FTMK-GO: A SIMPLE AND CONVENIENT MOBILE AND WEB PLATFORM FOR BUYING PRODUCTS AND BOOKING PLACE

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FTMK-GO: A Simple and Convenient Mobile and Web Platform for Buying Product and Booking Place

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

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA

2020/2021

DECLARATION

I hereby declare that this project report entitled

FTMK-GO: A Simple and Convenient Mobile and Web Platform for Buying Product and Booking Place

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

STUDENT : _____ Date : 03/09/2021

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I hereby declare that I have read this project report and found this project report is sufficient in term of the scope and quality for the award of Bachelor of Computer Science (Software Development) with Honours.

SUPERVISOR : _____ Date : 12/09/2021

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DEDICATION

I dedicate this project to my beloved parents, Abdul Aziz Bin Mohd Zahari and Syapalela Binti Jaafar who is always support me and motivate me with words of encouragement.

My friends who have never left my side and always lend me their helping hand. You are always my best cheerleaders.

Also, special thanks to my supervisor, Ts Muhammad Suhaizan Bin Sulong for always guide me and encourage me in completing this project.

Finally, to dear me for always believing in me and never give up making the system complete.

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ACKNOWLEDGEMENTS

I would like to express our gratitude and appreciation to all those who gave me the possibility to complete this report. A special thanks to my supervisor, Ts Muhammad Suhaizan Bin Sulong, who help, stimulating suggestion, help me from doing mistake and encourage and help me to coordinate this project.

There is a big challenge faces on doing this system besides the current situation of pandemic covid-19. It was very challenging and difficult for me to do this system. There are also some challenges with the internet connection and thank you for my family for helping me,

Finally, I would like to appreciate the guidance given by the other supervisor as well as the panels especially in our project presentation that has improved our presentation skills by their comment and tips.

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ABSTRACT

This project is a web application named FTMK-GO: A Simple and Convenient Mobile and Web Platform for Buying Product and Booking Places. FTMK-GO system is the system that include the process of buying a viral product like snacks, shirts and this system also provide a platform for user especially the body organization of faculty to make a booking venue for an event. This project is aimed to help the student by provide them the platform that easier to promote their products. With this FTMK-GO system, the user who is student and staff can save their time to sell things and help to easily check the product availability. Before this, there is no platform to buying product or sell their product, so the student who are involving in part-time businesses need to promote their things via media social like WhatsApp and Facebook. For booking a venue in the faculty, only student who are involving in faculty organization are only to book the place and they need to go to office and fill in the form provided to get the approval. So, the system is more realistic because the student who are involving the business will need to submit the details and the system will publish about the product that will sell by the student. For the booking part, all student and staff is allowing to booking the venue for an event by clicking the event page and make a booking. So, the system will help to reduce the human mistake like forgetting about the booking and others. Hence, the objective of this project is to develop a user-friendly system that can ensure consistent availability of stocks. The application involves two users. The users are admin and user which is student and staff. The system is developed using RFID methodology which containing of five phases: planning, analysis, design, implementation, testing, and feedback. In conclusion, the system can achieve the objective. The interfaces can be improved to a much better interface than the current one. Improvement should be done in future to enhance the system and improve the communication between user functions.

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ABSTRAK

Projek ini adalah aplikasi web bernama FTMK-GO: Platform Mudah Alih dan Mudah Alih dan Mudah untuk Membeli Produk dan Membuat Tempahan. Sistem FTMK-GO adalah sistem yang merangkumi proses membeli produk viral seperti makanan ringan, kemeja dan sistem ini juga menyediakan platform untuk pengguna terutama organisasi badan fakulti untuk membuat tempat tempahan untuk sesuatu acara. Projek ini bertujuan untuk membantu pelajar dengan menyediakan platform yang lebih mudah untuk mempromosikan produk mereka. Dengan sistem FTMK-GO ini, pengguna yang merupakan pelajar dan kakitangan dapat menjimatkan masa mereka untuk menjual barang dan membantu memeriksa ketersediaan produk dengan mudah. Sebelum ini, tidak ada platform untuk membeli produk atau menjual produk mereka, jadi pelajar yang terlibat dalam perniagaan sambilan perlu mempromosikan barang mereka melalui media sosial seperti WhatsApp dan Facebook. Untuk menempah tempat di fakulti, hanya pelajar yang terlibat dalam organisasi fakulti sahaja yang menempah tempat tersebut dan mereka perlu pergi ke pejabat dan mengisi borang yang disediakan untuk mendapatkan kelulusan. Jadi, sistem ini lebih realistik kerana pelajar yang melibatkan perniagaan perlu mengemukakan butiran dan sistem akan menerbitkan mengenai produk yang akan dijual oleh pelajar. Untuk bahagian tempahan, semua pelajar dan kakitangan membenarkan tempahan tempat untuk acara dengan mengklik halaman acara dan membuat tempahan. Jadi, sistem akan membantu mengurangkan kesilapan manusia seperti melupakan tempahan dan lain-lain. Oleh itu, objektif projek ini adalah untuk membangunkan sistem yang mesra pengguna yang dapat memastikan ketersediaan stok yang konsisten. Aplikasi ini melibatkan dua pengguna. Pengguna adalah pentadbir dan pengguna yang merupakan pelajar dan kakitangan. Sistem ini dikembangkan menggunakan metodologi RFID yang terdiri dari lima fasa: perencanaan, analisis, reka bentuk, pelaksanaan, pengujian, dan maklum balas. Kesimpulannya, sistem dapat mencapai objektif. Antaramuka dapat ditingkatkan ke antara muka yang jauh lebih baik daripada yang sekarang. Penambahbaikan harus dilakukan pada masa akan datang untuk meningkatkan sistem dan meningkatkan komunikasi antara fungsi pengguna.

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LIST OF ABBREVIATIONS

FYP	-	Final Year Project

UTeM
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CHAPTER 1: INTRODUCTION

1.1 Introduction

A good system is one of the important factors to have an efficient and productive business flow. It affects a great aspect in business as it helps business to run smoothly and maximizes business profits effectively. A good and user-friendly system also helps to attract user to visit and use the system.

The tittle of this project is FTMK-GO: A Simple and Convenient Mobile App and Web Platform for Buying Product and Booking Places where provide a platform for student and staff to easily to use the facilities provided in the building and which include the platform for student which is having their own part time business to publish and sell their product. The purpose of the system to being develop to easy the student and staff to use the services provided and show the support to the young entrepreneur to gain their own income. Some of the objective is to be develop and design an easier platform that can be used for all people. This system also to enhance the efficiency of handling a system especially for data storage and to support and help young entrepreneur to gain their income.

FTMK-GO: A Simple and Convenient Mobile and Web Platform for Buying Product and Booking Places system is created for student and staffs to easily use the services provided in the building and provide a platform to sell and buy items that sold by the students. The system also allow student to book a place to make the event especially the student who are involve in organization of faculty. The development of the system is to expect improvement on booking and buying product management to be organized.

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1.2 Problem Statement

The problem statements that lead to an idea of developing this system are first, there are no support system that support student to promote their part time business where the system will save time from be wasted. All student who are involving business part time are using WhatsApp platform to publish their business and there need to publish it anytime to get more sales. Besides, the existing way to book the venue or to use the facility of faculty is very difficult by fill in the form manually at the administrator offices. So, the system will help student who want to use the facilities to book the venue on the platform everywhere and they do not need to waste time to go to administrator office. Then, the problem that faced are the difficulty to manage the stock of the product. Students need to update time to time about the product and it will produce a lot of mistakes on managing the product.

1.3 Objective

The objective of the project is based on the problem statement that have been stated to furthermore meet the project satisfaction and deliverables.

(a) To manage on buying and booking process by entering to the website. Users can easily buy their product and make a booking a venue for the event by entering the data to the system.

(b) To enhance the efficacy of handling a system especially for data storage. The administration is easily to monitor about the availability of product and the placement.

(c) To support and help young entrepreneurs to gain the income. Users which is student and staff can only get their product by entering to the website.

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1.4 Scope

FTMK-GO is a web application system that will be used by administrator, and users which is student and staff. The scopes of this project are as specified below.

(a) Authentication Module

This module is allowing the user and admin to enter the system by entering the username and password. If they do not have the account yet, they can register by entering the sign-up page.

(b) Event Management Module

Event management module is a module that provide the available venue for user to book. The venue involve is all the facilities in the FTMK building.

(c) Shop Products Module

Shop product module is a platform for student to promote and make marketing for their product. The admin will register the product and it will appear to the shop page.

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(d) Activity Status Module

User is allowed to view the history for the buying product and the admin will allow to view the complete and pending product.

(e) Dashboard Reporting Module (admin)

This module is allowing the admin to view the product status and booking status.

1.5 Project Significance

The significance of this project is to create an online system which will benefits users especially student and staff who are involving in part time businesses. FTMK-GO: A Simple and Convenient Mobile and Web Platform for buying Product and Booking Place provides services that are easy to use and features that will help users to get their stuff with the easier way. It also reduces the time consumed when there are allowed to enter the data as input data in the system anywhere and at any time without having to search the data needed manually.

1.6 Expected Outcome/Proposed solution

The system is a mobile and web system. The system will be able to be the platform for user which is student who are involved in part time business to sell and promote the product in quick and easier way. It will display about the product before allowing the buyer to buy it. This system also will provide the platform that allow student to book the places in the building for an event. It will be easy especially for student who are involve in the student's organization of the faculty.

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1.7 Conclusion

In this chapter, the problem statements, and objectives to overcome the problem have been started and identified. It is concluded that FTMK-Go system will be develop, with the purpose to help the users to get their product easily and provide the data needed productively. In the next chapter, the literature review and project methodology used will be discuss.

CHAPTER 2: LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

The system is a mobile and web system. The system will be able to be the platform for user which is student who are involved in part time business to sell and promote the product in quick and easier way. It will display about the product before allowing the buyer to buy it. This system also will provide the platform that allow student to book the places in the building for an event. It will be easy especially for student who are involve in the student's organization of the faculty.

2.2 Facts and Finding

Facts finding is a process of gathering information and data needed to identify the actual requirement in developing the system. It is an important phase in an early stage in system development. There are several techniques in fact findings which are observation and sampling of forms, databases, or existing systems.

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2.2.1 Domain

The domain for this system, FTMK-GO: A Simple and Convenient Mobile and Web Platform for Buying Product and Booking Places, are a web-based application system that act as a platform for our faculty which is FTMK involving student and lecturer to buy product and book venue for an event. FTMK is a name of Fakulti Teknologi Maklumat and Komunikasi from UTeM. FTMK-GO allows the faculty to practice a good management which will benefits to the community. Therefore, FTMK can save a lot of time from booking system more than the manual system and it can monitor the availability of the product and the venue. The users involve in this domain is users which is the student and staff.

2.2.2 Existing System

Existing system or current system are used to describe about the system that is going to be changed or make some improvement on the system in the near feature. It has similar approach with the proposed system that is going to be developed. As an enhancement to the proposed system, it is important to do research on the existing system or the current system to know about them. Research needs to be done by looking at the weaknesses and their strengths to create the quality improvement on the proposed system. Below are the examples of some existing companies or existing system.

2.2.2.1 PahangGo

Figure 2.1: PahangGo Logo

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Figure 2.1 is the icon for PahangGo application. This application has been helpful to the people in Pahang. This PahangGo system have solve some of the problems that faced by people in Pahang and one of the problems faced is to make a compound payment especially the people who are staying outside the town. PahangGo respects user privacy by not requiring user to give any personal information and having minimal application permission. PahangGo helps on how to make a compound payment, buy a grocery, booking a slot for event and get the news about Pahang.

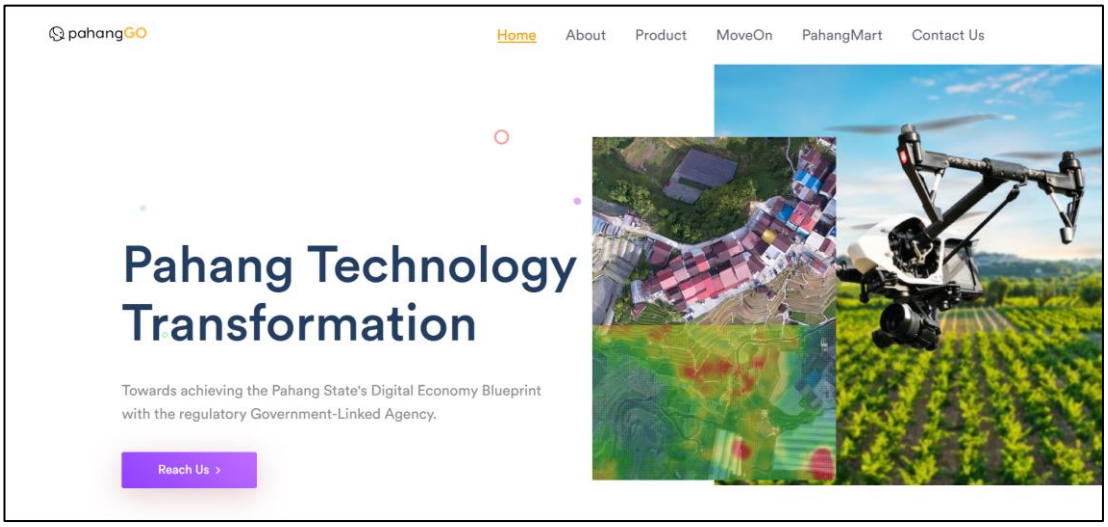

Figure 2.2: PahangGo System Interfaces

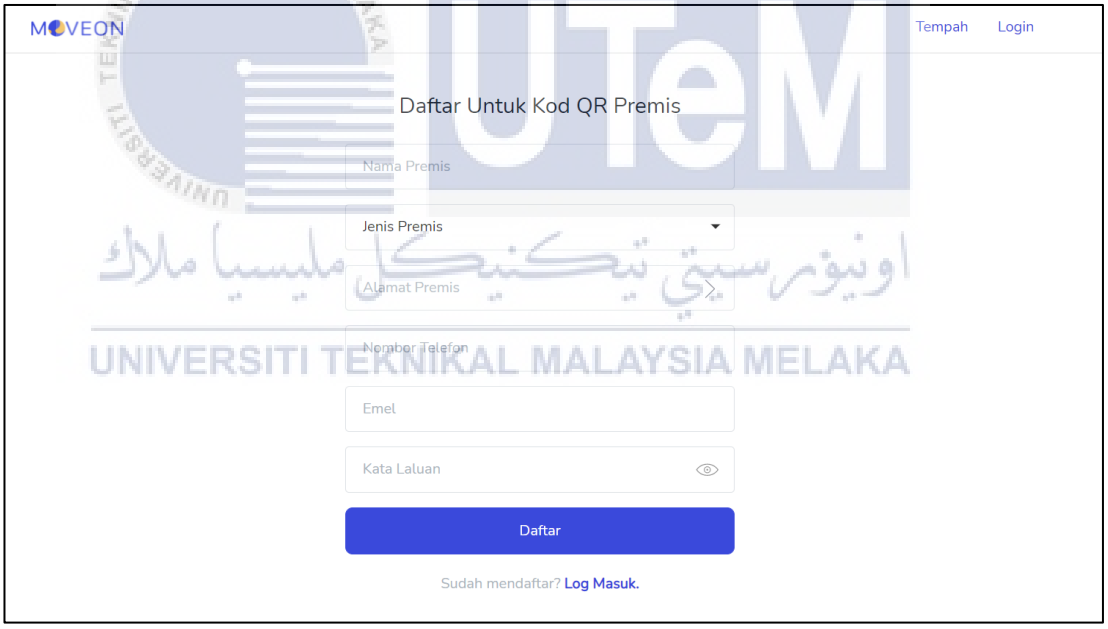

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Figure 2.3: PahangGo System Interface (ii)

Figure 2.2 above illustrate the homepage of PahangGo system which show there is a lot of services in this system that make people easy. There are Move On, PahangMart and other services such as billing payment. As for figure 2.3, it shows the interfaces of Move On pages. In Move On, the user is allow to make a booking for a slot such as a slot to go to the mosque during this pandemic.

