ABSTRACT

A waste bank is a place for environmental waste management carried out by recycling waste into products that have economic value for the community. Waste banks have now developed in big cities in Indonesia, such as the Bank Sampah Bersinar located on Jl. Terusan Bojongsoang No. 174, Baleendah, Bandung Regency. Bank Sampah Bersinar offers three services: a waste drop-off service, a mobile waste bank, and household waste management. These three services provide a place for the people of the Bandung district to deposit their waste, and the community will get the income from the waste deposit in the form of cash sent to the customer's account number. However, currently, the information system used by the Bank Sampah Bersinar still only meets the needs of the waste bank customer database. When the customer makes a transaction, the admin still needs to record the results of the waste deposit using a paper weighing form and re-record it into a google spreadsheet. Therefore, it is necessary to design an information system for the Bank Sampah Bersinar to manage the waste bank so that waste management can be carried out systematically and integrated. This information system will focus on the transaction process, which is a process for managing transactions made by Bank Sampah Bersinar customers, from ordering waste services to viewing the history of their waste deposit transactions. The development of the Bank Sampah Bersinar website uses the Laravel framework and the Extreme Programming method with the stages of planning, design, coding, and testing. Furthermore, this study uses the Blackbox Testing and User Acceptance Testing method for the website trial stage with ten respondents for customers and six for admins.

Keywords: *Waste bank, Transaction, Extreme Programming, BlackBox Testing, User Acceptance Testing*