

Design an Inventory Information System on General Administration Section of Polytechnic Harapan Bersama

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ABSTRACT

The inventory information system used The general administration department still uses a manual system. Current systems use Microsoft Office Excel which causes the process of searching inventory data to be slow. Therefore, this research aims to make the system more efficient, easy to use, and can speed up information access and facilitate data or file management. The inventory system is very effective and efficient to use in general section units, especially logistics sub-divisions because the management of goods starting from procurement, inventory and transactions is recorded accurately. It is hoped that with this system, the process of processing university logistics goods data can run smoothly, quickly, with minimal errors, and information needs about university logistics can be obtained easily if at any time needed. The inventory system is very effective and efficient to use in general section units, especially logistics sub-divisions because the management of goods starting from procurement, inventory and transactions is recorded accurately.

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1. INTRODUCTION

In the era of digitalization, information is important in every policy making in an agency. The accuracy of the information and its accuracy in the information helps the company to achieve the objectives of the company. Information technology itself functions as a facilitator that bridges the company's information and business processes in the form of computing and communication system technology to achieve the company's vision. Information technology is a technology to process data, including processing, obtaining, storing, compiling, and manipulating data in various ways to produce related, timely and accurate

information. One of the fields of information technology development is the design of an information system, where this development aims to facilitate work and business process performance that occurs to be optimal.[1]

In organizations, be it in the field of services, trade or educational institutions will not be separated from data processing activities, either manually or electronically. Data processing, not just writing activities, storing files. Data processing is a routine thing in organizational activities so it needs to be managed properly and correctly in order to produce accurate information

The need to get information in a short time in the era of technology like now is

something natural. Every existing technology, especially data processing technology, is certainly expected to help facilitate the data processing process and provide information that suits your needs. No exception for staff in the campus facilities and infrastructure section, who are responsible for processing data on goods in universities, such as at the Harapan Bersama Tegal Polytechnic.

The process of processing data on goods that are the responsibility of universities, or commonly referred to as logistics goods, starting from data collection of incoming and outgoing goods, data collection of consumables and non-consumables, data collection of damaged goods or items that must be destroyed, to the preparation of reports on these items certainly requires a detailed and neat recording to facilitate campus supervision and budgeting.[2] However, because of the large number of items that must be recorded, some items sometimes escape the attention of sarpras officers and complicate the supervision process.

Obstacles or difficulties in the process of processing university logistics goods data are an opportunity to develop a university logistics data processing information system. The system is an application that includes the process of collecting incoming and outgoing goods, data on the state of goods, and reports related to these things such as reports on the number of goods, reports on the state of goods, reports on the position of goods, reports on the use of goods to destruction reports. It is hoped that with this system, the process of processing university logistics goods data can run smoothly, quickly, with minimal errors, and information needs about university logistics can be obtained easily if at any time needed.

The General Administration Department is a unit that regulates the management of facilities and infrastructure at the Harapan Bersama Tegal Polytechnic, the unit manages and inventories facilities and infrastructure using a conventional system, namely using the Ms. Excel application, therefore it is necessary to design a system to regulate these activities, namely with the

Inventory Information System in the General Administration Section at the Harapan Bersama Polytechnic.

2. LITERATURE REVIEW

Each quote from the book is cited in the text, and cite the source in the bibliography. In-text citations are written like this: (Author's last name, year: page) or (Author's last name, year) for the source of the book. While citations for online sources are written like this: (Last name of author/ editor/ institution, year of posting).

Research conducted by A. I. Ramdhani, Z. M. Subekti, and M. D. Suryadi., in a journal entitled Design and Build a Website-Based Logistics Inventory Application Using the Secrum Method can help in solving existing problems that previously often occurred errors in preparing reports that only utilize *Microsoft Excel* So it is difficult to memorize the calculation formula. With this inventory application, it makes it easier for warehouse admins and managers to monitor goods and prepare reports.[3]

In research also conducted by F. Nugraha, B. Rizquita, & A. Puzianto, In the journal of Logistics Information System PT Fajar Multiguna, this application can be completed from the system analysis stage, modeling to the coding stage. *Web logistics system* running as it should. Such as transaction, payment and shipping features. Be it from visitors *website*, admin, and courier are all going well.[4]

On research conducted by Suhardil., in a journal entitled Development of Information System for Schedule of Incoming Goods Logistics at PT. Indonesian Food Beverages With Waterfall Method, given ease of viewing *Update* The schedule of incoming goods provided by the GP, can measure the match of incoming goods in the Schedule with existing incoming goods, can measure how high the level of accuracy of incoming goods arrives.[5]