2.2.2.2 EasyStore

Figure 2.4: Easy Store Logo

EasyStore logo is shown in Figure 2.4 above. EasyStore is an e-commerce system that are designed for marketing purposed. It helps businesses to monitor, and it is good for the medium type of businesses. In this system, users are allowing to buy a product but if they want to publish their product, the need to subscribe by buying a plan service. Furthermore, this application provides the EasyStore dashboard where the data will be integrating directly.

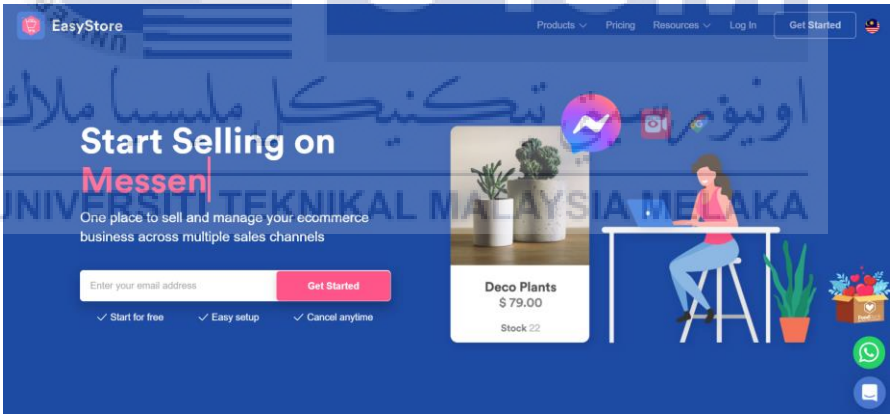

Figure 2.5: EasyStore System Interface

Figure 2.5 above shows the interfaces for EasyStore. After Log In into the system, users can view the products list and the services provided and also user need to buy a plan to promote your product.

2.2.2.3 Amaclone

Figure 2.6: Amaclone System Logo

Amaclone logo is shown in Figure 2.6 above. Amaclone is an e-commerce system that designed for users to buy their stuff. It helps to increasing the sales of business.

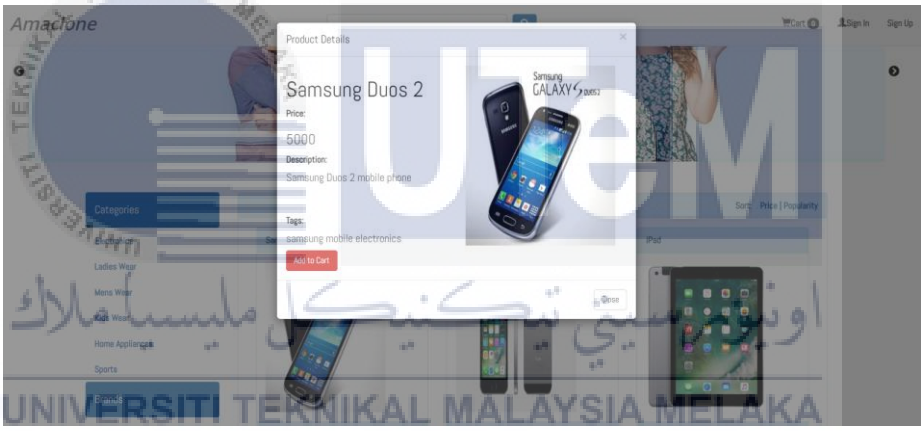

Figure 2.7: Product Interface

Figure 2.7 above shown the product interfaces for this Amaclone system. This is a good system that will help users to find the product that they needed. It will provide all the information for the item needed in a page.

Table 2.1: Comparison between existing and proposed system

Features	Application			
	PahangGo	EasyStore	Amaclone	Ftmk-Go
Check the Availability of Product		✓	✓	✓
Provide Booking System	✓			✓
Monitor the available stock in the system		✓	✓	✓

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2.2.3 Technique

There are several approaches can be uses in this project. The first approach is interview. The interview is the primary techniques for information gathering during the system analysis phase of the system development. Student who are involve in part time business are the interviewer for this project. Then, the documentation of the information gathered during the interview are created. Review on interview session is made to get the clear understanding about the information given.

Second approach is fact finding method. It is for a data collection and information based on the method that include sampling or current papers, study, and observation. System analyst utilizes appropriate facts-finding methods to create and enforce the existing item. All the technique are important to help on build this project.

2.3 Project Methodology

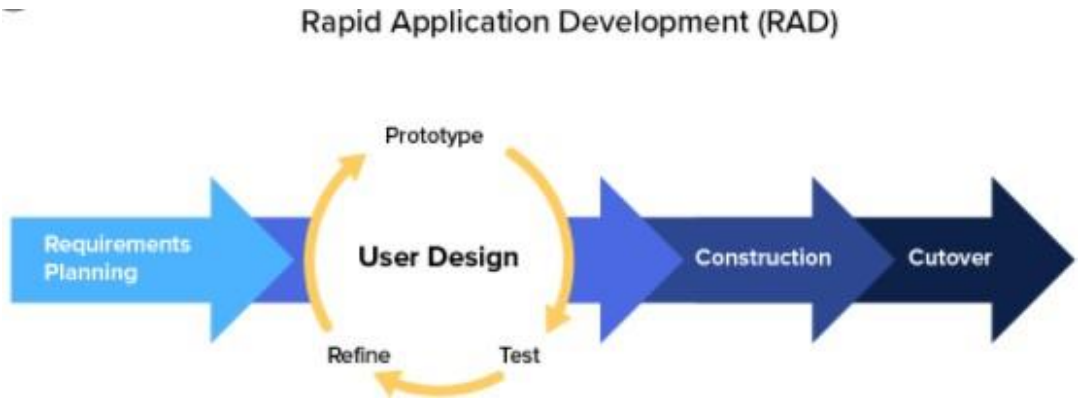

Figure 2.8: Rapid Application Development Methodology

When developing the FTMKGO system, we chose rapid application development (RAD) as the method. For us, RAD is the best fit for our project because it uses minimal planning to support rapid prototyping. It also allows customization of the SDLC stage of rapid development and handing over to the user. This enables users to better understand the system and introduce the system to their needs.

Since FTMKGO contains many interconnected modules, the best way to predict this problem on a step-by-step basis is to break the entire system down into several versions. This leads to fast delivery to the customer and customer involvement in the entire development cycle of the product. It also increases flexibility and adaptability as a developer.

The method based on the step-by-step development can bring useful systems to users' hands quickly, and this advantage can bring commercial value to users more quickly. Also, because users are faster to use the system, they are more likely to identify important additional needs more quickly. These are some of the reasons we chose a systematic method of rapid application development.

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2.4 Project Requirements

This section briefly explains the project request for this system. The project requirements are divided into two parts, the software requirement and hardware requirement. All mentioned requirements are important to ensure that this system works successfully.

2.4.1 Software Requirement

Software requirements that are used in developing this project is shown below in Table 2.2:

Table 2.2: Software Requirement

Sublime Text	Code editor for creating and supporting programming language development, syntax highlighting and code formatting.
Star UML	An open source modeling tool to help you model a diagram like ER diagram, flowchart according to your development process requirements.
Microsoft Word	Text processing and editing tools for the correct documentation of reports.
Laragon	Laragon is an open source web server solution from Leo Khaa.it is for PHP, Node.js, Phyton, Java, Go and Ruby.

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2.4.2 Hardware Requirement

Table 2.3 below shows the hardware requirement used in this project:

Hardware	Description
Laptop	ASUS TUF GAMING FX505
Operating system	Window 10 64-bit operating system
Processor	AMD Ryzen 5 3550H with Radeon Vega Mobile Gfx
Memory	4GB DDR4
Hard Disk	500 GB

2.5 Project Schedule and Milestones

Project schedule and milestones are important in project development. It holds a bigger picture of the project and the things that need to be archive from time to time. Project schedule provides a graphical view of project activities with timelines as shown in figure 2.8 below, which help to visualize the planning of project and ensure that all deliverables are met.

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Task	Week													
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Proposal for project and discussing title														
Discuss ER diagram Show interfaces design (20 April 2021)														
Report Chapter 1 Demo Authentication Module (16 April 2021)														
Email Report Chapter 3 Analysis (30 April 2021)														
Developed Event Management Module (7 May 2021)														
Developed Shop Product Module (21 May 2021)														

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Developed Activity Status Feedback Module														
Full Report Dashboard reporting Module														

2.6 Conclusion

In conclusion, we choose to develop the system by using Rapid Application Development (RAD) because this is the best method to do since Final Year Project have short time frame. With RAD, projects are more likely to finish on time and to the client's satisfaction upon delivery. It also gets us into the budget which means RAD is relatively inexpensive compared to the other development models. So, this is the most suitable methodology for our system.

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CHAPTER 3: ANALYSIS

3.1 Introduction

Before designing a system, it's critical to have a solid understanding of the project requirements. You must have all of the necessary information to establish and develop an effective system. As a result of all the information and requirements we've seen, the business's overview and flow become more evident. The current system's problem analysis will be discussed in this chapter.

3.2 Problem Analysis

The current buying system is still using the media social which they need to promote it every day at any time while the booking system for a venue still uses the manual system of paperwork and direct human language communication by entering to the administrator office. The current system does not have a proper system as a platform for young entrepreneur to promote their product and a platform to book the facilities in the faculty especially for student who want to make a group discussion. For current system in booking, they still use manual way to make the booking and get the information for the booking system. This way needs to be avoided because manual ways can cause a human error because the manual way is prone to error. Other than that, data manipulation can happen if the student’s information in not keep in the safe and proper way. Other than that, the current system also still uses the manual way of storing about the stock, which can cause a serious mistake if the staff in charge is not careful. Figure below shows the flowchart diagram on FTMK-GO: A Simple and Convenient Mobile and Web Platform for Buying Product and Book Place process.

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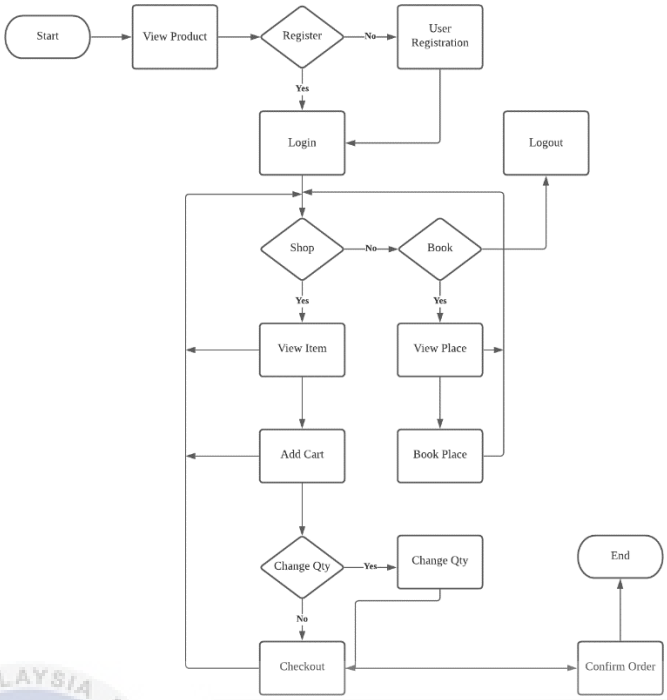

Figure 3.1: Flowchart of FTMK-GO: A Simple and Convenient Mobile and Web Application for Buy Product and Book Place

3.3 Requirement Analysis

This section will cover about the requirements needed consists of the data requirement and other requirements.

3.3.1 Data Requirement

Tables below shows data dictionary of FTMK-GO: A Simple and Convenient Mobile and Web Application for Buy Product and Book Place named ‘eshop’ which is consists of 16 tables.

