

ABSTRACT

The library is the place to keep, processing, and find information where the information consist printed reading material or electronic reading material.

In the library there is system that set library material/information starting from borrowing, service and presentation for reader.

Low No. 2 of 2003 concerning the National education system in article 45 paragraph 1 which states that each formal and non-formal education unit provides facilities and infrastructure that meet educational needs in accordance with the growth and development of physical potential, intellectual, social, and mental health of learners. Education is not possible if the educational staff or students are not supported by the learning resources needed to organize the teaching and learning activities concerned. Therefore the library must be owned by the school. However, the quality of libraries in dominant schools is less attention from the use of technology so that business processes contained in the library are still handwritten as recording, borrowing, repaying, calculating fines and others. With the quality of the library not developing, officers often encounter problems such as recording errors or loss of library data, therefore the writer will build a library management application and colculate fines for school libraries that still use old methods that are less effective and efficient in its management. In developing the application there are functionalities of managing user registration, new members. adding book categories, adding books, borrowing books, returning books, and calculating fines using the waterfall method, using the PHP programming language, using the Codelgniter framework and the MySQL database. With this application it can be expected to help school library staff manage library data.