



UNIVERSITI TEKNOLOGI MARA
FACULTY OF INFORMATION MANAGEMENT
BACHELOR OF INFORMATION SCIENCE (HONS)
INFORMATION SYSTEM MANAGEMENT
IM245

IMS 607– ADVANCE WEB DESIGN AND CONTENTT
MANAGEMENT
INDIVIDUAL ASSIGNMENT

TITLE:

E- VIRTUAL MALL

PREPARED FOR:

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ACKNOWLEDGEMENT

Assalamualaikum wbt. Praise to Allah.

I take this opportunity to express my profound gratitude and deep regards to my lecturer, Sir Rahimi for his exemplary guidance, monitoring and constant encouragement throughout the course of this assignment. The blessing, help and guidance given by him time to time shall carry me a long way in the journey of life on which I am about to embark.

First and foremost, I do not only enjoying doing this individual assignment, but I also learn lots of new things. I am also so thankful as I have a very supportive and cooperative members as a classmate to complete this assignment. They are not hesitate to help me in completing this individual assignment.

I would like to thank my friends for motivating me and appreciating my work. I also like to thank my parents for helping me and encouraging me. Last but not least, I would like to thank Allah, who made all the things possible.

That is all. Thank you.

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1.0 INTRODUCTION

E- Virtual Mall (EVM) is a system that providing and show the location product and shop at the mall. This system focus to the only one mall that i choose. E- Virtual Mall (EVM)will become the good system to every mall because EVM provide a detail info such as in a system will show location, product, liked and review such as comment about the shop and product in a mall. So the customer can get benefit of this system. This is because, this system will provide at the entrance mall to ensure customer can know this mall provide (EVM) about information that mall. So, customer can know at this mall provide what type of the product and shop. And also customer can know the right location in a mall.

Another than that, customer need to log in in a system first because this system will proceed the next step. Through this system customer can liked the item such as shop and product. The benefit liked is, customer can get discount from shop that customer liked a product.

Next is, every shop in a mall they will use EVM system to relate with the EVM customer. Admin shop can know customer liked their product shop. So, shop admin staff log in into EVM system, they can know total of the people that liked their shop and also product in a shop. Facility EVM system to the staff is, easy for the staff to add a new or latest product in a shop.

2.0 STATEMENT PROBLEM

For the problem statement is, there were so many people wasting time in a mall because they dont know exactly shop location in a mall because every mall the way organize is different.

Next is, mostly customer dont know what kind of product that have in shop. So through this E- Virtual Mall (EVM) can help customer from wasting their time.

From system EVM, customer also can survey shop to shop in a mall without go one by one shop. So, customer can use this EVM system to survey product in a mall without wasting time around in mall.

Another than that, before this staff shop list a new product by manually. So, for the admin shop they also can use this system to a new or latest product without using manually but they just use system EVM to more effective.

Sometime every shop in a mall need to creative thinking to attract customer to come their shop. So through this system owner shop or staff can attract customer by using this system EVM. For the example, if customer liked their liked or product, customer will get discount from that shop or product that customer liked.

3.0 DEVELOPER



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PERSONAL DETAILS

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Race : Malay

Religion : Islam

Status : Single

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EDUCATION

2017 – 2018 : Universiti Teknologi Mara (UiTM) Kelantan Machang Campus

Bachelor of Information Science (Hons.) Information System Management

2014 – 2016 : Universiti Teknologi Mara (UiTM) Kelantan Machang Campus Diploma in Information Management

Major Courses: Fundamentals of Entrepreneurship, Introduction to Web Content Management and Design, Reference and Information Services for Information Agencies, Foundation of Archives, Extension Services for Information Agencies, Management of Libraries and Resources Centers, Promotion of Information Products and Services, Electronic Publishing, Communication Skills for Information Professionals, Information and Communication Technology Application.

2009 – 2013 : Sekolah Menengah Kebangsaan padang Midin

- Sijil Pelajaran Tinggi (SPM)
- Peperiksaan Menengah Rendah (PMR)

SKILLS

Computer Skills

- a. Skilled in using Microsoft Word, Power Point, Publisher
- b. Basic skill in using Microsoft Excel
- c. Skilled in using Adobe Photoshop CS6
- d. Basic skill in using Adobe InDesign
- e. Basic skill in using HTML, CSS and PHP

Language Skills

- f. Fluent in written and spoken Malay and English
- g. Basic spoken in Mandarin

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4.0 OBJECTIVE

There are a few objective of the development of the E- Virtual Mall (EVM) are:

PROBLEM	OBJECTIVE
a) Customer cant manage their time if they go to the mall.	- To facilitate to the customer. The system can be more effective to the customer to find right location without wasting time, customer can get information quickly without wrong information and can know detail about product in shop such as , type product and price.
b) Lack of the information about mall	- To provide information about shop in mall more detail to the customer
c) Staff make a mistake add a new product	- To avoid human error if staff add a new product in a record manually. So, staff can't add same new record.