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Table 3.1: Data Dictionary of admin_login

Attribute Name	Type	Null?	Extra
admin_id	Int (11)	No	Auto Increment
username	Varchar (255)	No	
password	Varchar (255)	No	

Table 3.2: Data Dictionary of Available

Attribute Name	Type	Null?	Extra
Available_id	Int (11)	No	Auto Increment
Ven_id	Int (11)	No	
Qty_in	Int (11)	No	
Qty_out	Int (11)	No	
time	timestamp	No	On update CURRENT_TIMESTAMP

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Table 3.3: Data Dictionary of Booking

Attribute Name	Type	Null?	Extra
booking_id	Int (11)	No	Auto Increment
Fname	Varchar (255)	No	
Lname	Varchar (255)	No	
Date	date	No	
Ven_id	Int (11)	No	
Tel	Varchar (255)	No	
Mobile	Varchar (255)	No	

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Table 3.4: Data Dictionary of Cart

Attribute Name	Type	Null?	Extra
cart_id	Int (11)	No	Auto Increment
Pro_id	Int (11)	No	
Pro_price	Varchar (255)	No	
Pro_qty	Varchar (255)	No	
Cart_ref	Varchar (255)	No	

Table 3.5: Data Dictionary of Category

Attribute Name	Type	Null?	Extra
cat_id	Int (11)	No	Auto Increment
Cat_name	Varchar (255)	No	
Cat_type	Varchar (255)	No	

Table 3.6: Data Dictionary of City

Attribute Name	Type	Null?	Extra
city_id	Int (11)	No	Auto Increment
City_value	Varchar (255)	No	
City_name	Varchar (255)	No	
Country_id	Int (11)	No	

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Table 3.7: Data Dictionary of Country

Attribute Name	Type	Null?	Extra
country_id	Int (11)	No	Auto Increment
Country_name	Varchar (255)	No	

Table 3.8: Data Dictionary of Event

Attribute Name	Type	Null?	Extra
eve_id	Int (11)	No	Auto Increment
eve_name	Varchar (255)	No	
Eve_type	Varchar (255)	No	

Table 3.9: Data Dictionary of Images

Attribute Name	Type	Null?	Extra
img_id	Int (11)	No	Auto Increment
img_name	Varchar (255)	No	
Img_ref	Varchar (255)	No	
status	Varchar (255)	No	

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Table 3.10: Data Dictionary of Order

Attribute Name	Type	Null?	Extra
order_id	Int (11)	No	Auto Increment
Order_ref	Varchar (255)	No	
Order_amount	Varchar (255)	No	
Order_shipment	Varchar (255)	No	
Order_discount	Varchar (255)	No	
User_id	Int (11)	No	
Pay_mode	Varchar (255)	No	
date	Timestamp	No	On update CURRENT_TIMESTAMP
status	Varchar (255)	No	

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Table 3.11: Data Dictionary of Order_item

Attribute Name	Type	Null?	Extra
od_id	Int (11)	No	Auto Increment
pro_id	Varchar (255)	No	
Order_price	Varchar (255)	No	

order_qty	Varchar (255)	No	
Order_total	Varchar (255)	No	
Order_ref	Varchar (255)	No	

Table 4: Data Dictionary of Product

Attribute Name	Type	Null?	Extra
pro_id	Int (11)	No	Auto Increment
pro_name	Varchar (255)	No	
price	Varchar (255)	No	
Short_desc	text	No	
Long_desc	text	No	
Cat_id	Int (11)	No	
Img_ref	Varchar (255)	No	
Available_pro	Int (11)	No	

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Table 3.13: Data Dictionary of Review

Attribute Name	Type	Null?	Extra
review_id	Int (11)	No	Auto Increment
message	Varchar (255)	No	
fname	Varchar (255)	No	

Table 3.14: Data Dictionary of Stock

Attribute Name	Type	Null?	Extra
stock_id	Int (11)	No	Auto Increment
Pro_id	Int (11)	No	
Qty_in	Int (11)	No	
Qty_out	Int (11)	No	
time	timestamp	No	

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Table 3.15: Data Dictionary of User

Attribute Name	Type	Null?	Extra
user_id	Int (11)	No	Auto Increment
Fname	Varchar (255)	No	
Lname	Varchar (255)	No	
Company	Varchar (255)	No	
Country_id	Int (11)	No	
City_id	Int (11)	No	
Address	text	No	
Email	Varchar (255)	No	
Password	Varchar (255)	No	
Tel	Varchar (255)	No	
Mobile	Varchar (255)	No	
Type	Varchar (255)	No	
User_status	Varchar (255)	No	
regDate	timestamp	No	On Update CURRENT_TIMESTAMP

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Table 3.16: Data Dictionary of Venue

Attribute Name	Type	Null?	Extra
ven_id	Int (11)	No	Auto Increment
Ven_name	Varchar (255)	No	
hour	Varchar (255)	No	
Short_desc	text	No	
Long_desc	text	No	
Eve_id	Int (11)	No	
Img_ref	Varchar (255)	No	
Available_ven	Int (11)	No	

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3.3.2 Functional Requirement

Functional requirement are statements of services that a system should provide. This part is to describe the functional requirement of this project and show on how the system should react to inputs and its performance situation.

Table below shows functional requirement of this system.

Table 3.17: Functional Requirement

Requirement	Description
Login	The system allows the user which is student and staff to login into the system
Admin Dashboard	The system allows the admin to add, delete and check about the available product and venue
Booking	The system allows user to make a booking to use the facilities in the faculty.
Shop	The system allows user to make a buy and view and product
Cart	The system allows user to add, remove and update the item in the cart

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3.3.3 Non-Functional Requirement

A non-functional requirement (NFR) is a requirement that specifies criteria that can be used to judge the operation of a system rather than specific behaviors. They are contrasted with functional requirements that define specific behavior or functions.

Table 3.18: Non-Functional Requirement

Non-Functional Requirement	Requirement	Description
Performance	Response time	Database Update Timing measurement will compensate for delays caused by IP packet congestion on the network.
Data Integrity	Data Integrity	Consistency At all times, data must be 100 percent consistent across all sites.
Availability	Availability	The user must have access to the system.
Usability	Informative error message	To alert the user, an error notice will appear on the screen.

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3.4 Conclusion

To conclude, this chapter dealt with four main topics which are the analysis of current system, analysis of proposed system, structure chart of proposed system, and work breakdown. The project should be able to develop and run a good prototype as planned by following all the necessary requirements.

CHAPTER 4: DESIGN

4.1 Introduction

The design stage is to define about how the system will become function and it will include the design of the interfaces, system design and the database design that will be discussed in this section with the details. These three designs are very crucial before execution because it will identify on how the system will work and execute. So, the process will be show in this section.

4.2 High-Level Design

This segment will cover for the whole system design including the database design and the architecture design.

4.2.1 System Architecture

A system architecture is used to show about the conceptual model that defines the structure, behavior, and more views of a system. This proposed system will be developed for faculty to provide the platform for their student and staff.

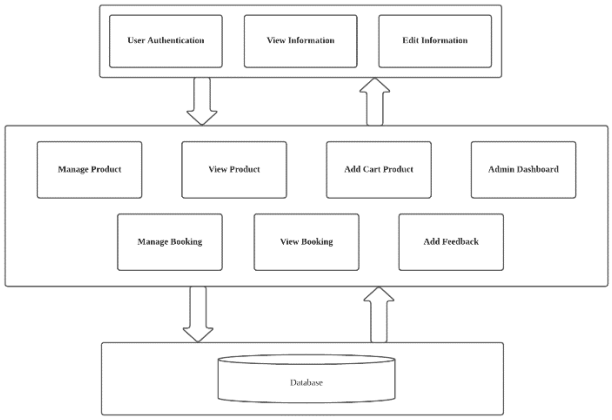

Figure 4. 1 System Architecture Diagram

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Multi layered system architecture consists of various layers. Each layer corresponds to a different services or integration. The first layer is the presentation layer which provides user interfaces to the user, interact with other tiers, and brings the requests to the server. After the server receives the requests and performs the business logic process in the second layer, it will access the database in the data layer and returns results to the first layer and it will present the results to the user through the User Interfaces.

4.2.2 User Interface Design

User interface is the front-end application view in which user see directly as a guide and tool for the to use this system. It will be a guide and tools that will help user to understand on how to interact with the system. User Interface correlate with the aesthetic appearance of the system that also related to the accessibility for specific user.

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User Interface

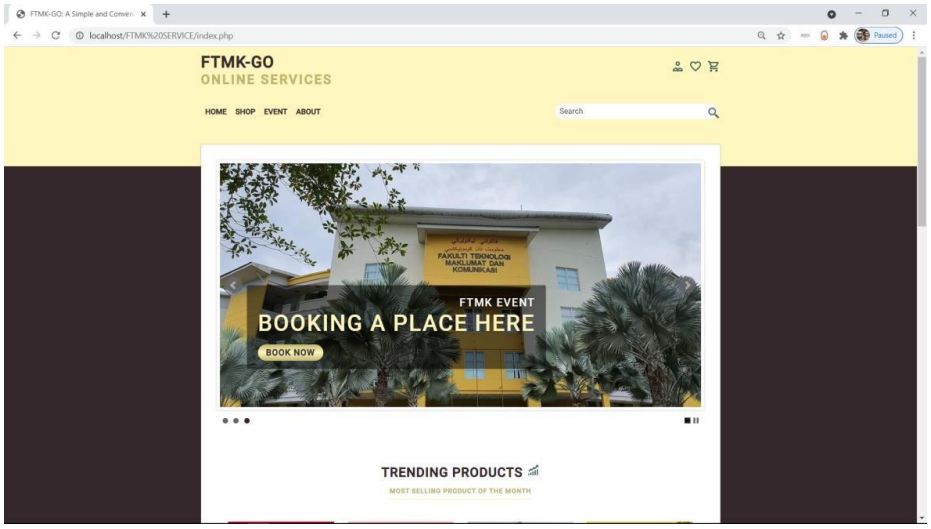

Figure 4. 2 User Homepage

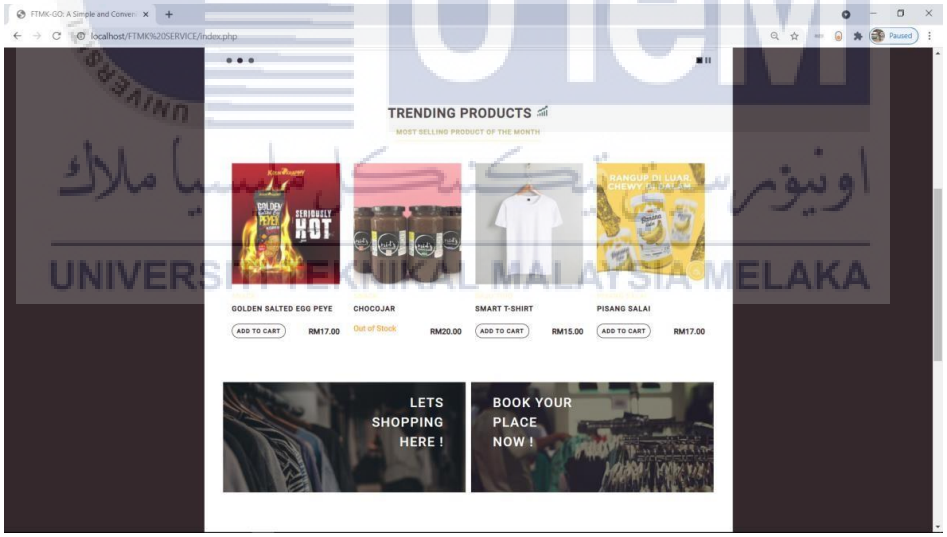

Figure 4. 3 User Homepage (ii)

Figure 4.2 and Figure 4.3 shows the user homepage interface of the system. User can view the available product and venue on this page. Users are also can view the recommend product and trending product at the homepage.

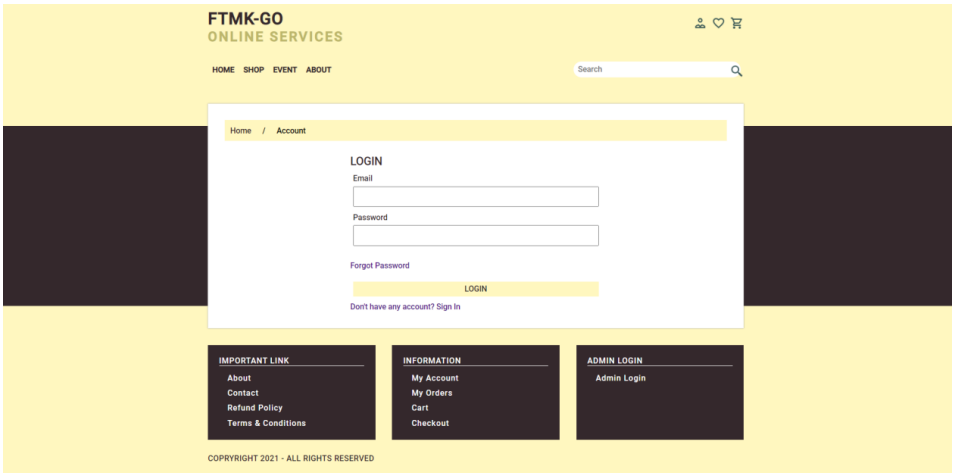

Figure 4. 4 User Login Page

Figure 4.4 shows user login interface to access to the system. User needs to enter email and password to login the system as the authentication.

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Figure 4. 5 User Registration Page

Figure 4.5 shows the user billing or user registration page for user. It will occur when user want to buy product for the first time.

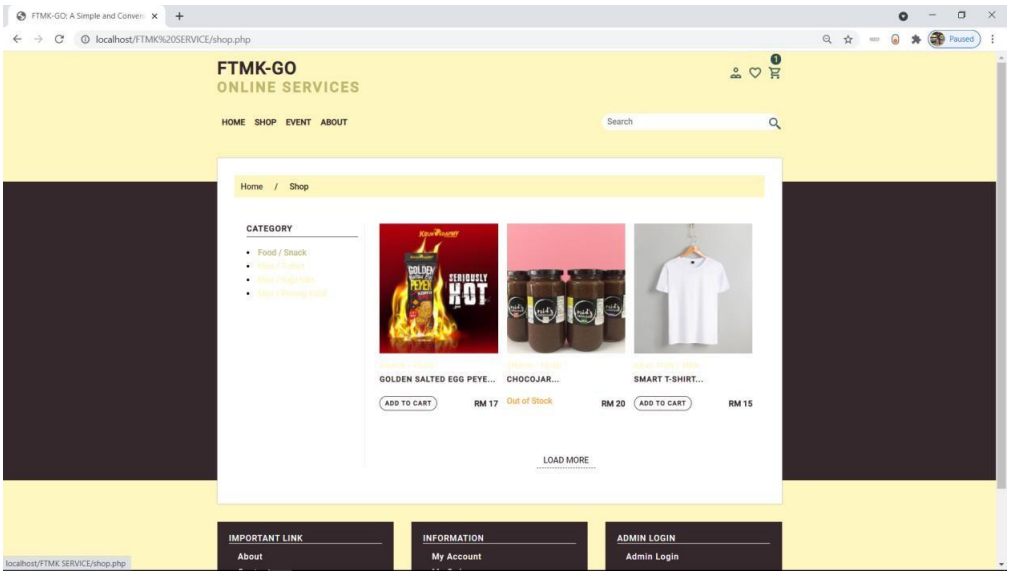

Figure 4. 6 Shop Page

Figure 4.6 shows the Shop Page for the system. User are allowed to enter the shop page to view the available product and can view all the product by category.

Figure 4. 7 Product Page

Figure 4.7 shows about the product page which is consists of the information about product on the page. At this page, it allows user to view the image of the product and allow user to add the product in the cart with their quantity.

