

1.0 INTRODUCTION/ OVERVIEW OF THE PROJECT

Facilities management is one of the important issues among organization. Task such as room allocation, booking for events, and equipment management are among the problem faced by the organization. Nowadays, organizations started to shift from manual based management into the application system to manage their department. For the purpose of the study, an application system was developed that to allow every stakeholder to choose their room or hostel for student.

In this era, people more on to get a best to leaving functioning system alone. However, when it comes through booking system, it's will be more secure and functional. Some of the user had a problem in managing the manual booking for their room services. It is because they had to face a barrier in carrying a manual ways booking such as the missing on registration form, duplication of data information and etc.

Room Allocation Services (ROS) is the system that setting up the application system is to speed up the process of finding room, easy application the book a new room, and easy to retrieve the lecturer room information or student hostel. The uniqueness of the application system is systematic and can be prevent from double allocation room provided, mostly by manual. Commercialization potentials is focusing on institution department, any government and company. So, by having online booking software, on the hand, takes all of the stress, strain, mistakes and time out of arranging bookings to the department. Once set up, it can be controlled every aspect of the booking procedure and allow user to quickly and easily booking it through online.

2.0 DEVELOPER PROFILE

Muhamad Alif Zhafri Bin Md Azman
Room Allocation System Developer

Academic Qualification

- Master of Science in Information Technology
- Bachelor Degree in Information Science (Hons) Information System Management •
Diploma in Information Management

Work Experience:

- Used to work as an admin at Sime Darby
- Had an experience as an IT expert at PETRONAS

Salary:

- RM 15,000.00

Roles and Responsibilities

- Analysing user requirements
- Writing and testing code, refining and rewriting it as necessary
- Researching, designing and writing new software programs
- Evaluating the software and systems that make computers and hardware work
- Developing existing programs by analysing and identifying areas for modification
- Integrating existing software products and getting incompatible platforms to work together

3.0 STATEMENT OF PROBLEM

3.1 Time consuming to finding their room

This problem has always been raised by the user in the universities, institutional and collages. There is a problem by user to find their room or hostel. It takes a long time for user to find their room. It will be a barrier to user and had to spend more time on tracing or searching their room. If they using a manual form to find their rooms, it will make user feel stress to submitted their room. They did not have a system inventory which help them to know that location of their room. A system is really important actually to help the process of receiving their room and it became more systematic as the problem will not occur in the future. Besides, most of us knows that people cannot predict when the accident will be happening. It can be now, tomorrow or next month. When a lot of accident or cases happen and suddenly the registration form was missing out, it gives a tense to all staffs. With the room allocation provided in the room allocation system, this problem can be avoiding.

3.2 Difficulties to locate a room by stakeholder

Every institution has the difficulties problem that involve such as hard to locate a room by stakeholder. It's hard to stakeholder to find out the room is belonging by who. If anything accident happen, the stakeholder cannot locate who's the individual that stay in the room. But, by using this system online, the stakeholder easy to locate where is the room of user or something else.

3.3 Student mostly cannot find or recognized lecturer room

most students can not locate or search for a teacher's room because they have a lot of problems. as the example is difficult to identify where their teacher's room is. it gives a lot of impact to the students if they cannot find their teacher's room. if they cannot find their teacher's room, it makes it difficult for students to send their assignments, it is difficult to consult the assigned assignments and so on. With this system, students just need to log in and see where and how their teacher's room number.

4.0 AIMS/ OBJECTIVES OF THE PROJECT

4.1 speed up the process of finding room

using the room allocation system can speed up the process of selecting a room for the user. users do not have to waste their time to go to the office to book their room. this system helps users avoid energy wastes and time. by using this item, users only need to register their accounts and become members. they can choose a room via the system login.

4.2 easy application the book a new room

it was an easy application for user to book their room. Tis application is not difficult for user to use this system because the interface and element in the system is easy to use. There are very useful to user to use this system. User need tpo follow the step how to proceed to the booking room online system.

easy to retrieve the lecturer room information or student hostel

this system is useful for student to retrieve lecturer room. Using (ROS), it state lecturer name, room number and phone number which is it easier for student to find lecturer or meet lecturer for consult or submit their assignment. (ROS) is available in an online platform which student can access it and find room information.

5.0 SCOPE OF THE PROJECT

Room allocation system has its own scope that covers and related to each other's. For the first scope, this system only can be registered by lecturer and student only who has participant to institution, university and colleges. It is only available and can be access only to user which is student and lectures. So, this system has own their scope.

Second, this system also provides an information for the user regarding to select or located their room. Room allocation is actually deciding and booking room for the semester. So, with this features, users are able to choose their room. This system will avoid from duplication registration room that register by users. Room allocation system is really important because of it provided all kind of information about the room apply and building name, to who's the room belong.

