

Malay Translated Al-Qur'an In Mobile Environment

By

ROZAINIAZIRA BINTI MAT ZIN

A project paper submitted to

**FACULTY OF COMPUTER AND MATHEMATICAL
SCIENCES
UNIVERSITITEKNOLOGI MARA**

In partial fulfillment of the requirement for the

**BACHELOR OF SCIENCE (Hons) COMPUTER
SCIENCE**

Approved by:

**Encik Normaly Kamal bin Ismail
(Supervisor)**

**UNIVERSITI TEKNOLOGI MARA
NOV 2010**

ACKNOWLEDGEMENT

Assalamualaikum w.b.t

"/<the name of ALLAH, the most Gracious and most Merciful"

First and foremost, I would like to express my gratitude to Allah s.w.t for His Blessing to complete project proposal..

Secondly, many thanks to my supervisor, En normaly Kamal Ismail and my course coordinator, Dr. Noor Elaiza binti Abd. Khalid and En. Fakhrol Yusof for the guidance, advices, co-operation and comments on the proposal for my project. Without their supervision maybe I could not complete this project proposal successfully.

Then, thanks to my beloved family that gave me support and strength. Also thanks to all my friends for their opinion, support, suggestion and co-operation to prepare the project proposal.

Last but not least, I also would like to thank you those people involve either direct or indirect during the progress of this proposal.

Thank you.

Wassalam.

ABSTRACT

Nowaday, information retrieval becomes popular among the people. Information retrieval is the processes involved in the representation, storage, searching and finding of information which is relevant to a requirement for information desired by a user. While, mobile applications are rapidly developing segment of the global mobile market. Mobile consists of software that runs on a mobile device and perform certain tasks for the user.

Keyword : Information Retrieval, Search Engine, Document Similaritie

TABLE OF CONTENTS

	Page
Approval	i
Declaration	ii
Acknowledgement	iii
Abstact	iv
List of Tables	ix
List of Figures	x
Chapter 1 : Introduction	1
1.1 Background	1
1.2 Problem Statement	3
1.3 Project Objectives	4
1.4 Project Scope	4
1.5 Significant of the Project	4
Chapter 2 : Literature Review	5
2.1 Introduction	5
2.2 Retrieval Model	8
2.2.1 The Vector Space Model	8
2.2.2 The Probabilistic Model	10
2.2.3 The (extended) Boolean Model	11
2.3 The Algorithm Information Retrieval	11
2.3.1 The Stemming Algorithm	11

2.3.2	The new Malay Stemming Algorithm	13
2.3.3	Thesaurus	16
2.4	Information Retrieval on the Web	17
2.4.1	Indexing and Searching	17
2.4.2	Distributed Information Retrieval	19
2.4.3	Linked-based Retrieval	19
2.5	Term Weighting Schemes	20
2.6	Mobile Application	20
2.6.1	Evolution of 3D Games on Mobile Phones	21
2.6.2	Sensing Techniques for Mobile Interaction	22
2.6.3	Motion Detection as Interaction Technique for Games and Application on Mobile Devices	23
2.6.3.1	Block Matching	23
2.6.3.2	Edge Detection and Tracking	23
2.7	Conclusion	24
Chapter 3 : Material and Methodology		25
3.1	Introduction	25
3.2	Project Design Overview	25