On research conducted by G. Barlian and S. Susanti., in a journal entitled Website-Based Logistics Tracking Information System at PT Akur Pratama Distribution Center, the

process of making reports *Online* It becomes easier, the result is that after all the stages have been processed then a report will be automatically generated by the system *tracking* logistics.[6]

On research conducted by Islami Salwa., in a journal entitled *Logistics Information System Using the Prototype Method*, can make it easier for applicants to submit logistics applications, manage logistics submissions and manage logistics goods.[7]

In research conducted by Muhamad Bakhar, Mohammad Khambali, and Ulil Albab, in their journal entitled *Development of Office Stationery Management Information Systems at Harapan Bersama Tegal Polytechnic Based on Yii Framework*, it can provide convenience for *user* to apply for ATK procurement in each semester. It is more efficient and effective to use the ATK information system application than using the Microsoft Excel application used previously.[8]

2.1 Theoretical Foundation

2.2.1. Design Build

Design is a procedure for translating the results of the system into a programming language to describe in detail how system components are implemented, while building or building is the activity of creating a new system or replacing or improving existing ones as a whole. [9]

Based on the above understanding, it can be concluded that the design is to create a new system or update an existing system.

2.2.2. System definition

A system is a set of components or networks of procedures that are interrelated and work together to form a network to achieve certain goals or objectives. [10]

2.2.3. Understanding Information

Information is data that has been processed intended for a person, organization or anyone in need. Information will be useful if the object receiving the information needs that information. [11]

2.2.4. Understanding Information Systems

The role of information systems in an organization is very important so that an organization can operate well and provide value benefits and understand the

organizational environment. In order for organizational goals to be achieved, a good information system is needed.

An information system is a set of components that work together, which are used to record data, process data and present accurate information.[12]

2.2.5. Website

A website (often also shortened to site, *website* or *site*) is a term for a group of *web* pages that are generally part of a domain name or subdomain on the WWW (*World Wide Web*) on the internet. The WWW consists of all websites available to users. A website's pages are accessed from a "root" URL called the *homepage*, and are usually stored on the *same* server.

2.2.6. PHP (Hypertext Preprocessor)

PHP stands for *Hypertext Preprocessor*. PHP is a programming system for creating *web* server *side scripting*. The intent of *server side scripting* is that the syntax and commands given are fully executed on the *server* but included in the HTML document.

PHP be *open source product* so that *source code* PHP can be freely changed and distributed. Many operating systems can run PHP These include: Operating System *Microsoft Windows* (all versions), *Linux*, *Mac Os*, *Solaris*, as well as can be built as modules *Apache web server* and *Binary* that can run as *CGI (Common Gateway Interface)*. [13]

2.2.7. Database MySQL

A database is a collection of data that is arranged in such a way that it forms very useful information. A database is made up of a group of data that has the same type/properties. Take, for example, data in the form of names, classes, and addresses. All of these data are collected into one new data group, let's call it student data.

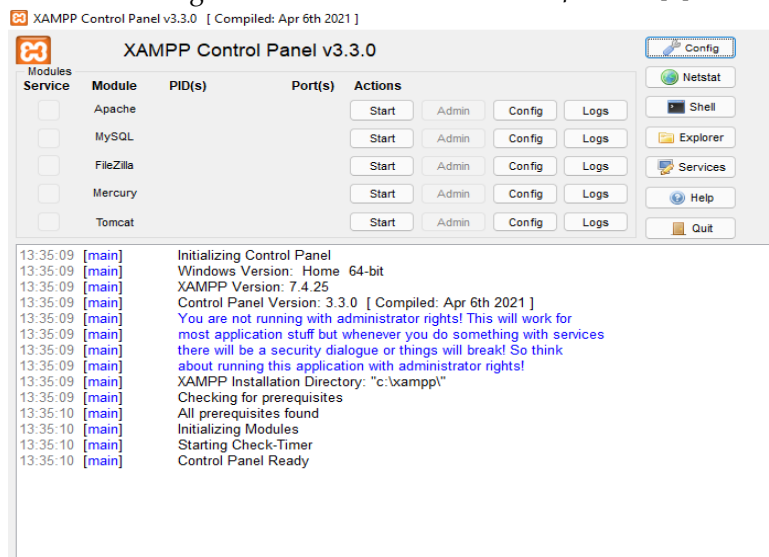
Likewise, the collection of student, teacher, financial and other data can be collected again into large groups, such as education data. In the development of data can be in the form of a type of data, for example it can be in the form of programs, sheets *Entry* (entering) data, all of which can be collected into one called *database*. One *database* Popular ones are *SQL*. [14]



Figure 2.1 MySQL Logo

2.2.8. XAMPP

XAMPP is a small and lightweight apache distribution containing the most



Picture 1.2 XAMPP Server Display

2.2.9. Laravel

Laravel is an open source PHP-based application framework using the MVC concept. Laravel is under the MIT license using GitHub as a place to share code.

