

UNIVERSITI TEKNOLOGI MARA

**A DYNAMIC COMMUNITY RESIDENTIAL AREA
SYSTEM IN MOBILE APPLICATION (i-Neighbour) BY
USING RUBYMOTION**

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CHAPTER 1

INTRODUCTION

1.1 INTRODUCTION

In this chapter one, we discussed about the project background that contains the history of portal in system development , statistic of user who are using portal and a synopsis of the project itself. The problem of the project which include from the observation and experience becoming the member involved in the organization itself. The objectives of the project will be stated as the solution of the problem. The project scope will be including the limitation and how it will be used.

1.2 PROJECT BACKGROUND

A system development methodology refers to the framework that is used to structure, plan, and control the process of developing an information system. A wide variety of such frameworks have evolved over the years, each with its own recognized strengths and weaknesses. One system development methodology is not necessarily suitable for use by all projects. Mobile development is the work involved in developing a mobile site for the Internet (World Wide Mobile) or an intranet (a private network). Mobile development can range from developing a simple single static page of plain text to complex mobile-based internet applications (mobile apps), electronic businesses, and social network services. A more comprehensive list of tasks to which mobile development commonly refers, may include mobile engineering, mobile design, mobile content development, client liaison, client-side/server-side scripting, mobile server and network security configuration, and e-commerce development.

Among mobile professionals, "mobile development" usually refers to the main non-design aspects of building mobile sites: writing markup and coding. Mobile development may use content management systems (CMS) to make content changes easier and available with basic technical skills.

For larger organizations and businesses, mobile development teams can consist of hundreds of people (mobile developers) and follow standard methods like Agile methodologies while developing mobile sites. Smaller organizations may only require a single permanent or contracting developer, or secondary assignment to related job positions such as a graphic designer or information systems technician. Mobile development may be a collaborative effort between departments rather than the domain of a designated department. There are three kinds of mobile developer specialization: front-end developer, back-end developer, and full-stack developer. Front-end developers responsible for behavior and visuals that run in the user browser, while back-end developers deal with the servers. Since the commercialization of the mobile, mobile development has been a growing industry. The growth of this industry

is being driven by businesses wishing to use their mobile site to advertise and sell products and services to customers.

An ever-growing set of tools and technologies have helped developers build more dynamic and interactive mobile sites. Further, mobile developers now help to deliver applications as mobile services which were traditionally only available as applications on a desk-based computer. This has allowed for many opportunities to decentralize information and media distribution. Examples can be seen with the rise of cloud services such as Adobe Creative Cloud, Dropbox and Google Drive. These mobile services allow users to interact with applications from many locations, instead of being tied to a specific workstation for their application environment.

Mobile development has also impacted personal networking and marketing. Mobile sites are no longer simply tools for work or for commerce, but serve more broadly for communication and social networking. Mobile sites such as Facebook and Twitter provide users with a platform to communicate and organizations with a more personal and interactive way to engage the public.

Nowadays there are a lot of developments in residential areas as the growth of the economy in our country demanded a lot of housing area. Recent data shows that around 80% of gated neighbourhoods are displeased with the quality of the guard service hired because there is a lack of real KPI (Key Performance Index) or proof of job done in real time for them to compare and pinpoint the problems. With i-Patrol, a neighbourhood can set a KPI to determine the guards' quality, and the system will highlight and notify when a guard can't reach the expected standard, so the guard company can make necessary action to deliver better services to the neighbourhood they serve.

In many residences, the visitors have to wait in a long queue to register and sign the visitor book manually at reception. Although this kind of visitor enrolment method is perceived as fast and easy, it does not secure visitor information and anyone who is using the log book can access the visitor data easily. In today's security-conscious environments, it is important for residence management to manage and track their visitors without sacrificing the security of visitor information.

1.2 PROBLEM STATEMENT