

TESIS^ APPROVAL STATUS FORM

JUDUL: INTERACTIVE ONLINE QUIZ

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Saya AHMAD JEFRI BIN ABDUL AZIZ
(HURUF BESAR)

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TIDAK TERHAD


(TANDATANGAN PENULIS)


(TANDATANGAN PENYELIA)

Alamat tetap : NO 14 RUMAH RAKYAT

YAHAYA ABO. RAHIM

KAMPUNG PAYA 71000 PORT DICLSON

Nama Penyelia

Tarikh : 16 hb MAC 2005

Tarikh : 16 hb Mac 2005

INTERACTIVE ONLINE QUIZ
(IOQ)

AHMAD JEFRI BIN ABDUL AZIZ

This report is submitted in partial fulfillment of the requirements for the
Bachelor of Information Technology and Communication
(Software Development).

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
NATIONAL TECHNICAL UNIVERSITY COLLEGE OF MALAYSIA
2005

ADMISSION

I admitted that this project title name of

INTERACTIVE ONLINE QUIZ

is written by me and is my own effort and that no part has been plagiarized without citations.

STUDENT :  Date : 16.3.2005
(AHMAD JEFRI BIN ABDUL AZIZ)

SUPERVISOR :  Date : 16.3.2005
(ENCIK YAHAYA BIN ABDUL RAHIM)

DEDICATION

To my God, Allah SWT

To my greatest idol, Rasulullah SAW

To my beloved parents, Abdul Aziz Bin Abdul Aziz and Robiah Binti Puteh

To my brothers, Mohd Najib and Mohd Yazid

ACKNOWLEDGEMENTS

The main objective of this Project Sarjana Muda 1 is to gain first-hand experience of project working as an engineering professional, including the technical application of engineering methods. This is for students to provide themselves to faces these new challenges and to ensure that they abide by the rules and regulation of KUTKM and the project criteria. This is KUTKM students will undergo the Project Sarjana Muda 1 and 2 successfully, effectively and to the best of their ability while maintaining the good name and reputation of KUTKM.

I'm would like to express my appreciation to the many people who have contributed to the successful completion of this I Project Sarjana Muda 1 and 2. Most especially, I would like to thank my faculty supervisor Mister Yahaya Bin Abdul Rahim supervise me during my Project Sarjana Muda 1 and 2.

Special thank you goes to Miss Rosleen Binti Abdul Samad the supervisor before I'm switch to Mister Yahaya Bin Abdul Rahim who was trained me to do a proposal and a lot of valuable experience work and give me some experience to handling some business work project.

ABSTRACT

This project is build to reach the current objective include the benefit about this project. It is build to manage quiz system in efficient way. This system has five main modules that support all the quiz management activity. The modules are main menu module, login module, new account module, employee module and personnel module. Waterfall Model refers to a methodology for developing systems. It provides a consistent framework of tasks and deliverables needed to develop systems. The Waterfall Model methodology may be condensed to include only those activities appropriate for a particular project, whether the system is automated or manual, whether it is a new system, or an enhancement to existing systems. Scope of project is to developing the system for food production company. The List of user and organization are contestant and administrator. As a conclusion, this project is to offer quality software that is so easy to use, powerful and it makes everything look easy.

ABSTRAK

Projek ini dibina adalah untuk mencapai objektif utama pembangunan kuiz interaktif secara online. Masalah yang telah dikenalpasti pada awal fasa pembangunan Quiz interaktif secara online ini ialah kelemahan daripada konsep servis dan aplikasi sokongan keputusan. Konsep ini akan melibatkan interaksi pengguna antara peserta dan quiz peraduan. Pengguna akan mendapat kelebihan tentang maklumat peraduan daripada interaksi tersebut dalam cara yang lebih mudah. Pembangun sistem menyifatkan industri hiburan akan menerima cabaran di dalam memenuhi kehendak populasi masyarakat yang membangun pesat ke arah gaya kehidupan yang lebih baik. Masalah yang dikenalpasti akan dianalisa di dalam fasa pertama kajian projek dan analisa keperluan sistem, dengan menggunakan pendekatan model air-terjun dan model prototaip sebagai metod pembangunan projek. Skop kajian adalah tertumpu kepada ruang kemudahan kuiz yang berkonsepkan online. Semua rekod sistem ini akan disimpan di dalam pangkalan data Mysql. Sistem ini juga adalah di bina untuk syarikat pemakanan yang ingin membuat peraduan mereka secara online

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CHAPTER I

INTRODUCTION

1.1 Introduction

The Interactive Online Quiz (IOQ) is to provide an environment on Internet where competitor who wants to compete through Internet. This online quiz will be created by combination of server side script such as PHP with Internet Apache Server, user side script such as HTML and system database will be build by MySQL. The system is building for food production company such as Nestle. The information needed for competitor to input their personal data and all application progress will save into the server, therefore it is necessary to design a database for this system.

