

AUTO GENERATE WOMEN CLOTH TEMPLATE

HILDA BINTI ZAINAL

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requirements for the award of the Degree of  
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## DECLARATION

“I hereby declare that I have read this thesis and in my opinion this thesis is sufficient in terms of scope and quality for the award of the Degree in Computer Science (Software Engineering)”

Signature : .....  
Supervisor : DR ROHANI BINTI ABU BAKAR  
Date : ....13 JUNE 2012.....

## DECLARATION

I declare that this thesis entitled “AUTO GENERATE WOMEN CLOTH TEMPLATE” is the result of my own research except as cited in the references. The report has not been accepted for any degree and is not concurrently submitted in candidature of any other degree.

Signature : .....

Name : HILDA BINTI ZAINAL

Date : .....13 JUNE 2012.....

## **DEDICATION**

### **Special Dedication to**

*My parent for their support and motivation.*

*Dr Rohani Binti Abu Bakar as my supervisor for his guidance, critics and advisor me.*

*Nur Eida Naim Binti Abd Rahim for the information*

*Nurulfarhana Binti Mohd Azhar for support and give motivation*

*My friends*

*Thanks for yours support and cooperation.*

***“May Allah bless yours”***

***Sincerely***

*Hilda Binti Zainal*

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## **ABSTRACT**

Auto Generate Women Cloth Template (AGWCT) is web based website to generate template for “baju kurung” cloth based on body measurement user key into the AGWCT. The main objective is to develop a prototype of Auto Generate Women Cloth Template for novice user or ordinary person who does not have skill to make their own cloth template. This prototype is using PHP as a platform to process and generate template. Auto Generate Women Cloth Template (AGWCT) has lots of benefits for novice user or ordinary person who does not has skill to produce the template without asking some else to produce and have to pay expensive for it.

## **ABSTRAK**

Auto Generate Women Cloth Template (AGWCT) ialah satu laman sesawang yang akan menghasilkan atau menjana pola baju iaitu untuk baju kurung dengan menggunakan saiz ukuran badan yang akan diisi oleh pengguna ke dalam AGWCT. Objektif utama projek ini ialah untuk membina sebuah prototaip Auto Generate Women Cloth Template untuk pengguna baru dan orang biasa yang tidak mempunyai kemahiran untuk membuat pola baju sendiri. Prototaip ini menggunakan PHP sebagai landasan untuk memproses dan menjana pola. Auto Generate Women Cloth Template (AGWCT)member banyak kelebihan kepada pengguna baru serta orang biasa yang tidak memiliki kemahiran untuk menghasilkan pola tanpa meminta bantuan untuk membuat pola dan membayar dengan kadar yang mahal.

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## **CHAPTER ONE**

### **INTRODUCTION**

This chapter describe about the overview of Auto Generate Women Cloth Templates in Project Overview, Problem Statement which describes about the issues by the current method that person used to make the templates cloth. Besides that, the objective and project scope are also describe as the reasons why this prototype is develop.

#### **1.0 PROJECT BACKGROUND**

The prototype that is to develop in this work named as Auto Generate Women Cloth Templates. With this prototype, a person who does not have experience in sewing also is able to make the cloth template even though it is not an easy work for novice people.

By using computer as the tools to run the prototype, user has to choose access into the prototype address and log in into the prototype as registered user. After that user has to choose type of cloth the users intend to generate. Users have to fill in the size of their body measurement for example their waist, shoulder measurement in the measurement form interface and generate the templates. The prototype allow user to edit their measurement if there it mistake in the information.

This prototype bring benefits for the people who not familiar to make the cloth template to give opportunity to make their own cloth template and it is more cheaper than ask somebody else to make it for them.

## 1.1 PROBLEM STATEMENT

There are several problem statements reasons to develop the auto generate cloth templates which are:

- i. Draw cloth templates or to get cloth template is very expensive task where day by day the payment will increase for the comparison, in year 2003 one suit cloth template of “baju kurung” will cost around RM10, but today in 2012 it is cost at least RM30 or even higher than that.
- ii. To make the cloth template, the expert user will take time in two hours while the novice user will consume time longer than the expert user.
- iii. The more complex the cloth templates design, the difficulties level to produce the template also increase and it is bring difficult to who have no experience and does not have lots of training.

In conclusion, it is can be assume generating cloth template is required a highly skills and still time consuming. Thus to make cloth template task is not for novice person who do not have experience and sewing skills. Thus, this prototype is to develop with the objective to help people who did not have the above skill to produce their own cloth template.

## 1.2 OBJECTIVES

The objectives of this project are:

- i. To develop a prototype for novice or ordinary people to auto generate templates woman cloth.
- ii. To employ scaling technique using canvas in HTML in order to generate the cloth templates.



### 1.3 SCOPES

The scopes of the project that have been identified are:

- i. The template will be generated based on given input by the users.
- ii. User will be able to print the provided generated templates.
- iii. The prototype only able to generate and print the template one by one in A4 size of paper.
- iv. Consider type of cloth to be generate:
  - a. “Baju Kurung”

### 1.4 REPORT ORGANIZATION

This report consists of five (5) chapters. Chapter one will briefly explain about the project overview of the entire project include the introduction, objectives, scopes and problem statements.

In the chapter two, it is explains about the literature reviews for this project. This chapter will discuss on current system and the technique or the software that is used on the current system.

While in the chapter three, the methodology will discuss about the approach and framework for the project. It is including the method, technique that will be used while designing and implementation this project. This chapter also explains about the justifications of method or approach used and hardware and software necessity.

In chapter four, it is about the implementation of the methodology and technique that has been discuss in the chapter three and the interface of the system.

Lastly, in the chapter five will discuss about result and discussion where it will discuss about the system result. This chapter also will discuss about the conclusion the entire thesis’s chapter, chapter one until chapter five.

## **CHAPTER TWO**

### **LITERATURE REVIEW**

#### **2.0 INTRODUCTION**

There are three existing system that related with the Expert System to Auto Generate Women Cloth Templates which is Feature Recognition by Template Matching, Image Based Dress Up System, and Scaling Invariant Boundary Image Matching Using Time-Series Matching Techniques.

The method that will be used to develop Auto Generate Women Cloth Template prototype is based on Rapid Application Development. Each method has their phases that used to develop the system. In the RAD there are four phase, requirement & planning, user design, construction and cutover.

In order to develop the prototype, Macromedia Dreamweaver CS3 will be used as a development application tools to design the interface. For database, the tool will use MySQL. The specification of software and hardware requirement also will be explained in this chapter.

#### **2.1 EXISTING SYSTEM**

##### **2.1.1 Feature Recognition by Template Matching**

This experimental is exploring problems that came from the free-from features recognition. The program using different approaches on boundary representation (B-rep) which is syntactic pattern recognition and the graph based

method. Template matching in B-rep proposes two approaches for the process where it is a hunting-phase and a refinement-phase.

These two phase have potential region they have to look for example in hunting phase, potential region is where lie in the match curves identified while for refinement phase within the specified tolerance, it is systematically search to allocate a point in the match curve.

In the hunting phase there several steps to estimate ratio for the template matching. There are estimating the template matching ratio, sweep method, iteration for mesh density and clustering of the potential match locations. For the refinement phase is contain refinement of the mesh and sampling in each region.

A program have been tested to implement the proposed method and the output generated and been displayed through Unigraphics system. The result shows that the hunting phase just took several second about 40 minutes while refinement took within one minute to complete one process. This two approaches help to solve the limitation problems that came from the free-from features recognition.

### **2.1.2 Image Based Dress Up System**

In this system, they want to create an image based system for general users easy to use and less expensive cost to build. They also want to show that they have produced a visually plausible and well fitted virtual dress up result in a practical and usable.

They have analyzed web based system and 3D based system includes the method use in the based system. System overview of the system also has been prepared to give picture how the system runs. For the interface and task, they are using Extract Alphamap, boundary condition, skeleton setting and size input for the end user to key in the measurement. In the dress up step, there are four algorithms that been used which is triangulation, 1<sup>st</sup> deformation, 2<sup>nd</sup> Deformation and relighting. They also have been run evaluation to their system and analyze the result.

As a result, the system can be use with the guide that have been prepared but still have some limitation with the function. This system has proved that their system is more easy to use because just using one image model and less expensive from the previous 3D system.

### **2.1.3 Scaling Invariant Boundary Image Matching Using Time-Series Matching Techniques**

In this paper, they describe on how to solve scaling invariant problem in the time series domain instead in the image domain. Firstly, scaling distance between boundary images and present an interpolation method has to be define for the computing the distance purpose in time series domain. Secondly, the notion for the scaling invariant distance with the boundary images been proposed. By using the upper and lower bound, the divide and conquer algorithms have been decided to being used for determine the similarity between boundary images and scaling invariant.

Lastly they propose, method for this paper is using sequential and index based matching methods. Greedy algorithms also have been proposed to help reduce the number of the recursive calls and help in determine the scaling invariant similarity of boundary images.

### **2.1.4 Time Series Matching and Image Matching**

A time-series is a sequence of real numbers representing values at specific time points. Under Euclidean distance based similarity model, time series will be perform, example of the time series data is stock prices and exchange rates. Beside Euclidean, there are other methods that being used such as shifting, scaling and normalization.

For the image matching, it's will help to identifies data images similar to the given image and can choose which image area that want to attempt make research such as color, texture or the shapes of the image or object itself.

Table 1.0: Comparison of basic and greedy algorithm in determining the scaling invariant similarity

<b>Greedy Algorithm</b>	<b>Basic Algorithm</b>
reduces the recursive dept decrease	Not better than greedy algorithm
number of recursive calls reduce	Not better than greedy algorithm
Better performance	Not better than greedy algorithm

### 2.1.5 Summary of All Existing System

Table 1.2: Existing System

	<b>Techniques</b>	<b>Advantages</b>
<b>Feature Recognition by Template Matching</b>	<ul style="list-style-type: none"> <li>- Boundary Representation (B-rep)</li> <li>- Neural Network</li> </ul>	The figures show the result within 1 minute.
<b>Image Based Dress Up System</b>	<ul style="list-style-type: none"> <li>- Information Retrieval (IR)</li> <li>- Latent Semantic Analysis (LSA).</li> </ul>	The system more easy to user because just contain only 1 image model.
<b>Scaling Invariant Boundary Image Matching Using Time-Series Matching Techniques</b>	<ul style="list-style-type: none"> <li>- Time Series Matching</li> </ul>	The image as we can see at the result, it's scale to the bigger saiz or small size than the original image.

## 2.2 TECHNIQUES

### 2.2.1 Image Scaling

Image scaling is the process of resizing a digital image. Scaling is a non-trivial process that involves a trade-off between efficiency, smoothness and sharpness. Not only decrease the image size but also in generally make the image bigger than original images, the pixels of the images have to be change in order to get the scaling needed.

### 2.2.2 Canvas Elements and Coordinate in Hyper Text Markup Language (HTML)

There is scaling technique in Hyper Text Markup Language (HTML) using canvas elements and position using coordinates. It is used to draw graphic, Canvas elements is a similar with the other HTML tag such as <div>, <table> or <p> tag that can be rendered by JavaScript.

These techniques have to use canvas to draw the graphics such as Arc, rectangles, eclipse and etc. Canvas utilizes the HTML Canvas API to draw the graphics.

```
<body>  
  <canvas id="myCanvas"></canvas>  
</body>
```

Figure 2.1: HTML Canvas API

Figure 2.1 shows the HTML Canvas API codes that draw the canvas element in the HTML files.

Figure 2.2 shows some of the example for the code of Canvas element in HTML file.

```
<!DOCTYPE html>
<html>
<body>

<canvas id="myCanvas" width="200" height="100" style="border:1px solid #c3c3c3;">
Your browser does not support the canvas element.
</canvas>

<script type="text/javascript">

var c=document.getElementById("myCanvas");
var ctx=c.getContext("2d");
ctx.fillStyle="#FF0000";
ctx.fillRect(0,0,150,75);

</script>

</body>
</html>
```

Figure 2.2: Code of canvas elements in HTML file

Figure 2.2.1 shows the example of the code to draw some shape for example circle in Canvas elements.

```
<!DOCTYPE HTML>
<html>
  <head>
    <style>
      body {
        margin: 0px;
        padding: 0px;
      } #myCanvas {
        border: 1px solid #9C9898;
      }
    </style>
    <script>
      window.onload = function() {
        var canvas = document.getElementById("myCanvas");
        var context = canvas.getContext("2d");
        var centerX = canvas.width / 2;
        var centerY = canvas.height / 2;
        var radius = 70;
        context.beginPath();
        context.arc(centerX, centerY, radius, 0, 2 * Math.PI, false);
        context.fillStyle = "#8ED6FF";
        context.fill();
        context.lineWidth = 5;
        context.strokeStyle = "black";
        context.stroke();
      }; </script>
  </head> <body>
    <canvas id="myCanvas" width="578" height="200"></canvas>
  </body>
</html>
```

Figure 2.2.1: Example Code to Draw Circle

Figure 2.2.1 shows the example how to construct code in HTML using canvas elements and coordinate to draw shape like circle.



## 2.3 SYSTEM DEVELOPMENT METHODOLOGY

There are several methodologies in developing the system. We need the suitable method for developing the system because the method will be show how the system builds from the beginning until the end of the system.

### 2.3.1 Rapid Application Development (RAD)

RAD (rapid application development) proposes that products can be developed faster and of higher quality by:

- i. Using workshops or focus groups to gather requirements.
- ii. Prototyping and user testing of designs.
- iii. Re-using software components.
- iv. Following a schedule that defers design improvements to the next product version.
- v. Keeping review meetings and other team communication informal.

There are commercial products that include requirements gathering tools, prototyping tools, software development environments such as those for the Java platform, groupware for communication among development members, and testing tools. RAD usually embraces object-oriented programming methodology, which inherently fosters software re-use. The most popular object-oriented programming languages, C++ and Java, are offered in visual programming packages often described as providing rapid application due development. Figure 2.3 shows the phases in Rapid Application Development (RAD).The tools that are included in a RAD environment are:

- i. A database programming language that embeds knowledge of the database structures and includes fundamental database manipulation operations. SQL is the standard database programming language.
- ii. An interface generator, which is used to create forms for data input and display.