Laravel is one of the largest and most widely used PHP frameworks, this makes Laravel has many tutorials and communities that can help if you have difficulty in building applications and Laravel has a third-party module that can be downloaded for free.

Laravel was developed by Taylor Otwell and first released in June 2011 and started stably on September 8, 2020 with PHP 7. The MVC concept in question is used by Laravel, namely:

1. Type

common web development technologies in one package. while Xampp according to some experts is a complete web program package that can be used to learn web programming, especially php and mysql this package can be downloaded for free and legally.

Web This server is easy to use and can serve page views Web which is dynamic and can be accessed locally using local web server (localhost), After installing software supporter web server that is Apache, PHPMyAdmin, database MySQL and web server This is the nature of instant (ready to use) that can run on the operating system Linux and system Windows operation.[2]

A meaningful model that determines all database-related calls in the form of data retrieval, delete and update data.

2. View

View is the usual view (HTML) and everything related to view (html) is in this section.

3. Controller

The controller is the bridge between the model and the view, so the user will not be directly connected to the model and the controller is the instruction processor.

Laravel has an expressive, clear and time-saving syntax. This framework was developed with the aim that web development should be enjoyable and full of creativity. Web development with Laravel simplifies the web development process by

simplifying common tasks such as *routing*, *authentication*, *sessions*, and *caching*.

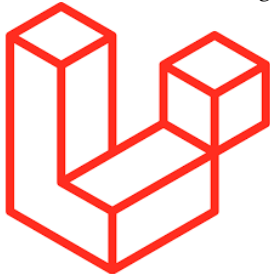


Figure 2.2 Logo Framework Laravel

2.2.10. Composer

Composer is a *software tool* for managing deprecations in *PHP*, and allows to install and manage modules needed in the web-based application development process.



Figure 2.3 Logo Composer

2.2.11. Visual Studio Code

Visual studio code is a source code editor developed by *Microsoft* for *Windows*, *Linux* and *macOS*. It includes support for *debugging*, embedded *git* control and *GitHub*, *syntax highlighting*, *smart code completion*, *snippets*, and *code refactoring*.

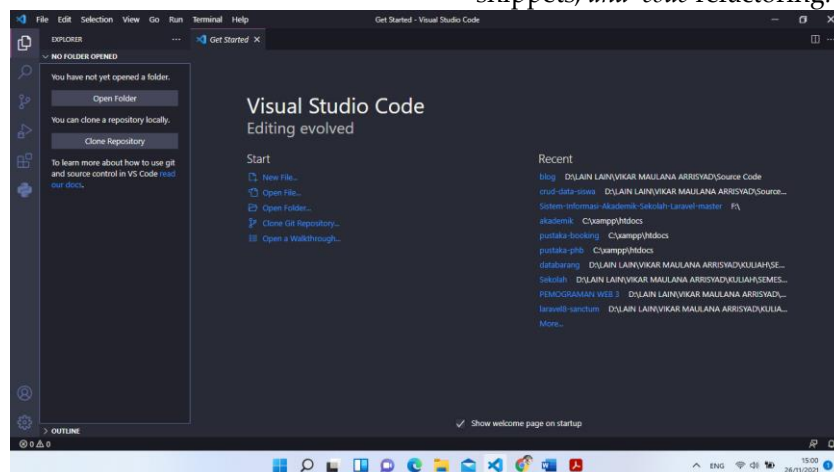


Figure 2.4 Visual Studio Code view

2.2.12. Bootstrap

Bootstrap is a *css framework* that makes it easy for *front end* developers of a *website*. Known as one of the *CSS*, *HTML*, *Javascript frameworks* that are so popular among *website developers* or *website developers*.

The *bootstrap* of course makes the *website* page can adjust to the size of the *monitor device*. If accessed via *mobile*, *tablet* or *desktop*. Initially, the *bootstrap* itself was called *Twitter Blueprint*. Created and developed by *Jacob Thornton* and *Mark Otto* at *Twitter* for

a work tool that can drive consistency in its internal tools. By using *bootstrap*, of course, a *developer* can more easily and quickly create a *front end* on a *website* itself. Using *bootstrap* is quite simple just by calling each class used, for example such as *navigation*, *tables*, *grinds*, *buttons* or so on.