The Interactive Online Quiz provides two types of application method (competitor information and quiz information). For quiz information, they can get more information about the competition. For competitor information, they must fill in their personal data and then they can enter the quiz competition and win the prize if they can answer the entire question correctly. The administrator will approve the competitor information and judge them for the competitor winner.

The system will store all the competitors' information that includes name, age, address telephone number, email and their other personal data. The Administrator can log into the system to view how many competitor have sign in to the online quiz competition. In additional, this system's database will design queries to retrieve the data and show it to the staff, head department of organization, and administration officer. All the organization staff had to register as an active user before they can use this system. After registration, this system will send a password automatically to the staff e-mail address. Once user login with the provided password, he/she can change the password later.

In the new millennium, Malaysians will expect and demand quiz contest of the highest quality. There has taken the chance to build a quiz portal with community services. Based on quiz portals or quiz information sites, the system provides empower users and administrator through customized quiz portal and on-line community experience. The main objective of Interactive Online quiz is to fulfill the requirement of Bachelor of Information Communication Technology in Kolej Universiti Teknikal Kebangsaan Malaysia for Projek Sarjana Muda. The portal system is developing to take good opportunity to enhance the quiz services and contest in online system in Malaysia.

As a conclusion, this project is to offer quality software that is so easy to use and powerful, it makes everything do with look easy. It is born from desire to for marketing solutions that work, to set out to create the most advanced piece of interactive web software yet. Everyone loves a fun quiz. An entertaining quiz adds value to any site. The visitors enjoy their stay, the site benefits from the increased stickiness. However, it doesn't stop here. A quiz, test or survey can become a valuable marketing tool in itself, as it allows eliciting email addresses and other details of interested visitors.

1.2 Project Objective

The main objective to build this application is to solve this factor. The factor that as included with the objective project are: -

- i) To save the time call, cost and busy line.
- ii) To give more information about the quiz to the user or competitor.
- iii) Attract more people to participate in the quiz competition.
- iv) Give the opportunity to the person who doesn't have the cellular phone to participate the quiz competition.
- v) Make everyday business processes more paperless.
- vi) No stamp required for person who wants to post their contest form.

1.3 Project Scope

The scope of this project is including with this method like focus on the project, list of user and organization. It also contains the boundary to build this web-based application. Basically this system got five major functions; there is main user interface, password, login interface by administrator, quiz interface and information interface. From all of five functions mentioned, only two functions that can only view by regular users. User can only access main interface if their not register their account on this Interactive Online Quiz. This is important to make sure all the user data and the quiz information is secure and hard to be hack. The user and the organization that involve in this project are like internet user, business company like Nestle. The contest contain such as Maggi, Pringles and Teapot Milk contest.

1.4 Project Significant

The Interactive Online Quiz can manage with unlimited quizzes from one master control panel and also can create unlimited questions. There are 2 until 5 answers for each question and the possible answer can be in simple text or complex HTML. This question also includes images and multimedia to be included. The Interactive Online Quiz can span multiple pages and it simply specifies how many questions per page. It is highly customizable but instantly usable "out of the box". It is easy to integrate in existing web page. Only one line of code required to copy and paste on the web page.

CHAPTER II

LITERATURE REVIEW

2.1 Introduction

Interactive Online Quiz is the system has been created from the problem that occurs on current/manual system. Specific researches need to be form to expel all the weaknesses and strengths of current systems. There are four types of source on how to get the evidence for the research purpose: -

2.2 Research Purpose

The research purpose contains resource such as documentation, surveys, interview, questionnaires, and archival records.

2.2.1 Documentation

Documentation of former literature that consist problem discussions and recommendations, define possible problems, expected or unexpected results, is the literature related to the target, researching a factor that affects to main subjects and record of observations of the event and tools using.

