# ABSTRACT

In today's modern era, technological developments have advanced rapidly. Starting from the transportation point of view, which can order a vehicle online, then from the buying and selling system that can also be done online, also from the culinary business. Currently, the culinary business has not been able to pursue the two businesses that the authors mentioned above. In fact, in the culinary business the chances of errors in the system that are currently working are still very large. The easiest example is during the food ordering process. During the ordering process, there is often a misunderstanding between the customer and the waiter. Not to mention the mistakes in the delivery of food to the customer's table, which are often confused with one another.

The way the application works is that the waiter at the reception will enter the customer's personal data along with the number of people and the table number, then the customer can immediately order orders according to the menu that is already available. On the menu there is also a price, the length of time it takes to make and deliver the order to the table, and a note that customers can write if there is a special desire for a customer's order. After the customer has finished ordering, the customer can confirm again whether the order is appropriate, if there is something you want to change, the customer can return to the initial order menu and if the order is suitable, the customer will get an order id number which the customer can check on the check order option on the main menu . There are four customer desks in this final project with a distance of four and seven meters.

In this final project, the average response time for orders to the server at the cashier table on a device with a distance of four meters is 3,911 seconds and at a distance of seven meters is 5015 seconds, on two devices with a distance of four meters is 5,377 seconds and at a distance of seven meters. is 5,675 seconds, on three devices with a distance of four meters is 6,925 seconds and at a distance of seven meters is 7.94 seconds, and on four devices with a distance of four meters is 6.74 seconds and at a distance of seven meters 8,301 seconds with the success rate of sending data from the application to the server is 100%.

**Keywords**: application, android