

# CHAPTER I

## INTRODUCTION

### 1.1. Background

The rapid development of information technology in Indonesia is heavily influenced by the development of communication networks and regulations in various areas. For example, differences in lifestyle between urban and rural communities in an area. Urban communities in the area that have been developed have the ability and insight to recognize higher than information technology in rural communities in a less developed area (not even affordable communications network at all). And the desire to meet the need for him personally and collectively.

One needs no less important for every individual, especially students is the place to stay (boarding house), this time is not to be something that is difficult to obtain, considering the price is increasingly affordable with a variety of choices. Serious obstacles faced by students to obtain information about the needs lie in the way of knowing the location of the boarding house itself. However, it is time we as information technology experts to convince and train the people to introduce that computer, and gadgets are intelligent devices that can improve productivity, and availability of information quickly and easily through the browser on the device to be used in various aspects of the life.

Based on observations in the field, the need for it is very high, especially people who are mostly students who are beyond the reach of the campus. As with the people who are around the campus, their enthusiasm for the housing needs (boarding house) is very small. Given this reality, students who live in the era of computerization should also pay attention to the ease of advances in information

technology.

Steps can be taken by the authors to address these gaps can be done with various stages and learning methods. First, begin by doing a survey and introduction to the fundamental importance of information in order to obtain concrete data. Second, the collection of data in accordance with the resources and infrastructure that each boarding house. Third, the establishment of a program of the data obtained.

To that end, the author will make the program boarding houses around Unika using the web-based Google API to facilitate students in the search for and find information on places to stay (boarding house).

## **1.2. Scope**

Program overview boarding houses around Unika using Google API-based web.

## **1.3. Objective**

### **1.3.1. General Objective**

To facilitate the search location boarding houses around Unika.

### **1.3.2. Specific Objective**

1. To determine the travel time of boarding houses around Unika.
2. To determine the mileage boarding houses around Unika.
3. To determine the boarding-lodging facilities around Unika.
4. Based on recommendations.