CHAPTER 1

INTRODUCTION

1.1 Background

Nowadays, having a smartphones is one of the most important gadgets to have among the individual. A smartphone is capable of much more than making calls. This device is essentially a cell phone combined with a miniature computer that can surf the Web, send emails, store and play music, take photographs and videos. According to research studies, 70 percent of teens aged 13 to 17 now use smartphones and 79 percent of young adults between the ages of 18 and 24 own a smartphone (Nielsen, 2014).

In general, most smartphones use an application based interface, which allows users to download individual programs that can perform a variety of tasks. Apple's iPhone runs the iOS, and BlackBerry smartphones run the BlackBerry OS.
Other devices run Google's Android OS and Microsoft's Windows Phone (Cell Phone About, 2014). Most of the operating system supports their own mobile application that can be downloaded from the market when there is Internet connectivity. There many kind of applications such as calendar, games, reading item, photo editing tools or social application. The creation and developing the mobile application is limitless.

Basically, mobile application was built to solve problems and making life much easier. The smartphones itself are easily to carry and access compare to personal computers that much bigger and expensive than a smartphones. Besides, the function of the personal computer is much likely as same as the smartphones. The number of smartphones in use around the world will pass that of PCs for the first time this year (Gartner, 2014). This shows that smartphones are most useable gadgets that can be done anything through smartphones.

### 1.2 Problem Statement

Catastrophe is one of the most frighten thing happen to anyone. It is a sudden and widespread disaster that has severe consequences, usually accompanied by destruction of assets and loss of life (Business Dictionary, 2014). One example of catastrophe that is often happened is the sudden flood. Flood cause by heavy rain that are nonstop until the water level rise (Wikipedia 2014). Many of the victims have lost their valuable things in just a second. They usually happened to be at work and realize their house has been devastated.

News and update that are being shown about this tragedy sometime are not being clearly stated and published (Reactions Net, 2013). Some of the report about the incident happened to be published in the newspaper or in the television.
People nowadays are not recently got any information about the weathers or any other information through newspaper and television (Street Wise, 2013). In that case some of the important things update or alert about flood in certain area might not be known by the citizens.

Besides that, sudden flood sinks almost the entire house and destroys their belongings. The victim did not know where the nearby evacuation center to secure their families. This can be a very important issues to save someone life. It is safer when the victim get to know the alerts and update about the flood so that they can be well prepared. In this case, MyBanjir Update System using mobile application is where they can get update about this thing. They only have to bring their smartphones and have the internet connection to get the alert about the flood news so that the citizens can be well prepared.

1.3 Goal & Objective

The goal of this project is to develop the MyBanjir Update System, the following objectives are set:

- To identify the need of the project to develop the system.
- To design the interface and architecture for MyBanjir Update using mobile application.
- To test the system performance of MyBanjir Alert from the user.