

ABSTRACT

Buying online aeroplane digital ticket is a part of customer travel activity for flighting, without removing physically valuable documentations or ticket paper. all of information contain ticketing electronic that is saved digitally to computer system. yet, the problem now, ticket can easily and illegally reduplicated also faked. project lately discuss how watermark blind implementation technic on e-ticketing for helping to solve problems is related with own ticket evident autenticly for passengger on airport that is implemented using java programming language. whereas this e-ticketing application possible to buy aeroplane ticket using mobile device or handphone. and this e-ticketing application baselined java 2 micro edition technology (J2ME). with using watermarking application on this e-ticketing process can hoped to increase data validation or avoid own ticket counterfeiting while e-tiketing application that is hoped to make us easyly on booking aeroplane ticket fast and efficient without arriving to selling ticket agent.

Index Terms : e-ticketing, J2ME ,watermarking, LSB.