DRIVING SCHOOL LEARNING (SL)

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ABSTRACT

Driving School Learning(DSL) has been developed to help people to easily understand about signboard and also know how to maintain car when learning from this system. At this time, the teaching and learning at driving school still learn by manual process. This system will make user easy to understand. This is developed to help the user memories easily before take a real test. Through the system, user can learn easily understand the module.

SECTION 1

INTRODUCTION

1.1   Introduction

Driving School Learning(DSL) has been developed to help people to easily understand about signboard and maintenance. Which is developed to help the user learning the module in this system and also the maintenance. This system will help user know about signboard . Through the system, user will understand more and easily to understand about signboard.

1.2   Background

This chapter describe Driving School Learning(DSL) for user to learn to learn about system. Driving School Learning(DSL) contains information about signboard module quiz and also game.

With the current practice, some difficult have been notice such as user difficult to understand the module during the tutorial beside that user not really understand about the information from the learning because sometime user miss some information and with this system they can imagine the real situation.

With the IT trends, computer has been used widely in many area and level such as business, sciences and technology, economic, education include in this driving module.

In order to overcome the issues is driving module nowaday are suitable to used this system. It is because this technology will improve the knowledge and their driving experiences. Besides, in this system will improve their knowledge.

By using this system, user also can increasing their knowledge and also decrease percentage of fail in during test.

1.3   Problem Statement

This system develop because to fulfill the number of problem statement below :-

User lack of idea to improve their safety during driving because user not have any experience during driving.

Sometime user not really understanding the situation during the practice because a lot of information are miss. Besides, in the manual learning not all the situation will be learn.

For the maintenance practice,the user may not know what user should do in bad situation.

1.4 Objective

In order to overcome a few objective has been identified :-

i) To develop system about safety during driving.
ii) To develop the system about how understand the signboard and use.

1.5 Scope

The proposed study area is related with the development of a Web-based related to a Drving School module. The scope of the proposed DS system include:-

  i) DS system is specially design to learn driving prctice skill.
  ii) DS system is also develop for user who interest to learn driving skill.
  iii) DS system also include Driving School modules.

1.6 Thesis Organization

This thesis consists of seven chapters. An introduction chapter describes the introduction of project, problem statement, objectives, scope and. Chapter Two was the review of relevant literature references previous studies, system manual and describing the problem. Chapter Three the methodology. Chapter Four discusses the system requirements. While Chapter Five discusses the analysis and design of systems. Chapter Six of the implementation of the system. The final chapter of Chapter Seven of the discussion about the system.

SECTION 2

LITERATURE REVIEW

2.0 Introduction

This chapter present about concepts about this system,literature review,about the project research and the problem also their solution of the problems. According to Lamb, David(2013) literature review are a staple for research in nearly every academic field. The literature review are the important part which to achieve project objectives. According to the research, the information which are important and related will be achieve by using the literature review.

The purpose of literature review is to help researcher to undertand how the image move in step by step and also to understand what the simulation use for user nowaday. Beside that, the literature review are important to understand the whole of the project.

The literature review are include the research from the thesis, technical document and also the case study. This is because literature review will be more

systematic review bacause its combine the review from all other journal to make a more realistic result.

Finding the research will help us to get the best way to develop the system. Futhermore, this chapter also guide us to find the related research to develop to the system.

2.1 Theory And Concept

Theory and concept will be used in this system are very important to built the system.This is because this theory or concept give more understanding about this system. Have some of theory and concept will be used in built the DS system.

2.2 Type Of Methodology

There are a variety of methodologies are introduced and used by software developers as a model of the software development lifecycle and systems. Among them, the Rational Unified Language (RUP) , Extreme Programming (XP) , System Development Life Cycle (SDLC) and prototyping . SDLC methodologies and prototype is used as a standard conventional software engineering until the era of the 90 's. Meanwhile , the object-oriented approach has received attention at the present time and has been practiced by many large companies such as IBM and Microsoft . The methodology of this approach is that RUP and XP .

In general, the SDLC is a structured and phased methodology . One of the SDLC methodology is waterfall model. The development phase of this model consists of a preliminary analysis, requirements specification, system design, implementation and maintainance. Each phase represents a different activity. The

next phase cannot continue as long as the previous phase is completed. However, it allows the repetition phase if there are problems or changes in the structure of the software. This method is ideal for software development are well understood.

Prototype model was implemented according to the software that small and medium sized. This is because this model has a long development period. The model is divided into two, namely, development of exploration for Development and disposable prototype. The main objective of the exploration model is to engage customers or users as the development of the system. Once the user list needs, and well understood by the developers then the system is made. Disposable models also are designed to enable users to understand the requirements of the system starting from a low level of understanding . Initially, developers will model the system according to its own understanding, and then referred to the customer or user. If there are changes, the model will be adjusted according to customer requirements. This will save time and make the software user friendly.

Rational Unified Process (RUP) , is a process framework developed by Rational Software. It is a development methodology for repetition (iterative) based on six best practices that is, the repetition of the development , management requirements, use component design, reflects the model (UML), identify ongoing needs and manage change. RUP is basically divided into four phases: Inception, Elaboration, Construction and Transition. Each phase contains one or more repetitions. At each iteration, provided some amount of discipline as project management, requirements, analysis and design as well as testing and implementation.

2.2.1   Selected Of Methodology

Driving School Learning(DSL) have been choose Rational Unified Process (RUP) as a method. This is because it has been widely used in the industry not only in software development but also in the field of manufacturing and engineering.

RUP has a lot of advantages, there are

i.   The RUP Is a Software Engineering Process.
       RUP provides a disciplined approach to perform the duties and responsibilities in the organization's development. The aim is to produce high quality software that meets the needs of end users to schedule and budget expectations.

ii.   RUP Is a Process Product.
       RUP is developed and maintained by Rational Software. RUP developer teams work with customers, partners, groups and organizational consultant Rational products. This is to ensure that the process is constantly updated and improved.

iii.   RUP is supported by the tool.
       This tool runs automatically for most of the process. This tool is used to create and maintain a variety of artifacts (models) engineering processes such as visual modeling, programming, testing, and so on.

iv.   RUP Ultimate Guide to Using the Unified Modeling Language
       UML is an industry standard language that can accurately describe the requirements, architecture and design.

Phase of RUP development model :

i.   Inception

Initial phase is the initial stage the analysis process to identify risk development projects based on the needs of users. Summary of the analysis made allows project developers to gauge the feasibility of the project.

ii.   Elaboration

Elaboration phase is based on the results obtained from the initial phase, where they will serve as a guide to architectural projects that provide the foundation include the design and implementation methods.

iii.   Construction

Construction phase is completing the process of project development. This phase focuses on aspects of resource management, operational control the cost and quality.

iv.   Transition

Transition phase is the process of handing over the project to the end user. This phase is to ensure the development of the project is in line base on requirement objective and the project go through the process of product testing. The process of testing is important to avoid the risk of failure and delay the transition process is done. User feedback plays an important role in case of minor modifications that do not exist any setup, installed and used properly.

2.3   Manual Method

In the manual method in driving school, lesson are usually conducted in the one hour theory and they need to understand all they need to understand all the module in one time.

2.4   Comparison System

Table 2.4.1 shows the comparison between manual method and Driving School Learning(DSL).

No.	Matters	Manual Mathod	Driving School Learning(DSL)
1	Platform	-	Windows
2	Suitable	Adult only	All people
3	Languange	Malay, Dialect	Malay
4	Features	Using car equipment	Use mouse, keyboard,picture,animation
5	Time	Limited	Unlimited
6	Asessment	Theory,test	Theory,quiz

Table 2.4.1 : Comparison system and manual

2.5   Software For Develop System

For software develop system, have a lot of software will be used. Tool that have been to use during develop the system have been describe above.

i.   Adobe Flash Media
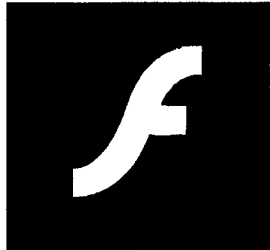
Adobe Flash Player is the standard for delivering high-impact, rich Web content. Designs, animation, and application user interfaces are deployed immediately across all browsers and platforms, attracting and engaging users with a rich Web experience.

ii.   Adobe Photoshop

Adobe Photoshop is a graphics editing program developed and published by Adobe Systems. Adobe's 2003 "Creative Suite" rebranding led to Adobe Photoshop 8's renaming to Adobe Photoshop CS. Thus,

Adobe Photoshop CS6 is the 13th major release of Adobe Photoshop. The CS rebranding also resulted in Adobe offering numerous software packages containing multiple Adobe programs for a reduced price. Adobe Photoshop is released in two editions: Adobe Photoshop, and Adobe Photoshop Extended, with the Extended having extra 3D image creation, motion graphics editing, and advanced image analysis features.

iii. Microsoft Visual Studio

PHP is a server-side scripting language designed for web development but also used as a general-purpose programming language.PHP code is interpreted by a web server with a PHP processor module, which generates the resulting web page: PHP commands can be embedded directly into an HTML source document rather than calling an external file to process data. It has also evolved to include a command-line interface capability and can be used in standalone graphical applications.

2.6   Problem Proposed

There are several problems which were found difficult process. Some of the reasons are :

i.   Inefficient data access

Factors data of Driving School Learning(DSL) keeping and process of data cause takes a long time .

ii.   Consistent data

The data represent to the system is consistent when data represent to the system.This cause when the process of not updating the data consistent.

2.7   Proposed Solution

To overcome the weaknesses in the manual method in driving school module, then some suggestions have been made to address the problem. Among the proposed solutions are:

i.   Solving the problem of inefficient data access

All data related to driving school module such as driving practice will be stored into the database, it makes access to data and information become more efficient and quicker to use the search key information .

ii.   Solution inconsistent data

Through the use of a centralized database of all information about driving school modules can be updated easily .When an updated, any other relevant

information in the database will be updated automatically so as to avoid duplication.

