

**Universiti Teknologi MARA**

**Sports GPS Multi-User Mobile App**

**Abdul Rahim Bin Abd Majid**

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## **ABSTRACT**

Sports GPS Multi-User Tracking is an application system, which are developed in order to track a contestant in certain sport that involved with the concept of traveling. It is done by using android programing which make use of Global Positioning System (GPS) and some geolocation tracking to track the user from one particular mobile with other user that are using the same application. The need of developing it is due to how hard to monitor every contestant of sport which involves a lot of people in a very large area. This system utilize the use of XML, JAVA as an asset files for the system. By connecting to cloud database, the system is able to store coordinates of location gain from one user which will then be shared by other legitimate user which ultimately enable the system to track multiple user at a time. This system was built by following the spiral approach. The development process are conducted in phases (Plan, Design, Develop, Testing and Evaluate) and done repeated until the final product is achieved. The testing then are conducted by few peoples. For each loop some evaluation will be done to test whether the desired result are accomplished. Finally, throughout this study, some recommendations have been made on what can be further researched in future study.

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## **CHAPTER 2**

### **LITERATURE REVIEW**

#### **2.0 INTRODUCTION**

Understanding the focus point of your project is very crucial as you will go deeper when you are developing the project and you will need the strong knowledge for it. Learning from other is one of the ways as we may know which method is still usable and which is not. As for that reason, it is unavoidable to conduct some research in order to grasp a better understanding about the project scope. From it, we can know further about any research, work done by others as well as their similarities or differences when compared to what we about to do.

The significance of doing this ‘Literature Review’ is also to broad our mind and perspective on how we view certain things as we are not playing the role as the user but instead, we are the developer. For that purpose, we need a concrete understanding if we are going to develop the project. By doing some research, it will help us to come up with some idea on how are we going to develop our project. Also, by learning from what other people have done we can set up some standard for us, setting theirs as our guidelines. From that, we can come up with some solution that is eligible and effective. We can find from them things that have been done during previous study as well as the result that was achieved by those who conduct that study.

This chapter will cover some works done by other people as well as their research finding which might be related to our study. We will be using the information that linked with our study as our guideline before we proceed with developing our own.