MINDBLOW APPLICATION

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BORANG PENGESAHAN STATUS TESIS

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MINDBLOW (MIND-MAPPING WEB APPLICATON)

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B031110301

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2014

DECLARATION

I hereby declare that this project report entitled

MINDBLOW (MIND-MAPPING WEB APPLICATON)

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

STUDENT : _____ Date: _____

(MUHAMAD SYUKRI BIN SARIZAN)

SUPERVISOR : _____ Date: _____

(PUAN NOR HASLINDA BINTI ISMAIL)

DEDICATION

I would like to dedicate my works to my beloved parent, who always give me advises to continue the works although it is impossible. And a special feeling of gratitude to have them by my sides. Also to my siblings that always encourage me not to give up to accomplish this system. To my friends, I feel so luckily to have them in cheering my day and their helps to taught me that even largest task can be done in time.

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I also want to express my warm thanks to PUAN NOR HASLINDA BINTI ISMAIL for her supports and guidance to accomplish my project. All useful comments, encouragements, and learning process in completing this project, I really appreciate.

To my beloved parents and family, I would like to thanks for them for giving me support. They also motivate me continuously throughout my project.

Lastly, I would like to say thanks to them who are involved directly or indirectly in the process of completing this project. And to all people around me, I apologized if there any mistaken that I have done to them because in bottom of my heart, I really do not mean it.

ABSTRACT

MINDBLOW is a mind-mapping web application to helps people who have problems in creating a mind map. This project is developed to intend the user not only to create mind maps but also to save their times to make one. With this system, they also can edit their own mind map based on their creativity. The system not only can be used by students or educators, it also can be used by business worker for their project presentations. This system is started with the request of authentication to use the application. The user need to login by fill their username and password in the login form. If they are first time come to this website, they required to register first by click the registration link. After the user have login, they have authority to use mind map. They need to fill all data in the form before mind map is create. For every tab, it will produce child-node to its parent node. After the form is filled, mind map will be create automatically be clicking Generate Mind Map button. Then, user can edit the mind map by click Option tab button. The fonts, node color, and lines, all of that can be edit according user's creativity.

ABSTRAK

MINDBLOW adalah peta minda aplikasi web yang mana untuk membantu mereka yang mempunyai masalah dalam menghasilkan peta minda. Projek ini dihasilkan bukan sahaja untuk pengguna menghasilkan peta minda, tetapi ia juga dapat menjimatkan masa dalam penghasilan sesebuah peta minda. Dengan sistem ini, mereka juga boleh menyunting peta minda berdasarkan kreativiti mereka masing-masing. Sistem ini bukan sahaja dapat digunakan oleh pelajar dan warga pendidik, ia juga boleh digunakan oleh pekerja bisnes dalam pembentangan projek mereka. Sistem ini dimulakan dengan permintaan pengesahan untuk menggunakan aplikasi tersebut. Pengguna perlu memasukkan nama pengguna dan kata laluan yang sah sebelum dapat masuk ke dalam sistem. Untuk mereka yang pertama kali datang ke laman web ini, mereka perlu mendaftar dahulu dengan klik link Registration. Selepas mereka berjaya masuk, mereka akan di berikankan hak untuk menggunakan sistem peta minda tersebut. Sebelum peta minda dapat dihasilkan, mereka perlu mengisi data di dalam kotak yang di sediakan. Untuk setiap penggunaan “Tab”, ia akan menghasilkan nod anak kepada nod induk mereka. Selepas kotak itu di isikan dengan data, peta minda akan terhasil secara automatik dengan menekan butang Generate Mind Map. Kemudian, pengguna boleh mennyunting peta minda mereka dengan menekan butang Option. Setiap tulisan, warna nod, dan garisan peta minda, semuanya boleh di ubah oleh pengguna mengikut kreativiiti masing-masing.

