

**Universiti Teknologi MARA**

**UiTM Tapah Off-Campus Rental House  
In Mobile Application System**

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**Thesis submitted in fulfilment of the requirements for  
Bachelor of Computer Science (Hons) Computer Science  
Faculty of Computer and Mathematical Sciences**

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## **SUPERVISOR'S APPROVAL**

### **UITM TAPAH OFF-CAMPUS RENTAL HOUSES IN MOBILE APPLICATION SYSTEM**

By

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This report was prepared under the supervision of the project supervisor, Samsiah Binti Ahmad. It was submitted to the Faculty of Computer and Mathematical Sciences and was accepted in partial fulfilment of the degree of Bachelor of Computer Science (Hons) Computer Science.

Approved by,

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Project Supervisor

DECEMBER, 2015

## **STUDENT'S DECLARATION**

I certify that this report and the project to which it refers is the product of my own and that any idea or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline.

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## **ABSTRACT**

The UiTM Tapah Off-Campus Rental Houses in Mobile Application System is developed to assist student in UiTM Tapah, landlord and the Office of Student Affairs. The application provides information regarding rental house to student and landlord. Besides that, the application allowed landlord to advertise their property. This mobile application will greatly helps the student and landlord since most of the students in UiTM Tapah feel that it is difficult to find information about rental houses. The office of student affairs in UiTM Tapah only has a system called Agera to store information about rental house, student and landlord. Furthermore, the landlord has to regularly contact the office of student affairs to advertise their property and updating rental house's status. It is also difficult for the office of student affairs to obtain information about rental house. The office of student affairs might provide inaccurate and false information to the student. As for the project's methodology, seven phases in the development of project are involved namely planning, analysis, design, implementation, testing, evaluation and documentation. All the phases are required to be completed in given period of time. The development of the project is based on the data collected during the preliminary study. A survey has been conducted during the preliminary study in order to identify problems encountered by student and landlord. After that, the developed application is tested and evaluated by the user. A survey to determine user satisfaction towards the developed application has been conducted. The result from the survey reflects the user satisfaction toward the developed mobile application. From the survey, the respondents are able to evaluate the interface, mobile application's functionality and whether it satisfied the objectives. The results from the survey have shown that the mobile application is user friendly, useful and well-developed. Additional features and advancement for the application are allowed to be added for future works. Other developer is able to make an enhancement to the current application.

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