ABSTRACT

PT. Angkasa Pura I as one of public service institution needs an information system to increase the speed of their information flow. One kind of service that needs a good flow of information is receivable payment service. Therefore, this Skripsi designed an receivable payment information system using object oriented method that aims to make the data processing from manual to computerized.

There’s 3 phase to do when designing an receivable payment information system using object oriented method. In first phase, an analysis about stakeholder’s problem of data processing in PT. Angkasa Pura I’s Surabaya receivable payment service is performed to get user requirements for receivable payment information system design. In second phase, the result of problem analysis are illustrated in UML’s diagram to make the system’s developer can easily understand the user requirements. In last phase, a design evaluation is performed to test the suitability between receivable payment information system design using object oriented method and stakeholder’s requirement in PT. Angkasa Pura I’s Surabaya receivable payment service.

The result of this receivable payment information system design is a design of computerized information system that can produce information faster and more accurate.

Keywords : object oriented method, information system design, receivable payment, Angkasa Pura.