Pengembangan Aplikasi Pemesanan Tiket Online Dan Penerapan Algortima *Dijkstra* Untuk Rekomendasi Wisata Di Kabupaten Banyuwangi

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ABSTRACT

This research aims to develop an online ticket booking application featuring tourist attraction recommendations using Dijkstra's Algorithm in Banyuwangi Regency. The application is designed to facilitate tourists in booking tickets and finding optimal tourist destinations. The methods used include needs analysis, design, development, and system testing. The results show that the application can provide efficient ticket booking services and recommend the shortest tourist routes based on the user's location. This application is expected to enhance the tourist experience and support the development of tourism in Banyuwangi.

Key Words: *Ticket Booking, Dijkstra's Algorithm, Tourist Recommendations, Banyuwangi*