Universiti Teknologi MARA

MOBILE APPLICATION OF SMART LAB REPORT MANAGEMENT WITH QR CODE READER

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STUDENT’S DECLARATION

I certify that this report and the project to which it refers is the product of my own work and that any idea or quotation from the work of other people, published or otherwise are fully acknowledged in accordance with the standard referring practices of the discipline.

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ABSTRACT

The project explores the means of a reporting system for computer laboratory in UiTM Jasin, Malacca. It was found that the users especially students rarely file a report when a problem encountered with the computer equipment in the laboratory. It was found that the current system is using manual process such as fill-in the information through form or using verbal communication. Through this process, it will take time consuming for users and certain parts are tedious. Usually the users need to call Information Technology (InfoTech) when a problem is found to get a faster response. InfoTech will need to ask the laboratory location and the computer failure details. The development of mobile application hopefully encourage users filing a report about the computer problem and help the InfoTech in data management. The project is using based on Waterfall Model Life Cycle and consists of four phases which are – requirement gathering, analysis phase, design phase and implementation phase. The first objective is to gather and analysis the requirement of mobile application developed. Next is design the mobile application architecture for user interface and the database as well. Lastly is implementation phase where it is done by developing a mobile application that can handle report filing and data management. For future works, this mobile application can be used by students and InfoTech staff and can be install to all platforms in the mobile application. Besides that, this mobile application can be enhanced by adding more features and enhanced the user interface. Through this more features works added may increase the performance and productivity of the mobile application. Nevertheless, this mobile application can able used by all users with variety of mobile platform.
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