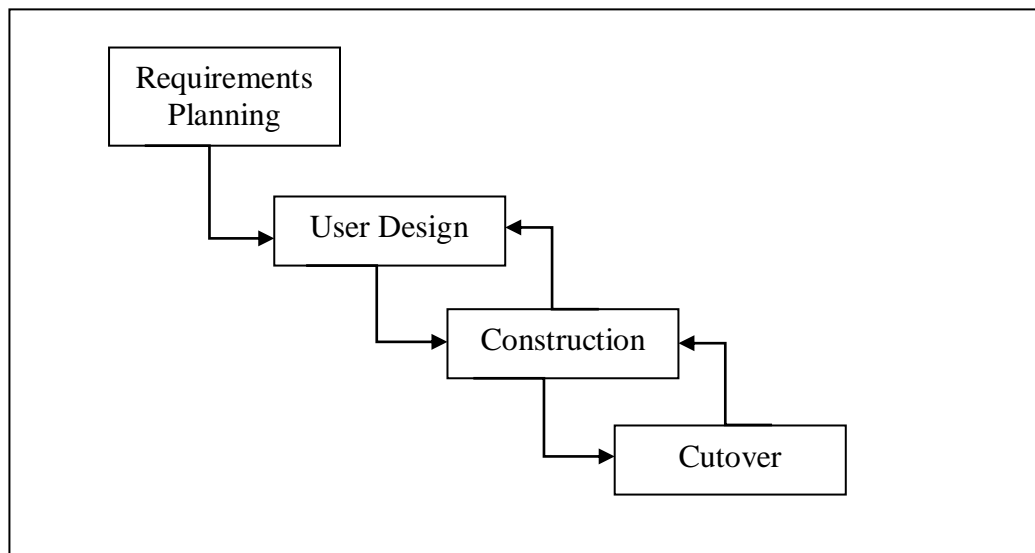


Figure 2.3: Rapid Application Development Phase

Figure 2.3 shows the RAD life cycle phase which consists of four phases; Requirements & Planning Phase, User Design Phase, Construction Phase and Cutover Phase.

## 2.4 DEVELOPMENT TOOLS

Development tools are software that assist in the creation of systems. Auto Generate Women Cloth Template is a standalone system so that the suitable tool that we will use is Adobe Dreamweaver CS3.

### 2.4.1 Adobe Dreamweaver CS3

Adobe Dreamweaver (formerly known as Macromedia Dreamweaver) is a web development application originally created by Macromedia and is now developed by Adobe Systems, which acquired Macromedia in 2005. Dreamweaver is available for both Mac and Windows operating systems. Recent versions have incorporated support for web technologies such as CSS, JavaScript and various server-side scripting languages and frameworks including ASP, ColdFusion and PHP.

Dreamweaver allows user to preview websites in locally-installed web browsers. It also has site management tools, such as FTP/SFTP and Web DAV file transfer and synchronization features, the ability to find and replace lines of text or code by search terms and regular expressions across the entire site, and a templating feature that allows single-update of shared code and layout across entire sites without server-side includes or scripting.

## **2.5 DATABASE**

Database referred as a collection of data, contains information relevant to an enterprise. A database-management system (DBMS) is a collection of interrelated data and a set of programs to access those data, the primary goal of a DBMS is to provide a way to store and retrieve database information that is both convenient and efficient. Database systems are designed to manage large bodies of information. Management of data involves both defining structures for storage of information and providing mechanisms for the manipulation of information.

### **2.5.1 MySQL**

MySQL's development history has always been characterized by a clear-eyed focus on the most important attributes of a good RDBMS: speed and stability. This has resulted in a system that outperforms most of its competitors without sacrificing reliability or ease of use, thereby gaining it a loyal base of developers, administrators, and users worldwide.

MySQL was found to have the best performance and scalability, along with Oracle 9i, of the systems under comparison. It was the easiest RDBMS to tune and optimize, along with SQL Server, of the systems under comparison. MySQL code quality was found to rank higher than comparable commercial software, with a defect density six times lower.

Another important property of SQL is its nonprocedural. Every program written in a procedural language (C, C++, and Java) describes how a task is accomplished, step by step. In contrast to this, SQL, as any other nonprocedural language, describes what it is that the user wants. Thus, the system is responsible for finding the appropriate way to solve user's requests.

SQL contains two sublanguages which is a Data Definition Language (DDL) and a Data Manipulation Language (DML). DDL statements are used to describe the schema of database tables. Three generic SQL statements that contain in DDL: CREATE object, ALTER object, and DROP object. These statements create, alter, and remove database objects, such as databases, tables, columns, and indexes.

It is different with DML. The DML encompasses all operations that manipulate the data. There are always four generic operations for manipulating the database, which is retrieval, insertion, deletion, and modification.

The other parts of SQL are like Integrity which includes commands for specifying integrity constraints that the data stored in the database must satisfy, Transaction Control which SQL includes commands for specifying the beginning and ending of transactions, Embedded SQL and Dynamic SQL which define how SQL statements can be embedded within general-purpose programming languages, and Authorization where the SQL DDL includes commands for specifying access rights to relations and views.

## **2.6 SCRIPTING LANGUAGE**

A scripting language, script language or extension language is a programming language that allows control of one or more software applications. "Scripts" are distinct from the core code of the application, which is usually written in a different language, and are often created or at least modified by the end-user. Scripts are often interpreted from source code or byte code, whereas the applications they control are traditionally compiled to native machine code. Scripting languages are nearly always embedded in the applications they control.

### 2.6.1 PHP

PHP is a programming language that makes it possible to incorporate sophisticated business logic into otherwise static web sites. The language is rapidly becoming the popular choices for data-driven web application because of its wide support for different database systems.

Typically, PHP code is “embedded” inside a regular HTML document, and is recognized and executed by the web server when the document is requested through a browser. Because PHP is a full-featured programming language, you can code all manner of complex thin gummies into your web pages using this technique; the server will execute your code and return the output to the browser in the format you specify. Because PHP code is executed on the server and not on the client, developers don’t have to worry about browser-specific quirks that could cause the code to break (as commonly happens with JavaScript); PHP code works independently of the user’s web browser.

PHP use clear, simple syntax and delights in no obfuscated code; this makes it easy to read and understand, and encourages rapid application development. PHP is available free of charge on the Internet, for a variety of platforms and architectures, including UNIX, Microsoft Windows, and Mac OS, as well as for most web servers.

## 2.7 HARDWARE AND SOFTWARE REQUIREMENTS

The most suitable hardware that needed in order to develop this system is:

Table 1.3: Hardware Requirement

Hardware	Description
Notebook	Workspace with <ul style="list-style-type: none"> <li>• Windows 7 Ultimate</li> <li>• Intel Pentium Dual Core</li> <li>• 1.5GB of RAM</li> <li>• 150GB Hard Disk Space</li> </ul>
Printer CANON PIXMA iP1880	For print documentation and review.
Pendrive 4GB	Backup data and files
Pendrive 2GB	Backup data and files
DVD writer	Backup data and files

Table 1.4: Software Requirement

Software Name	Description
Adobe Dreamweaver	Interface design and coding
MySQL	Database Application
Microsoft Office <ul style="list-style-type: none"> <li>• Microsoft Word 2007</li> <li>• Microsoft PowerPoint 2007</li> </ul>	<ul style="list-style-type: none"> <li>• Documentation and report</li> <li>• Presentation</li> <li>• Schedule and planning project</li> </ul>

• Microsoft Project 2007	
Rational Rose Enterprise Edition	Modeling and Designing
Avira Antivirus	To protect and remove virus
Microsoft Windows 7 Ultimate	Operating system that will be used for system development.

## **CHAPTER THREE**

### **METHODOLOGY**

#### **3.0 INTRODUCTION**

This chapter discusses about software process and methodology that will implement in the production of Auto Generate Template Women Cloth for novice user or ordinary person who does not have skill to produce cloth template. In this chapter, it will cover all four phase with more details for example in requirement planning phase what have been done to collect the data and information before develop the prototype. Design phase will brief the details for the architecture design, system design, database design and a few example of interface design. For the construction phase, black box testing will be implementing in this prototype using test cases and lastly brief cutover phase details about what the next action should be taking after all the previous phase is complete done such as fix some error that appear and make some correction to the documentation.

#### **3.1 INTRODUCTION TO METHODOLOGY**

Auto Generate Template Women Cloth uses Rapid Application Development (RAD) for the system development. There are four phases which are discussed in this chapter. Requirement & Planning, User Design, Construction, and Cutover are the stages consisted in Rapid Application Development (RAD).



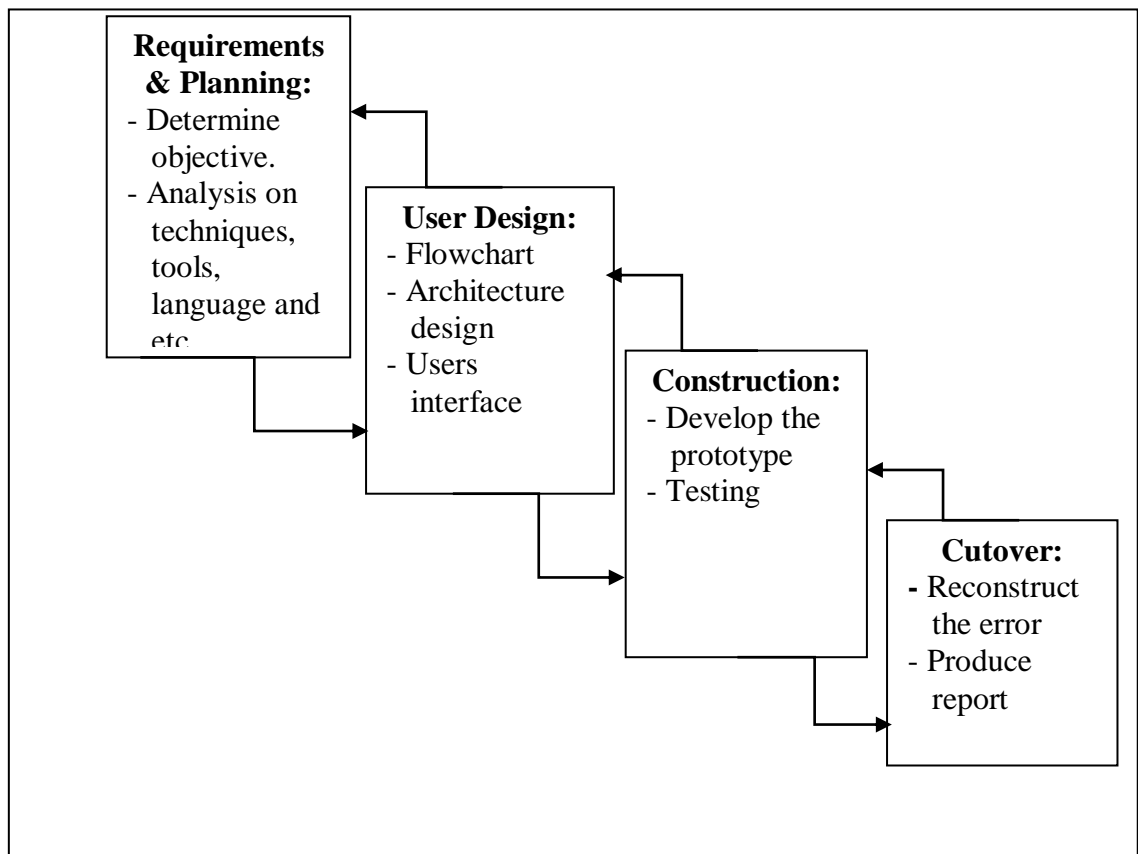


Figure 3.1: Rapid Application Development (RAD) Phase Diagram

Figure 3.1 show RAD phase diagram, in Requirements & Planning there are few activities has be taken to collect some information and data about the template such determine objective, scope and analysis on technique , language, tools and etc. Second phase is user design which is will contain architecture design, system design, database design and interface design. Third phase is construction phase, the activities in the third phase is develop the prototype and do the testing to the prototype. Cutover is the last phase where the reconstruction error, produce report and manual for the prototype.

### 3.2 REQUIREMENTS & PLANNING PHASE

In requirement phase, it is details on how the requirements and information are gathered and refined. This includes the selection of language and development tools. Several steps were taken to ensure the flow of the analysis of the system requirement.

The first steps are to make planning for the whole process in this project. Determine is the type of the Software Development Life Cycle (SDLC) will be use for this project and identify how many phase included in that SDLC. For this project, Rapid Application Development (RAD) has been chosen to be implementing in Auto Generate Women Cloth Template.

In RAD, there are four phases which are Requirements & Planning, User Design, Construction and Cutover phase. The activities for each phase should be identified. For example in user design, the developer will determine the architecture design, system design, database design, interface design and the other activities. The important step in planning phase is to produce Gantt chart to estimate time take to run the project. Refer Appendix A for the Gantt chart.

For the requirements, an interview with the tailor at the Kuantan Parade, Kuantan to ask about sewing details for the cloth template and take one of the measurement guideline as reference for the project (Refer Appendix A for the example of measurement template). The requirements also have been collected by asking graduate student in fashion course. After all the requirements are collected, determine the objectives, problem statements, and scopes of the system. For Auto Generate Template Women Cloth, the objective is to develop a prototype for novice users and ordinary peoples to auto generate women cloth template by employ scaling technique in HTML Canvas elements.

The second step is to compare and choose the possible development tools, language and server. Auto Generate Women Cloth Template is developed using Adobe Dreamweaver CS3, which has a suitable design surface and enable to build excellent solution. PHP computer programming language has been chosen as the scripting language for Auto Generate Women Cloth Template because the prototype is suitable uses this programming language.

### 3.3 USER DESIGN PHASE

The design phase involves the architecture design, system design, database design and the interface design. Every design will discuss the prototype more details.

#### 3.3.1 Architecture Design

Architecture design is based on design requirements where it is specify overall the software and hardware use in the prototype. It is define relationship and structure between the computer and the other device. Figure 3.3.1 show the Auto Generate Women Cloth Template.

