

## ABSTRACT

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*The Extracurricular Application of Bandung City State High School is an application used by the Education Office and extracurricular advisors to carry out the process of managing extracurricular activities. Problems that occur when informing extracurricular activities are still not wide enough because the dissemination of information is only carried out when there are certain activities, the registration process is not easy when the coach must come directly to disseminate activity registration forms, it is not easy to manage activities when too many it is difficult to check activity data, it is not easy to manage activity accountability report data because data is easily lost, not stored correctly and data recorded in books is not aligned with extracurricular activities. This is the background in providing solutions to the Education Department of Bandung City. With this application, the Bandung City Education Office can expand activity information to coaches and students/I to take part in activities as well as assist Education Service operators in managing activity data and get results of activity reports in Excel or pdf and charts of registered extracurricular activities. This application uses the waterfall method is very suitable to use in making applications and simplify the design of the system. Modeling tools used by BPMN and UML, application development tools used with HTML, PHP, CSS, javascript, and database used MYSQL, with framework used by codeiter, with web servers used by Apache XAMPP and bootstrap and balsamiq. Testing on this application uses black box which is done by observing the results of execution through test data and checking the functionality of the software and user acceptance test by testing whether the system is in accordance with what is contained in the system functional specifications. The results of the design and design can be seen in this Final Project report.*

*Keywords: activities, extracurricular, applications, forms*