"SOUVENIR MANAGEMENT SYSTEM (SMS)"

NOR AMIRA BT AB. RAZAK

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

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"SOUVENIR MANAGEMENT SYSTEM(SMS)"

NOR AMIRA BT AB. RAZAK

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

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
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I hereby declare that this project title name of

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DEDICATION

To my God, Allah SWT…

To my greatest idol, Rasulullah SAW…

To my beloved parents, Ab.Razak Bin Dahlan and Saharina Bt Mohd Amin

To my beloved brother and sisters…

To my supporting friends, Najua Syuhada,Fairuz,Hasmida,Zulaikha and Nurul…

To my supervisor, En. Amir Syariffuddin B Kassim

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ABSTRACT

Souvenir Management System (SMS) is develop for Menara Creative & Design in Cheng Melaka which this company act as dealer to supply souvenir such as beg, pen, trophy and others . This system develops based on Menara Creative & Design requirement that responsible in managing souvenir sales. To develop this system phpMyAdmin and MySQL were utilize as development tool. Project methodology defined SSADM and DBLC are used in developing SMS. The purpose of this system is provide an efficient management to Menara Creative & Design by managing souvenir ordering, management customer, management s upplier, management inventory. This system only can access by staff and manager Menara Creative & Design. This system provide easy way to maintain the record of customer, supplier, product and order. As a conclusion, this will bring a lot of consequences to Menara Creative & Design in order to transform the manual process into web base application system.

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ABSTRAK

Souvenir Management System (SMS) dibangunkan untuk Syarikat Menara Creative & Design di Cheng Melaka. Syarikat tersebut menjalankan perniagaan untuk membekalkan cenderamata seperti beg, pen, piala, dan sebagainya. Sistem ini dibangunkan untuk membantu syarikat tersebut dalam urusan perniagaan. Teknik SSADM dan DBLC digunakan dalam membangunkan Souvenir Management System ini. Tujuan sistem ini dibangunkan untuk menyediakan pengurusan yang cekap untuk Syarikat Menara Creative & Design dalam menguruskan pesanan, maklumat pelanggan, pengurusan pembekal, pengurusan inventori. Sistem ini hanya boleh diaksess oleh kakitangan syarikat dan pengurus Menara Creative & Design. Sistem ini menyediakan cara yang mudah untuk mengekalkan rekod pelanggan, pembekal produk dan pesanan. Kesimpulannya,sistem ini akan membawa kesan kepada Menara Creative & Design untuk mengubah secara menual ke dalam sistem aplikasi laman sesawang.

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LIST OF ABBREVIATIONS

PSM I	-	*Projek Sarjana Muda I*
SMS	-	Souvenir Management System
ERD	-	Entity Relationship Diagram
JS	-	JavaScript
HTML	-	Hyper Text Markup Language
PHP	-	Hyper Text Processor
ICT	-	Information Communication Technology
MySQL	-	Structured Query Language
ACL	-	Access Control List

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LIST OF APPENDIXES

APPENDIX	TITLE
A	Design
B	Implementation
C	Testing
D	User Manual

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CHAPTER 1

INTRODUCTION

1.1 Project Background

The Souvenirs Management System (SMS) has a mission to create an online system for our customer. This system will help our customer to handle his ordering to easy way then efficiency.

This system will include 3 modules which are Inventory Management Module, Purchase Order Management Module and Sales Management Module. Every module has their function such as an inventory management will control all data about the product, stock, enquiries and all about the inventory data.

Module purchase order management used to handle the data about supplier, purchase and customer. Then for Sales management module used to collect data for sales invoice and customer. All the modules will help to change the current system using traditional filling system to keep record of all the data to computerized, this way more effective and systematic.

The system that will be developed is based on the requirements and problems that faced company Menara Creative & Design. The system is a standalone system which only will be used in that Menara Creative & Design company only.

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1.2 Problem Statements

- Manual files increase the probability of having anomalies and redundancy especially for incident of more than one foursomes being scheduled by more than one people for the same slots during ordering hiring process.
- The usage of manual files is more complicated while doing the process of searching data. Files may be misplaced or lost.
- The nation is moving towards computer science. Therefore, manual filing is no longer applicable and only consumes unnecessary time for the administrator to make the correct decisions.
- Large space needed. The company requires a lot of paper to do paper work, documentation and report. This will cause the company needs many cabinets to store the files.

1.3 Objective

- To replace current manual system, file system, with a computerized system and database.
- To make sure the privileges to access certain data in the database is authenticated to the specified user only.
- To make a data more secure where all data about the system will be kept in a safe way because these data will be backed up and recovered.

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1.4 Scope

The scopes of the system are user and system scope:

i. **User Scope**

a. **Manager**

Their statuses are manager and can manipulate all the data about supplier, ordering and inventory.

b. **Staff**

Their status as ordinary staff then have privilege to access limited data.

ii. **System Scope**

a. **Inventory Management Module**

This module ensures the user to manage their inventory information through this system

b. **Purchase Order Management Module**

This module ensures the user to handle their ordering between supplier and customer. This module also can help new staff take order from customer without refer to manager to the price for product.

c. **Sales Management Module**

This module ensures to manage all the invoices between customer and supplier. This module managed the payment for customer and supplier.

