

## Abstract

Cooking is an activity performed by someone to prepare a dish. However, this activity can be cumbersome if one lacks knowledge about the food being prepared; thus, recipes are essential in cooking. Traditionally, knowledge about recipes is often acquired through recipe books sold in stores or cooking courses, which require considerable time and expense. With the advancement of technology, however, finding recipes has become easier through websites or applications. This means users no longer need to purchase books or enroll in expensive courses.

The issue addressed in this topic is how to allow people to easily obtain information about seafood recipes in a practical manner. Therefore, for this Final Project, the author has developed an Android-based Seafood Recipe application. The reason for creating this application is that there is a large number of Android smartphone users, and it is considered more practical since it can be used anytime and anywhere.

In planning the development of this Android-based Seafood Recipe application, the author employs the SDLC waterfall model for the system design, using a step-by-step process to ensure the application functions optimally to facilitate user experience.

Keywords: Cooking, Recipes, Application, Android, Waterfall