SECTION 3

METHODOLOGY

3.1 Introduction

In this chapter discusses about the process and methodology used in Driving School Learning(DSL) . A RUP method one of the process to solve the problems. To find a method or technique needs analysis which are accurate and detailed. Selection of software development techniques to ensure the system developed without discruption or failure. Every possibility from the whole system includes work flow, data flow should be examined by using the right ways. The methodology used in this project is SDLC methodogy.

3.2   Structure Model

3.2.1   *Rational Unified Process (RUP) Model*
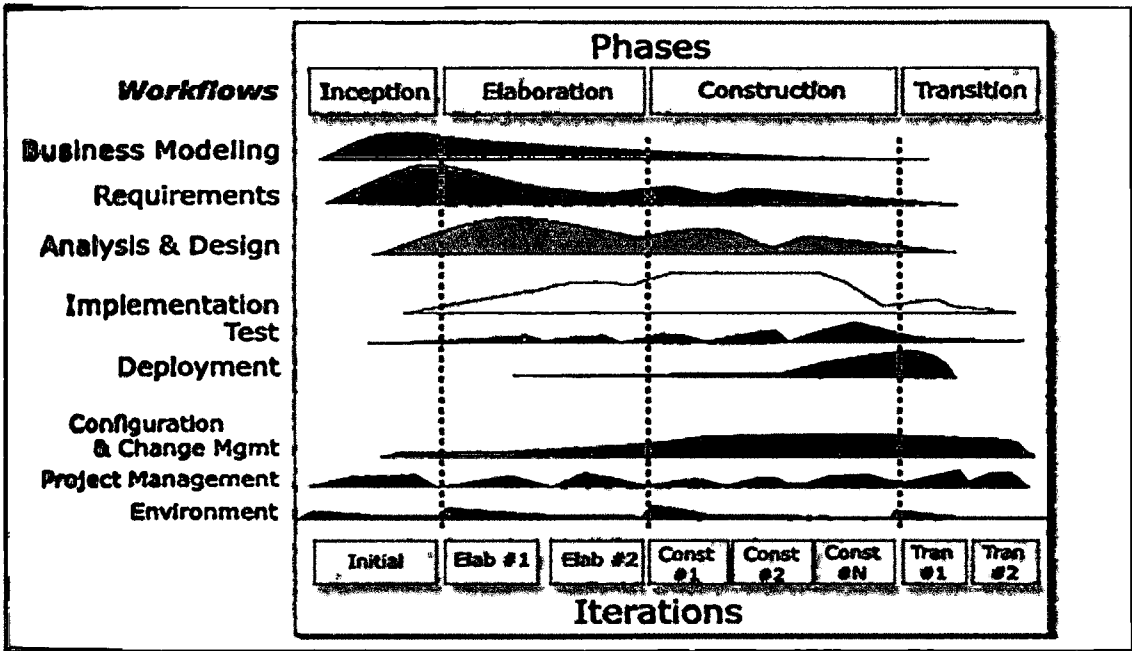
Figure 3.1 : Rational Unified Process (RUP) Model

RUP has four phases: Inception, Elaboration, Construction and Transition. Each phase contains one or more iteration or repetition. Each repetition is allocated a number of work flow, such as Project Management, Requirements, Analysis and Design, Implementation, and Testing. RUP main purpose is to reduce the risk of failure of project development.
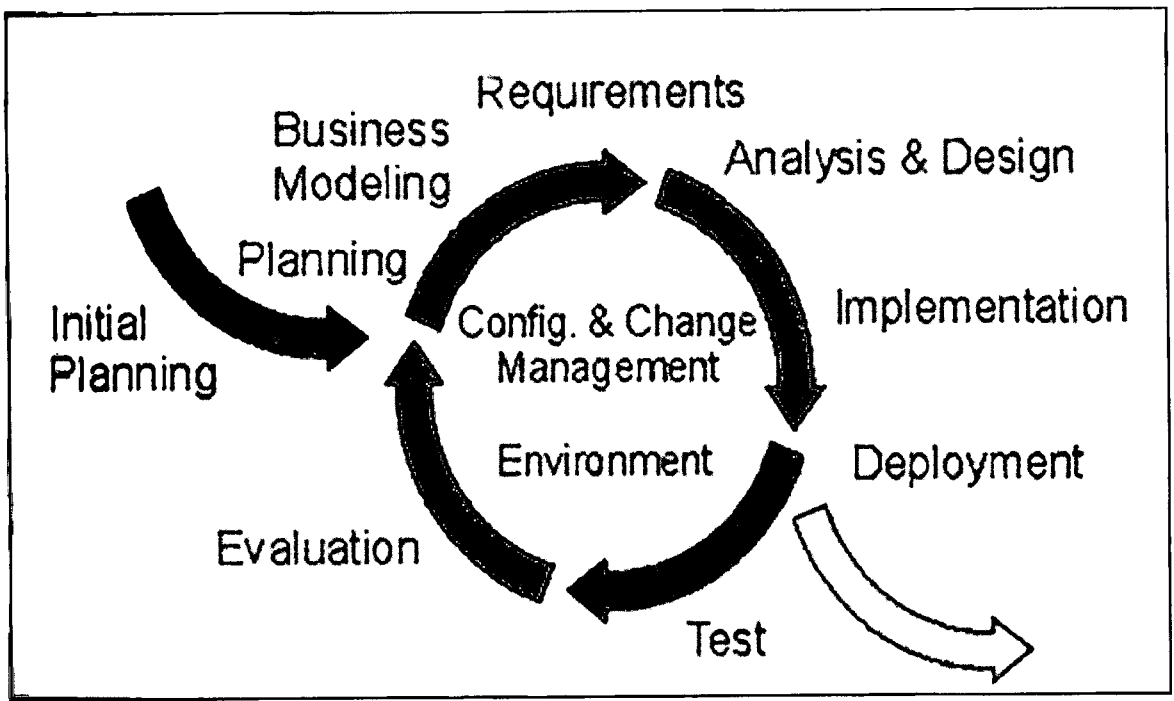
Figure 3.1 : Iteration Model

3.3   Workflow

Workflow of Driving School Learning(DSL) involves project management, requirement, design and implementation.

I.   Project Management

Workflow includes work as a project development planning guidelines in doing any activities. Planning includes identifying problems and the processes that occur as well as the level of risk that can retard the development of the smooth development of the project. All project management is done in detail to ensure that development projects are completed on time and development costs.

II.   Requirement

Specifications need to be determined as a result of discussions between developers and users. Requirements obtained from users through a variety of methods such as interviews, questionnaires and so on. Through the requirements raised then it is certain constraints and operational feasibility and cost estimates for the project.

III.   Design

After requirements are identified, the requirement must be converted to system design. The design of object-oriented, where each entity and the processes involved will be described in simple terms. Then, a detailed explanation is also generated for each use case generated.
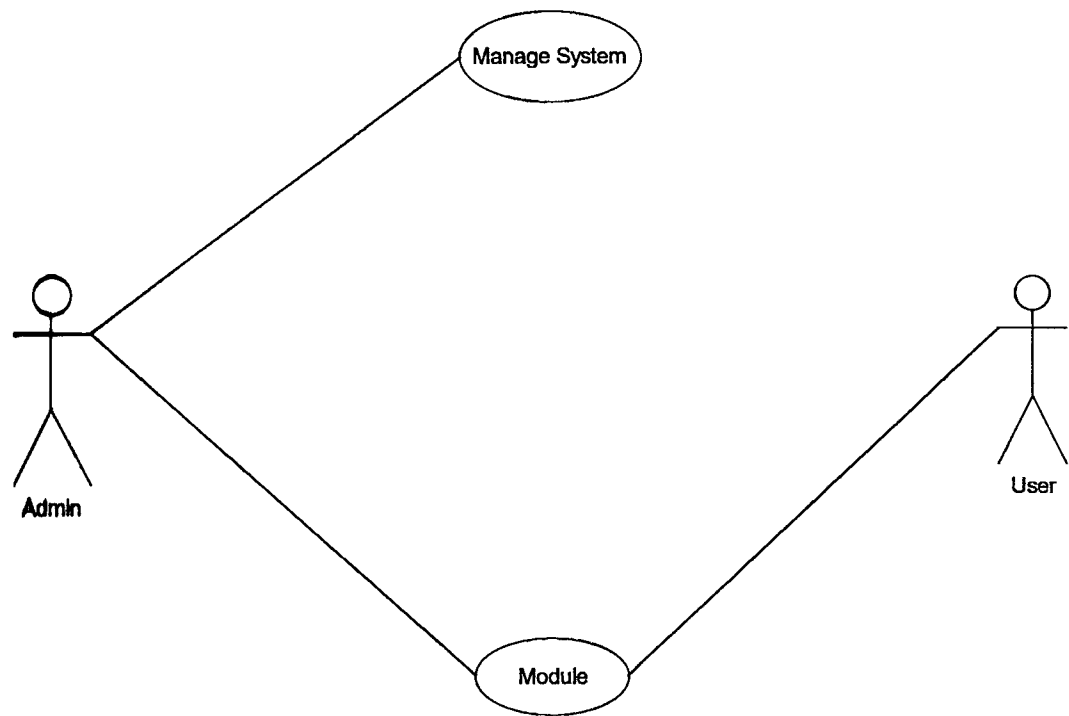
iv.   Implementation

Implementation is the process of development of the project as planned after understanding the requirements and make analysis. This project involves the environment developer or user environments.

v.   Testing

The testing process will be carry out to ensure that projects are developed not have any errors that produce incorrect output. In addition, tests are conducted to ensure the suitability of the environment. Testing involves all phases includes modules and sub-modules and integration between modules. Final testing is done by real users(end user) to ensure that development projects meet the needs and specifications of the user.