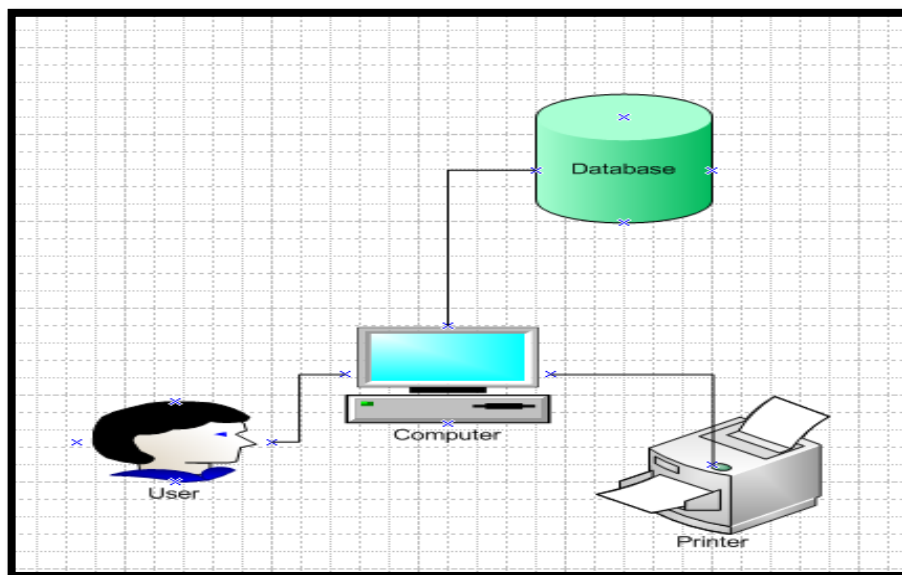


Figure 3.3.1 Architecture Design for Auto Generate Women Cloth Template

Figure 3.3.1 show architecture design for Auto Generate Women Cloth Template. It is show the overall connection in this project, in the structure it is show there is relationship between the hardware, software and user. In the figure, user has connection with the computer because user has to use computer to access into the prototype where the computer is connected with the database of the prototype. The printer function connect with the computer is to print the cloth template that has been generate by the prototype.

### 3.3.2 System Design

System design is a design of the prototype or the system which includes the design, analysis and some of the hardware or software components configuration to support architecture design. In prototype design, the data flow prototype is explained using context diagram, Data Flow Diagram (DFD) Level 0 and Data Flow Diagram (DFD) Level 1 and flowchart diagram. Figure 3.3.2.1 show the context diagram for the prototype.

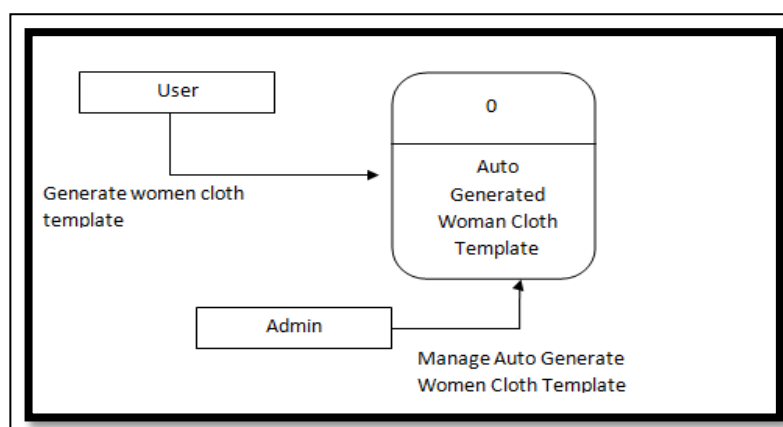


Figure 3.3.2.1: Context Diagram for Auto Generate Women Cloth Template

Figure above show context diagram for Auto Generate Women Cloth Template, it is show relationship between the prototype with user and admin. Relationship between user and the prototype is user will generate women cloth template based on the body size measurement that user fill in measurement form interface. While admin will manage the prototype by delete unused or unwanted user or measurement and view user details.

To view more details about module in the prototype design, Data Flow Design (DFD) Level 0 will show it in Figure 3.3.2.2.

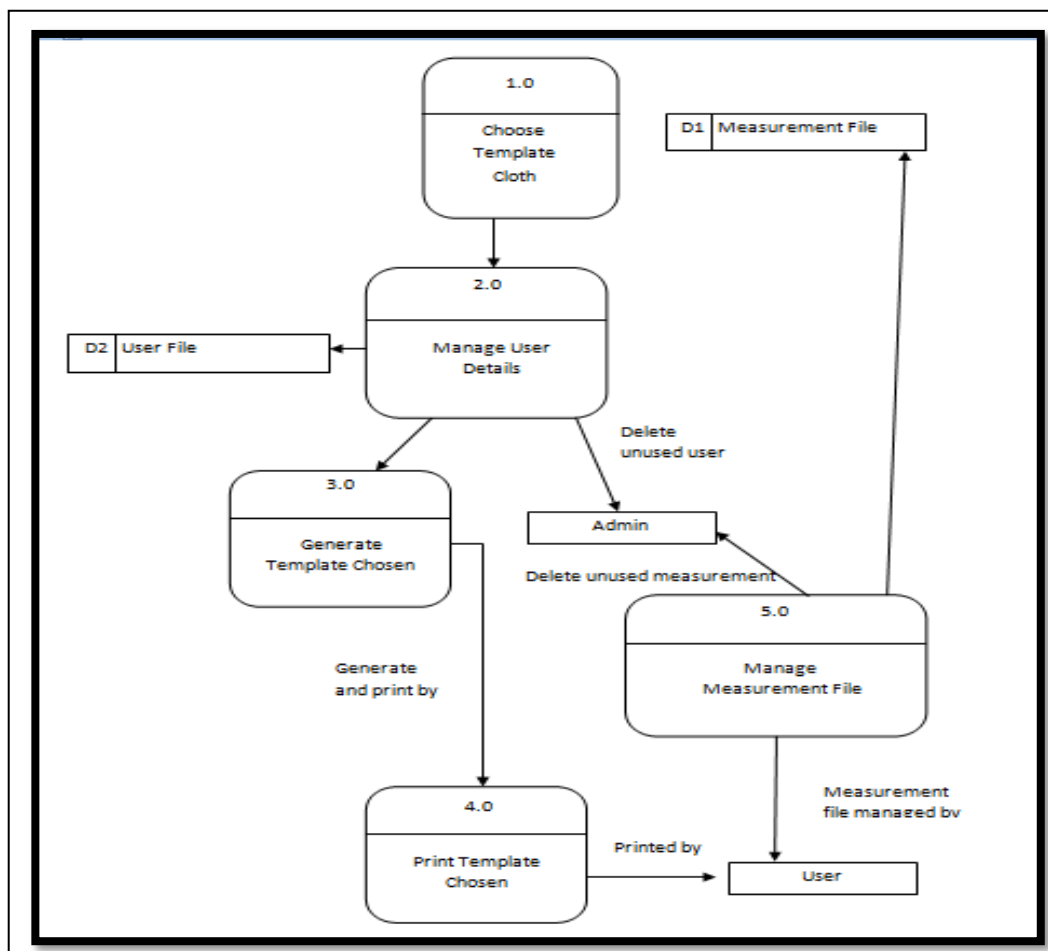


Figure 3.3.2.2: Data Flow Design (DFD) Level 0 for Auto Generate Women Cloth Template

Figure 3.3.2.2 show data flow diagram level 0 for Auto Generate Women Cloth Template. The data flow start with user has to choose template cloth after they register and login into the prototype. After that user can manage their details and retrieve it from user file database. The chosen template can be generate after user fill in and submit their body size measurement in the measurement form interface. After successfully generate the template, user can print the template. For admin, admin can view and delete unwanted user and measurement details.

Data Flow Design (DFD) Level 1 show that the process in the Figure 3.3.2.3 can be assume as sub modules of the functions of the module in Auto Generate Women Cloth Template.

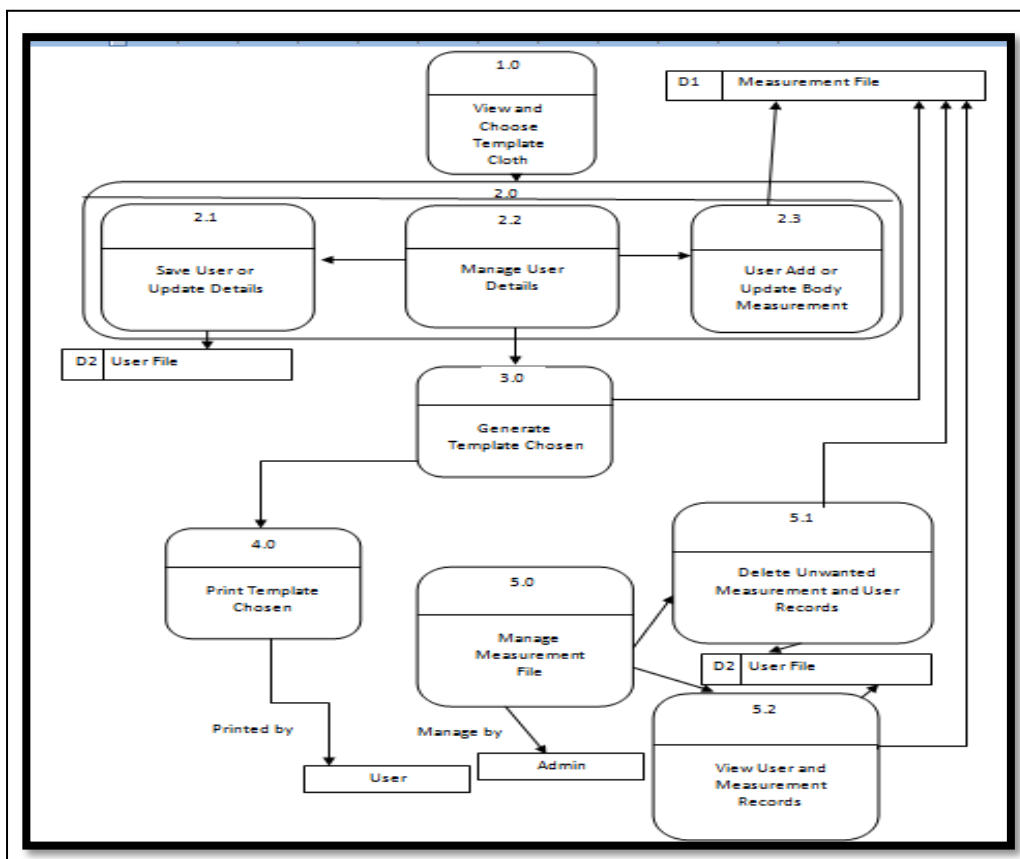


Figure 3.3.2.3: Data Flow Diagram (DFD) Level 1 for Auto Generate Women Cloth Template.

DFD Level 1 shows the sub modules and the functions in this project. Manage User Details have two sub-module where user can save or update their details into the user file database and user can add or update their body measurement into the measurement file database. For the admin side, admin can view and delete unwanted measurement and user record in both of the database.

Flow chart is a diagram used to represent the process the prototype flow. The flow chart will show step by step how to use the prototype.

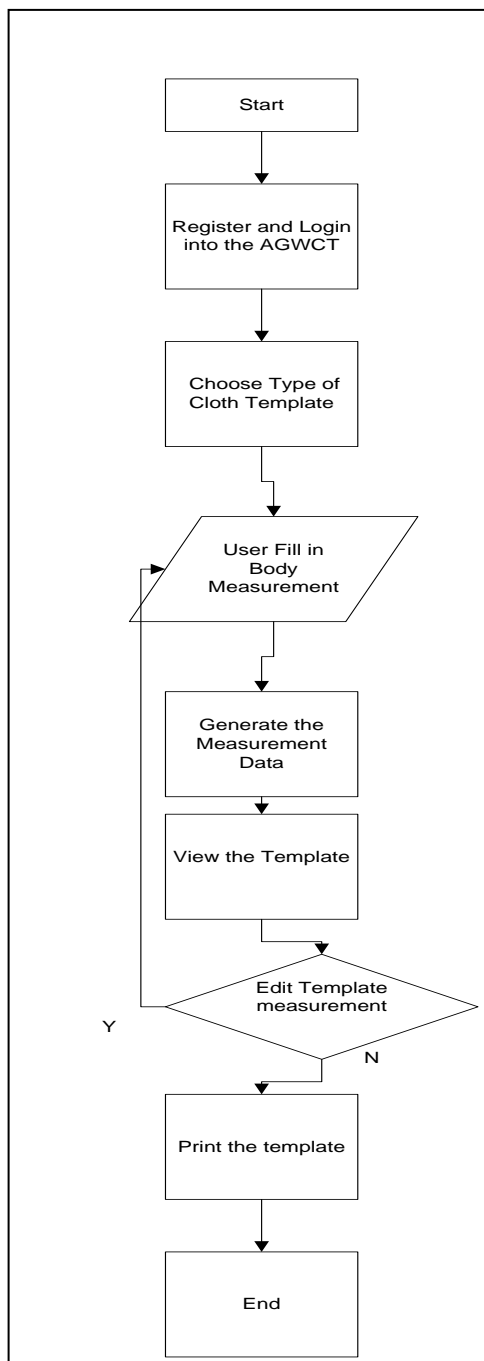


Figure 3.3.2.4: System flow of Auto Generate Women Cloth Template

Figure 3.3.2.4 show the prototype flow processes, first the user must know their body measurement then the user has to register as a member then the user can proceed to log in into the prototype. After user login into the prototype, users select

cloth's template want to generate. User insert size body measurement into measurement form, the prototype will process it and generate the cloth template. After the template is finish generate, the template can be view and re-edit the measurement if want to change the measurement template image. If don't want to re-edit the template, user can proceed step to print the generated template and the process will end.

### 3.3.3 Database Design

Database design is where the database data model details been produced. Database design is the combination logical and physical design where it is contain parameter needed to be able generate and create database design in a Data Definition Language (DDL). Each entity contains details attributes for example entity student have student id as primary key and the other attributes. In this project, Entity Relationship Diagram (ERD) and Data Dictionary will be use to explain the database design in Auto Generate Women Cloth Template (AGWCT).

In the Figure 3.3.3.1 it is shows Entity Relationship Diagram (ERD). It is contain relationships, cardinality and entity.

