



Financial Report Information System of Village-Owned Enterprises (BUMDes) Using Prototype Method Based on Android

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ABSTRACT

The purpose of this research is to develop a financial report system for Village-Owned Enterprises (BUMDes) that provides convenience and efficiency in the preparation of financial reports for BUMDesa Karieng in Pidie District. This system aims to determine the annual income of BUMDes in Karieng Village and improve the processing of village potentials according to community needs. The method used to develop this BUMDes financial report system is the application of a prototype. The existing financial data processing system at the Village-Owned Enterprises in Karieng Village is currently adequate but still has some shortcomings. A computerized system is needed to support the financial data processing system of BUMDes in Karieng Village, making financial reporting more effective. This computerized system is designed to assist users in the process of inputting data, recording transactions, and generating financial reports more effectively. To support the development of this application, Java is used as the programming language, and the applications used are Microsoft Visual Studio 2010, Android Studio as the database, and Justinmind as the Prototype creation tool.

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INTRODUCTION

The advancement of a company or business can be gauged through its financial performance, often assessed through financial statements. As Indonesia's economy becomes more open and the business landscape evolves, there is a growing need for companies to strengthen their operations with efficient performance assessment tools. Financial statements offer quantitative insights into a company's financial status, providing a basis for analysis and management decisions.

Village-Owned Enterprises (BUMDES) in Karieng Village, managed by the community and local government, engage in various businesses like house and shop rentals. However, their financial recording and reporting processes are manual, involving ledger entries for income and expenses. This method is time-consuming and prone to errors, hampering the timely preparation of monthly financial reports.

In today's business environment, information technology and robust information systems play crucial roles in enhancing operational efficiency and competitiveness. Computer-based systems, including Android-based applications, streamline financial management tasks, making processes more efficient and less error-prone. The prototype method is utilized in developing these systems, allowing for iterative improvements and ensuring relevance to user needs.

METHOD

Based on the above description, the author is interested in taking the title of the research entitled: "Financial Report Information System of Village-Owned Enterprises (BUMDes) Based on Android".

2.1. Problem Formulation

1. How to develop an Android-based Financial Report Information System (BUMDes) that is more efficient and practical in Karieng Village.
2. How to build a BUMDes application to manage financial report data in Karieng Village.
3. How to provide convenience and minimize Human Error in the financial system input of BUMDes.

2.2. Problem Limitations

The scope of this research is defined by the following limitations:

1. The system contains savings and loans functions, including deposit collection, loan transactions, loan installments, and report creation.
2. Data is taken from the financial report data of Karieng Village.

2.3. Research Objectives

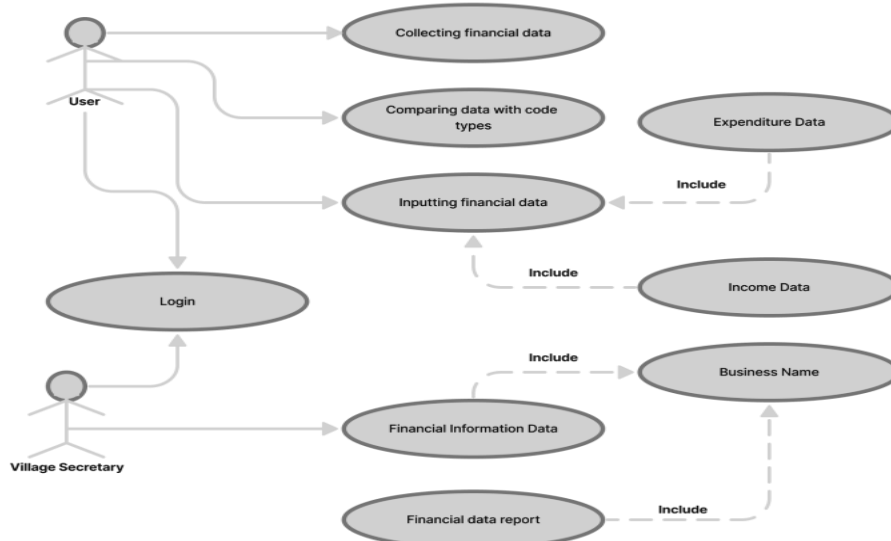
Based on the background above, the objectives of this research are:

1. To create a financial report system for BUMDes that provides convenience and efficiency in the preparation of financial reports for BUMDesa Karieng in Pidie District.
2. To determine the annual income of BUMDes in Karieng Village.

