PENERAPAN METODE EXTREME PROGRAMMING PADA APLIKASI PENCATATAN DAN PEMBAYARAN TAGIHAN AIR DI DESA TELUK PAMBANG

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ABSTRACT

This study discusses the development of a digital-based water bill recording and payment system in Teluk Pambang Village. This system is designed to make it easier for customers to access billing information and make payments more practically and efficiently. The development process uses the Extreme Programming (XP) method, which prioritizes flexibility, intensive team communication, and the ability to adapt to changing user needs. To ensure the system meets user needs and expectations, testing was conducted using the User Acceptance Testing (UAT) method. The results of the study indicate that the XP method helps in producing a system that suits user needs. In addition, the UAT results prove that all system features run well, thereby increasing the efficiency of recording and transparency in water bill payments. Thus, the application of the XP method has been proven to improve system quality and simplify the process of managing water bills for the residents of Teluk Pambang Village.

***Keywords*:** Pamsimas, *Extreme Programming, Water Bill Payment, Digitalization, User Acceptance Testing*