IMPLEMENTATION OF ECLIPSE ADT PLUGIN ON MAKING ANDROID BASED LEARNING MEDIA APPLICATION

Name: HUDA FAJAR ARIANTO
Registration Number: 5207 100 064
Department: SISTEM INFORMASI FTIF-ITS
Supervisor: Mudjahidin, S.T. , M.T.
Nisfu Asrul Sani, S.Kom., M.Sc.

Abstract

Technology has grown rapidly today. Including the existing technology on the mobile phone device. Not only technology that continues to grow, its users continues to grow up. Until the time when smart mobile device based on Android is with a big name of Google Inc. Hundreds of application developed by the developers without hesitation because the open source sistem that enables developers to deploy applications without any charge. Application development has coming to the world of education, many applications are developed based on Android is intended to assist the education process at various levels, from basic to advance levels.

This application was built using Java programming language with some additional tools such as Eclipse ADT Plug In. This Plug In is used to run the existing functionality in the application of this learning media. For extended media in this application, it will cover by an additional form of Flash interactive media.

After this application successfully built, the next process is to conduct testing and evaluation. The trials carried out in two ways, namely functional testing and non-functional testing. The test of functional produce information
that the features in application has been run in accordance with the preliminary design. While based on the results of non-functional testing, it shows that the application can fulfill the main point of the application purpose that can be an assistant media from its previous.

Key word : Learning Media, Android, Eclipse ADT Plugin, Flash