## Universiti Teknologi MARA

# Agent & Supplier e-Marketplace (A&S.com)

**Mohammad Aiman Bin Ismail** 

Thesis submitted in fulfillment of the requirement for Bachelor of Information Technology (Hons.) Business Computing Faculty of Computer and Mathematical Sciences

January 2017

### **STUDENT DECLARATION**

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

MOHAMMAD AIMAN BIN ISMAIL

2014383215

JANUARY 26, 2017

#### ABSTRACT

E-marketplace is an electronic platform where buyers and sellers meet to conduct business transactions. An e-marketplace maker plays a major role in providing and managing the e-marketplace facilities for the buyers and sellers. The exchanging of product, information and money mainly occurred between the buyers and sellers. Currently, the process of dropshipping is conducted through social network and communication applications. Several constraints in conducting business through social networks and communication applications are the cumbersome interaction for personal and business use as well as the difficulties in conducting transactions among the market participants. Hence, Dropship Agents and Suppliers e-Marketplace (A&S.com) is developed to assist the agents and the suppliers to conduct business in a more systematic way. The system's core function is focused on the interactions and transactions among the dropship agents and the suppliers. This prototype system is derived from the development process conducted by adapting the Waterfall Model of the SDLC. The methodology comprises of six sequential steps which are planning, analysis, design, development, testing and evaluation as well as the documentation phase. The prototype is scheduled to be tested and evaluated in terms of functionality and usability by three (3) expert users and thirty (30) respondents. As the result, the highest mean is 4.4 (SD=0.728) for construct satisfactory. This concludes that majority of the respondents are satisfied with A&S.com. It is hoped that A&S.com will enhance the flow of current business process for the dropship agents and their suppliers.

## **TABLE OF CONTENTS**

CONTENT	PAGE
SUPERVISOR APPROVAL	ii
STUDENT DECLARATION	iii
ACKNOWLEDGMENT	iv
ABSTRACT	V
TABLE OF CONTENTS	vi
LIST OF FIGURES	Х
LIST OF TABLES	xi

#### **CHAPTER ONE: INTRODUCTION**

1.1 Background of Study	1
1.2 Problem Statement	2
1.3 Project Objective	11
1.4 Project Scope	11
1.5 Project Significance	15
1.6 Gantt Chart	16
1.7 Project Framework	16
1.8 Expected Outcome	17
1.9 Conclusion	18

#### **CHAPTER TWO: LITERATURE REVIEW**

2.1	Introduction	20
2.2	E-Commerce	20
	2.2.1 Types of E-Commerce	21
	2.2.2 Business Model	22
	2.2.3 Revenue Model	22
	2.2.4 Features and Components of e-Marketplace	23
2.3	Drop shipping	25
	2.3.1 Online Drop Shipping	26

	2.3.2 Participants of Drop Shipping Activities	26
2.4	System Development Model 2.4.1 Waterfall Model	26 27
	2.4.2 Prototype Model	28
	2.4.3 Rapid Application Development(RAD) Model	30
	2.4.4 V-Model	30
	2.4.5 Spiral Model	32
	2.4.6 Comparison of Software Development Methodologies (SDM)	33
2.5	Similar Existing System 2.5.1 Alibaba.com	34 34
	2.5.2 Globalsources.com	35
	2.5.3 Indiamart.com	36
	2.5.4 Dhgate.com	36
	2.5.5 Diytrade.com	37
2.6	Implications of Literature Review	38
2.7	Conclusion	39

## CHAPTER THREE: METHODOLOGY

3	.1	Introduction	41
3	.2	Project Development Methodology	41
3	.3	Project Planning	42
		3.3.1 Current Process in Conducting Drop Shipping Activities	43
3	.4	Project Analysis	44
		3.4.1 Process Flow Diagram	45
3	.5	Project Design	45
		3.5.1 Context Diagram	46
		3.5.2 Data Flow Diagram (DFD) Level 0	47
		3.5.3 Entity Relationship Diagram (ERD)	48
		3.5.4 Functional Hierarchy Diagram (FHD)	49
		3.5.5 System Interface	49
3	.6	Project Development	50
		3.6.1 Hardware Specification	51
		3.6.2 Software Specification	51
3	.7	Project Testing and Evaluation	52
		3.7.1 Expert Evaluation	54
		3.7.2 User evaluation	54
3	.8	Documentation	56