Universiti Teknologi MARA

Development of Mobile Application: Medicine Reminder Application (MRA)

Nor Hasimah Binti Yunus

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

January 2015

ACKNOWLEDGEMENT

Alhamdulillah praises and thanks to ALLAH because of His Almighty and His utmost blessing for giving me strength, I was able to finish this research within the time duration given. Firstly, my special thanks go to my supervisor and lecturer, Puan Nor Diana Binti Ahmad for her guidance, support, willingness in helping me complete my thesis.

I also would express my special appreciation to my beloved family for their supporting during my hard time in Completes this thesis.

Last but not least, I would like to give my gratitude to my dearest friends especially to my close friends and class member of CS2406A for the lending hand, encouragement, and support during the hard time in finishing the thesis. Thanks to all of you.

ABSTRACT

Medicine and health has enhanced the life expectancy of human being. For last hundred years, medical process and medical equipment are proving to be the best for human health to the patient. In this research, researcher has study about one of the reminder which is Medicine Reminder Application. Researcher found that there are problems in taking medicine. The problem has been defined by interview 5 patients at the Noridah Clinic at section 7 where 4 of them have difficulties to take medicine at the specific time at the right dose. The main objective of this research is to identify the requirement medicine reminder application, to design and develop the medicine reminder application. The scope of this application is android user and people who want a reminder to take the medicine. In order to develop the application, Rapid Application Development (RAD) has been chosen which include four step of development process. The process includes requirement planning, user design, construction and testing. The explanation of every process has been discussed in chapter 3. But in testing phase, the process cannot be done due to lack of time. The tool used for data collecting is questionnaire. Analysis has been done using descriptive statistical in simple statistic tools. The data collected from questionnaire that has been distributed to 102 respondents and represents in the statistical data. Meanwhile, from the questionnaire researcher also found that half of respondent having problem regarding the schedules in taking medicine. Medicine reminder application is a mobile application that design to assist medicine taker. This application can help the patients to take the medication properly which helps the user give reminder when time to take medicine at specific time. In conclusion, researcher hopes this application can be enhance help other people and can be access to other platform that can meet user requirement.

TABLE OF CONTENT

CONTEN	TS				PAGE
SUPERVI	SOR'S APPROVAI	4			ii
DECLAR	ATION				iii
ACKNOW	LEDGEMENT				iv
ABSTRAG	C T				
	F CONTENT				
	FIGURE				
LIST OF	TABLES				xi
LIST OF	ABBREVIATIONS				xii
CHAPTE	R ONE: INTRODU	CTION			
1.1	Research Backgrou	und			
1.2	Research Aim				3
1.3	Problems Statemen	nt			3
1.4	Research Scope				4
1.5	Research Objective	es			4
1.6	Research Question	ıs			4
1.7	Research Significa	nt			4
1.8	Summary				5
СНАРТЕ	R TWO: LITERAT	URE RIV	IEW		
2.1	Health				6
	2.1.1 Factors tha	at Effect on	Health		6
2.2	Medicine				
2.3	Current method in	Taking me	dicine		13
2.4	Characteristic	of	Medicine	Taker	14
2.5	Reminder				14

	2.6	Reminder and Medicine	15
	2.7	Related Work	15
		2.7.1 Comparison Related Work	15
	2.8	Mobile Application	17
		2.8.1 Mobile Application Framework	20
		2.8.2 Mobile Platform	23
		2.8.3 Phone Gap	26
	2.9	Software Development Life Cycle	29
		2.9.1 Waterfall Model	30
		2.9.2 Spiral Model	31
		2.9.3 Agile Method	32
		2.9.4 Rapid Application Development (RAD)	35
	2.10	Summary	36
~			
CHAI	PTER	THREE: METHODOLOGY	
	3.1	Introduction.	37
	3.2	Framework	37
		3.2.1 Requirement Planning Phase.	38
		3.2.1.1 Primary Data	39
		3.2.1.2 Secondary Data	39
		3.2.2 User Design Phase	40
		3.2.3 Construction Phase	40
	3.3	Summary	41
~~.			
CHAI	PTER	FOUR: ANALYSIS AND DISCUSSION	
	4.1	User Requirement	42
	4.2	Requirement Analysis	
		4.2.1 Questionnaire	
		PART A: Demographic Data	
		PART B: Android Application	
		PART C: Knowledge in Health	
		PART D: Interface Design	
	4.3	Design.	