Figure 2.5 Logo Framework Bootstrap

2.2.13. UML (Unified Modeling Language)

Unified Modeling Language is one of the visual modeling methods used in designing and making object-oriented software. *UML* is a standard writing or a kind of blue print diamna in which includes a

business process, writing classes in a specific language. There are several diagrams *UML*[16] which is often used in the development of a system. There are several diagrams *UML* What is often used in the development of a system are:

1. Use case

Use case diagrams illustrate the expected functionality of a system. The emphasis is on "what" the system does, and not the "how". A use case represents an interaction between an actor and the system. Use case is a certain job, for example logging into the system, creating a shopping list, and so on. An actor is a human or machine entity that interacts with a system to perform certain jobs.

Tabel 2.1 Simbol Use Case Diagram







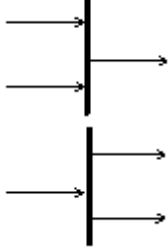

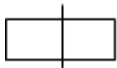
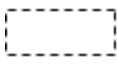
No	Picture	Name	Information
1.		Actor	Specifies the set of roles that users play when interacting with use cases.
2.		Dependency	A relationship in which changes that occur in an independent element will affect the elements that depend on it that are not independent.
3.		Generalization	A relationship in which the descendant object shares the behavior and data structure of the object above the parent object (ancertor).
4.		Include	Specifies that the source use case is explicit.
5.		Extend	Specifies that the target use case extends the behavior of the source use case at a given point.
6.		Association	What connects one object to another.
7.		System	Specifies packages that display a limited system.
8.		Use Case	Description of sequences of actions – actions displayed by the system that produce a measurable outcome for an actor.
9.		Collaboration	The interaction of rules and other elements that work together to provide behavior greater than the sum and its elements (synergy).
10.		Note	Physical elements that exist when an application is run and reflect a computing resource.

2. Activity Diagram

A UML activity diagram illustrates the dynamic behavior of a system or part of a

system through the flow of control between the actions performed by the system.

Table 2.1 Simbol Activity Diagram


No	Picture	Name	Information
1.		Activity	Shows how each interface class interacts with each other.
2.		Action	The state of the system reflects the execution of an action.
3.		Initial Node	How objects are formed or initiated.
4.		Final Node	Options for making decisions
5.		Fork Node	A stream that at some stage turns into several streams.
6.		Decision	Options for making decisions
7.		Fork/Join	Used to indicate activities performed in parallel or to combine two parallel activities into one
8.		Rake	Indicates the presence of decomposition
9.		Time	Timestamp
10.		Send	Delivery mark

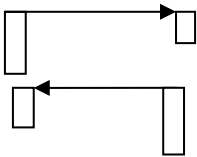






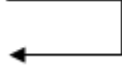
3. Sequence Diagram

Sequence diagrams illustrate the interaction between around (users, displays, and so on) in the form of messages depicted against time. *The sequence diagram* consists of vertical dimensions (time) and horizontal dimensions (related objects). *Sequence diagrams* are commonly used to illustrate

scenarios or series of steps performed in response to an *event* to produce a specific output. Starting from what triggers the activity, what processes and changes occur internally and what outputs are produced. Each object, including actors, has a vertical *lifeline*.

Table 2.2 Simbol Sequence Diagram

No	Picture	Name	Information
1.		LifeLine	Entity objects, interfaces that interact with each other.

No	Picture	Name	Information
2.		Message	Specification of communication between objects that contains information about the activity that occurs.
3.		Actor	Describe the person interacting with the system
4.		Boundary Class	Describe the depiction of the form
5.		Entity Class	Describe the relationship of activities to be carried out
6.		Control Class	Illustrates the connection between Boundary and table
7.		Activation	As an object that will perform an action
8.		Message	Indicates communication between object and object
9.		Self Message	Indicates communication back into an object itself

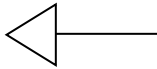
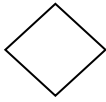

4. Class Diagram


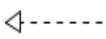
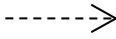
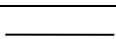
A *class* is a specification that, when instantiated, produces an object and is at the core of object-oriented development and design. *Class* diagrams describe the structure and description of *classes*, *packages* and objects along with their relationships to each other such as containment, inheritance, association, and others. Classes have three main areas:

names (*stereotypes*), attributes, and methods. Attributes and methods can have any of the following properties:

- a. *Private*, cannot be called from outside the class in question.
- b. *Protected*, can only be called by the class in question and the child who inherited it.