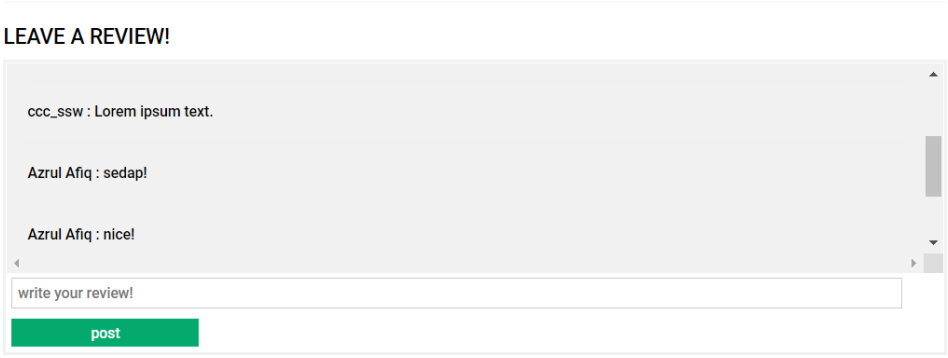

Figure 4. 8 Review Section

Figure 4.8 shows the review section for the product. This section allow user to enter the feedback of the product and the view the comments of the product.

Figure 4. 9 Cart Page

Figure 4.9 shows about the cart page of the system. After users choose the product at the product page, they need to add the item in the cart. After that, users are allowing to remove the item, update the quantity on the cart page. After user finish, users need to press the checkout button to procced with the order.

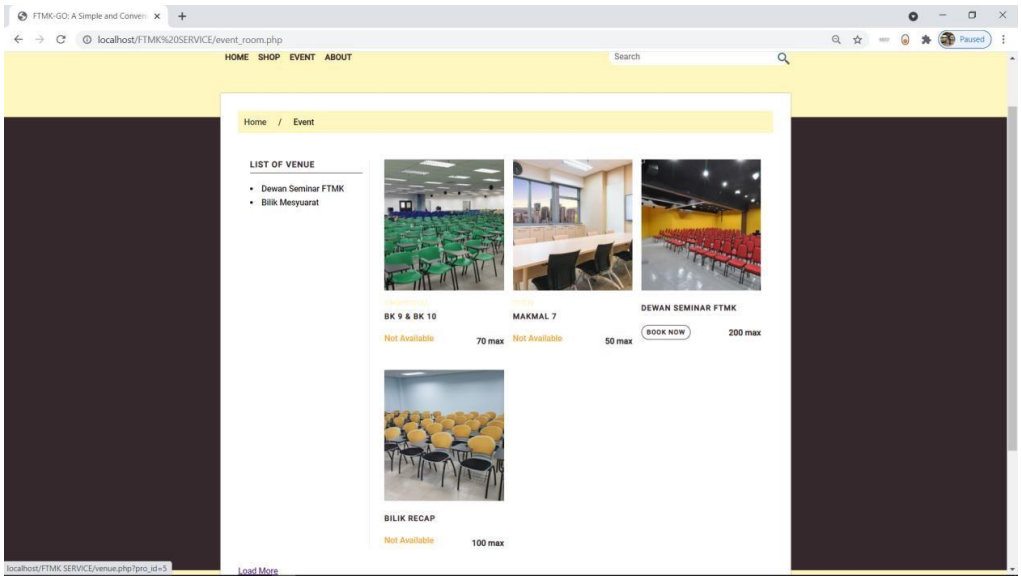

Figure 4. 10 Event Page

Figure 4.10 shows the Event Page for the system. User are allowed to enter the book page to view the available venue and allow user to book for a venue.

Figure 4. 11 Booking Form Page

Figure 4.11 shows the booking form page. It will appear when user click the booking button on the booking page and user need to fill in all the information provided except of the venue because the venue is already set on the booking page.

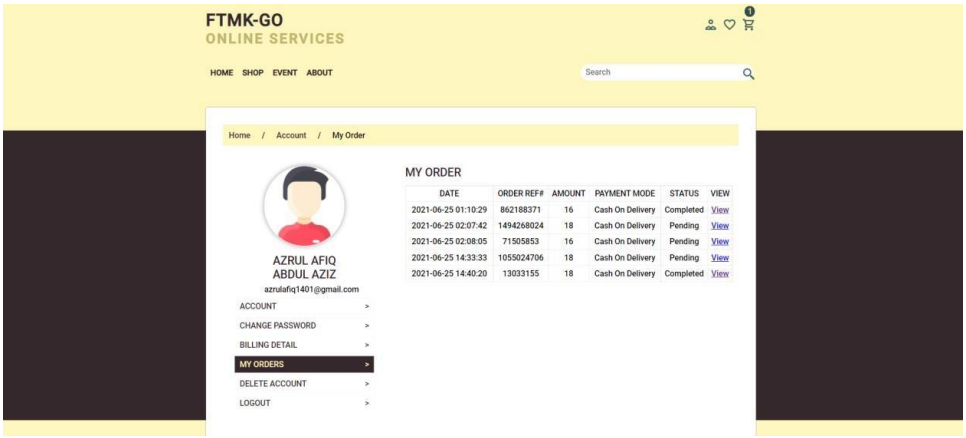

Figure 4. 12 Order History Page

On Figure 4.12, it will appear the status of the order item. Users are allowed to see the status of the item which is still pending or already complete the process.

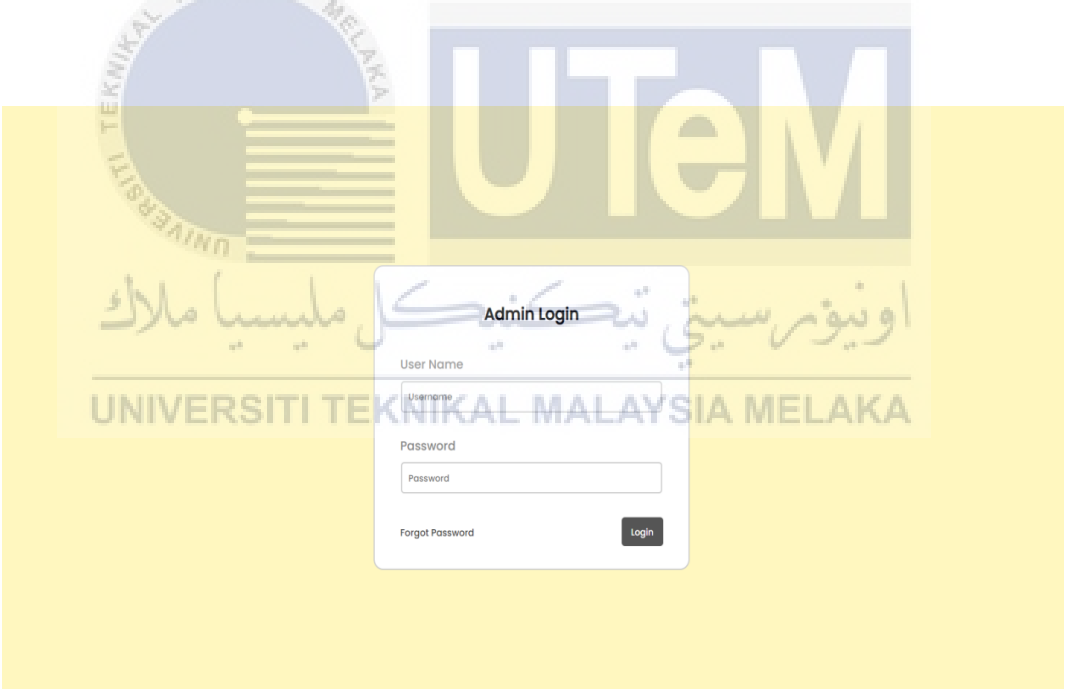

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Figure 4. 13 Admin Login

Figure 4.13 shows the admin login page where allow the admin to login to the system as the authentication. If the admin success enters to the system, admin will allow to go to the dashboard.

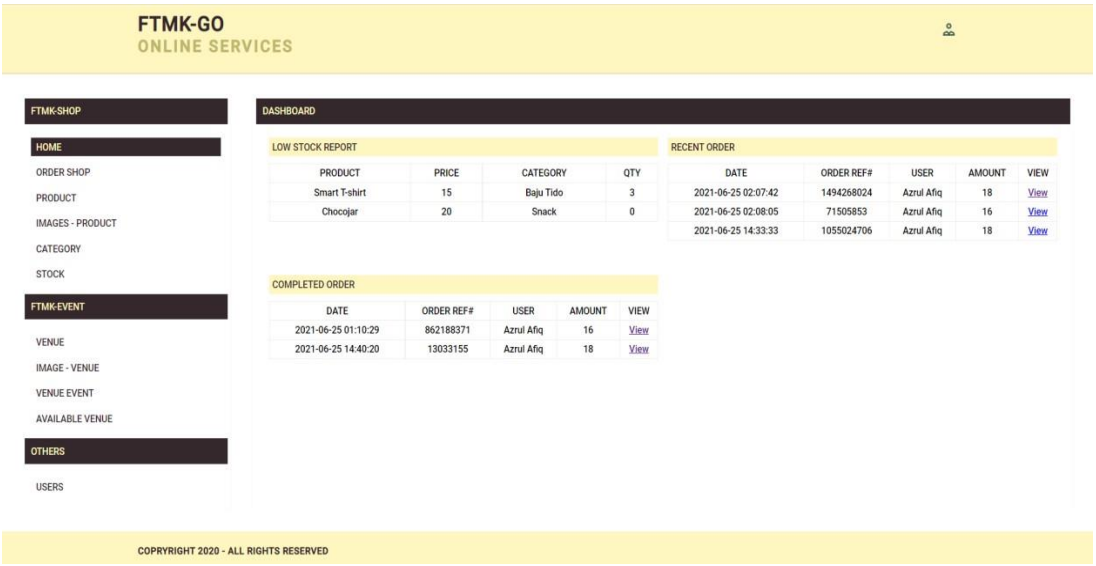

Figure 4. 14 Admin Dashboard

In Figure 4.14 shows about the admin dashboard. On admin dashboard, it contains about three part which is shop part, event, and others. Admin can view the order status, completed order history and the low stock at home screen. Admin are allowed to add the product, add quantity of stocks, remove stocks, and add image of product for ftmk-shop while they are allowing to view, add, remove, update about the event on the ftmk-event. In others, admin is allowed to view the users who are used the system.

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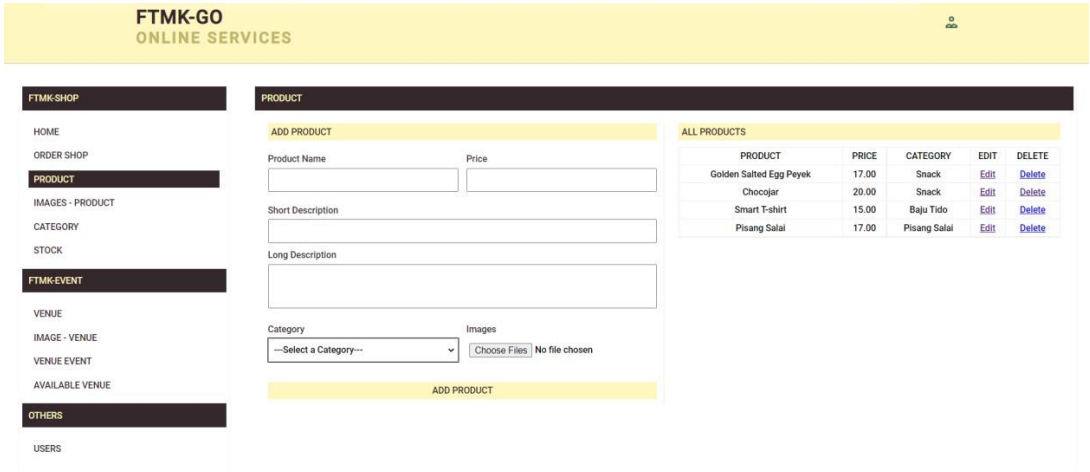

Figure 4. 15 Add Product

Figure 4.15 shows about add product page. In this page, admin is allowing to add the new product and upload the image of the product on the system.

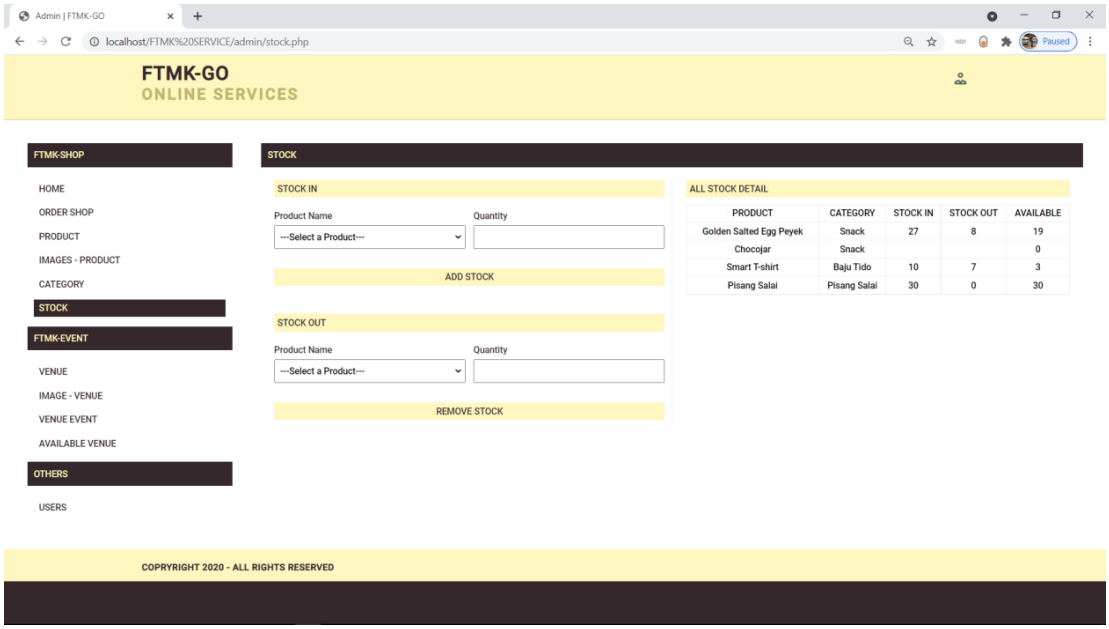

Figure 4. 16 Stock Page

Figure 4.16 is a Stock Page. In this page, admin is allowing to add the stock quantity on the system and remove the stock quantity. At the right side, admin can view about the progress of the stock which is about the stock in and out from the system.

