

## ABSTRAK

Syafira, Sekar. 2022. *Rancang Bangun Aplikasi Nasabah Bank Sampah Berbasis Android Menggunakan Metode Iterative Incremental (Studi Kasus: Bank Sampah Kuantan Bersih)*, Skripsi. Tanjungpinang: Jurusan Teknik Informatika, Fakultas Teknik, Universitas Maritim Raja Ali Haji. Pembimbing I: Nola Ritha, S.T., M.Cs. Pembimbing II: Muhamad Radzi Rathomi, S.Kom., M.Cs.

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Penelitian ini bertujuan untuk membangun aplikasi nasabah bank sampah kuantan bersih berbasis android, mengurangi penggunaan kertas dalam proses transaksi yang dibangun menggunakan metode *Iterative Incremental*. Dengan menggunakan UML (*Unified Modelling Language*) sebagai pemodelan sistem secara objek. Proses pembangunan aplikasi nasabah bank sampah kuantan bersih berbasis android ini meliputi beberapa tahapan pada metode *Iterative Incremental*. Adapun prosesnya adalah *initial planning, analysis & design, implementation, testing, evaluation, dan deployment*. Hasil penelitian yang dilakukan diketahui bahwa aplikasi nasabah bank sampah kuantan bersih ini dibuat berbasis android agar memudahkan nasabah dalam bertransaksi hanya melalui telepon genggam. Dan hasil *user acceptance testing* menunjukkan bahwa aplikasi nasabah bank sampah kuantan bersih sudah layak untuk digunakan sesuai keinginan nasabah.

**Kata kunci:** *Iterative Incremental, Android, Bank Sampah*

## ABSTRACT

Syafira, Sekar. 2022. Design and Build an Android-Based Garbage Bank Customer Application Using the *Iterative Incremental* Method (Case Study: Bank Sampah Kuantan Bersih), Thesis. Tanjungpinang: Department of Informatics Engineering, Faculty of Engineering, University of Maritim Raja Ali Haji. Advisor I: Nola Ritha, S.T., M.Cs. Advisor II: Muhamad Radzi Rathomi, S.Kom., M.Cs.

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This research aims to build a clean Kuantan waste bank customer application based on Android, reducing the use of paper in transaction processes that are built using the Iterative Incremental method. Using UML (Unified Modelling Language) as an object-based system modeling. The process of developing a clean Kuantan waste bank customer application based on Android includes several stages in the Iterative Incremental method. The process is initial planning, analysis & design, implementation, testing, evaluation, and deployment. The results of the research show that the clean Kuantan waste bank customer application is created based on Android to make it easier for customers to transact only through a mobile phone. And the results of user acceptance testing show that the clean Kuantan waste bank customer application is suitable for use according to the customer's wishes.

**Keywords:** *Iterative Incremental, Android, Waste Bank.*