

ABSTRACT

Telkom University has a canteen in every existing faculty. The canteen used by students and staff as customer sometimes has long queues to pay or order. So it takes time for customer to queue up, especially when the canteen is full. Sometimes customer also do not know whether the desired menu is still available or has run out. From the seller's side, it is not uncommon for them to miss orders that have been ordered by customers so that customers have to wait again for their food to be made. It often happens that all available seats in the canteen are also full, so students and employees who want to eat have difficulty finding seats.

This project is integrated with a system that was created to improve customer comfort when in the canteen area, named IoT For Canteen. This system is connected to several sensors that capture data from conditions that can affect the comfort of the canteen. This system is integrated with an Android-based application that has a reservation feature and two payment methods, namely direct payment and online payment. These systems and applications are linked to Firebase to exchange data between the system and applications.

This project is expected to be able to reduce the number of queues by increasing the efficiency of transactions between sellers and buyers by implementing online payments and being able to increase the comfort and level of service in the canteen.

Keywords: Android, Canteen, Internet Of Things, Firebase