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FOREWORD

We are proud to present Volume 2, Number 1 of Coding: Journal of Computing and Software Engineering (June 2026), which features five scholarly articles contributed by researchers from six higher education institutions in Indonesia. This edition includes contributions from Politeknik Negeri Jakarta, Politeknik Negeri Padang, Universitas Sembilanbelas November Kolaka, Universitas Muhammadiyah Riau, Institut Teknologi dan Ilmu Sosial Khatulistiwa, and Politeknik Negeri Lampung, reflecting a shared commitment to advancing applied research and innovation in the fields of computing and software engineering.

This edition presents a range of recent studies in augmented reality, embedded systems, digital transformation, digital payment adoption, and information systems. The first article discusses the implementation of a multi-touch interaction system for 3D object manipulation based on augmented reality. The second article presents a prototype vibration detection and alarm system based on Arduino Uno using an SW-420 sensor for the coastal area of Padang Pariaman. The third article examines the implementation of a no-code platform for attendance and payroll recording applications in a housing development project. The fourth article analyzes students' perceptions of benefits, ease of use, and risks associated with the acceptance of QRIS as a digital payment method. Furthermore, the fifth article explores the design of a web-based inventory information system using the Monte Carlo method to predict stock availability.

We extend our deepest gratitude to all authors, reviewers, and the editorial team for their contributions and dedication to the publication of this edition. We hope that all articles in this journal provide insight, inspiration, and added value to researchers, academics, and practitioners in the fields of Applied Computing and Software Engineering.



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