

**MOBILE APPLICATION FOR COLLEGE
ACTIVITY COUPON USING QR CODE
SCANNER**

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

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DECLARATION

I certify that this report 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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ABSTRACT

This aim of this study is to address the inherent issue in managing and storing coupon among the students in UiTM Arau, Perlis. The idea is to design and develop a mobile application for college activity coupon using QR code Scanner. The common problems encountered by any students are the coupon are easily misplaced and steal by others students. The current system has many problems and lack of in managing the coupon. This project is focused on developed the mobile application for students who are reside in college hostel in UiTM Arau. To ensure the effectiveness of this application, this application is integrated with the Firebase Machine Learning Kit that can scan and stored QR code data into Firebase Database. The mobile application has been developed using Java and Extensible Markup Language (XML). In order to evaluate the application, it goes through a series of testing which are Usability Testing and User Acceptance Testing (UAT). These testing was conducted with 10 participants using TeamViewer, Discord and Google Form platform that consists students and lecturer. Therefore, the study has successfully developed the mobile application named My Coupon.

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