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CHAPTER 1

INTRODUCTION

1.1 Project Background

Mind mapping is a great way to brainstorming the ideas, making a plan, or turning the idea into the steps needed to make it real. With the use of colors, images, and words, mind mapping encourages people to begin with a central idea and expand it outward to more in-depth subtopics. Besides, mind map also helps people to think outside the box. From this situation, I would like to develop a program that help people to create mind maps. By entering the important point in the form, the program will generate mind map automatically.

1.2 Problem statements

Nowadays, making a notes important to remind us for what we have learn. The notes not only used by students, even workers or business peoples need it to remind them all the important points. But the notes that made are not satisfy to what we need. This problem can cause:

1. **The way of making mind map is outdated.**
   Recently, the mind-mapping web application still use the same way that is to create a node first, then write on it. In addition, the color use in mind map is dim and make the user feeling bored or falling asleep when read it.

2. **The time to make mind map consume a lot of times.**
   Lately, people do not know how to take notes and be prepared with the necessary supplies. This will take a lot of times to decide which important points that should be inside the mind map. Besides, the unimportant points also waste the time.

3. **The mind map that made become hard to acknowledge.**
   The inappropriate way to do mind map can cause it to be useless. It is because people do not recognize main ideas of some topics. On top of that, the way of making the mind map is not follow the mind map rules.

1.3 Objectives

This project embarks on the following objectives:

1. **To investigate a new way to do mind maps.**
   In this project, it will help people to realize that mind map is useless without do it in a proper ways. A new way will be do in this project that is by insert the data in the form, and let the system generate mind map.

2. **To reduce the time consume to make notes.**
   To make a notes by hand writing sometimes takes more times than expected. Besides, there will be some error when taking hand writing notes. From this project, it will help the user just insert the notes in the forms, and the application will generate the mind map automatically.

3. **To organize ideas and solve problems creatively.**
   This project will help people to organize their ideas of doing the notes creatively. Indirectly, this can help them to memorize more than they expected. Furthermore, by referring the mind map, it can help the user solve problems easier.

1.4 Scope

This project will target by following scope of users:

1. **Students**
   - Can be used by middle school students for making notes
   - Can be used by university students for making notes

2. **Educators**
   - School teachers can use it to make mind map and hand out to students
   - University lecturers can make mind map for students references

3. **Business workers**
   - They can use it for presentation to the client
   - They also can use it for meeting purpose

1.5 Project significance

From this project, the people who may benefits are students, educators, and business workers. Mind mapping is a great way to brainstorming ideas, making a plan, or turning the idea into the steps needed to make it real. With use of colors, images, and words, mind mapping encourages people to be more

creative. Besides, it can reduce the time consume to make a reference notes. And lastly, it help organize ideas more clearly according to their objectives.

1.6 Expected Output

From this project, I expected that it can help people to ease their works. Next, I hope this project can try to increase the human brain memory capabilities. This project also will attract people attention as they try to do and read the mind map. Besides, this project will expect to reduce the time consume for making the notes. By using this project, the user need to fill the form and let it generate mind map automatically.

1.7 Conclusion

Mind map is now widely being use by people around the world. By making this project, I hope it can help people be more creative to handle their ideas and problems to a better plan. A better plan will be scratch on to get the review of making the project.

CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

This chapter II discuss about literature review and project methodology. Literature review is about the comparison and explanation of existing system. The existing of the similar system will be explained in the fact findings. The comparison with the system also will be guide with some attachment of its interfaces. The similarities in term of function, modules and its features will be explained in this chapter. The process of project management involve of planning, analysis, design, procedures and protocols to aim to its goal. The project will manage the module that will be create in the system.

2.2 Facts and findings

Concept mapping and mind mapping software are used to create diagrams of relationships between concepts, ideas or other pieces of information. It has been suggested that the mind mapping technique can improve learning or study efficiency up to 15% over conventional note taking.

As the conclusion, using mind map in education give user understand the information faster than reading text in simple way. The information that wants to deliver to user quickly and effectively.

2.2.1 Domain

Domain of this project is to help the user brainstorm their idea and make it into a mind map. Through this mind map, it can reduce the time consume to make notes.