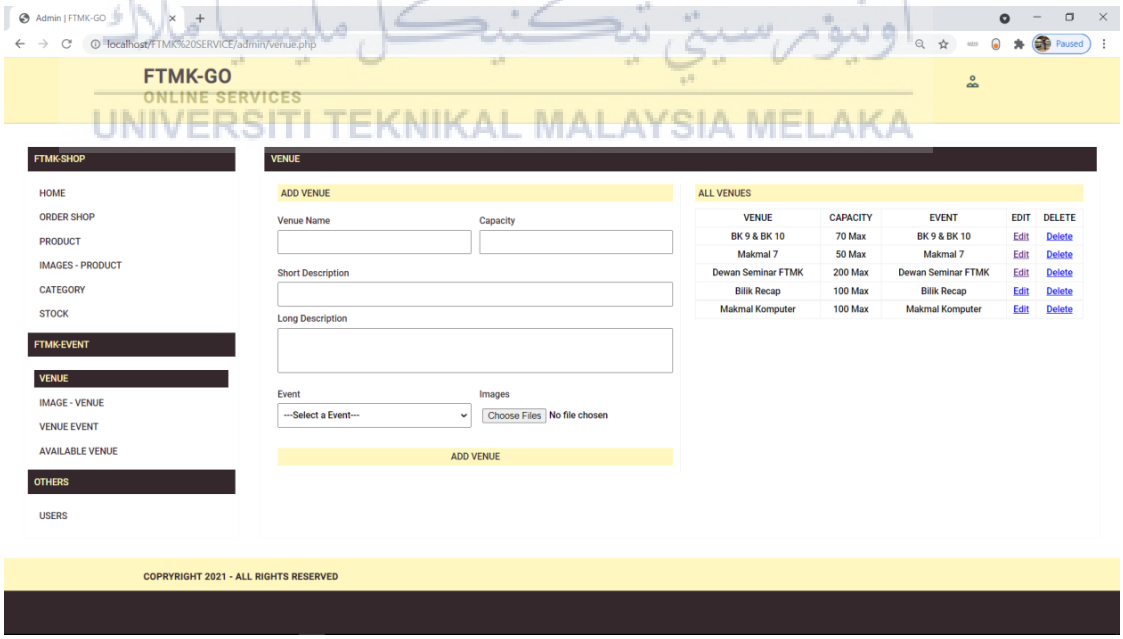

Figure 4. 17 Add Venue Page

Figure 4.17 shows about add venue page. In this page, admin is allowing to add the new venue and upload the image of the product on the system.

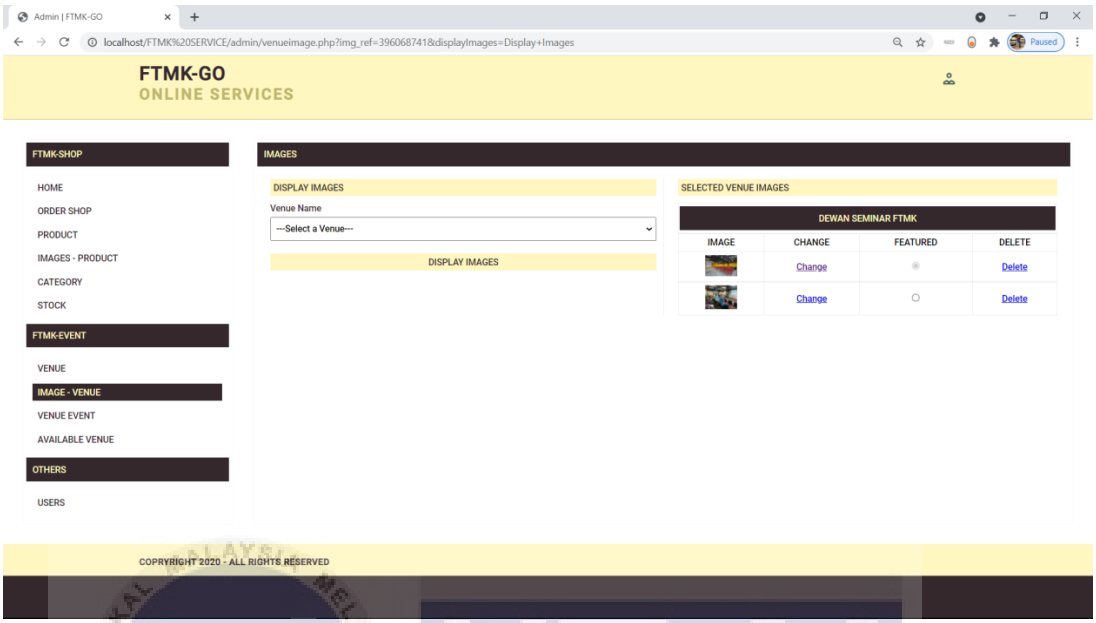

Figure 4. 18 Add and Display Venue Image

Figure 4.18 shows about add and display venue image page. In this page, admin is allowing to add the new venue image on the system. Admin also allow to update and change the venue image when it appears at the right side of the system.

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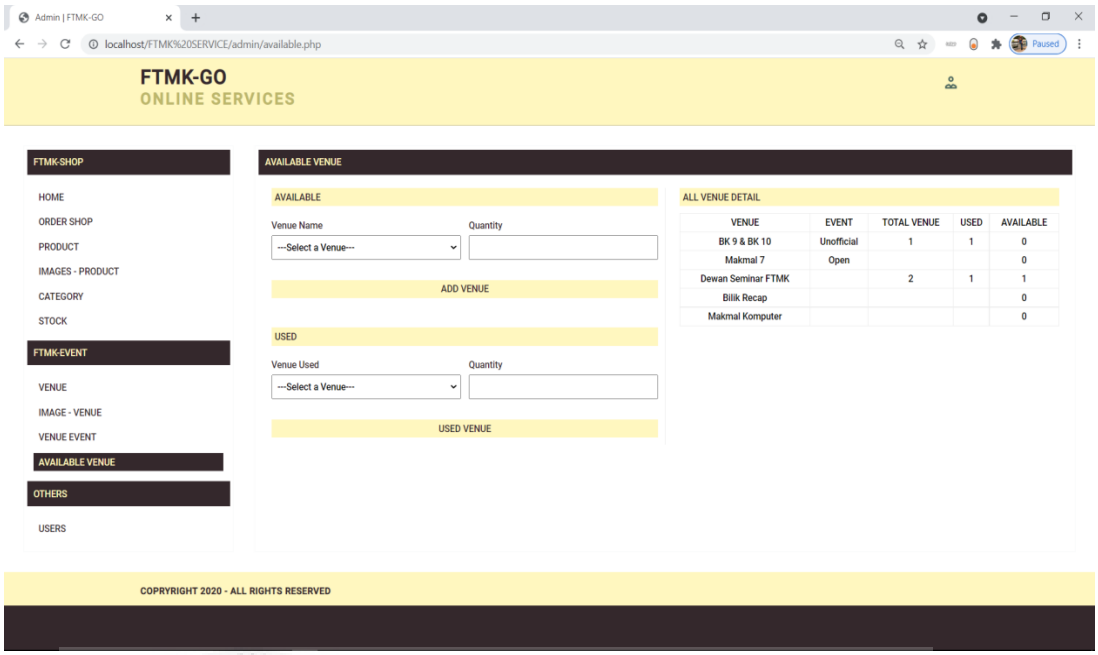

Figure 4. 19 Available Venue

Figure 4.19 shows the available venue page. On this page, admin can view about the available venue and unavailable venue. So, if there is a new venue need to be added, admin need to go through the venue event to add the venue for the system.

Figure 4. 20 User Details

Figure 4.20 shows the User detail page which is in admin dashboard. At others section, admin can view about the users who are using the system, which is contain user's name, university, email, contact, address, country, status and delete users.

4.2.2.1 Navigation Design

Navigation Design is a diagram that show the instruction for a development of the system and users are needed to use and follow the following advises as a guided to use the system. Figure below show and explain about the navigation diagram for FTMK-GO: A Simple and Convenient Mobile and Web Application for Buying Product and Book Place.

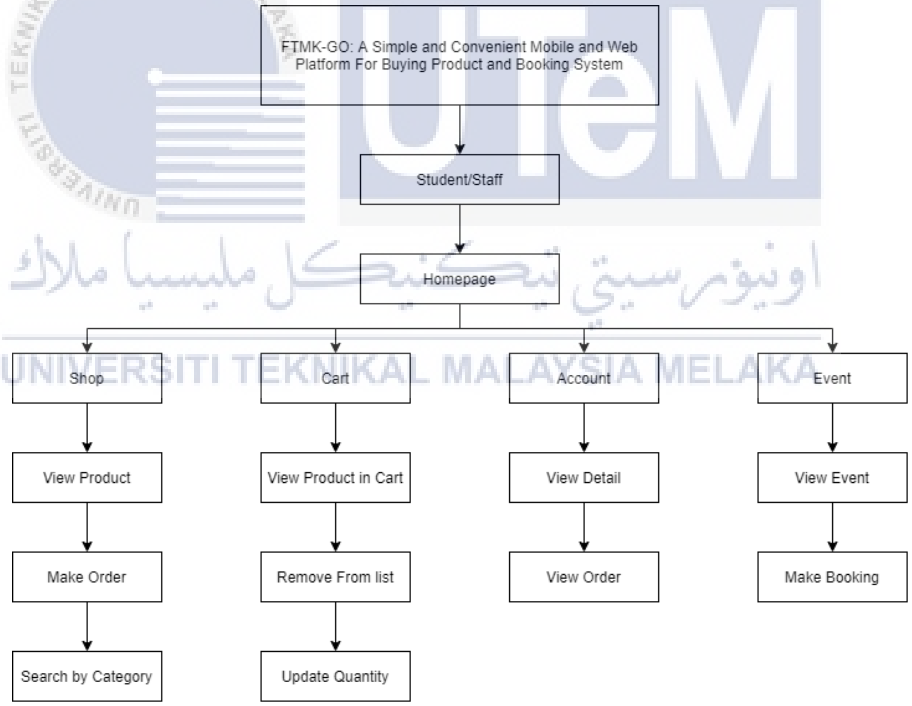

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Figure 4. 21 Navigation System for Student/Staff

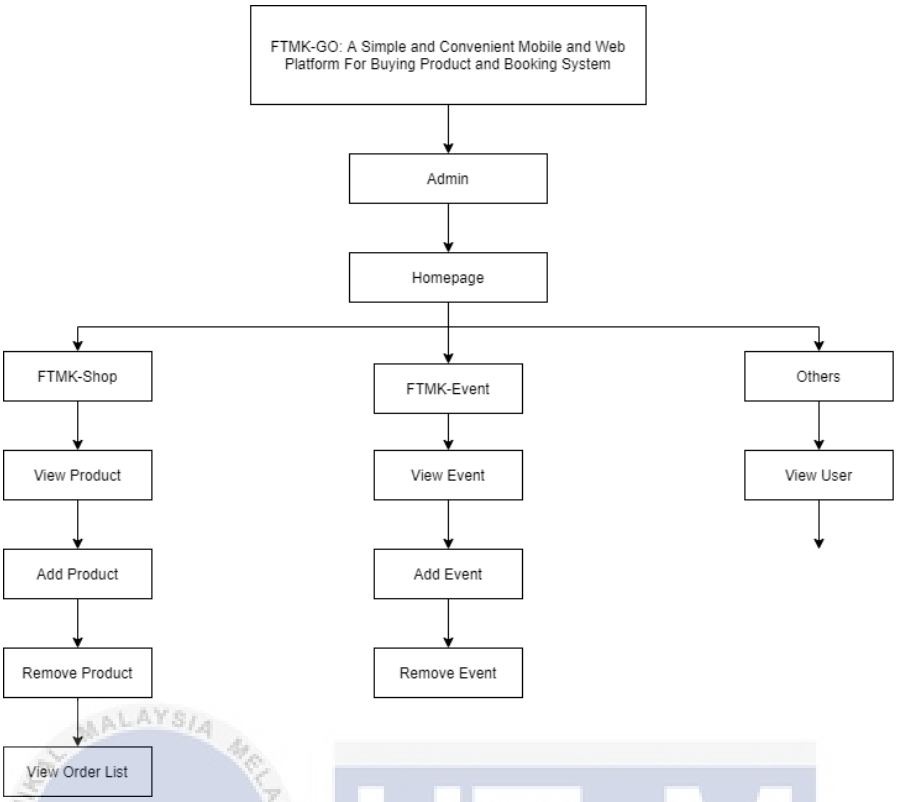

Figure 4. 22 Navigation System for Admin

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4.2.2.2 Input Design

Input design represents the process where the information is used and be capture by the system. It is created to define the type of input that used by the user in user interfaces such as text area, button, text box, and many more. Table 4.1 shows the input design that includes in the system.

Table 4.1 Input Design

Interface/Form	Field Name	GUI Control	Validation Control
User Login	Email	Text Field	Not Null
	Password	Password Field	Not Null
Booking Venue	First Name	Text Field	Not Null
	Last Name	Text Field	Not Null
	Date	Date	Not Null and Date Format
	Tel	Text Field	Not Null
	Mobile	Text Field	Not Null
Add Review	Comment	Text Field	Not Null

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4.2.2.3 Output Design

Output designs represent an output for system which is provide information to users. It could be in term of pop-up alert and many more. Table below represents the out-put design for FTMK-GO: A Simple and Convenient Mobile and Web Application for Buying Product and Book Place.

Table 4.2 Output Design

Form	Output Component	Description
User Login	Display login form	User will interact and allow to access the application.
Admin Login	Display login form	User will interact and allow to access the application.
Registered User	Display user's detail Display User Order Status	Application will display the details of user including the order status.
Order	Display Order details Display Order status Display Order History Update Order detail	Application will display user historical details.
Dashboard	Display admin dashboard	Admin will interact with dashboard to view all the information in the system.

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4.2.3 Database Design

Database design is a database model organization of information. The developer needs to determine whether the information or detail should be stored and how the components of the information interrelate. They can start fitting the data into the database model with all the details and information needed. Database design

includes the information classification and interrelationship identification. This is the ontology theory behind the layout of the database.

4.2.3.1 Conceptual and Logical Database Design

Business analysts utilise a conceptual and logical model to model the required data and generate it using a scheme from a company perspective. Conceptual design is created by business stakeholders and information architects to collect and describe ideas and norms. The goal of this design is to establish a rules map and data structure for technical reports. The system's Entity Relationship Diagram (ERD) is shown in Figure 4.23.