Table 1: Objective

5.0 SCOPES OF PROJECT

The purpose of this E- Virtual Mall system (EVM) create for the customer always go to shopping mall to window shopping, to survey about price quantity and so on. This system can use by customer, staff shop in a mall and every organization mall in Malaysia. So EVM system provide this system for the customer for become more easier to the customer when in a shopping mall. Next is, to decrease wasting time amount customer in a mall to ensure every customer in a mall can get what they ant through EVM system.

Second is, for the staff shop. They can use EVM system to add a new record without keep record in manually. Also that, staff can exposed with the new technologies nowadays. Third is for the organization also can apply this system every mall that their have to get more advantage through EVM system.

6.0 LIMITATION OF PROJECT

For the limitation of the E-Virtual Mall (EVM) system has a limitation because this system still at the new step. So, EVM system still have more limitation. For the first is system always change. Means is, every shop must have a change every year about their shop. So sometime admin system shop will dont update the system. This next limitation is, error because this system is too new and still in a tryer. So anytime this system cant use and sill need to improve

7.0 ESTIMATED BUDGET AND COST REQUIRE FOR THE PROJECT

NO	HARDWARE	PRICE
1.	Laptop Lenovo	RM 2300
2.	External Hard Disk	RM 500
	Total=	RM 2800

Table 2: Cost of the hardware

NO	SOFTWARE	PRICE
1.	Adobe Dreamweaver	RM 250
2.	Adobe Photoshop	RM 300
3.	Microsoft Words	RM 200
	Total=	RM 750
	Total of the Hardware and Software	
	Total=	RM 3550

Table 3: Cost of the Software

8.0 HARDWARE AND SOFTWARE

A. Software

SOFTWARE	FUNCTION
1. Adobe Dreamweaver	Web design and development application that combines a visual design surface known as Live View and a code editor with standard features such as syntax highlighting, code completion, and code collapsing as well as more sophisticated features such as real-time syntax checking and code introspection for generating code hints to assist the user in writing code. Combined with an array of site management tools, Dreamweaver lets its users design, code and manage websites, as well as mobile content. Dreamweaver is an Integrated Development Environment (IDE) tool. You can live preview of changes for the frontend. Dreamweaver is positioned as a versatile web design and development tool that enables visualization of web content while coding.
2. Wamp	A scripting language that can be used to access data from the database. By installing these two components locally, a we can build and test a dynamic website before publishing it to a public web server.
3. Note Pad	A application that been use to write the coding and can be save in a several different format.

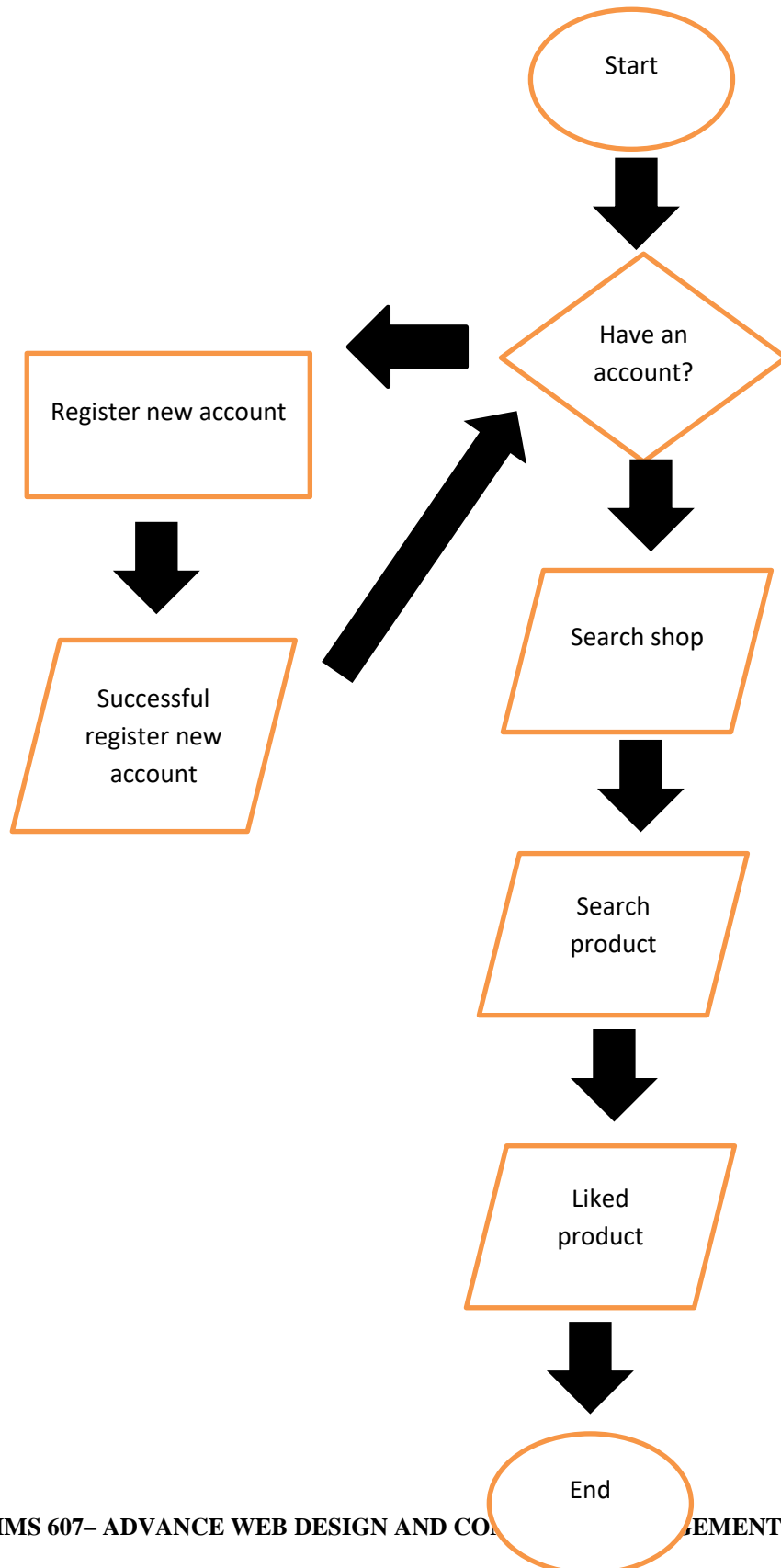
4. PHPmyAdmin	Is medium of database that store all the data of the system phpMyAdmin is a free and open source administration tool for MySQL and MariaDB. As a portable web application written primarily in PHP, it has become one of the most popular MySQL administration tools, especially for web hosting services.
5. Adobe Photoshop CS 6	Photoshop is a powerful raster based graphics program produced by the Adobe Corporation. It has long been Adobe's flagship product, and is widely used for a variety of project and purposes worldwide. The program has a huge number of filters, functions and other tools that help the graphics artist complete his task. In addition, there is a huge support base for Photoshop, with countless online sites devoted to the program filled with tips and tutorials. There are also books, online an college courses and the documentation at Adobe itself. The graphics uses for Photoshop are almost unlimited.
6. Microsoft Words	Word processing program that is part of the Microsoft Office Suite package. The main purpose of Word is to createtext documents that can be saved electronically, printed on paper or saved as PDF files.

