UNIVERSITI TEKNOLOGI MARA

Budget Travel Mobile Application

Nawariah Binti Ahmad Zabidi

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

December 2019

ACKNOWLEDGEMENT

In the name of Allah SWT and the most Merciful and most Gracious

Alhamdulillah, praises and thank to Allah because of His Almighty and His utmost blessings, I was able to finish this research and project within the time duration given. Firstly, my special thanks goes to my supervisor, Madam Dr. Rogayah binti Abdul Majid for her advice, information, support, patience, and encouragement throughout completion my project.

Special appreciation also goes to my beloved parents, Ahmad Zabidi bin Hitam and for their precious love, never ending support, encouragement and understanding during the completion of my project. Last but not least, I would like to give my gratitude to my dedicated seniors, fellow classmates and friends for their constant help through the development of the project. Finally, for those who have been involved directly and indirectly.

ABSTRACT

Travel is the movement of people between distant geographical locations. Travel can be done by foot, bicycle, train, boat, bus, airplane, ship or, with or without luggage, and can be one way or round trip. Budget travel is travel that is budget-conscious. People usually want to travel but always tight on budget so they decided not to travel because they do not have enough money. This project is to develop an application budget travel mobile application. This mobile application is to help the travellers get an idea where to go and know the price before they go out. The method of interview and observation were used for collecting the requirements of this project. The research paper and articles also help to find more knowledge about the topic of this project. The methodology used in this project is Mobile Application Development Life Cycle (MADLC). It will describe and explain about the finding on the literature review, functional and non-functional requirements, and software tools used in develop the mobile application. As conclusion, the development of Budget Travel Mobile Application will give great opportunity to all people to plan ahead before travelling.

TABLE OF CONTENTS

CONTENT	PAGE
SUPERVISOR APPROVAL	i
STUDENT DECLARATION	ii
ACKNOWLEDGEMENT	iii
ABSTRACT	iv
TABLE OF CONTENT	v
LIST OF FIGURES	viii
LIST OF TABLES	x
LIST OF ABBREVIATIONS	xi
CHAPTER ONE: INTRODUCTION	
1.1 Project Background	1
1.2 Problem Statement	2
1.3 Project Objectives	3
1.4 Scope	3
1.5 Significance	3
CHAPTER TWO: LITERATURE REVIEW	
2.1 Budget Travel	5
2.2 Barriers to travel	5
2.3 Problem faced by travellers	6

CHAPTER 1

INTRODUCTION

This chapter provides the background of the study. It also gives problem statement of this project, project objectives, project scope and project significance.

1.1 Project Background

The definition of travel is to make a journey, typically of some length or to go from one place to another places. (Oxford Dictionary, 2019). Travel refers to the activity of travellers usually over a long distance. A tourist is someone who moves between different geographic locations, for any purpose and any duration. It usually travel for many reasons and it also called as an escape or getaway. Throughout this getaway or escape, traveller often wants to free their mind from problems, learn new experience and culture, and trying new food. Budget travel is travel that is budget-conscious (djaunter, 2017). Everyone wants to travel but always constraint with money and other commitment. According to Mark Camilleri (2018), free time and money are two of the most important things for traveller to consider. Some people also may not be able or willing to spend much money, but wish to see the world and travel anyhow. It is possible to travel with very little money but it have to keep the expenses low.

Navigation is the art of getting safely and efficiently from one place to another (Falih, 2018). Navigation system is a system that determines the vehicle position and the route to a certain place. It is to facilitate the access to any point around the area under consideration. Navigation is used in real world as well as in the virtual environment (Neumann, 2012). It can navigate as it does in real world but it cannot