

**UNIVERSITI TEKNOLOGI MARA**

**FURNITHRIFT: THRIFTING USED FURNITURE MOBILE APPLICATION**

**NURFARAH LIYANA BINTI ISMAIL (2020966167)**

**THESIS SUBMITTED IN FULFILMENT OF THE REQUIREMENT FOR**

**BACHELOR OF INFORMATION TECHNOLOGY (HONS.)**

**FACULTY OF COMPUTER AND MATHEMATICAL SCIENCES**

**FEBRUARY 2022**

## **ACKNOWLEDGEMENT**

Alhamdulillah's, all praises to Allah SWT and His blessing for giving me the chance and opportunities to complete this final year project report who's His endless generosity and kindness have given me the strength to complete this final year project (FYP) report.

I am also thankful to conduct this project under the supervision of Dr. Jasber Kaur a/p Gian Singh. Her guidance and time sacrifice from the beginning until the end of the research for this proposal enabled me to achieve the project's objectives. All the advice, guidance, and ideas during the preparation of this project will never be forgotten. Next, I would like to extend my special thanks to Dr Emma Nuraihan Binti Mior Ibrahim, my CSP 650 lecturer, for all the positive and constructive feedback that has helped me shape and develop my work in many ways. It is impossible to repay all the effort and time she spends for all the students under her supervision.

Finally, I would like to express my appreciation to Dr Rogayah Binti Abdul Majid, my examiner, for her time, valuable comments, and suggestions on this FYP project. In addition, my special thanks go to my beloved family and friends, who gave me a lot of never-ending emotional support and prayers throughout this project.

May Allah SWT bless us with peace and happiness. Amin.

## **ABSTRACT**

Furniture is an essential item for homeowners. However, used furniture is hard to discard and sell. Therefore, this project develops a mobile application to buy and sell used furniture for the community of Padang Jawa and their housing area. This project aims to identify the user 's requirement, design, and develop the FurniThrift: Thrifting Used Furniture Mobile Application. The method used in making this mobile application is Mobile Application Development Life Cycle (MADLC) up till the testing phase. FurniThrift offers features such as user registration, update profile, selling used furniture, listing items, chat, and call function. The limitation of this application is that it only uses the "Cash on Delivery" COD method as the payment method. The testing application is tested by eight people which is among the IT students with the age of 20 till 24 years old., and the testing is made by using the System Usability Scale. For future recommendations, it is proposed to enhance the payment method and develop the application at the IOS platform.

**Keywords:** Mobile Application Life Cycle (MADLC), Used Furniture, Android, Thrifting, Payment Method.

## TABLE OF CONTENT

SUPERVISOR APPROVAL.....	I
STUDENT'S DECLARATION.....	II
ACKNOWLEDGEMENT.....	III
ABSTRACT.....	IV
TABLE OF CONTENT.....	V
LIST OF FIGURES.....	VIII
LIST OF TABLES.....	X
CHAPTER 1.....	1
1.1 INTRODUCTION.....	1
1.2 PROJECT BACKGROUND.....	1
1.3 PROBLEM STATEMENT.....	2
1.4 PROJECT AIM.....	3
1.5 PROJECT OBJECTIVE.....	3
1.6 PROJECT SCOPE AND LIMITATIONS.....	4
DESIGN FEATURES AND FUNCTIONS.....	4
1.7 PROJECT SIGNIFICANCE.....	5
1.8 CHAPTER SUMMARY.....	5
CHAPTER 2.....	6
LITERATURE REVIEW.....	6
2.1 INTRODUCTION.....	6
2.2 RE-COMMERCE.....	6
2.2.1 DIFFERENCE BETWEEN E-COMMERCE AND RE-COMMERCE.....	7
2.2.2 ADVANTAGE OF RE-COMMERCE.....	8
2.3 MOBILE APPLICATION.....	9
2.3.1 INTRODUCTION TO MOBILE APPLICATION.....	9
2.3.2 TYPES OF MOBILE APPLICATION.....	9
2.3.2.1 NATIVE APPLICATION.....	10
2.3.2.2 WEB APPLICATION.....	10
2.3.2.3 HYBRID APPLICATION.....	10
2.3.3 MOBILE OPERATING SYSTEM.....	11
2.3.3.1 ANDROID.....	12
2.3.3.2 IOS.....	13
2.3.4 DEVELOPMENT TOOLS.....	13
2.3.4.1 ANDROID STUDIO.....	13
2.3.4.2 FIREBASE.....	14

## **CHAPTER 1**

### **1.1 INTRODUCTION**

This chapter provides the project background and the rationale for the study. This study also details out the problem statement, objective, scope and limitations, and the project significance.

### **1.2 PROJECT BACKGROUND**

A pre-loved item is considered to be something that is being transferred to a new user or end-user. It can also bring the meaning of something that is no longer in the same condition as it was while still maintaining its functionality (WRAP, 2013), according to the 12th goal of UN Sustainable Development Goals (UN SDGs), which is to ensure the sustainable consumption and production pattern. The 12th goal aims to foster eco-friendly production, reduce waste, and boost recycling (United Nations, n.d). The same goes for used furniture that can be resold to the next user through a mobile application that can avoid the current user throwing it away. The problem with pre-loved items is that there is no guarantee that the product can be changed to another one if it gets to the buyer with defective conditions as it is not a new product. This problem is mainly faced by users that have the hobby of using used items where they practically rebuy the effects that other people have used. The most common things bought as pre-loved items are clothes, shoes, cars, and furniture.

Though there is system that involves with the buying and selling furniture in this country, but there is lack of system that involve with buying and selling used furniture. The main problem with the community of Padang Jawa is their used furniture is hard to discard and sell.

Mobile applications are created to assist us in our everyday life. Many people have become familiar with computers and computer applications in the new age of information and communication systems. On the other hand, the use and development of mobile applications is a relatively new and rapidly growing industry (Islam, Islam, & Mazumder, 2010). The significant of the mobile application is it is an excellent communication channel between the seller and buyer. The creation of a new mobile application can be used to ease its users to thrift used furniture. The importance of mobile application in buying and selling items are as the exposure to the seller to sell their products and allow the buyers to instantly view the products that they want through the mobile devices and receive the direct result as they can choose from the category that they wish to (Ayob, Hussin, & Dahlan, 2009).