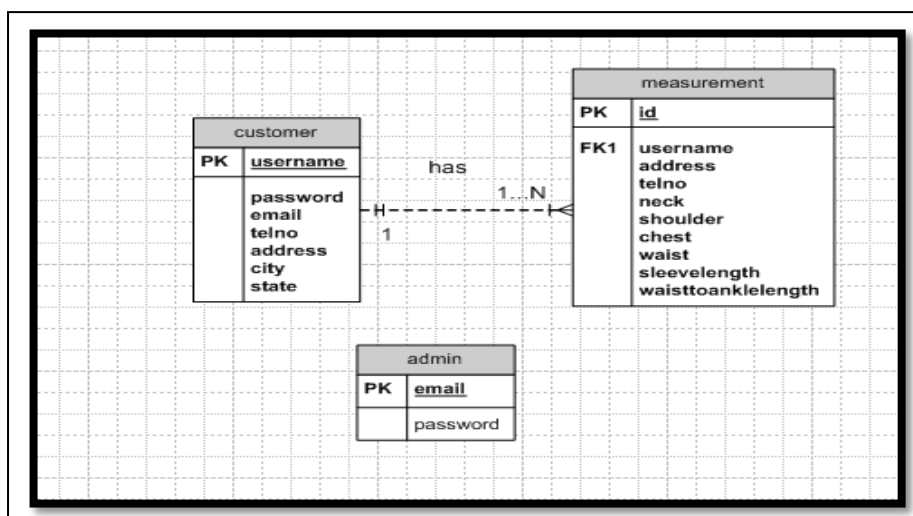


Figure 3.3.3.1: Entity Relationship Diagram (ERD) for Auto Generate Women Cloth Template



Figure 3.3.3.1 above show the ERD design for Auto Generated Women Cloth Template. The ERD contain three entity consist of admin entity for admin attributes, measurements entity for size body measurement details and customer entity.

Customer entity has relationship with measurement which is one customer can has one to many measurement. While admin entity is an independent entity where there is no relationship with customer entity and measurement entity.

Table below shows data type in the data dictionary for the cloth measurement, customer and admin.

Table 3.0: Data Dictionary for Measurement Entity

<b>Field Type</b>	<b>Description</b>	<b>Data Type</b>	<b>Length</b>	<b>Constraint</b>
username	User's username	varchar	30	
id	Template ID as unique identifier	integer	11	Primary Key (PK)
address	User's address	varchar	500	
telno	User's telephone number	varchar	11	
neck	Measurement for neck	float		
shoulder	Measurement for shoulder	float		
chest	Measurement for chest	float		
stomach	Measurement for stomach	float		
waist	Measurement for waist	float		
sleevelength	Measurement for sleeve length	float		
shoutokneelength	Measurement for shoulder to knee length	float		
waisttoanklelength	Measurement for waist to ankle length			

Table 3.1: Data Dictionary for Customer Entity (User)

<b>Field Type</b>	<b>Description</b>	<b>Data Type</b>	<b>Length</b>	<b>Constraint</b>
username	Username as Unique Identifier	varchar	15	Primary Key (PK)
password	User's password	varchar	20	
email	User's email	varchar	20	
telno	User's telephone number	integer	11	
address	User's address	varchar	250	
city	User's address city	varchar	20	
state	User's address state	varchar	20	

Table 3.2: Data Dictionary for Admin Entity

<b>Field Type</b>	<b>Description</b>	<b>Data Type</b>	<b>Length</b>	<b>Constraint</b>
email	admin's email as Unique Identifier	varchar	15	Primary Key (PK)
password	admin's password	varchar	20	

### 3.3.4 Interface Design

The user interface is design by using Adobe Dreamweaver CS3. The graphical user interface will show the flow of the prototype process.

Figure 3.3.4.1 shows the index interface. It is the interface that user will see when enter the address.

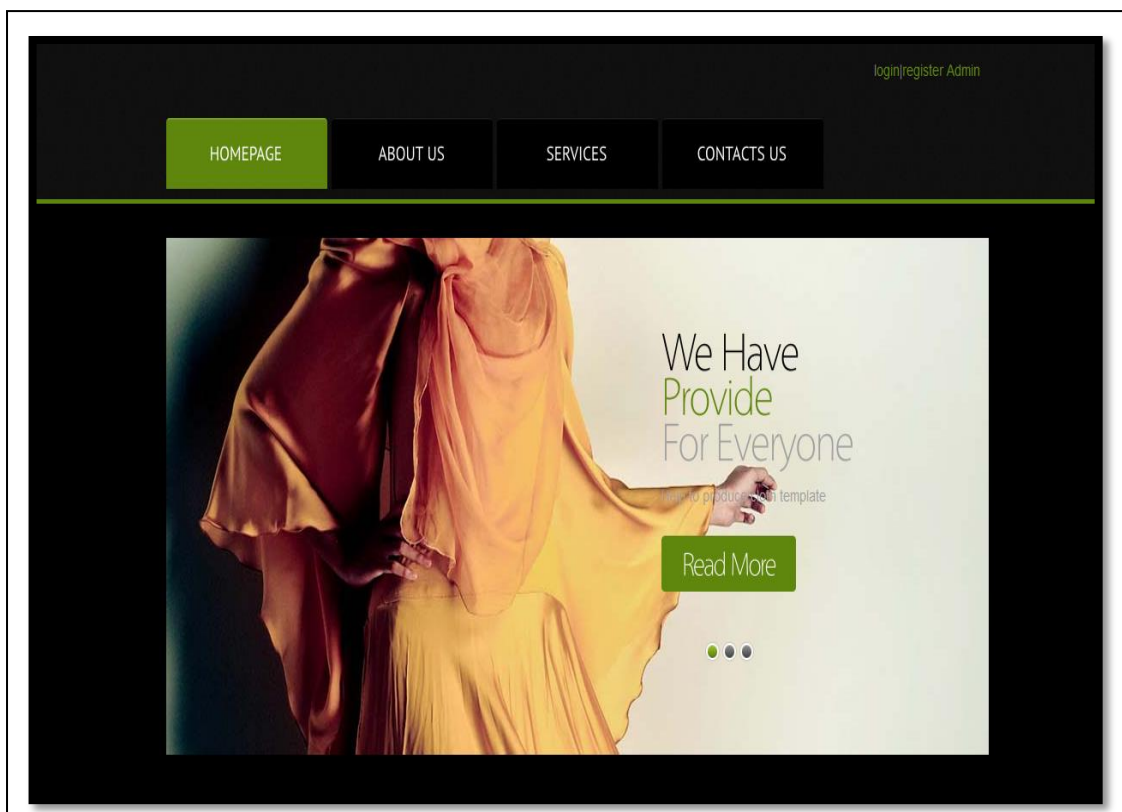


Figure 3.3.4.1: Homepage Interface for Auto Generate Women Cloth Template

Figure 3.3.4.1 is index.php which is as the index interface for user after open the prototype address. In the interface, there are four buttons divide into HOMEPAGE button, ABOUT US button, SERVICES button and CONTACT US button. There are also links direct to the login page for user, admin's login page and user register interface at the right top of the interface.

Figure 3.3.4.2 shows the log in interface for user. There are some of the information that user have to insert to be allow access into the prototype.

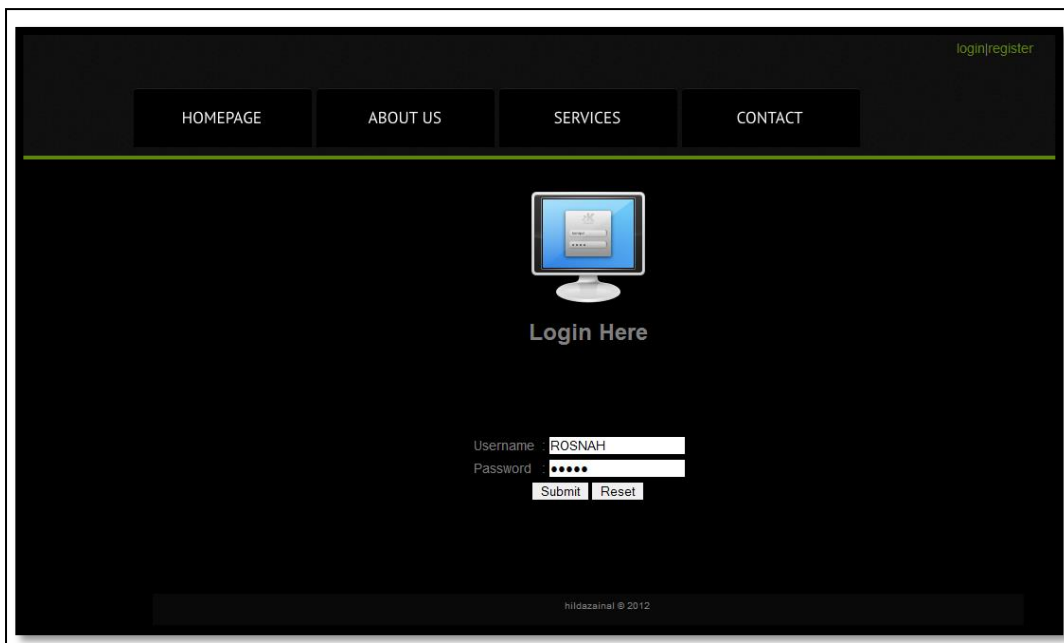


Figure 3.3.4.2: Login Page for Auto Generate Women Cloth Template

Figure 3.3.4.2 shows login.php page which is as the login page for the registered user to access into the prototype. Users have to fill in username and password that match with the details in the customer database. If the username and the password is match, then the login action is success.

Figure 3.3.4.3 below shows index interface after user log in into the prototype. From the Figure 3.3.4.3, there are a few differences between the interfaces. Refer Figure 3.3.4.3 with Figure 3.3.4.1 also.

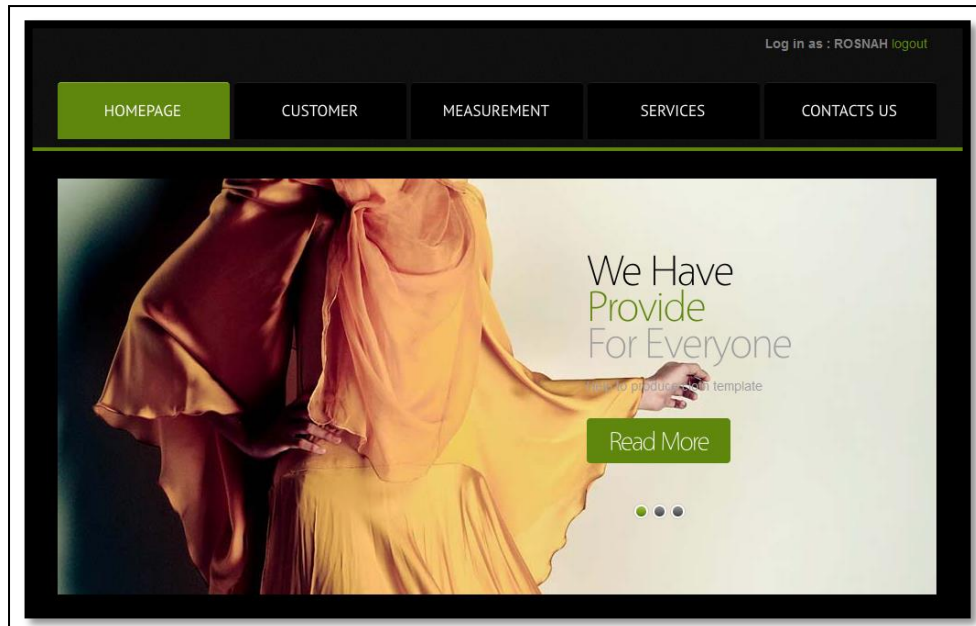


Figure 3.3.4.3: Index Interface after User Log In

Figure 3.3.4.3 shows index interface after user log in into the prototype. The total of the button at the top of the interface will change from just four button will became five buttons which is CUSTOMER button is added into the list. At the right top of the interface it is show the user 'username that log in into the systems.

Figure 3.3.4.4 shows interface about user personal details that been retrieved from the database based on user fill in at the register form interface.

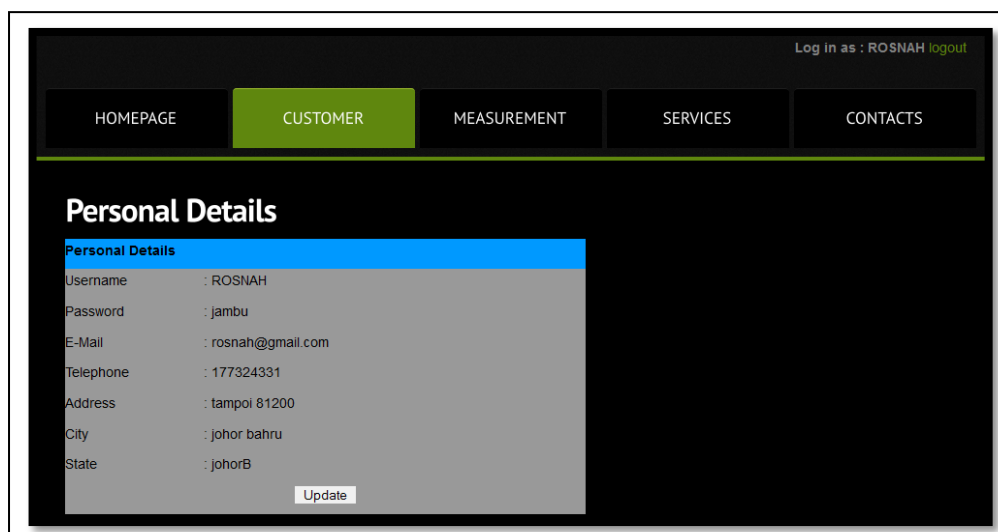


Figure 3.3.4.4: User Personal Details Interface

Figure 3.3.4.4 shows interface when users view their personal details by clicking the button CUSTOMER at the list of the button on the top of the interface. The details is been called form the customer database record where it is consist of username, password, email, telephone, address, city and state. At this page, it is provide Update button to update user details.

Figure 3.3.4.5 shows interface when user success updated their personal details. There are several details that allow user to update the personal details record.

