

HOMESTAY MANAGEMENT BOOKING SYSTEM



UNIVERSITI TEKNIKAL MALAYSIA MELAKA

HOMESTAY MANAGEMENT BOOKING SYSTEM

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This report is submitted in partial fulfillment of the requirements for the Bachelor of
Computer Science (Database Management)

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FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
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2016

DECLARATION

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

STUDENT :  Date: 29/8/2016
(MAS'UD BIN SHAMON)



I hereby that I have read this project report and found
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SUPERVISOR :  Date: 29/8/2016
(EN YAHYA IBRAHIM)

DEDICATION

To my parents and family,
supervisor En Yahya Ibrahim,
and also my friends.



ACKNOWLEDGEMENTS

Firstly, I would like to thank Allah S.W.T for giving me the opportunity to complete this project. Without the Will from Him it would be impossible for me complete it. The strength, will and ideas all come from Him, the true Keeper of Knowledge.

Secondly, I would like to thank my supervisor Sir Yahya Ibrahim that has always been guiding me throughout completing this project. The push and assists he always given is what drove me to making the project a complete success.

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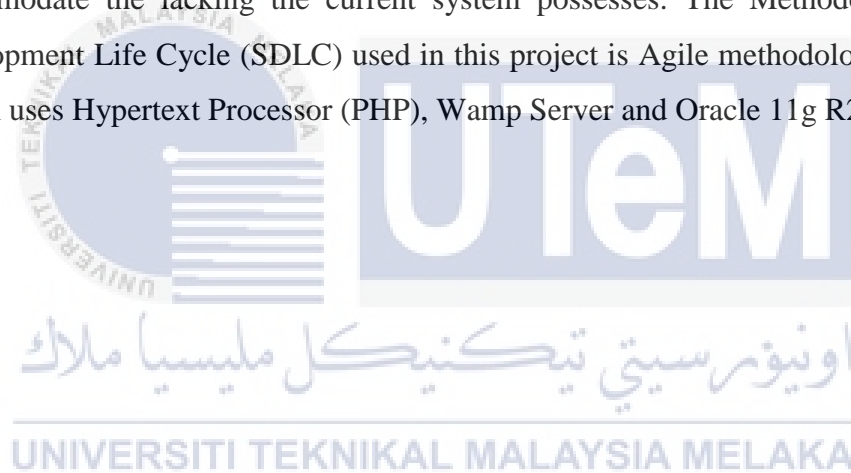
Lastly, not forgetting my fellow friends who has been supporting me from behind and contributing in making this project a success. Their contribution is something that will always be remember and appreciated.

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THANK YOU

ABSTRACT

Homestay Management Booking System is an online web application that provide service to homestay's hosts to advertise their homestay and all the while giving the customer an access to book the homestays online. It will replace the old system where the host need to manually jot down the information of customer and any payment made by the customer. For customer, they need to manually contact the hosts to know the available dates of the homestay desired. The purpose of this project is to accommodate the lacking the current system possesses. The Methodology Software Development Life Cycle (SDLC) used in this project is Agile methodology. The overall system uses Hypertext Processor (PHP), Wamp Server and Oracle 11g R2.



ABSTRAK

Homestay Management Booking System adalah sebuah web aplikasi talian yang menyediakan servis kepada tuan rumah homestay untuk mengiklankan homestay mereka dan pada masa yang sama memberikan pelanggan kelebihan untuk membuat tempahan talian. Sistem ini akan menggantikan system lama yang menggunakan catatan manual ke dalam buku atau jurnal untuk menyimpan informasi pelanggan dan mana-mana bayaran yang di buat oleh pelanggan. Manakala ntuk pelanggan, mereka perlu berhubung dengan tuan rumah untuk mengetahui jika terdapat kekosongan pada tarikh teretentu. Tujuan melakukan projek ini adalah untuk mepung mana-mana kekurangan yang ada pada sistem sekarang. *Methodology Software Development Life Cycle (SDLC)* yang digunakan dalam sistem ini adalah *Agile Method*. Sistem keseluruhan menggunakan Hypertext Processor (PHP), Wamp Server dan Oracle 11g R2.

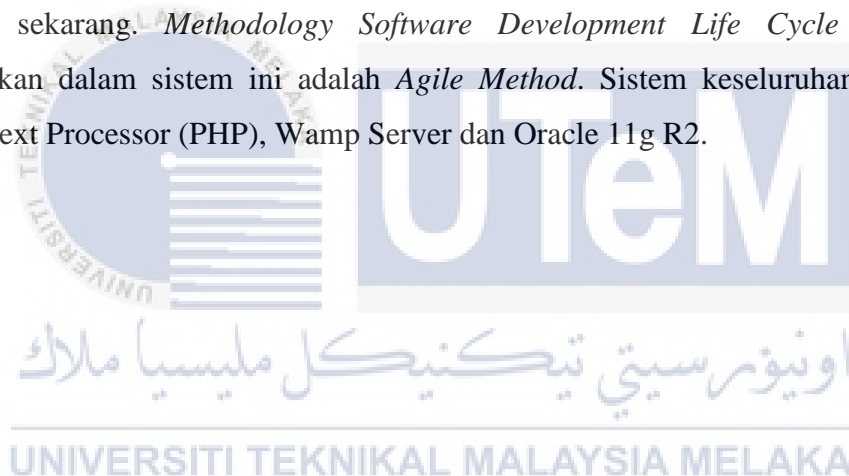


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LIST OF ABBREVIATIONS

HMBS	-	Homestay Management Booking System
DBMS	-	Database Management System
DFD	-	Data Flow Diagram
ERD	-	Entity Relationship Diagram
GUI	-	Graphic User Interface
RAM	-	Random Access Memory
SDLC	-	System Development Life Cycle
UTeM	-	Universiti Teknikal Malaysia Melaka

