

ABSTRACT

DESIGN AND IMPLEMENTATION FOR BUYING AND SELLING APPLICATION OF MUSIC ALBUM OR MERCHANDISE BASED ON ANDROID

Every music fan certainly has their own favorite singer or group idol. To support their idols, fans usually collect their album or merchandise. The survey has been conducted to find music fans difficulties when buying an album or merchandise. The result is fans often didn't know where to buy and also store or online shop which can't be trusted. By utilizing mobile application which many used today, a mobile application is created that can help music fans to find, buy, and sell their idol's album or merchandise. The features in this application are flexible and gradual bargaining systems, information about the album/merchandise is displayed more detail from the main song until the condition of the item when the album/merchandise was second-hand and search an album/merchandise based on the name and categories. This application will be developed with an operating system based on Android, Java programming language, and support from Application Programming Interface (API) like Midtrans for payment system and RajaOngkir for track items in this application. Based on the testing that has been done, it can be concluded that this application can help music fans in finding, buying and selling albums and merchandise from their idols with an average strength of 84.53%.

Keyword: Music, Album, Merchandise, Transaction, C2C, Android