

CHAPTER 1.

INTRODUCTION

1.1 Background of the Study

Cooking is an activity to make a food or a process of combining ingredients into an edible and appetizing food. Everyone cooks for fulfill their needed to eat every day, there are people who makes food to earn money but there are people who makes food for themselves or their family. For people who are not expert in making foods, they sometimes need a food recipe in order to cook the food properly.

The purpose of the technology is to make human's life easier, and now the advancement of technology is so fascinating and made our life so much easier. With just one click we are available to do most all things that we want to do, and with just few clicks or taps, our tasks will be completed in no time. There is various application that probably can help and maximize our life, like food recipe application.

Food recipes came in the form of book, a list, or just a page of paper. Now there are various kinds of media that are used to get food recipe information ranging from magazines, internet, a message, and other. Reading through all pages of books, magazines is too bothersome. Instead of doing that, searching through an application on the phone is much easier, only needed multiple taps to be able to find the most suited recipe for people's daily menus.

Ingredient is a food that is used with other foods in the preparation of a particular dish, in other word ingredient is a key of a food or cooking, people can't cook without an ingredient, but people still could do cooking even with only a few ingredients. Nowadays the problem is that some of people already had couple of ingredients in home but they are confused which food they can make with the available ingredients. This Indonesian Food Recipe Based on Ingredients is an application that can help the user to collect some of food recipes and manage it through mobile smartphone. Even though there has been such a huge advancement in technology, all these applications that is already existed provide you with the ingredients required, and you have to go and buy the ingredients that are not available

in your house currently.

The solution I came to is an Android Application that will provide you recipes based on the ingredients that you already have with you, resulting in less wastage of time and money in buying the unavailable ingredients. The application contains database of existed recipe that uploaded from the developer. If the user wants to search the recipe that they could make with ingredients they already have, they can just simply tap or click tags of the ingredients and the system will shows the user some of food they could make with it.

This system is intended for all people who likes Indonesian food or interested in Indonesian food, these people might be not Indonesian so this application not intended only for Indonesian but for all people in the whole world who likes Indonesian food.

1.2 **Problem Statement**

Based on the background, the author can identify problems that faced on the development of this application, as follows:

1. How to design and build an Indonesian food recipe that can be searched by only ingredient that they have?
2. How people can use the application easily without feeling confused?
3. How does this application will help people to search specific recipe?

1.3 **Purpose of Study**

The purposes of this application development are listed as follows:

1. This application is designed to help people who are confused with what they should cook with available ingredients.
2. This application help people to find recipe of the food that they want to cook.
3. This application help people to able to search Indonesian recipe they like.

1.4 **Limitation of Study**

Some limitations of this study are listed as follows:

1. This application is only for Indonesian food recipes.
2. The ingredients that listed in application is only ingredients that mostly used in Indonesia.
3. This application is only compactible to Android operating system.
4. This application only can sign in with email or Gmail
5. The users are only able to see and search the recipe, user is not able to upload their own recipe

1.5 **Benefit of The Study**

The benefits of designing this application are listed as follows:

1. This application can help users to find Indonesian recipe based on ingredients
2. This application can show user the Indonesian recipe they search
3. This application can help user to show them Indonesian Recipe

1.6 **Research Methodology**

The development method that is used in this thesis project is Rapid Application Development. RAD methods are usually used in the software development process because it has advantages for developers who has only few months or limited time to develop the application.

In this research, the author implemented RAD because the author has limited time to complete this project. Rapid Application Development itself doesn't require a long time and focuses more on testing and turnover. RAD enables rapid delivery and it reduces the overall development time due to the reusability of the components and parallel development.

1.7 **Writing Structure**

The methodical of composing this thesis is separated into six parts, with a clarification for every section, as follows:

CHAPTER 1 INTRODUCTION

This section examines the background of the study in this thesis, issue recognizable proof, purposes, limitations and benefits of the study, also timetables of this thesis is

included.

CHAPTER 2 LITERATURE REVIEW

In this section talks about the essential theories that help and related to this thesis research.

CHAPTER 3 RESEARCH METHODOLOGY

This section talks about the system that utilized in this thesis's research. Start from research structure, data assortment or collection methods and applied conceptual framework.

CHAPTER 4 ANALYSIS AND DESIGN

This section talks about the study and the arrangement or design of the system. Study or analysis of the general information or the present condition, study of the current system, study of system needs and compose the conceptual framework to create a new application.

CHAPTER 5 IMPLEMENTATION AND TESTING

In this section, the author talks about the implementation of the results of the study and design of the system into coding to make an application that can be used by the users. Besides, it also represents the user interfaces of the system and behaviors testing of the system to determine whether the application is as of now done or still need an improvement.

CHAPTER 6 SUMMARY, CONCLUSION AND RECOMMENDATIONS

This section contains the conclusions, summary of this thesis and advices those are used as references for future development.

1.8 Schedule

Scheduling will be implemented in this thesis as follows:

No	Activities	Weeks									
		1	2	3	4	5	6	7	8	9	10

1.	Analysis of needs/requirements	■									
2.	Design			■							
3.	Prototype				■						
4.	Coding					■	■	■	■	■	
5.	Testing					■	■	■	■	■	
6.	Documentation										■

Figure 1.1 Thesis Project Schedule

The process of arranging this thesis takes approximately 10 weeks, with the first week, started on March 10th, 2020 and to be plan finished on May 20th, 2020.