MOBILE APPLICATION FOR FRESH FOOD ORDERING

NURUL AMANINA BINTI RAMLI

BACHELOR OF COMPUTER SCIENCE

UNIVERSITI MALAYSIA PAHANG
SUPERVISOR’S DECLARATION

I hereby declare that I have checked this thesis and in my opinion, this thesis is adequate in terms of scope and quality for the award of the degree of Bachelor of Computer Science (Computer System & Networking) with Honors.

_______________________________
(Supervisor’s Signature)
Full Name : Mohd Faizal bin Ab Razak
Position :
Date : 29 May 2019

_______________________________
(Co-supervisor’s Signature)
Full Name :
Position :
Date :
STUDENT’S DECLARATION

I hereby declare that the work in this thesis is based on my original work except for quotations and citations which have been duly acknowledged. I also declare that it has not been previously or concurrently submitted for any other degree at Universiti Malaysia Pahang or any other institutions.

________________________________________
(Student’s Signature)

Full Name : NURUL AMANINA BINTI RAMLI
ID Number : CA16006
Date : 29 May 2019
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NURUL AMANINA BINTI RAMLI

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ABSTRAK

ABSTRACT

In this century, many advances in mobile technology have been created to help the community in their lives. Mobile Application for Fresh Food Ordering is developed for everyone in Malaysia to place fresh food orders remotely from different locations via mobile devices. Not only that, but it also facilitates sellers of fresh food to provide services send fresh food to customers. Nowadays morning market and supermarket still using the old-fashioned approach, which is customer need to line up in long queues and squeeze to buy fresh food, especially at the peak hour. Because of that, this old-fashioned approach takes a lot of time and wasting customer time. Besides that, because due to the limited availability of offline market and each market has space constraints so it does not have a lot of choices to choose fresh food. Hence, this will waste customer money and does not meet customer requirements. So, the purpose of this project is to provide customers with fresh food requesting service, pointing to dealer's location with this application using GPS and Google Map graphical user interface. As a result, it is easier for customers to buy fresh items without having to go to the morning market and supermarket and save customers time.
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CHAPTER 1

INTRODUCTION

1.1 Overview

This chapter gives a general summary and review of the proposed project in the thesis. Section 1.2 will tell about the complete background for fresh food ordering application. Next, section 1.3 gives a brief description of the problems that people are facing when using the old system. While the goal and objectives for the fresh food ordering application are stated in section 1.4. Meanwhile, in section 1.5, the scope of the study is discussed in the outline of the limitations of the application. Finally, the thesis organization is discussed in section 1.6.

1.2 Background

Technology plays an important role in our society, especially in the 21st century. There are many requests for mobile devices, frameworks, applications and so on to meet the needs of individuals, societies, associations and possibly countries. This is because of our modern day life that demands their lives easier, smaller in error, and what matters is to save their time. Therefore, creating a mobile application for the fresh food system is a satisfying solution that encompasses all the demands. There are lots of the systems and applications existed nowadays that meet with those requirements mainly uses in supermarket services. However, the systems and applications only apply to a big supermarket such as Redtick, Tesco and Grocer Express and not widely implement for morning market, farmer’s market and wet market. This project focuses on developing an open-source mobile application that would be helpful for everyone in Malaysia for fresh food ordering.
Since the widespread expansion of mobile devices and wireless technologies, mobile applications have become a global phenomenon and mobile applications that have been downloaded by smartphone users have been increasing year by year. With the help of Global Positioning System (GPS) and integration with Google Map and Google Places API on smartphones with delivery systems, retail delivery can be improved in terms of quality of service to customers. As a result, increased customer satisfaction can be achieved. This type of application can be the best tool and very helpful to the customer by ordering the order easily, can track the location of a specialized seller and make the system more systematic with a less human error.

 Primarily, customers will place their order directly from their smartphones without being in the farmer’s market, morning market and wet market. The Android-based mobile application name is Easy Market that comprises of different functionality for a systematic fresh food ordering approach. The customers only need to order their choice of fresh food by scrolling their smartphones to view meal menu and click a button to place their order by the Easy Market platform that running on the Android-based mobile device. While the sellers can use the Easy Market application to register their business, customize their menu list and post the list in the application for the buyer to view. Both the customers and sellers need to register with the mobile number, username and password for the authenticity purpose.

1.3 Problem Statement

At this juncture, the basic problem is the farmer’s market, morning market and the wet market still using the old-fashioned approach, which is customer need to line up in long queues and squeeze to buy fresh food, especially at the peak hour. Because of that, this old-fashioned approach takes a lot of time and wasting customer time.

The second problem is less variety and option. This is because due to the limited availability of offline market and each market has space constraints so it does not have a lot of choices to choose fresh food. Hence, this will waste customer money and does not meet customer requirements.
Lastly is multiple trips. Usually, the customer tends to forget the fresh food item that they want to buy, so the customer needs to trek back to the market for the single item that has been forgotten. Because of that, customer missed buying the item, wasting money and time.

1.4 Goal and Objectives

The goal of this project is to develop a mobile application for fresh food ordering for the customer. The objectives of the project are:

i. To study the issue of selling fresh food at the market.

ii. To develop a mobile application that allows the customer to order fresh food from Mobile Application for Fresh Food Ordering.

iii. To evaluate the effectiveness of the proposed mobile application system compare to the existing system.

1.5 Scope

i. The development of this project is focused on the mobile user which is customer among residents in Kuantan, Pahang.

ii. The total of distance that Mobile Application for Fresh Food Ordering able to delivery is 20 km.

iii. This mobile application is only developed for the Android platform.

1.6 Report Organization

This chapter provides relevant information which encompasses to the background, problem statement, goal and objective, and scope. The rest of the proposal is as laid out in Figure 1.1. This proposal composed of five chapter.
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