



PRACTICAL TRAINING REPORT

AT

JABATAN BENDAHARI

UNIVERSITI SAINS MALAYSIA

11800 PENANG

BY

MAZUARIZON BINTI MALEK (2004136075)

NOR HANIZA BINTI MOHD KHIR (2004136242)

MUHAMMAD SYAKIR BIN MOHD HARIS (2003148221)

REPORT

FOR

FACULTY OF QUANTITATIVE SCIENCE AND

INFORMATION TECHNOLOGY

TO FULFILL PART OF THE RULES IN GETTING

DIPLOMA IN COMPUTER SCIENCE

28 OCTOBER 2007

# ACKNOWLEDGEMENT

Assalamualaikum w.b.t.

First and foremost, thanks to Allah, the most gracious and the most merciful for giving us the opportunity to complete our practical training in a given time at Jabatan Bendahari, University of Science Malaysia (USM).

Furthermore, we want to thank our supervisor in Jabatan Bendahari, En. Ahmad Khalil Bin Salahuddin, Information System Officer and other staffs for helping and providing us with a lot of information to complete the system. During our practical training, we have learned so many things which are beneficial for us as computer science students. Next, we would like to thank our supervisor Pn Siti Rafidah Binti Mohd Dawam from UiTM Merbok, Kedah, for the time and energy she spend visiting us at Jabatan Benadahari to supervise our system development during the practical training. Besides, we also like to thank our course mates which had given their ideas and supports during the practical training.

Last but not least, we do appreciate all the cooperation given by everyone during the practical training in Jabatan Bendahari, USM. Thank you so much and may Allah bless all of us.

## **1.2 PRACTICAL TRAINING BACKGROUND**

Faculty of Information Technology and Quantitative Science, MARA University of Technology (UiTM) has made compulsory to all final semester students to undergo a practical training in any organization related to the information technology. Students are free to apply for the desired company. However, they are bound to the organization and UiTM's rules and regulations for approximately 16 weeks. The main objective of practical training is to expose diploma students of Computer Science students into implementing all the theories learned previously for about 5 semesters. There are other objectives such as:

- To train students with the working environment and how to communicate among the colleagues.
- To be familiar with various types of job available after they graduated.
- To equip the students with working experience and knowledge during practical training.

# TABLE OF CONTENTS

<b>Acknowledgement</b>	<b>i</b>
<b>Table of contents</b>	<b>ii</b>
<b>1.0 Introduction</b>	
<b>1.1 Team Background</b>	
<b>1.2 Practical Training Background</b>	
<b>1.3 Introduction to the Organization</b>	
<b>1.3.1 Organization Chart of Treasurer Department</b>	
<b>1.3.2 Business Activities</b>	
<b>1.3.3 Mission</b>	
<b>1.3.4 Vision</b>	
<b>1.3.5 The Software and Programming Language</b>	
<b>1.3.6 The Developed Web-Based or Website</b>	<b>10</b>
<b>2.0 introduction to the Project</b>	
<b>2.1 Mission</b>	<b>12</b>
<b>2.2 Vision</b>	<b>12</b>
<b>2.3 System Objectives</b>	<b>13</b>
<b>3.0 System Planning</b>	<b>14</b>
<b>3.1 Description of Current System</b>	<b>14</b>
<b>3.2 Main Reason of New System</b>	<b>16</b>
<b>3.3 Feasibility Study</b>	<b>16</b>
<b>3.3.1 Operational Feasibility</b>	<b>16</b>
<b>3.3.2 Technical Feasibility</b>	<b>17</b>
<b>3.3.3 Economic Feasibility</b>	<b>17</b>

3.3.4	Schedule Feasibility	18
3.4	Project Schedule	18
4.0	System Analysis and Design	19
4.1	System Requirements	19
4.1.1	System Objectives	19
4.1.2	Project Scope	19
4.1.3	Functional Requirement	22
4.1.4	Non-Functional Requirement	23
4.2	Data Modelling	25
4.3	Data Dictionary	26
4.4	Process Modelling	26
5.0	System Testing	27
5.1	Introduction	27
5.2	Testing Method	28
5.2.1	Unit Testing	28
5.2.2	Integration Testing	28
5.2.3	System Testing	29
6.0	Finding And Observation	30
6.1	System Strengths	30
6.1.1	Security	30
6.1.2	User Friendly Interface	30
6.2	System Weaknesses	30
6.2.1	Email	30