3.4 Instructional Design

3.4.1 Use Case Diagram

3.4.2 Use Case Specification

Use Case ID	1
Use Case Name	Driving School Learning(DSL)
Actor	Admin, User
Description	Fully Driving School Learning(DSL) flow
Precondition	1. User enter into the System 2. User choose the option
Postcondition	1. User get the result from the learning

Normal Flow	1. User open the system
	2. Enter to the main menu
	3. Choose either the option
	   a. Modul
	   b. Quiz
	   c. "Uji Minda"
	4. If user choose quiz
	5. After finish, the system will show the result
	6. If "uji minda" user will choose either
	   a. School
	   b. Beach
	   c. Town
	   d. waterfall
	7. And user will choose either continue or end the system

3.4.3 Activity Diagram
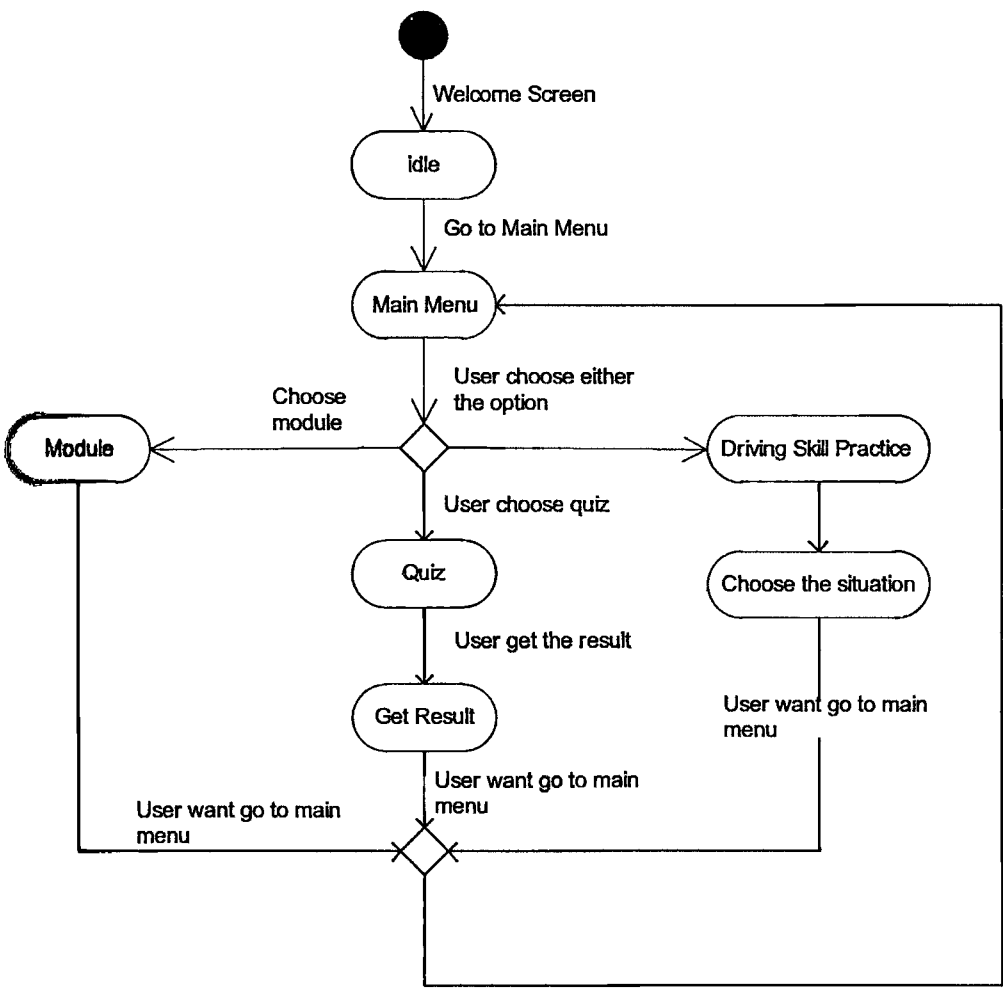
4.4 Learning Content

I. Practice Module

In this module, users will only practice driving with instructions and mark will be calculated. The instruction will given in important part.

II. Test Module

In this module, user not given any instruction and mark will be calculted. Test module is look like a real test. If the user make a serious fault, the test will be fail. The end of the test, the system will show the marks.

III. Maintenance Module

In this module, user will learn about the important part in the car. Beside that, the user will learn how to change tyres, refill water and so on.

3.5 Project Requirement

3.5.1 Software Requirement

Table 3.5.1 shows the software requirement needed to develop the system.

No.	Software	Description
1	Microsoft Word 2010	To prepare document
2	Microsoft Power Point 2010	To prepare document presentation
3	Microsoft Visio 2010	To prepare flow chart
4	Microsoft Visual Studio 2010	To Sketch interface
4	Microsoft Project	To prepare gantt chart
5	Foxit Reader	To read any journal from internet
6	Adobe Flash CS6	To develop the application
7	Adobe Photoshop	To design the interface and edit the picture

Table 3.5.1 : Software Requirement

3.5.2 Hardware Requirement

Table 3.4.1 shows the hardware requirement needed to develop the system.

No.	Hardware	Minimum requirement
1	Computer	Microsoft window 7
2	CPU	Intel® Core™2 T6400
3	Keyboard	88-/89-/93-key keyboard1 with inverted "T" cursor layout
4	Hard Disk	125 GB
5	Speaker	Make a sound from application

Table 3.5.2: Hardware Requirement

3.6   Summary

Project methodology describe the process will be used in the system. The Rational Unified Process (RUP) Model is suitable to create the system. In this method, we can develop the process follow the step and can iterative. Beside that, this chapter also describe the software and hardware will be use to create the system. The major software will be used to create the system is Adobe Flash CS6 and Adobe Photoshop.

Project schedule and performance methodology explain the basic activities of the project. Phase must be followed to ensure that the project runs smoothly and achieve goal.

SECTION 4

DESIGN AND IMPLEMENTATION

4.1   Introduction

In this chapter to documented the whole process of development. Refers to the phase of process development based on RUP model,analysis and design of this system is located on the second phase of the breakdown phase. This phase serves as a guideline system architecture to form a stable foundation for the design and implementation. The system will be develop should be able to duties and functions mentioned in the description of cases of abuse,needs and structured so easily changed when do the changing functional requirement.

4.2   Implementation

System implementation phase is te most important phases in the system development process. Implementation phase was conducted with references to the design phase which is prodece a user interface that is planned from various aspects. User interface design that is planned from various aspects.User interface design that is planned will generate flow easily to understood the system user.
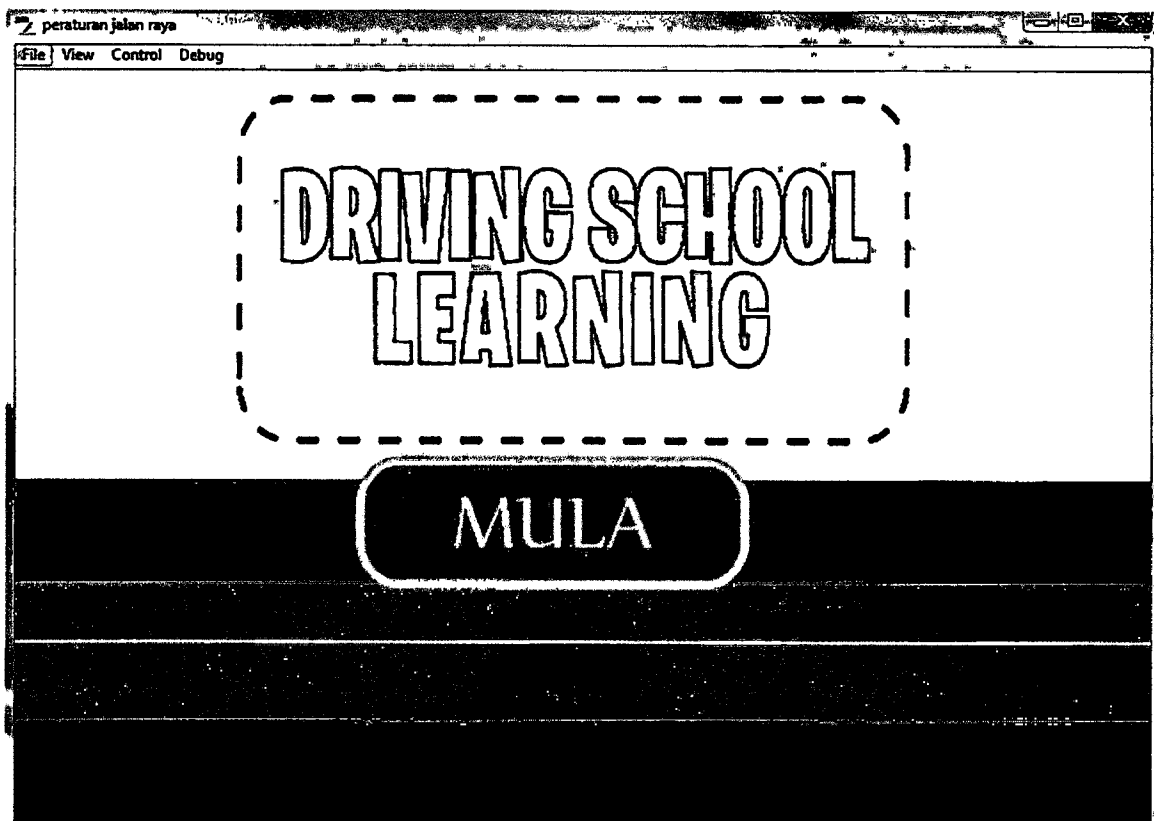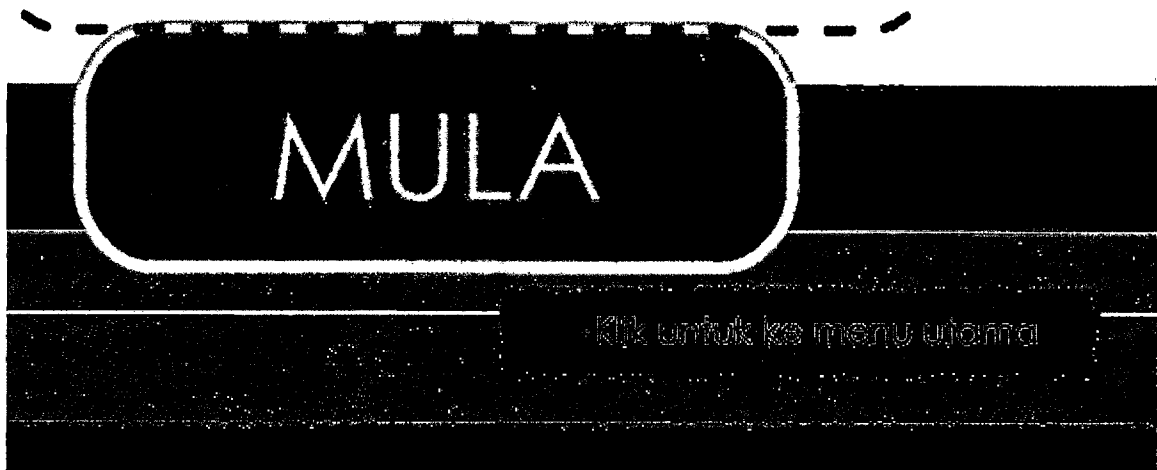
Figure 4.2 : First Interface of the System

