Abstract

Almost all people in an increasingly modern era like today are no stranger to smartphones, even smartphones become the needs of the community and have an important role in carrying out community activities every day. At supermarkets often there is a discrepancy between the price of the goods listed with the price of the items in the cashier database. This is certainly very detrimental and influences the comfort of consumers when shopping, because the price they get is not in accordance with what is stated when picking up groceries. The purpose of this study was to create a mobile-based Application to facilitate consumers when shopping. This application is created using the waterfall model software method. Data collection techniques used are literature observation and study. In designing this application first is to create make a structure UML(Unified Modeling Language. The software used to design this application is Android Studio as a programming language and MySQL as a database for storing data. Unit testing using Blackbox Testing. The test results using the Application have run as expected and make it easier for consumers to see prices when shopping at supermarkets because it can be done using a barcode scanner.

Keywords:BarcodeScanner,DES,Web.