

FTMK CLASS ALERT NOTIFICATION (FTMK CAN)

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I hereby declare that this project report entitled
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Is written by me and is my own effort and that no part has been plagiarized without citations.

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DEDICATION

To my beloved parents, Haridan Bin Harun and Rahani Binti UmarAli

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Bismillahirrahmanirrahim

Praise to Allah for giving me strength and patience to complete the Projek Sarjana Muda throughout these semester. Special thanks to my beloved parents Haridan Bin Harun and Rahani Binti Umar Ali for always prays and blesses me until now. I also would like to express my gratitude and honor to the project supervisor Puan Nor Haslinda Binti Ismail for motivate and guiding me through the completion of this project, my supportive friends and for those who involved in contributing something meaningful during this project.

ABSTRACT

FTMK Class Alert Notification (FTMK CAN), is a research, to develop an application which based on the current scenario in university institution. This application is limited to the stage of the observation and evaluation project phase. The process of managing the information is conducted lecturer which is the Administrator. The objective of this application development is to help lecturer to remind their student about current class. Structured System Analysis and Design Methodology (SSADM) approach is used as a project methodology for this project. FTMK CAN is three-tier architecture which involves client-tier, business-tier and database management-tier. Results received from this application development is hoped to make it easy for lecturer to remind their student about current class.

ABSTRAK

FTMK Class Alert Notification (FTMK CAN), adalah penyelidikan untuk membangunkan aplikasi yang berkisar kepada senario di institusi pengajian tinggi. Aplikasi ini mencakupi kepada fasa pemantauan dan penilaian projek sahaja. Proses pengurusan maklumat dilakukan oleh pensyarah sebagai pentadbir. Objek aplikasi ini adalah untuk membantu pensyarah untuk mengingatkan pelajar mereka mengenai kelas pada waktu itu. Metodologi atau kaedah yang diguna pakai semasa pembangunan projek ini adalah Structured System Analysis and Design Methodology (SSADM). FTMK CAN merupakan seni bina 3 peringkat yang melibatkan peringkat klien, peringkat bisnes dan peringkat pengurusan pengkalan data. Hasil daripada projek ini diharap dapat memudahkan pensyarah untuk mengingatkan pelajar mereka mengenai notis kelas.

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LISTS OF ABBREVIATIONS

1. FTMK CAN - FTMK Class Alert Notifications
2. SMS - Short Messaging Service
3. SDLC - System Development Life Cycle
4. SSADM - System Development Analysis Design Methods
5. ERD - Entity Relationship Diagram
6. DBMS - Database Management System

CHAPTER 1

INTRODUCTION

This chapter will describe the whole project briefly. The most important part to be viewed clearly is project background, problem that bring out this project, the objectives to achieve project scope and project significance. On the other hand, this chapter is an overview of the whole project. Generally, the developer must identify the project significance to end users and area of research and the expected output after developing this project.

1.1 Project Background

Lecturer is one of the bossier employees where they need to attend many things such as seminar, courses or even meeting. Some of them because of too busy, so they forgot to SMS student to mention that the class is already cancelled and make their student waste their time waiting for them. Other than that, if the lecturer SMS the student, maybe two or three student only will get the information and this student will tell the whole class that class is already canceled but for those who did not know make them come to class without realize this matter. So to overcome this problem, lecturer can use this web based application to send SMS or email to all student in their contact only with one click.

This system is developing for helping the lecturer make class notification by sending SMS or email to their student using web based only. If the text is too long, lecturer can send email and the student can get SMS that saying there is email in their email box about class notification. It is very helpful to teacher and students.

Before can be using it, lecturer need to add student email and phone number before they can send SMS to their student. If before this, lecturer need to find the student phone number before send SMS but now only one click all user in contact list can get the SMS or email immediately.

Other than that, this project is developing as web based applications because it does make can make the user easily to get or used the system without installed the application first. This project already in the server and can be used as long as they have electrical source power and internet connection.

1.2 Problem Statement

After make a few studies about current situation, the problems that happen are stated as the following:

1.2.1 Not all student will know the latest notification that told by lecturer

As has been mention above, there must be some student will did not know the latest information about the class. With this system, they can send the SMS to all leader of the group to tell their group member about current class notification.

1.2.2 Lecturer does not have all student phone number and email

Lecturers usually do not have all their student number only if they are class representative or maybe students who always see them. So, using this system it can help lecturer to add student phone number and email in the database and they can use them every time they want to send SMS or email.

1.2.3 When lecturer do not have any credit in their hand phone, they need to buy top up before can send SMS to their student.

It is a waste time when the lecturers need to go to shop first before they can send SMS to their student. If it is urgent, maybe they need to use others hand phone to send SMS to their student. The worst case is they only can send SMS only to one student if not they need to use more credit to send SMS to their student.

