

**ONLINE BIDDING SYSTEM**



**UNIVERSITI TEKNIKAL MALAYSIA MELAKA**

## BORANG PENGESAHAN STATUS LAPORAN

JUDUL: [ONLINE BIDDING SYSTEM]

SESI PENGAJIAN: [2020 / 2021]

Saya: \_\_\_\_\_ [TAN ZHI ZHONG] \_\_\_\_\_

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\_\_\_\_\_ TIDAK TERHAD

\_\_\_\_\_  
(TANDATANGAN PELAJAR)

Alamat tetap:  
11, LORONG 17, TAMAN MEWAH,  
08000 SUNGPAI PETANI, KEDAH

\_\_\_\_\_  
(TANDATANGAN PENYELIA)

Ts. Dr. Lizawati Salahuddin

\_\_\_\_\_  
Nama Penyelia

Tarikh: \_\_\_\_\_ 9/9/2021 \_\_\_\_\_

Tarikh: \_\_\_\_\_ 9/9/2021 \_\_\_\_\_

ONLINE BIDDING SYSTEM

TAN ZHI ZHONG



This report is submitted in partial fulfillment of the requirements for the Bachelor of [Computer Science (Software Development)] with Honours.

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY  
UNIVERSITI TEKNIKAL MALAYSIA MELAKA

2021

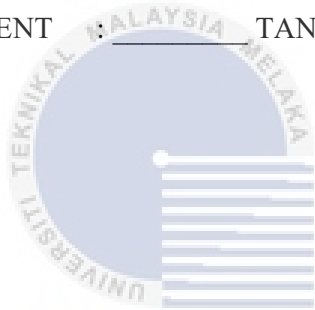
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([Ts. Dr. Lizawati Salahuddin])

## DEDICATION

This report is dedicated to:

My beloved parents,

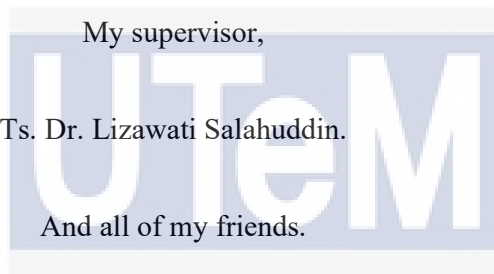
Tan Kheng Lee and Teng Cheng Sim.



My supervisor,

Ts. Dr. Lizawati Salahuddin.

And all of my friends.



الزيور سيبي تي كتيه كل ايسيا ملاك  
Thank you for their encouragement and unconditional support.

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Besides that, I would like to thank my fellow friends who always ready to help me whenever I needed them. In addition, my appreciation to them for assisted me and share a lot of good ideas that help to accomplish my project.

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## ABSTRACT

Due to COVID-19, an online platform is becoming very important because people need to adapt to the new normal lifestyle. There is a lot of sellers that do not have a proper platform for them to sell their new product or second-hand item. If the seller does have a platform to sell their product but does not know if the customer is willing to pay the price they offer. Hence an online bidding system will be developed to overcome the problem facing by the seller and buyer. The agile development methodology is used in this project because it can reduce the risk of absolute project failures. This system will be developed using HTML, JavaScript, CSS, and PHP languages. By having an online bidding website, the seller can set a start price for their item and the buyer can bid for the item for the price they want. In this system, the authentication module will allow the system to record the users' personal information. This system also will display the information about the seller and the description of the item which is underbidding. The seller and buyer are allowed to chat using the conversation module. Buyers can leave feedback to the seller after they have successfully bided an item. This system can also generate various reports to the seller, staff, and admin. In conclusion, the proposed system will overcome a lot of problems faced by the seller and also provide a new way for the seller and also buyer to sell and buy some items online.

## ABSTRAK

Oleh kerana COVID-19, platform dalam talian menjadi sangat penting kerana masyarakat perlu menyesuaikan diri dengan gaya hidup normal yang baru. Terdapat ramai penjual tidak mempunyai platform yang tepat bagi mereka menjual produk baru atau barang terpakai mereka. Sekiranya penjual mempunyai platform untuk menjual produk mereka tetapi mereka tidak tahu sama ada pelanggan bersedia membayar dengan harga yang mereka tawarkan. Justeru, sebuah sistem menawar akan dibuatkan untuk menyelesaikan masalah yang dihadapi oleh penjual dan pembeli. Metodologi Agile akan digunakan dalam projek ini kerana dapat mengurangkan risiko kegagalan projek. Sistem ini akan dikembangkan menggunakan bahasa HTML, JavaScript, CSS, dan PHP. Dengan mempunyai laman web penawaran dalam talian, penjual dapat menetapkan harga permulaan untuk barang mereka dan pembeli dapat menawar item tersebut dengan harga yang mereka mampu bayar. Dalam sistem ini, modul pengesahan akan membolehkan sistem merakam maklumat peribadi pengguna. Sistem ini juga akan memaparkan maklumat mengenai penjual dan perihalan barang yang sedang ditawarkan. Penjual dan pembeli dibenarkan berbual menggunakan modul perbualan. Pembeli boleh memberikan maklum balas kepada penjual setelah mereka berjaya menawar barang. Sistem ini juga dapat menghasilkan pelbagai laporan kepada penjual, kakitangan dan pentadbir. Sebagai kesimpulan, sistem yang dicadangkan akan mengatasi banyak masalah yang dihadapi oleh penjual dan juga menyediakan cara baru bagi penjual dan juga pembeli untuk menjual dan membeli barang secara atas talian.



