

CHAPTER 6

CONCLUSION

Based on the results of system result and system analysis, it can be concluded that:

1. FP-Growth algorithm simulation is able to find sets of frequently purchased items. This can be proved by system output generates Frequent Item 2-Set and Frequent Item 3-Set. If there's Set that can't be generate, that means those sets are not higher or same than Minimum Support value.
2. That can be learned from simulation system using many variety of total data are data usage and time usage that are increasing many more times than data is increased.

For further research, the following are suggestions to be a better research :

1. Adding data more than 1000, so system can be analyzed better.
2. Minimum Support can be converted to percentage