Figure 4.3 : Button Instruction in First Interface

Figure 4.2 show the first interface of the system.In this interface the user should click on "MULA" button to go to next interface which is main menu interface. Figure 4.3 is show when mouse go through the button it will show the instruction where should user go.
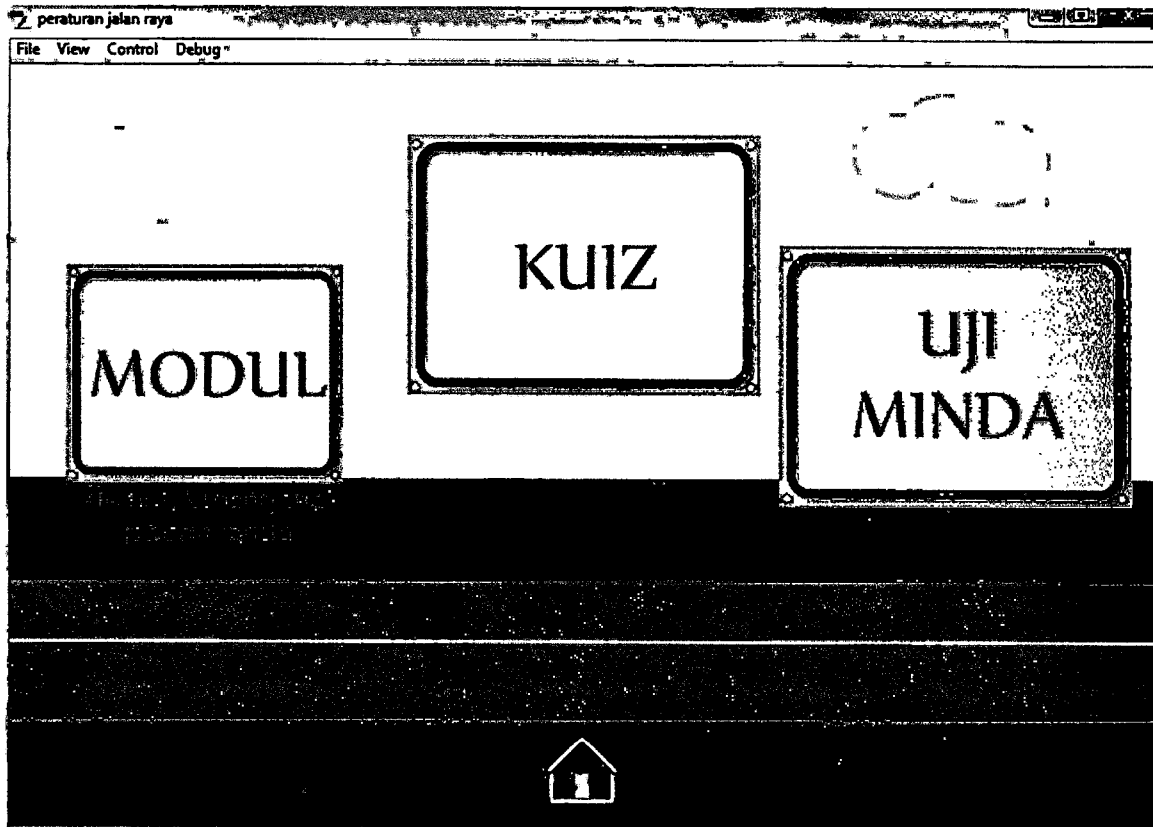

Figure 4.4 : Main Menu Interface

Figure 4.4 show you three button each button will navigate the user where to go or which button should choose."Modul" button will go to laerning page where user can learn about signboard."Kuiz" button will go to quiz page where user need to answer about the signboard and "Uji Minda" button will go to uji minda page. The home button will go back to the first interface.
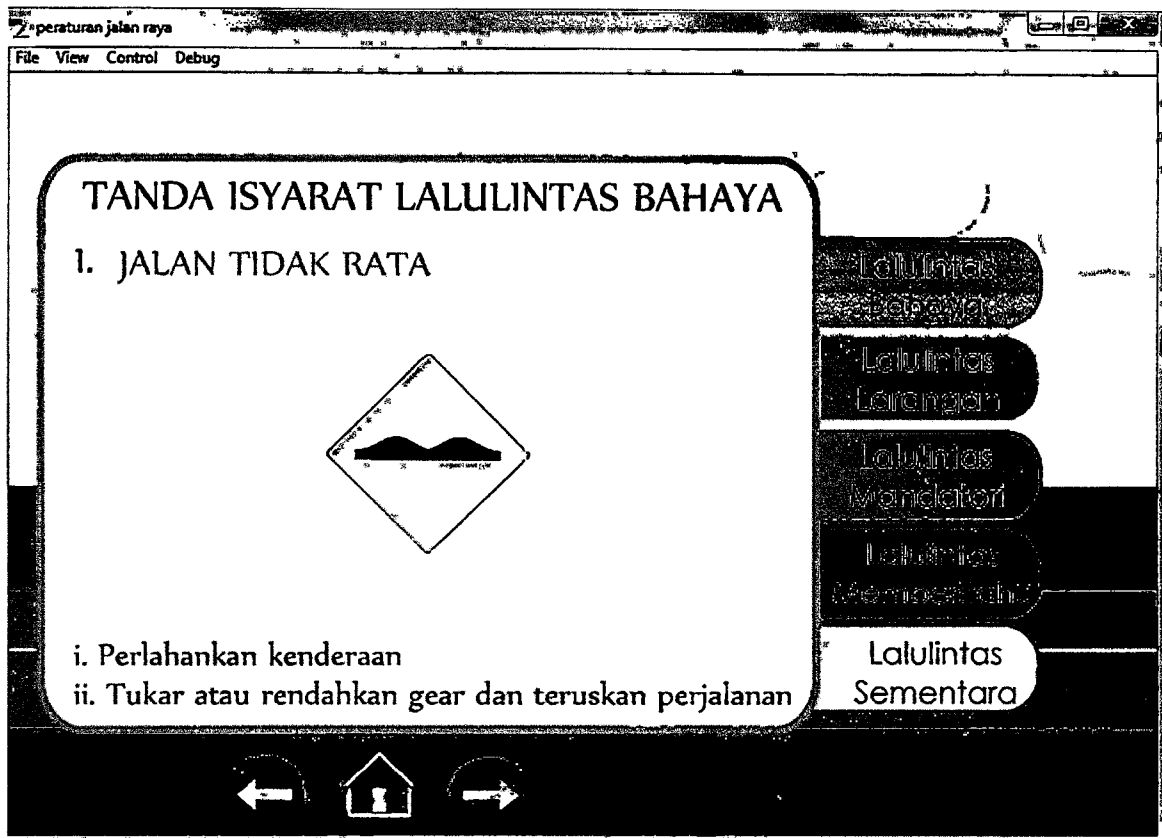
Figure 4.5 : Modul Interface

Figure 4.5 show the interface for "Module" page. In this page system show the note all about the signboard. User also can learn and understand through the picture and text.
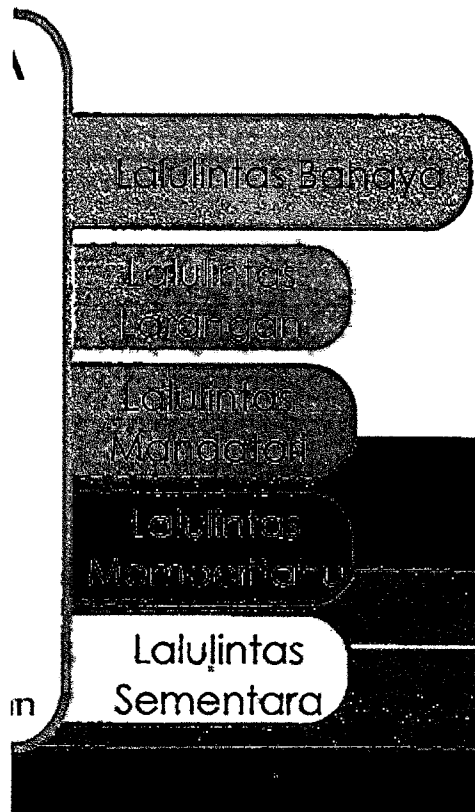
Figure 4.6 : Side Button

