

BORANG PENGESAHAN STATUS TESIS*

JUDUL : EZ HOMESTAY

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EZ HOMESTAY

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**This report is submitted in partial fulfillment of the requirement for the Bachelor of
Computer Science (Computer Networking)**

**FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
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2013**

DECLARATION

I hereby declare that this project report entitled

EZ HOMESTAY

Is written by me and is my own effort and that no part has been plagiarized
without citations.

STUDENT : _____ Date: _____

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SUPERVISOR : _____ Date: _____

(MUHAMAD SYAHRUL AZHAR BIN SANI)

DEDICATION

To Almighty, Allah S.W.T

To my greatest idol, Rasulullah SAW

To my beloved and respective parents, Mohd Farid Bin Ali @ Adam, Salina Binti Hashim and my family who have been constant source of inspiration.

To my kind supervisor, Mr. Muhamad Syahrul Azhar Bin Sani

To all my friends

Thank You.

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ABSTRACT

Ez HomeStay Application is develop to provide the homestay advertisement platform in android environment to replace any traditional method to advertise homestay. It is also handle a booking and messaging between owner and customer of the homestay. With the uploaded picture can be picked from the phone gallery and camera, it brings more conveniences to the user. For owner privilege, they can update their homestay detail and check the booking record. For customer, they can only book the homestay or send a message to the owner if they are logged in.

ABSTRAK

Aplikasi Ez HomeStay telah dibangunkan bagi menyediakan platform iklan homestay dalam persekitaran android untuk menggantikan mana-mana kaedah tradisional untuk mengiklankan homestay. Ia juga mengendalikan tempahan dan pesanan di antara pemilik dan pelanggan homestay. Dengan gambar yang dimuat naik boleh diambil dari galeri telefon dan kamera, ia membawa lebih banyak kemudahan kepada pengguna. Bagi pemilik, mereka boleh mengemas kini butiran homestay mereka dan memeriksa rekod tempahan. Bagi pelanggan, mereka hanya boleh menempah homestay atau menghantar mesej kepada pemilik apabila mendaftar masuk..

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CHAPTER I

INTRODUCTION

1.0 Introduction

1.1 Project Background

HomeStay is a house to rent for a short period just like a hotel. In Malaysia, the market of HomeStay had increased. There is more than a thousand HomeStay in Malaysia with the different owner and places. Usually, the owner will post an advertisement on the internet with the detail of their HomeStay. But, this HomeStay advertisement is always categorized under the “Rental House”, “Guest House” or “Budget Hotel”. There is still no specific platform for the owner and the customer of HomeStay.

Ez HomeStay is Android application that provides a platform for the HomeStay’s owner to advertise and the customer to find the HomeStay’s base on their budget, size and location in Malacca. This application will have 2 different interfaces for the owner and customer. Before any HomeStay’s owner can advertise, they need to register first. Then, to advertise the HomeStay, they need to provide a basic detail such as address, price and upload a picture. For customer, they will have an option to find the HomeStay base on district (HomeStay’s location), price range (budget) and accommodation.

1.2 Problem Statement

There are a few problem for the owner and customer of HomeStay that lead to the idea of creating this Android application that called Ez HomeStay. The problem is as below:

i. No specific category

Normally, the owner will post an advertisement on the internet under the category of “Rental House” or “Budget Hotel”.

ii. Time consumed

Since the advertisement that post on the internet is not on the same website, customer need to search the suitable HomeStay for them which consume a lot of time.

iii. No existing application for mobile phone

There is no existing applications that provide advertisement services for a HomeStay.

1.3 Project Objective

The purpose of developing this project is to simplify HomeStay business by providing its own platform that will bring more conveniences to both customer and owner.

i. To provide specific platform

Both customer and owner can use this application to do only a HomeStay’s business.

ii. To simplify the search

There is a menu for category that consists of district (location), price range and number of room.

iii. To provide booking on-line services

Customer can book the HomeStay through this application with then notified the owner about this request.

1.4 Project Scope

This application is targeting the user which is owner and customer in the state of Malacca. Ez HomeStay application is develop based on two scope which is user's scope and the application's scope.

i. User scope

The target user for this application is the homestay owner and the prospect customer of the HomeStay that located in a state of Malacca only. This application will assist the customer in their search and booking.

ii. Application scope

This application is develop with the content as below:

a) Verifying the owner

The owner need login first before they can use the application to make sure there is no fake owner or advertisement posted.

b) Category

All the advertisement is put under a few category which is area, budget and size.

c) Booking

Customer will make a book for the selected HomeStay which then the application will notify the owner about the request.

d) Help

This module will guide the user to use this application.

