

**University Teknologi MARA**

**YummyPop Meal: A Mobile Application  
For Learning and Sharing Recipe**

**By**

**Nur Adibah Binti Abd Razak**

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

**January 2022**

## **ACKNOWLEDGEMENT**

First of all, I want to thank Almighty Allah for allowing me to finish this project. The successful outcome of any project required the help and support of a lot of people. For the preparation of this proposal report, I have gathered the support of several people. Next, there is a little opportunity to express my sincere appreciation to that helpful person. I like to express my heartfelt gratitude to my supervisor, Dr NorDiana Ahmad, because hers believed in me, and because of her kind direction and excellent instruction, my report would have been a small success. I would also like to express my gratitude to my Final Year Project lecturer, Dr. Emma Nuraihan Mior Ibrahim for the inspiring and helpful feedback that helped me expand and improve my project in many ways. In addition, I thankful to my examiner, Dr Aziah Daud, for her thoughtful criticisms and suggestions on this project. Finally, I'd want to appreciate my wonderful family for continuous emotional support and prayers during this project.

## **ABSTRACT**

The projects are about development of YummyPop Meal for learning and sharing recipe mobile application and the reason of developing this project to make the easy way for learning and sharing, easy to understand the instruction of recipe and change the speculation of people about cooking is hard to learn. Due to the pandemic, people stuck in house cause of the lockdown and at that time people explored many activities to fill some time at home, the most popular activities are cooking. But some of people didn't have skill and knowledge in cooking cause often eat and buy the instant food or fast food. The objective of this project is to identify the requirement for YummyPop Meal mobile application for learning and sharing recipe, to design, and to develop the YummyPop Meal mobile application for learning and sharing recipe. The scope of this project is a single user application and the main target user is a housewife user who is search for recipe or want to share a new recipe. The aim for this project is to develop a mobile application for learning and sharing recipe. This project uses mobile application development life cycle (MADLC) as methodology approach to the development of YummyPop Meal mobile application. Each of the phase involved in this project, which identification, design, development, prototype and testing. the research objective is based on literature review on online journals and articles. In testing phase users will test this prototype, and they will be asked to provide feedback on it using the system usability scale (SUS) used to construct the mobile application. The significance for this project is to help housewife able to use the application for learning and sharing recipe. The housewife does not have to seek the information at other platform or on the google explore without feel unsure the step.

Keyword: mobile application, MADLC, SUS, cooking recipe, learning

## TABLE OF CONTENTS

### Contents

SUPERVISOR APPROVAL .....	iii
STUDENT DECLARATION .....	iv
ACKNOWLEDGEMENT .....	v
ABSTRACT.....	vi
CHAPTER 1 .....	1
INTRODUCTION .....	1
1.1 Project Background .....	1
1.2 Problem Statement.....	2
1.3 Project Aim.....	3
1.4 Project Objective .....	3
1.5 Scope and Limitation.....	3
1.6 Project Significance .....	4
1.7 Chapter Summary .....	5
CHAPTER 2 .....	6
LITERATURE REVIEW .....	6
2.1 Introduction .....	6
2.2 Concept and Approach Learning Online .....	6
2.3 Difference Between Online and Offline Learning Recipe .....	7
2.4 Mobile Application.....	7
2.4.1 Mobile Application Platform .....	8
2.4.2 Mobile Application Software and Tools .....	8
2.5 Types of Mobile Application Database .....	9
2.5.1 Firebase .....	9
2.5.2 Rational vs Hierarchical Database .....	9
2.6 Comparison Between Similar Existing Mobile Application .....	10
2.7 Summary Comparison Feature between Existing Mobile Application .....	15
2.8 Summary.....	16
CHAPTER 3 .....	17
METHODOLOGY .....	17
3.1 Mobile Application Development Life Cycle (MADLC) Model.....	17
3.1.1 Identification Phase .....	18
3.1.2 Design Phase .....	19

## **CHAPTER 1**

### **INTRODUCTION**

This chapter provides the background and rationale of the study. It also gives details of the significance of the project, the problems that led to this research.

#### **1.1 Project Background**

By the mid 20th century, there were thousands of cookery and recipe book available. The next revolution came with introduction of the TV cooks. The TV cook in England on the BBC, TV cookery programs brought recipes to new audience. In the early days, recipes were available by post from the BBC (CooksInfo, 2013). One of the earliest cookbooks was the *Deipnosophistai*, which was written by Greek gourmet Athenaeus in the 2nd century BCE. The book talks about food and cooking. The dissertation is presented in the form of a dialog between two banquets that talk for days, telling recipes for dishes such as vine leaf stuffing and different type of cheesecake. Athenaeus was not the earliest Greek writer on the subject of cooking. He mentions more than 20 writers who were before him, including Archestratus published his masterpiece *Hedypatheia* (“Comfortable Life”) in 350 BC. (“cookbook | Definition & History | Britannica,” 2022).

Mobile apps are a relatively new and fast expanding part of the global information and communication technology industry. Mobile applications are easy to use, cost-effective portable, and can run on a wide range of phones, including low cost and entry-level handsets. (Perera, 2013). Any person, such as a teacher, physician or a simple seeker of information an housewife, can benefit from educational apps. It is believed that in the future, the sector of education app development will see more fantastic apps that meet the objective.

In summary, the goal of this project is to create a user-friendly mobile application that is suited for people of all ages, with additional features that make it easier for users to learn new recipes and share their cooking experiences. User can also interact with other through virtual events, online and offline discussion.