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Project Significance

This project is important because it will to replace the current manual system from file system to computerized system and databases so that it can operated well.

In additional, it also helps the manager reduce the paper to take order from customer and make manager easy to search the ordering. Operation like insert, delete, update and accessing data will easy to do and faster, this can solved time consuming and time constraints.

The Souvenir Management System (SMS) ensure that the accuracy of the data not loss. The current system using file to keep the data, it make compact then the data can usefulness affected by any means. With the system the integrity of data can believed because the system will protect the data to loss where the system can copy the data and save as backup if the system crashes. This mean the data will be saved and can restore at anytime.

1.5 Expected Output

This system is web based system. The system will be used in Menara Creative & Design company. This system is develop because to help company to handle their ordering, purchase and inventory product and make the business well organized.

With this system, for the new staff will easy to take order from customer without refer to manager using the purchase order management module where this module will include the detailed of product like as the price, size and other. This module also easy to record all the data order and make business more systematic.

In additional, system also include backup and recovery where it will to strengthen the security, this function will done by administrator user. These

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systems also provide inventory management to manage the entire product in company.

1.6 Conclusion

In general that being predicts in this chapter, a conclusion can be made to summary all content in this chapter. This chapter gave an clarification about the background of the project with the purpose can give the readers an summary about the process and requisite of the company that required a system named Souvenir Management System (SMS). The entire of problems had been listing out and with the purpose of the objectives are identified.

The web based application system that will be developed, this to make sure the can be practical and can help the user easy to achieve and handle their data. Hopefully, this Souvenir Management System will give many advantages to Menara Creative & Design company in their business.

Next chapter which is chapter two will discussed about literature review and project methodology. In this chapter, it shall talk about the existing system that maybe exactly same with the system-to-be.

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CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

In arrange to absolute this project, literature and project methodology take part in a focal responsibility in the early phase of the project development. The literature review system progression of searching, collecting, analyzing and drawing conclusion from all the material that have read and study. The outcome later will become a helpful reference for the project topic. It also results of a compilation of series of material and sources. The sources of the literature review can be from all type of comprehensible material such are journals, these and technical reports from library, internet, and organization journal.

The project will be developed by using a structured approached and the procedure resolve be practical at the same time as doing the project design later will be based on the DFD and ERD. The system model preferred are the Waterfall Model and the design of the database will be using the database Life Cycle (DBLC).

2.2 Fact and findings

In this division, the findings of the Souvenir Management System will be explain according to the domain, existing system and technique for searching and collecting sources and analyzing the current system. From the understanding of

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existing system helps the developer to relate the advantage and disadvantage of the existing system and develop new system that has some improvement in it.

2.2.1 Domain

Domain for this project is ICT in shop management. This is because this system is developed specifically for shop use such as ordering and inventory management. This domain is appropriate for Company Menara Creative & Design because they will use the system for take order from customer.

2.2.1 Existing System

Two case studies have been analyzed for a better understanding in developing Souvenir Management System.

i) Silver Inventory System

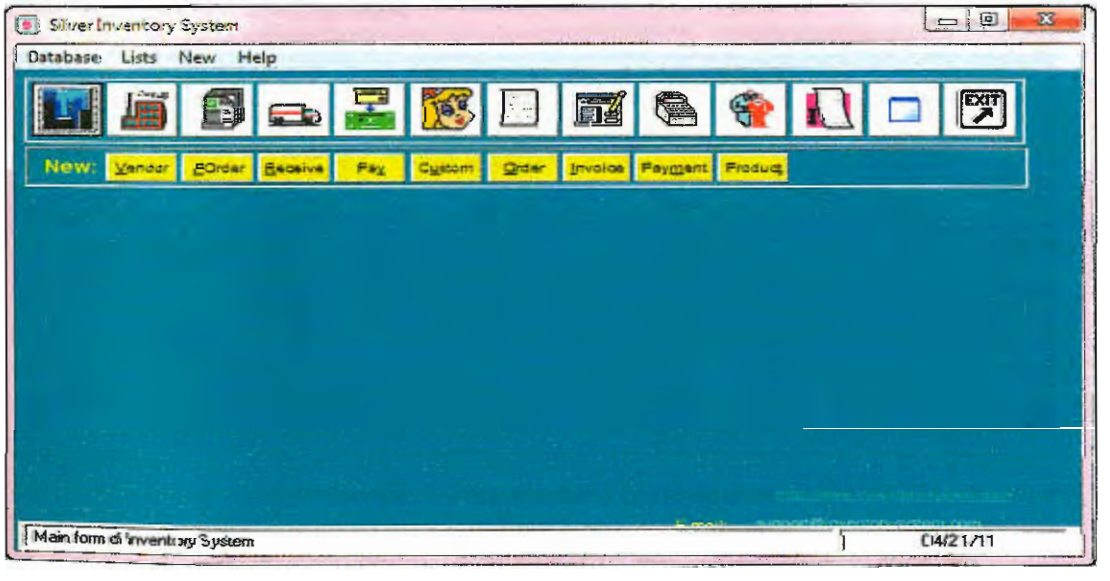

Figure 2.1: Silver Inventory System Menu

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