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Ordering Information System Design Weddings Organizer Putri Minang uses YII2 Framework

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Abstract: Wedding Organizer is services that work in a manner personal For help candidate bride in planning And supervision implementation party wedding in accordance timetable And budget that has set . Objective study This is produce design For build application web-based that provides service related booking at the Princess Wedding Organizer Minang does the ordering process product during This done Still the manual way then need built system information in a manner hurry And more easy . Where system information this is made use use Object Oriented Programming (OOP) concepts and use Unified Modeling Language (UML) modeling . Frameworks used is Yii2 with Language mainly PHP and Java Script. Analysis observation system walk covers a number business processes and data against service booking . Testing to results developed design _ showing that application can used as where should , be proper service _ complete application _ And capable help with the ordering process product.

Keyword: System Information, Wedding Organizer, YII2 Framework.

INTRODUCTION

The development of globalization of information supported by technological advances influences the lifestyle and perspective of people who are accustomed to and living in a technological environment. They want made everything easy, one of them in the trading business, they don't want to throw away time and effort in selecting the items they would like. To resolve the issue so now transactions appear that use internet media to connect between providers services and consumers. Starting with the development of technology, now *wedding organizers* have started to move from the manual process to the online process, namely by making a *web-* based *wedding organizer* . It's just that, *Web-web wedding organizer* that already exist can not meet the wishes of its users. This is because the content provided by *Wedding Organizer sellers* is incomplete, such as there is no information about the wedding packages offered and how much each package costs, and some of the information in it has not even been *updated for a long time.*

This wedding organizer ordering information system provides a place for WO parties to inform about wedding packages which they will rent out. This system too provide a place for

tenants to order a wedding package without having to come to the WO location. Information Systems This is equipped with pictures or photos, so that the renter You can find out what examples of the results of receptions that have been held look like .

The aim of this final assignment is to build a wedding organizer ordering information system that provides information about wedding services, along with the packages they have and makes it easy for service providers to promote their wedding packages, as well as making it easy for users to order the required wedding packages without must go directly to the location of the service provider.

METHODS

The Unified Modeling Language (UML) is a complete notation for creating a visualization model of a system. As Chonoles said in Prabowo Pudjo Widodo and Herlawati (2011: 8) "Before UML, object-oriented programming language developers found it difficult to communicate with each other."

UML is a general syntax for creating a logical model of a system and is used to describe the system so that it can be understood during the analysis and design phases. As explained by Chonoles in Prabowo Pudjo Widodo and Herlawati (2011: 6) "UML stands for *Unified Modeling Language* which means standard modeling language". UML is usually presented in the form of diagrams/drawings which include *classes* and their attributes and operations, as well as relationships between *classes* which include *inheritance*, *association* and composition.

UML diagrams

Any complex system will be much better represented in a simple model that describes the system as a whole. UML defines eight diagrams to describe a system:

