition of System

(Hamidini, 2017), states that "a system is a collection of data elements, interconnected network programs, human resources, technology, hardware and software that interact as a whole to achieve the same specific object."
Muhammad (Muslihudin, 2016), defines a system as "a component or network of a group of programs, they are interconnected and form a network to achieve certain goals."

2.3 Definition of Information

According to (Moch.Irfan, 2014), Information is a kind of pre-processed data or object that can be classified correctly to make it meaningful for the recipient, and then for the recipient is knowledge about a particular problem, which helps make the right decision.

2.4 Black Box Testing

System testing is a complete and integrated software program testing. Software or more commonly known as software is just a unit element of a larger computer-based system. Usually, software in Black Box Testing is carried out based on application details such as the appearance of the application, the functions that exist in the application, and the suitability of the function flow with the business processes desired by the customer.

III. RESEARCH METODOLOGY

3.1 System Analysis

In this section the author will describe the functional requirements that need to be met by the E-Commerce Information System System Based on the Leaning Shop Site so that users can use it according to their respective needs. Here's the description.

A. Admin
1. Add, view, modify, and delete stock information.
2. Add, view, change and remove promotional information.
3. Add, view, change and delete admin data
4. Add, view, change, and delete product information.
5. View, change and cancel transaction status.
6. View sales reports.

B. Consumer
1. Register application.
2. View detailed product information.
3. Add the number of products you want to buy.
4. Add product to cart.
5. Make a purchase transaction in your cart.
6. Send a photo of proof of payment.
7. View transaction status information

3.2 System Design

System design is a process of developing interfaces, class diagrams, ERD which includes system analysis with specific requirements. The design of this system can be said to be a system theory for making a website because this stage makes the author clear on the application he will make and has an initial plan so that when developing the application, the author can overcome and complete it to the end. The design of this system consists of 2 parts, namely: User interface design and database design.

3.3 Database Design

Database design is the design of the table structure used in creating an application or program. In the table structure there is a field that contains as a column or attribute. Furthermore, the column is filled according to the data required in each column.

3.4 System Interface Design

The design of the system interface or user interface is the design of an application or program consisting of a menu structure and display that can be used in a product sales system.

IV. RESULT AND DISCUSS

This section describes the implementation of product sales based on this website. The implementation stage can be done if it has passed the developer stage. For the developer stage in making applications using software such as Sublime text, the PHP programming language, and as a database using MySQL. The following are the stages of implementing the user interface and application details.
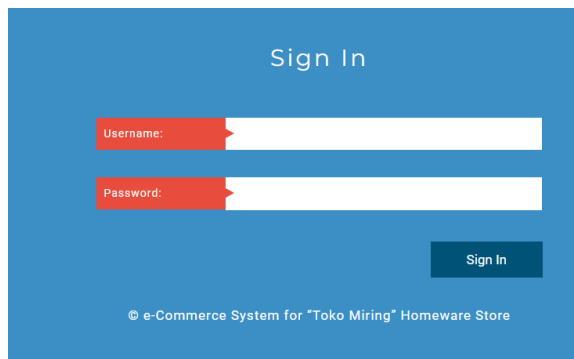
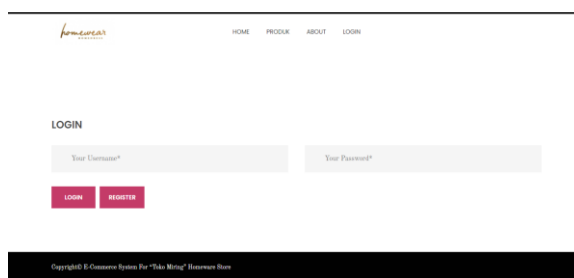

Figure 1. Login Admin Display
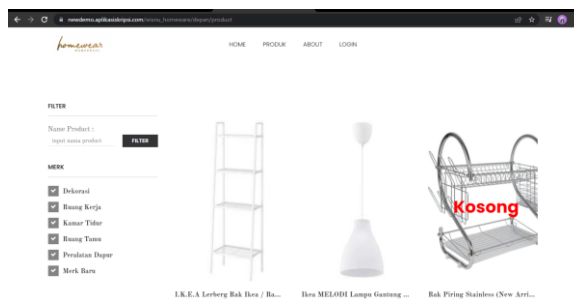

Figure 2. Login User Display

Figure 3. Halaman Produk Display

Scenario testing describes the activities of users who use this website-based e-commerce application. The test results that can be seen are the test results in the form of every activity in a function that can be fully accessed by the admin, then followed by technicians and users (customers) who have certain and limited access rights.

V.   CONCLUSIONS

Based on the results of the needs analysis, system design, implementation, and application system testing stages, several conclusions can be drawn:
1. E-Commerce system that already supports stock and transaction data management features properly and quickly
2. The system can support buying and selling activities carried out by customers and shops. And every product transaction process can be recorded

by the system and there is a transaction history that can be seen by admins and users.

3. The design of the E-commerce system has been implemented to speed up the process of buying and selling a product using internet media

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