

Traveler Application “Pergi Jauh” to Give Recommendation Place for Users

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Abstract

Mobile programming is the process of making applications that can be done with Java, Kotlin or Android Studio. Making this application is aimed at starting from solo travellers (backpackers) to being able to be used for families who are visiting a certain city or area for the first time to get tourist information according to the user's location point. This application is applied to Android-based smartphones and websites so that it can be used using a laptop or computer. Designed according to the target user with an age range from seventeen to forty-five years. The use of the application uses the Google Maps API so that it can detect the user's location and the application will automatically provide suggestions starting from places of entertainment, lodging and restaurants located at the user's location. This application is expected to help tourists get a sense of satisfaction after having a vacation in a recently visited area.

Keywords

Mobile Programming, Java, Kotlin, Android studio, API

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