Third, by using this system, users are able to choose or booked their room that can be register by users. So, when the information about room has been insert to this system. User can make a registration by register online platform only, they do not need to use a manual form because it takes a more negative effect. University mostly nowadays use a manual form to book their room, so it will have had a lot of misunderstanding information data selected. It also can avoid from wasting user time to make a manual booked for find the room. Users only need to register their information data and successful be a member. They only need open this system and log in to this system, so the can find their room without wasting their time.

6.0 MILESTONE/ GANTT CHART

	2018											
	Ma rch				April				May			
Weeks/ Activities	1	2	3	4	5	6	7	8	9	10	11	12
Planning												
Initial Assessment	■											
Feasibility Assessment		■										
Analysis												
User Requirement			■									
Existing Evaluation			■									
Logical System Design				■								
Design												
Detail System Specificaion					■							
Implementation												
Coding, Testing, Debugging						■	■	■	■			
Installation						■	■	■	■			
Fine Tuning						■	■	■	■			
Maintenance												

6.1 PLANNING

In developing a system, of course there is must be a planning. Without planning, developer will develop a system that does not meet the users need. Planning is actually involving a general overview of company and their objectives. If the system that will be develop is not linear with the objectives of the company, there will be a problem occur in the future. Planning also include the assessment of flow and requirements. Same goes to the Room Allocation System (ROS), the initial assessment has been done through the readings. So basically, Room Allocation System (ROS) is a system that cover institution that provided in the study fields. For this system development, planning takes about two months to be accomplished and it involve initial assessment and feasibility study

6.2 ANALYSIS

After the planning, analysis is the next step that involved. Well everybody know that analysis is done in order to examined the problems in a greater detail thorough audit of user requirements. For Room Allocation System (ROS), all the problem and factor that lead to the problems is analyses. Example of the factors and problems that has been analyze is people does not disclose to the importance of finding their room. So, by developing this system, people actually will aware and know when they are needed to help people. In this stage also, the existing hardware and software systems are studied. This means that, what are the hardware and software is needed in order to accomplish this tasks. For this project, laptop of course is needed and software like adobe Dreamweaver and others.

6.3 DESIGN

Next, after the analysis, design is the next step should be considering when developing a system. Usually, design will include all necessary technical specifications. In the simplest words to be understand, design is about how the interface of the system will be look alike, how actually the database is running and others. Most of people know that, in order to ensure that the system is easy to be used by the users, the interface of the systems must be user friendly. Which means that, even though it is the first time users look or used the systems, they will be able to handle it without someone's guide. So, for Room Allocation System (ROS), user friendly interface is really considered as people from the different will used this system.

6.4 IMPLEMENTATION

When the system is design according to its requirements, the implementation process will take its place. Implementation is about how the system is starting to be used and implement all its functions. In other words, to be understand, with all the information that gained from the users, how the information's is encode to the system and give the output to the users as they expected. In this stage also involved the installation of the hardware and the application programs like wamp server, adobe Dreamweaver and others. Cycle of coding, testing and debugging continues and repeating until the systems is ready to be deliver to the users. Same goes to the Room Allocation System (ROS), when all the information and analyze has been done, the thing that developer will do is implement all the information that gained to the system that will be created. When the system is ready, user authorization is needed as to ensure whether user can accept and able to use the system by doing user acceptance test or either pilot study.

6.5 MAINTAINANCE

Last step in developing a system is maintenance. As most people know, there are three types of maintenance activity involved usually. Which is corrective maintenance, adaptive maintenance, and perfective maintenance. For corrective maintenance, when there is a problem occur, it will be solving when it is identified. For adaptive maintenance, the improvement of the system will be done like for example by adding new features to the system. Lastly is perfective maintenance where the system is make it available to the various platform when it is needed. As for Room Allocation System (ROS), when all of the function and things in the system has been accomplish, all of the requirement in maintaining the system will be taken as a serious matter.

7.0 ESTIMATED BUDGET AND COST REQUIRE OF THE PROJECT

To develop a system, budget and cost require should be consider by the developer. Usually the budget and cost refer to the thing that will be used to accomplish this project. Its include hardware, software and even a programmer. As most people know, hardware and software is the most important thing to ensure the development of system is success. The budget and cost require for the system as shown in the table below:

Categories of hardware	Function	Price
Laptop (Asus)	As a medium used to create the system, where without it, the system cannot be create	RM 1800.00
Printer (hp)	Used for printing in other to print support article, poster, user manual and others.	RM 350.00
Categories of software	Function	Price
Adobe Dreamweaver	Used to create system by using computer language which is the combination of HTML coding, CSS coding and PHP coding.	No charge
Adobe Photoshop	Tools for editing especially for picture	No charge
Wamp Server	Web development platform on windows that allow people to create dynamic web applications	No charge
phpMyAdmin	Supports a wide range of operations on MySQL.	No charge
Local Host		No charge
TOTAL: RM 2150.00		

