ABSTRACT

Shoping was one of the activity that everyone has did. Whether its every day, every week, or every month. The intensity of spending on Indonesia society is incredibly high, this was proven by the statement of Badan Pusat Statistik (BPS) released that indonesian people outcoume per capita on 2018 reached Rp 11,06 million/year. The author found some problem in this case. One of which is Indonesia society often forget what they need to bought when they are on shopping center. The author analyze and designing apps infrastructure, through the analysis phase which includes gathering needs, gathering shopping data set, and building prototype. Application that will be built is Android based in accordance with the needs of the Indonesia Society that android users are more than 80 . Therefore the author will built A Smart Shopping Plan Apps which will help users determine their shopping plan that helped with Association Rule method between each item that would be bought by the users.

Keywords: shopping plan,association rule, android apps