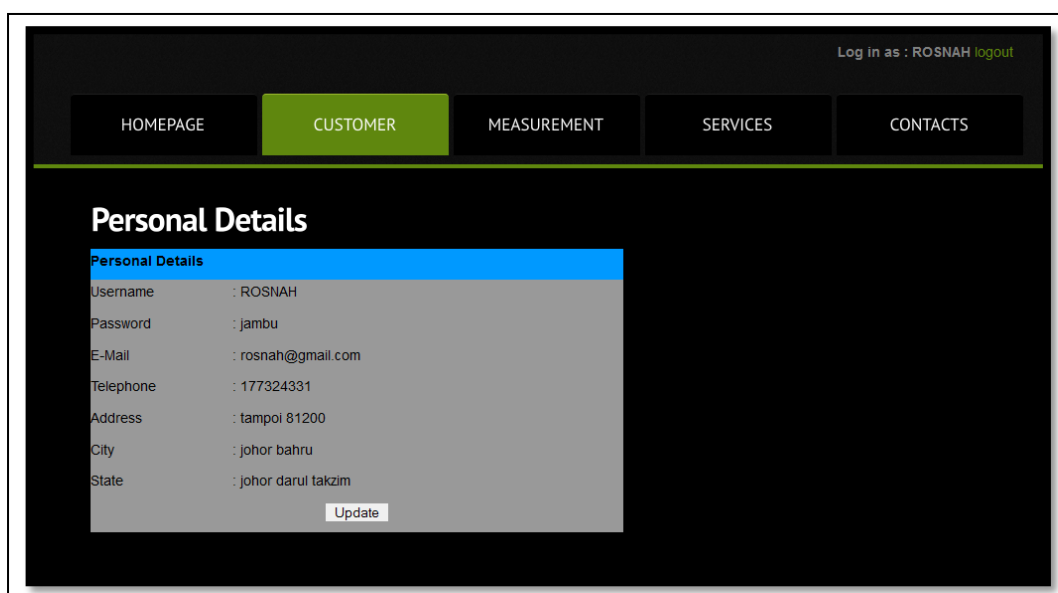


Figure 3.3.4.5: Update User Personal Details Interface

From the figure, user address's state is success been update from "johorB" to "johor darul takzim". In this interface, all the details are allowed to update except username.

### **3.4 CONSTRUCTION PHASE**

At this phase, the production of this Auto Generate Women Cloth Template is begins, as it is requires the use of the Adobe Dreamweaver CS3 tools for the programming language, PHP and the usage of MySQL Server as the database. Coding using PHP language is done without disturbing the design build before the coding started.

During these phases, the functional system is tested to ensure the system fulfills the requirements. At the end of this phase, the prototype of Auto Generate Women Cloth Template will be integrated and ready to be tested for the errors. Black-box testing was used as testing techniques at this stage. Therefore, the following aspects were considered:

i. Coding

All program code has been examined to ensure that it fulfill the requirement, find any errors, and make sure the coding is relevant.

ii. Interface

Interface was tested to make sure that it is suitable with the flow of the system.

iii. Input Output

The system was tested to produce the output when the input is inserted.

#### **3.4.1 Black-Box Testing**

Black-box testing is only concerned with the correctness of the output without the knowledge of the software implementation. Behavior of a system can be known by studying the inputs and the related outputs.

Black-box testing is implemented in every phase of the construction. The development is proceeded when a particular phase has meets its expected result. By

performing this, correctness of the final output will be more reliable. Test case will be implementing as the black box testing for the testing.

Table below shows are the examples of several test cases and test procedure that have been done to the prototype.

Table 3.3: Test Cases for Testing User's Login Interface

<b>Test Case Specification Identifier:</b>	<b>tCaseSpec_1</b>
<b>Objective:</b>	<b>Testing User Login page</b>

<b>Test Case Identifier</b>	<b>Test Item</b>	<b>Expected Result</b>	<b>Actual Result</b>	<b>Precondition</b>
T01_UL	Username and password wrong	Cannot login	Pass	User should register as member to get username and password
T02_UL	Username wrong, password correct	Cannot login	Pass	User should register as member to get username and password
T03_UL	Username correct, password wrong	Cannot login	Pass	User should register as member to get username and password
T04_UL	Username and password correct	Can proceed login	Pass	User should register as member to get username and password
T05_UL	All data complete fill	Can click submit button	Pass	User should register as



		and data save		member to get username and password
T06_UL	Username and password blank	Cannot login	Pass	User should register as member to get username and password
T07_UL	Username blank, password not blank	Cannot login	Pass	User should register as member to get username and password
T08_UL	Username not blank, password blank	Cannot login	Pass	User should register as member to get username and password
T09_UL	Username and password complete fill	Can login	Pass	User should register as member to get username and password

Table 3.4: Test Procedure for Testing User's Login Interface

<b>Test Procedure Specification Identifier:</b>	<b>tProSpec_1</b>
<b>Objective:</b>	<b>Testing User Login Page</b>

<b>Test Procedure Identifier</b>	<b>Input Data</b>	<b>Expected Result</b>	<b>Actual Result</b>	<b>Precondition</b>	<b>Test Case Relate</b>
T01_ULP	Username :”rosnah” Password:”bunga”	Cannot login; appear error	Pass	User should register as member to get	T01_UL

		message “Incorrect login name or password. Please try again...”		username and password	
T02_ULP	Username :”rosnah” Password:”jambu”	Cannot login; appear error message “Incorrect login name or password. Please try again...”try again...”	Pass	User should register as member to get username and password	T02_UL
T03_ULP	Username :”ROSNAH” Password:”adminker”	Cannot login; appear error message “Incorrect login name or password. Please try again...”	Pass	User should register as member to get username and password	T03_UL
T04_ULP	Username :” ROSNAH” Password:”jambu”	Can login	Pass	User should register as member to get username and password	T04_UL and T09_UL
T05_ULP	Username :” ROSNAH” Password:”jambu”	Can login	Pass	User should register as member to get username and password	T05_UL

T06_ULP	Username :"" Password:"" Blank	Cannot login; appear error message "Incorrect login name or password. Please try again..."	Pass	User should register as member to get username and password	T06_UL
T07_ULP	Username :"" Password:"jambu"	Cannot login; appear error message "Incorrect login name or password. Please try again..."	Pass	User should register as member to get username and password	T07_UL
T08_ULP	Username :" :"ROSNAH" Password:""	Cannot login; appear error message "Incorrect login name or password. Please try again..."	Pass	User should register as member to get username and password	T08_UL
T09_ULP	Username :" ROSNAH" Password:"jambu"	Can login	Pass	User should register as member to get username and password	T09_UL, T04_UL and T05_UL

Table 3.5: Test Case for Testing Admin's Login Interface

<b>Test Case Specification Identifier:</b>	<b>tCaseSpec_2</b>
<b>Objective:</b>	<b>Testing Admin Login page</b>

<b>Test Case Identifier</b>	<b>Test Item</b>	<b>Expected Result</b>	<b>Actual Result</b>	<b>Precondition</b>
T01_AL	Email and password wrong	Cannot login	Pass	Set email and password for admin
T02_AL	Email wrong, password correct	Cannot login	Pass	Set email and password for admin
T03_AL	Email correct, password wrong	Cannot login	Pass	Set email and password for admin
T04_AL	Email and password correct	Can proceed login	Pass	Set email and password for admin
T05_AL	All data complete fill	Can click submit button and data save	Pass	Set email and password for admin
T06_AL	Email and password blank	Cannot login	Pass	Set email and password for admin
T07_AL	Email blank, password not blank	Cannot login	Pass	Set email and password for admin
T08_AL	Email not blank, password blank	Cannot login	Pass	Set email and password for admin
T09_AL	Email and password complete fill	Can login	Pass	Set email and password for admin

Table 3.6: Test Procedure for Testing Admin's Login Interface

<b>Test Procedure Specification Identifier:</b>	<b>tProSpec_2</b>
<b>Objective:</b>	<b>Testing Admin Login Page</b>

<b>Test Procedure Identifier</b>	<b>Input Data</b>	<b>Expected Result</b>	<b>Actual Result</b>	<b>Precondition</b>	<b>Test Case Relate</b>
T01_ALP	Email :”admin@gmail.” Password:”admin1989”	Cannot login; appear error message "Incorrect login email or password. Please try again..."	Pass	Set email and password for admin	T01_AL
T02_ALP	Email :”admin” Password:”admin”	Cannot login; appear error message “Incorrect login email or password. Please try again...”	Pass	Set email and password for admin	T02_AL
T03_ALP	Email :”admin@gmail.com” Password:”adminker”	Cannot login; appear error message “Incorrect	Pass	Set email and password for admin	T03_AL

		login email or password. Please try again..."			
T04_ALP	Email :" admin@gmail.com" Password:"admin"	Can login	Pass	Set email and password for admin	T04_AL and T09_AL
T05_ALP	Email :" admin@gmail.com" Password:"admin"	Can login	Pass	Set email and password for admin	T05_AL
T06_ALP	Email :"" Password:"" blank	Cannot login; appear error message "Incorrect login email or password. Please try again..."	Pass	Set email and password for admin	T06_AL
T07_ALP	Email :"" Password:"admin"	Cannot login; appear error message "Incorrect login email or password. Please try again..."	Pass	Set email and password for admin	T07_AL
T08_ALP	Email :"admin@gmail.com"	Cannot login;	Pass	Set email and password for	T08_AL

	Password:””	appear error message “Incorrect login email or password. Please try again...”		admin	
T09_ALP	Email :”admin@gmail.com” Password:”admin”	Can login	Pass	Set email and password for admin	T09_AL, T04_AL and T05_AL

Table 3.7: Test Case for Testing Homepage before Login Interface

<b>Test Case Specification Identifier:</b>	<b>tCaseSpec_3</b>
<b>Objective:</b>	<b>Testing Homepage Page before login</b>

<b>Test Case Identifier</b>	<b>Test Item</b>	<b>Expected Result</b>	<b>Actual Result</b>	<b>Precondition</b>
T01_HP	Hyperlink login(user)	Directed to user login page	Pass	-Access prototype’s address -Can view Homepage page (index.php)
T02_HP	Hyperlink register	Register page	Pass	-Access prototype’s address -Can view Homepage page (index.php)
T03_HP	Hyperlink Admin	Directed to admin login page	Pass	-Access prototype’s

				address -Can view Homepage page (index.php)
T04_HP	HOME PAGE button	Directed to Homepage page (index.php)	Pass	-Access prototype's address -Can view Homepage page (index.php)
T05_HP	ABOUT US button	Directed to About Us page (aboutUs.php)	Pass	-Access prototype's address -Can view Homepage page (index.php)
T06_HP	SERVICES button	Directed to Services page (Services.php)	Pass	-Access prototype's address -Can view Homepage page (index.php)
T07_HP	CONTACTS button	Directed to Contacts page (Contacts.php)	Pass	-Access prototype's address -Can view Homepage page (index.php)

Table 3.8: Test Procedure for Testing Homepage before Login Interface

<b>Test Procedure Specification Identifier:</b>	<b>tProSpec_3</b>
<b>Objective:</b>	<b>Testing Homepage Page before login</b>



<b>Test Procedure Identifier</b>	<b>Input Data</b>	<b>Expected Result</b>	<b>Actual Result</b>	<b>Precondition</b>	<b>Test Case Relate</b>
T01_HBL	Click hyperlink login	Directed to user's login page	Pass	-Access prototype's address -Can view Homepage page (index.php)	T01_HP
T02_HBL	Click hyperlink register	Directed to register page	Pass	-Access prototype's address -Can view Homepage page (index.php)	T02_HP
T03_HBL	Click hyperlink Admin	Directed to admin's login page	Pass	-Access prototype's address -Can view Homepage page (index.php)	T03_HP
T04_HBL	Click HOMEPAGE button	Directed to homepage page (index.php) before login	Pass	-Access prototype's address -Can view Homepage page (index.php)	T04_HP
T05_HBL	Click ABOUT US button	Directed to about us page (aboutUs.php) before login	Pass	-Access prototype's address -Can view	T05_HP

				Homepage page (index.php)	
T06_HBL	Click SERVICES button	Directed to services page (Services.php) before login	Pass	-Access prototype's address -Can view Homepage page (index.php)	T06_HP
T07_HBL	Click CONTACTS button	Directed to contacts page (Contacts.php) before login	Pass	-Access prototype's address -Can view Homepage page (index.php)	T07_HP

Table 3.9: Test Case for Testing Customer Interface

<b>Test Case Specification Identifier:</b>	<b>tCaseSpec_3</b>
<b>Objective:</b>	<b>Testing Customer Page</b>

<b>Test Case Identifier</b>	<b>Test Item</b>	<b>Expected Result</b>	<b>Actual Result</b>	<b>Precondition</b>
T01_CDP	HOME PAGE button	Directed to homepage interface	Pass	-Register and login as member of prototype. -Have valid username and password. -Can view homepage after success login.

T02_CDP	CUSTOMER button	Directed to customer personal details interface	Pass	-Register and login as member of prototype. -Have valid username and password. -Can view homepage after success login.
T03_CDP	MEASUREMENT button	Directed to measurement interface	Pass	-Register and login as member of prototype. -Have valid username and password. -Can view homepage after success login.
T04_CDP	SERVICES button	Directed to Services interface	Pass	-Register and login as member of prototype. -Have valid username and password. -Can view homepage after success login.
T05_CDP	CONTACT US button	Directed to contact us interface	Pass	-Register and login as member of prototype. -Have valid username and

				password. -Can view homepage after success login.
T06_CDP	Update button	Directed to update user personal details interface	Pass	-Register and login as member of prototype. -Have valid username and password. -Can view homepage after success login.
T07_CDP	Hyperlink logout	Directed to Homepage (Index.php)	Pass	-Register and login as member of prototype. -Have valid username and password. -Can view homepage after success login.