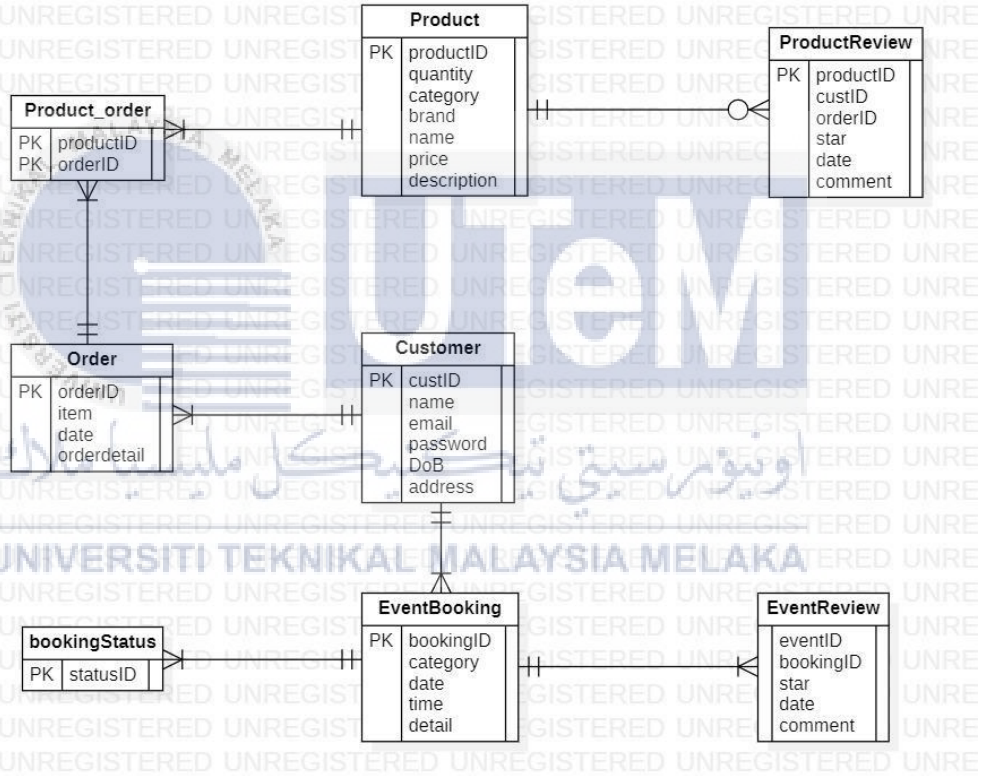

Figure 4. 23 Entity Relationship Diagram

4.3 Detail Design

4.3.1 Software Design

Software design is a technique to convert the software requirement into software execution. This method requires as a barrier for the user requirement and it will operate to find the best solution for this system. This plan that has be used should be a good design for the planned solution to be implemented.

Use Case View

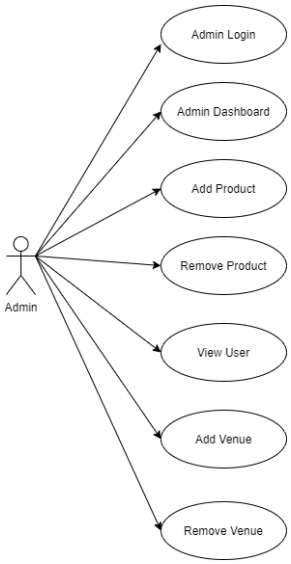

Figure 4. 24 Use Case Diagram for admin

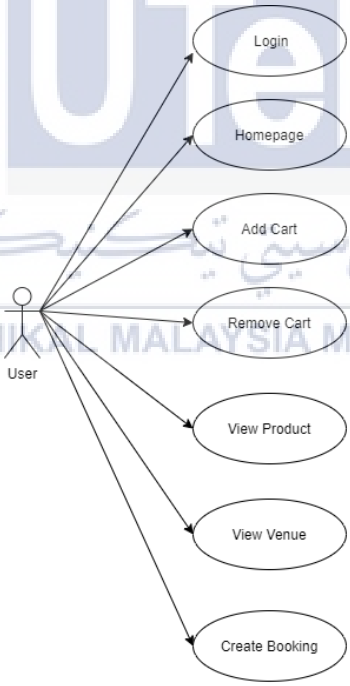

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Figure 4. 25 Use Case Diagram for user

Use Case Description

U1: Login

Use case name: Login to the application

1. Brief description: This use case includes application login form
2. Actor: Staff and Student as User and Admin
3. Activation characteristics: On user-needs
4. Preconditions(s):

   4.1. User is required to have an account

5. Event flow:

   5.1. Normal flow

   5.1.1 Begins when the user fills in the login form

   5.1.2 User click the login button

   5.1.3 User will be redirect to homepage of the application

   5.1.4 The use case ends

   5.2. Exceptional flow

   Not Available

6. Post condition(s): Users is recognized
7. Rule(s): Not Available
8. Constraint(s): Not Available

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U2: User Homepage

Use case name: User Homepage

1. Brief description: This use case is to view the homepage
2. Actor: Staff and Student as User
3. Activation characteristics: On user-needs
4. Preconditions(s):

   4.1. User is required to enter the homepage

5. Event flow:

   5.1. Normal flow

   5.1.1 Begins when the user enters the homepage or home link

   5.1.2 User view all the product available

   5.1.3 User view all the venue available

   5.1.4 User view the details of product

   5.1.5 User view the item in cart

   5.2. Exceptional flow

   Not Available

6. Post condition(s): User's record is updated
7. Rule(s): Not Available
8. Constraint(s): Not Available

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U3: Booking Form

Use case name: Booking Form application

1. Brief description: This use case includes application booking form
2. Actor: Staff and Student as User and Admin
3. Activation characteristics: On user-needs
4. Preconditions(s):

   4.1. User is required to have an account

5. Event flow:

   5.1. Normal flow

   5.1.1 Begins when the user login to the system

   5.1.2 User click the Book link

   5.1.3 User will be redirect to the available venue

   5.1.4 User click to the Venue selection

   5.1.5 User will be redirect to the booking venue form

   5.1.6 User need to fill in the form

   5.1.7 User click to the booking button to proceed with the process

   5.2. Exceptional flow

   Not Available

6. Post condition(s): Users is recognized
7. Rule(s): Not Available
8. Constraint(s): Not Available

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U3: Cart Page List

Use case name: Cart Page List

1. Brief description: This use case is to manage the cart list
2. Actor: Staff and Student as User
3. Activation characteristics: On user-needs
4. Preconditions(s):

   4.1. User is required to have an account

5. Event flow:

   5.1. Normal flow

   5.1.1 Begins when the user login to the system

   5.1.2 User click the Cart icon

   5.1.3 User will be redirected to add to cart page

   5.1.4 User will allow to view the item in cart

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   5.1.5 User will allow to remove item in cart

   5.1.6 User will allow to update the quantity of item

   5.1.7 User click to the checkout to proceed with

   5.2. Exceptional flow

   Not Available

6. Post condition(s): Users is recognized
7. Rule(s): Not Available
8. Constraint(s): Not Available

U1: Admin Dashboard

Use case name: Admin Dashboard

1. Brief description: This use case is to allow admin to manage the system
2. Actor: Admin
3. Activation characteristics: On user-needs
4. Preconditions(s):

   4.1. Admin is required to login to the system

5. Event flow:

   5.1. Normal flow

   5.1.1 Begins when the admin fills in the login form

   5.1.2 Admin click the login button

   5.1.3 Admin will be redirect to dashboard of the application

   5.1.4 Admin can view, update, delete the product in the system

   5.1.5 Admin can view, update, delete the venue in the system

   5.1.6 Admin can view the user who used this system

   5.1.7 Admin can view the order status on this system

   5.2. Exceptional flow

   Not Available

6. Post condition(s): Admin is recognized
7. Rule(s): Not Available
8. Constraint(s): Not Available

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4.3.2 Physical Database Design

In physical database design, data definition language (DDL) will be used to manage about the table and object in the database. It will be using CRUD method which is Create, Retrieve, Update and Delete). The DDL command used in MySQL database is shown as below:

i. CREATE – To create a table in the database

   CREATE-TABLE <table name>;

ii. UPDATE – To update the attributes in the table

   UPDATE <table name> SET <column name> = <new value>WHERE<condition>;

iii. INSERT – To insert the attributes in the table

   INSERT INTO <table name> (columnA, column, ..>) VALUE (<value1>);

iv. DELETE – To delete the attribute in the table

   DELETE FROM <table name> WHERE <condition>;

v. SELECT – SQL keyword that lets the database retrieve the data

   SELECT <attribute>FROM<table name>;

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4.4 Conclusion

This chapter have described about on how the system design is performed. This chapter also described about the database and module design for FTMK-GO: A Simple and Convenient Mobile and Web Platform for Buy Product and Book Places system. Database design is defined as the business flow of the application using Entity Relationship Diagram (ERD).

CHAPTER 5: IMPLEMENTATION

5.1 Introduction

This section describes the process of the developing and implementing FTMK-GO: A Simple and Convenient Mobile and Web Application for Buying Product and Book Place into the framework of deployments. The main purpose of the execution phase is to finish the tasks and follow the requirement that have be given which is include the software development environment setup and software configuration management for this system.

5.2 Software Development Environment setup

In system development, development environment is a set of process and programming tools which is used in developing the web-based system or software product. To develop FTMK-GO: A Simple and Convenient Mobile and Web Application for Buying Product and Book Place, Rapid Application Development (RAD) approach being implemented. In the development process, it is important to give all the commitment towards the design and implementation phase to fulfill the requirement needed.

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5.2.1 Laragon Server

Laragon Server is a web development platform that allow the developer to create dynamic Web application. It provides PhpMyadmin as a database server which is to store the data in the database.

5.2.2 Sublime Text

Sublime text is an open-source text editor used to write the codes and commands in developing the system and build up the interfaces.

5.2.3 phpMyAdmin

phpMyAdmin is a free and open-source tools for creating the database in MySQL. As a portable web application written primarily in PHP, MySQL the most suitable tools used especially in web hosting services. Use these tools can create and retain the database system.

5.3 Software Configuration Management

On this section will describe more about the details regarding configuration management setup, tools that have used to support configuration control and procedure and control in managing the source code version.

5.3.1 Configuration Environment Setup

FTMK-GO: A Simple and Convenient Mobile and Web Application for Buying Product and Book Place is developed by programming using a source code editor software which is Sublime Text 3 as shown in Figure below. Programming language implemented in this system is PHP programming language which is used to deploy and function the system effectively and affectively. Sublime Text Editor is a free software and can be download from its website at https://www.sublimetext.com/download.

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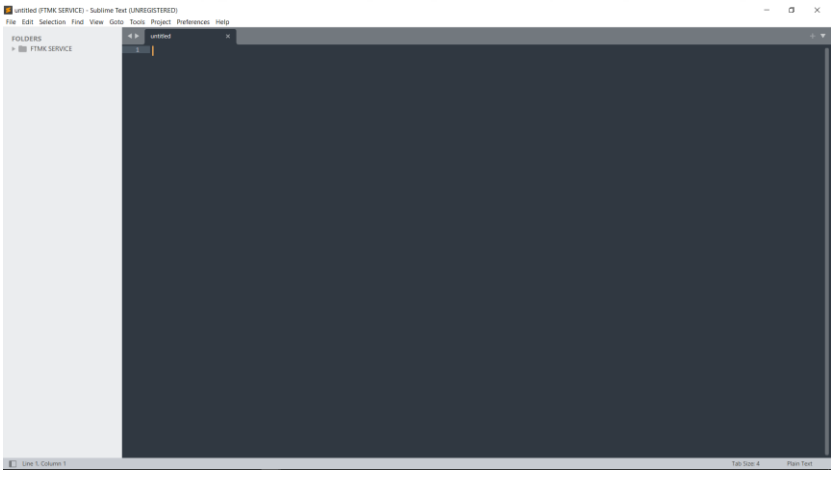

Figure 5.1 Sublime Text Editor

For server and database configuration, I decided to be used Laragon application which is free open-source web server that consists of Apache HTTP Server, PhpMyAdmin. FTMK-GO: A Simple and Convenient Mobile and Web Application used Apache serve content on the web and MySQL database to store and manipulate all the data. Figure 5.3 below shows the control panel of Laragon.