Table 4: List and function of the software

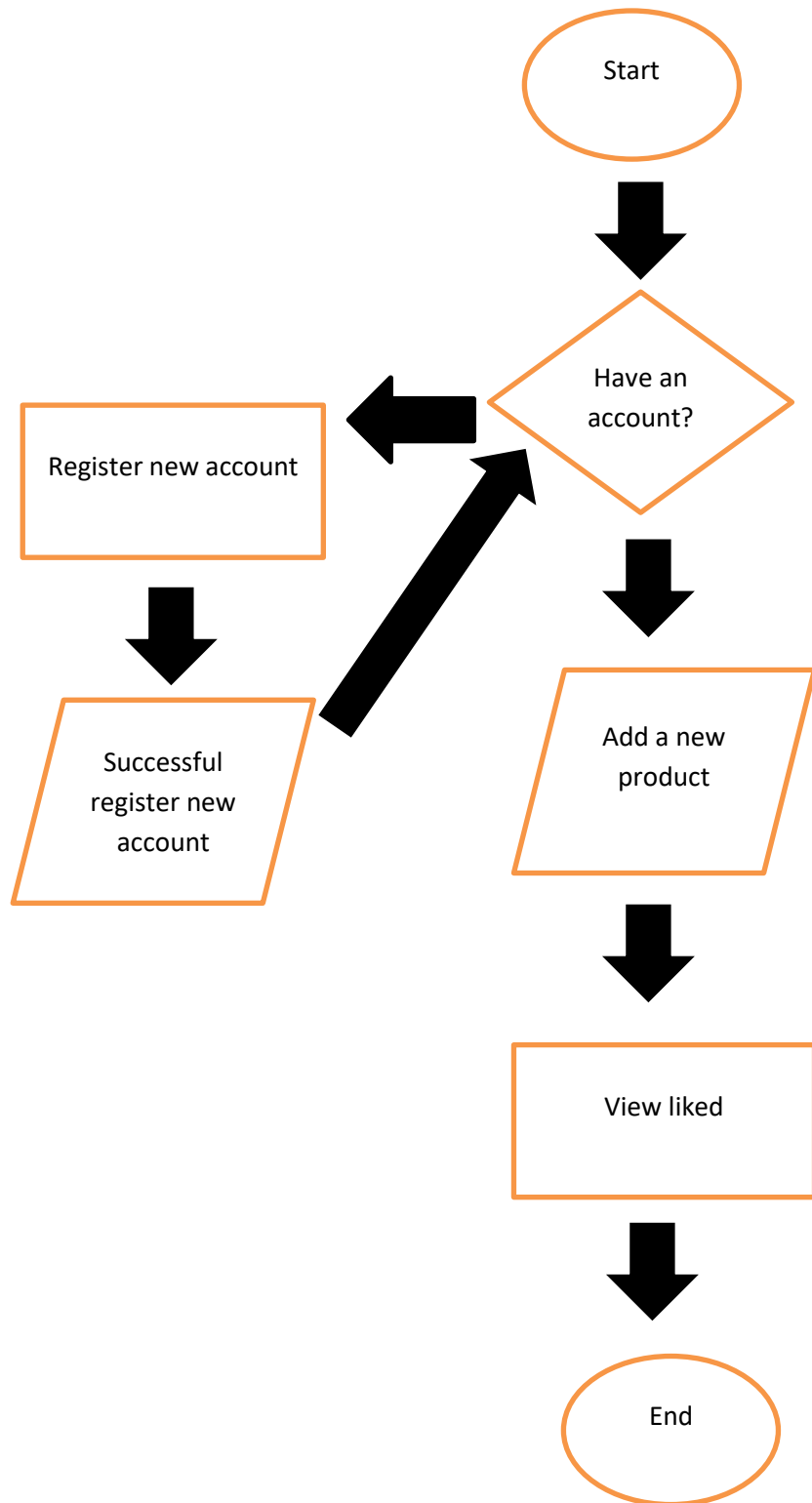
B. Hardware

HARDWARE	FUNCTION
Laptop	<p>Portable and compact personal computer with the same capabilities as a desktop computer. Laptop computers have an L-shape design and the screen can be lowered and closed to allow for easy transportation of the machine. The primary feature that attracts users to laptops over desktops is their portability. Laptop computers provide users the ability to run the machine using an internal battery or an outside power adaptor.</p>
External Hardisk	<p>An external hard drive is a portable storage device that can be attached to a computer through a USB or FireWire connection, or wirelessly. External hard drives typically have high storage capacities and are often used to back up computers or serve as a network drive.</p>

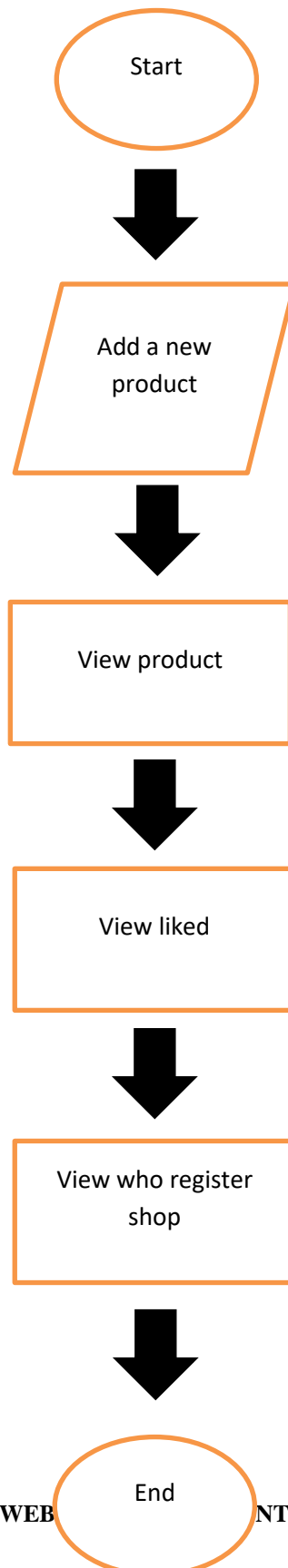
Table 5: list and function of the hardware

