# Universiti Teknologi MARA

# Taiping Zoo and Night Safari Navigation using Mobile Application

Siti Norasmawati Binti Kadir

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

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### SUPERVISOR'S APPROVAL

## TAIPING ZOO AND NIGHT SAFARI NAVIGATION USING MOBILE APPLICATION

By

## SITI NORASMAWATI BINTI KADIR 2013130559

This thesis was prepared under the direction of thesis supervisor, Puan Noor Afni Binti Deraman. It was submitted to the Faculty of Computer and Mathematical Sciences and was accepted in partial fulfillment of the requirements for the degree of Bachelor of Science (Hons) Computer Science.

Approved by:

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**PUAN NOOR AFNI BINTI DERAMAN** Thesis Supervisor

JANUARY 29, 2016

## DECLARATION

I certify that this thesis and the research to which it refers are the product of my own work and that any ideas 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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SITI NORASMAWATI BINTI KADIR 2013130559

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### ABSTRACT

This project is about developing the mobile application to assist visitors in searching animal and point of interest on an interactive map. This mobile application was choosing Android as the main platform because the ratings of user that use mobile phone in Android platform are rapidly increased. Taiping Zoo and Night Safari are selected as this project's case study. MapsAlive tools are chosen in order to implement an interactive map. The application provides information regarding animal in the zoo to visitors. Besides that, the application gives detail information about Taiping Zoo and Night Safari, entrance fees, visiting hours and restriction at the zoo. This mobile application will greatly help the visitors since most of the visitors feel that it is problematic to find the location of animals. The Taiping Zoo and Night Safari only have a web system with storing information about zoo and the map display is included. The map displays the location of animal and point of interest in zoo. The location of animal in map of Taiping Zoo and Night Safari is not clear and confusing. It is difficult for visitors because might provide inaccurate location for visitors to visiting the animals. In project's methodology, five phases in the development of project are involved namely gathering information, application design, application development, testing and evaluation and documentation. All the phases are required to be completed in given period of time. A survey has been conducted before and after development of this application. Additional features and advancement for the application are allowed to be added for future works. The more interactive map and feature being added can make the visitors more enjoying to use the application.