1.5 Project Requirement

The software and hardware requirement is important in this application development. It will ensure that this project will achieve its goal smoothly. The requirement is as below:

Software requirement :

- a) Basic Software
 - Microsoft Office 2007
 - Microsoft Project 2007
 - Microsoft Visio 2007

- b) Operating system
 - Microsoft windows 7 Professional

- c) Software Development Kit (SDK)
 - Eclipse
 - MySQL database

Hardware requirement :

- a) Computer
 - Minimum Processor Intel Core 2 Duo
 - Minimum Memory 1GB
 - Minimum Hard Disk 100GB
 - Printer

1.6 Project Significance

This application is build in Android platform which is use in many smartphone makes the advertisement of HomeStay is much easier for the owner and the customer can save a lot of time in searching the suitable HomeStay for them.

1.7 Expected Output

This application is develop for the Android user with the internet access. That means the user can access in any device that using Android operating system at anywhere as long it is connected to the internet.

Using this application, owner can advertise their HomeStay effectively because this application is only about the HomeStay and it will not have any other unrelated advertisement. With help functions, user can learn how to use the application in a very short time. The customer can made a very easy search by the category functions in this application which consist of District (location), Price (budget) and Size (total of rooms and etc).

1.8 Conclusion

It is important to have a specific platform for the HomeStay since it's market is growing rapidly. The application will bring so much convenience to both customer and owner. The owner can get an information about the booking much faster and reply the status of availability to the customer along with the price and other terms and conditions. Customers can easily doing a search under a few categories in this application to save their time to find a suitable HomeStay. The owner can also update the advertisement that they already posted on this application if there is any changes to be made. This application indirectly will help to increase the growth of tourism industry in Malacca.

CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

Literature review is a review of a case study. It includes all the facts and findings related to the case study. Research for the case study should include the relevant literature of facts and findings. The review made is the guide for developing a good system or application.

The project milestone from the start until the delivery phases the Ez HomeStay application, and the project requirements such as software and hardware that is used for the development of this android mobile application are explained in this chapter.

2.2 Facts and Findings

Fact and findings is an important component of the communication process which presents its own special set of problems. For this project, the facts and findings will involve a review of existing technique or platform that had been used to promote or advertise HomeStay. There are a few techniques that had been used to advertise homestay such as posting banner, creating advertisement on the website (Mudah.my and iBilik.com) and advertise homestay in single owner user of android application.

2.2.1 Category

The HomeStay advertisement are usually can be found under ‘Accommodation’, ‘Travels’ or ‘Guest House’ category in online advertisement websites such as www.mudah.my and www.iblik.com.

2.2.2 Android

The current android application to advertise a homestay is only limited to ta single homestay owner.

2.3 Project Methodology

Methodology is a system of broad principles or rules from which specific methods or procedures may be derived to interpret or solve different problems within the scope of a particular discipline. Unlike an algorithm, a methodology is not a formula but a set of practices.

For this project, the methodology of Waterfall Model is used after going through some research and review. The reason this methodology is choose are because the Ez HomeStay requirements and implementations are well understood. There are about three main techniques in this methodology which are Logical Data Modelling, Data Flow Modelling and Entity or Event Modelling. The detail processes are as follows:

a) Logical Data Modelling

This is the process to identify, model and document the data requirements of Ez HomeStay application. A logical Data Model consists of a Logical Data Structure (LDS). Moreover, LDS will represent the Entities and Relationships.

b) Data Flow Modelling

This is the process of identify, model and document the data flows which happens in Ez HomeStay application. The Data Flow Model consists of a set of integrated Data Flow Diagrams which supported by appropriate documentation. DFD will represents the processes (Example: sign up user process), data stores (Example: The information will be kept in MySQL as database), external entities (Example: customer and owner) and data flows.

c) Entity Event Modelling

This is the process of identify, model and document the business events in Ez HomeStay application. It consists of a set of Entity Life Histories and appropriate documentation.

2.4 Project Requirement

The software and hardware requirement is important in this application development. It will ensure that this project will achieve its goal smoothly. The requirement for this application can be refer to chapter 1 under project requirement.

2.5 Project Schedule and Milestones

To make sure the project can be completed in a given time, the project schedule and milestone need to be outlined. The time frame for scheduling are consists of start day, finish day, latest finish day, milestones and duration.