2.2.2 Existing System

This section will explain the existing system that have been compared.

2.2.2.1 Case Study I: MindMup

Source: http://www.mindmup.com/#m:new

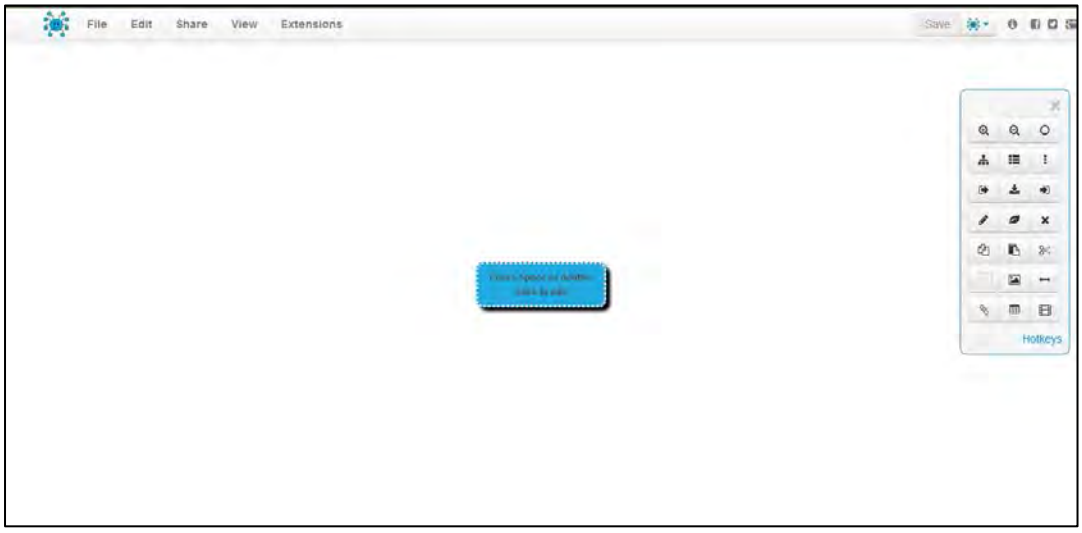

Figure 2.1 MindMup interface

2.2.2.2 Description

MindMup is a free mind mapping application written primarily in JavaScript and designed to run in HTML5 browsers. MindMup combines editing and productivity user interface such as keyboard shortcuts, edit, right-click menus and toolbars.

Their main project are creating a frictionless interface, productivity and community-driven development.

