

Universiti Teknologi MARA

**Interactive Mobile Learning Using Mind Mapping
Approach**

Mohd Hafiz bin Che Ab Aziz

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

May 2010

ACKNOWLEDGEMENT

First of all praise and thankful to Allah SWT on His bless for giving me strength and a good health in order to accomplish my research and my thesis report. Besides, I would also like to express my gratitude to my parent and all my families for their blessing and support. A lot of thanks for giving me hope to be succeeding on whatever I have done. Then, not forgetting a special thanks to my supervisor, Puan Suzana Ahmad and to my thesis coordinator, Puan Zaidah Ibrahim. They had done a lot to realize my research during the whole semester. Thanks for their support, guidance and for spending their precious time in order to complete the research successfully. Last but not least, for my beloved friend thousand of thanks for always by my side, assistance as well as for spending a lot of time with me for going through all tye difficulties and problems during the research progress.

I hope this report will provide useful information for mobile application and development subject.

Thank you very much.

Mohd Hafiz bin Che Ab Aziz

24 May 2010

ABSTRACT

The purpose of this project research is to develop the prototype of mobile learning software for student using Flash. Nowadays, students have at least one mobile device that is mobile phones. Students need an alternate ways so that they can study anytime anywhere using their mobile phones. The project research achieves the objective in developing the prototype of mobile financial application. The conclusion of this research, students really needs an application that can help them in managing their studies and this prototype development would accomplish that needs.

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