

# **PENERAPAN *EXTREME PROGRAMMING* UNTUK RANCANG BANGUN APLIKASI PENJUALAN DAN EDUKASI PENGELOLAAN SAMPAH RUMAH TANGGA**

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## **ABSTRACT**

Garbage is leftover material that is no longer used from daily human activities. As a solution to these problems, the authors build a Software Design for Waste Management Educational Applications to educate the public and make it easier for people who want to sell waste. In this study the research methodology used is the Extreme Programming (XP) method. The Extreme Programming method conceptually can be done with 4 stages of the process, namely Planning, Design, Coding, and Testing. In making this application the programming language used is Kotlin, Codeigniter Framework, and MYSQL as a data storage area. With the existence of an educational application for waste management with educational content features such as articles or news, video tutorials, statistics on the distribution of waste, and being able to sell waste to help people want to sell waste that is no longer used online. Users of this application are people who can directly register as customers at the waste bank.

**Kata kunci :** *Garbage Sales, Extreme Programming, Education.*