

## Web-Based Sticker Ordering Information System

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### Abstract

*Ordering is an activity that is often carried out when transacting in trade or services between customers and providers of products and services. At printing office the ordering process is used to order sticker prints where the customer can place an order without coming directly to the printer, the problem that occurs is that there is often a difference in data in ordering and ordering financial statements because when placing an order there are still several applications that can be used. lead to a higher error rate. The design of the sticker ordering information system on the printing office Web-based administrator uses a prototype method that defines the workflow of the system starting from the activities of designing applications. The result of this design is a design in the process of making cover letters to archiving cover letters. Web design on this information system uses Draw.io as a diagram editor in making UML, use cases, activity diagrams, ERD and LRS.*

**Keywords:** Order, Order Report, Prototype

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### 1. Introduction

In this era of globalization, the development of technology is very rapid, on the one hand, it has a positive impact on the ease and smoothness of carrying out an activity, especially for work in the field of printing services. In ordering printing services currently still using the Whatsapp application where the order data and customer data will not be stored properly and have a very high risk of data loss. So that an ordering information system can help buyers, admins and owners in placing orders, recording and collecting data, where the data will be stored in a database.

Information systems can be understood as a collection of interconnected data, which form a single unit, and integrate with each other in certain ways to perform data processing functions that receive input in the form of data, then processed (processing), and produce output in the form of information as a bridge for decision making that is useful for data continuity so that it is more useful and has real value that can be felt as a result both at that time and in the future, by utilizing various existing and available resources for the function in order to achieve goals (Heriyanto, 2018).

Ordering is an activity that consumers always do before the buying process. In order to provide satisfaction to consumers, therefore, of course the company must have a good ordering system. Ordering is also a process, manufacture, way of ordering to other people. Ordering can also be said to be an order, an order, or a request with the purchase of services or goods to the seller. This is usually done at the time of buying and selling transactions. The steps for ordering are to make direct contact with the seller and the consumer will order the goods they want to buy. After the goods ordered are there, then the consumer makes payment. Orders made at this time not only have received the goods, but consumers may still order them. This order can be made in various ways, either verbally or in cyberspace (Apif & Dwi, 2017).

The problem that exists in printing companies is that in ordering sticker printing they still use chat applications and their storage is not well organized which causes ordering and storage data to be vulnerable to loss, because they are still stored in chat applications and use manual books, causing data not to be stored properly. So from the existing problems I want to make a design with the title "Web-Based Sticker Ordering Information System" which is expected to solve problems in printing companies.

### 2. Research Methodology

Research method Web-Based Sticker Ordering Information System, to obtain the data sources needed in the preparation of this report. The author obtains the data sources needed in the preparation of this report. The author uses a descriptive method, according to (Hendini

& et al, 2019). Descriptive method is a method used to find elements, characteristics, properties or phenomena. This method begins with collecting data, analyzing the data and interpreting it.

In an effort to achieve what is described the author conducted research with data collection methods and software development methods. The method used in developing this software using a prototype has five stages, the following are the stages (Saifulloh et al., 2021):

1. Communication  
By communicating with the party responsible for the ordering admin and the owner to determine what needs are needed in the information system designer. The requirements needed are customer data, order data and sticker order reports every month.
2. Quick Planning  
Making a temporary prototype is carried out through implementation in the form of a structured system.
3. Quick Design Model  
Using UML tools, namely use cases to define the function of the system, class diagrams as an overview of the data base of the system, and activity diagrams as the flow of the system process.
4. Prototyping  
Presenting a design in the form of a system layout or user interface, so that in its final form it can be seen comfortably let alone can be used freely.
5. Deployment and Feedback  
This step is the final evaluation from the designer who will give it to the party concerned or the ordering officer so that he can see if the prototype is lacking or what the advantages are so that the development team can make appropriate prototype improvements from the feedback provided.

## 2.1 Printing

According to (Sihombing & Siahaan, 2019), printing is an industrial process or a field of work that offers printing services, and aims to produce writing and images consisting of screen printing, photocopying, printing, billboards, banners and others by using ink on paper media. and cloth and assisted with a special printing machine.

