

E-OGANIZER SYSTEM FOR DEPARTMENT

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Dedicated to my family, especially to my beloved mother, father, brother and sisters,
my lecturer and also all my friends

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ABSTRAK

Projek ini adalah bertujuan membangunkan satu e-organizer untuk Jabatan Kejuruteraan Komputer pada Fakulti Kejuruteraan Elektronik dan Kejuruteraan Komputer (FKEKK). Ianya adalah untuk memudahkan mesyuarat, jawatan-jawatan, kemas kini acara atau maklumat untuk setiap kakitangan jabatan-jabatan, membenarkan kakitangan untuk muat naik dan muat turun dokumen penting dan juga menyediakan satu e-forum untuk sesi perbincangan. Sistem ini akan mencetuskan satu peringatan untuk setiap penyerahan dokumen penting untuk bagi semua kakitangan jabatan untuk segera bertindak pada perkara-perkara tersebut.

ABSTRACT

This project is aimed at developing an e-organizer for Computer Engineering Department at Faculty Kejuruteraan Elektronik dan Kejuruteraan Komputer (FKEKK) to facilitate meeting, appointments, update event or information to every staff of the departments, allow staff to upload and download important document and also provide an e-forum to discussion session. This system will trigger a reminder for every submission to remind and alert all the staff of the department to take action on these matters immediately.

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CHAPTER 1

INTRODUCTION

1.0 Overview

Chapter one of the report will explain about the overview of organizer in daily life, objective, problem statement which covered why this project is been designed, and scope of this project. Chapter two will cover about research and literature review on the related field. Follow by Chapter three which will explain about the method use to collect data and information, and why we use the method into this project development. Chapter four will show the result and discussion about this project. Furthermore, it last with Chapter five which will described about conclusion and recommendation for this project.

1.1 Introduction

As we know, we all need to have a good activity organizing which make our daily activity be more planned and schedulable. Many sources can be used such as a device or planning resources. And because of that, there is also organizer or planner that comes in software version. There are many type of the organizer such as Home Organizer, Money Organizer, Meeting organizer, and so on. In this project will aim at developing an e-organizer which scope only at Computer department at FKEKK. It is focused to facilitate meeting, appointments, update event or information to every staff of the departments, allows staff to upload and download important document and also provide an e-forum to discussion session. The system will probably use PHP as a web base, MySQL for database, Jscript, html as programming language, and Apache as a web server.

1.2 Problem Statement

In Computer Department at Fakulti Kejuruteraan Elektronik dan Kejuruteraan Komputer(FKEKK) faculty, it is use many system to interact with the staff. Basically, there is no system in the department that provide together forum, upload and download document, incoming event and set up the department meeting. This will create problem for the staff if they want to discuss something in quick and easy way.

Commonly, all of the organizer software doesn't come with proper reminder which mean it only show reminder to what user set off, example like when the user login to the system, the reminder just show at the front of web base system or at the calendar itself. It will be complicated to user if the system is down and they cannot see what event or meeting will be coming up or what document that near to the due date of submission. Moreover, most of the e-organizer software just has ordinary information like personal info, address book, email, and reminder.

1.3 Project Aim

The purpose of the e-organizer system is to give better communication way among the staff while discussing about all the things happen in the faculty. They also are allowed to give any suggestion at the forum so that the faculty can react fast and pay attention about the issues. This system also allows updated status of the incoming meeting in only one standardized system.

The second purpose is to remind and alert all the staff of the department to take action on those matters immediately. All the staff will react faster than before when they see the due date of every submission show at the calendar, at the front page of system and in their mailbox.

Finally, the last objective for this project is, it is an advantage to others staff to download the document that provided by others staff. They also can upload document like pdf file, image, or text file into the system at anytime.

1.4 Scope

This section is expanding and explains in three categories which are system operability, system functionality and user.

1.4.1 System Operability

E-organizer system is been design especially for all the staff in Computer Department only. This system is a web based system and will be connected via Local Area Network (LAN) within the university campus. It means that, it only can connect using internal connection which is providing to those who have the password and

username of the local network and just only the staff on Computer Department. The system can be viewed using Mozilla Firefox or Internet Explorer browser.