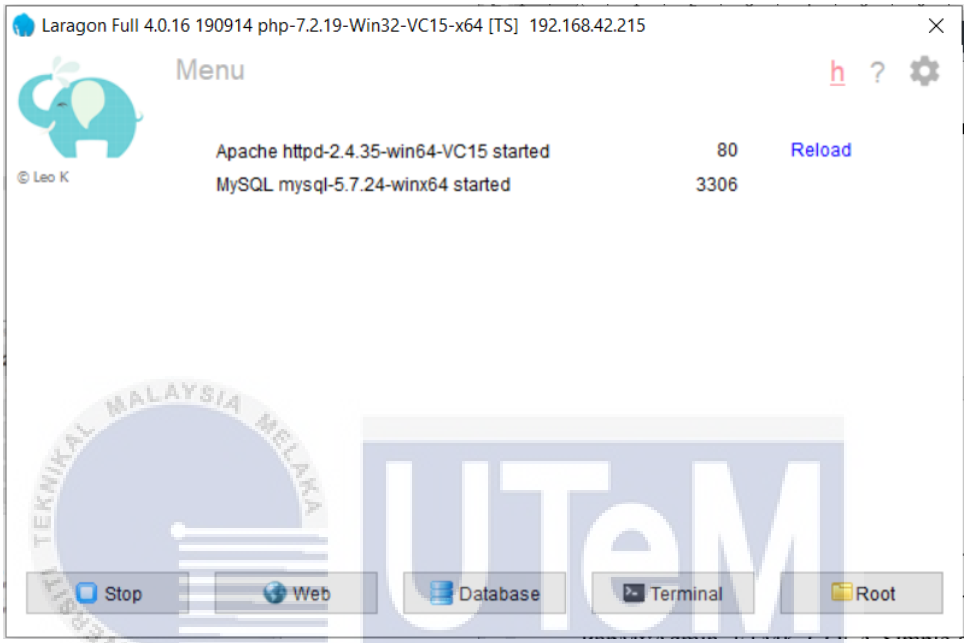

Figure 5.2 Laragon Control Panel

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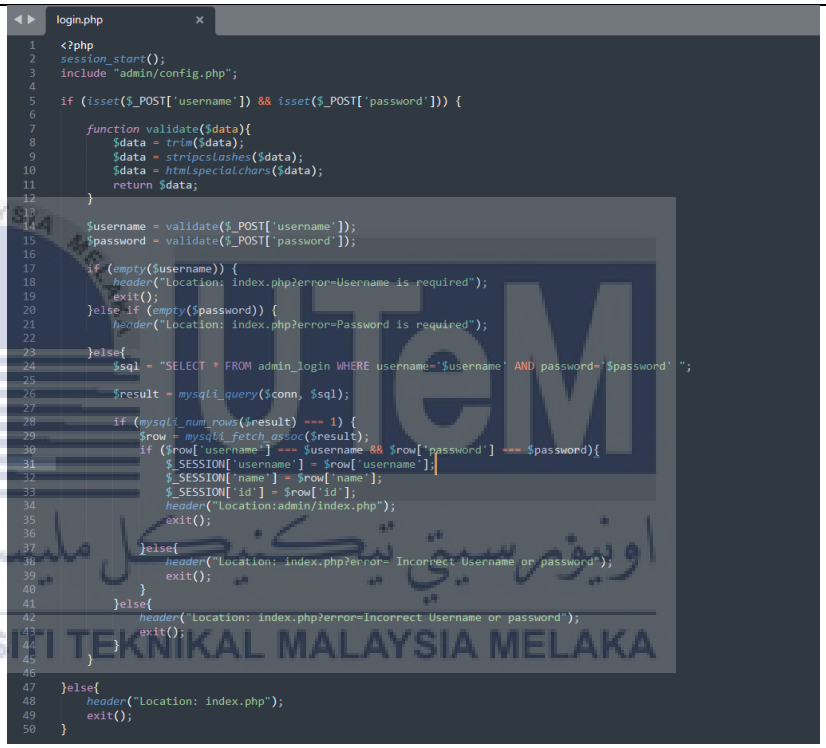
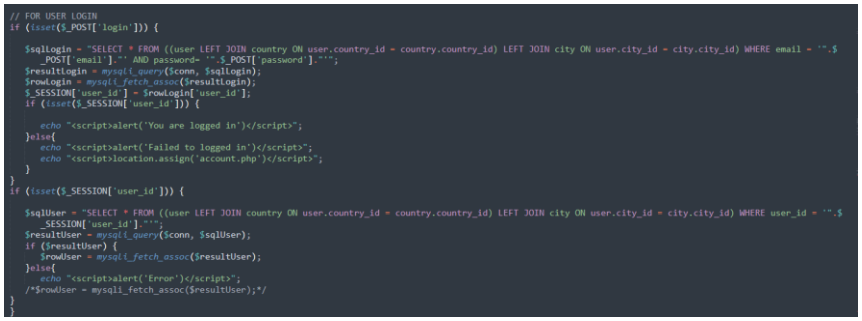
5.4 Implementation Status

The progress of development status for each of the module in the system are describe as shown in Table 5.2 below.

Table 5.2: Implementation Status

Module name: User Authentication	
Description	Handles user authentication to use the system
Duration	2 weeks
Date Complete	16 April 2021
Implementation code	 

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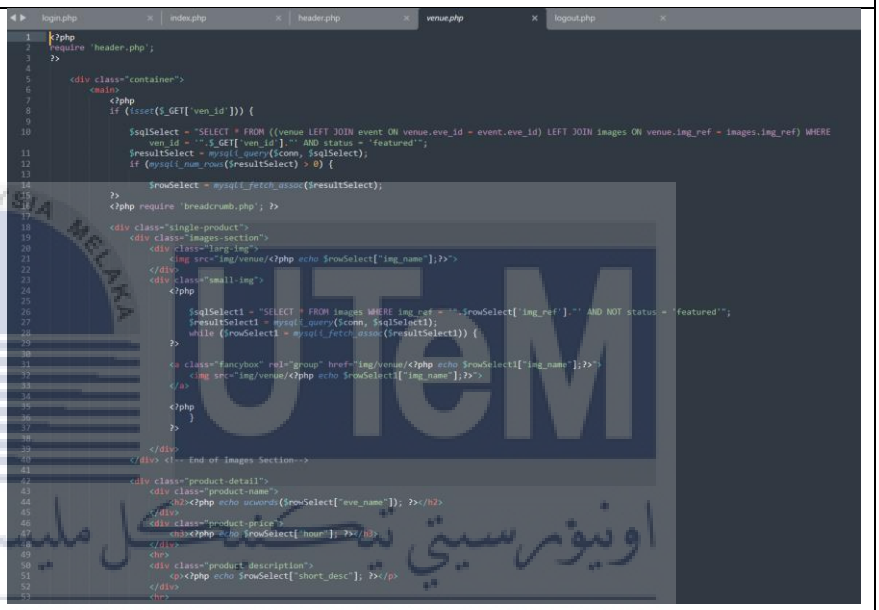
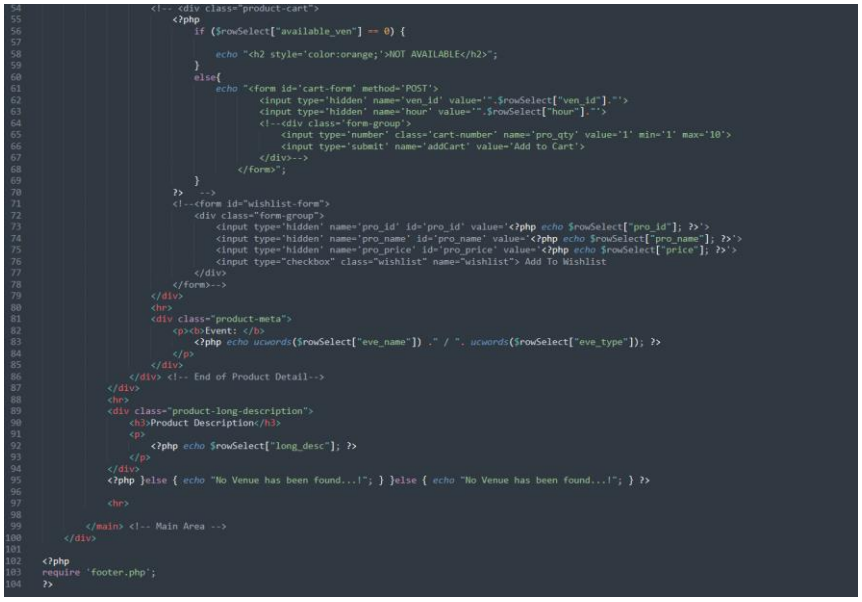
Module name: Event Management Module	
Description	User can view and make booking the venue in the system
Duration	4 weeks
Date Complete	9 May 2021
Implementation code	 

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Module name: Shop Product Module	
Description	User can view the product and purchase it in the system
Duration	4 weeks
Date Complete	21 May 2021
Implementation code	

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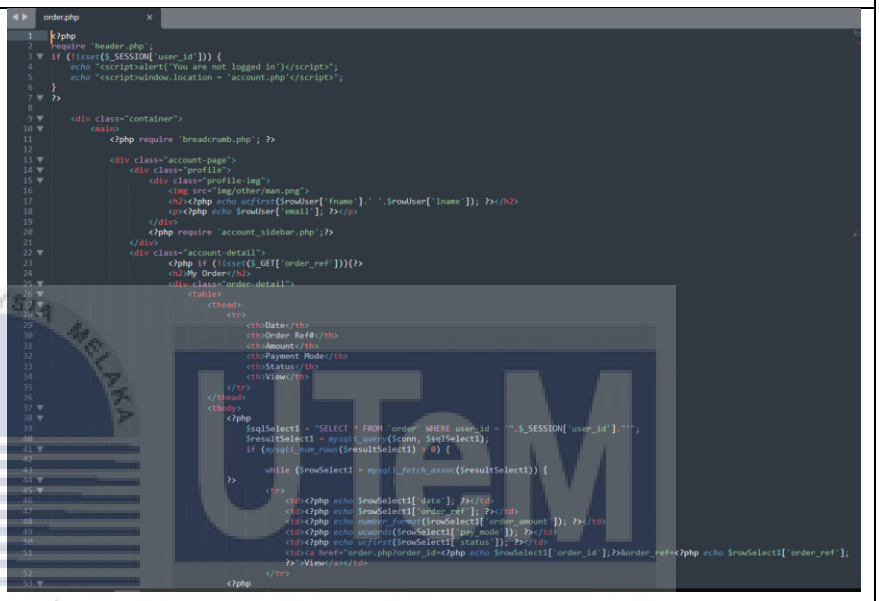
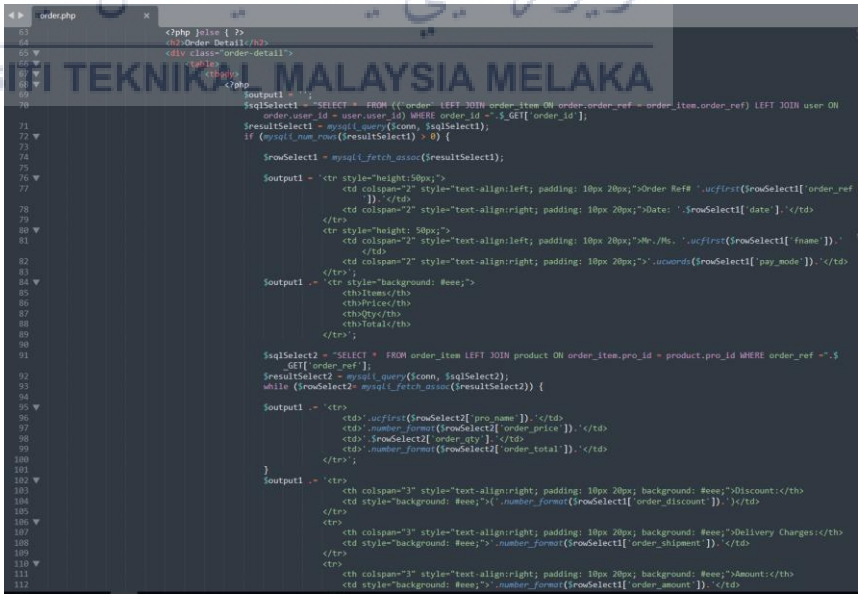
Module name: Activity Status Module	
Description	Admin can view the order status and approve the order by user
Duration	4 weeks
Date Complete	4 Jun 2021
Implementation code	 

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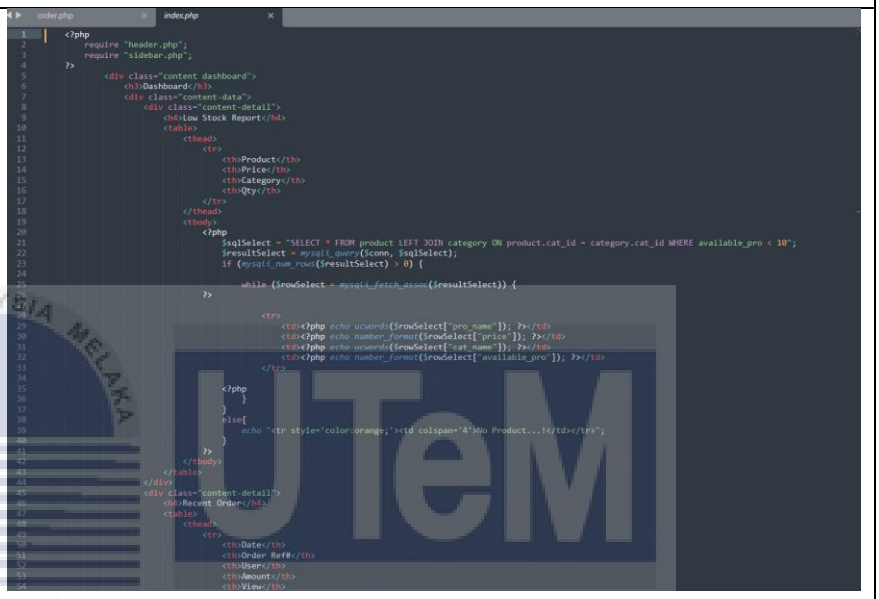
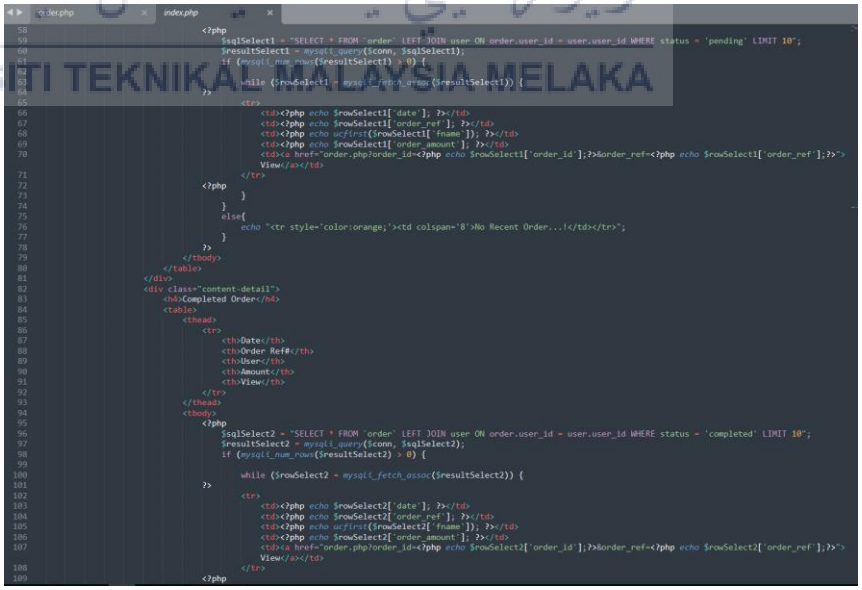
Module name: Dashboard Reporting Module	
Description	Admin can view the order status, the stock in low quantity
Duration	4 weeks
Date Complete	18 Jun 2021
Implementation code	 

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5.5 Conclusion

In conclusion, in this chapter described all about the software configuration of this projects, development environment and the implementation status of this project.

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CHAPTER 6: TESTING

6.1 Introduction

In this chapter, it will be discussing about the testing process of the system that have be developed. Testing phase in development lifecycle aims to make sure that the project will run smoothly and functions accordingly according to the requirements. This chapter discuss on the test plan which includes test organization, test environment and test schedule.

6.2 Test Plan

This section describes the testing scopes and activities which consists of test organization, test environment and test schedule. It is a formally testing to make sure the system achieves its requirement and objective. Test plan documented on who are the tester, features to be tested and how will be tested.

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6.2.1 Test Organization

Test organization explain about the personnel involving with this FTMK-GO system. Each of test is test by different personnel as shown in Table 6.1.

Table 6.1 Test Organization

Test Activity	Testing Member
Unit Testing	Muhammad Asnawi Hashim
Integration Testing	Muhammad Asbawi Hashim
System Testing	Abdul Aziz Mohd Zahari
User Acceptance testing	Anis Syahira Abdul Aziz

6.2.2 Test Environment

Test environment is a setup for software and hardware to execute the process.

