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JUDUL: **KUTKM MEETING SCHEDULING SYSTEM**

SESI PENGAJIAN: 2004/2005

Saya **ANG CHING SIONG**

(HURUF BESAR)

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Tarikh : 22/10/2004   Tarikh : 22/10/2004

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            ^ Tesis dimaksudkan sebagai Laporan Projek Sarjana Muda (PSM)

ANG CHING SIONG

This report is submitted in partial fulfillment of the requirements for the
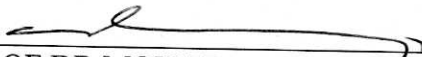Bachelor of Information Technology and Communication (Software Development)

FAKULTI TEKNOLOGI MAKLUMAT DAN KOMUNIKASI
KOLEJ UNIVERSITY TEKNIKAL KEBANGSAAN MALAYSIA
2004

ADMISSION

I admitted that this project title name of

KUTKM MEETING SCHEDULING SYSTEM

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STUDENT   : _____ Date : 22/10/2004
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SUPERVISOR : _____ Date : 22/10/2004
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DEDICATION

Specially dedicate this project to my parents who always given their constant support and encourage to me. Then I would like to dedicate this project to my supervisor who has always guided me in the right direction within develop the project.

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ABSTRAK

KUTKM Sistem Penjadualan Perjumpaan dibangunkan adalah untuk mengurangkan beban pensyarah yang sibuk dengan kerjanya hinggalah melupakan jadual waktu. Dengan penghasilan sistem ini, mereka akan diingati tentang jadual kerja mereka apabila menggunakannya. Objektif utama membangunkan sistem ini adalah memberi pengingatan kepada pensyarah mengenai tugasan harian dan menyeragamkan sistem pengkomputeran untuk mengelakkan penggunaan pelbagai perisian bagi merujuk tugas harian mereka. KUTKMMSS dibina berdasarkan kerja harian pensyarah. Walau bagaimanapun, sistem ini hanya digunakan oleh pensyarah yang berkhidmat dengan KUTKM. Universiti atau kolej lain tidak sesuai menggunakannya. Sistem ini dikategorikan kepada dua bahagian dimana yang pertama adalah sistem tempatan yang menggunakan LAN and satu lagi menggunakan portal. Sistem tempatan digunakan olen administrator untuk menambah, mengubah, dan memadamkan data seperti pensyarah maklumat dan mengekalkan pensyarah data yang terperinci. Manakala, bagi portal pula, ia memerlukan pelayan dan pensyarah boleh mendapatkan kemudahannya melalui internet. Untuk memulakan pembangunan sistem ini, kajian amat diperlukan. Melalui sistem ini, pembangun boleh medapatkan banyak pendapat yang berharga dan teknik untuk melaksanakan projek. Pembangun akan mengetahui apakah fungsi yang terkandung dalam sistem untuk menjadikannya bermanfaat. Metodologi boleh memebantu pembangun menghasilkan produk yang berkualiti, standard dokumen, penerimaan pengguna, penyelenggran dan perisian yang konsisten. Waterfall Model dipilih sebagai metodologi dalam projek dan akan dijalankan sepanjang penbangunan sistem untuk membolehkan pencapaian objektif.

ABSTRACT

KUTKM Meeting Scheduling System intention is to lessen lecturers' burden of easy forget about theirs working time table. Through the system, they will always be reminded when they log on into the system. The objective of develop this system is can always remind lecturer about the today task when they login into system and create a computerized meeting scheduling system where they don't need to use various application to refer or insert task. KUTKMMSS is developed based on KUTKM's lecturers daily routine. Therefore, this system will be used by KUTKM lecturers. Other fields or universities are not suitable to use this system efficiently. KUTKMMSS is categorized into two main parts, one is local system use in LAN and another is portal. The local system is used for administrator to add, edit and delete the data such as lecturers' information and maintenance lecturer's detail data using computerize. And another part is Portal which is running in server and lecturer can access it through Internet. To begin in developing system, research is needed. Through the research, developer can gains a lot of the valuable ideas and techniques to perform the project. Developer will know what is the functionality can be included in their system to make the system more powerful. Methodology can help developer to produce a quality product which is the documentation standards, acceptability to the user, maintainability and consistency of software. Waterfall Model has been chosen as a methodology for this project and will be implemented along the system development process to ensure the objectives of the project can be fulfilled.

