

ABSTRAC

Book is one of the source of information that can be used to expand our knowledge. With the new era that we are getting into where's many people upload and access information via internet. Because it is easy to spread information via digital media, The use of books is currently decreasing even though the contents of the book are certified and the contents can be guaranteed. Along with the times where everything can be accessed online, book enthusiasts must also feel the impact of developments that have occurred such as the emergence of the need for digital books that can be used as an alternative medium for finding information. From the existing problem, we offer a solution that is to provide a platform in the form of an application called "MY LIB". This application can be accessed using desktop, iOS, and android. The development model of this application that will be used as digital book publication uses the Waterfall method starting from the requirements, design, coding, testing and revision stages.for the making applications using flutter for android and IOS, while PHP for desktops. The results of the development of this application are tested in testing acceptance testing from users to check the feasibility of the application that is being made. From this application that are being made, it is expect that users can read and share books with others

keywords: books, applications, digital books, IOS, desktop, android, waterfall, acceptance