The Implementation Of E - Commerce Entrepreneurs Craftsmen Crocodile Skin: (Case Study Daniel Skin)

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***Abstract**.*

The implementation of E-Commerce Entrepreneurs Craftsmen Crocodile Skin (Case Study Daniel the Skin) is Used as a means of supporting the business processes that occur on Daniel's Skin which is not yet using the internet media. During this time Daniel Skin Merauke only promote their business place with the print media, radio, and business cards. Daniel skin not promote products through the internet so that the scope of marketing its products has not been extensive, in addition, the sales process is still using a manual system the customer where the consumer has to come to Daniel's skin to conduct a transaction. Daniel Skin needs an E-Commerce application that is able to help to promote their products, and make the process a transaction become more varied, as well as help make the reporting sales of more detailed, so that the productivity of Daniel the Skin can be maximized. Metrode used in this study is the Waterfall method. Applications created with Tools or software support such as Dreamweaver,PHP,Database MySQL And CSS Photoshop. The results of the research and testing of the system performed as a supporting media to help Daniel Skin to maximize the sales of their products and help increase the turnover of their income.

***Keywords :** E-Commerce ,Crocodile Skin Waterfall, , Database.*

I. INTRODUCTION

Daniel Skin Merauke is located on l Street.Raya Mandala Bampel is one of the Home Industry craftsmen crocodile skin in the Town of Merauke. Home Industry Daniel Skin can produce 1 Quintals crocodile leather per week if the order of the consumer soaring high, of the many crocodile leather manufactured Daniel Skin can produce some types of crafts such as wallets, variety of bags, belts, shoes, key chains, and various accessories with a price range of Rp 200,000,- up to tens of millions of dollars. Daniel skin not only accept orders from within the city but also outside the city. Daniel skin can sell an average of 1000 products per year with the calculation of the 90 products per month, and 3 products per day.

In addition, the Process of reporting sales conducted by the admin and employee daniel the skin also becomes a constraint on the Home Industry Daniel Skin. because for this product which is sold only recorded in a ledger that is not efficient because it must wait for the results of sales of BukaLapak, which is quite long to update the report, so that the Daniel Skin difficulty to analyze Penjualanya .

From some of the above problems, the House of Industry Daniel Skin needs an E-Commerce application in the form of a Prototype to know to help or not to promote their products widely and effectively and have your own website without going through a 3rd party (three) to make transactions so as not to impede to create a report that is easy on the analysis. During this time Daniel Skin Merauke only promote their business place with the print media, radio, and business cards. Daniel skin is already promoting products via the internet through the Open Stall 31 August 2015 and the account have not been used since 20 January 2016 ago due to the process of payment on BukaLapak quite a long time the goods arrive in the customer new money can be withdrawn, so that the process of capital turnover is not running quickly because the money is hold by the parties to the 3 (three). Information is data that is processed into more useful and can meet the needs of the user. The result of the processing of such data has a different quality[1]. The quality depends on three things: accuracy, time efficiency and relevant. E-Commerce is the marketing strategy with the cost relatively low, but has the coverage or coverage [3].

II. METHODS

Macromedia Dreamweaver CS5 is a software that serves to web designing both visually as well as perform management of the site (web page). The latest version of Adobe Dreamwever CS5 also has the ability to edit the code in the create web applications such as JSP, ASP, PHP, XML, and ColdFusion. Dreamweaver is a software that is most often used by the Web Designer and Web Programmer in the development of the website. This is caused by the ability of Dreamwever that can improve the productivity and effectiveness in the design and build websites[8].

MySQL is owned and sponsored by a Swedish commercial company MySQL AB, which is the holder of the copyright on all of the source code. The founders of MySQL AB is David Axmark, Allan Larsson, and Michael "Monty" Widenius[9]. System testing is the testing of software programs that you complete and integrated. Software or what is commonly known as the software is just a unit element of a computer-based system which is great. Usually, the software is connected with the software and other hardware.

1. Blackbox

Black Box Testing or often known as functional testing is a Software testing method used to test the software without knowing the internal structure of code or Program. In this testing, the tester is aware of what should be done by the program but not

2. Questioner

A questionnaire is a list of questions sent to the respondent either in Person or indirectly. A questionnaire or a questionnaire in general can take the form of a question or statement that can be answered according to the form of the questionnaire. If the questionnaire covered how to answer quite by placing a check list ($\sqrt{}$) in the column. Meanwhile, if the questionnaire is open, how to answer the fill in the answers in the column provided.

Systems analysis is the current stage of the system will be built with the aim of identifying and analyzing the existing system. The analysis here is divided into two, namely the analysis of the running system and the analysis system is proposed.