Table 6.2 Test Environment

Software/Hardware Tools	Specification
Operating System	Window 10
Memory Capacity	4GB RAM
Processor Type and Speed	AMD Ryzen 5 3550H with Radeon Vega Mobile
Web Server	Laragon
Web Browser	Google Chrome
Database	MySQL

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6.2.3 Test Schedule

Testing activities and its cycles must be recorded. Test schedule records all the testing in these phases and evaluation on the system. There are four types of tests documented which is Unit Testing, Integration Testing, System Testing and User Acceptance Testing.

Table 6.3 Test Schedule

Testing Type	Description	Start Date	End Date
Unit Testing	Determine the system is proper and functions requirement	29 Jun 2021	21 July 2021
Integration Testing	To determine the modules of the system are flawless from any defects	21 July 2021	29 July 2021
System Testing	To determine the system can run smoothly and meet each of its requirements	29 July 2021	4 August 2021
User Acceptance Testing	To determine that the system is successfully and ready to be used.	4 August 2021	15 August 2021

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6.3 Test Strategy

Test strategy is the basic of estimating the length and price of the testing attempt. This system will use a top-down approach to testing strategy and black-box testing.

6.3.1 Class of tests

The tests consist of unit testing, integration testing, system, and acceptance testing. There is the description about the class of test below:

i. Unit Testing

Unit testing, a type of software testing, examines individual units or components of software. The goal is to verify that every piece of software code functions correctly. Unit testing is carried out at all stages of the development process, which is when programmers create an application.

ii. Integration Testing

Integration testing is a phase of software testing in which the components are brought together and tested as a unit. Integration testing is a type of evaluation in which a system or component is evaluated against a set of functional requirements.

iii. System Testing

System testing is a system-level test which is the process in which a quality assurance (QA) team evaluates how the various components of application interact. Usually, the software is only one element of a larger computer-based system. System Testing is a series of different test in purpose is to exercise the full computer-based system.

iv. Acceptance Testing

End-user or client acceptance testing ensures that the software product is ready for deployment. It is conducted at the end of the testing process after functional, integrated, and system testing.

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6.4 Test Design

Two methods in test design that have be used which are top-down and bottom-up approaches. Top-down approach is a way to solve all the issues happened. This strategy started to solve the issue with the large images, and they need to be solved one-by-one. Developer begins to develop the system one by one depending on the client's issue.

6.4.1 Test Description

This project test has test case ID to identified, description to give the explanation about the test, the system module and the lists of the activity that have made and the actual result is recorded.

Test Case ID	TC001		
Description	To evaluate login functionality		
Module	User Authentication		
Prepared by	Azrul Afiq Abdul Aziz	Date prepared	29/07/2020

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Tested By				Date Tested	
ID	Test Scenario	Test Data	Expected Result	Actual Result	Status
TC001_01	Enter a valid user email and password	Email: asnawi@gmail.com	Successfully login into the system	User login successful	Pass

		Password: asnawi123			
TC001_02	Enter an invalid user email and password	Email: asnawi.com Password: asnawi123	Error message will be displayed. "Please include @ in your email address"	User login failed	Pass
TC001_03	Enter a valid user email and invalid password	Email: asnawi@gmail.com Password: 123	Error message will be displayed. "Failed to login"	User login failed	Pass
TC001_03	Enter a valid username and password	Username: admin Password: admin123	Successfully login into the system	Admin login successful	Pass
TC001_03	Enter an invalid username	Username: admin Password: admin	Error message will be displayed.	Admin login failed	Pass

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	and password		"Incorrect Input"		

Test Case ID	TC002		
Description	To evaluate order item		
Module	Event Management Module		
Prepared by	Azrul Afiq Abdul Aziz	Date prepared	29/07/2020

Tested By				Date Tested	
ID	Test Scenario	Test Data	Expected Result	Actual Result	Status
TC002_01	Field in all the field	First Name: Asnawi Last Name: Hashim Date: 31/08/2021 Tel: 01125537886 Mobile: 0145277869	Successfully book venue into the system "Asnawi, you are successfully booking the venue"	User login successful	Pass
TC001_02	Enter an invalid user	First Name: Asnawi Last Name:	Error message	User login failed	Pass

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	email and password	Date: 31/08/2021 Tel: 01125537886 Mobile: 0145277869	will be displayed. “All Field are required”		

6.4.2 Test Data

Test data contain field of modules and test data which is valid and invalid data when using this system.

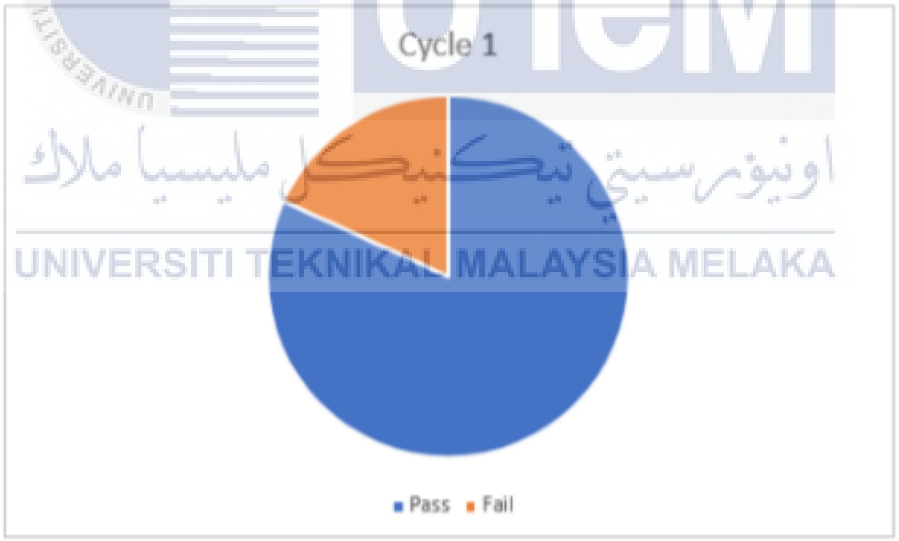

Figure 6. 1 Test Data

Figure 6.1 illustrates the test results of testing cycle 1. Its shows 75% pass the first cycle of testing.

Figure 6. 2 Test Data 2

As shown in Figure 6.2 above is the result of the second cycle of testing. There have some improvement with 85% is pass and others are failed. After the first cycle of testing, problems found are fixed and system is improved.

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6.5 Test Result and Analysis

Based on the test consequence, all the features can be used. Error is discovered during the first stage testing. The bugs and mistake are fixed and be checked twice. The feature that has mistaken during the first test works correctly during the second testing stage.

6.6 Conclusion

In conclusion, this section explains about the activity taken to make sure the performance of the system is done. In addition, this section also discusses the role during the testing operation and the last stage is the final where it is discussing the success and enhancement of the project.

CHAPTER 7: PROJECT CONCLUSION

7.1 Introduction

This chapter conclude about the overall system that have been developed in terms of its strength and the weaknesses, the project contribution, and the suggestion on how to improve the system for future.

7.2 Observation on Weaknesses and Strengths

The weaknesses and the strength will describe below.

7.2.1 Strength

The ways on booking venue to use the facilities in FTMK will become more easier with this system and student will have a new platform as a place for help them to publish their product. Data can easily store and received whenever it is needed comparing to the data that will store manually. It will make the management to find out the data faster and easily then the data that will enter on the paper which is manual way. In additional, the system provided dashboard for admin to monitor the available stock and it also allow admin to make a post about the available places in FTMK that can be used by student. For example, the student can find their comfortable places to do their study group and meeting beside they are discussing under the tree. Student also can save a lot of time to promote the stuff. It is better than they promote many times in WhatsApp group which will disturb class discussion.

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7.2.2 Weaknesses

This system used to store a lot of important data. This system will used by student for every day. Therefore, it will be ineffective to no having the excellent security. Then, the system can be used to buy the product and they are not allowing to cancel on buying the product.

7.3 Propositions on Improvement

FTMK-GO are now used only for FTMK student and in a small area. It is because there is only provide cash on delivery method on buying this product. For example, they are only student who live in campus are available to get their product on time while outsider student needs to wait till, they came to the campus. For the future improvement, we decided to provide another method which is Online Banking that will help student to make payment via online. Other than that, system should provide improvement in terms of security to protect the confidentiality of data. It is also essential to store the user information and the data of the product that store in the system.

7.4 Project Contribution

FTMK-GO is intended to contribute for other faculty first. The platform will give more benefits to the user in term of storing and can help a lot to make student work easier. It can reduce a lot of time to spent and increasing the productivity when the user needs to publish their product and the admin check the availability of stocks.

7.5 Conclusion

All the phases are completely carried out which is planning phase until testing phase. The system has been developed and fulfills their objectives and requirements needed. However, there is still have a lot of improvement need to be done in the functionality to make this system become more useful and successful. With the suggestion improvement, and project's weaknesses, it is best to trust that FTMK-GO: A Simple and Convenient Mobile and Web Application for Buying and Book Place can be improved and become better in the future.

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Appendix A

Table structure for table `admin_login`

--

```
CREATE TABLE `admin_login` (
  `admin_id` int(11) NOT NULL,
  `username` varchar(255) NOT NULL,
  `password` varchar(255) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=latin1;

CREATE TABLE `available` (
  `available_id` int(11) NOT NULL,
  `ven_id` int(11) NOT NULL,
  `qty_in` int(11) NOT NULL DEFAULT '0',
  `qty_out` int(11) NOT NULL DEFAULT '0',
  `time` timestamp NOT NULL DEFAULT CURRENT_TIMESTAMP ON UPDATE
CURRENT_TIMESTAMP
) ENGINE=InnoDB DEFAULT CHARSET=latin1;

CREATE TABLE `booking` (
  `booking_id` int(11) NOT NULL,
  `fname` varchar(255) CHARACTER SET utf8mb4 NOT NULL,
  `lname` varchar(255) CHARACTER SET utf8mb4 NOT NULL,
  `date` date NOT NULL,
  `ven_id` int(11) NOT NULL,
  `tel` varchar(255) CHARACTER SET utf8mb4 NOT NULL,
  `mobile` varchar(255) CHARACTER SET utf8mb4 NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=latin1;
```

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```
CREATE TABLE `cart` (
  `cart_id` int(11) NOT NULL,
  `pro_id` int(11) NOT NULL,
  `pro_price` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `pro_qty` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `cart_ref` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4
COLLATE=utf8mb4_unicode_ci;

CREATE TABLE `category` (
  `cat_id` int(11) NOT NULL,
  `cat_name` varchar(255) NOT NULL,
  `cat_type` varchar(255) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;

CREATE TABLE `city` (
  `city_id` int(11) NOT NULL,
  `city_value` varchar(255) NOT NULL,
  `city_name` varchar(255) NOT NULL,
  `country_id` int(11) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;

CREATE TABLE `country` (
  `country_id` int(11) NOT NULL,
  `country_name` varchar(255) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;

CREATE TABLE `event` (
  `eve_id` int(11) NOT NULL,
  `eve_name` varchar(255) CHARACTER SET utf8mb4 NOT NULL,
  `eve_type` varchar(255) CHARACTER SET utf8mb4 NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=latin1;
```

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```
CREATE TABLE `images` (
  `img_id` int(11) NOT NULL,
  `img_name` varchar(255) NOT NULL,
  `img_ref` varchar(255) NOT NULL,
  `status` varchar(255) NOT NULL DEFAULT '0'
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;

CREATE TABLE `order` (
  `order_id` int(11) NOT NULL,
  `order_ref` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `order_amount` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `order_shipment` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `order_discount` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL DEFAULT '0',
  `user_id` int(11) NOT NULL,
  `pay_mode` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `date` timestamp NOT NULL DEFAULT CURRENT_TIMESTAMP ON UPDATE CURRENT_TIMESTAMP,
  `status` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_unicode_ci;

CREATE TABLE `order_item` (
  `od_id` int(11) NOT NULL,
  `pro_id` int(11) NOT NULL,
  `order_price` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `order_qty` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `order_total` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `order_ref` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4 COLLATE=utf8mb4_unicode_ci;
```

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```
CREATE TABLE `product` (
  `pro_id` int(11) NOT NULL,
  `pro_name` varchar(255) NOT NULL,
  `price` varchar(255) NOT NULL,
  `short_desc` text NOT NULL,
  `long_desc` text NOT NULL,
  `cat_id` int(11) NOT NULL,
  `img_ref` varchar(255) NOT NULL,
  `available_pro` int(11) NOT NULL DEFAULT '0'
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;

CREATE TABLE `review` (
  `review_id` int(11) NOT NULL,
  `message` text NOT NULL,
  `fname` varchar(255) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=latin1;

CREATE TABLE `stock` (
  `stock_id` int(11) NOT NULL,
  `pro_id` int(11) NOT NULL,
  `qty_in` int(11) NOT NULL DEFAULT '0',
  `qty_out` int(11) NOT NULL DEFAULT '0',
  `time` timestamp NOT NULL DEFAULT CURRENT_TIMESTAMP ON UPDATE
CURRENT_TIMESTAMP
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4;
```

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```
CREATE TABLE `user` (
  `user_id` int(11) NOT NULL,
  `fname` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `lname` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `company` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `country_id` int(11) NOT NULL,
  `city_id` int(11) DEFAULT NULL,
  `address` text COLLATE utf8mb4_unicode_ci NOT NULL,
  `email` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `password` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `tel` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `mobile` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `type` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `user_status` varchar(255) COLLATE utf8mb4_unicode_ci NOT NULL,
  `regDate` timestamp NOT NULL DEFAULT CURRENT_TIMESTAMP ON
UPDATE CURRENT_TIMESTAMP
) ENGINE=InnoDB DEFAULT CHARSET=utf8mb4
COLLATE=utf8mb4_unicode_ci;

CREATE TABLE `venue` (
  `ven_id` int(11) NOT NULL,
  `ven_name` varchar(255) CHARACTER SET utf8mb4 NOT NULL,
  `hour` varchar(255) CHARACTER SET utf8mb4 NOT NULL,
  `short_desc` text CHARACTER SET utf8mb4 NOT NULL,
  `long_desc` text CHARACTER SET utf8mb4 NOT NULL,
  `eve_id` int(11) NOT NULL,
  `img_ref` varchar(255) CHARACTER SET utf8mb4 NOT NULL,
  `available_ven` int(11) NOT NULL DEFAULT '0'
) ENGINE=InnoDB DEFAULT CHARSET=latin1;
```

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