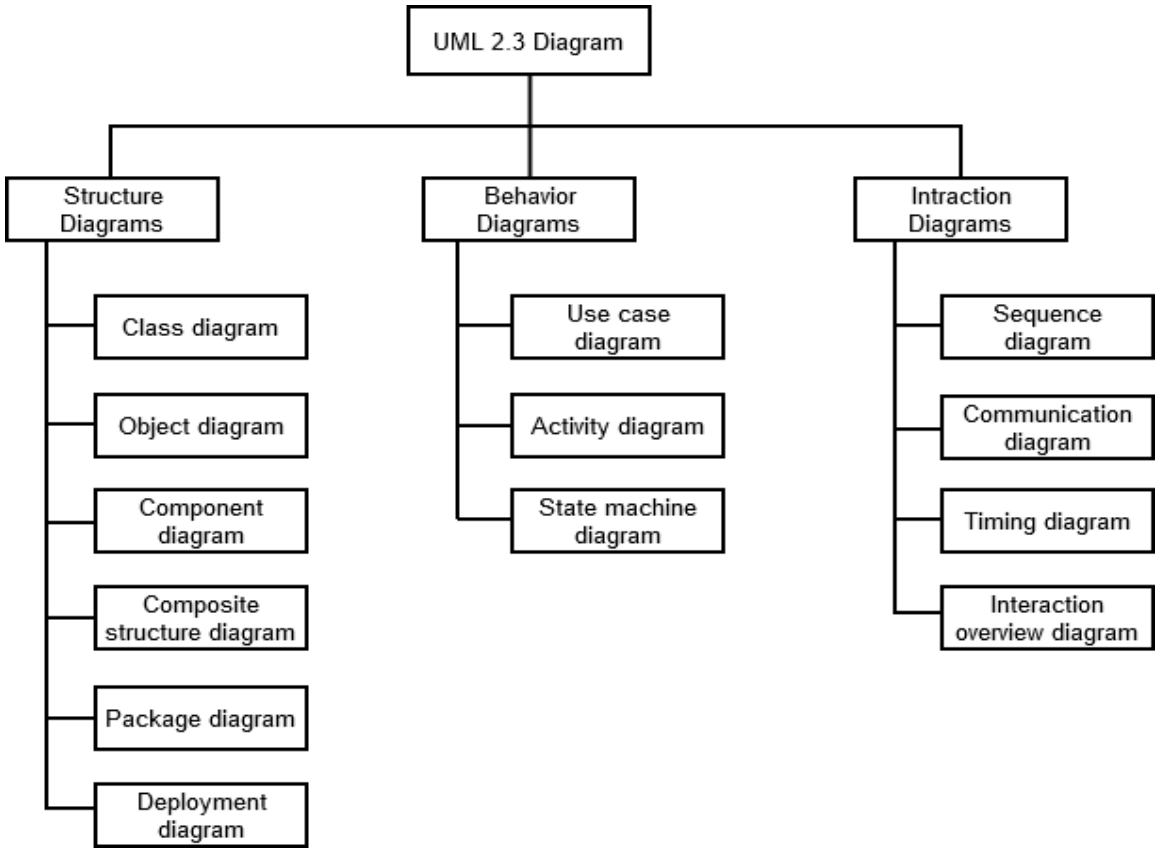

Figure 1. Types of UML Diagrams

System planning

Planning done For describe , plan And make sketch from several separate elements to in One unity And works . Planning system This is results from transformation from analysis future system _ will implemented .

1 Context Diagrams

Context diagrams are level highest in data stream and only load one process, show system in a manner whole as well as describe in a manner clear room scope from system that will made . Context diagrams too containing Who only those who provide input data to system as well as to who data should be issued . Following this context diagram from system that will made :

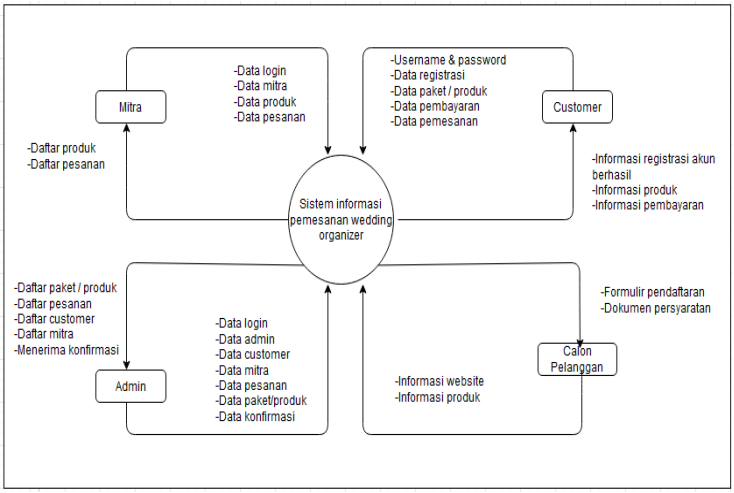

Figure 2. Context Diagram

Diagram on Figure 2, explains actor own two type arrow interaction , ie arrow from *user* to system , which shows the activities he carries out to system , and arrow from system to *user* pointed out *feedback* provided _ system from activities carried out by actor that .

2 Use Case Diagrams

Use case diagrams are graphical representations of some or all of the actors and interactions. A use case diagram describes the relationship between actors and activities that can be performed on an information system. This information system involves two actors, namely the orderer and the manager.

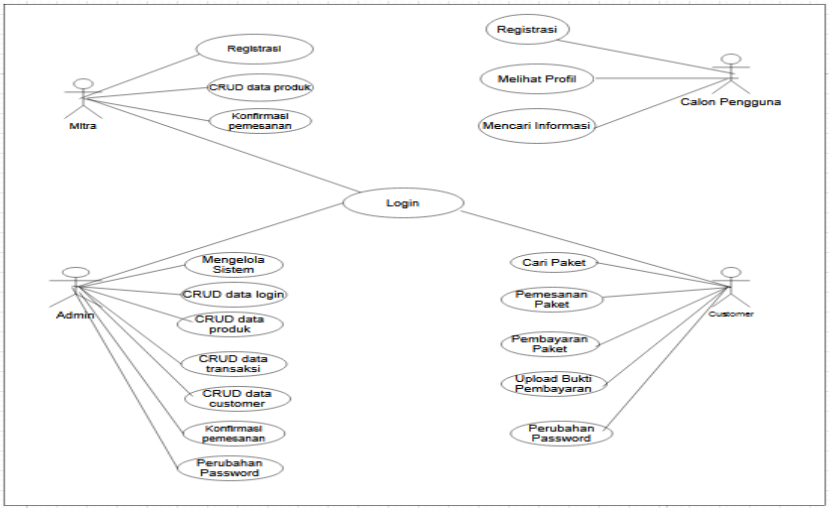

Figure 3. Use Case Diagram

Figure 3 explains the workflow of the actors who play a role in the information system, namely *the admin* managing all data in the *wedding organizer system* and the display of the information system. *Admins* design packages and system maintenance and *customers* order products / packages while potential customers only see website information.