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LIST OF ABBREVIATIONS

KUTKM	Kolej Universiti Teknikal Kebangsaan Malaysia
MSS	Meeting Scheduling System
PSM	Projek Sarjana Muda
UML	Unified Modeling Language
ASP.NET	Active Serve Pages.NET
ERD	Entity Relationship Diagram
DBMS	Database Management System
SDLC	System Development Life Cycle
CMMS	CyberMatrix Meeting Manager Scheduling
MMI	Meeting Maker Incorporated
MAMS	Multi-Agent meeting scheduling
SQL	Structure Query Language
IIS	Internet Information System
ODBC	Open Database Connectivity
HTML	Hypertext Markup Language
HTTP	HyperText Transfer Protocol
XML	Extensible Markup Language
OLAP	Online Analytical Processing
OLTP	Online Transactional Processing
CFML	ColdFusion Markup Language
JSP	Java Server Pages
PHP	HyperText Preprocessor
ADO	ActiveX Data Objects
URL	Uniform Resource Locator

PIM	Personal Information Managers
PWS	Personal Web Service
OS	Operating System
GUI	Graphical User Interface
UTP	Unshielded Twisted-Pair

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CHAPTER I

INTRODUCTION

1.1 Preamble/Overview

The proposed system for the Projek Sarjana Muda (PSM) is KUTKM Meeting Scheduling System (KUTKMMSS). As a newly established university, the project intention is to lessen lecturers' burden of easy forget about theirs working time table. Normally, lecturers of KUTKM will record theirs' activities into the note book manually. Through the system, they will always be reminded when they log on into the system and they will not worry data will lost when losing their note book.

This system is developed for the lecturers to inform them about meeting time and check the time of meeting. Apart from that, system will provides the time table that mean each lecturer has his own time table and other can not break into his system except they get permission from the administrator.

Lecturers can insert or update the necessary time table according their situation if they feel time is not suitable because of some personal problems or other reasons that need to delay the meeting. After upgrading the data, it will save into database. System will send a mail or pop up a signal about their duty at present to inform them that the new information has been changed.

This system will also display the lecturer's name who will attend the meeting. Besides that, system also provides the capability to handle lecturer's personal information such as storing the phone numbers and email addresses. Moreover,

searching function also is available for fast access to lecturer's intended to know when the meeting date.

With this KUTKMMSS proposed system, record of the lecturers will be store more systematic and regular that means they will not worry about losing their data. All of this provides convenience to manipulate and maintaining the data easily and effective. They only need one database server and client will be link with this server as a LAN network linking. KUTKMMSS cans smooth operations and make it faster, more convenient and save more precious time in finding the good time slot for meeting. Beside this, it also has potential capacity to handle and store the massive information in a database for uses; this means that it is expandable and flexible.

The project methodology is used to build up the system covers the overview of the project application from concept to the final system. The methodology will be used within meeting scheduling system is the waterfall model.

The KUTKMMSS is an enhanced website which enabled lecturers to be guided through theirs' own time table by mouse click on the date that they wish to key in the activities of whole week.

1.2 Problem Statement(s)

The problem that common notice by the developer is some of the lecturers still records the time table manually. So, they refer the pocket notes frequently and check the meeting or lecture class based on pocket notes. Unfortunately, if the lecturer misplaces or forgets where the pocket notes place, it will waste the valuable time to refer or search the notes.

Besides that, in the conventional meeting scheduling approach, the basic goal is to find a common free time slot for prospective participants. Naturally, lecturers will be having different time tables when looked at in a common time coordinate. It is physically impossible to find a common time slot in the time tables for meeting. It will

- Currently, they are some lecturers still using the various software applications or manual to store their daily tasks. It wastes their valuable time and adds their burden. So, this proposed system is developed for to computerize a systematic proposed system. Lecturers can add, edit and delete their time table with using the proposed system efficiently.

c) To create an easy retrieve database

- To lighten process of data retrieve, it is best to computerize everything so that lecturer can retrieve data with one click or key press. Accordingly, data manipulation procedures like data save, update, delete and view can be done easily with a well-designed architecture, which can maintain the data validation.

d) To produce user friendly interface

- To make interaction between the user and proposed system become more interactive and dynamic. User will use the system more effective and faster.