9.0 SYSTEM FLOWCHART AND DIAGRAM**1. User**

2. Admin shop



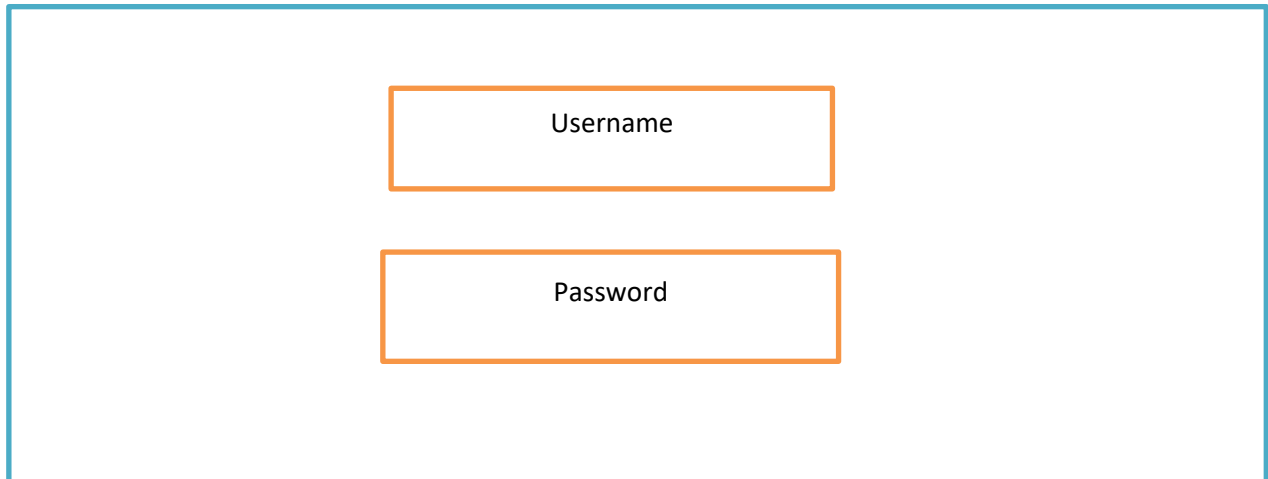
2. Admin



10.0 STORYBOARD, WEB SYSTEM STRUCTURE AND NAVIGATION

INTERFACE FOR USER

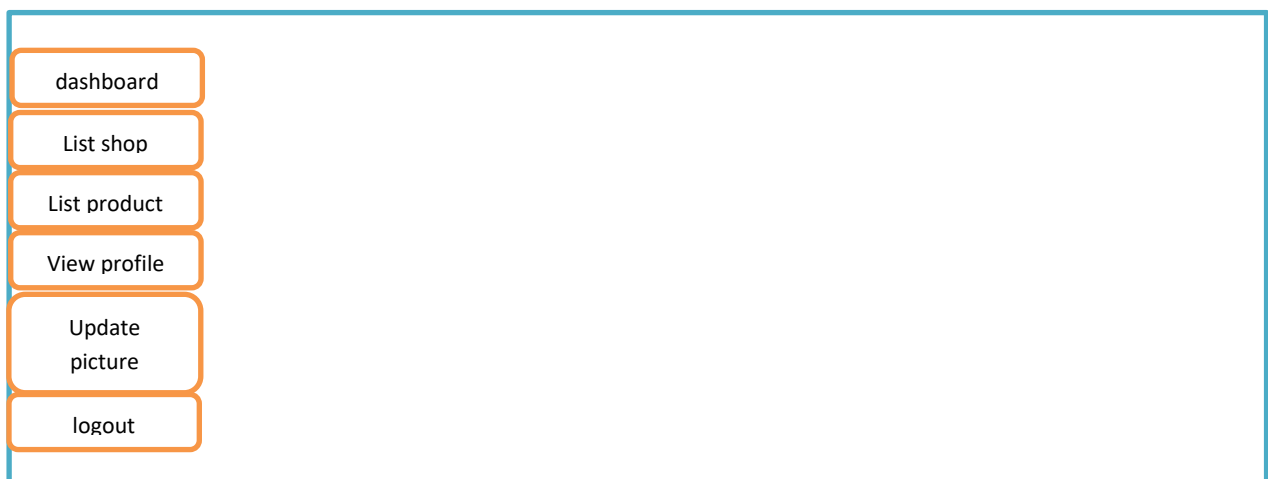
1. Login.



A diagram of a login form within a blue-bordered container. It consists of two orange-bordered rectangular input fields stacked vertically. The top field is labeled 'Username' and the bottom field is labeled 'Password'.

Table 6: First step to login in EVM system

2. Interface after log in (dashboard)



A diagram of a dashboard menu within a blue-bordered container. It features a vertical stack of six orange-bordered rounded rectangular buttons. From top to bottom, the buttons are labeled: 'dashboard', 'List shop', 'List product', 'View profile', 'Update picture', and 'logout'.