Table 2.3 Simbol Class Diagram

No	Picture	Name	Information
1.		Generalization	The relationship by which the descendant object shares the behavior and data structure of the object above the parent object (<i>ancestor</i>)
2.		Nary Association	Attempts to avoid association with more than 2 objects.
3.		Class	The set of objects that share the same attributes and operations.

No	Picture	Name	Information
4.		Collaboration	Description of a sequence of actions - actions displayed by the system that produce a measurable result for an actor.
5.		Dependency	An operation that is actually performed by an object.
6.		Dependency	A relationship in which changes occur in an independent element will affect elements that depend on it that are not independent.
7.		Association	What connects one object to another.

3. METHODS

3.1 Research Procedure

1. Plan / Planning

Design or planning is the first step in conducting research. The plan that will be carried out is to conduct direct interviews with resource persons first to ensure the features needed in the logistics information system.

2. Analysis

That is by collecting data through observation, direct interviews within the Harapan Bersama Polytechnic. Furthermore, the data obtained, compiled and analyzed for use in making products in order to produce application programs that suit your needs.

3. Planning

At the stage of designing a logistics information system, this is done by designing and creating flows for the purposes of logistics information systems. The design tools are the first to design database tables, interface design, use case design and class diagrams.

4. Implementation

At this stage, implementers will be carried out for the completion of work using applicable research tools or facilities to obtain results.

3.2 Data Collection Methods

1. Observation

A method of data collection carried out by observing directly, seeing and taking a data needed in the place where the research was carried out. Observation can also be interpreted as a complex process. Data collection was carried out at the General Administration Department at Harapan

Bersama Polytechnic, Jalan Mataram No. 9, Pesurungan Lor, Tegal City.

2. Interview

Interview is a data collection technique carried out face-to-face directly to the resource person by way of questions and answers with the logistics sub-division in the procurement and logistics section.

3. Literature Study

This literature study is intended to find references from various sources that are relevant to the problem under study. This technique is done by reading, studying and reviewing literature obtained from journals related to the title of the study.

4. RESULTS AND DISCUSSION

4.1 Data Flow Diagram (DFD) Design

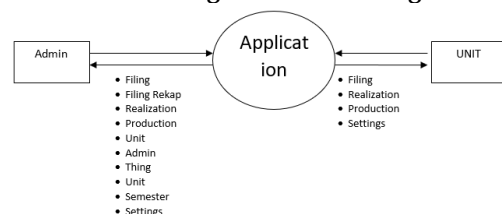


Figure 4.1. Context Diagram

Figure 4.1, Context Diagram, provides a high-level overview of the inventory information system designed for Harapan Bersama Polytechnic, describes the system's interactions with outside entities or other systems and presents a comprehensive framework for information exchange. Admins act as key users, managing and processing administrative and logistic-related data, controlling critical functions such as searching, editing, and deleting data to efficiently carry out general administration. Units operate within the system with a focus

on filing, realization, and expenditure, managing specific needs related to inventory and resources. Goods include data related to items in inventory, with systems that allow recording, management, and tracking of goods including procurement, storage, and distribution. Units and Semesters are special categories of data, with Units relating to the size or quantity of goods and Semesters possibly relating to the management of time or use of goods in academic time periods. Settings allow admins to configure and customize system settings according to organizational needs, including security, access management, and system preferences. This diagram effectively illustrates the relationship and flow of data between system components and outside entities, facilitating a better understanding of data management and access in the inventory information system at Harapan Bersama Polytechnic.

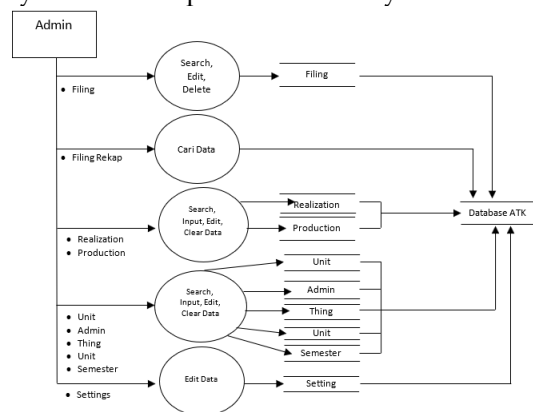


Figure 4.2. DFD Level 0 (Admin)

Figure 1 and figure 2 show that the flow diagram in this study was formed.

