

Universiti Teknologi MARA

**PetR'Us Management System for My
Pets' Bowl**

Aida Diana Binti Mohd Shah

**Thesis submitted in fulfilment of the requirements
for
Bachelor of Information Technology (Hons.)
Information Systems Engineering
Faculty of Computer and Mathematical Sciences**

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.

.....
AIDA DIANA BINTI MOHD SHAH
2013292954

JANUARY, 2017

ABSTRACT

The purpose of this project is to solve the problem faced by Encik Aiman, the owner of My Pets' Bowl. The problem is that been facing is the tasks are being done in the store are be made manually and without the help of any computerized system. On the other hand, the process of checking the boarding availability and appointment book is very tedious and time consuming. On the other hand, customer finds it difficult to keep up to date with the latest announcement of the store as the old news being overshadowed by the latest news. By developing a web-based system named PetR'Us that is able to assist Encik Aiman to manage the management of the store and reservation for pets boarding, grooming, mating and treatment services. This system also able to store the reservation data for boarding, treatment, grooming and mating that can be stored neatly and accordingly for easier future references. Besides that, the system also provides advertisement management in order to assist Encik Aiman to manage the advertisement sections. This system might be able to reduce the problem that occurring in store by using the reservation system.

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	xi
CHAPTER ONE: INTRODUCTION	12
1.1 Background of Study	12
1.2 Problem Statement	14
1.3 Project Aim	17
1.4 Objectives	17
1.5 Project Scope	18
1.6 Project Significance	18
1.7 Limitations	19
1.8 Expected Outcomes	19
1.9 Summary	19
CHAPTER TWO: LITERATURE REVIEW	21
2.1 Information System	21
2.1.1 Types of Information Systems	21
2.2 Management Information Systems	24
2.2.1 Pet Management System	24
2.3 The overview of My Pets' Bowl	25
2.4 Similar System of Pet Store	25
2.4.1 One of a Kind Pet Rescue	26
2.4.2 Pets at Home: The Groom Room	27

2.4.3	Pet Emergency Treatment and Specialties	28
2.4.4	Pet Emergency Treatment Services: Ocala	29
2.5	Online Reservation Systems	30
2.5.1	Similar System on Online Reservation System	30
2.5.2	Comparison of Common Features for Pet Store System	34
2.6	System Development Life Cycle (SDLC) Methodologies	34
2.6.1	Spiral Model	36
2.6.2	Agile Model	37
2.6.3	Waterfall Model	38
2.6.4	Hybrid model	40
2.7	Web Development	41
2.8	Language	42
2.9	Discussion	43
2.10	Summary	43
CHAPTER THREE: METHODOLOGY		44
3.1	Overview of the Selected Methodologies	44
3.2	Requirements Gathering and Analysis	45
3.2.1	Meet the stakeholder and carry out interview	46
3.2.2	Similar website comparison	46
3.2.3	Analyze the requirements	47
3.2.4	Document the requirement	47
3.3	System Design	48
3.3.1	Design the environment	48
3.3.2	Design the architecture and software	49
3.3.3	Design the user interface and system	49
3.3.4	Design the database	50
3.3.5	Document the design	50
3.4	Implementation	51
3.5	Summary	51
CHAPTER FOUR: RESULTS AND ANALYSIS		52
4.1	To Gather and Analyze the Requirements For PetR'Us.	52
4.1.1	Interview Result	53
4.1.2	Analysis from the Interview	55