SHARING PROJECTS PLATFORM
FOR COMPUTER SCIENCE STUDENTS

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SHARING PROJECTS PLATFORM
FOR COMPUTER SCIENCE STUDENTS

TAN CHUN YIN

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

This report is submitted in partial fulfilment of the requirements for the Bachelor of Computer Science (Software Development)

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA
2017

DECLARATION

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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SUPERVISOR : _____ Date : 22/08/17

(PN. NORHAFEIZAH BINTI HASSAN)

DEDICATION

First of all, I would like to dedicate this project to my beloved parents and family. They have been always support me mentally although they are not always with me during carrying out this project. Thanks very much to my parents' effort along the time, so I am able to study in the university.

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In conclusion, I would like to thanks you all who hope me good luck in this project.

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ABSTRACT

This project will be primary focused on local students. The students in local show their talent in projects every year. But, there is lack of organised platform for them to share their project to public. Thus, their projects are not well-known to others. Thus, it may be waste for not to share the knowledge to others. In order to handle the situation, this project is planned to allow students to share their projects to others. This project will provide a platform for students to share their projects to the public. Using the functions provided, public can comment on the projects. However, students should not publish their projects to the public without the permissions of their supervisors. This is because the universities has the copyright of every single project done by the students. In order to carry this project more efficiently, the throwaway prototyping method is used. The prototyping model is a system model that a prototype of a final system is built, tested and reworked when necessary until an acceptable prototype is accepted. The throwaway prototyping allows to look ahead in detail of time of the system and gives the developer to understand well the system requirements. So, the project can be planned to clarify what is really needed to design the system after discussing with the clients. The outcomes of this projects is to make an online web platform which is friendly to use for the users. Using the application, students can receive feedbacks from public. They can review the feedbacks and then able to think the solutions in improving their skills or projects in the future. Besides, students can build their confident after receiving comments from public. Furthermore, the projects are published after supervisors give the permissions to the students. This's not only protect the copyright of the project but the supervisors can check whether the projects meet the requirements. So, the quality of the projects are guaranteed.

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ABSTARK

Projek ini tumpu kepada pelajar tempatan. Pelajar-pelajar dalam tempatan menunjukkan bakat mereka dalam projek-projek setiap tahun. Tetapi, terdapat kekurangan platform terancang bagi mereka untuk berkongsi projek mereka kepada orang ramai. Oleh itu, projek-projek mereka tidak terkenal kepada orang lain. Oleh itu, ia mungkin sisa untuk tidak berkongsi pengetahuan kepada orang lain. Dalam usaha untuk menangani keadaan, projek ini dirancang untuk membolehkan pelajar untuk berkongsi projek-projek mereka kepada orang lain. Projek ini akan menyediakan platform kepada pelajar untuk berkongsi projek-projek mereka kepada orang ramai. Menggunakan fungsi yang disediakan, orang ramai boleh mengulas mengenai projek. Walau bagaimanapun, pelajar tidak boleh menerbitkan projek-projek mereka kepada orang ramai tanpa kebenaran penyelia mereka. Ini kerana universiti mempunyai hak cipta setiap projek yang dilakukan oleh pelajar. Dalam usaha untuk menjalankan projek ini dengan lebih cekap, kaedah prototaip yang lembaran iklan digunakan. Model prototaip adalah model sistem yang prototaip sistem akhir dibina, diuji dan diolah apabila perlu sehingga prototaip diterima Diterima. Prototaip lembaran iklan membolehkan untuk melihat ke hadapan secara terperinci masa sistem dan memberikan pemaju untuk memahami dengan baik keperluan sistem. Jadi, projek ini boleh dirancang untuk menjelaskan apa yang benar-benar diperlukan untuk mereka bentuk sistem selepas berbincang dengan pelanggan. Hasil projek ini adalah unt k membuat platform web dalam talian yang mesra untuk digunakan untuk pengguna. Menggunakan aplikasi ini, pelajar boleh menerima maklum balas daripada orang ramai. Mereka boleh menyemak maklumbalas dan kemudian dapat berfikir penyelesaian dalam meningkatkan kemahiran atau projek mereka pada masa hadapan. Di samping itu, pelajar boleh membina yakin mereka selepas menerima komen

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daripada orang ramai. Tambahan pula, projek-projek yang diterbitkan selepas penyelia memberi keizinan kepada pelajar. Ini tidak hanya melindungi hak cipta projek tetapi penyelia boleh menyemak sama ada projek-projek yang memenuhi keperluan. Jadi, kualiti projek adalah terjamin.

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CHAPTER I

INTRODUCTION

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1.1 Overview

This project will be primary focused on local computer science students. The students from computer science show their talent in projects every year. But, there is limited platform for them to share their project to public. Their projects are not well-known to others. So, this project is planned to allow them to share their projects others.

