Aplication Andriod of

by Supratman Zakir

Application of Android System for Anti-Drug Information

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Abstract. Drugs caused the rehabilitee and damage the behavior and mind of men. Then, it's also cause the future life of youth come dullness. Other while, the circulation of drug sale has been using the technology information to catch the target of the target of drugs users.There are many young generation use android. So the android can purposed to prevent the drugs consumption in the youth life.The research in to build an anti drugs application on android basic. It's function to held an interactive dialogue and accommodate the youth creativity, then drug education regarding to improve the service and the young generation care in millennial age for drug mobility eradicating.

Keyword. drug, android, young generation.

1. Introduction

In Indonesian found 2,21% and or 4.173.633 people consumed the drugs, with in addiction category; - try using = 1.632.636 person, with prevelation 0,87%, - regularly use = 1.539.360 person, with revelation 0,82%, - injecting addicts = 70.001 person, with revelation 0,04%, -not injecting addicts = 931.363 person, with revelation 0,49.[1]

Drugs circulation grew fastly in Indonesian country and with many moduse by the reseller[2]. It's so confuse where the a mount and the victim of drugs has found in almost side of society, especially in young generation (Student) ask the next future of nation. The are many effort that has been done by the government to anticipate the drugs problem, so far.[3] Other while, the amount of drug user still grow as while as in Payakumbuh city for example. Drugs or NAPZA (Narcotic, Psychotropic, Addictive) is made from herbal that can make hallucination and consciousness derivation to the user. During the research found that the student of middle school and university are consumed drugs. For that condition, we need to inform and socialize a formulating to prevent the problem. In this research,

we create a game method based on android platform, that contain about information of application, that helps the user to find some kind of drugs and effect. At the same time, we hope this application can help the BNN (Nation Drugs Board) program toward the student in high school and university. The game is so interest and make the student enjoy in playing the game.

Figure 1. Drugs

Basically, the android can use for another orientation, such as; detect the kind of drug for pharmacy, doctor, medical patient and or public people that connecting by basic-data with code QR [4]. It's make detecting drug process become easier, as used in cellular phone.

The young generation is hope of the nation, and ask to achieve their aim. One of that hope is, avoid the drug consumption, to hold the sovereignty could be defend on many condition, even in drug problem that can damage the characteristic of the nation people. For that target, every young man, must take their responsibilities about it, start from today and on by themselves.

At the same time, we hope this ANDROID SYSTEM FOR ANTI DRUG can help governance to realize that effort digitalized. The system can access by many people with in very flexible and downloaded in the play store application. It contents; drugs information, chat and consultation, article media on Technology Information oriented. With this way, hopes to prevent and avoid the young generation from drugs consumption.

2. Basic Theory

2.1 Drugs

Drugs is the addicts that can influence the psychology side (think, mind and behavior) of people and physically or psychology dependence. Normally, drugs used by the doctor on medical way (surgeries process) and or medical illness treatment. In other case, there are many people used illegally as forbidding drug. It makes the damage on human organs, mind and people addictions. The Kind of Drug in Indonesia;

2.1.1Marijuana

It sourced from flowers, tree, and fried leaf from Cannabis sativa. Marijuana, combining into tobacco of cigarettes, and or used by suction. It caused, forgetful on time, influence body activities, hard to think and low memory on mind.

2.1.2 Crystal Meth

It is white, bitter, and smell off. Customary, consumed by labor and house wife. It consumed by suck, with cigarette and or injecting. It causing insomnia, hyperthermia and hurried on action.

a. Ecstasy

The effect of ecstasy; insomnia, no appetite and muscle cramps.

b. Heroin

It made from extracting of varieties of poppy nut and powder created from South America. The user of heroin felt like gladness or overjoyed. Heroin effects to heart leak, even comma.

2.2 Android

The android is operating system in opening application. It is very enjoyable to use. When the first launched on November 5th 2007, Android accompany with Open Handset Alliance has been support the developing of opened standard for cellular phone. In another side, the Google launched Android codes on Apache license. Apache is a software license for open standard for cellular also. So far, there was two distributor for Android operation. First, called Google Mail Service (GMS) with full supported by Google. Second, called Open Handset Distribution (OHD) that operated without supported by Google exactly.[5]

2.3 Research Method

The research model is SDLC Waterfall, that develop the software by doing step by step system operating [6].

Figure 2. SDLC

Software Development Life Cycle Description :

a. Requirement Gathering and Analysis

All requirement needed for develop the system entering and documented in the requirement specification.

b. System Design

Specification that need on first step, learned on this step and prepared to system design. It helps in analyze hardware specification and system needs, then helping to defined the complete architecture of system[7].

c. Implementation

By inputting from System Design, it developed firstly on Unit that integrated with next step. Each unit elaborated and functioned as unit tester references.

d. Integration and Testing

All unit developed at all implementation step integrated into a unit examination. After integration, all unit entered to testing all error and failure.

e. Deployment of System

After functioning and non functional testing, the product deployed to the client environment and or released to market.

f. Maintenance

There are some problem occurs in the client environment. So, in order to fix it, released the patch. Then, to improve the product quality, there will some good version. Maintenance doing for making good service to the client.

3. Result and Research Analysis

The result design of Anti Drugs application access thru the website and cellular. [8] It form on the website, addressed; https:/antinarkoba.online. then, to use cellular can access (download) with Play store.

3.1 Class Diagram

It containing i.e.; material, participant, information, creation, creation assessment, and consultation.

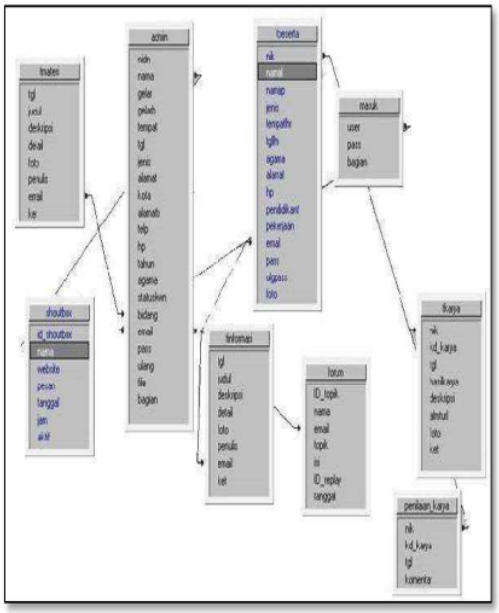

Figure 3. Class Diagram

3.2 Anti Drugs Application on Android Based.

Android Mobile application for this anti drug is a strategy on mobile friendly, that designed for the young generation, especially to drug problem, such as; dangerous of drugs, participant creation, technology information, psychology consulting and news.

Figure 4. Drug Danger Information

For LOGIN, the participant should fill the biography firstly, about user name, and password to access the application by click the menu REGISTER.Then, show DAFTAR, as below

Figure 5. User Registration

This used for input some IT material, like design graphics and web application development.

Figure 6. Information Technology Materials

The CREATION, used for entering the creation of participant, whether it is PICTURE file and or design graphics or link address that created by participant after attend on skill workshop in design graphics and web design.

Figure 7. Participant's Work

4. Conclusion

The application of Anti Drugs on Web Site and Android based, can functioned as the drug consumptions preventive for the young generation in flexibility. It can downloaded from play store, where getting in touch directly with IT master and Psychology. Then, improve the young generation creativity in IT program and solver the drug problem accompanied by psychology.

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