Table 3.10: Test Procedure for Testing Customer Interface

<b>Test Procedure Specification Identifier:</b>	<b>tProSpec_3</b>
<b>Objective:</b>	<b>Testing Customer Page</b>

<b>Test Procedure Identifier</b>	<b>Input Data</b>	<b>Expected Result</b>	<b>Actual Result</b>	<b>Precondition</b>	<b>Test Case Relate</b>
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T01_PCDP	Click HOMEPAGE button	Directed to homepage interface	Pass	-Access prototype's address -Can view Homepage page (index.php)	T01_CDP
T02_PCDP	Click CUSTOMER button	View user personal details interface	Pass	-Access prototype's address -Can view Homepage page (index.php)	T02_CDP
T03_PCDP	Click MEASUREMENT button	Directed to measurement interface	Pass	-Access prototype's address -Can view Homepage page (index.php)	T03_CDP
T04_PCDP	Click SERVICES button	Directed to Services interface	Pass	-Access prototype's address -Can view Homepage page (index.php)	T04_CDP
T05_PCDP	Click CONTACT US button	Directed to contact us interface	Pass	-Access prototype's address -Can view Homepage page (index.php)	T05_CDP

T06_PCDP	Click Update button	Directed to update user personal details interface	Pass	-Access prototype's address -Can view Homepage page (index.php)	T06_CDP
T07_PCDP	Click Hyperlink logout	Directed to Homepage (Index.php)	Pass	-Access prototype's address -Can view Homepage page (index.php)	T07_CDP

### 3.5 CUTOVER PHASE

During the cutover phase, any errors or irrelevant data or coding will be reconstruct again in this phase. Testing is done to the overall system to test the usability and functionality of the system. The outputs for this phase are completed application and produce report and manual.

Figures below shows some of the modification that been made to the interface and errors code.

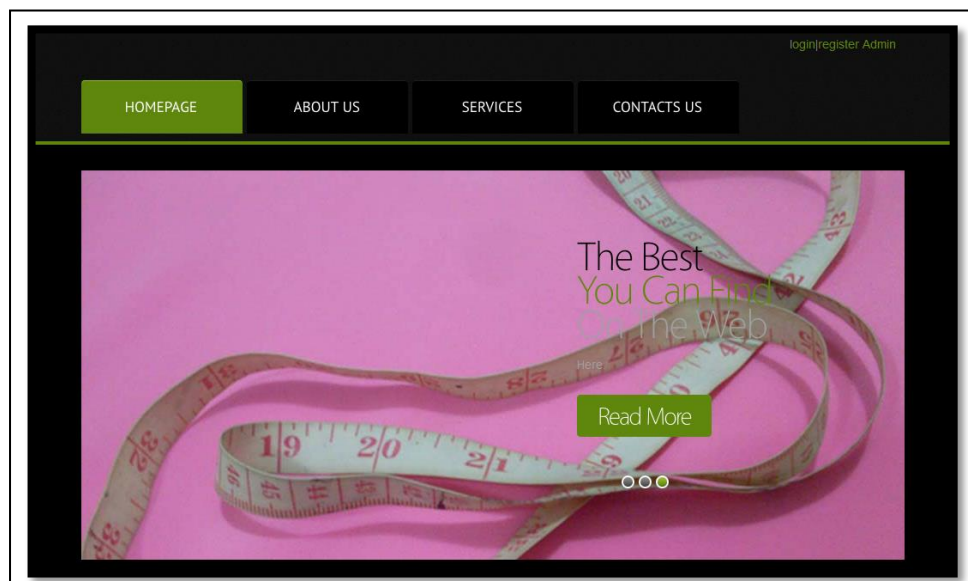


Figure 3.5.1: Changing to Suitable Picture

Figure 3.5.1 above shows the picture is the modified picture which is more suitable picture with the prototype theme. The hyperlink at the right top interface also being added to make user easier to archive login or register hyperlink in every prototype interface. Refer Figure 3.5.1.1 the original picture in the Appendix A.

For the Services Interface, example of interface modified is adding extra picture for user guideline about the measurement details.

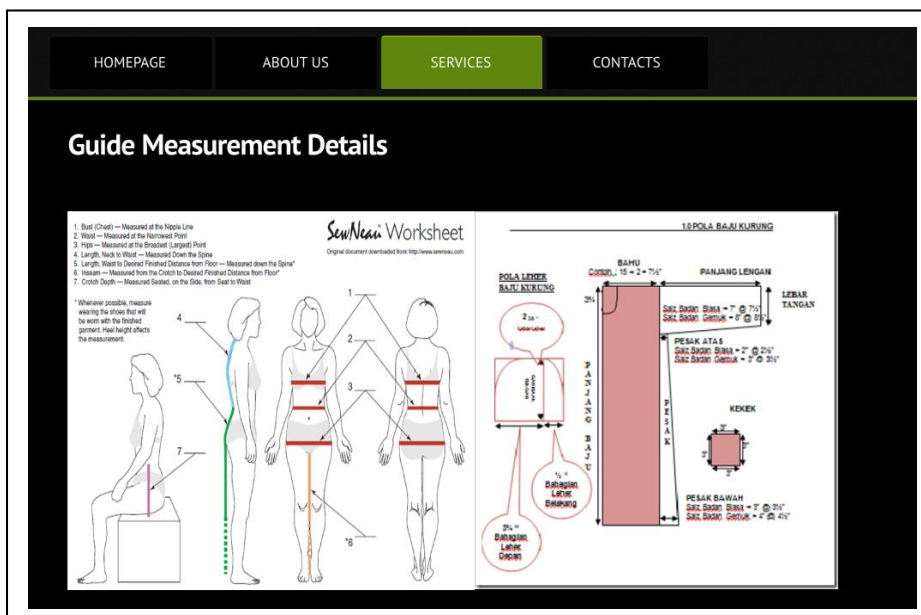


Figure 3.5.2: Service Interface Modification

For the figure 3.5.2, the interface originally just has one guideline details which is picture at the left interface. Some extra guideline detail with more information about the measurement for the cloth is been adding to the interface which is picture at the right prototype.

There are many errors that appear when the construction phase is in the process and already been identified. After testing the prototype and errors appear, the errors should be fixing by the developer. Below are the examples of the errors that have been fixing after been discovered after testing phase is complete.

Table 3.11: db\_updateProfile.php Correction

```
<?php
include "Connection.php";

$password = addslashes($_POST['password']);
$email = addslashes($_POST['email']);
```



```

$telno = addslashes($_POST['telno']);
$address = addslashes($_POST['address']);
$city = addslashes($_POST['city']);
$state = addslashes($_POST['state']);
$ref = $_REQUEST['username'];

mysql_select_db("agwct", $db);

mysql_query("UPDATE customer SET password='$password', email='$email',
telno='$telno', address='$address', city='$city', state='$state'
WHERE username = '$ref'");

if (!$db)
{
die('Could not connect: ' . mysql_error());
}
header("Location:loginCustDetail.php?ref=$ref");
//echo (<script>alert("Your Profile has Successfully
Updated.");location.href=\loginCustDetail.php?ref=$ref\</script>);

mysql_close($db);

?>

```

In the table, it contains code from db\_updateProfile which is code for updating a user profile. There are errors that have been modified in which the spelling for the database name is wrong where it is supposedly "agwct" but it is misspelled as "agctw". There is also an error because of forgetting to declare an attribute that is involved in the customer database.

In table 3.12, it shows a few lines of code from AdminViewCust.php that have been modified and the interface can be viewed and user details can be successfully viewed after clicking the icon view.

Table 3.12: Modified Error in AdminViewCust.php Page

```

<?php
        include("config.php");
        $query = "SELECT * FROM `customer`";
        $result = mysql_query($query);
        while($row = mysql_fetch_array($result))
        {
            ?>

        <tr>
            <td bgcolor="#FFFFFF"><?php echo $row['username'];?></td>
            <td bgcolor="#FFFFFF"><div align="center"><a
href="adminCustDetail.php?ref1=<?php echo $row['username'];?>"></div></td>
            <td bgcolor="#FFFFFF"><div align="center"><a
href="deleteaCustAct.php?id=<?php echo $row['username'];?>"></div></td>
        <?php
        }
        //stop loop
    ?>

```

In the table 3.12, the error that been made by the developer is the letter 'p' at the behind adminCustDetail.php word and symbol '?' is missing which is lead error where the customer details cannot be view even after click the icon view. After fix the error, admin finally can view customer details by clicking icon view.

Lastly, after all the error has been fixing and complete been testing a report and manual should been produce. The process and the output should been documented in the report.

## CHAPTER FOUR

### IMPLEMENTATION

#### 4.0 INTRODUCTION

This chapter briefly discusses the implementation of the Auto Generate Women Cloth Template prototype, content of the development; provide interface and application of the development.

#### 4.1 CONTENT DEVELOPMENT

Auto Generate Women Cloth Template system have two module; admin and user. In this content development, it will show the interface for the module and the code that run behind the interface.

##### 4.1.1 PHP Code

PHP Code is a scripting language that embedded in HTML file. It is can be use to develop standalone and web based system. Below are the examples of the PHP Code that have been implementing in this prototype.

Figure 4.1 show code for a connection purpose to the MySQL database. Without the connection file, the code cannot be connected to the database and the entire data form database cannot be retrieved.

```
<?php
$dbHost = "localhost";
$dbUser = "root";
$dbPass = "";
```

```

$dbDatabase = "agwct";

$db = mysql_connect("$dbHost", "$dbUser", "$dbPass") or die ("Error connecting to
database.");
mysql_select_db("$dbDatabase", $db);
?>

```

Figure 4.1: Connection.php Code

Figure 4.1 Show Connection page which is consist of code to connect with the MySQL database. It is should be contain \$host as the database host name, \$username as the MySQL username, \$password is for database password and \$db\_name refer as database name. \$db code is to connect all the host, username and password of the prototype database name.

Figure 4.2 below show code to insert user detail into the database when the user register as a member and fill in the register form.

```

<?php
$con = mysql_connect("localhost","root","");
if (!$con)
{
    die('Could not connect: ' . mysql_error());
}

mysql_select_db("agwct", $con);

$sql="INSERT INTO customer(username, password, email, telno, address, city,
state)
VALUES
($_POST[username],'$_POST[password]','$_POST[email]', '$_POST[telno]',
'$_POST[address]', '$_POST[city]', '$_POST[state]')";

mysql_query($sql, $con);

```

```

//if (!mysql_query($sql2, $con))
//{
//die('Error: ' . mysql_error());
//}
    echo '<div align="center">';
    echo '<p>&nbsp;</p>';
    echo '<p></p>';
    echo '<br><h2>"Your Registration was Successful"</h2>';
    echo '<br /><h2>"You Can Login Now"</h2>';
    echo '</div>';
    echo '<meta http-equiv="refresh" content="2; url=Index.php">';

mysql_close($con)
?>

```

Figure 4.2: db\_register.php Code

Figure 4.2 is a PHP code to insert user details into the customer database when register as member of the prototype. It is use code 'INSERT INTO' followed by table database name in 'agwct' database. If the registration is success, there is message appear said the registration process is success and can process log in into the prototype.

Figure 4.3 show coding to update for the user to update their details. By using this code, user can update data that they are allow to update in the database records.

```

<?php
include "Connection.php";
$password = addslashes($_POST['password']);
$email = addslashes($_POST['email']);
$telno = addslashes($_POST['telno']);
$address = addslashes($_POST['address']);

```

```

$city = addslashes($_POST['city']);
$state = addslashes($_POST['state']);
$ref = $_REQUEST['username'];
mysql_select_db("agwct", $db);
mysql_query("UPDATE customer SET password='$password', email='$email',
telno='$telno', address='$address', city='$city', state='$state'
WHERE username = '$ref'");
if (!$db)
{
die('Could not connect: ' . mysql_error());
}
header("Location:loginCustDetail.php?ref=$ref");
//echo (<script>alert("Your Profile has Successfully
Updated.");location.href='\loginCustDetail.php?ref=$ref'\</script>');
mysql_close($db);
?>

```

Figure 4.3: db\_updateProfile.php Code

Figure 4.3 above shows code in db\_updateProfile.php file where it contains code to allow data to update in the database and at the interface. It uses the code 'UPDATE' followed by database table name and the attributes that include in the update process.

Figure 4.4 shows code for admin to view user details where it is retrieved from the customer table database.

```

<?php
include("config.php");
$query = "SELECT * FROM `customer`";
$result = mysql_query($query);
while($row = mysql_fetch_array($result))
{
?>

```

```

<tr>
    <td bgcolor="#FFFFFF"><?php echo $row['username'];?></td>
    <td bgcolor="#FFFFFF"><div align="center"><a
href="adminCustDetail.php?ref1=<?php echo $row['username'];?>"></div></td>
    <td bgcolor="#FFFFFF"><div align="center"><a
href="deleteaCustAct.php?id=<?php echo $row['username'];?>"></div></td>
<?php
}
//stop loop
?>

```

Figure 4.4: AdminViewCust.php Code

Figure 4.4 shows code php in AdminViewCust.php where the code is use 'SELECT' to ask select all the information in the customer table and display it at the adminCustDetails.php interface.

Figure 4.5 shows coding to delete user, it is performed by the admin of the prototype. Admin will delete unwanted or unused user's personal details anymore form the database records.

```

<?php
mysql_connect("localhost", "agwct", "") or die("no connection");
mysql_select_db("agwct") or die("no database");
$username = $_REQUEST['username'];
$query = "DELETE FROM customer WHERE username='$username'";
mysql_query($query) or die('<script>alert("Delete Not Complete");</script>');
echo "<meta http-equiv=\\"refresh\\" content=\\"0;URL=loginAdminIndex.php\\">";
?>

```

Figure 4.5: deleteaCustAct.php Code

Figure 4.5 shows code php using 'DELETE' code to delete user record by request the username which is already identified as the unique identifier in the customer table.

Figure 4.6 is a code to allow admin log in into the prototype and perform the admin task.

```

<?php
$email =($_POST['email']);
$password =($_POST['password']);
include 'Connection.php';
mysql_select_db("$dbDatabase", $db);
$result=mysql_query("Select * from admin where email='$email' AND
password='$password'", $db);
//check that at least one row was returned
$rowCheck = mysql_num_rows($result);
if($rowCheck > 0)
    {
        while($row = mysql_fetch_array($result))
            {
                //start the session and register a variable
session_start();
session_register('email');
//successful login code will go here...
//echo 'Success!';
$_SESSION['email'] = $email;
mysql_close($db);
//we will redirect the user to another page where we will make sure they're logged
in
header( "Location: CheckAdmin.php" );
    }
}

```



```

else{
echo '<div align="center">';
echo '<p>&nbsp;</p>';
echo '<p></p>';
echo '<br><h2><span class="style4">"Incorrect login email or password.
Please try again..."</span></h2>';
echo '</div>';
echo '<meta http-equiv="refresh" content="3; url=adminLogin.php">';

}
?>

```

Figure 4.6: db\_login\_admin.php Code

Figure 4.6 shows code to allow admin log in into the prototype by using the 'SELECT' php code. The code will called email and password and match it with data inside the admin table database.