Figure 4.7 : Bottom Button

Figure 4.6 show the button which navigate user to part of the module. There have five button will go to different part. However, figure 4.7 is a bottom button. This button will navigate user to previous page, home page and also next page.
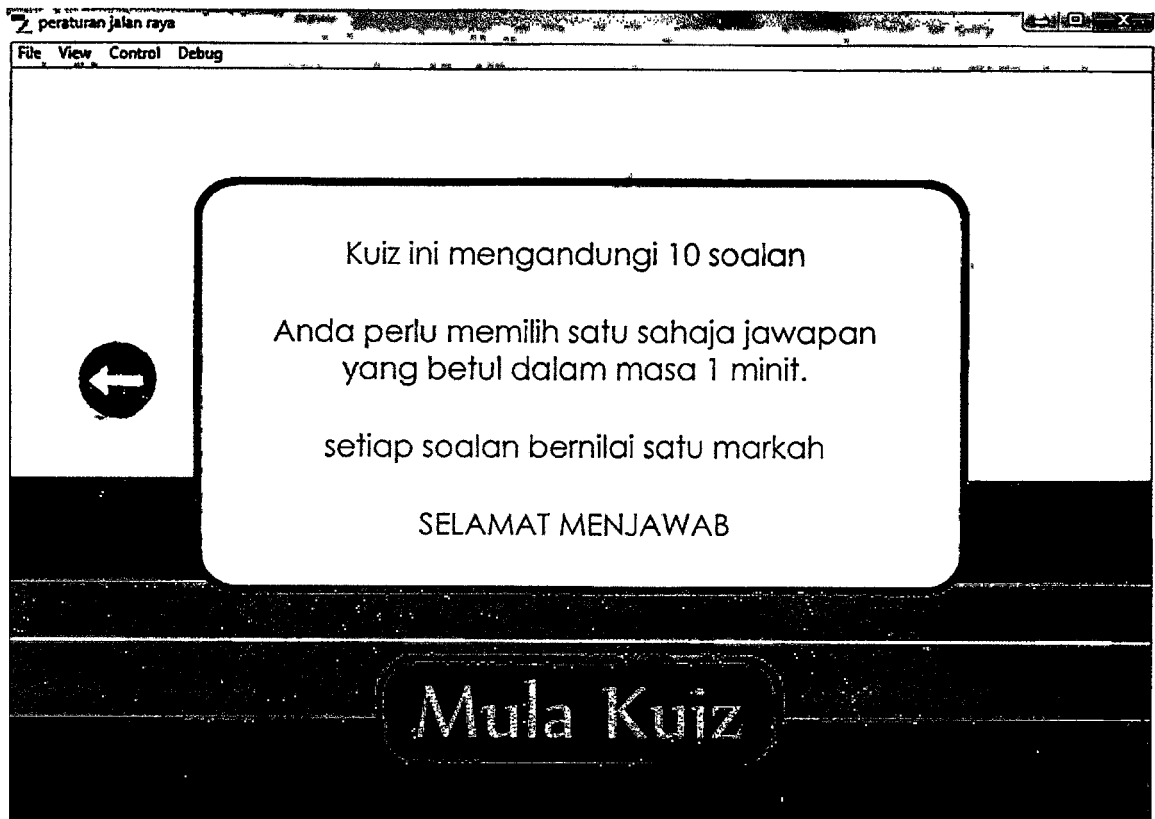
File   View   Control   Debug

Kuiz ini mengandungi 10 soalan

Anda perlu memilih satu sahaja jawapan
yang betul dalam masa 1 minit.

setiap soalan bernilai satu markah

SELAMAT MENJAWAB

Mula Kuiz

Figure 4.8 : Quiz Instruction Interface

Figure 4.8 show the instruction for quiz. This instruction for make user easy to use this system and this instruction are easy to understand. "Mula Kuiz" button will go to first question of quiz interface and previous button will go to main menu interface.
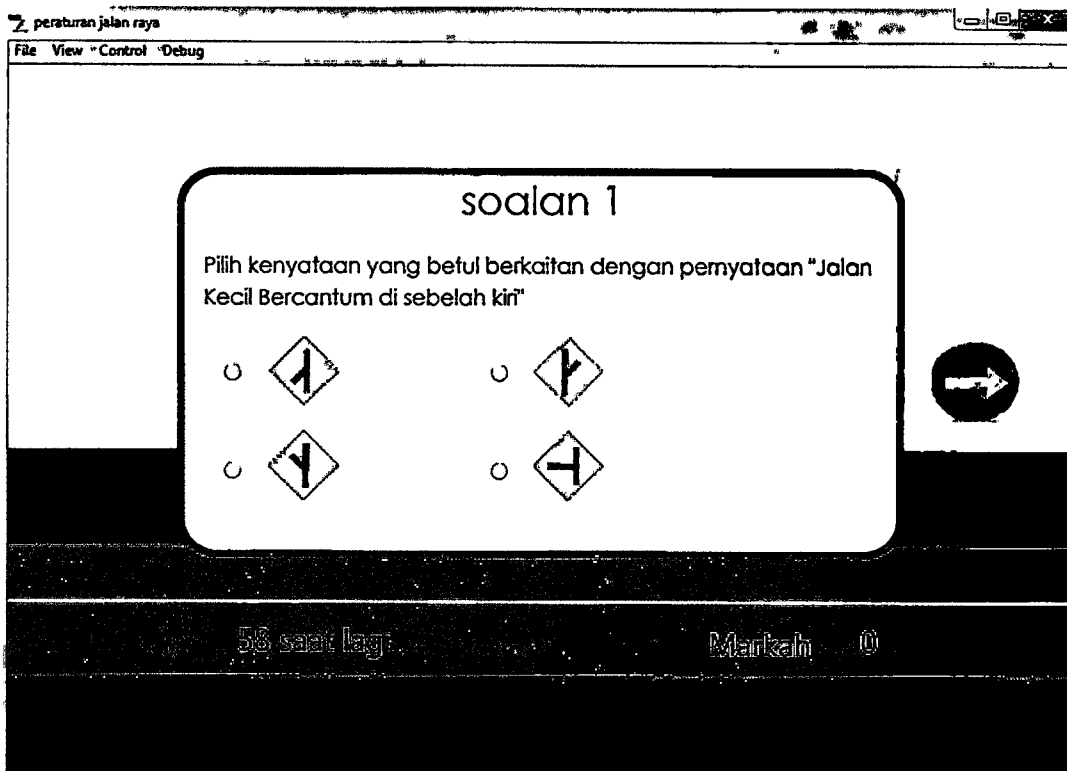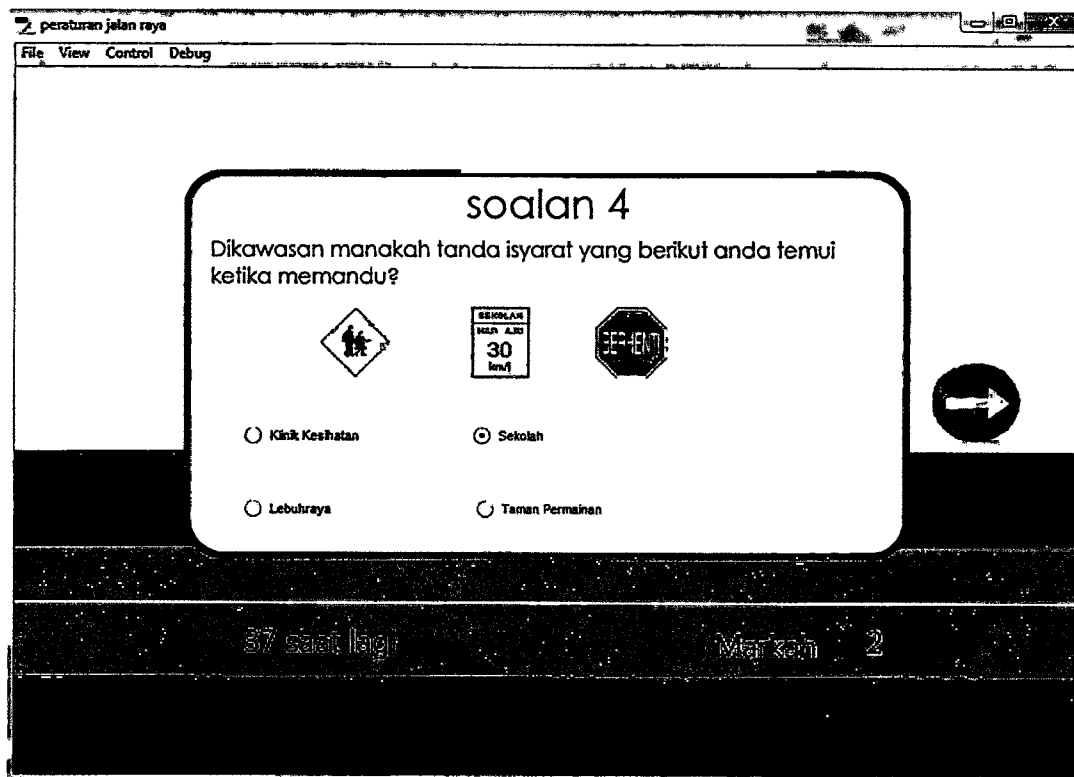
Figure 4.9 : Quiz Question Interface

