ABSTRACT

Offense is an act that violating lawsuit; the commission of a crime that is lighter than the unlawfulness. The unimplemented of regulation or good governance consistently will be one of the major causes of the occurrence of various forms and misbehavior students, even inside and outside of school. To know the level of indiscipline students in the school, the school needs an information technology to help knowing the level of indiscipline students, such as the work to report the offense and sanction resulted from the activities of students at senior high school 8 bandung because the preparation of reports on offense and sanction students at school is really needed to know the level of indiscipline of students inside of school circumstances. Based on this situation, then the application of the offense and sanction was built at senior high school 8 bandung. This application is expected to help minimizing the level of indiscipline students in school, so the school can determine the policies relate to guidance and gives action/sanction against students who violate school rules. This application is made by using a System Development Life Cycle method, as well as a designing of usecase diagram and an entity relationship diagram. The result of the construction of this application is that it can facilitate the senior high school 8 bandung in breaching management

Keywords: Offense, application, sanction