UNIVERSITI TEKNOLOGI MARA

UniSClub - MOBILE APPLICATION FOR STUDENTS CLUB IN MARA UNIVERSITY OF TECHNOLOGY (UITM)

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ABSTRACT

Nowadays, nearly everyone has a smartphone and the number of smartphone users are already in the billions. We use our smartphone for everything such as ordering food and getting a ride to go somewhere. This leads to smartphone becoming a huge part in our daily life. However, for the club members the communication between them are done only using a group chat application. The development of the mobile application for the students' club in UiTM is focusing to provide a medium for club members to communicate with each other. The mobile application allows user to post announcement or information which allows another user to view and interact with it. The user also able to edit their own profile by adding their full name, class and change their username. The user is also able to edit their account setting such as changing their email and password. User are able to join club created by another user. The backend for this mobile application is using Firebase. For the user authentication such as login and registration, Firebase Authentication is used. Firebase Realtime Database is used to store user's data, posts, and club's data. For the user profile image, Firebase Storage is used. This mobile application development is developed using Android Studio.

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CHAPTER ONE
INTRODUCTION

1.1   Project Background

Nowadays, the number of smartphone users are in the billions. Nearly everyone has a smartphone and some of them may even have a few of it laying around. This phenomenon is to be expected because smartphone has become an integral part of our life. Smartphone is used to do most of tasks such as ordering foods, getting a ride to somewhere and even to control electronic devices in our home. Most of the tasks being done with our smartphone are by using mobile applications. The industry of mobile applications is huge. As stated by (Ali, Joorabchi, & Mesbah, 2017) there are more than 2 million of mobile application in both Google Play Store and Apple App Store. The growth of mobile application development has sparked the interests of universities with the ideas of developing their own mobile applications. For example, MARA University of Technology have just launched their official mobile applications on Google Play Store. The mobile application named UiTM Digital Campus provides UiTM's staffs and students with many exciting features including iStudent, Library, SuFO and also the highlights of events in UiTM with the promise of many more features coming soon.

While most of the features are very exciting and useful indeed, the UiTM Digital Campus did not have support for features for UiTMs' students club. Therefore, the idea of UniSClub, a mobile application for students' club in UiTM is constructed with the intention of solving the shortcomings of the existing mobile applications.

1.2   Problem Statement

Currently, all the communications between club members are done within a mobile messaging application named, WhatsApp. This would not pose any problem if the number of club members is below 256 people as WhatsApp only allows up to 256 people to be in a group chat at one time (Bolton, 2016). Even