Figure 4.10 : Quiz Question After Answering Question Interface

Figure 4.9 show the quiz question .Each page have aquestion and the answer are in radiobutton. User need to click on radiobutton to select the anser before click next button.In this quiz have time which is remaining the quiz and score will be collect if user answer the right answer.Figure 4.10 show how the system work.
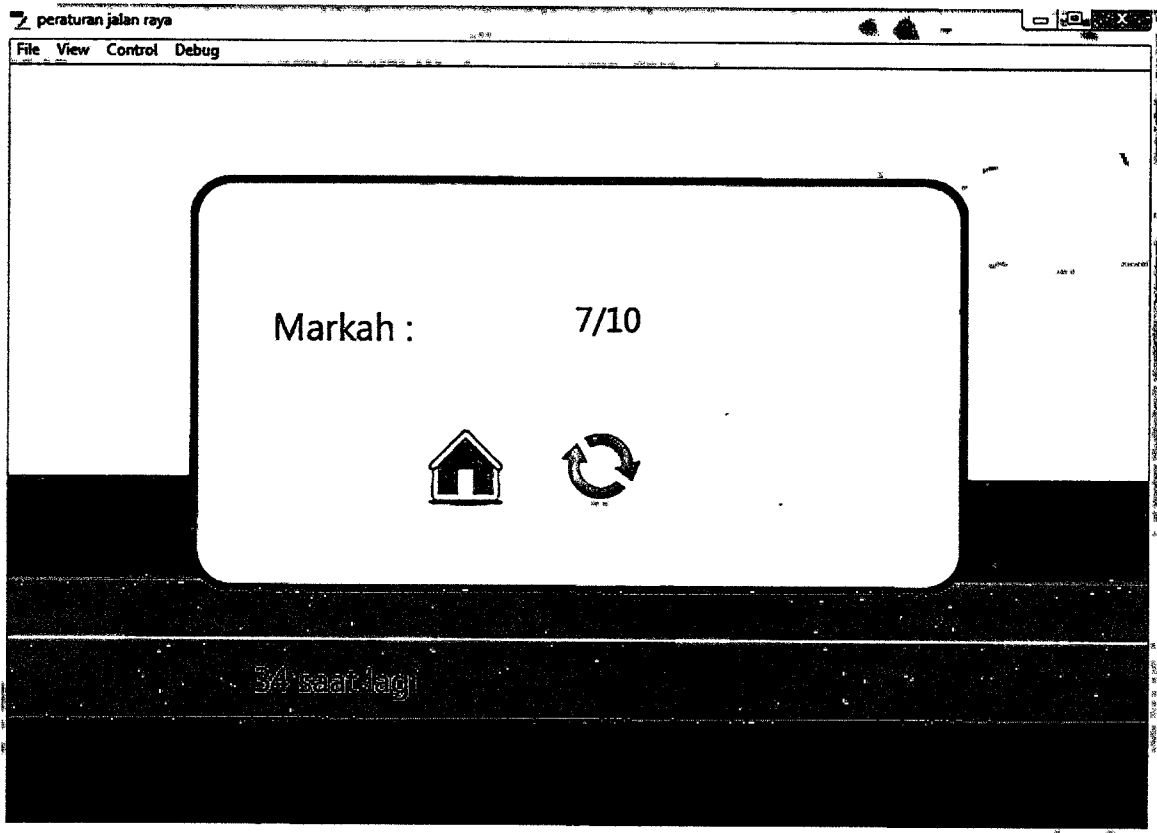

Figure 4.11 : Quiz Question Mark interface

Figure 4.11 show the mark show after answer all question. The mark also show when times up.The time also show the the how many seconds left. In this interface also have home button.this button will go to first interface and repeat button will retake the quiz.
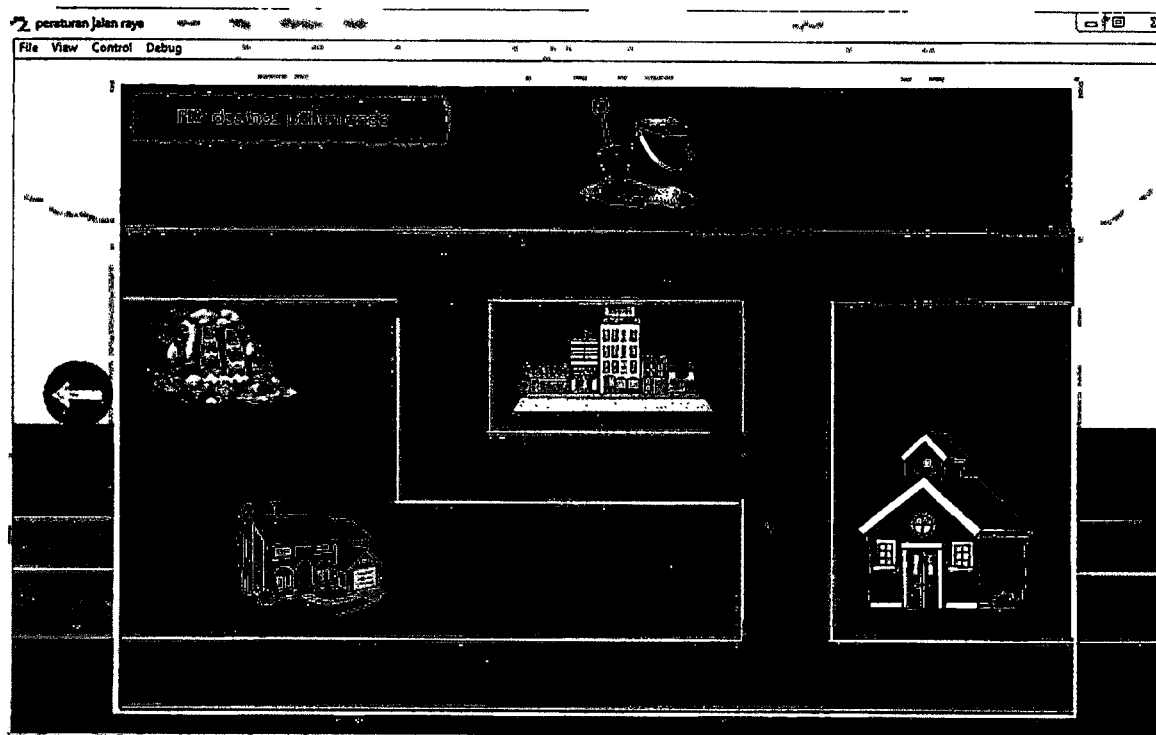
Figure 4.12 : uji minda choosen destination

Figure 4.12 show the uji minda for user choose the destination where they go. In this interface have four destination which is school, town, beach and also waterfall. The system guide user what to do such there have a instruction which is "Pilih detinasi Piliha anda". Each button also showed the instruction.After click one of the button the system will go to next interface which is figure 4.13.
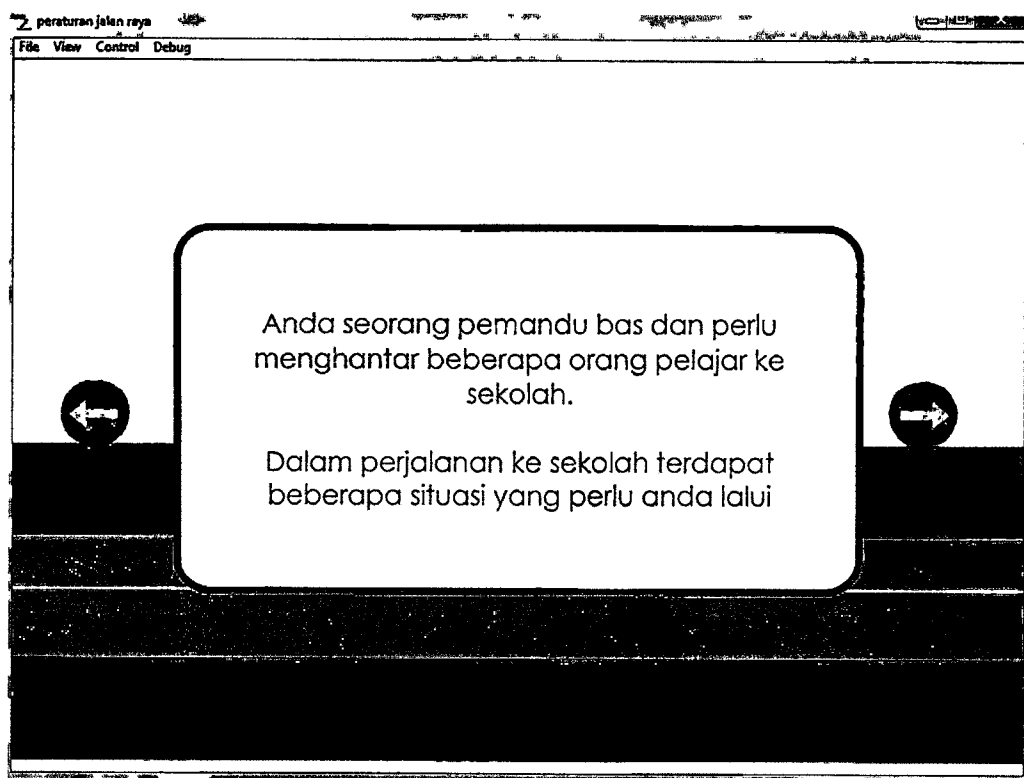
File View Control Debug

Anda seorang pemandu bas dan perlu
menghantar beberapa orang pelajar ke
sekolah.

Dalam perjalanan ke sekolah terdapat
beberapa situasi yang perlu anda lalui

Figure 4.13 : Situation

peraturan jalan raya

File View Control Debug

sila tekan butang ☐ ini untuk
menggerakkan kenderaan ke kanan

sila tekan butang ☐ ini untuk
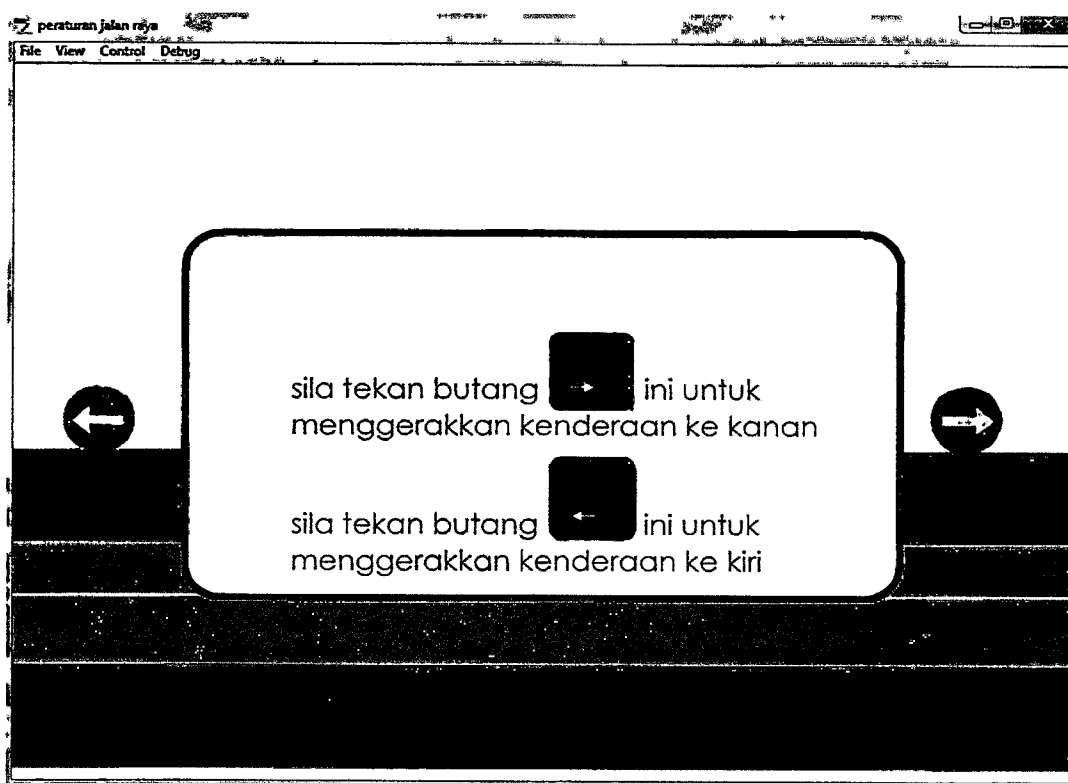menggerakkan kenderaan ke kiri