Num.	Milestone	Duration	Start Date	End Date
1	Submit proposal and proposal presentation	5 days	18/2/2013	22/2/2013
2	Proposal improvement and correction	5 days	25/2/2013	1/3/2013
3	Submit Chapter 1 : Introduction	5 days	4/3/2013	8/3/2013
4	Gather information for Chapter 2: Literature Review and Project Methodology	10 days	11/3/2013	22/3/2013
5	Submit Chapter 2 and Progress Presentation 1	5 days	25/3/2013	29/3/2013
6	Demonstration and Gather information for Chapter 3: Analysis	5 days	1/4/2013	5/4/2013
7	Mid Semester Break	5 days	8/4/2013	12/4/2013
8	Submit Chapter 3 and Demonstration	5 days	15/4/2013	19/4/2013
9	Gather information for Chapter 4: Design and Progress Presentation 2	5 days	22/4/2013	26/4/2013
10	Demonstration	5 days	29/4/2013	3/5/2013
11	Demonstration and PSM 1 Report Preparation	10 days	6/5/2013	17/5/2013
12	Submit PSM 1 Report	5 days	20/5/2013	24/5/2013
13	Final PSM 1 Presentation	5 days	27/5/2013	31/5/2013
14	Report Improvement and Correction	5 days	3/6/2013	7/6/2013

2.6 Conclusion

As a conclusion, this chapter describes the project literature review and methodology that is applied. The facts and findings is actually the literature review for this project that state the existing technique used to advertise a HomeStay. For the methodology, the waterfall model is most suitable for this project.

The next chapter will explain about the analysis for this project which consist of problem analysis, requirement analysis, data requirement, functional requirement and other related analysis required for this project.

CHAPTER III

ANALYSIS

3.1 Introduction

The analysis phase is about describing and gathering all information about the application that being developed and also to identify the high level requirements by determining the functional and non-functional requirements of the application. As quoted by Bergson in 2008 which is an absolute can only be given an intuition, while all the rest has to do with analysis.

The problem of developing this application is explained in detail in problem analysis together with the flow of the system in the flowchart. Requirement analysis will include the data requirement which is data to be used as input and output of this application.

For the functional requirement, Entity Relation Diagram (ERD) is used to show the relationship between entities in this application. Non-functional requirement is about the application performs its intended function.

3.2 Problem analysis

Problem analysis can be defined as the process of understanding the real-world problems and users needs and proposing abstract solutions to those problems. For example, when the customer want to search for the homestay they need to search on internet in different website. This action was a time consuming for the customer.

3.2.1 Current analysis

The current system that is used by the homestay owner to advertise their house is by putting a banner in nearby area. To let the prospect customer from outside the area know about the advertisement, they post it online in a few different website. This situation gives a hard time for the owner because they don't know which website will the customer visit to view their advertisement. For customer, the search for suitable homestay is not an easy job.

3.2.1.1 Homestay advertisement

The first kind of advertisement is by putting a banner in a nearby area. The problem with this advertisement is the banner will attract the customer from the same area which they already had their own house. At most, the customer will need a homestay if they had a relatives who need a place to stay for a special occasion such as wedding ceremony. For the second way to advertise this homestay, the owner take a good initiative by post it on the internet. But the problem is, the advertisement need to be posted on a few website as the owner doesn't know which website will the customer visit. Plus, the category in advertisement website itself, did not have any specific homestay category. It always put under the properties category. For the customers who are not a very good searcher, they will never find this advertisement.

i. Banner advertisement

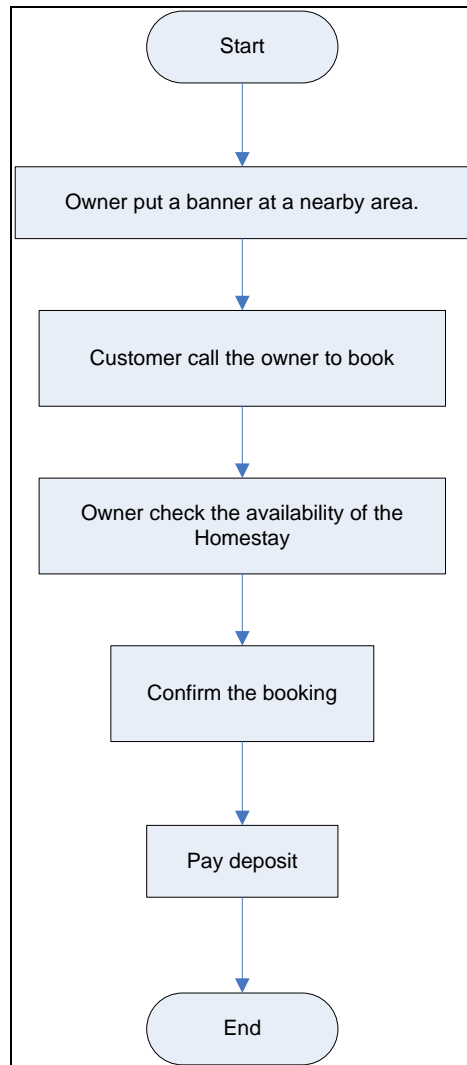


Figure 3.1: Current Advertisement Using Banner