The method used in pergembangan software by using the waterfall method (waterfall)
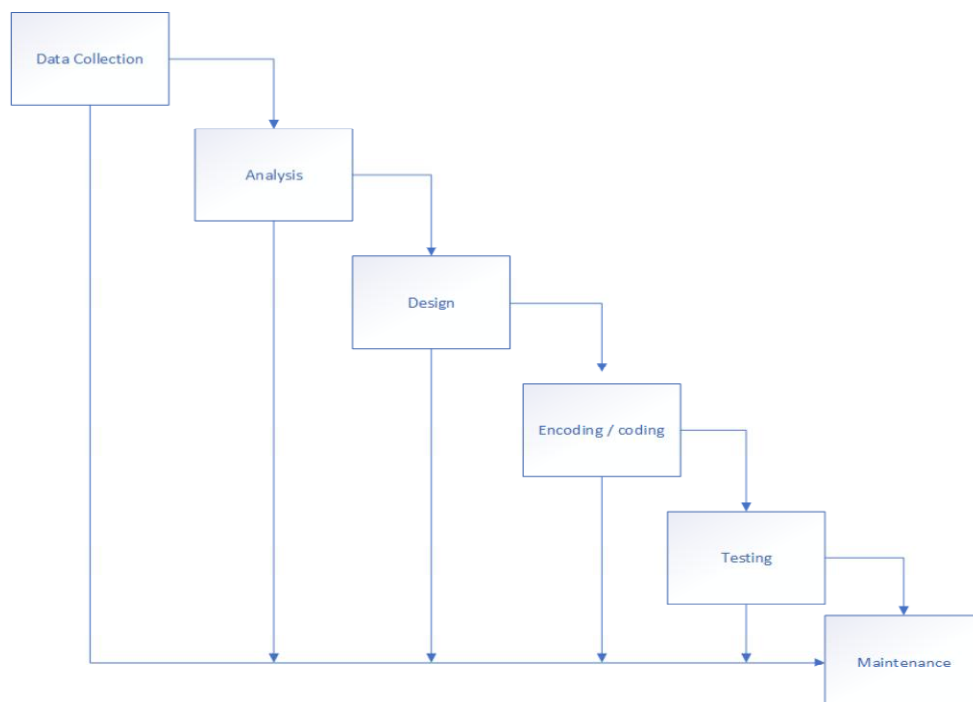
Fig 1.Stages in the Waterfall method

The analysis of the needs of the proposed system produces a requirements specification when the new system is implemented, the proposed system is expected to be a solution in the process of transaction in the industry house Daniel Leather, the proposed system as follows:
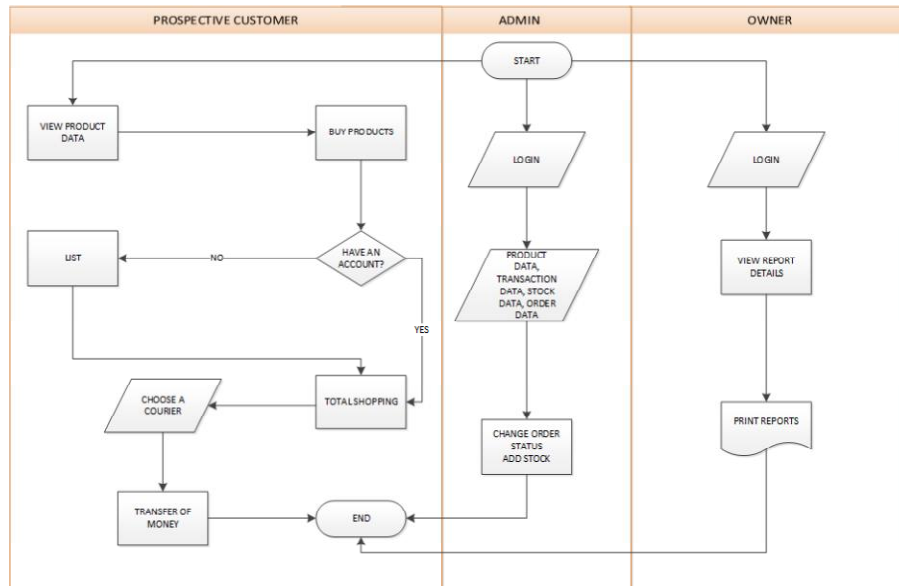
Fig 2. Flowchart Of The System Proposed