2.2.2 Surveys, Interviews, And Questionnaires

A targeted and insightful types of source that focuses on case study topic and perceived causal inferences. The respond are needed from the interviewer and incomplete recollection of information. Seeks answers to questions of how and why, instead of who, what, where, how much, and how many.

2.2.3 Archival records

A precise and quantitative source is needed to be discovering from the quiz online system itself. This type of source is common for development phases uses.

2.3 Case study

Theories are one element that needed for developing and maintaining systems. It helps in establishing a system project plan, because it gives an overview what process, sub-process and techniques are required to develop this system. These are the theories that have been mentioned to develop this system: -

2.3.1 Dynamic and Collaborative Learning

Cases based on worldwide field research describe actual management situations, engaging administration, staff and user in an interactive process of strategic analysis and discussion. Together, administration and user devise and implement solutions, learning with and from one another's experiences, diversity and viewpoints.

2.3.2 Community

User are assigned to build the system for an organization that need the competitor to meet the organization team at least once to discuss cases and complete the whole systems. Competitor is carefully crafted to maximize cultural, academic and professional diversity, giving competitor an opportunity to draw on a wide range of experiences and viewpoints.

2.3.3 Converting Knowledge Into Action

Its very structure through case study, teamwork, business simulations, role-playing and knowledge will actively analyze options to make decisions, directing strategic thinking to devise solutions that produce results. Immersed in hands-on environment, it will gain capabilities and experiences difficult to obtain in a traditional quiz-style setting. It will learn to convert knowledge and source into action.

2.3.4 Overview of previous case study

According to article entitled CONCEPTUAL AND DYNAMIC MODELLING OF THE PROJECT MANAGEMENT by Y. Daniel Liang (1999) Development System Design, the article found that many features influence the performance of a system including the process structure, resources, targets and scope. A system development process describes the flows of tasks within and between the development phases. The characteristics of a development process describe the stages in the development of tasks, the availability of work, iteration within and between phases and delays in processes such as the allocation of resources or the recognition of failures. The resources are characterized by their quantity and by their effectiveness or productivity. These characteristics constrain the rate of development. A project's scope determines the amount of tasks that have to be completed within the project. Targets describe the goals (e.g. final completion date and mile stones) for completion of the project. These structures (development process, resources, targets and scope) interact with each other to drive the project performance.

There are several objectives that can be obtained from the article of CONCEPTUAL AND DYNAMIC MODELLING OF THE PROJECT MANAGEMENT to the Online Interactive Quiz. The results are mentioned below: -

- i) To describe the process systems development model and how this model can be utilized and significant for the development of the Online Interactive Quiz systems.
- ii) To describe the application of system dynamics theory to modeling detailed project environments and how this models can be perform to modeling the distance learning development projects.
- iii) To give a brief outline of how system dynamics models can be utilized in the real project environments (Quiz).

The article of CONCEPTUAL AND DYNAMIC MODELLING OF THE PROJECT MANAGEMENT deeply describe about strengths and availabilities of project management process. The impact of unable to manage project management might generate project failures.

2.4 Literature Review Summary

The purpose of literature review is to ensure the developing process of Online Quiz Interactive management system to find of the suitable development theory that can be applicable for development compare of the system have today. It also described the importance of explicit modeling of the project development process in order to understand the dynamics of the projects and how that can be used to manage project more successfully. Understanding factors and dynamics

involved in the development of projects. The investigation of the processes that occur in the projects and impact the development gives the insight into the intricate structure and dynamics of the projects. Enhance understanding and learning the dynamic model can be integrated into an interactive learning environment, which can be used for training participants of such projects.

CHAPTER III

PROJECT PLANNING AND METHODOLOGY

3.1 Introduction

The various activities, which are undertaken when developing software, are commonly modeled as a software development lifecycle. The software development lifecycle begins with the identification of a requirement for software and ends with the formal verification of the developed software against the requirement.

The software development lifecycle does not exist by itself; it is a fact part of an overall product lifecycle. Within the product lifecycle, software will undergo maintenance to correct errors and to comply with changes to requirements. The simplest overall form is where the product is just a software, but it can come much more complicated, with multiple software developments each forming part of an overall system to comprise a product.