



**PROJECT REPORT  
BADMINTON COURT RESERVATION SYSTEM  
USING FIRST COME FIRST SERVED METHOD**

**JULIAN LEONARD HUMIANG  
14.K1.0062**

**Faculty of Computer Science  
Soegijapranata Catholic University  
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## APPROVAL AND RATIFICATION PAGE

### BADMINTON COURT RESERVATION SYSTEM USING FIRST COME FIRST SERVED METHOD

by

JULIAN LEONARD HUMIANG – 14.K1.0062

This project report has been approved and ratified  
by the Faculty of Computer Science on July, 19, 2019

With approval,

Supervisor,



Hironimus Leong, S.Kom., M.Kom  
NPP : 058.1.2007.273

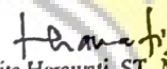
Examiners,

1.)



YB Dwi Setianto, ST., M.Cs  
NPP : 058.7.2017.021


2.)



Rosita Herawati, ST., MT  
NPP : 058.1.2004.263



Dean of Faculty of Computer Science,



Erdi Widyarto Nugroho, ST., MT  
NPP: 058.1.2002.254

## STATEMENT OF ORIGINALITY

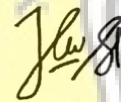
I, the undersigned:

Name : JULIAN LEONARD HUMIANG

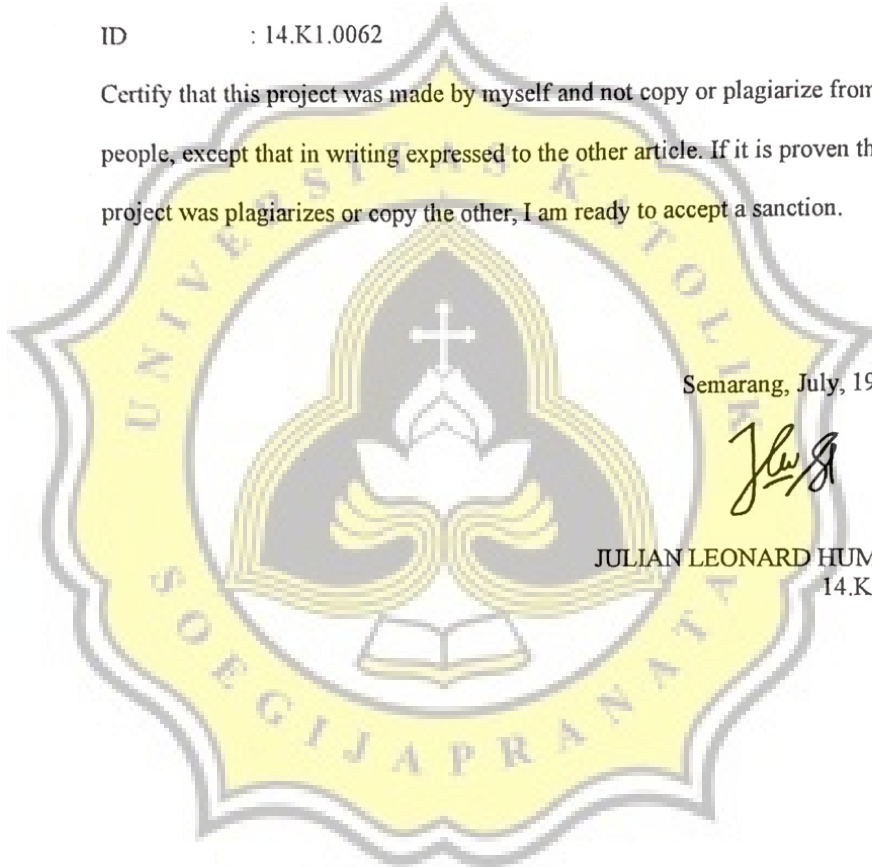
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## ABSTRACT