Context Diagram here illustrates the flow of E-Commerce system at Industry House Daniel leather work, the following overview diagram context:
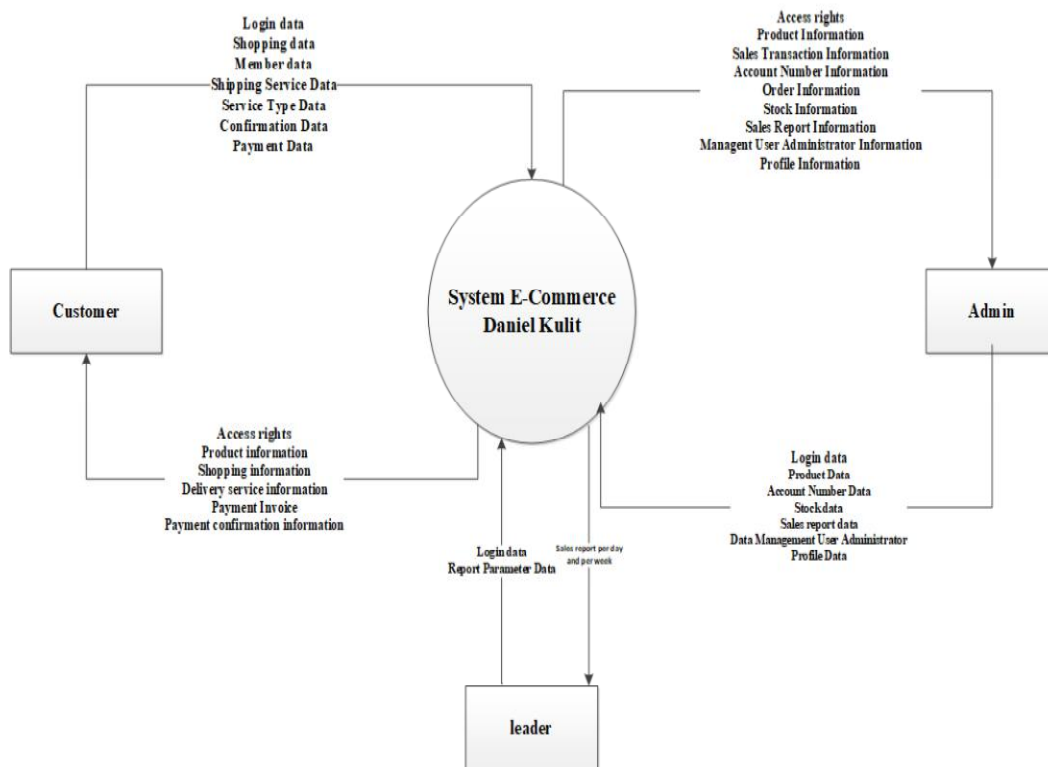

Fig 3. Context Diagram

III.   RESULTS AND DISCUSSION

Main Menu System

On the main menu of the system, the user or the user can see different types of available product category in E - Commerce Daniel Skin.

Fig 4. The Main Menu System

The Payment Menu

In this menu the user can select the account to transfer the money to the Daniel of the skin at once see the transaction in order to check the tracking order.

Fig 5. The Payment Menu

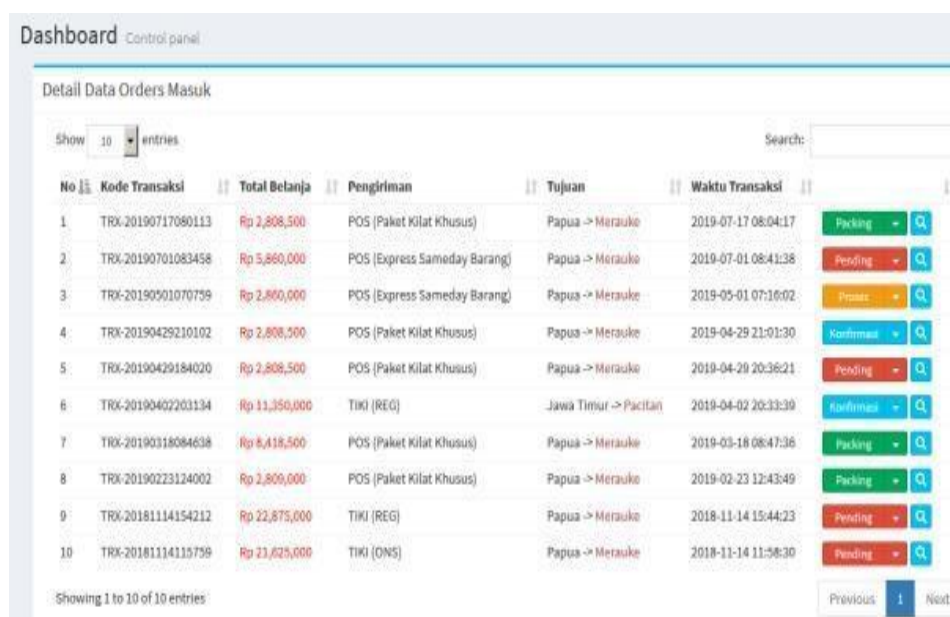This Menu report all transactions per day,per week and per month and can be seen separately.

Pig 6. Menu Sales Reports

IV. CONCLUSION

Based on the discussion and results of the testing that has been done on the Application of E-Commerce Entrepreneurs Craftsmen Crocodile Skin (Case Study Daniel Skin Merauke) can be drawn the conclusion that:

1. E-Commerce Website that was created using the Waterfall method and some testing such as Blackbox and Questionnaires on Daniel's Skin is able to help expand the area of marketing the products by using the internet media.

2. With dibuatnnya features a Report on the Website of E-Commerce Daniel Skin helps the owner to evaluate the product sales report periodically.

V. SUGGESTIONS

Based on the results of the conclusion, the authors provide suggestions for the developers of the system in the future in order for the system to be developed in the future this even better by adding an online payment method such as, Credit Card and COD, as well as adding some features of crediting products, to increase the level of Kredebilitas E-Commerce Website is.

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