

DESIGN OF WEB BASED AND MOBILE LIBRARY APPLICATIONS

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ABSTRACT

This research aims to design and build a web based and mobile library application system at MTs Nurul Jadid using the Extreme Programming method. This system is designed to be able to help and facilitate teachers / administrators in managing borrowing in the library, as well as helping and facilitating students in accessing non-physical books and also the author adds educational video features, where this educational video is in the form of educational learning videos. This research uses the Extreme Programming development method. This method was chosen because it is basically aimed at building software whose needs are not fixed or always changing from the wishes of user needs. The results of this study indicate that the system designed and built has succeeded in increasing the ease of borrowing management and expanding member/student access to non-physical book reading materials. Testing using Blackbox Testing proves that every function in the system can run well or in accordance with the design.

Keywords: Library, Web, Mobile, Extreme Programming, system.