Universiti Teknologi MARA

MOBILE APPLICATION OF SMART LAB REPORT MANAGEMENT WITH QR CODE READER

MOHD FARHAN BIN KHALIT

BACHELOR OF INFORMATION TECHNOLOGY (Hons.)
INFORMATION SYSTEMS ENGINEERING

JANUARY 2017

STUDENT'S DECLARATION

I certify that this report and the project to which it refers is the product of my own work and that any idea or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline.

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MOHD FARHAN BIN KHALIT
2014333459

FEBRUARY 10, 2017

ABSTRACT

The project explores the means of a reporting system for computer laboratory in UiTM Jasin, Malacca. It was found that the users especially students rarely file a report when a problem encountered with the computer equipment in the laboratory. It was found that the current system is using manual process such as fill-in the information through form or using verbal communication. Through this process, it will take time consuming for users and certain parts are tedious. Usually the users need to call Information Technology (InfoTech) when a problem is found to get a faster response. InfoTech will need to ask the laboratory location and the computer failure details. The development of mobile application hopefully encourage users filing a report about the computer problem and help the InfoTech in data management. The project is using based on Waterfall Model Life Cycle and consists of four phases which are – requirement gathering, analysis phase, design phase and implementation phase. The first objective is to gather and analysis the requirement of mobile application developed. Next is design the mobile application architecture for user interface and the database as well. Lastly is implementation phase where it is done by developing a mobile application that can handle report filing and data management. For future works, this mobile application can be used by students and InfoTech staff and can be install to all platforms in the mobile application. Besides that, this mobile application can be enhanced by adding more features and enhanced the user interface. Through this more features works added may increase the performance and productivity of the mobile application. Nevertheless, this mobile application can able used by all users with variety of mobile platform.

TABLE OF CONTENT

CONTENTS PAGE

SUPERVISOR'S APPROVAL ..... **ii**
STUDENT'S DECLARATION ..... **iii**
ACKNOWLEDGEMENT ..... **iv**
ABSTRACT ..... **v**
TABLE OF CONTENT ..... **vi**
LIST OF FIGURES ..... **ix**
LIST OF TABLES ..... **x**
LIST OF ABBREAVIATIONS ..... **xi**

CHAPTER ONE: INTRODUCTION **1**

1.1 Background of Study 1
1.2 Problem Statement 2
1.3 Aim 3
1.4 Objective 3
1.5 Scope 3
1.6 Project Significance 4
1.7 Anticipated Results 4
1.8 Limitations and Assumptions 4
1.9 Chapter Summary 4

CHAPTER TWO: LITERATURE REVIEW **5**

2.1 Overview of Mobile Application 7
2.2 User-centered Design (UCD) 7
2.3 Overview of QR Code and Barcode 9
2.3.1 Barcode versus QR Code 10
2.3.2 Usage of QR Code 13
2.3.3 QR Code Technique 14
2.3.4 QR Code Decoding Process 14
2.4 Mobile Application versus Web-Based System 16
2.4.1 Android on Mobile Application 17

2.5 Related Works 18
2.5.1 Application of QR Code in Outline Travel Distribution 18
2.5.2 Benchmarking the Use of QR Code in Mobile Application 19
2.5.3 Marketing Solution for Tracking and Reporting System 19
2.5.4 envVisual Facility Management App 20
2.6 Mobile Application Platform as Proposed Platform 20
2.6.1 Choices of Languages 21
2.6.2 Overview of Database Used for the Project 22
2.7 Chapter Summary 24

CHAPTER THREE: METHODOLOGY 25

3.1 Waterfall System Development Life Cycle 25
3.1.1 Requirement Gathering Phase 27
3.1.2 Analysis Phase 27
3.1.3 Design Phase 28
3.1.4 Implementation Phase 28
3.2 Software Construction Approach and Modeling 29
3.3 Requirements Needed for Software and Hardware 30
3.4 The Project Timeline 31
3.5 Chapter Summary 31

CHAPTER FOUR: RESULTS AND ANALYSIS 32

4.1 Requirements Gathering and Analysis Phase 32
4.1.1 Gather and Analysis Phase 32
4.2 Design Phase 39
4.2.1 Three-Layer Architecture 39
4.2.2 Design Class Diagram 41
4.2.3 Multilayer Sequence Diagram 41
4.2.4 System Interface 42
4.3 Implementation Phase 46
4.4 Chapter Summary 49