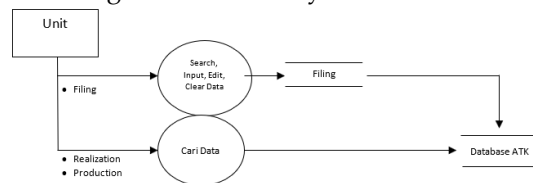


Figure 4.3. DFD Level 0 (Unit)

In inventory information systems, the "Search Data" feature allows units to search data related to submissions, realization, and expenses, thus facilitating efficient access to specific information needed from the system database. The "Input/Edit/Delete Data" feature indicates the unit's ability to enter new data, edit existing data, or delete data that is no longer relevant or incorrect, covering

various aspects of inventory management such as items, units, and semesters. "Submission" is a feature that allows units to submit needs for goods or other resources, which is important for managing resources and ensuring all needs are recorded and processed as needed. "Realization" occurs after the application is approved, involves the process of ordering or dispensing goods in accordance with the requested application, reflecting the follow-up of the approved application. The "Expenses" feature manages data related to the expenditure of goods, be it distribution to various units or internal usage, which is very important for monitoring and managing goods that come out of inventory.

4.2 Flowchart

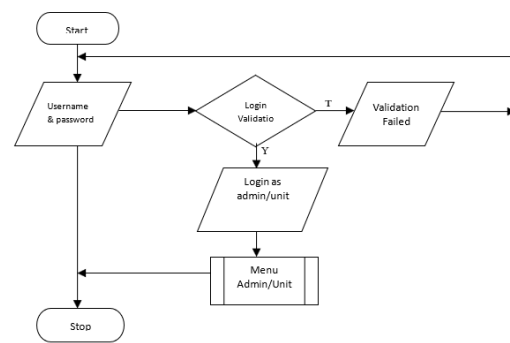


Figure 4.4. Flowchart Login

Figure 4.4 illustrates the flowchart for the login process used in the inventory information system, governing the way users (Admin/Unit) access the system. The process begins with "Start," signifying the beginning of the login process, followed by filling in "Username & Password," which is the first step to authentication. Next, "Login Validation" checks the validity of the username and password combination with the data stored in the database. If validation is successful, the user is granted access to a menu corresponding to their role as "Admin" or "Unit," specifying the level of access and accessible functions. The user is then directed to the "Admin/Unit Menu," which contains functions and features that can be used in the system. If validation fails, the system will not allow the user to access the internal features and stop the process by displaying an error message, and the process ends with "Stop," either succeeding with the user logging into

the system or failing with the user who cannot log in. This flowchart provides a clear view of the user authentication process and how the system manages access based on valid credentials, emphasizing the importance of security and access control in maintaining data integrity and security in inventory information systems.

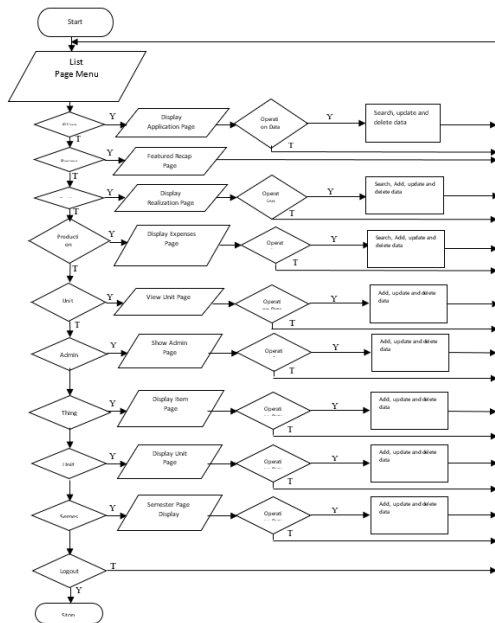


Figure 4.5. Flowchart Menu Admin

Figure 4.5 shows a flowchart illustrating the process of navigating through the Admin Menu in an inventory information system, providing a detailed view of the various actions an admin can perform. This process begins with "Start," signifying the beginning of interaction with the Admin Menu, and continues with the "Page Menu List" which displays the various pages or functions available to admins, including various submenus. "View Application Page" allows admins to view submission details from other units or departments, and in "Operation Data on the Submission Page," admins can search, add, update, and delete data. "Show Capture Page" provides a summary of activities or data that have been processed, and "Show Realization Page" displays information about the realization of the application, including the status of procurement or distribution of goods. "View Expense Page" includes details about items that have been issued or used, while "View Item Page" gives access to manage

information about inventory. "Show Unit Page" and "Show Semester Page" allow admins to manage units of measurement and information related to academic semesters, respectively. "Show Unit Page" and "Show Admin Page" provide functionality to add, view, or edit information about a unit or department and give access to more advanced system controls and settings. This process ends with "Logout" which allows admins to exit the system after completing the activity, and "Stop" signifies the end of the interaction in the Admin Menu. This flowchart effectively shows how an admin interacts with the system, efficiently managing various aspects of an organization's inventory and data, ensuring all critical functions are easily accessible and data is managed in an organized manner.

