ABSTRACT

This project is to develop the Information System for Pawnshop. Because the inventory management is the core issue for the pawn business. Mostly gain or loss of the business depends upon the inventory management. And another issue is that the services itself. The Inventory Manipulation System is also designed to support the daily operation of the pawnshop to increase the good impression and image toward the shop’s customer.

The whole process of existing system was performed manually. In the system analysis phase, the problem definition was conducted by using the observation and interview method with the shop owner and officers. The information about the existing system, both of the system process and data was analyzed by using the data flow diagram and entity relationship. The proposed system was designed for system user to ease their tasks and increase their productivity. The cost/benefit analysis was analyzed by using break-even point and payback period. After the proposed system was designed, the developer used the Visual Basic Version 6 and Microsoft Access to program the proposed system. Parallel strategy was the accepted method to convert the existing system to proposed system for the model shop.

The result of the system evaluation with the shop management concludes that the system performs accurately and satisfies the design purposes and specifications.