

Universiti Teknologi MARA

**RAPIDBOOK : Book purchasing mobile app using
QR code**

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SUPERVISOR APPROVAL

RAPIDBOOK : BOOK PURCHASING MOBILE APP USING QR CODE

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This thesis was prepared by the supervision of the project supervisor, Dr Elin Eliana Binti Abdul Rahim. It was submitted the Faculty of Computer and Mathematical Sciences and was accepted in partial fulfilment of the requirements for the degree of Bachelor of Programme's Name.

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STUDENT DECLARATION

I certify this thesis 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 acknowledge in accordance with the standard referring practices of the discipline.

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ABSTRACT

Books has always been a tool to store information or to tell stories. Whether it's for education, entertainment or kept as a collection, it is mainly been used throughout the years as a platform to help spread information to the world. These books can be purchased within book stores around the world but there hasn't been a platform to allow customers to make immediate transaction when the customers needed it. Thus, this mobile application is will provide customers to make their own transaction swiftly, allow staff to manage the store better and eases managers to make decision making for the store. Quick Response (QR) code plays a role in making immediate transaction for the customers. It is not just suited for mobile devices, it is also easy to use and has a fast response time with it. This project is based on the Mobile Application Development Lifecycle (MADLC) to make sure the project is well developed and well documented. In order to develop the RAPIDBOOK mobile application, Android Studio, an Android's Integrated Development Environment (IDE) is required to provide the necessary tools for the developers to begin development of the RAPIDBOOK. Firebase is required as a real-time database for RAPIDBOOK as staff is requires update regarding new arrival books and promotional prices. The scope of this project will focused on the Soon Siang Sdn Bhd Books and Stationery store. In future work, the mobile application will be available throughout Malaysia.

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