2.2.2.3 Screen shot

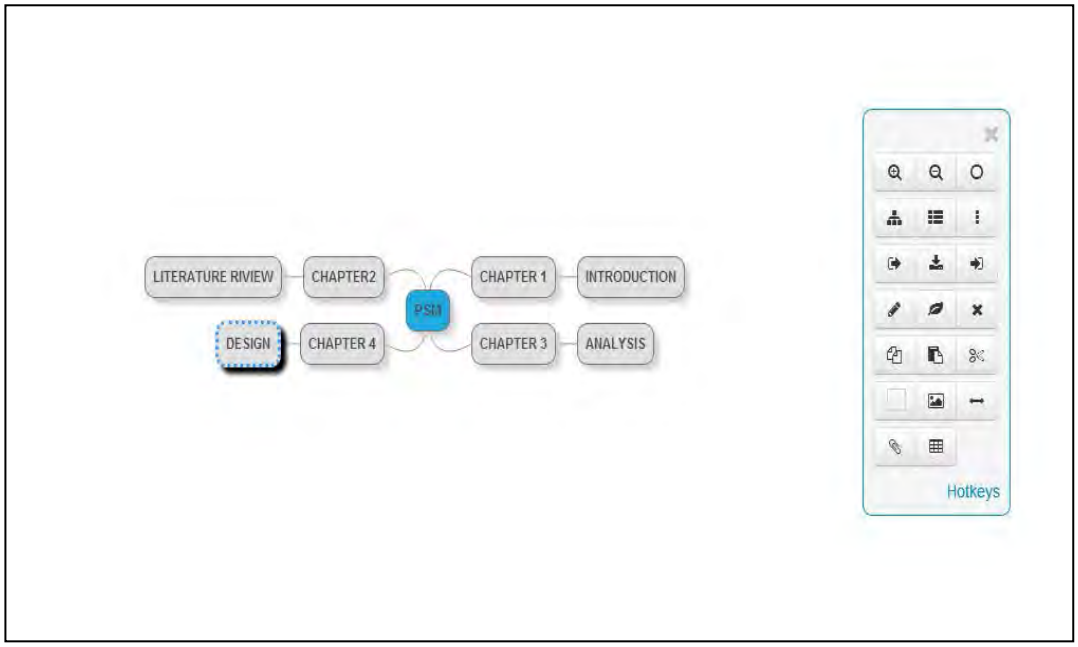

Figure 2.2: MindMup mind map

2.2.2.4 Functions

- Write points on the node
  - All the point must be write on the workplace

- Toolbars
  - Use for editing

- Keyboard shortcut
  - Same use as the toolbars

2.2.2.5 Comparison of the Systems

Table 2.1: Comparison of MindMup and MINDBLOW

COMPARISON	MINDMUP	MINDBLOW
Write points on the diagram	Yes	Yes
Write point in the form	No	Yes
Toolbar	Yes	Yes
Keyboard shortcut	Yes	No
Have guideline	Yes	Yes
Free to used	Yes	Yes

Based on the Table 2.1, both mind mapping web application have the same purpose which help the user to build a mind map. Both mind mapping web are free to used. Besides, both of it have their own guideline according to their usage.

But the difference between both of it are, MINDBLOW can write point both on the diagram and in the form provided. Then, the user just click ‘Generate’ button and the app will do the mind map automatically.

2.2.3 Techniques

Mind maps have many applications in personal, family, educational, and business situations, including note taking, brainstorming, summarizing, or to sort out a complicated idea. Mind maps are also promoted as a way to collaborate in color pen creativity sessions. As with other diagramming tools, mind maps can be used to generate, visualize, structure, and classify ideas, and as an aid to studying and organizing information, solving problems, making decisions, and writing.

For this project, MINDBLOW will use the technique that consume less of time. The user need to insert the important points in the form, and let web application generate the mind map automatically. This results flexible, easily changed and more maintainable system.

2.3 Project Methodology

Object-oriented analysis and design (OOAD) is a technical approach to analyzing, designing an application, system, or business by applying the object-oriented paradigm and visual modeling throughout the development life cycles to foster better stakeholder communication and product quality. OOAD in modern software engineering is best conducted in an iterative and incremental way.

For object-oriented analysis (OOA), it is used to make a model of functional requirements of the software lifecycle analysis. It is independent due

to constraint implementation. While for object-oriented design (OOD), the implementation constraint is apply by the developer to the conceptual model produced in OOA. In the software and hardware platform, constraint may be occurred. The performance requirements, usability of system, storage transaction, and budget and times limitations.

Within those techniques, the technique that will going to be use is OOAD technique which are significantly simplifies the development of the MINDBLOW web application compared to SSAD. OOAD methodology cuts down development time and costs which will stimulate and induce market and competitive advantage. This results in flexible, easily changed and more maintainable system

2.4 Project Requirements

Project requirements is the need of software and hardware during development of project. The project can be develop more efficiency by referring to the requirements based on Gantt chart and milestone. These are two categories project requirement:

2.4.1 Software Requirement

Software needed in this project development:

i. Adobe Dreamweaver CS6, Illustrator CS6, Photoshop CS6
ii. HTML5 – Client side
iii. MySQL Version 5.6.12
iv. Operating System – Windows 7 Ultimate 64-bit
v. PHP MyAdmin Version 5.4.12 – Server side
vi. WampServer Version 2.4