3. To improve the processing of village potentials according to community needs.

RESEARCH WORKFLOW DIAGRAM

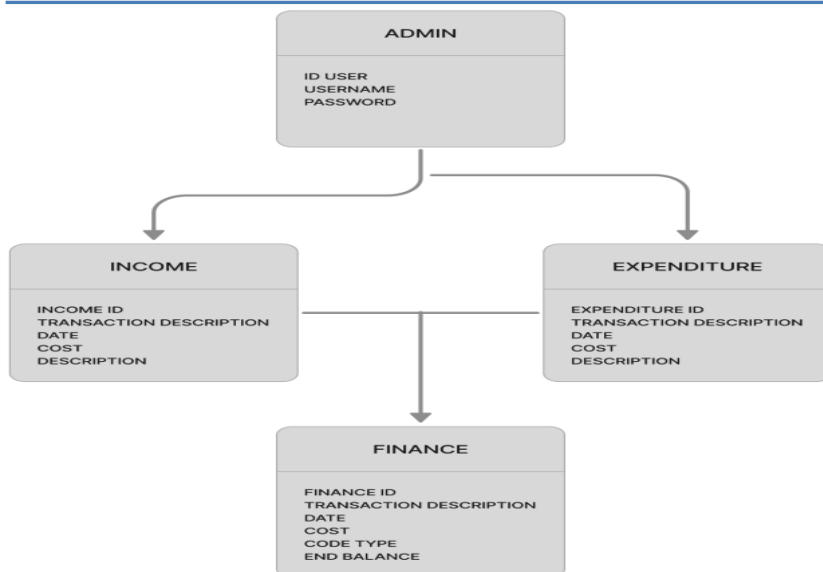
Workflow diagram of the research system to be conducted in this study.



Description of the Proposed Use Case Diagram above, namely informants provide financial data information. Users log in to manage data, namely collecting financial data, comparing data with code types, inputting financial data, company income and expenditure data. The Village Secretary can also view financial information data, financial data reports, and business names.

4. CLASS DIAGRAM

Class is a specification that, when implemented, will produce an object and is the core of object-oriented development and design. Classes describe the state of a system and offer services to manipulate that state. Controller class diagram for controllers as visualized in the image below.



RESULT AND DISCUSSION

5.1. Use Case Expenditure Information

Use case Name	Info Pengeluaran	
Aktor	User	
Description	Use case ini menggambarkan aktor pada saat ingin melihat info pengeluaran.	
Precondition	Use case ini dilakukan setelah aktor melakukan login.	
Trigger	Saat aktor ingin melihat info pengeluaran dalam aplikasi.	
Basic flow	Aktor action	System Response
	1. Klik menu.	2. Menampilkan halaman menu.
	3. Klik info pengeluaran.	4. Menampilkan halaman info pengeluaran.
Postcondition	Isi info pengeluaran dapat terlihat oleh aktor.	

5.2. Use Case Income Information

Use case Name	Info Pemasukan	
Aktor	User	
Description	Use case ini menggambarkan aktor pada saat ingin melihat info pengeluaran.	

<i>Precondition</i>	<i>Use case ini dilakukan setelah aktor melakukan login.</i>	
<i>Trigger</i>	Saat aktor ingin melihat info pengeluaran dalam aplikasi.	
<i>Basic flow</i>	<i>Aktor action</i>	<i>System Response</i>
	1. Klik menu.	2. Menampilkan halaman menu.
	3. Klik info pemasukan.	4. Menampilkan halaman info
<i>Postcondition</i>	Isi info pemasukan dapat terlihat oleh aktor.	

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