#### 4.1.2 Canvas Element Code in HTML

The canvas element code in HTML is to draw graphic or picture on the website by using Javascript. Canvas attributes contain width and length of the box.

The coding in Figure 4.7 is used to draw the line and be a shape of the cloth that wants to print and generate. It is consist of coordinate and in canvas.

```

<script type="text/javascript">
var c=document.getElementById("myCanvas");
var ctx=c.getContext("2d");
var x=0;
var y=0;
var size1 = (<?php echo $row['shoulder'];?>)*50; // 1 inch==50pixels
var size2 = (<?php echo $row['shoutokneelength'];?>)*50;

```

```

ctx.strokeStyle="#FFA500";
ctx.lineWidth = 2;
ctx.beginPath();
ctx.moveTo(x,y);
ctx.lineTo(x+225,y);
ctx.lineTo(x+225-100,y+size2-(size1/2+50));
ctx.lineTo(x,y+size2-(size1/2+50));
ctx.closePath();
ctx.stroke();
var x1=25;
var y1=25;
ctx.strokeStyle="#000000";
ctx.lineWidth = 2;
ctx.beginPath();
ctx.moveTo(x1,y1);
ctx.lineTo(x1+(225-50),y1);
ctx.lineTo(x1+(225-100)-40.5,(y1+size2-(size1/2+50)-50));
ctx.lineTo(x1,(y1+size2-(size1/2+50)-50));
ctx.closePath();
ctx.stroke();
</script>
<?php
    }
    mysql_close();
?>
</html></body>
</html>

```

Figure 4.7: Pesak.php Code

In Figure 4.7 it is shows code to generate the part of 'Pesak' based on measurement that the user fills in and been saves in the database record. There are

two lines will be generate from the code, one is the original line and the other is a line to give space to sew at that part.

In Figure 4.8 the output for the code at the Figure 4.7 will like that. It is have two lines to differentiate the original line and line to sew.

Output:

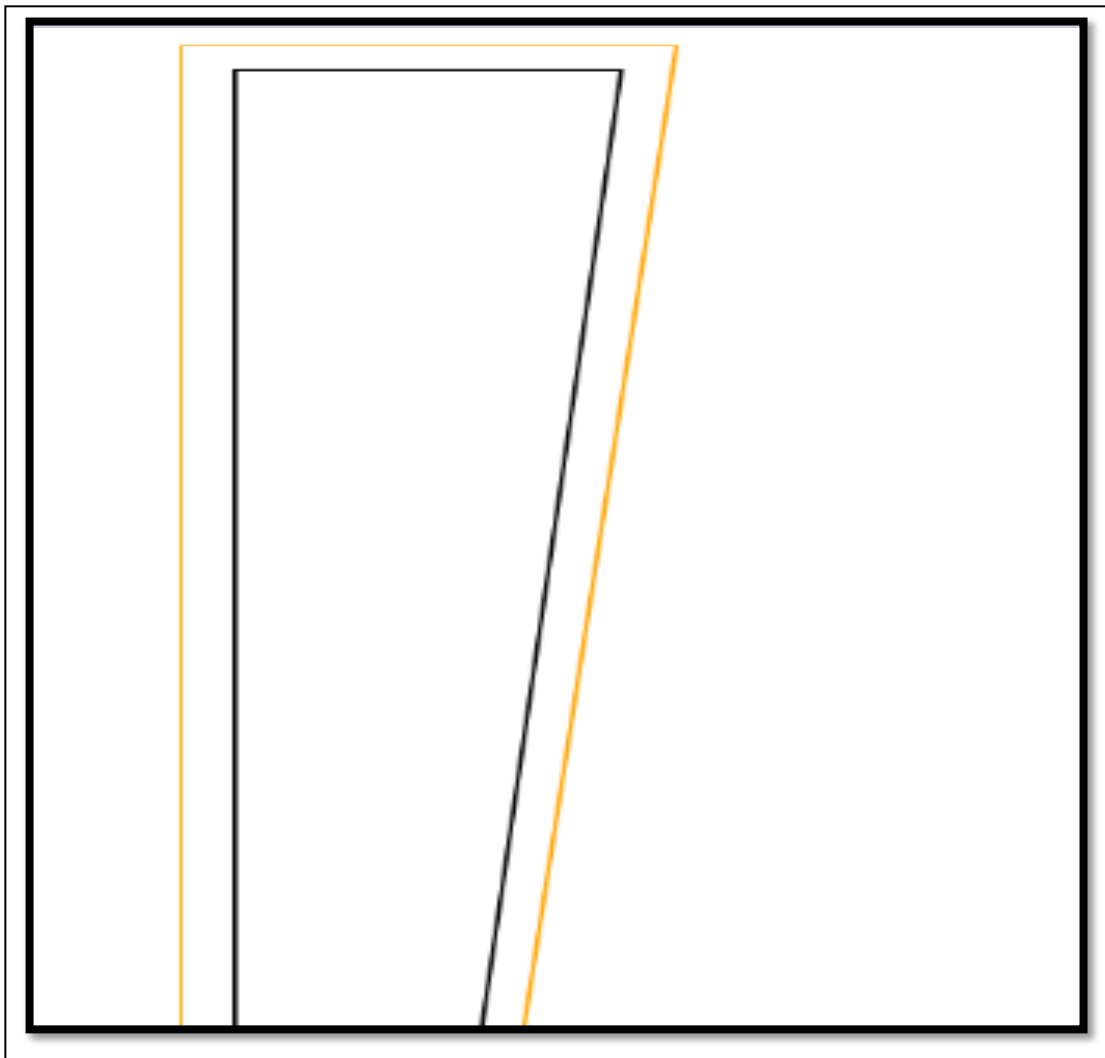


Figure 4.8: Output of the Pesak Code

Figure 4.8 shows the output result for the code to generate the ‘pesak’ part. It will generate two lines based on the user measurement input.

In this Figure 4.9, it is the coding to draw the sleeve part for baju kurung template. The code will generate the sleeve part based on the user measurement in the measurement record database.

```
<?php
session_start();
?>
<!DOCTYPE html><title></title>
```

```

<html>
<?php include ("Connection.php");?>
<?php
$ref=$_GET['ref'];
$result = mysql_query("SELECT * FROM measurement WHERE username = '$ref'
ORDER BY id DESC LIMIT 1");
while($row = mysql_fetch_array($result))
{?>
<style type="text/css">
<!--
.style23 { font-size: 12}
.style38 { font-family: "Lucida Grande", Arial, Sans-serif; font-weight: bold;}
.style39 { font-size: 14px;
        color: #000000;
}
-->
</style>
<body>
  <p><span class="style39"><span class="style38"><span class="style23">
    <?php @session_start(); ?>
Welcome</span></span><span class="style38"> : <strong><?php echo
$_SESSION['username']; $username=
$_SESSION['username'];?></strong></span></span></p>
<p>
<canvas id="myCanvas" width="1000" height="1000" style="border:1px solid
#d3d3d3;">
    your browser does not support the canvas tag </canvas>
</p>
<form name="form1" method="post" action="pesak.php?ref=<?php echo $ref;?>">
  <label>
    <input type="submit" name="pesak" id="pesak" value="Pesak">
  </label>
</form>

```

```
<form name="form2" method="post"
action="viewMeasurementBajuKurungTemplate.php?ref=<?php echo $ref;?>">
  <label>
    <input type="submit" name="Back" id="Back" value="Back">
  </label>
</form>
<script type="text/javascript">
var c=document.getElementById("myCanvas");
var ctx=c.getContext("2d");

var x=0;
var y=0;
var size1 = (<?php echo $row['sleevelength'];?>)*50; // 1 inch==50pixels
var size2 = (<?php echo $row['shoulder'];?>)*50;

ctx.strokeStyle="#FFA500";
ctx.lineWidth = 2;
ctx.beginPath();
ctx.moveTo(x,y);
ctx.lineTo(x+size1,y);
ctx.lineTo(x+size1,y+(size2/2)+50);
ctx.lineTo(x,y+(size2/2)+50-25);
ctx.closePath();
ctx.stroke();

var x1=25;
var y1=25;

ctx.strokeStyle="#000000";
ctx.lineWidth = 2;
ctx.beginPath();
ctx.moveTo(x1,y1);
ctx.lineTo(x1+(size1)-50,y1);
```

```

ctx.lineTo(x1+(size1)-50,(y1+(size2/2)+25)-50);
ctx.lineTo(x1,(y1+(size2/2)-25)-50);
ctx.closePath();
ctx.stroke();
</script>
<?php
}
mysql_close();
?>
</html>

```

Figure 4.9: Sleeve.php Code

Figure 4.9 shows the code that generated the cloth template. The codes use four variables which is x, y, x1 and y1 to draw two lines in the sleeve part output.

Figure 4.10 show the output for the codes in the Figure 4.9. It is the part of the 'baju kurung' sleeve.

Output:

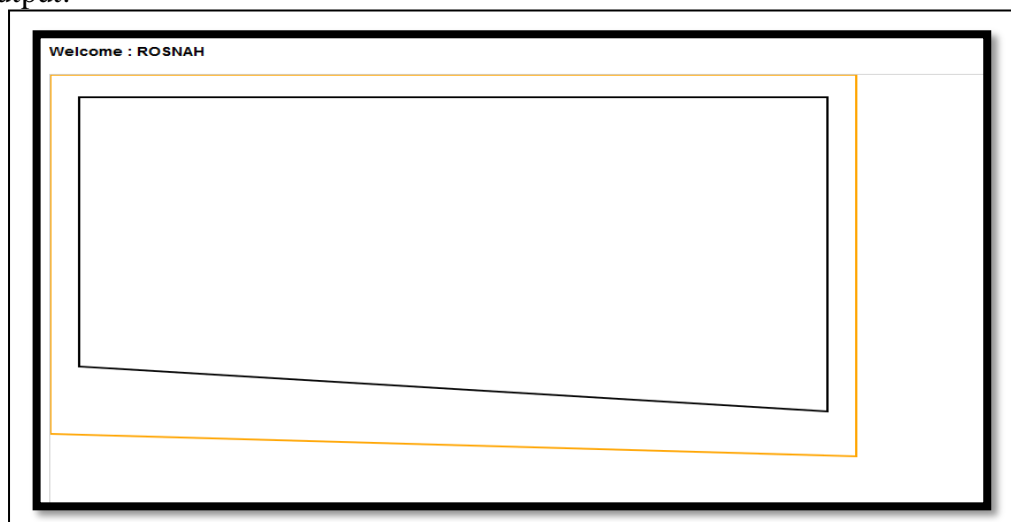


Figure 4.10: Output Sleeve.php Code

Figure 4.10 shows the output of the sleeve part based on user body measurement records in the database. User can refer the guideline the different between the two lines and the purpose for it.

Figure 4.11 shows the body part of 'baju kurung' to be generated by the code in the Body.php page.

```

<?php
session_start();
?>
<!DOCTYPE html><title>Badan</title>
<html>
  <?php include ("Connection.php");?>
  <?php
  $ref=$_GET['ref'];
  $result = mysql_query("SELECT * FROM measurement WHERE username = '$ref'
  ORDER BY id DESC LIMIT 1");
  while($row = mysql_fetch_array($result))
  {?>

  <style type="text/css">
  <!--
  .style23 { font-size: 12}
  .style38 { font-family: "Lucida Grande", Arial, Sans-serif; font-weight: bold;}
  .style39 { font-size: 14px;
            color: #000000;
  }
  -->
  </style>
  <body>
    <p><span class="style39"><span class="style38"><span class="style23">
      <?php @session_start(); ?>
      Welcome</span></span><span class="style38"> : <strong><?php echo
      $_SESSION['username']; $username=
      $_SESSION['username'];?></strong></span></span></p>

```



```

<p>
<canvas id="myCanvas" width="1000" height="1000" style="border:1px solid #d3d3d3;">
    your browser does not support the canvas tag </canvas>
</p>

<form name="form1" method="post" action="lengan.php?ref=<?php echo $ref;?>">
    <label>
        <input type="submit" name="lengan" id="lengan" value="lengan">
    </label>
</form>
<form name="form2" method="post"
action="viewMeasurementBajuKurungTemplate.php?ref=<?php echo $ref;?>">
    <label>
        <input type="submit" name="Back" id="Back" value="Back">
    </label>
</form>
<script type="text/javascript">
var c=document.getElementById("myCanvas");
var ctx=c.getContext("2d");

var x=0;
var y=0;
var size1 = (<?php echo $row['shoulder'];?>)*50; // 1 inch==50pixels
var size2 = (<?php echo $row['shoutokneelength'];?>)*50;

ctx.strokeStyle="#FFA500";
ctx.lineWidth = 2;
ctx.beginPath();
ctx.moveTo(x,y); //titik pertama
ctx.lineTo(x+(size1/2),y);
ctx.lineTo(x+(size1/2),y+size2);
ctx.lineTo(x,y+size2);
ctx.closePath();
ctx.stroke();

```

```
var x1=25;
var y1=25;

ctx.strokeStyle="#000000";
ctx.beginPath();
ctx.moveTo(x1,y1);
ctx.lineTo(x1+((size1/2)-50),y1);
ctx.lineTo(x1+((size1/2)-50),(y1+size2)-50);
ctx.lineTo(x1,(y1+size2)-50);
ctx.closePath();
ctx.stroke();
</script>
<?php
    }
    mysql_close();
    ?>
</html>
```

Figure 4.11: Code in Body.php to generate body part of 'baju kurung'.

Figure 4.11 shows the code that been develop will generate the body part based on the user body measurement size in the database records.

Figure 4.12 shows the output of the code in the Figure 4.11 that generated cloth template part.

Output:



Figure 4.12: Output for Body Part

Figure 4.12 shows the output for the body part after been generate by the codes in the shows in the Figure 4.11. It is generate the output based on the input that user key into the measurement form at measurement interface.