8.0 HARDWARE AND SOFTWARE DETAILS USE IN THE PROJECT

HARDWARE		
Hardware	Specification	Function
Laptop	Type: Acer Intel Core i5-4200U 1.5GHz NVIDIA GeForce GT 740M 2GB dedicated VRAM 4GB DDR3 L Memory 500 GB HDD Windows 8.1 Single Language 64-bit	As a medium used to create the system, where without it, the system cannot be create
Printer	Type: Canon E500	Used for printing in other to print support article, poster, user manual and others.
SOFTWARE		
Software	Specification	Function
Adobe Dreamweaver	CS6	Used to create system by using computer language which is the combination of HTML coding, CSS coding and PHP coding
Adobe Photoshop	CS6	Tools for editing especially for picture
Wamp Server	64 bit	Web development platform on windows that allow people to create dynamic web applications
phpMyAdmin	Version 4.7.4	Supports a wide range of operations on MySQL.
Localhost	Version 3.1.0 - 64bit	

9.0 SYSTEM FLOWCHART/ DIAGRAMS

9.1 Login flowchart

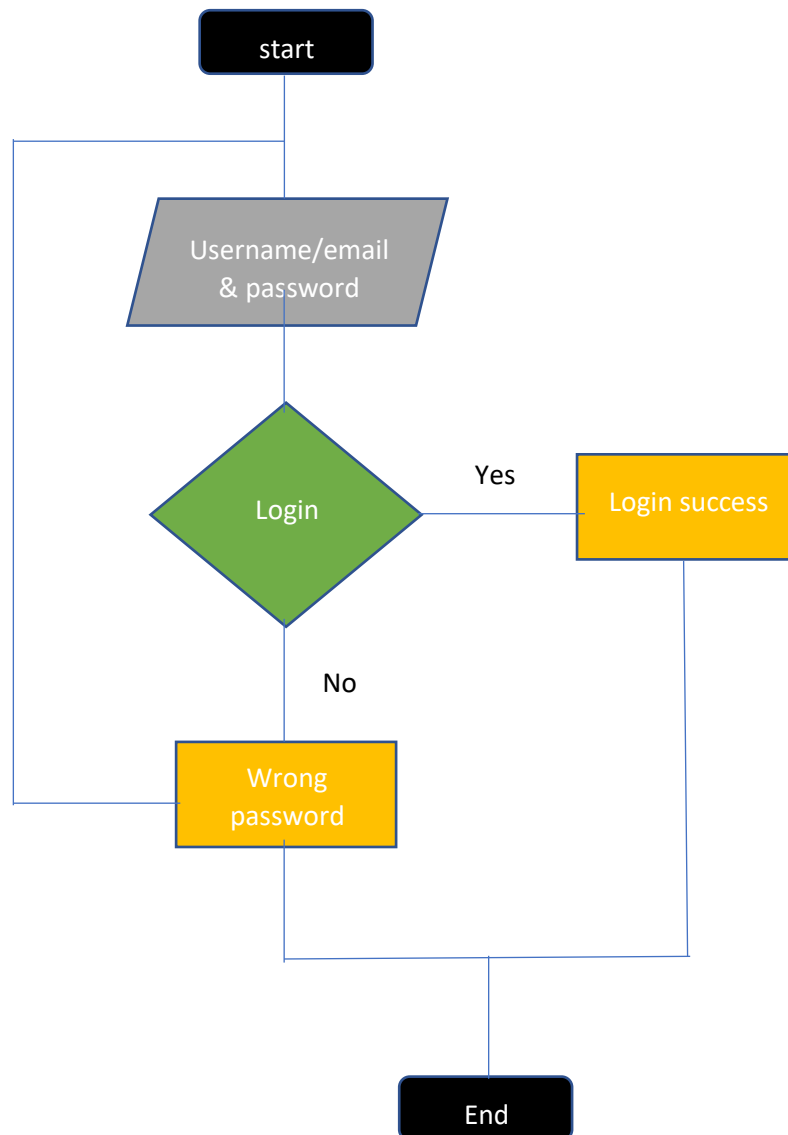


Figure 1: flowchart for login

9.2 Registration

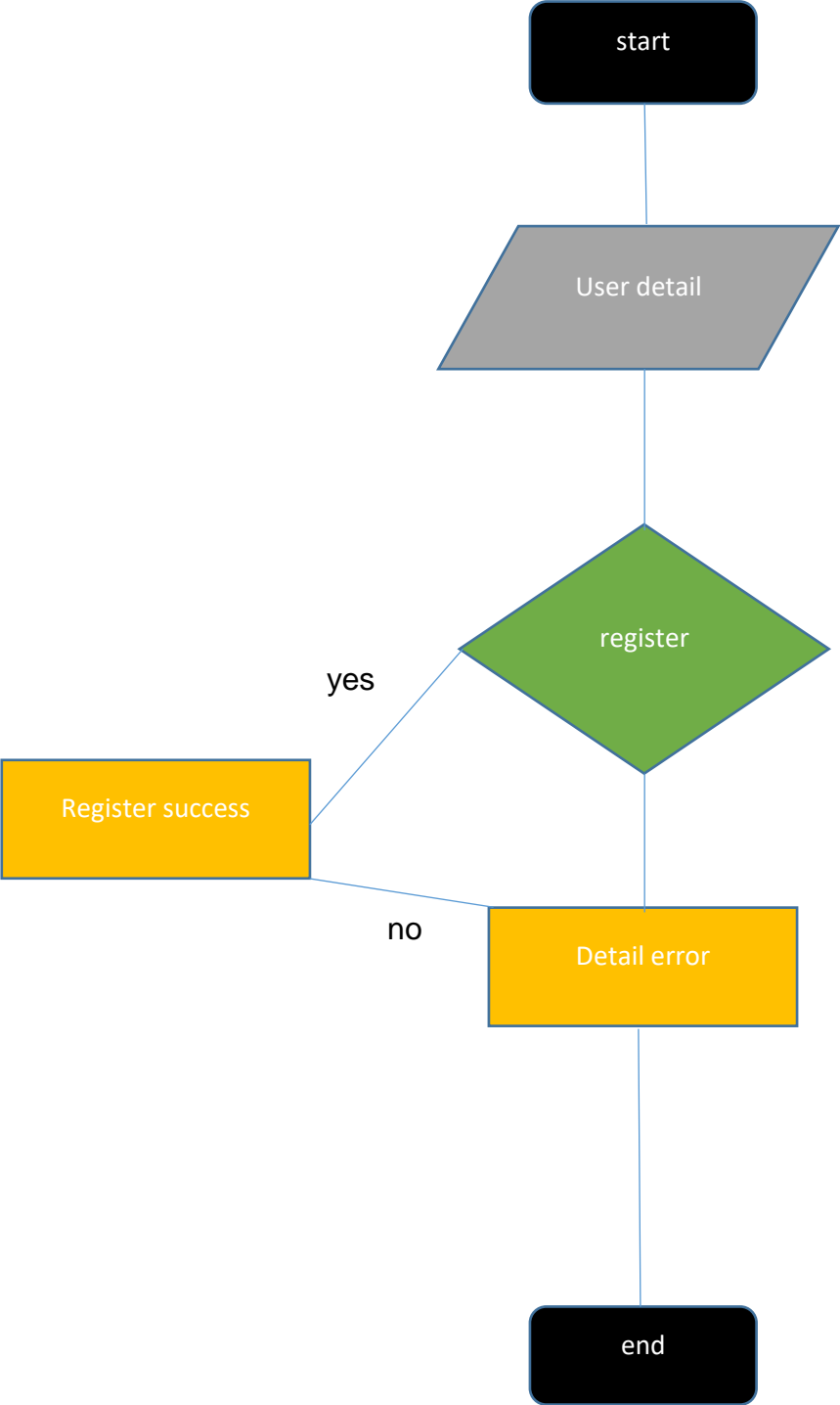
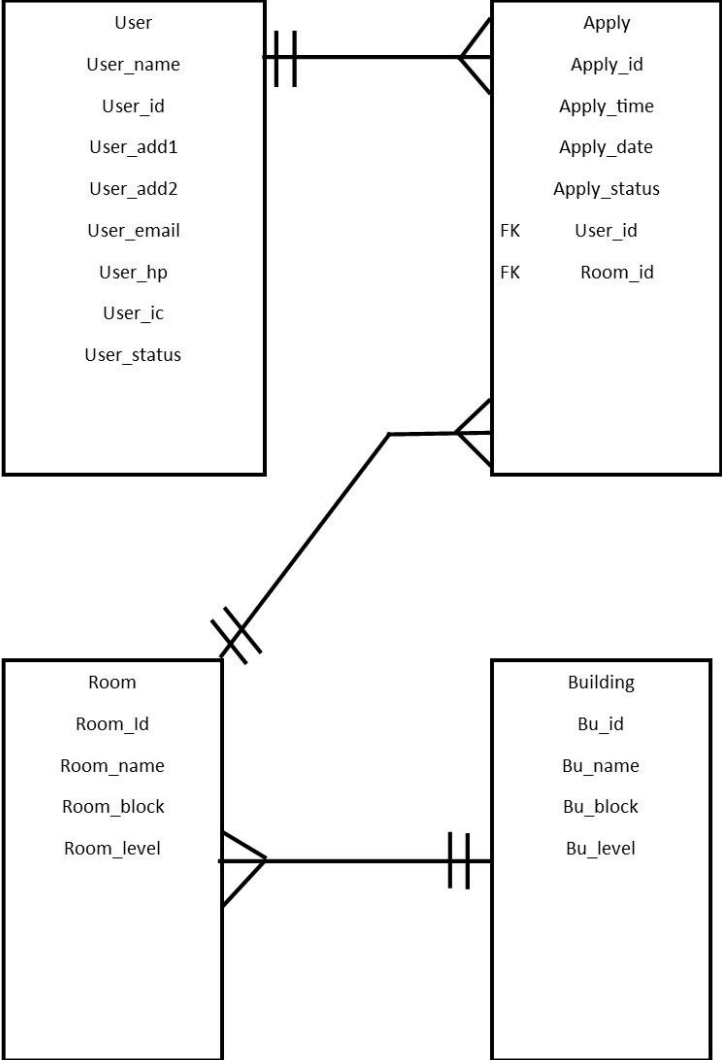


