

Universiti Teknologi MARA

**Restaurant Navigation Application Based on User
Preference Using GPS**

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ABSTRACT

In this modern era, there are many restaurants were built around us. But, some people especially tourist or a novice did not familiar with where they are. There are some of them that are willing to have a meal at home but at the same time they also want to have a meal at restaurant. The problem is the users do not know how to go to the restaurant because they are not familiar with the place. People tend to travel such a long distance from their place to go to restaurant around them while there are many restaurants nearby that they did not know. Since this project only cover on Pusat Komersial, Shah Alam, Selangor, the purpose of this project is to provide the user time saving mobile application that can help them to find a restaurant around Seksyen 7. Tourist or people who are not familiar with this place will have a hard time to find nearby restaurant around this area.

Other than that, user faced some difficulty on gaining full information about the place such as price of food, contact number of the restaurant, type of food and many more. Next, users need to use third party application to show direction from user's location to destination using Waze or other application maps services. To design mobile application that has built-in direction using Google Map which means that user do not need to use third party application to a direction to go to the restaurant.

Besides that, users also do not need to open other browser to gain information about the restaurant to get same information. The result of this project is called "Restaurant Navigation Application Based on User Preference Using GPS" which is a mobile application that is develop on Android mobile to help user find a restaurant using GPS technology.

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CHAPTER 1

INTRODUCTION

This chapter provides the general topic, background and rationale for the study. It also provides a review of the literature related to this topic. It also gives details of the significance of privacy over the internet, the issues and problem that lead to this research.

1.1 Background of Study

A mobile application is a software program that can run in a phone. Mobile applications usually provide a user's with similar services on PCs. A mobile application also may be known as an application, web application, online application, iPhone application or smartphone application. Capable of performing numerous tasks for example entertainment, communication, providing useful information and it is a useful tool for brand communication. A mobile app is also software application which can develop specifically for use on simple, wireless computing device like smart phones and tablets, rather than desktop or laptop computer.

The purpose of mobile application is mobile application can be an opportunity to improve interaction with customer, create brand awareness, and even create additional revenue. Mobile application has many advantages like access to your client/customer for your services update or sale/purchase activity easily. Although applications may have avoided multitasking because of the limited hardware resources of the early mobile devices, their specificity is now part of their desirability because they allow consumers to hand-pick what their devices are able to do. The simplest mobile apps take PC-based applications and port them to a mobile device.