ABSTRACT

A lot of information that can be obtained from the status of other people, groups or pages that are made available for sharing information. Even many who are looking for information about lost items or perhaps find stuff that was not hers, then of securities, electronic goods as well as the wallet. Lack of a friend and was not focused the search on lost or news find news makes the information less effective. For example, when someone found a wallet containing securities or money then they make a status about the discovery, but because of limited friends so that others who are not his friend did not see that information. Or when a person loses the goods in addition to reporting to the authorities often write about the status lose hope there are others who find or see. Things like that could be the missing items can be found but it is very difficult to even take a long time. At the end of this project, built a mobile application that can be alaternatif for app users to share information and find the lost item. Applications created using the programming language XML, JAVA, PHP and MySQL as the database and use Android as its platform. Method development using SDLC (System Development Life Cycle) with the Waterfall model.

Keywords: Application, Loss, Discovery, Waterfall, Android