3 Designing Activity Diagrams

Activity Diagrams use work flows or activities in the WO Order SI. One of them is when the user registers on the system. For more details, see Figure 4:

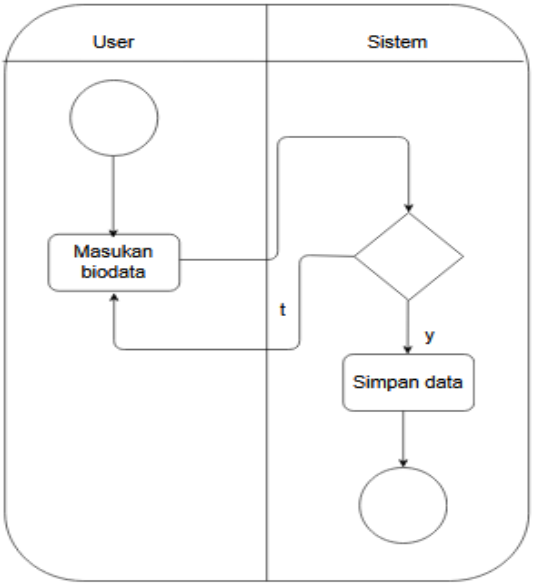

Figure 4. Registration activity diagram

RESULTS AND DISCUSSION

After the system design stage is complete, the design is modified and implemented into a code program to display the system created. Based on the *interface* design , an information system is created with the following appearance:

Main Page Display

In this display there is application information (several items that can be seen by customers) in general.

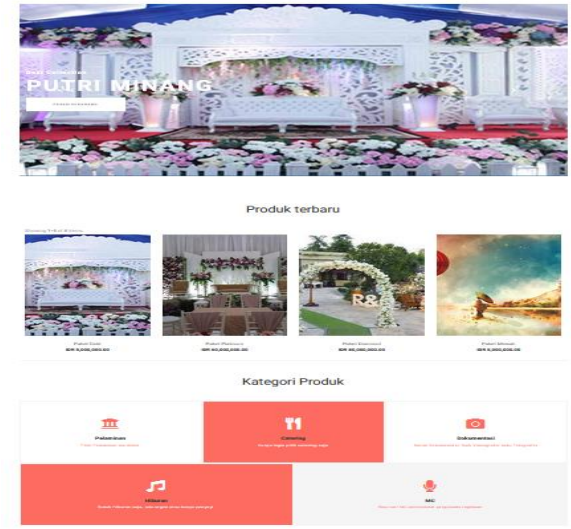

Figure 5. Main page display

Login Page Display

In this view the user can enter a user name and password to be able to access the web.

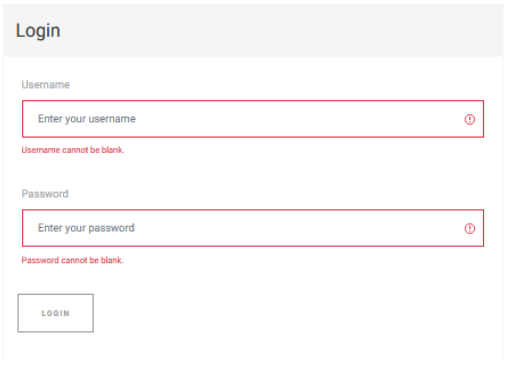

Figure 6. Login page display

Home Page Display

On appearance This user can see variation product For determine choice product to be purchased .

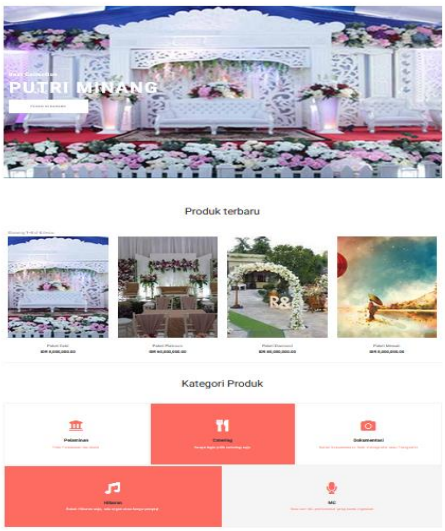

Figure 7. Home page display

Profile Page Display

In this display there is general information about users of the Putri Minang application. On this page, users can change their account password by pressing the change password icon.

