

ABSTRACT

One of the common problems faced by customers when purchasing food is long queues and slow service times, which often lead to boredom and frustration while waiting in line at a restaurant. This issue can also waste customers' time, causing them to leave the queue or switch to another restaurant to meet their needs. The solution we offer is the Antria Customer App, which will be developed using Flutter by implementing Clean Architecture. Clean Architecture separates the development of the user interface from business logic. Testing the maintainability using SonarQube showed that the application received an A rating, with a debt ratio of 0.2%, indicating that the implementation of Clean Architecture successfully maintained code quality. Display and functionality testing was conducted using User Acceptance Testing (UAT) with potential customers to ensure that the app's implementation aligns with requirements and functionality. The testing results show that all features of the Antria Customer App achieved 100% success.

Keywords: Queueing customer application, Clean architecture, Flutter, Testing