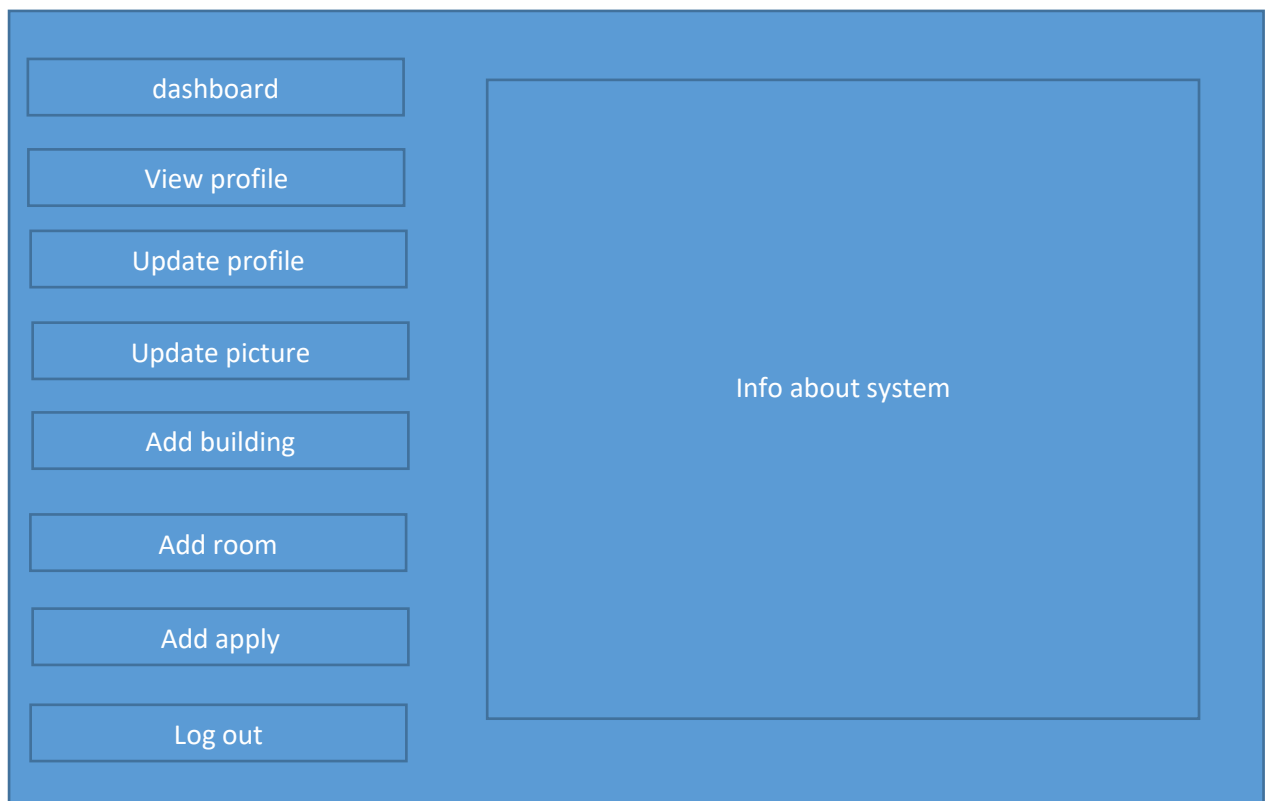
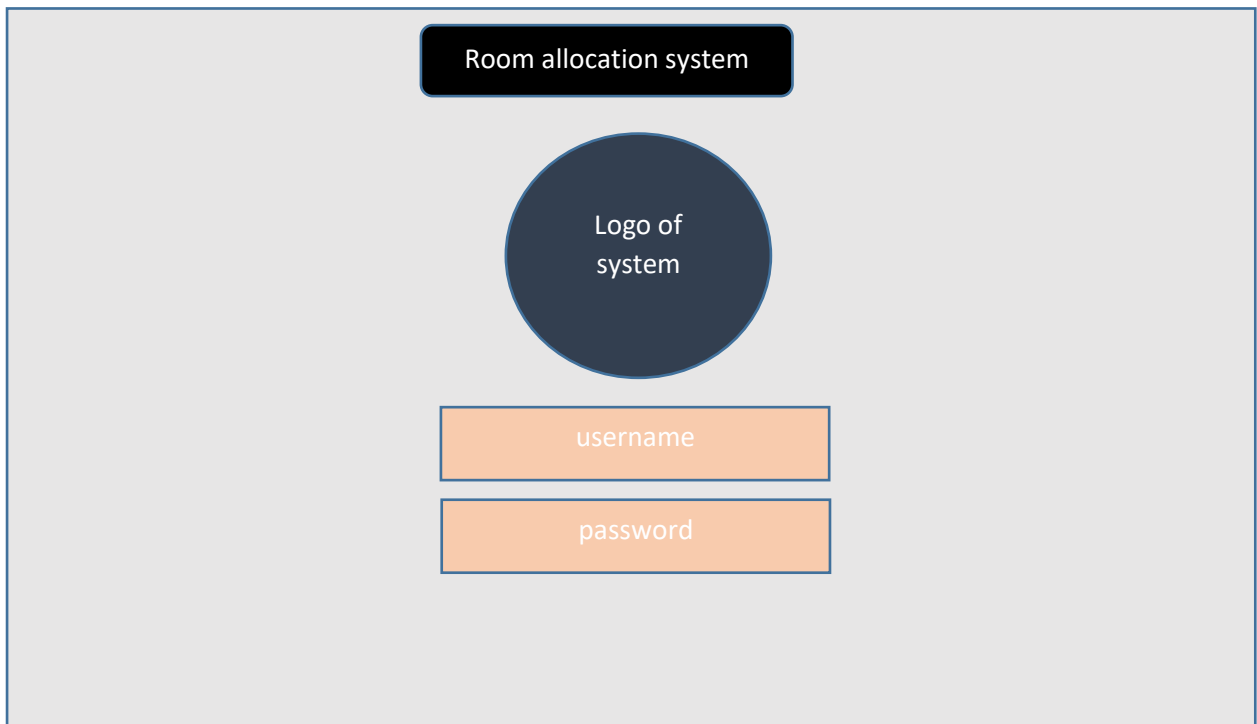
Figure 2: flowchart for registration

