

**ONLINE Q-BABY SHOP APPS**

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UNIVERSITI TEKNIKAL MALAYSIA MELAKA

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## **DEDICATION**

Every challenging work needs self-efforts as well as guidance of elders especially those who were very close to our heart. My humble effort I dedicate to my loving family whose affection, love, encouragement and prays of day and night make me able to get such success and honour, along with all hard working and respected lecturers.

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## ABSTRACT

This report was created as the final deliverables in completion of 'Projek Sarjana Muda' in partial fulfilment for Bachelor of Computer Science (Software Development) at Universiti Teknikal Malaysia Melaka. A web based system that would suit most small business baby shop would be built. In this project, the Q-baby shop industry would be the focus. The system is entitled 'Online Q-baby shop apps'. Baby Shop Trading Sdn Bhd in Ayer Keroh, Melaka will be the end user. This system is to allow better information retrieving like the baby cloths details, shoes, baby accessories and shop info so that the viewer can make a phone ordering. At the moment the shop does not have any web page to be shared or accessed with their customer. Plus, it is an internet based system which would result in a better administrative management. There are some difficulties such as difficult to buy items at the market own self and customer doesn't have time, Long time queue when buy the clothes and accessories and also customers do not know the latest items which is new in the market. The solution is by update the user about the recent item and special offers in the market, allow customers to easily buy baby clothes and accessories by propose the online baby shop apps. To achieve this, this project apply the methodology of System Development Life Cycle (SDLC) that consists of business modelling, the data modelling, process modelling, application generated modelling, testing and turnover which is Rapid Application Development Model. As a result, this system develop completed and successfully done. This system would be beneficial to Baby shop trading Sdn Bhd.

## ABSTRAK

Laporan ini dihasilkan sebagai hasil akhir dalam penghabisan Projek Sarjana Muda dalam sebahagian syarat graduasi Sarjana Muda Komputer Sains (Pembangunan Perisian) di Universiti Teknikal Malaysia Melaka. Satu sistem laman web yang berfokuskan perniagaan kedai bayi akan dibina. Dalam projek ini, industri kedai Q-bayi akan menjadi tumpuan. Sistem ini bertajuk 'Online Q-baby shop apps'. Baby Shop Trading Sdn Bhd di Ayer Keroh, Melaka akan menjadi pengguna akhir sistem ini. Sistem ini adalah untuk membolehkan mendapatkan semula maklumat yang lebih baik seperti butiran kain bayi, kasut, aksesori bayi dan maklumat kedai supaya pengguna boleh membuat pesanan telefon. Pada masa ini, kedai ini tidak mempunyai apa-apa laman web untuk dikongsi atau diakses dengan pelanggan mereka. Selain itu, ia adalah satu sistem berasaskan 'internet' yang akan memudahkan pengurusan pentadbiran yang lebih baik. Terdapat beberapa masalah seperti sukar untuk membeli barangan di pasar dan pelanggan tiada masa, giliran panjang apabila membeli pakaian dan aksesori dan juga pelanggan tidak mengetahui maklumat dan barangan terbaru dalam pasaran. Penyelesaiannya adalah dengan kemas kini pengguna tentang produk baru dan tawaran istimewa di pasaran, membolehkan pelanggan untuk membeli pakaian bayi dan aksesori secara mudah dengan mencadangkan aplikasi kedai bayi dalam talian. Untuk mencapai matlamat ini, projek ini menggunakan kaedah Sistem Pembangunan Kitaran Hayat (SDLC) yang terdiri daripada model perniagaan, model data, model proses, permohonan dijana model, ujian dan perolehan yang Pembangunan Aplikasi Model Rapid. Hasilnya, sistem ini dibangunkan dan berjaya digunakan. Sistem ini akan memberi manfaat kepada 'Baby shop trading Sdn Bhd'.

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## LIST OF ABBREVIATIONS

HTTP	-	Hypertext Transfer Protocol
FTP	-	File Transfer Protocol
JS	-	Java Script
PHP	-	PHP Hypertext Preprocessor
SDLC	-	System Development Life Cycle
DFD	-	Data Flow Diagrams
ERD	-	Entity Relationship Diagrams
ER	-	Entity Relational
RAD	-	Rapid Application Development Model
HTML	-	Hypertext Markup Language
GUI	-	graphical user interface
DBMS	-	database management system
ASP	-	Active Server Pages
WWW	-	World Wide Web



# CHAPTER I

## INTRODUCTION

### 1.1 Introduction

Nowadays, with the advent of technology, a great deal of effort is aimed at automating day to day activities for healthier and smarter lifestyle. On one hand, the customer is looking for a shopping experience that requires a minimum amount of time and with the best possible value of money. On the other hand, the supplier is looking for assisting all customers and providing an attractive user-friendly experience in an attempt to attract more customers and increase their purchases. In this project, a mobile application will be developed to assist customers to buy baby clothes and accessories. Its mean, this system is for facilitate the related works about select and order online the baby clothes and accessories. In this context, this system is for Q-Baby shop. So, with this system, users can buy the clothes and accessories from Q-Baby shop with more quick and easy at any time and everywhere.