1.4   Scopes

KUTKMMSS is developed based on KUTKM's lecturers daily routine. Therefore, this system will be used by KUTKM lecturers. They can access the information easily. Other fields or universities are not suitable to use this system efficiently.

According the statement of project scope, developer can identify the limitation and size of the project. Apart from that, scope also can guide developer to develop KUTKMMSS and make sure the function properly. The scope is focus on the business intelligence and data warehousing which can maintenance database.

KUTKMMSS is categorized into two main parts, one is local system use in LAN and another is portal. The local system is used for administrator to add, edit and delete the data such as lecturers' information and maintenance lecturer's detail data using computerize. Portal is running in server and visitor can access it through Internet.

Each lecturer must be provided an id number and password to login the system by making the registration with the administrator. Password is the private for lecturer to login the proposed system. Proposed system is not allows non KUTKM lecturers to browse. It is to protect their benefits. When lecturer login the proposed system, they can insert, modify or delete the data.

The proposed system has an administrative control over schedule access privileges. It allows some lecturers full scheduling and editing access and others limited access, depending on the lecturer particular needs. Apart from that, it gives the lecturers complete control over schedule access and has the control that need to assign rights to all lecturers. Various permissions can be assigned to each lecturer to determine what functions and information they are able to access. Permissions can be assigned at the user level as well as by location.

Furthermore, system also provides the E-mail integration and reminder to the lecturers. An email message is automatically generated and sent to the relevant lecturers to remind them efficiently. Reminder is for lecturers to be reminded of important events automatically. System also displays lecturer's schedule in daily tasks in the page.

The meeting scheduling system will also is equipped with the searching function. Lecturers can input the associate text or narrow down their navigation through selecting the specified categories and it will bring them to the intended location on the spot.

The system will be developed for the user with Windows Operating System only. Other operating systems will not be able to use this system properly. This project is proposed to use asp.net as main programming language. Software such as Microsoft SQL Server, Macromedia Dreamweaver, Macromedia Flash and others is believed that will be used to develop this meeting scheduling system as well.

1.5   Contributions

Doing the research about the meeting scheduling system is very helpful in constructing a project. A lot of the associate information of the project can be gained. This will cause the developer easy to identify their scope, realize with the functionality of the project. As a result, the final project will be accomplished. Through the research, the development of the project will be overcome as soon as possible. Consequently, it will increase the utility of the project.

The contribution of the project is it supplies the precious thoughts and guideline for developer in building the scheduling functions of the system. Then, developer will familiar with building the appropriate functions of the scheduling system. It will reduce the developer designing time and make the project more advances and challenge. Finally, the workload of the developer is decreasing.

1.6   Expected output

After the completion of the program, the system is expected to have a user login and the change password function. It also is expected to have a data manipulation function which provides the ability for user to insert, edit and delete tasks' data. The system will also provide a function where user can create the timetable interactively which means that the system will check for the constraints to create a clash free timetable. Finally, system also provides forum discussion for lecturers to share their experience and sending mail function for them to contact other.

1.7 Conclusion

KUTKMMSS is a Meeting Scheduling System that will be used for KUTKM's lecturer to manage their daily tasks. This demonstration seeks to reveal how the various techniques employed have been incorporated into a coherent whole. Admittedly, Meeting Scheduling System is an immensely complex and tedious process to automate, but the potential benefits are similarly tremendous. It is hope that the automation of creating scheduler is well worth the effort.

CHAPTER II

LITERATURE REVIEW

2.1   Introduction

Nowadays, developer uses system analysts to define the system requirement. Actually, they would be skilled in effective methods for gathering information or fact-finding.

Fact-finding is the formal process of using research, interviews, questionnaires, sampling, and other techniques to collect information about problems, requirements, and preferences. It is also used across the entire development cycle; however it is too critical in the requirement analysis phase.

There are seven common fact-finding techniques which can gather the information. The techniques are Sampling, Research and Site Visits, Observation, Questionnaires, Interviews, prototyping and Joint requirements planning.

The fact-finding technique that developer uses is the Research and Site Visits, and Observation. Research and Site Visits is used to thoroughly research the problem domain. Problems normally are not unique. Developer often carries out site visits at companies they know have experienced similar problems. If these company are want to gather, valuable information can be obtained, then time and cost in the development process will be saved.

Besides that, computer trade journals and reference books are also a good source of information. They can provide developer the information on how others have solved similar problems. Furthermore, developer can learn whether software packages exist to