1.2.4 Lecturer does not know if the SMS that they send is already get by student or not.

Lecturer also does not know if the SMS that they send is gotten by their student or not. If the SMS did not receive by their student, it make their student come to class and then need to wait for their lecturer until the class time is over. Using this system, we can see if the SMS is already delivered or not.

1.3 Objectives

- 1.3.1 To give a facilitated for lecturer to send SMS or email to student in short time
- 1.3.2 To give a system that more systematic and user friendly compare to manual system.
- 1.3.3 To help lecturer to inform student about current class with fast and effective.
- 1.3.4 To help lecturer to see all SMS or email sent to student.

1.4 Scope

The following lists are scope for this FTMK Class Alert Notification system

1.4.1 Scope for admin

Activity that admin can do in this system

1.4.1.1 Admin can see all SMS that has been sent to student

It can help admin to see all current SMS and also can sort it by date.

1.4.1.2 Generate report for that month

Here admin can generate report how many SMS or email has been sent in that month

1.4.1.3 Update details

Admin also can update their details and change password.

1.4.2 Scope for lecturer

All activity that can be done by lecturer

1.4.2.1 Lecturer can send either SMS or email

Lecturer can send SMS or email using forms that already design it for them. Before send the message, they need to add contact number of their student. Then they can send email or SMS.

1.4.2.2 Lecturer can view SMS or email that they sent

This feature is very important to lecturer where they can see if the SMS or email that they want to send is correct or not.

1.4.2.3 Lecturer can add student contact number

Before lecturer send any SMS or email, lecturer need to add contact number of their student. Other than that, they also can edit back student contact number that already in their contact number.

1.5 Project Significant

FTMK Class Alert Notification can help lecturer to make class alert using SMS and email where all student can get the latest notification about current class. This system also can view all SMS or email that had been sent to student and other than that can view all current students in their contact.

1.6 Expected Output

The expected output of this system is producing a web based system that can help lecturer to send SMS and email to their student easily. Other than that, admin can view report and view all lecturer names in the system.

1.7 Conclusion

This chapter explains about the Project Background, Objective of the Project, Scope, Project Significant and Expected Output. All about the system are pictured clearly in this chapter.

The next chapter will be discussed is the literature view and project methodology.

CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

This chapter will discuss the analysis and existing or similar application that is related to the project. Literature review will focus on the research of the existing and future application. Literature review is a process of searching, collecting, analyzing and drawing conclusion from all debates and issue raised in relevant body of literature. It describes all the analysis and findings which are related research, case study and other findings that are related to this project. In addition, it also consist the knowledge of the project elements such as domain specification, techniques and how these elements related and combined to each other.

Methodology is the key of succeeding in finishing a project within time and being able to satisfy user's requirements. It is also a description of the selected approach that will be used when developing the project. Every step in the selected methodology will be justified to suit every task. Since there are many kind of methodology, it is vital to select appropriate methodology that will be used.

2.2 Facts and findings

This section will discuss the researches that have been done from the point of domain, existing application and technique used, which are related to this project.

2.2.1 Client-Server Application (Three-Tier)

A client-server application is a distributed system comprising both client and server software. A client software process may initiate a communication session while the server waits for the request from any clients.

The whole point of client-server architecture is to distribute components of an application between a client and a server so that, for example, a database can reside on a server machine, a user interface can reside on a client machine, and the business logic can reside in either or both components.

The client-server architecture here is known as three-tier client-server architecture. In three-tier architecture (also known as a multi-tier architecture), there are three or more interacting tiers, each with its own specific responsibilities.

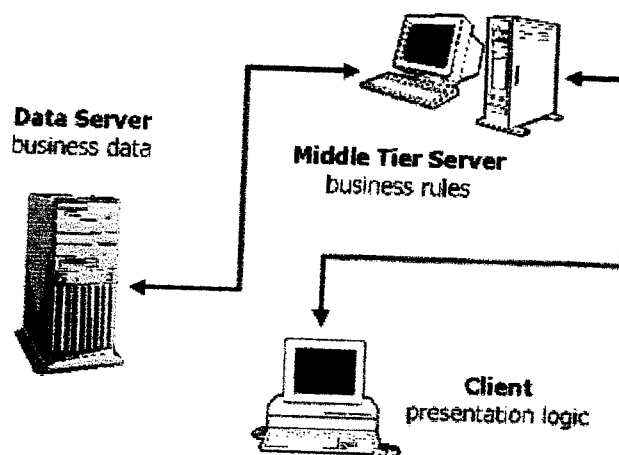


Figure 2.1: Three-Tier Architecture