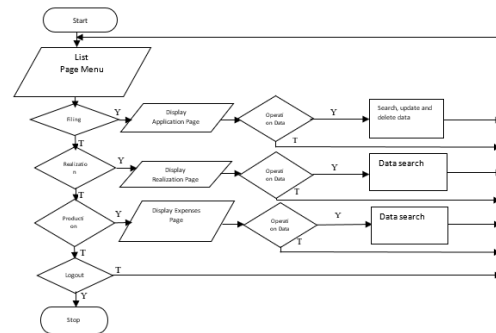


Figure 4.6. Flowchart Menu Unit

Figure 4.6 illustrates a flowchart describing user interaction with the "Unit Menu" in the inventory information system, providing an overview of the navigation process and operations available to users at the unit level. This process begins with "Start," signifying the beginning of using the Unit Menu, followed by a "Page Menu List" which displays menu options accessible to unit users, including specific pages relevant to unit operation. Users can access the "Submission Page" to create or view submissions, make additions, deletions, and updates to data. The "Realization Page" provides information on the realization of approved and processed submissions, including the procurement of goods or services, while the "Expenditure Page" shows data on items that have been removed from inventory, essential for asset management and stock control. Each page provides "Operation Data" functions to

perform data operations such as search, addition, update, and deletion. The user can "Log out" of the system after finishing using the menu and the process ends with "Stop," signaling the end of the user's interaction with the Unit Menu. These flowcharts ensure that unit users have the tools they need to efficiently and effectively manage filings, realizations, and expenses, which is an essential part of inventory and asset management in organizations.

4.3 Class Diagram

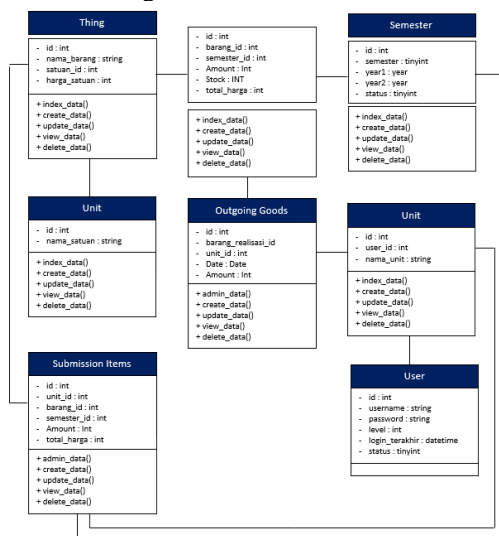


Figure 4.7. Class Diagram

Figure 4.7 shows a class diagram illustrating the data structure for the inventory information system at Harapan Bersama Polytechnic. This diagram details the classes and the relationships between them, including the attributes and methods associated with each. The User class has attributes such as id, username, password, level, login_terakhir, and status with common methods for authentication and management of user profiles. Unit classes with id and nama_unit attributes have methods such as index_data(), create_data(), update_data(), view_data(), delete_data(), and represent units or departments that use the system for asset or inventory management. Goods, with id, nama_barang, satuan_id attributes, harga_satuan perform CRUD operations to manage item data. The unit, which represents a unit of measurement such as the kilogram or liter, has an id attribute, nama_satuan with a similar method. Semester stores data about

academic semester periods that can affect the management of goods and inventory. Filing Goods and Outgoing Goods manage the submission and output of goods, recording details such as quantity, price, date, and unit. These diagrams allow designers and developers to understand data structures and interactions between objects, as well as assist in coding and system implementation by providing blueprints of the data structures that must be created in databases and applications.