Figure 4.14 : instruction how to use

Figure 4.13 and figure 4.14 show the instruction how to use the "uji minda" phase. In these inteface also show the next and previous button where the can navigate user to next and previous page.
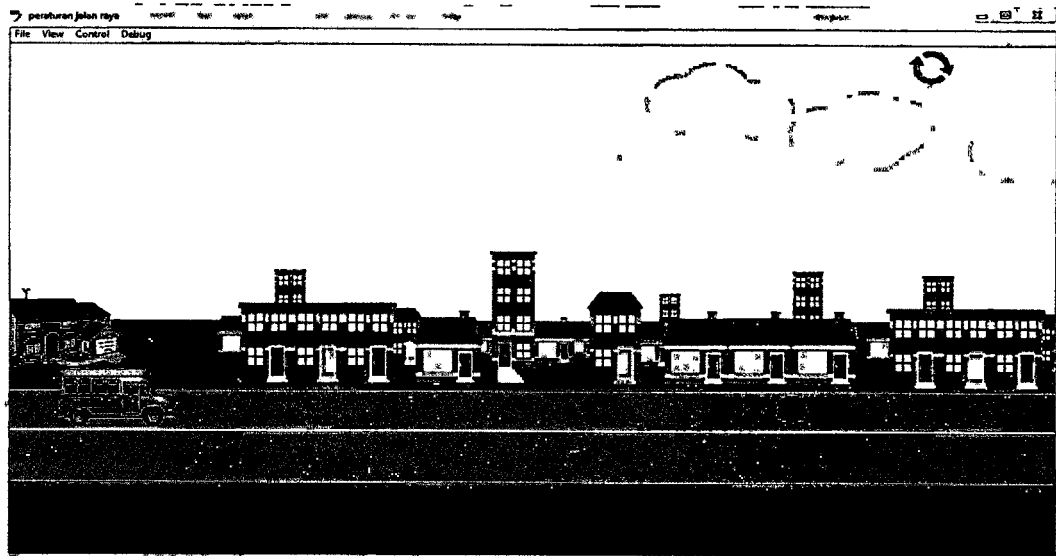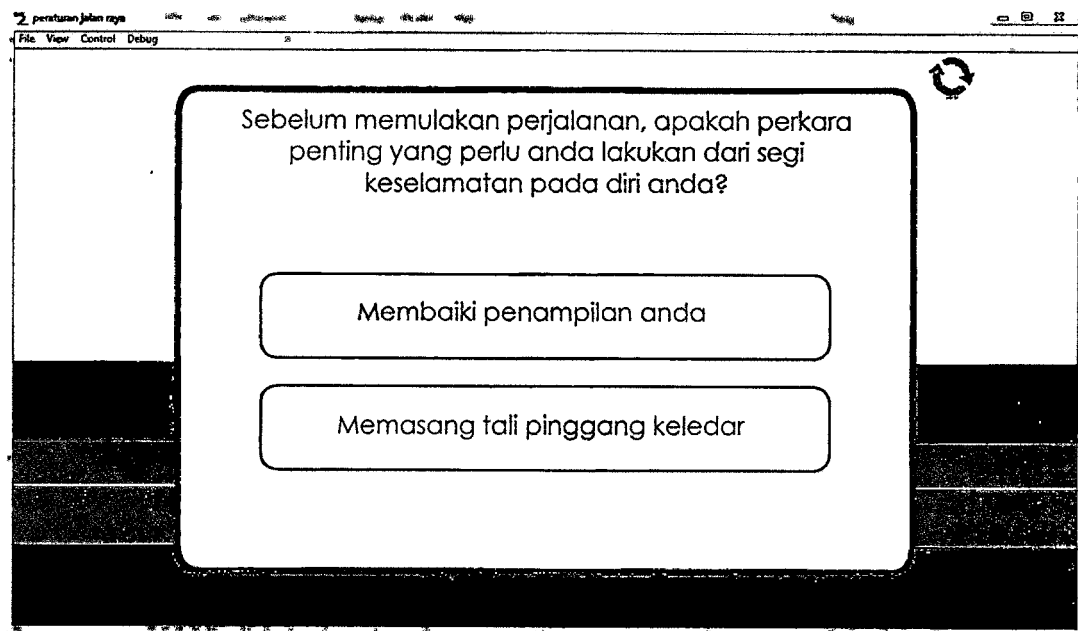

Figure 4.15 : uji minda interface

Figure 4.16 : Uji Minda Question

Figure 4.15 need user to move the vehicle to the red button then there will go to next interface which in figure 4.16.In figure 4.16 show the question about what they to do about the situation.
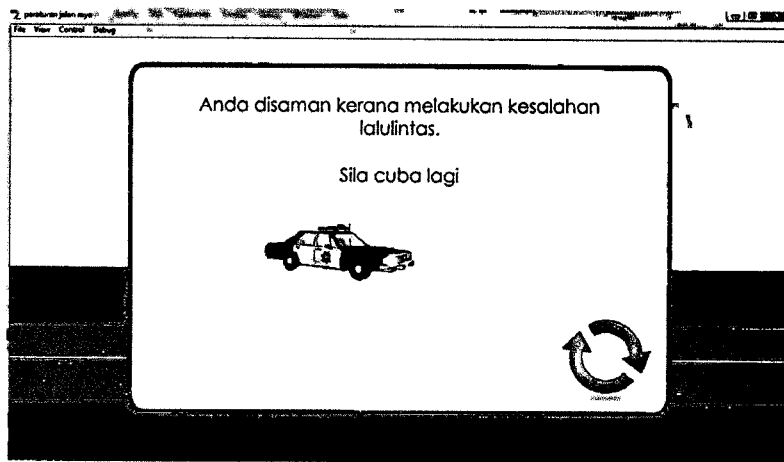

Figure 4.17 : Effect 1
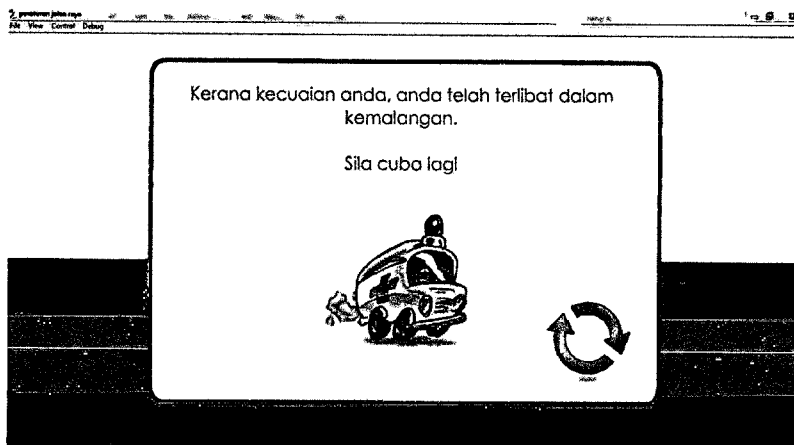
Figure 4.18 : Effect 2
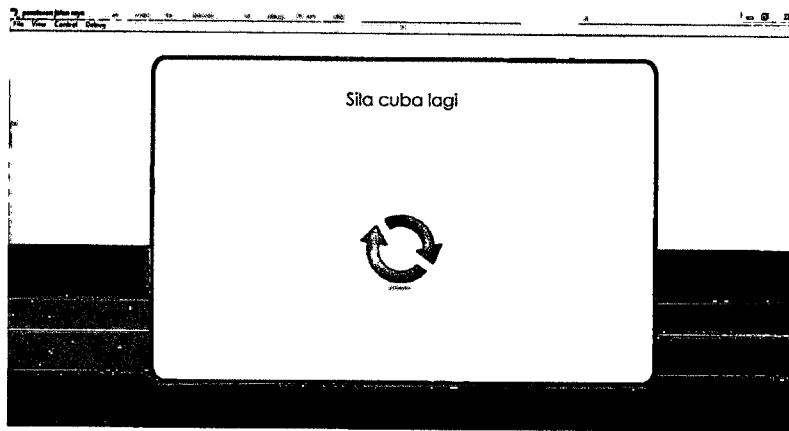
Figure 4.19 : Effect 3

Figure 4.17 show the effect if the answer is wrong. In this interface they need to choose the situation back.