*The development of technology and system is very widely used by humans at this time, where technology and system are very useful and help humans in carrying out activities of daily life. The technology and system has been developed in life at this time in accordance with its use, one example is a system that is almost the same as TIX or XXI which is well-known today in technological development in an effort to make it easier for the customer not to go to a bench or booking a place, but in the case of a booking system on a badminton court it has not been used because it still has to come directly to the place of booking for badminton court and for the order stage is still manually irregular and does not yet know the field schedule that has been booked or has not been booked.*

*Badminton Court Reservation System Using First Come First Served Method , the above problems can be solved because this method is a scheduling sorting method that work sequentially by sorting the first order will be placed at the top and so on until sorting the last order data so that the order in the first part will processed first so that the next buyer can not handle the schedule that has been booked before.*

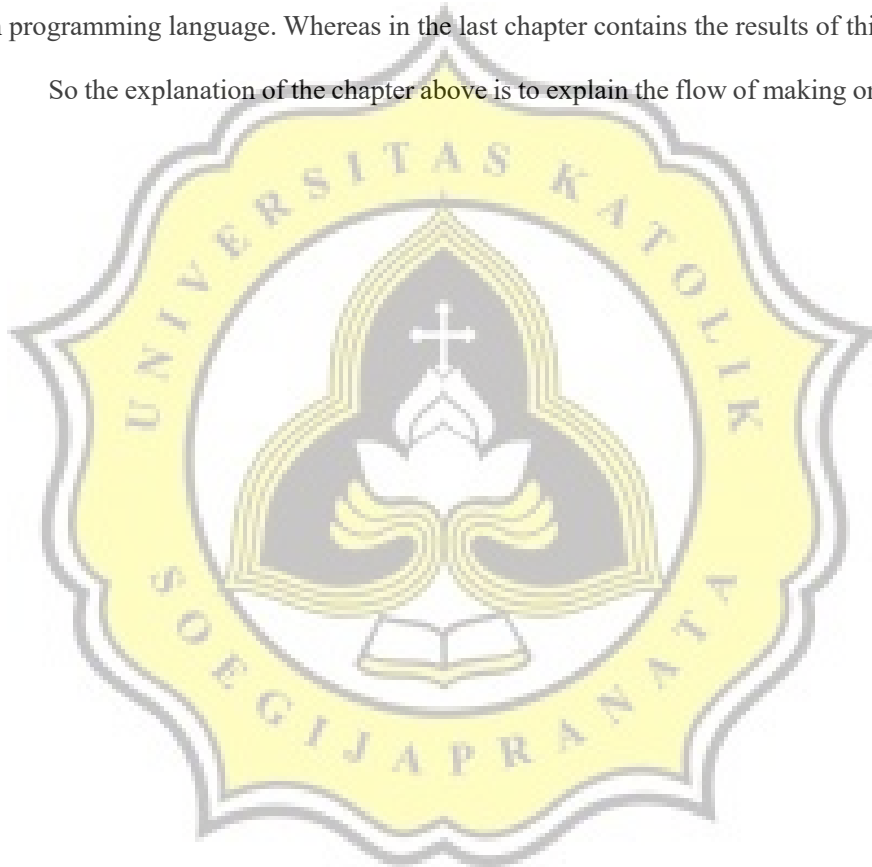
*Project System for Badminton Court Reservation Using the FCFS Method can solve the problem with a percentage value of 90.5% success rate, at the level of data ordering. The disadvantages of this project are that the FCFS method still cannot sort the time that was previously booked so that the data still appears in the next ordering data*

*Keywords: Reservation System, First Come First Serve Method, Badminton Scheduling*

## PREFACE

Project Badminton Court Reservation System Using First Come First Served Method have VI chapter where chapter I discusses the background, scope, and objectives. In chapter II discusses the literature study that encloses several journals as supporting journals of this project. In chapter III discusses steps in working on this project which consists of journal search, data collection, design, program making, project report. In chapter IV discusses analysis and design which consists of creating login displays, creating display registration, making order view and design. In chapter V is the core of this project where in chapter V discusses making this project with programming language. Whereas in the last chapter contains the results of this project.

So the explanation of the chapter above is to explain the flow of making on this project



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