Table 7: Menu in a EVM system

3. List shop

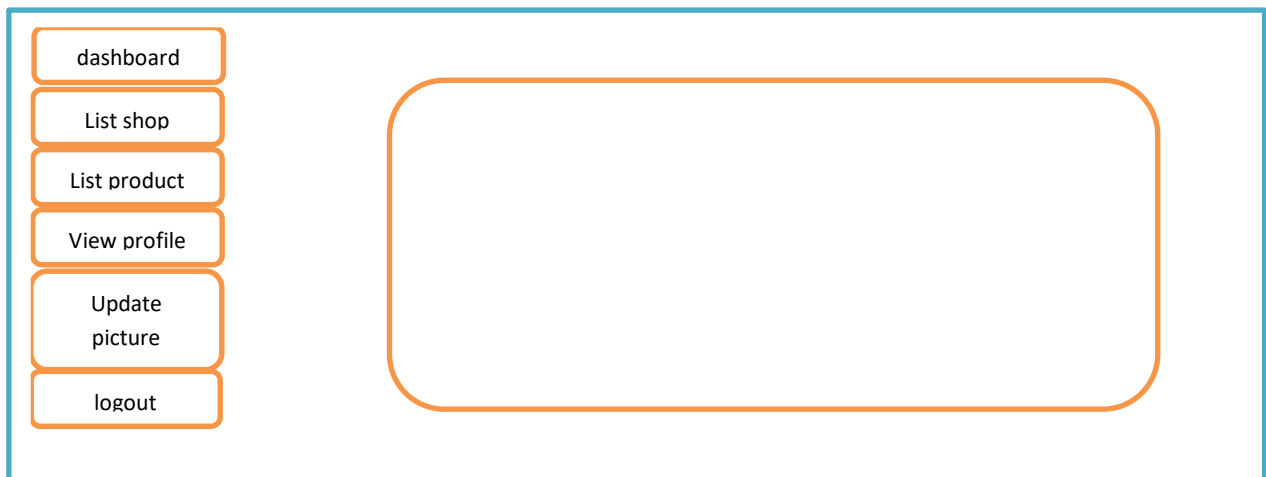


Table 8: List shop at mall select to choose this system

4. List product

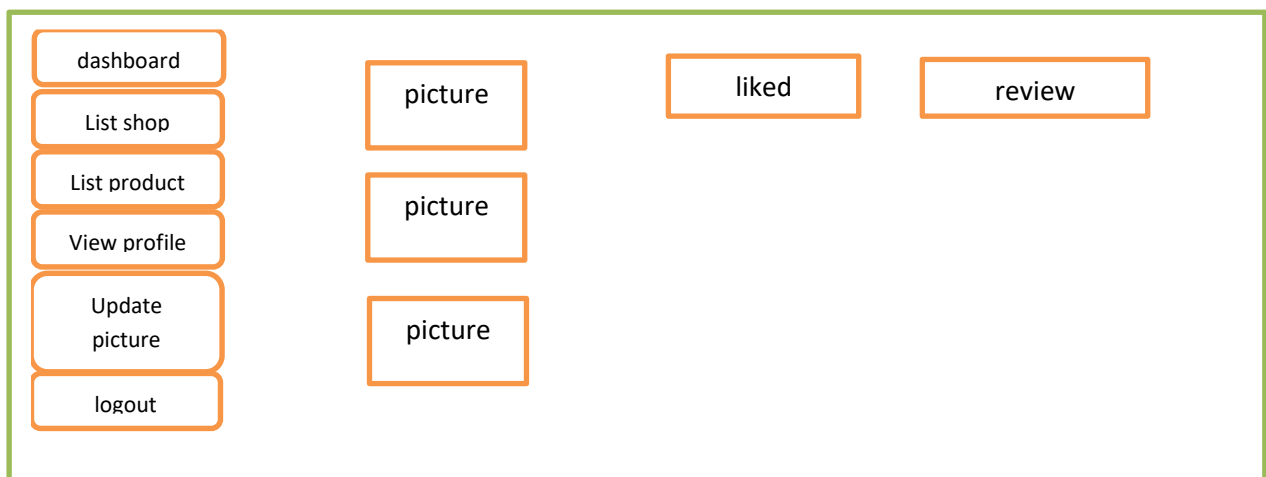