Coding for First Interface

```
stop();
start_btn.addEventListener(MouseEvent.CLICK, startproject);


function startproject(event:MouseEvent):void
{
gotoAndStop("module");
}
```

Coding for Main Menu

```
stop();
module_btn.addEventListener(MouseEvent.CLICK, startmodul);


function startmodul(event:MouseEvent):void
{
gotoAndStop("m_lb_1");
}
```

```
stop();
kuiz_btn.addEventListener(MouseEvent.CLICK, startKuiz);


function startKuiz(event:MouseEvent):void
{
gotoAndStop("quiz_menu");
}


stop();
game_btn.addEventListener(MouseEvent.CLICK, startGame);


function startGame(event:MouseEvent):void
{
gotoAndStop("front_game");
}


stop();
home_btn.addEventListener(MouseEvent.CLICK, function_home);


function function_home(event:MouseEvent):void
{
gotoAndStop("main");
}
```

Coding for Module

```
//main button
stop();
next_btn.addEventListener(MouseEvent.CLICK, function_1);


function function_1(event:MouseEvent):void
{
gotoAndStop("m_lb_2");
}


stop();
home_btn.addEventListener(MouseEvent.CLICK, function_2);


function function_2(event:MouseEvent):void
{
gotoAndStop("main");
}


stop();
previous_btn.addEventListener(MouseEvent.CLICK, function_3);


function function_3(event:MouseEvent):void
{
gotoAndStop("module");
}


//module button
stop();
bahaya_btn.addEventListener(MouseEvent.CLICK, function_4);
```

```
function  function_4(event:MouseEvent):void
{
gotoAndStop("m_lb_1");
}


stop();
larangan_btn.addEventListener(MouseEvent.CLICK, function_5);


function  function_5(event:MouseEvent):void
{
gotoAndStop("m_ll_1");
}


stop();
mandatori_btn.addEventListener(MouseEvent.CLICK, function_6);


function  function_6(event:MouseEvent):void
{
gotoAndStop("m_lma_1");
}


stop();
memberitahu_btn.addEventListener(MouseEvent.CLICK, function_7);


function  function_7(event:MouseEvent):void
{
gotoAndStop("m_lme_1");
}
```

```
stop();
sementara_btn.addEventListener(MouseEvent.CLICK, function_8);


function function_8(event:MouseEvent):void
{
gotoAndStop("m_ls_1");
}
```

Coding for Quiz

```
// using the import directive to import the required classes


import fl.controls.RadioButtonGroup;
import flash.events.MouseEvent;
import flash.events.TimerEvent;
import flash.utils.Timer;


// starting out with a  score of 0


var myscore = 0;  score.text = myscore+"";
// creating a new instance of  the radioButtonGroup Class
var mygroup1:RadioButtonGroup = new RadioButtonGroup("group1");
r1.group = r2.group = r3.group = r4.group = mygroup1;


b1.addEventListener(MouseEvent.CLICK, quizHandler1)
function quizHandler1(event:MouseEvent):void{
if(mygroup1.selection.label=="simpang dari kiri"){myscore+=1;  nextFrame();
}
else{ nextFrame();}
}
```

```
// firing a 60 second timer
var myTimer:Timer = new Timer(1000,60);
myTimer.addEventListener(TimerEvent.TIMER, countdownHandler);
function  countdownHandler(event:TimerEvent):void{
        countdown.text = 60-myTimer.currentCount+" saat lagi";
        if(myTimer.currentCount==60){gotoAndStop(150)}
}
myTimer.start();
```

Coding for next quiz

```
var mygroup2:RadioButtonGroup = new RadioButtonGroup("group2");
r5.group = r6.group = r7.group = r8.group = mygroup2;
score.text = myscore + "";// showing updated score


b2.addEventListener(MouseEvent.CLICK, quizHandler2);
function quizHandler2(event:MouseEvent):void
{
        if (mygroup2.selection.label == "had laju")
        {
                myscore += 1;
                nextFrame();
        }

        else
        {
                nextFrame();
```

```
        }

}
```

Coding for getting full score

```
stop();
home_btn.addEventListener(MouseEvent.CLICK, function_9999);


function function_9999(event:MouseEvent):void
{
gotoAndStop("main");
}


stop();
ulang_btn.addEventListener(MouseEvent.CLICK, function_8888);


function function_8888(event:MouseEvent):void
{
gotoAndStop("quiz_menu");
}



score.text = myscore+"/10"; // updating the score

// stopping the timer on the  last frame
myTimer.stop();
```

Coding for move car

```
stop();
bas.stop();


import flash.events.KeyboardEvent;
import flash.events.Event;
import flash.events.TimerEvent;


//variable
var wspeed:Number=0;



//eventlistener
stage.addEventListener(KeyboardEvent.KEY_DOWN,keydown);
function keydown(e:KeyboardEvent)
{
        if(e.keyCode==Keyboard.LEFT)
        {
                wspeed=-10;
                bas.gotoAndStop(2);
        }


        if(e.keyCode==Keyboard.RIGHT)
        {
                wspeed=10;
                bas.gotoAndStop(1);
        }


        if(e.keyCode==Keyboard.UP)
        {
```

```
                    wspeed=10;
                    bas.gotoAndStop(1);
          }


}


stage.addEventListener(KeyboardEvent.KEY_UP,keyup);
//stop player letgo of the key
function keyup(e:KeyboardEvent)
{
      if(e.keyCode==Keyboard.LEFT)
      {
            wspeed=-0;
      }


      if(e.keyCode==Keyboard.RIGHT)
      {
            wspeed=0;
      }
      if(e.keyCode==Keyboard.UP)
      {
            wspeed=0;
      }
}


stage.addEventListener(Event.ENTER_FRAME,gameloop);
function gameloop(e:Event)
{
      moveplayer();
      exitlevel();
```

```
}

function moveplayer()
{

        bas.x+=wspeed;

        if(bas.x<0)
        {
                bas.x=0;
        }
        if(bas.x>900)
        {
                bas.x=900;
        }
}

function exitlevel()
{
        if(bas.hitTestObject(exit))
        {
                gotoAndStop("halangan1");
        }
}

stop();
ulang_btn.addEventListener(MouseEvent.CLICK, function_6007);

function  function_6007(event:MouseEvent):void
{
```

```
gotoAndStop("menu_game");
}
```

SECTION 5

RESULT AND DISCUSSION

5.1 Introduction

In this chapter is to identify and discuss the process in achieving overall the project. This process are carried out the decisions will be taken to solve the problem to finding the best solution for the objectives of the system. This chapter also explained about result analysis,test result, constraints and system recommendations improvement.

5.2 Result Analysis

After the develop the system was finish, system must to go to process of analysis where the objective of the project can be solve through this system.Beside that, the result from this system must develop as the objective of the project.

5.3   Test Result

For test result, we use the windows 7 to test the system in completing the system implementation. During the test the system, there are no error from this system and it run smoothly.

5.4   Discussion

For the discussion, to ensure this system achieve the objectives of the system. The methodology use to build the system should be clearly be defined. The system succesfully created but there still have advantages and disadvantages.

5.4.1   Advantages of the System

For the advantages of the system during the development and testing are very important when create the system. This is because the system have been develop must be based on objectives of the system.Beside that,the system have been develop shuold make impact and give a lot of benefit to user. The advantage of the system are:

i.   To encourage user use the technology because many technology nowaday use the technology for many thing include in education.

ii.   Through this system, user can learn anytime without time limit.

iii.   Interesting learning can help user easy to remember what they learn.

5.4.2 Disadvantages of the System

Besides the system give a lot of benefits there still have disadvantages. There have some weaknesses that have been discovered during the development and during testing process. Such of weaknesses are:

i. There not have an application through android platform.

ii. Using existing photo from the website.

iii. Not have sound effect in this system

5.5 Constraint

For the constraints, when develop this system there have a lot of constraints that have to faceand identified in the process development. The constraints that occurs during the development phase in this project are:

5.5.1 Time constraint

In the time constraint, time to develop the system in the short time period which is from 3-4 months.

5.5.2 Knowledge and Experience Constraint

In order to develop this system, knowledge about the software is vey lack especially in using adobe flash cs6. Using the tutorial from internet like web search and tutorial make me more understand about how to build this system.

5.5.3 Application Constraints

In this application, sometimes there have some error when develop the system until the system is to be terminated and need to open again.

5.6 Gantt Chart

The purpose of gantt chart is a schedule of completing system which is Driving School Learning. This document list the activities done from the start project until the system is complete.(Refer to appendix)

5.7 Summary

Summary of this chapter disduss about the result and discussion of the project. It includes test result of the project which is by checking frame by frame.Furthermore, in this chapter also discuss about the advantages and disadvantages comes from this sistem, constraints and gantt chart.

SECTION 6

CONCLUSION

6.1   Introduction

In thsis chapter include the all conclusion from each chapter. Each chapter describes the system process and how the system develop. It include all the information needed to develop the system.The method have been used by this system are RUP method . each phase in the method of RUP play as role in develop thhis system.

6.2   Summary of Literature Review

Form the literature review its come to the previous studies for the best result. The comparison from the research have been made to catogorize needed in this system.

6.3   summary of Methodology

In methodology this system have been used RUP method to develop this system. There have four phase which is

   i. Inception
  ii. Elaboration
 iii. Construction
  iv. Transition.

This methodology was chosen because it defines a development system with sequential and systematic. The tool have been used in this graphic system are adobe flash cs6, adobo photoshop cs3.

6.4 Conclusion

For the conclusion, the system have been done develop and the objective of this project should be achieved. The objective of this project are to build a system Driving School Learning. This project is develop by using RUP model methodology and the system have been created by using adobe flash cs6.

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i.   *http://en.wikipedia.org/wiki/Adobe_Photoshop*
ii.   *http://en.wikipedia.org/wiki/Adobe_Flash_Player*
iii.   *http://en.wikipedia.org/wiki/Microsoft_Visual_Studio*
iv.   *http://en.wikipedia.org/wiki/PHP*

Task Name	Duration	Start	Finish	Predecessors
− Inception	8 days	Mon 2/24/14	Wed 3/5/14	
Project Planning	8 days	Mon 2/24/14	Wed 3/5/14	
− Elaboration	58 days	Thu 3/6/14	Wed 5/21/14	
Literature Review	15 days	Thu 3/6/14	Tue 3/25/14	2
Requirement Analysis	20 days	Wed 3/26/14	Mon 4/21/14	4
Requirement Specification	23 days	Tue 4/22/14	Wed 5/21/14	5
Project Review	1 day	Thu 5/22/14	Thu 5/22/14	6
− Construction	259 days	Thu 5/22/14	Tue 5/19/15	
System Development	259 days	Thu 5/22/14	Tue 5/19/15	6
Database development	259 days	Thu 5/22/14	Tue 5/19/15	6
System Integration	259 days	Thu 5/22/14	Tue 5/19/15	6
− Transition	259 days	Thu 5/22/14	Tue 5/19/15	
System Testing	259 days	Thu 5/22/14	Tue 5/19/15	6
Documentation	317 days	Thu 3/6/14	Tue 5/19/15	2
Project Review	1 day	Wed 5/27/15	Wed 5/27/15	14

5/22

5/27