The students' project is shared under few categories, includes web, video, and others. There is four main users in this system, which are students, supervisors, administrators, and public users. Students can share their project and request permission for uploading their projects to the platform. The supervisors can choose to grant the students permission to publishing their projects. For every single public users can view the projects and give comments the project. This platform has advantages

that the projects can be a guideline to the new generation students, and provide them knowledge and enhance new ideas for their future projects.

1.2 Problem Statement

Nowadays, there is limited platform for them to show their projects to public. Not only that the students project have their own copyright of the universities. So, students must have the permission of supervisor before publishing their projects to the internet of public. Normally, the students' project will just receive the feedback form supervisor and evaluators only. So, it should be receive the comments from more people.

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1.3 Objective

This project embarks on the following objectives:

- **To create a platform for students to share their projects to public.**

  In local universities, most of students' projects are mostly kept confidentially in faculty or library. Besides, their projects are not available to public. Thus, the purpose of this project is to form a platform for public to view students' projects and give feedbacks to students and supervisors. There's also possible that the public will be interested into the project for purchasing.

- **To allow permission mechanism between students and supervisor before publishing the projects.**

  Before the students' projects are published, supervisors have their responsibilities to check the projects. There are possibilities the projects may have spelling errors, video has problem or any copyright of the project. Thus, the projects will be rejected by supervisors. The students can do their corrections on the projects and re-upload to the platform. Supervisors can pass the projects for publication if the projects are fulfilled the requirements.

- **To enable public to view and comment on students' projects.**

  After the students' projects have been approved by their supervisors for publication, the public can view those projects. The public users should able to give feedbacks on the projects. If they are interested to purchase the projects, they can discuss further with the supervisors.

1.4 Scope

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The project scopes are divided into two categories which are:

1.4.1 Users

- **Students**

  The students can upload their projects to the platforms. They also can check the status of projects which are approve, reject or pending.

- **Supervisors**

  Supervisors can give permissions whether the projects are allowed to share to the public. Supervisors also can ask students to make corrections on their projects if the corresponding projects are not fulfil the requirements.

- **Administrators**

  The administrators can register new administrators, students and supervisors. They also can assign or change supervisors to each students. Besides, they also can manipulate the categories of the projects.

- **Public**

  For the public need to register to the system to give feedbacks on the project. If they are willing to purchase or interest to the project, they can contact with supervisors for further information.

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1.4.2 Modules

- **Register Role Module**

  This module is for administrators to register new administrators, students, and supervisors. Besides, each students also will be assigned to a supervisor.

- **Create Category Module**

  This module is for administrators to create categories of a new project. Thus, the projects can be categorised under different categories.

- **Change Supervisor Module**

  This module is for administrators to change the supervisor of the students. In case, there's any incident happened, a new supervisor is needed for the students.

- **Submit Review Module**

  This module is for public users to submit their feedbacks on the corresponding projects. The data collected will be shown in statistics.

- **Upload Project Module**

  This module is for students to uploading their projects.

- **Manage Project Module**

  This model is for supervisors to approve or reject the students' project. While students and administrators can view the status of the project whether is approved or rejected.

1.5 Project Significance

The aim of this project is to provide a platform for students to share their projects to the public. This could give public to comments for their projects. There is limited platform for students to share their projects. Thus, it may be waste for not to share the knowledge to others. However, students should not publish their projects to the public without the permissions of their supervisors. This is because the universities has the copyright of every single project done by the students. In order to carry this project more efficiently, the throwaway prototyping method is used. The objective is to really understand the system requirements. So, the project can be planned to clarify what is really needed to design the system after discussing with the clients. The outcomes of this projects is to make the platforms which is friendly to use for the users. Students can build their confident and learn from the comments from others.

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1.6 Expected Output

This project is expected to allow students to share project their projects to the public. Students and supervisors will have permission mechanism before publishing students' projects to protect the copyright of projects. Besides, public enable to view and comments on students' projects. So, students can build their confident and learn from others after receiving more comments from others.

1.7 Conclusion

In conclusion, the Sharing Projects Platform for Computer Science Students can bring benefits for students. The public users can show their interests to the projects and can verify whether the projects has their market value. However, the projects should not been shared without permissions of supervisors because the projects have their copyrights. In next chapter, the existing and proposed system will be reviewed and methodology will be discussed.

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CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

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2.1 Introduction

In previous chapter, the problem statements and objectives of the project are discussed. The project will create a platform for students to share their projects to public. Before the project to be published, the projects must get the permission of the students' supervisors. The projects will also be commented by public users to give feedbacks to the corresponding projects.