Table 9: Show the product provide by shop

5. View profile



Table 10: To view profile login in EVM system

6. Update picture

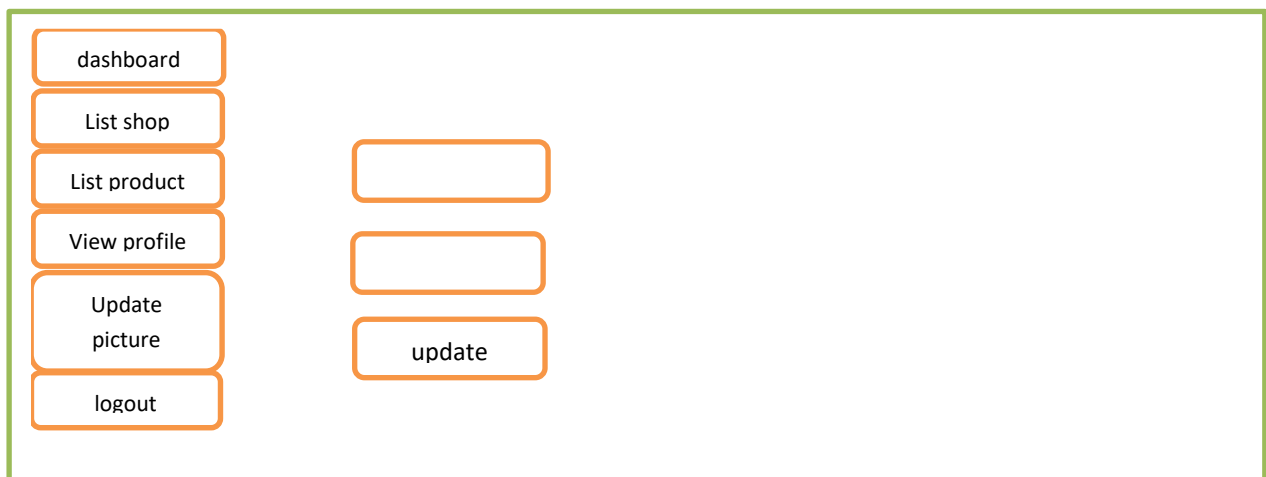
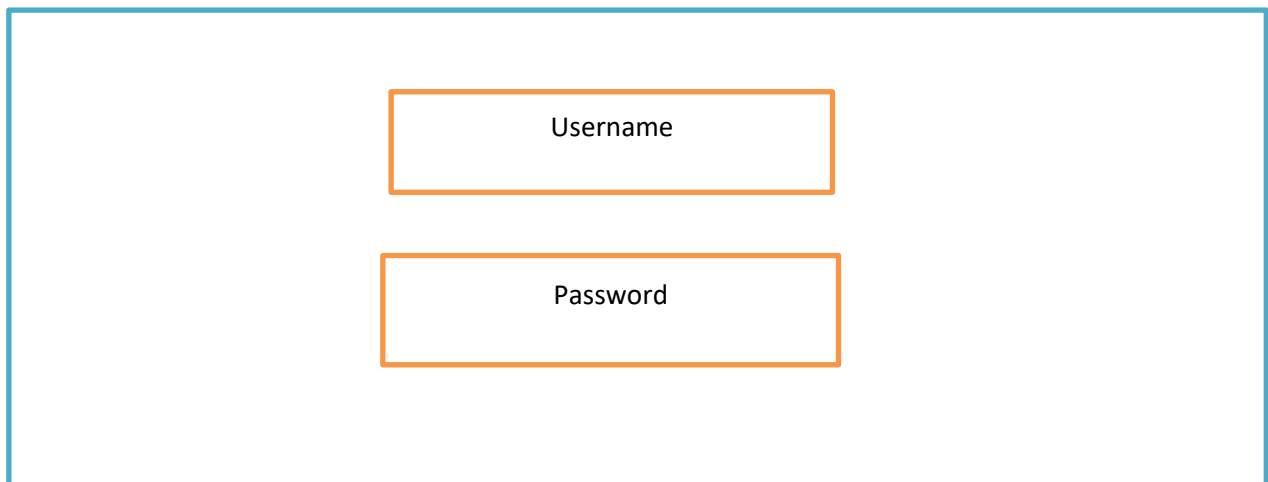