CHAPTER I

INTRODUCTION

1.1 Project Background

The idea of this system is to provide the owners and the villagers there the capability to easily storing informations they required in database. Currently, the customers can only reserve the homestay they desire by continuously contacting the personnal responsible for managing the homestay. Because of that, the owner have to constantly check the availability of the date the customer requested. In addition, the payment made by the customers are easily misplaced or misinformed as the payment recorded is not archived properly and systematically.

They use logbook to documented their recording and the information regarding the payment and the person who paid it. With this system, owners can easily deal with their customers more efficient which the system automatically detect and respond the availability of the homestay the customer want immediately. Consequently, the owners can manage and promote the information of their homestay in a more organized manner. Furthermore, all information regarding the payment are also recorded in the database which they can view better. All details received and entered will be archived in Oracle database.

1.2 Problem Statement

The efficiency of managements of homestays for host is low. This means that the host has no effective way to manage their homestay other than memorizing or writing down the details they need.

The second problem is that the customers need to contact and deal with host for reservation purposes. This may results in late respond to the customers as sometimes the host may not be on the phone all times.

Thirdly, previously, the hosts store all record by hardcopy or in journal, which proves to be not efficient. Hence, it is difficult for hosts to keep track of all the information regarding their homestays such as who reserve which homestay, the homestays availability and payments made.

1.3 Objective

The ojectives of developing Homestay Management Booking System based on the problem statements stated are as follows:

I. To give hosts better manageability of their homestays.

- The host can advertise, view and update their homestays to their liking.

II. To make reservations online and improve the respond time between customers and owners.

- With the booking system, customers can view the availability of the homestay they desire.

III. To calculate and record the payment made by the customer.

- The system will calculate the price the customers need to pay based on a number of criteria given by the host.

1.4 Scopes

There are two major scopes involved in the development of the Homestay Management Booking System which are the user and module scope. User scope focuses on the system's user and their roles while module scope determines the details of function that is categorized by each module.

1.4.1 User Scope

There are three users in Homestay Management Booking System which are the system's admin, host and customer. The admin have all access to the information and functionality of the system. Hosts can advertise, view, update or delete the homestay they own. On the other hand, the customer can view and book homestay according to the dates they want.

1.4.2 Modules Scope

i. Registration Module

The registration module will keep a record of registered users host and customer alike. This module can be added, view, updated and deleted by the respective user.

ii. Homestay Module

The homestay module will keep a record of all homestays advertised by the hosts. These homestay can be view by customers for booking.

iii. Booking Module

The booking module will keep a record of all the reservations made by the customers.

iv. Payment Module

The payment module will keep track of the price and payment the customers need to pay to the host. The system will calculate the price and records it for the host.

1.5 Project Significance**i. Improves Productivity, Reduces Manual Processes**

In previous process, the host often had to manually registration. The system will help the host to better manage their homestay and records the customer details and payment made.

ii. Improve Data Storage Techniques

This system improves data storage techniques by using systematic and efficient system.

iii. Save Time

This system will also uses less time for accessing data or information about customers and the payment made which at the same time creates a faster process.

iv. Reduce Use of Paper

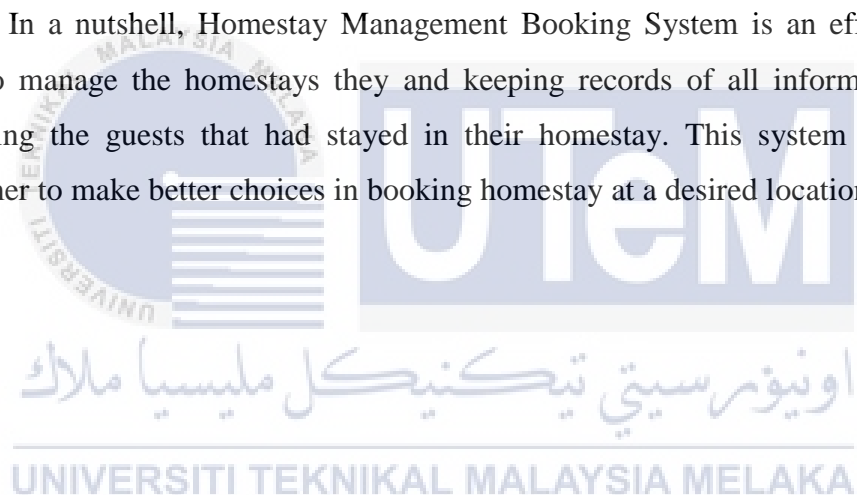
By developing this system, the operation cost can be reduced for a long time period.

