UNIVERSITI TEKNOLOGI MARA

SELLITNOW - MOBILE COMMERCE APPLICATION OF SELLING USED BOOK FOR UITM SHAH ALAM STUDENT

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May Allah SWT bless us with peace and happiness. Amin

Abstract

Text books is important to most of student to help them in their education. Most of student in UITM use text book to gain knowledge that cannot been achieved in class. Furthermore, they can use the text book for study on upcoming final examination that will happen at the end of semester. However, students find it hard to get a text book since it is expensive, and not sold in UITM. Next, although they get the text book mostly they do not use it again for the next semester and they choose to sold it to junior or worse dispose it. Therefore, for this project a mobile application purposely to sell the old used book to student been made in order to help student find used book and sell used book. This will decrease the time taken for student to find it as the old method is to blast it on social media or ask senior for book. This project is aligning with mobile commerce that is become trend nowadays. Shopee, Lazada and Amazon has become common for people and most of student had use it to buy something. Mobile Commerce is an evolving area of e-Commerce, where users can interact with the service providers through a mobile and wireless network, using mobile devices for information retrieval and transaction processing. The objectives of this project are to identify the requirements of SellItNow application for UITM Student, to design and develop it by following Mobile application development life cycle (MADLC) methodology during the development process. A functional transactional (payment) will be occur if they want to buy item using this application. This project will benefit UITM students especially the one who need textbook. Furthermore, they also can sell their unused textbook using this application. Conclusion, SellItNow help student UITM to sell and buy unused book by using mobile application.

Keywords: UITM student, Mobile application, Mobile Commerce, Transaction, Used textbook, Mobile Development Life Cycle (MADLC), Sell

Contents

SU	PERV	VISC	OR APPROVAL	iii
STU	IDENT	DEC	LARATION	iv
ACk	KNOW	LEDG	GEMENT	v
Abs	tract .			vi
Introduction				1
1.1 1.2 1.3 1.4 1.5		Background of Study		1
		Problem Statement Objectives		
		Limitation		
		Significance		
		1	7	Cha
Lite	rature	e revi	ew	6
2	.1	Intro	oduction	6
2.2 2.2.1		Mobile commerce		6
		Features of Mobile Commerce Applications		
2.2.1 Be			enefits of Mobile Commerce Applications	9
2	3	Mot	oile Commerce Design Guidelines	.10
2.4.	.4.	Requirement in M-Commerce Application		.12
	2.4.2	1	Transactional Requirement	.12
2.	.5 Type of User		e of User	.13
	2.5.2	1	University Technology Mara Student	.13
	2.5.2		Level of User	.13
2.6	6	Mob	oile Application Development	.13
	2.6.3		Android Studio	.16
2.6	2.6.4	1.	Firebase	.17
2.6		5	Recommender System	.18
	2.6.5	5.1	Collaborative Filtering (CF)	.19
	2.6.5	5.2	Content-Based Filtering	.20
	2.6.5.3		Hybrid Recommendations	.21
2.7		Use	of Textbook	.21
2	.8	Syst	em Development Method	.22
	28	1	Mobile Application Development Life Cycle (MADLC)	22

Chapter 1

Introduction

This chapter contains the overview of the project. This chapter contains background of the study, problems statement, objective of the project, scope, significance, focus element and expected outcome.

1.1 Background of Study

Mobile commerce, also called m-commerce, introduce any transaction completed using a mobile device. It is an advancement of ecommerce, enabling user to buy and sell items or services from almost everywhere simply using a mobile or tablet device.

The textbook is very helpful for both lecturer and student during the time in university. For the lecturer, the textbook provides them the latest research and research strategies as providing good material for teaching, For the students' textbook is used to make a revision and help them to further their cause

A study made in UITM Shah Alam 90% (refer to appendix a) people have or use a textbook to help in their studies. The problem is what will the done to the book at the end of the semester. Most of the student chooses to sell the book to their junior and the cycle will go on and go on until the book is outdated or damaged.

The sell will be through face to face or using WhatsApp for finding the customer or customer asking the book from senior. By combining the application-based shopping and sell the used book will help to ease the student for finding the book. User can sell their used book on the application and customer can find the book that they want in the application.

This will help the student since UITM Shah Alam is very big with more than 3000 students at one time. If all connected by using the app the sell will become faster and more efficient.