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ONLINE APPOINTMENT SYSTEM FOR STUDENT AND LECTURER

MUHAMMAD ZUL FAHMI BIN ZAHER

Bachelor of Computer Science

UNIVERSITI MALAYSIA PAHANG

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(Student's Signature)

Full Name : MUHAMMAD ZUL FAHMI BIN ZAHER

ID Number : CB15083

Date :

ONLINE APPOINTMENT SYSTEM
FOR STUDENT AND LECTURER

MUHAMMAD ZUL FAHMI BIN ZAHER

Thesis submitted in fulfillment of the requirements
for the award of the degree of
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ABSTRAK

Tajuk Projek Sarjana Muda (PSM) ialah “Online Appointment System for Student and Lecturer” yang dibangunkan untuk Fakulti Sistem Komputer dan Kejuruteraan Perisian (FSKKP). Objektif utama sistem ini adalah untuk mengatasi masalah yang dihadapi oleh sistem sedia ada. Medium perantaraan untuk sistem ini adalah talian Internet bagi membolehkan pelajar-pelajar melayari sistem ini di mana sahaja mereka berada selagi terdapatnya talian Internet. Sistem ini dibangunkan berlandaskan web dan dihasilkan menggunakan Bahasa pengaturcaraan web seperti PHP, HTML dan MYSQL sebagai pangkalan data untuk sistem ini beroperasi. Sasaran pengguna sistem ini terdiri daripada pelajar dan pensyarah. Secara keseluruhannya, sistem ini menerangkan latarbelakang projek, metodologi yang digunakan, bagaimana analisis dilaksanakan, rekabentuk pangkalan data dan antaramuka, pelaksanaan dan seterusnya melaksanakan pengujian kepada sistem tersebut. Sistem yang berasaskan komputer lebih sistematik dan teratur serta mengelakkan kehilangan data. Selain dari itu, fungsi-fungsi tambahan yang ada pada sistem seperti penggunaan katalaluan sebagai langkah keselamatan.

ABSTRACT

The title of Projek Sarjana Muda (PSM) is “Online Appointment System for Student and Lecturer” that will be developed to Faculty of Computer Science and Software Engineering (FSKKP). The main objective of the development of this system is to overcome the problems exist in the current manual system. The medium for this system is Internet so students can access the system wherever they are as long as there is Internet connection. This system will be developed as a web-based platform and will be created using server side scripting such as PHP with Apache Web Server, user side scripting such as HTML and MYSQL as a database for the system. The target users of this system are students and lecturers. Generally, this system explanation about background project, methodology that will be used, how the analysis executed, design of database and interface, implementation and testing of system. The online system become systematic and also regular missing data. Besides, extra features in the system such as security protection by using password is included.

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LIST OF ABBREVIATIONS

CASE	Computer Aided Software Engineering
CSS	Cascading Style Sheets
OAS	Online Appointment System
GUI	Graphical User Interface
HTML	Hyper Text Markup Language
MySQL	My Structured Query Language
PHP	Hypertext Preprocessor
UAT	User Acceptance Test
XAMPP	Cross-Platform (X), Apache (A), MariaDB (M), PHP (P) and Perl (P)

CHAPTER 1

INTRODUCTION

1.1 INTRODUCTION

Online Appointment System for Student and Lecturer is a proposed system for the Projek Sarjana Muda (PSM) that allow students to book appointment. This system required internet connection as the medium to access. Students can access to the system anywhere as long they have internet connection.

This system is developed as web based system that use PHP as programming language and side scripting such as HTML and CSS to build interface and also use MySQL as the database.

Lecturer need to update their schedule to this system. It will helps students to check the availability of lecturer before making an appointment booking. It also will help to reduce time for both users either students or lecturers.

Therefore, the system made processes become a lot easier, communication between students and lecturers become smooth and managed. The time consuming will be reduced for students and lecturer

1.2 PROBLEM STATEMENT

Usually the process of booking appointment is done manually. The development of this system is to computerize the manual system. This is some problem occur for the manual system.

i) Student hard to get in touch with lecturers.

Usually student hard to meet the lecturer at their office. Most of the time, some lecturer does not leave a notice if they have emergency leave. Students also do not know lecturer's timetable.

ii) Difficult to manage report of appointment

Lecturers will write the appointment on a paper or just keep it in notebook. Sometimes this approach will make lecturer forget about the appointment or lost the notebook. With this new proposed system, record of appointment time will be more systematic and regular that means the lecturers did not worry about losing their notebook. This system will remind the lecturers and students about their appointment.

iii) Apply appointment with lecturers manually

Students need to meet lecturer and request to get permission in order to have an appointment with him/her. If she/he not available in their room, student must leave note to the lecturer or come again to meet the lecturer. Therefore students need to spend lots of time for waiting time to meet lecturer.

1.3 OBJECTIVES

The objectives of this system are:

i. To build computerized lecturer's appointment system that can replace manual system.

ii. To develop an online application system with provides user level and security level.

iii. To test the prototype using formal testing method.

1.4 SCOPE

The scope of this project had been agreed and discussed. The scope for this proposed project are:

Users:

There are three users in this system which is admin, students and lecturers.

Function Available:

Registration Management

Students need to register in order to proceed for the process of applying or booking appointment.

Login

Students and lecturers need to enter the correct username and password to login on the system.

Appointment Management

Students can make appointment by referring the lecturer's availability. Students or lecturers also can cancel the appointment if they want to cancel.

Profile Management

Students and lecturers can update their profile such as email, contact no and also room.

Add Lecturer

Admin will add lecturer to the system if there any new lecturer in the faculty.

Log Activity Report

Admin can view all the logs of students and lecturers to the system.

Development:

Software

The development of graphical user interface (GUI) is using HTML and CSS while the system was developed using PHP programming language.

Hardware

Computer and printer are the hardware that been used in development of this system.

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