## 2.2 Booking

According to (Mubarak et al., 2021), an activity carried out by consumers before buying a need that is in accordance with their wishes by visiting the supplier of goods directly and explaining what needs are needed, and the desired specifications, so that they can then be processed according to consumer needs.

According to (Pasaribu, 2021), an order is an agreement or agreement made by two parties between a consumer and a seller to fulfill their needs so that they can be used at a predetermined time.

## 3. Result And Discussion

In the following stages of designing the system, the author will provide a concept for problem solving and aims to develop a system that already exists at the printing company in order to update the ordering system which is still manual using the media of several applications and handwritten recaps that are still manual.

### 1. System Requirements Analysis

In the needs analysis of this stage, to design a proposed system, the author determines and determines what functions will be made in the proposed system design. The following is a needs analysis and design of the proposed system.

#### A. User Needs

In the proposed system design on a web-based sticker pad ordering information system, there are three users, namely the customer, the employee, and the owner. The three users have different characteristics and needs as follows:

- a. Orderer Needs Scenario
  - a. Customers can login
  - b. The customer can fill in the customer's personal data
  - c. The customer can place an order
  - d. The customer gets an order note
- b. Admin Needs Scenario
  - a. Admin can login
  - b. Admin can add orders
  - c. Admin can view orders
  - d. Admin can add, change and delete customer data
  - e. Admin can see customer data
  - f. Admin can add, change and delete order data
  - g. Admin can see the monthly report of sticker orders
- c. Owner's Needs Scenario
  - a. Owner can login
  - b. Owner can view order data
  - c. Owner can view customer data

- d. Owner can view Admin data
- e. Owner can add, change and delete Admin data
- f. Owner can view monthly report of sticker order

## 2. System Requirements

System requirements are things that need to be done to design an application with the system requirements being able to see what needs to be done. Some system requirements include:

- a. To be able to access the website, the user must first login. That is by entering the registered username and password. Login for customers, employees and owners serves as a prevention for irresponsible parties to access the website with bad intentions
- b. The system provides a print feature that functions to print notes and monthly reports on sticker orders.
- c. The system provides an upload feature that functions for customers and employees to upload sticker designs in order to store order data.
- d. The system can view order history data that has been made by the customer or customer.

## 3. Results of the Sticker Ordering Information System Design

### a. Prototype Design

The following is a prototype design for a Web-based sticker printing information system.

