

## ABSTRACT

*The rapid development of technology forces us to enter the digitally lifestyle that impact in us being inseparable from electronic devices. Digitally lifestyle certainly gives a very significant impact in everyday. The existence of technology has become a necessity for various sectors, such as industry, education, trade, tourism, and much more.*

*The more rampant business began to use technology as a media promotion and providing services to customers, no exception food business or restaurant. Every restaurant certainly want to provide maximum services and make customers loyalty. Utilized of existing technology, the restaurants make a delivery order service that can be accessed from wherever the customers are. Only with internet capitalize, customers can order any menu desired and menu will be delivered by the restaurant. That's why delivery order services seem to be excellent in this digital age.*

*This condition is inversely with sellers who are in the canteen of the organization. The sellers does not utilize technology for promotion so that only can sell the menu to all civitas organization where the seller is located. In general the seller does not have delivery order service, so civitas organization should come to the canteen first. But such conditions are detrimental to the civitas organizations who do not have time to go to the canteen due to busy or other things. Based on the above problem, eatime! can be a solution.*

*eatime! is the food delivery order application based on Android that can be used in an organization environment. This application can used by all civitas organization as user to order menu at canteen organization. User also can order from the sellers in other organization. Before order, user can see which menu will be ordered and available, the user adding the menu to the cart dan filling the delivery location for delivery by the seller. When order has been received by user, then eatime! cash will be reduced.*

*eatime! cash is one of the features available to facilitate the payment transactions. eatime! cash is an electronic money in the application, so user do not need cash for payment process. Balance of eatime! cash is obtained by purchase of voucher topup available or by utilization of food incentive allowances provided by the organization to the civitas organization.*

*eatime! developed using an iterative incremental system development model. The researcher choose the iterative incremental model because it felt easier to be close to the user because every iteration release that happened from the development of this application always request feedback from user so that it can give satisfaction and fulfill requirement according to user.*

*To find out if the eatime! application have good quality or not, the researcher did the application test using McCall method. Researchers choose the McCall method because in this method there are many factors as the assessment parameter and also has been widely used. Factors tested are more focused on the*

*perspective of product operation which consists of the factors of correctness, reliability, efficiency, usability and integrity. After testing the application using the McCall method involving 12 respondents at random, eatime! application get the total quality score of 81.69% with very good predicate.*

***Keywords: eatime!, Android, Iterative Incremental, Delivery Order Application, Organization, Software Quality Testing, McCall Method***