

## **ABSTRACT**

*Tough competition in the culinary business in Indonesia, encourages businesses to increase competitiveness, delicacy quality, branding, useage of social media and technology. Which is bought easier process for information accomodation.*

*The existence of wireless technology and the emergence of mobile devices enables simple but reliable infrastructure for business applications. But the implementation in restaurants was still conventional. Some problems occur, such as service limitations, mistyping orders, duplicate orders and overloaded order queue at busy hours. Because of its efficiency this method are inconvenience.*

*The purpose of this study is to build a restaurant application using the Extreme Programming (XP). From several systems development methods, the Extreme Programming (XP) was chosen because of its ability to manage projects with a short time limit and has a high level of user participation. Application developed are Web and android-based. Designed using UML, with client-server architecture and being tested by using blackbox testing.*

*The results of this study are a Web and android-based restaurant point of sale application as an improvement of existing facilities and infrastructure so as to improve service, competitiveness and income.*

**Keywords :** *restaurant,, Extreme Programming, Android, Website*