

ABSTRACT

Tourism is an activity that can be done by anyone when they are bored with their daily activities. This activity can provide benefits for everyone involved in it, whether it's tourists themselves or tourism service providers. Currently, there are still rare applications that can help tourists to do tourism itinerary.

Based on these problems, a travel planning application is made on the itinerary module with iterative and incremental methods, This method applies an application development model through iterations where each iteration has several stages, namely requirements, analysis, design, and coding. Analysis and design of this application using the concept of UML (Unified Modeling Language) diagrams. The application was developed using the Java programming language and Java for Android, and tested using the concept of black-box testing.

The results of this study are an Android mobile-base itinerary module travel planning application. Based on the results of using the concept of black-box testing, it can be seen that the overall system can work optimally as expected. The suggestions for this research is to add some features that are currently not available in the application.

Keywords: planning, tourism, mobile application, iterative and incremental.