

**UNIVERSITI TEKNOLOGI MARA**

**THE DEVELOPMENT OF I-STORE  
APPLICATION FOR PPSUG, UiTM  
PERLIS.**

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## **ABSTRACT**

Today, mobile application (App) is a new emerging mobile technology and has been widely used. This new mobile artefact not only overturns the traditional business model of mobile industry, but also creates new avenues of mobile market opportunities. But Mobile Application uses and development is a new and rapidly growing sector. The aim of this study is to develop a mobile app that can be access by PPSUG UiTM Perlis student and staff for the purposes of equipment management. As to achieve the aim of the research, the following objectives have been identified which is to design an app for student in order to improve user accessibility and time availability of the surveying equipment and to encourage the student to practise paperless system. In this study, the methodology used is divided into four phase which is the planning and observation, data collection, designing and coding and lastly results and analysis. By this study, this mobile app can help the student and staff during the process of borrowing and returning the surveying equipment. Therefore, it can increase the awareness regarding the important of paperless system among the student of PPSUG UiTM Perlis.

**Keywords:** Mobile Devices, Mobile Application, Equipment Management.

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# CHAPTER ONE

## INTRODUCTION

### 1.1 Research Background

Nowadays, computers are so important and almost everything possible can get and came up with many innovative ways to use computers for teaching and learning in education. For example, portable computing power came in the form of laptops and netbooks. It allowed us to take computing power with us carrying it on our shoulders. However, laptops and netbooks could provide us usage for three to four hours maximum before it required connection to electrical power supply. Mobile devices, once fully charged, it can provide the same for 48 to 96 hours. Laptops and netbooks require connection to a network for Internet access, which is available at fixed locations in buildings or wireless access points, again at fixed and confined locations. Mobile devices have a network connection available almost (99.999%) of the time in almost every part of developed countries (Goundar, 2011).

Besides, in the modern age of information and communication system, people are habituated to use computer and computer application (Islam, Islam, & Mazumder, 2010). Today, mobile application (App) is a new emerging mobile technology and has been widely used. This new mobile artifact not only overturns the traditional business model of mobile industry, but also creates new avenues of mobile market opportunities. Although mobile pay-per-use services have attracted increased attention in recent years, few studies have provided limited insight into mobile technology adoption in pay-per-