

ABSTRACT

Laundry application is an android-based application that functions as a media service provider for its *customers*, this application is an application that is online, so it is made to facilitate its users. Problems that are often faced by *customers* such as registration and payment are still manual, with a system that uses smartphone, many *customers* suggest that payments can be made through mobile banking because it is more practical and efficient, there are complaints from *customers* that the *laundry* clothes are exchanged or lost , which causes *customers* to prefer washing their clothes themselves, for members not being able to add member quota, quota here refers to the amount of kilo *laundry* provided by the *laundry* for a month if the quota runs out prematurely or at the end of the month the member does not can add a member quota. Therefore, this Android-based *Laundry* Application was made. The approach used in the execution of this application is the waterfall method, this process is useful as a stage that builds applications ranging from gathering needs, planning until the application is ready for use by users. This application has been made with the components of the problem being experienced to be more structured.

Keywords: Application,*laundry*, member, manual, waterfall.