9.3 Entity Relationship Diagram

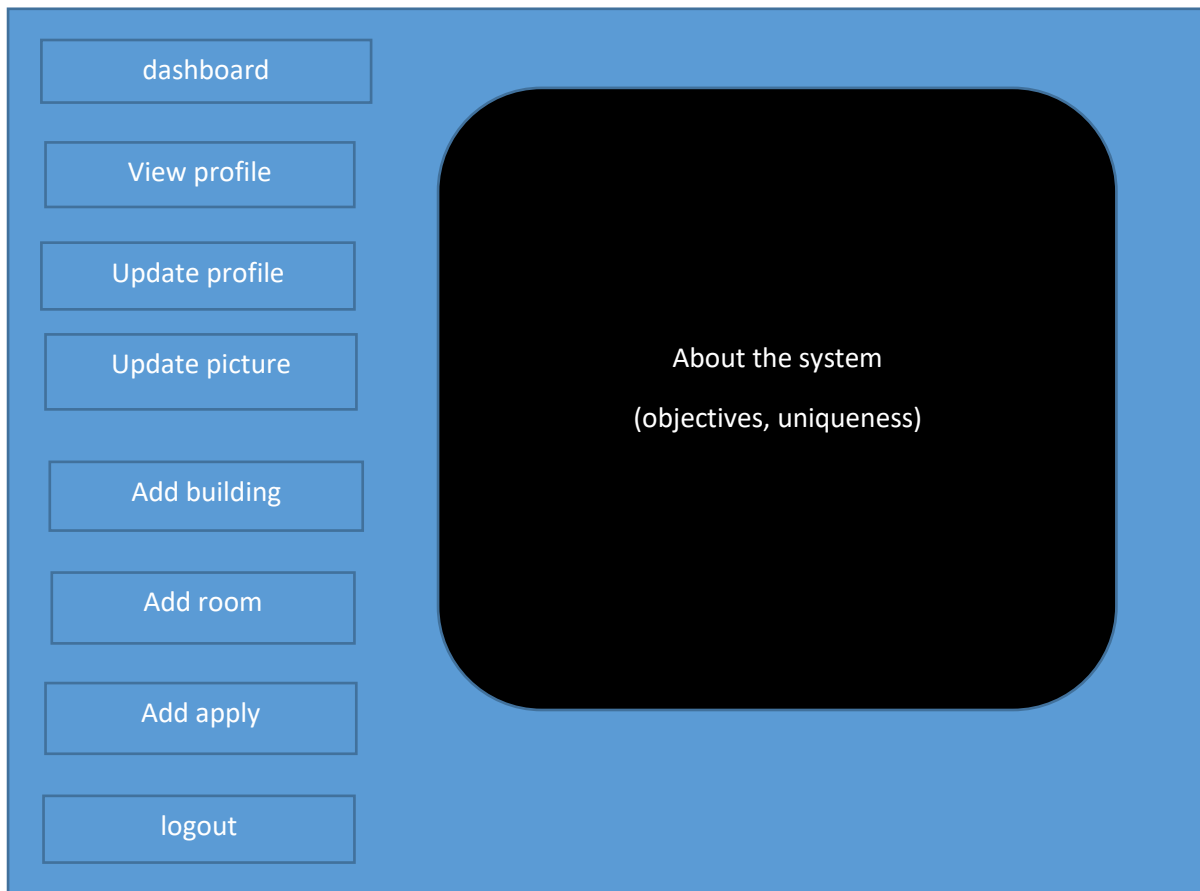


10.0 storyboard

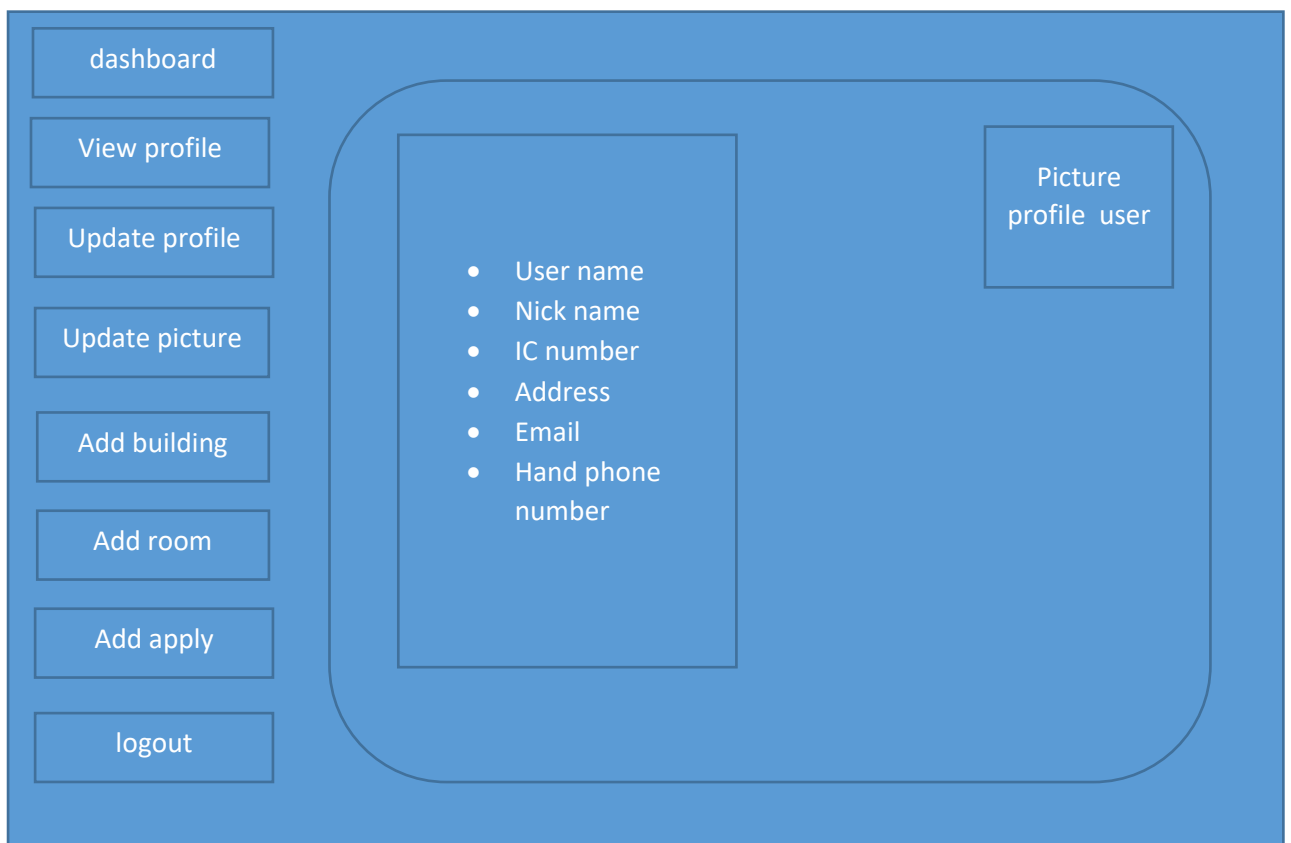
Admin login



dashboard



View profile



Update profile

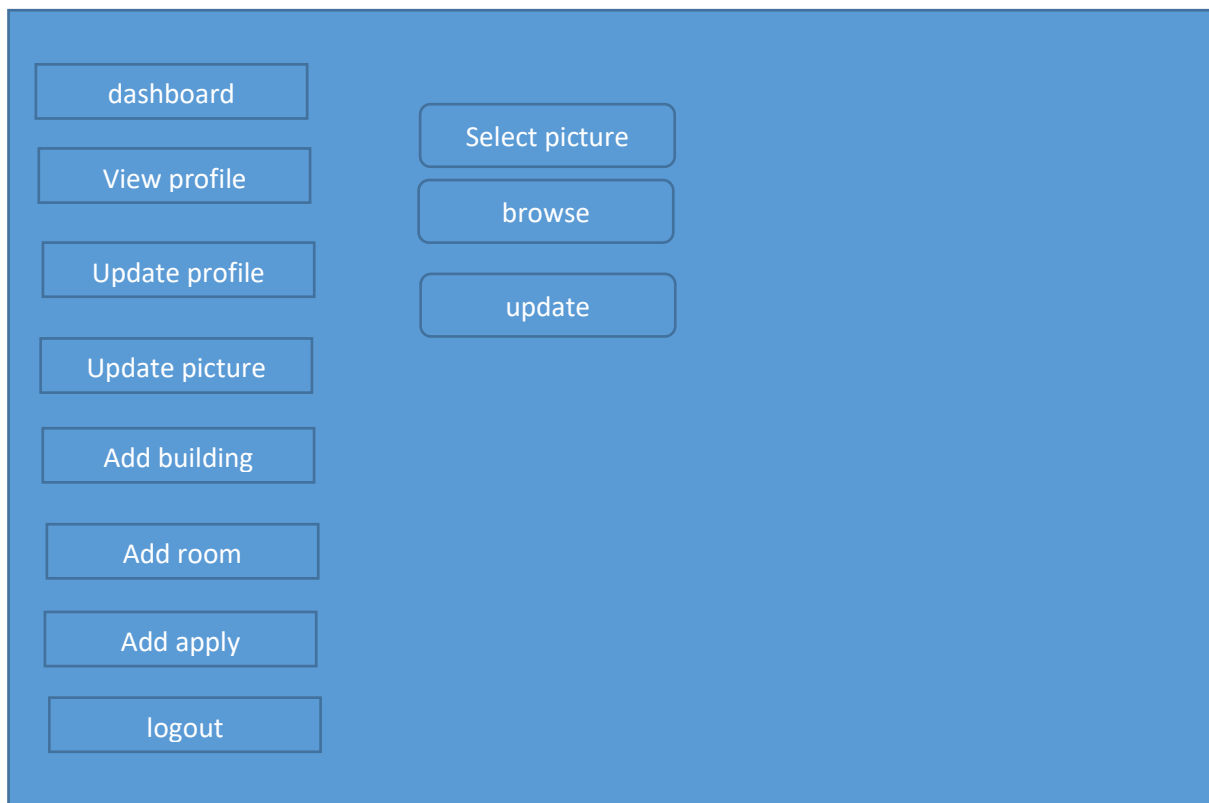


A user interface for updating a profile. On the left is a vertical sidebar with buttons: dashboard, View profile, Update profile, Update picture, Add building, Add room, Add apply, and logout. The main area contains a rounded rectangle with a list of fields: Username, Name, Address, Postcode, City, State, Email, and Phone number. Below the list is an 'update' button.

- Username
- Name
- Address
- Postcode
- City
- State
- Email
- Phone number

update

Update picture



A user interface for updating a profile picture. On the left is a vertical sidebar with buttons: dashboard, View profile, Update profile, Update picture, Add building, Add room, Add apply, and logout. The main area contains three buttons: 'Select picture', 'browse', and 'update'.

Select picture

browse

update

add building

dashboard	Choose your building
View profile	Building name
Update profile	Building id number
update picture	Building block
Add building	Building id number
Add room	register
Add apply	cancel
logout	

Add room

dashboard	Choose your room
View profile	Room name
Update profile	Room block
Update picture	Room level
Add building	register
Add room	cancel
Add apply	
logout	

Add apply

The screenshot shows a user interface for adding an application. On the left, there is a vertical sidebar with eight buttons: 'dashboard', 'View profile', 'Update profile', 'Update picture', 'Add building', 'Add room', 'Add apply', and 'logout'. The 'Add apply' button is highlighted. The main content area contains four input fields: 'Apply status', 'roomid', 'register', and 'cancel', each with a rounded rectangular border.

logout

