ABSTRACT

The simulation application of the UN-based android junior high school English UN exercises is an application that can be used to practice students either independently or through trials. Based on the results of the study, in Mts Persis Ciganitri in the implementation of the UN simulation, it still uses filling through paper answer sheets. Where in the system is not effective for both teachers and students because the teacher must check the answers of students one by one and students can not answer the value directly, but must wait a long time. In addition, many students bring smartphones to school but are not used properly by students. Based on the problems that occur, an Android-based application was made to facilitate teachers in managing UN simulations that focus on seeing students' grades after working on UN questions and making it easier for students to work on UN questions to solve each problem, English questions the corresponding value directly without having to wait long. This application has features that can be useful for students and teachers, this application there are features manage questions, see grades, assign questions, manage student data, view discussion questions, add packages, and manage accounts. Besides, this application is made using Android Studio, the Java programming language and using a realtime database. In designing this application a waterfall model is used, starting from the needs analysis, system design, coding, testing implementation. By making this Application at the Android level, students and teachers can find out the progress of the results of the exercises that have been done.

Keywords: UN, MTs, Tryout, Android, Smartphone, Waterfall, English subject