4.4 Discussion

a. Home menu display

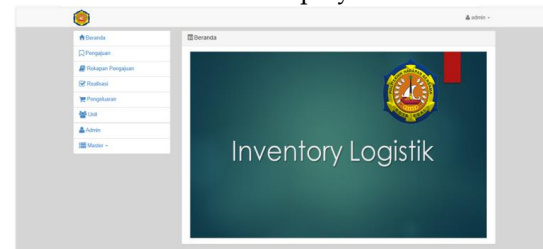


Figure 4.8. Home Menu

b. Application Menu Display

Results from the submission of each unit and study program

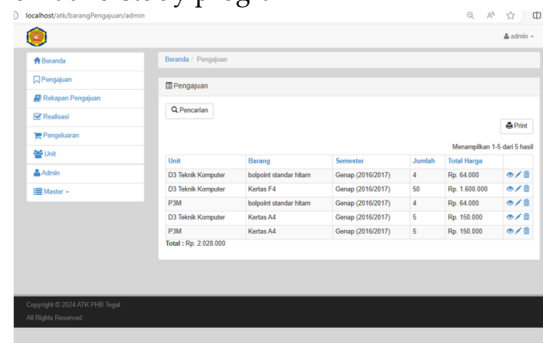


Figure 4.9. Application Menu

c. Capture Menu Display

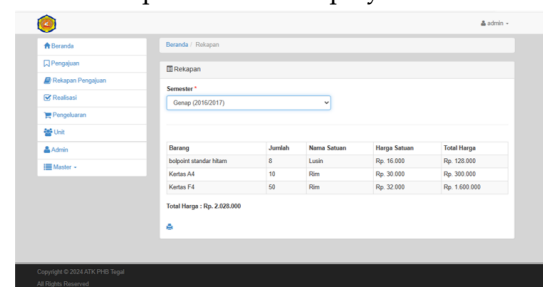


Figure 4.10. Recap Menu

d. Display of Realization of Submissions

Is an item that has been purchased by the logistics department or can also be called the stock of goods in logistics

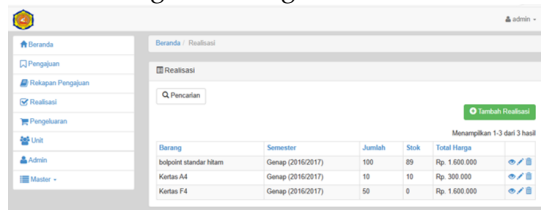


Figure 4.11. Application Realization Menu

e. Expense Menu Display

Is a display of all goods that have been realized or issued and received by the unit or study program

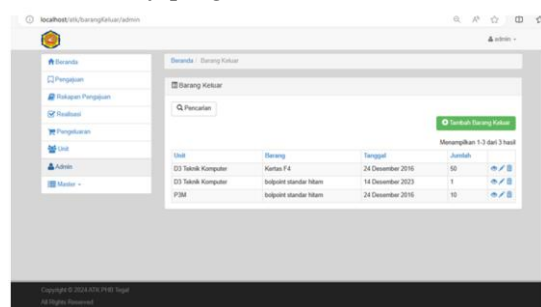


Figure 4.12. Expense Menu

f. Menu unit

Is a menu in the admin whose function is to add users, namely both study programs and existing units

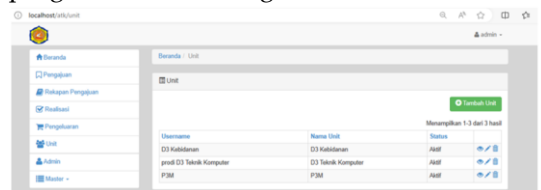


Figure 4.13. Menu Unit

g. Menu Master

The master menu in which there are items is to add the name of the item that allows there to be new types of goods.

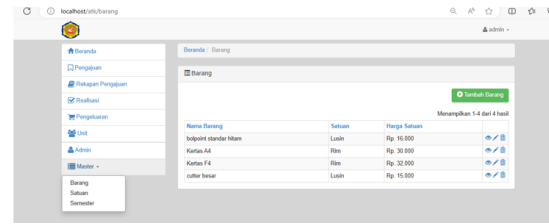


Figure 4.14. Menu Master

h. Unit Menu

That is the menu for setting the unit number of items.

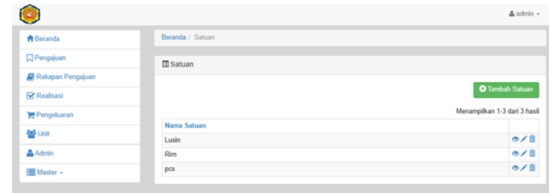


Figure 4.15. Unit Menu

i. Semester menu

A menu that serves to organize the current semester.

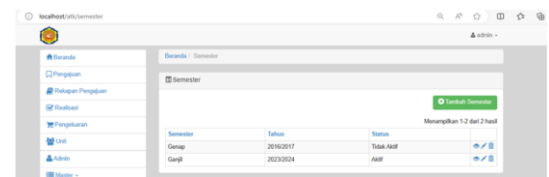


Figure 4.16. Menu Semester

5. CONCLUSION

The inventory system is very effective and efficient to use in general section units, especially logistics sub-divisions because the management of goods starting from procurement, inventory and transactions is recorded accurately.

SUGGESTION

Hopefully the inventory system created can be useful and used properly and can be further developed to be even better.

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