## 1.2 Problem Statements

Nowadays, many people go to the shop to buy baby clothes and accessories. Sometime there were some problems to get the things from the shop. The problem statements are:

**a. Difficult to buy items at the market on shelf and customer doesn't have time.**

- Customer doesn't have time go to the market and some customer don't have their own transport for buying items such as baby accessories, clothes and etc.

**b. Customers do not know the latest items which is new in the baby shop.**

- Customer did not get a proper update of the new arrival items in the shop.

**c. Long time queue when buy the clothes and accessories**

- People sometimes be face with long time queue when buy the items at shop. So with this system, users ease for buy the baby clothes and accessories with more quick and easy without long time queue in counter.

### **1.3 Objective**

The objectives of the development of this system are:

- a.** To allow customers to easily buy baby clothes and accessories.
- b.** Update the user about the recent item and special offers in the market.
- c.** To propose online baby shop application for Q-Baby shop.

### **1.4 Scope**

#### **1. User Scope**

##### **a. Admin**

- The admin manage the whole system include maintenance and edit the items of baby shop.

##### **b. Customer**

- The customer purchase the items in the shopping list and search items.

##### **c. Staff of baby shop**

- Staff of the baby shop edit the price of the items and update new items into database.

## 2. System Scope

### a. Admin module

- The admin module will update new items, edit price of items and manage the authority of users.

### b. Search module

- The search module will search items via categories or keywords and the list will out the prices of items search in order.

### c. Calculation module

- The calculation module will calculate the price of items that costumer buy.

### d. Interface module

- The interface module will develop the interface of the system.

## 1.5 Project Significances

The baby shop application will benefit to the customer who buy the items from the baby shops. Baby Shop Trading Sdn Bhd in Ayer Keroh, Melaka will be the end user for the system. This system would be beneficial to Baby Shop Trading Sdn Bhd and the easy to maintain and manage the administrative work.

## **1.6 Expected Output**

This Q-Baby shop app is designed and developed to be very flexible mobile application combining web and native elements. It renders web pages that are compatible to mobile screens and allow customers to install it on their phone for directly interact and easy access.

## **1.7 Conclusion**

As a conclusion, the project Q-Baby shop displays relevant information about the products, help user to purchase items faster and inform users about special offers that currently carry by the baby shop. This application allows users to purchase the items they want easily and fast. This application can be downloaded online, so everybody can use this application at anytime and anywhere.

With this project, online mobile shopping is considered to be a very helpful way of buying products through a mobile phone especially during the holidays and clearance seasons. During seasons, baby shop always give a lot of discount. Due to this, baby shop is very crowded. Costumers need to queue for long time to buy the seasons stock. With this application, costumers only need to purchase the items at anywhere.

## **CHAPTER II**

### **LITERATURE REVIEW AND PROJECT METHODOLOGY**

#### **2.1 Introduction**

The literature review is a comparison of the studies that have been carried out by others about the pros and cons of the project will be developed. The literature review also serve as a reference for comparisons between existing projects and projects to be developed. Not just as a comparison, the improvement to the previous application with the application to be developed is also performed. Literature review of the project Q-Baby shop is developed to assist customers to buy baby clothes and accessories. This system is for facilitate the related works about select and order online the baby clothes and accessories. So, with this system, users can buy the clothes and accessories from Q-Baby shop with more quick and easy at any time and everywhere.

The research methodology is a process, a set of tools for

implementing a research and gathering information. In this chapter explains the research methodology used to develop the Q-Baby Shop application. In this project, the methodology used is structured analysis methodology called the "System Development Life Cycle (SDLC)" that consists of business modelling, the data modelling, process modelling, application generated modelling, testing and maintenance.

## **2.2 Fact And Finding**

In this facts and findings we will found that some study and research to shows that why this project are required to the market and how does it supports to the users. In fact, this also can find the way to develop this project in different kind of technology comparison to achieve the most successful product and system.

### **2.2.1 Domain**

The Q-Baby shop own a unique address, which is like Q-BabyShop.com. This system is for facilitate the related works about select and order online the baby clothes and accessories. So, with this system, users can buy the clothes and accessories from Q-Baby shop with more quick and easy at any time and everywhere.

## **2.2.2 Existing System**

In the existing system all transactions, dealings of products, purchasing of products were done manually which is time consuming. The reports are prepared manually as and when needed. Maintaining of reports is very tedious task. To buy any product user has to collect information about it either by visiting the shop or asking people which is the better one. There is no computer system for handling payments. All calculations are performed manually which may not be accurate always. Maintaining the record is really a tedious task.

### **2.2.2.1 Case Study**

There are various types of Baby shop system in the market. Therefore, this case study is made to make the comparison, the advantages and disadvantages of existing systems to improve the system that is being developed by the scope and objectives of the system. Among the case studies are as follows:

#### **Case Study 1: Peekaboo baby shop**

Peekaboo Baby is a storefront based online baby shop in Malaysia that provides high quality infant and juvenile products that are internationally tested for the safety and protection of young ones. The products range from strollers to travel cots to