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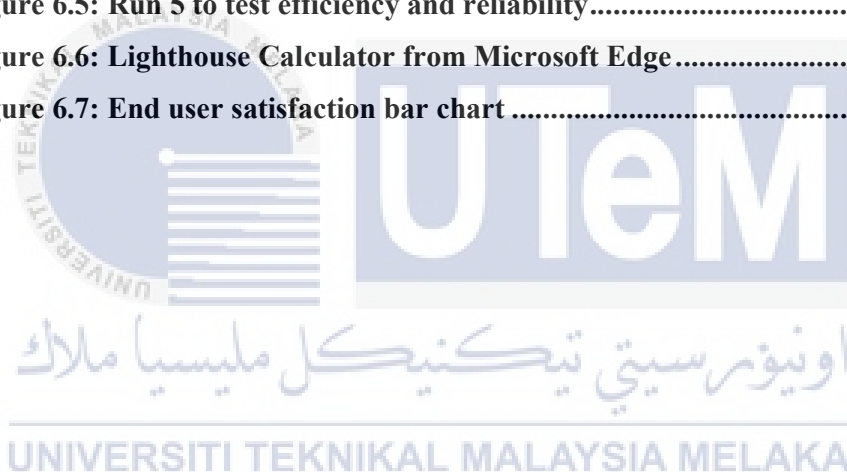
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## CHAPTER 1: INTRODUCTION

### 1.1 Introduction

Online shopping is now becoming a new trend of a lifestyle. Due to the pandemic which is COVID-19, people are not allowed to shop like they used to be. Then, they started to shop online. 3R which are reduced, reuse, and recycle is also becoming a trend now. People are recommended to sell items that they are no longer needed but which still functional instead of throwing them away. Some people also try to sell their collection such as a limited edition of a game or shoe online but did not know what is the price to be offered.

An online bidding system is designed to connect the seller and buyer to help them achieve their wants. The seller wanted to sell their item and the buyer got the item they wanted. This system will allow the seller to manage the item they wanted to sell such as item name, item condition, item description, item start price, and more. The buyer also can see the review and rating of the seller such as total followers, the total product offered, rating, and more. This system will allow the buyer to bid for an item by input the desired price they are willing to pay. As an example, the starting price is RM50, the buyer can bid it for RM55 and now the highest bidder is the buyer but when another buyer is willing to bid the item with RM60, then the highest bidder will change to who that has the highest bid price.

This system also allows the user to search for a particular item or a seller's name. The system will display the result which is similar to the search input by the user. Report generating also one of the functions of the system which will generate various reports to the seller, staff, and admin. The conversation module also one of the

methods to connect between the seller and the buyer which allows the buyer to ask something about the item being offered by the seller.

## 1.2 Problem Statement(s)

People need to sell their second-handed on social media which is difficult for most people. Social media is not an application designed for the user to sell their product so if the seller tries to sell something. Also, when a seller trying to sell a second-handed item or product, they do not know what is the price that is acceptable to the buyer. Seller also will need to face a lot of buyers that try to negotiate for a lower price which will consume a lot of energy and time. And if the seller responds to the buyer, they will need to wait for the buyer to respond. In social media, the buyer also does not know about the rating and review of the seller such as is it a real account or it is just a scam.

There are few popular auction and bidding website which is shopgoodwill.com, auctionmax.com, auctionzip.com, listia.com. The existing system cannot update the latest bid in real-time and will require the user to reload the website to update the current highest bid value. It also does not limit the maximum bid price as an example, you can input 999,999,999 in the bidding price field. Some website even accepts alphabetical character in the bidding price field. The existing system also allows the buyer to enter the bid value before they log in, but when they press enter, only then the system will redirect the buyer to log in. The existing system does not show the information of accounts such as history sold, success rate, refund rate, and more of the seller for the buyer to see if the account is real or fake.

### 1.3 Objective

- To design a solution that can help the seller to sell their second-handed or new item and also help the buyer to buy the item they want with the price they are willing to offer.
- To develop a web-based system as a platform for the seller and the buyer to sell and buy the second-handed or new item by using HTML, JavaScript, CSS, and PHP.
- To test the system for efficiency, reliability, and user satisfaction in terms of usability by the seller, buyer, system management staff, and system administrator.

### 1.4 Scope

#### 1.4.1 Module to be developed

- a) Authentication: allow the buyer, seller, and administrator to login into the system.
- b) Item searching: allow the buyer, seller, and administrator to search for an item or a seller.
- c) Item review: allow the buyer to see the detail of the item or product.
- d) Transaction: allow the buyer to pay online.
- e) Report generate: allow the seller and the administrator to generate various reports.
- f) Feedback and Rating service: allow the buyer to leave a feedback and rating to the seller.
- g) Conversation between seller and buyer: allow the buyer to ask anything about the item with the seller.

- h) Bidding module: allow the buyer to bid a price to the item they are willing to bid for. It should also display the number of buyers involved, minimum bid price, maximum bid price, and more.
- i) Update bidding price module: the system will update the bidding price in real-time.
- j) Recommender: the system will recommend buyer a series of items that suit them.
- k) Add to favourite module: allow the buyer to add the item to their favourite.

#### 1.4.2 Target User

- Administrator
- Staff
- Seller
- Buyer



#### 1.5 Project Significance (PC)

The development of the system is to make people more convenient because they can sell their unwanted but still functional items to those who wanted them. It also can help the buyer to buy an item at a price they willing to pay. The buyer also can ask the seller for more detailed information about the item through the system. Other buyers also can know the sold history of the seller to increase their confidence to buy from the seller.

#### 1.6 Expected Output

The expected outcome is a website is properly developed based on the modules and the website able to solve the problem statements.