Table 11: To update profile picture

INTERFACE FOR THE ADMIN SHOP AND ADMIN

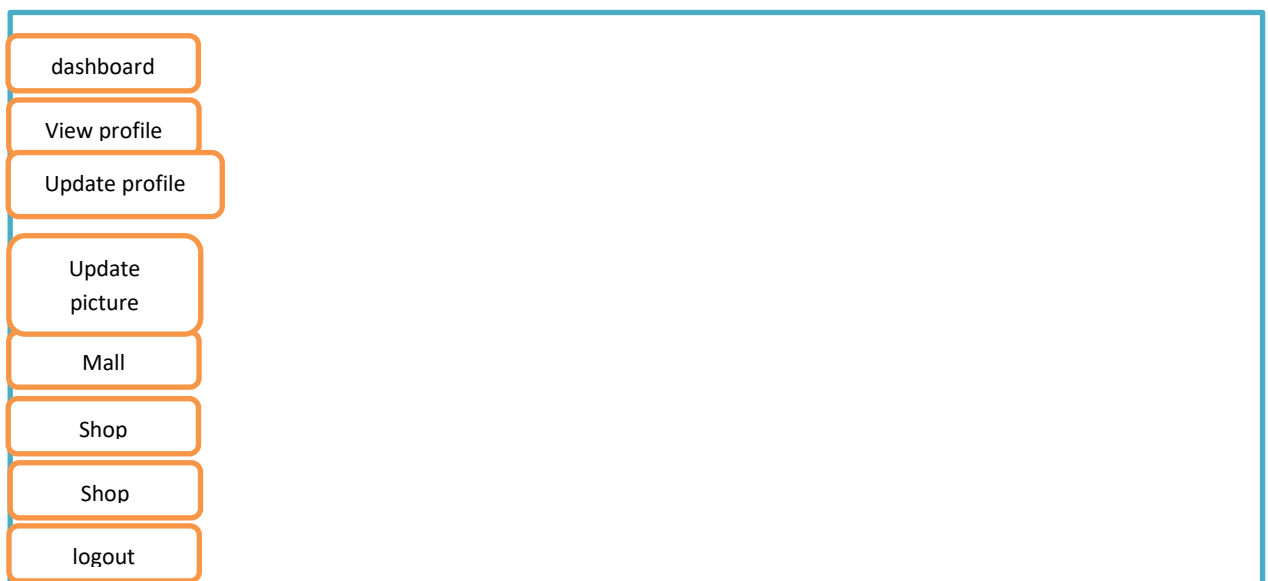
1. login



The image shows a login form interface within a blue-bordered container. It consists of two orange-bordered rectangular input fields stacked vertically. The top field is labeled "Username" and the bottom field is labeled "Password".

Table 12: First step to login in EVM system

2. Interface after login



The image shows a vertical menu interface within a blue-bordered container. The menu items are displayed in orange-bordered rounded rectangular buttons, listed from top to bottom: dashboard, View profile, Update profile, Update picture, Mall, Shop, Shop, and logout.

