Universiti Teknologi Mara

Analysis of Memory Consumption of Mobile Application on Women Safety App

Nur Farhana Samsudin

A thesis submitted in fulfillment of the requirements for Bachelor of Computer Science (Hons.) Data Communication and Networking Faculty of Computer and Mathematical Sciences

July 2020

ACKNOWLEDGEMENT

ABSTRACT

The mobile application widely used for multiple purposes in today's world. This also includes the development of the mobile application for safety purposes. However, the effectiveness of the existing safety mobile application is still doubtful. This is because the user has to follow an unnecessary procedure to seek help through the use of the mobile application. This is very time consuming and inefficient to use to help users who need help in situations that can risk their lives. Requesting for help supposed to be quick and effective with the most possible procedure needed to encounter risk situations. Unnecessary series of steps to request help also will affect the memory consumption of the mobile application. It is important to ensure that the mobile application can minimize memory usage of the mobile phone so that this mobile application can be running smoothly and won't crash when requesting for help is needed during a desperate situation. Therefore, this research is to solve all the listed problems by reducing the series of a procedure to get help while submitting the issues related to it. To achieve the objectives of the research, a safety mobile application is aimed to be developed as a prototype that mentioned the above concern and conducted a test to analyze the memory consumption of the mobile application. A series of methodology which involves the qualitative and quantitative methodology applied for this research. Developmental tools of the prototype will be used which include Android Software Development Kit among others. The scope is focusing on women in the society of Malaysia as the research methods are applied by surveys and issues regarding the use of safety mobile applications in society. Finally, the end product of this project is a mobile application prototype that users can use to request help will be developed and the analysis of memory consumption of the mobile application as evidence of concept.

TABLE OF CONTENTS

CHAPTER 1

INTRODUCTION

This chapter will provide a brief explanation regarding the project background and other components related to the project proposed.

1.1 Background of Study

Lately, with the ascent in innovation, cell phones turned into a significant piece of human life. In any event, assuming cell phones' center perform is being media transmission anyway as of now portable applications made a few things feasible that were prior unfathomable. A long time before two-three families along shared one telephone. Anyway as of now the things have adjusted with the drawing nearer of cell phones, everyone these days possesses their very own cell phones. The most favorable position of cell phones is its versatility, you'll convey them in your pockets where you go. Cell phones gave another face to support division with the creation of mobile applications (Bobby, 2018).

Mobile Application uses and improvement is another and quickly developing part (Islam, Islam, & Mazumder, 2010). Today's cell phone has become an indispensable piece of such huge numbers of people due to these applications, with the end goal that one might say that it helps towards some kind of keeping up composed life. The accessibility of applications for contacts, significant tasks and occasions, individual data, and future occasions in cell phones validate this. This arrangement of data is completely put away on our telephones, and can assist us with arranging life, in this way encouraging appropriate time the board. The civility of various applications like alerts, updates, plans for the day, and a wide range of warning applications that could be customized to our individual needs and