

Aplikasi Mobile Mashup Wisata Kabupaten Lumajang Berbasis Android
(*Mobile Mashup Application Lumajang District Based Android*)

Rani Ekasari Pratiwi
Program Studi Manajemen Informatika
Jurusan Teknologi Informasi

ABSTRACT

Lumajang is one district that has many tourist places. Various tourist spot consists of a variety of natural attractions, tourist artificial and culture tourism. Diverse tourism sector with a unique and exotic that is supported by a variety of amenities to attract tourists both local and non-local. To facilitate the travelers to access travel information in Lumajang, then made a Mobile Application Mashup Android-Based Tourism Lumajang.

Activity methods used in making the application that is using waterfall method. As for the use of its framework using JQuery Mobile. For the algorithms used in those applications that dijkstra algorithm. This algorithm is used to provide information on the shortest route to tourism destination by the user.

The results of this application form of information about attractions, restaurants, hotels and information about travel agency located in Lumajang. As well as additional information such as the shortest route information to the tourist attraction that the user selected. The latest upadate mengeni tourist information, hotel, restaurant and travel agency, admins can update that information through a web service. Web service is used specially for the admin.

Keywords: *Mobile Mashup Application, Android, JQuery Mobile, Dijkstra Algorithm*