Table 13: Menu in a EVM system

3. View profile



Table 14: To view profile login in EVM system

3. Update picture

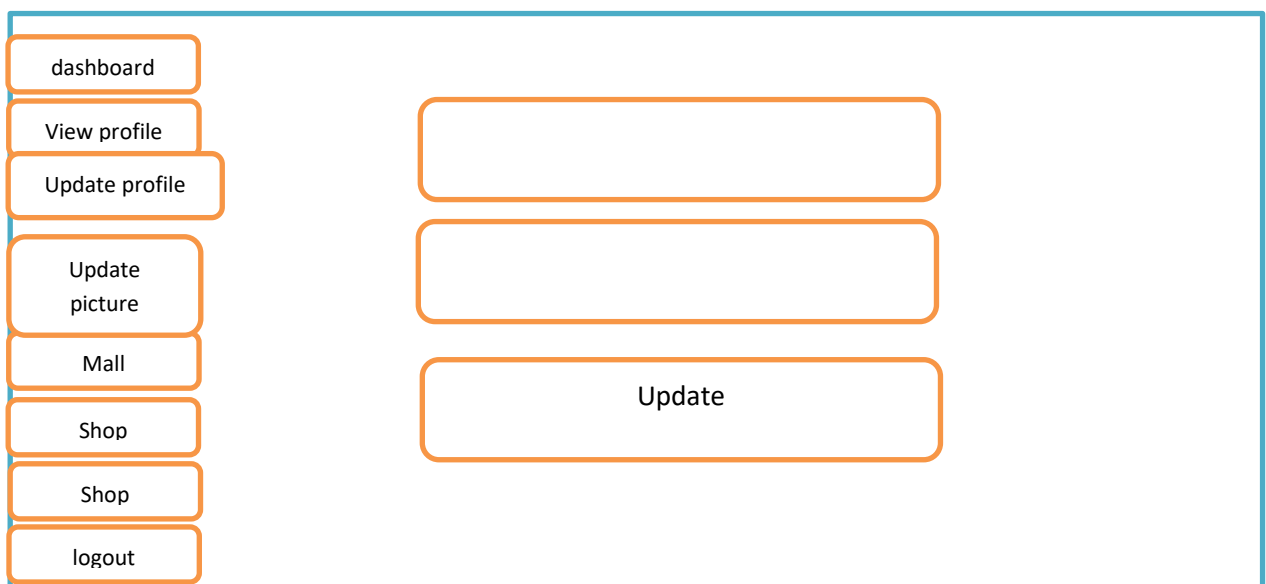


Table 15: To update profile picture

6. Register shop

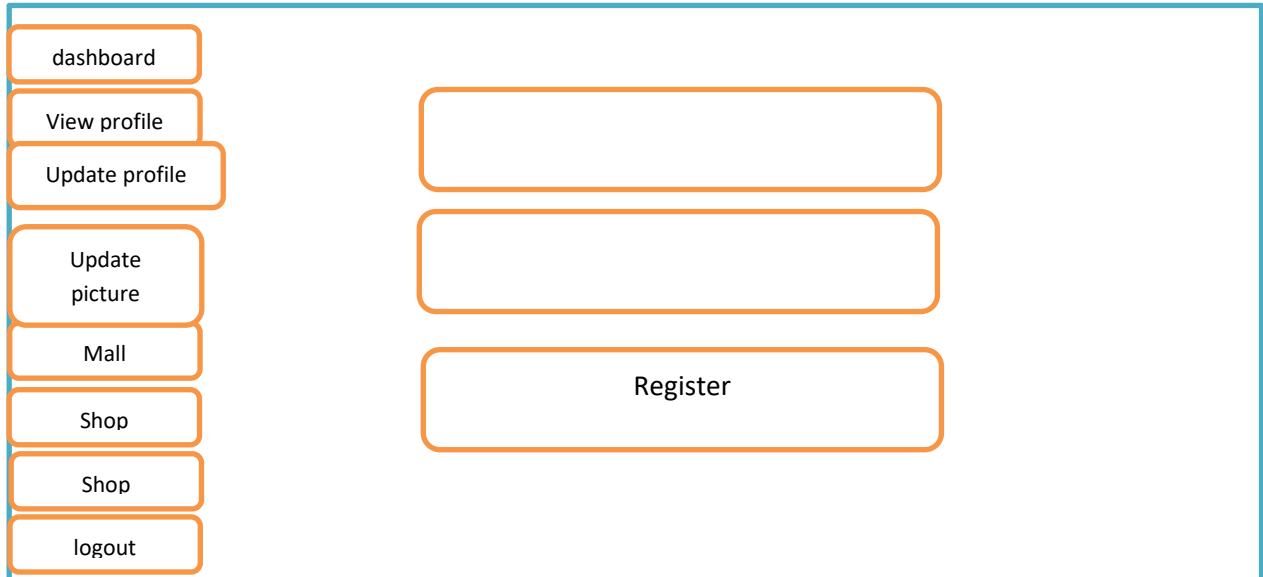


Table 16: For new rental in a mall to register

11.0 CONCLUSION

As a conclusion E- Virtual Mall (EVM) system is good system to the customer because EVM system has a own benefit and advantage. So i hope this system will improved after this because this system still have decrease an information in this system.

APPENDIX