#### 1. Login Activity Diagram

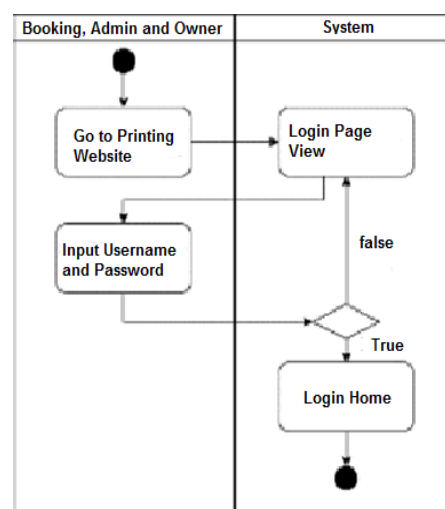


Figure 1. Login Activity Diagram

#### 2. Customer Data Input Activity Diagram

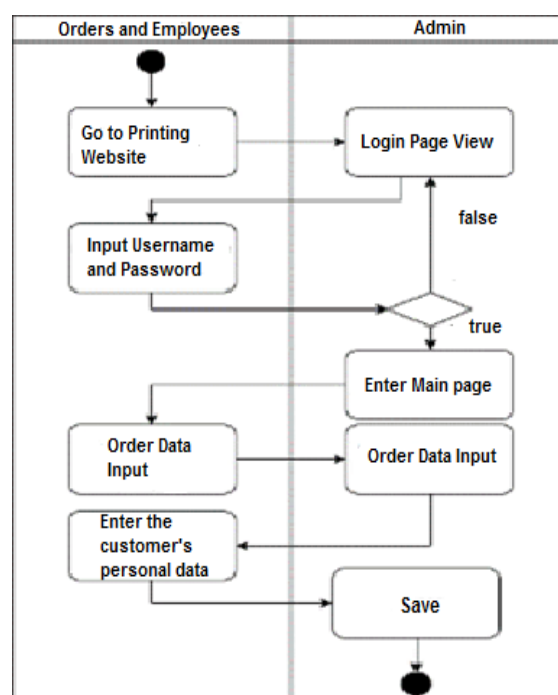


Figure 2. Activity Diagram of Customer Data Input

### 3. Entity Relationship Diagram (ERD)

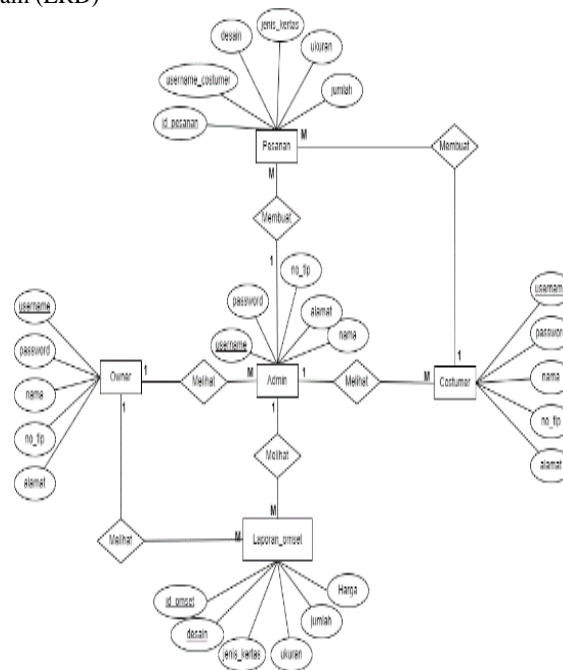


Figure 3. Entity Relationship Diagram

#### b. Interface Design

##### 1. Main Page Interface Design



Figure 4. Main Page Interface

##### 2. Login Interface Design

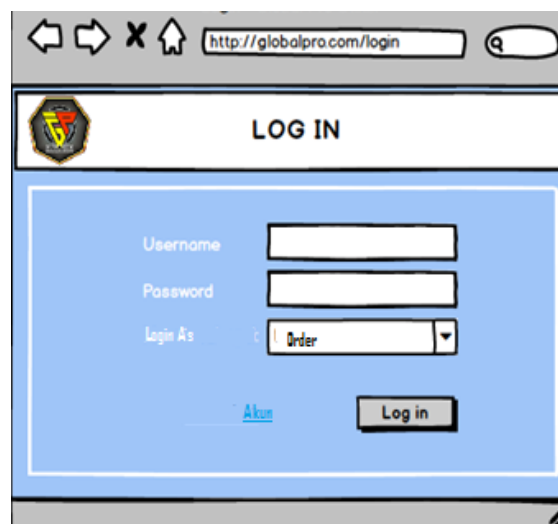


Figure 5. Login Interface

### 3. User Main Menu Interface Design



Figure 6. Interface Main Page Order

#### c. Interface Design Testing

Here the author will explain about testing the interface design of the prototype that the author described earlier. This interface design has been tested previously both from the back-end and front-end

##### 1. Front-end Testing

**Table 1. Front-end Testing**

Participan	Log in	Page Order	Page Order Report	Booking	Payment View	Change Password
1	√	√	√	√	√	√
2	√	√	√	√	√	√
3	√	√	√	√	√	√
Success	3	3	3	3	3	3
Success Value	100%	100%	100%	100%	100%	100%

##### 2. Back-end Testing

**Table 2. Back-end Testing**

Participan	Log in	Page Order	Page Order Report	Booking	Payment View	Change Password
1	√	√	√	√	√	√

2	√	√	√	√	√	√
3	√	√	√	√	√	√
Success	3	3	3	3	3	3
Success Value	100%	100%	100%	100%	100%	100%

#### 4. Conclusion

Based on the research that the author did regarding the Web-Based Sticker Ordering Information System, until the author was able to complete this research. So it can be concluded from the authors of this study are as follows:

1. With the application made, it can help the customer in placing an order without having to go to the printing location.
2. With the application created, it can help admins in placing orders and processing sticker orders so as to minimize errors in processing orders.
3. With the application, it can assist the owner in knowing the development of his printing business in the form of an order report.

#### Acknowledgement

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