Universiti Teknologi MARA

Jas Ads: Advertisements Listings Web

Khairul Naim bin Anuar

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

January 2020

ACKNOWLEDGEMENT

First and foremost, I would like to thank my project supervisor, Miss Anis Afiqah Binti Sharip. Without her assistance and dedicated involvement in every step throughout the process, this thesis would have never been accomplished. I would like to thank her for her constant support, kindness and understanding over the past year.

Getting through this project, obviously required more than academic support, and I have a lot of people to give my gratitude for listening to and, at times, having to tolerate me over the past few years. I cannot begin to express my gratitude and appreciation for their friendship and support.

Most importantly, none of this could have happened without my family who has been kind and supportive to me through thick and thin. Every time I was ready to quit, they are my inspiration to keep on going and I am forever grateful for that.

ABSTRACT

Advertisements are everywhere and is a part of the effort to reach a certain target audience of interest or to become widely known. Sometimes, having advertisements may not be able to go far due to doing the wrong approach. Thus, this project focuses on obtaining that reach by providing a centralized platform for a certain area to promote and advertise their products or services. With a centralized platform it will be easier to reach certain audiences due to having all the community to use the same system. The development of this system follows the Waterfall method of the SDLC as it is the simplest method for small projects. In order to produce a good e-commerce system, the project must include usability testing with a lot of actual users of the system to get a better grip on the ease of use of the system. The users have flexibility on posting their advertisements as the system provides multiple variation options to be set in the advertisement for buying and selling products. The findings of project include the comparisons of similar applications, gathered user stories, the Software Requirements Specifications, the Software Design Document, the complete system and the results of the testing phase. There are several constraints to the system, but it is just a mere will to further improve the system in the future.

TABLE OF CONTENT

CON	TENTS		PAGE	
SUPE	i			
STUD	ii			
ACKN	OWLEI	iii		
ABST	RACT		iv	
TABL	v			
LIST	OF FIGU	JRES	ix	
LIST	OF TABI	LES	xi	
LIST	OF ABBI	REVIATIONS	xii	
СНАР	TER ON	E: INTRODUCTION	1	
1.1	Backgr	ound of Study	1	
1.2	Probler	n Statement	2	
1.3	Project	Aim	3	
1.4	Project	Objectives	3	
1.5	Project	Scope	3	
1.6	Project	Significance	4	
	1.6.1	Marketplace Buyers	4	
	1.6.2	Marketplace Sellers	4	
	1.6.3	Tasks Posters	5	
	1.6.4	Tasks Interactors	5	
1.7	Summary		5	
1.8	Outline of the Thesis			
СНАР	TER TW	VO: LITERATURE REVIEW	7	
2.1	Adverti	7		
	2.1.1	Physical Advertisements	8	
	2.1.2	Digital Advertisements	9	
	2.1.3	Comparison of Advertisements	9	

2.2	E-Commerce		
2.3	Framev	11	
	2.3.1	Laravel Framework	11
	2.3.2	Java EE Framework	12
	2.3.3	Comparisons of Frameworks	12
2.4	Instant	13	
2.5	Notific	14	
	2.5.1	Techniques	14
	2.5.2	Comparison of Notification Techniques	18
2.6	Related	18	
	2.6.1	Craigslist	19
	2.6.2	Mudah.my	21
	2.6.3	Shopee	23
	2.6.4	Comparison of Related Work	25
2.7	Softwa	26	
	2.7.1	Waterfall Model	26
	2.7.2	V-Model	27
	2.7.3	Spiral Model	28
2.8	Discuss	sion	29
2.9	Summa	ary	30
СНАР	TER TH	IREE: METHODOLOGY	31
3.1	Waterf	all Model	31
3.2	Requirements Gathering		33
3.3	Requirements Analysis		34
3.4	System	35	
3.5	System	Implementation	36
3.6	System	38	
3.7	Gantt C	40	
3.8	Summa	ary	40
СНАР	TER FO	UR: FINDINGS & ANALYSIS	41
4.1	Requirements Gathering		41
	4.1.1	Comparisons of Similar Application	41