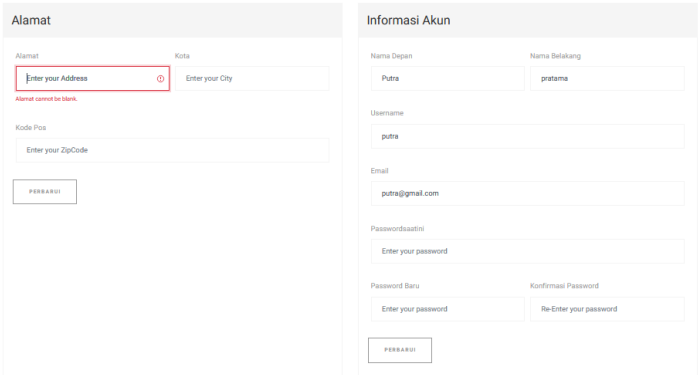

Figure 8. Profile page display

View of the Wedding Page

On appearance This user can see variation products (weddings) that can be ordered in application . Intended variation _ covers color size and motives.

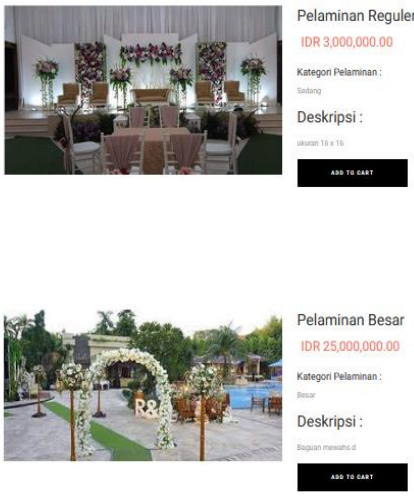

Figure 9. View of the Wedding Page

User

On appearance This owner application can Enter the desired customer data join to in application For become a member.

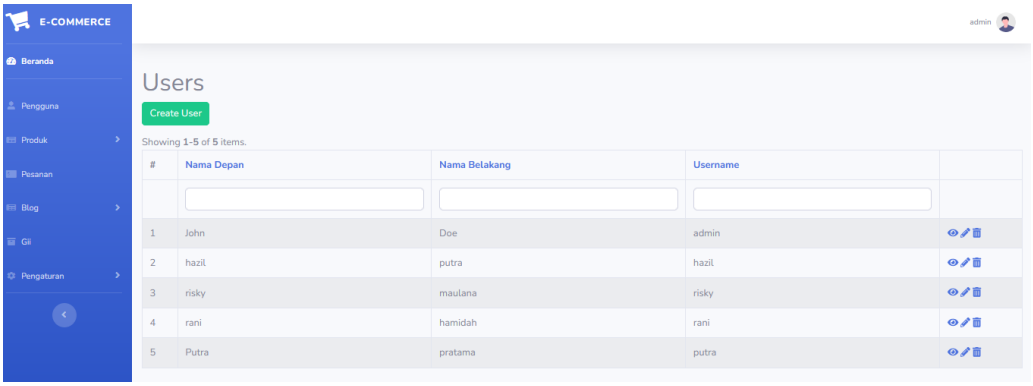

Figure 10. User Page View

Product

On appearance This owner application can enter supplier data (supplier goods) in the shop that .

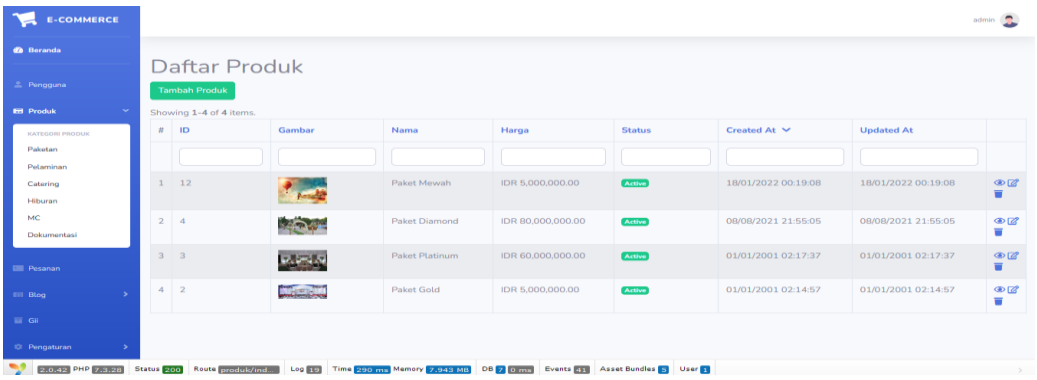

Figure 11. Product Page Display

CONCLUSION

Based on the results of designing a web-based wedding organizer ordering information system, it can be concluded as follows: 1. Providing more structured and detailed wedding packages to make it easier to order wedding packages. 2. Helping service providers by providing facilities and containers in ordering wedding packages. 3. Make it easier to search for the desired wedding package data and according to the criteria for the needs of service users.

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