

ABSTRACT

Abstract— Indonesia as an agricultural country that has rich natural resources that can meet the needs of life. One of the wealth owned is in the field of agriculture, the results of which will be useful for the welfare of the community. Farmers experience problems in terms of their agricultural products because the process of distributing agricultural products to consumers is too long, which is detrimental to farmers. Therefore, farmers need information media, namely information in the form of articles and farmer forums, a place to sell their agricultural products, and farmers can buy necessities in agricultural production by developing in the form of a mobile application. This mobile application will be developed using the Ionic Framework and using the SDLC (System Development Life Cycle) method as a stage of application development. The results of this application have been tested using blackbox testing which results in 100% working well and in accordance with its functionality. The test results with the User Acceptance Test of 10 respondents resulted in a percentage of 82.75% who stated "Very Satisfied" for its users

Keywords : Agriculture, Mobile Applications, Ionic Framework, SDLC, Blackbox testing, User Acceptance Test