1.4.2 System Functionality

System functionality is described about all the functionality in a system. In this system, there are five main areas in this system which includes staff directory, upload and download document, meeting and event, forum and mail address. All this main section was described as below.

1.4.2.1 Staff Directory

In this section, all the information about the staff of Computer Department will be stated in here including name, ID number, office phone number, position, and also their mail address. A new staff will be added by administrator into the system. Only administrator also had an authority to delete existing staff that transfer to another faculty or further study to another country.

1.4.2.2 Upload and Download document

All staff of the Computer Department can upload and download useful document that they want to use in this section such as pdf file, image or any text file. In this section, staff can download multiple file to the system and also can download multiple form.

1.4.2.3 Meeting

The meeting will be organized by the administrator of this system. Although it been organized by the administrator but staff also can set the meeting by themselves. All the update event or incoming event will be remind at the calendar of e-organizer system and also will triggered to mail address three times which mean one month before the meeting, a week before, and three hour before.

1.4.2.4 Forum

Staff can discussed all matter of arising on things that happen inside the department or faculty. It will be divided to new post or thread, reply post, topic and last post. All of discussion topic will be reply by any Computer Engineering staff. The administrator is assigned to organize the forum.

1.4.2.5 Mail Address

In this section, staff will get a reminder about incoming event or meeting for three times. It is also included the list of attendance of staff that can attend the incoming meeting or event. It is an advantage to the staff because if they are not in a local area network (LAN), they also can know what the event happen by opening their email address.

1.4.3 User

There are two types of user that are allowed to access the system which is the Administrator, and staff of computer department.

1.4.3.1 Administrator

The administrator is the one that handle this system wisely. The administrator could be the Head of Website in Computer department. Only administrator can add or register new user for this system.

1.4.3.2 Staff of Computer Department.

Only staff of the Computer Department is allowed to register or use this system. They will be able to view their staff directory, get latest discussion on forum board, upload and download document, and take note about latest event or incoming meeting.

CHAPTER 2

LITERATURE REVIEW

2.1 OVERVIEW

This chapter will explain detail about what is the theoretical concept that used in this project. It includes the background study of other organizer software such as e-meeting, e-learning, and forum. Besides that, it also makes a comparison between the development tools which are web based language such as PHP, HTML, JavaScript and MySQL.

2.2 INTRODUCTION

There is a lot of research have been conduct upon all the organizer software. This project is implemented to give reminder to the computer department staff for three times and make it more users friendly. This literature review will covered through book, relevant articles, and websites

2.3 Introduction of E-learning

E-learning comprises all forms of electronically supported learning and teaching, which are procedural in character and aim to effect the construction of knowledge with reference to individual experience, practice and knowledge of the learner. Information and communication systems, whether networked or not, serve as specific media to implement the learning process [1].

E-learning is essentially the computer and network enabled transfer of skills and knowledge. E-learning applications and processes include Web-based learning, computer-based learning, virtual classrooms and digital collaboration. Content is delivered via the Internet, intranet/extranet, audio or video tape, satellite TV, and CD-ROM. It can be self paced or instructor led and includes media in the form of text, image, animation, streaming video and audio.

Acronyms like CBT (Computer-Based Training), IBT (Internet-Based Training) or WBT (Web-Based Training) have been used as synonyms to e-learning. Today one can still find these terms being used, along with variations of e-learning such as elearning, Elearning, and eLearning.

2.3.3 Communication technologies used in e-learning

Communication technologies are generally categorized as asynchronous or synchronous. Asynchronous activities use technologies such as blogs, wikis, and discussion boards. The idea here is that participants may engage in the exchange of ideas or information without the dependency of other participant's involvement at the same time. Electronic mail (Email) is also asynchronous in that mail can be sent or received without having both the participants' involvement at the same time.

Synchronous activities involve the exchange of ideas and information with one or more participants during the same period of time. A face to face discussion is an example of synchronous communications. Synchronous activities occur with all participants joining in at once, as with an online chat session or a virtual classroom or meeting.

In many models, the writing community and the communication channels relate with the E-learning and the M-learning communities. Both the communities provide a general overview of the basic learning models and the activities required for the participants to join the learning sessions across the virtual classroom or even across standard classrooms enabled by technology. Many activities, essential for the learners in these environments, require frequent chat sessions in the form of virtual classrooms and/or blog meetings.