ABSTRACT

The canteen is one of the facilities in the school. So far, the application-based menu ordering system still does not exist. The ordering system was applied at SMAN 1 Siantar Narumonda manually. The problem discussed is how to order food and drinks more easily and make transactions that facilitate service in the canteen. The method of solving the problem is to study the literature, namely looking for references related to the needs analysis by communicating with the canteen related to the ordering system in the canteen to obtain data that is by the problems experienced. Furthermore, there is a canteen application design based on the needs analysis and literature study that has been done, followed by making the application by coding according to the application design using Kotlin and MVVM architecture and finally testing the application. The test results of this application through code quality testing and functionality testing are running well. Finally, testing users using questionnaires found that the application has succeeded in implementing effectiveness in its features by reaching an average of 84%. Based on the application that has been built and the testing that has been done, it can be concluded that this application is a mobile-based canteen management application used for ordering food and drinks. Through this application, users can more easily order food and drinks without having to go directly to the canteen booth at school. With the features provided, it is hoped that this application can provide a more positive picture and benefits for its users.

Keywords: *Canteen, Android, MVVM, Food Ordering, SMAN 1 Siantar Narumonda*