1.6 Expected Output

The expected outcome for the HMBS project is as follows. Hosts are able to advertise and manage their homestays in a more effective and systematically manner. In addition, customers can check homestays availability and make the booking online instead of contacting the person in charge.

1.7 Conclusion

In a nutshell, Homestay Management Booking System is an efficient way for host to manage the homestays they and keeping records of all information and data regarding the guests that had stayed in their homestay. This system also helps the customer to make better choices in booking homestay at a desired location and time they want.



CHAPTER II

PROJECT METHODOLOGY AND PLANNING

2.1 Introduction

This chapter briefly explains on project methodology for Homestay Management Booking System.

Homestay Management Booking System is developed based on web-based system that requires users to register their personal information and using their email to access the systems online. A web based system is important and valuable business area nowadays. The Journal of Industrial Economy written by F.S Morton, F.Zettelmeyer and J.Silva-Risso (1998) states that:

"The internet is expanding rapidly into every market and many geographic locations. While much attention focuses on so-called 'new-economy' business."

Homestay Management Booking System is developed to ease the user, which involve admin, host and customer to use the functions that exist in the system. Customer can search homestays and make online reservation by registering into the system. Only

then can the customer make reservation. Furthermore, admin also have access to manage the hosts and customers.

2.2 Project Methodology

The method will be used in this project is the agile method. Agile method is chosen because it is more flexible than the waterfall method. The agile methodology follows an incremental approach. The project will start off with a simplistic project design, and then begin to work on small modules. The work on these modules is done in weekly or monthly sprints, and at the end of each sprint, project priorities are evaluated and tests are run. These sprints allow for bugs to be discovered. The Agile methodology also allows for changes to be made after the initial planning and re-writes to the program.

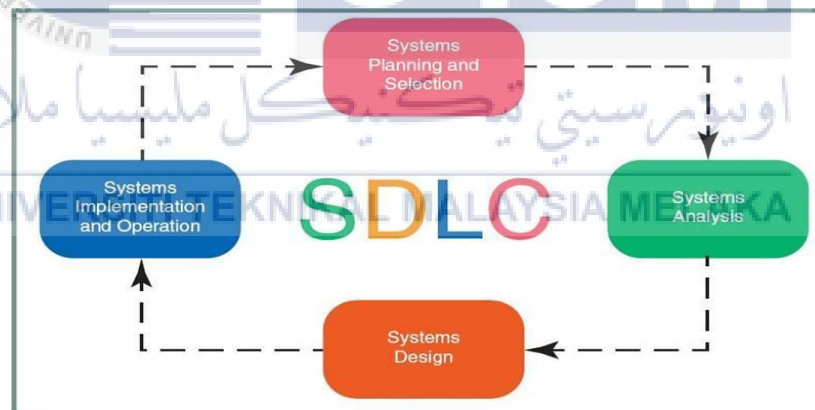


Figure 2.1: Software Development Life Cycle

Agile methodology will be adopted for the development Homestay Management Booking System (HMBS) which will give the advantage of the technology of Internet-based-system and encourage the development of large, free standing systems that are capable of providing benefit rapidly. Agile model quickly delivers a working product and is considered a very realistic development approach. The model produces

ongoing releases, each with small, incremental changes from the previous release. In each iteration, the product is tested.

Agile development is one of the methodologies that concentrate on producing working code. The purpose of choosing the Agile development models is because of there will be consequences that will having changes will implementing the system. With Agile development, defect can be found and corrected over several iterations. The advantage of using agile development is that the development process can be done in a short time rather than others methodologies, has good schedule visibility and produce a high reliable system.

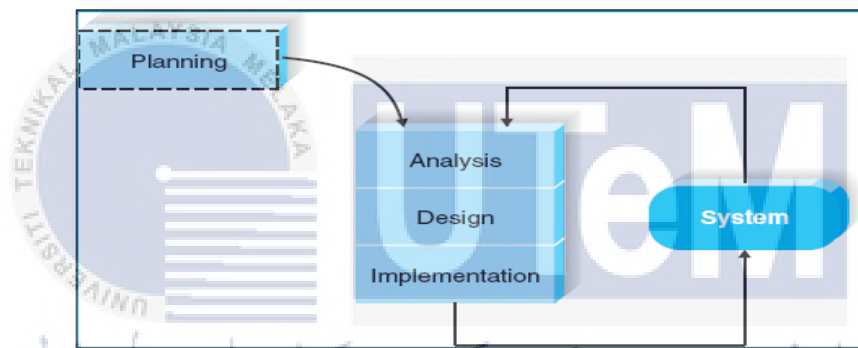


Figure 2.2: Agile Method

DATABASE LIFE CYCLE (DBLC)

Requirement Phase (Conceptual Design)

- Business Rules
- Entity Relationship Diagram (ERD)

Database Planning:

- Decide one platform of database: Oracle 11g R2
- Decide operating system that want to be used to implement the database