## 4.2 GRAPHICAL USER INTERFACE DEVELOPMENT

### 4.2.1 User Interface

This figure shows when user and admin access into the prototype. It is as the Index page for the prototype. The Index page will give assumption to the user what is prototype about.

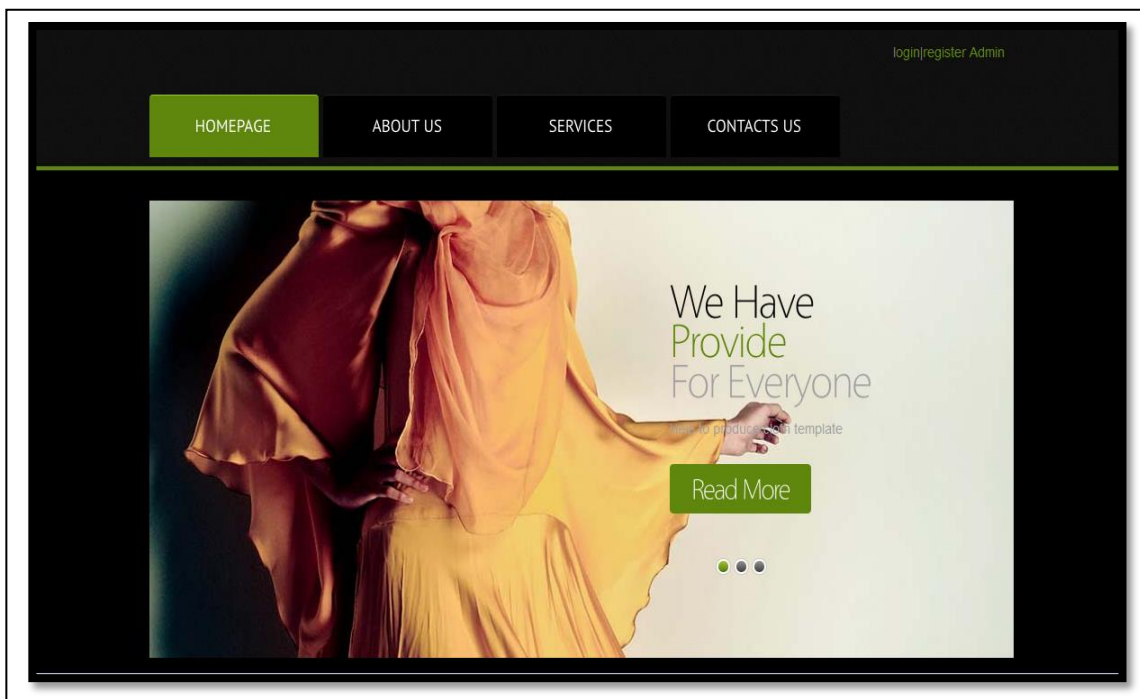
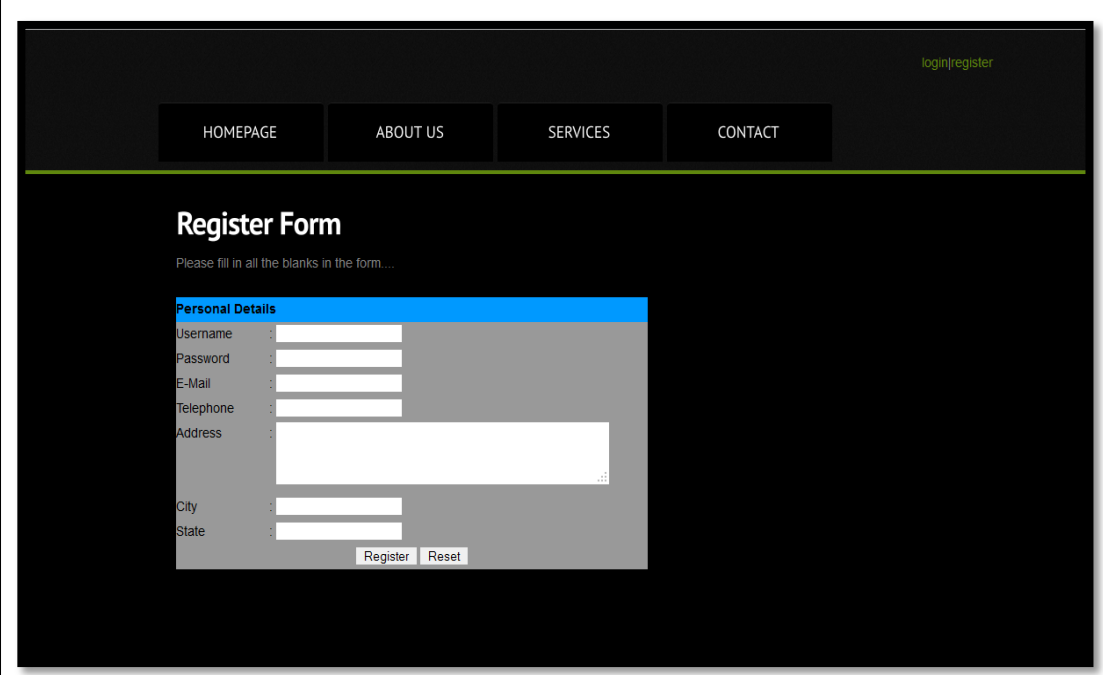


Figure 4.13: Homepage for the User and Admin

Figure 4.0 shows Homepage for the Auto Generate Women Cloth Template for users and admin. It is provide hyperlink to link to the other page such as registration page, login page and button to direct to the other page at the prototype. There are four buttons provide by the prototype which is HOMEPAGE button, ABOUT US button, SERVICES button and CONTACT US button.

This figure show registration form for the unregistered user to join be as a member of in the system.



The image shows a registration form page with a dark theme. At the top right, there is a link labeled "login/register". Below this is a navigation bar with four buttons: "HOME PAGE", "ABOUT US", "SERVICES", and "CONTACT". The main heading is "Register Form" with a subtext "Please fill in all the blanks in the form...". The form is titled "Personal Details" and includes the following fields: Username, Password, E-Mail, Telephone, Address, City, and State. At the bottom of the form, there are two buttons: "Register" and "Reset".

Figure 5.1: Registration Form Page

This Figure 5.1 is register form at the Registration Interface where user has to insert their personal detail such as username and password for login authentication, email, telephone, address, city and state.

This form is a login form for the registered member. This login form is for both of user and admin to use or login purpose.

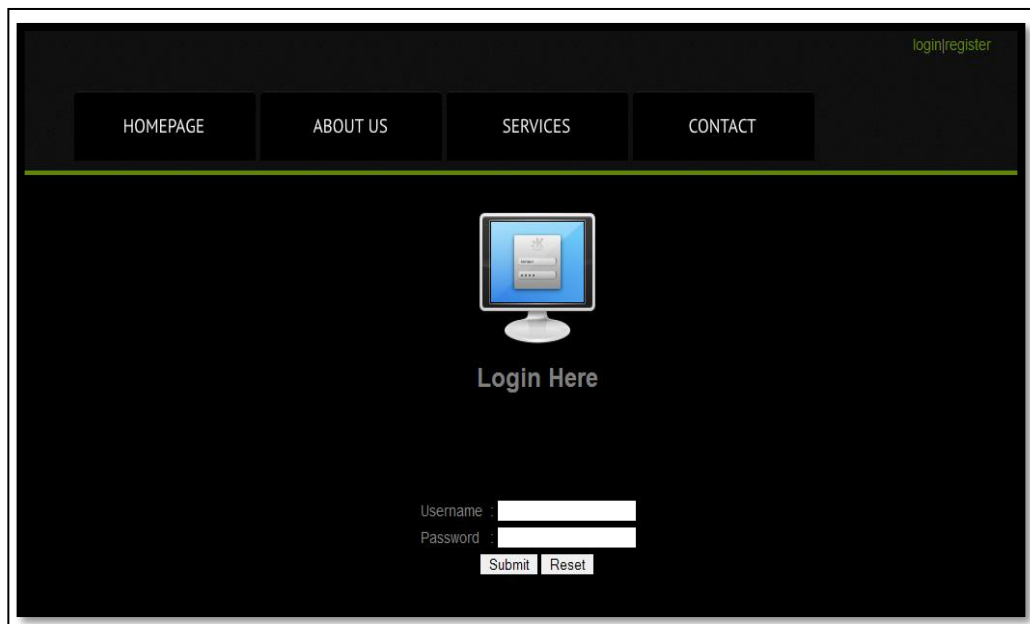
The image shows a web interface for a login form. At the top right, there is a link labeled "login/register". Below this, a horizontal navigation menu contains four items: "HOMEPAGE", "ABOUT US", "SERVICES", and "CONTACT". A thin green line separates the menu from the main content area. In the center of the page, there is an icon of a computer monitor displaying a login screen, with the text "Login Here" positioned directly below it. At the bottom of the form, there are two input fields: "Username" and "Password". Below these fields are two buttons: "Submit" and "Reset".

Figure 5.2: Login Form Interface

This Figure 5.2 shows the login form for registered user to access into the prototype. Users have to insert username and password that match with the information in the database record.

This figure below is an interface for the template type that prototype provide to generated, user have to click the template name and will be direct to the measurement form interface.

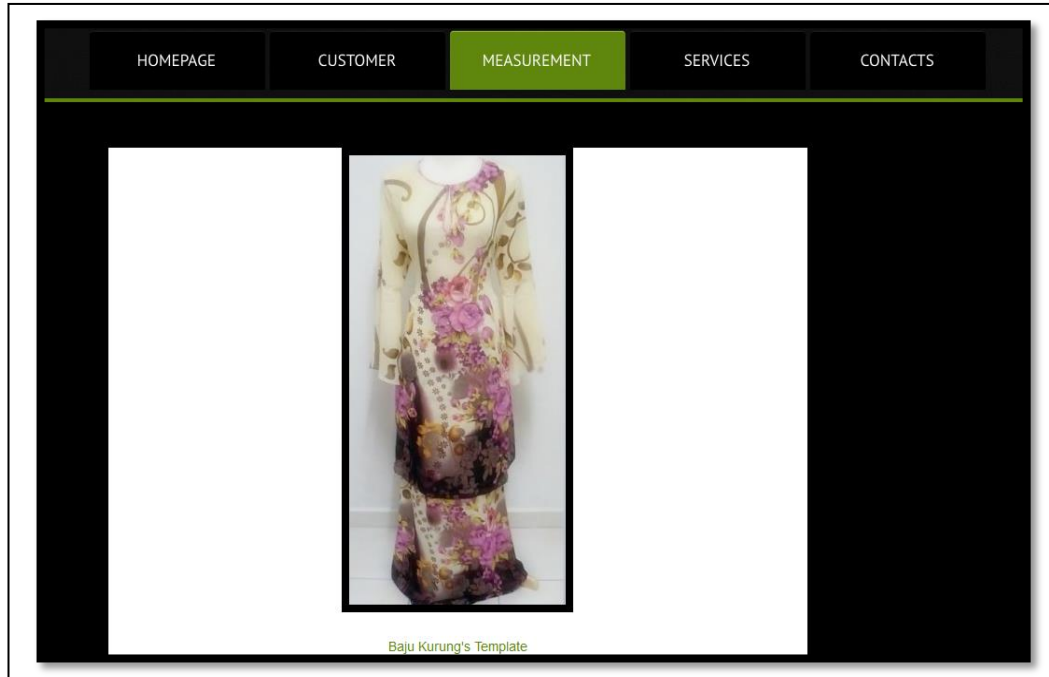


Figure 5.3: Type of Cloth Template Provide by Prototype

Interface in this Figure 5.3, is only for registered user can view it. When users click the hyperlink, it will direct to the measurement form interface. For this prototype, template that been provide is only for 'Baju kurung' template.

Figure below shows an interface when users want to fill in their body measurement before print and generate the cloth template.

Figure 5.4: Measurement Form Interface

Interface in Figure 5.4 is measurement form for user to fill in their body measurement that will be use to generate the cloth template later. On top of the form there is guideline to help user to fill in the form. Users have to insert their neck, shoulder, waist, stomach, sleeve length, shoulder to knee length, chest and waist to ankle length for the measurement.

Figure 5.5 below shows the interface when the user done fill in the body measurement form the click submit, which is will generated the template.



Figure 5.5: Measurement View Interface

Figure 5.5 consist of the interface for template that has been generated based on the user measurement record in the database.



#### 4.2.2 Admin Interface

This section will provide the interface for the admin module in this prototype. Admin can only manage the prototype for the view and delete user personal details and user measurement details.

Figure 5.6 shows the interface when the admin want to access into the prototype. Admin has to insert email and password as the authentication for prototype to recognize and allow admin access it.

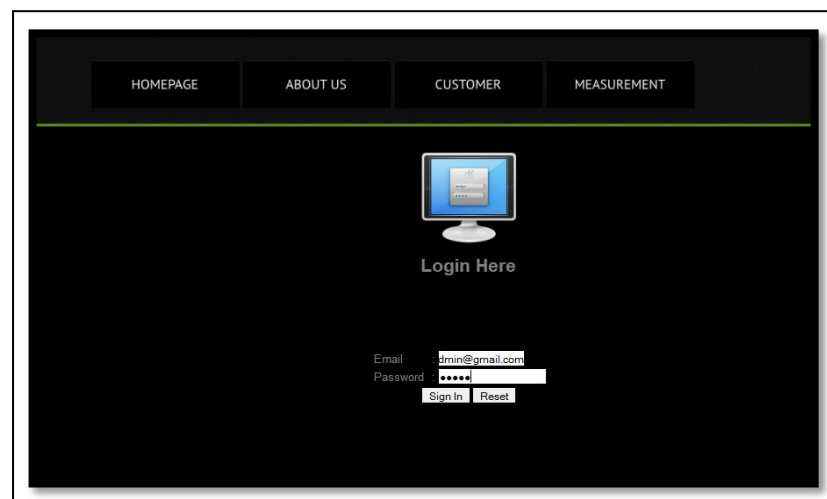


Figure 5.6: Admin Login Interface

Admin have to insert email and password for the interface above to be able access the prototype. Admin authentication:

Email: [admin@gmail.com](mailto:admin@gmail.com)

Password: admin

Figure 5.7 want to view user's detail where admin can only view and delete the information.

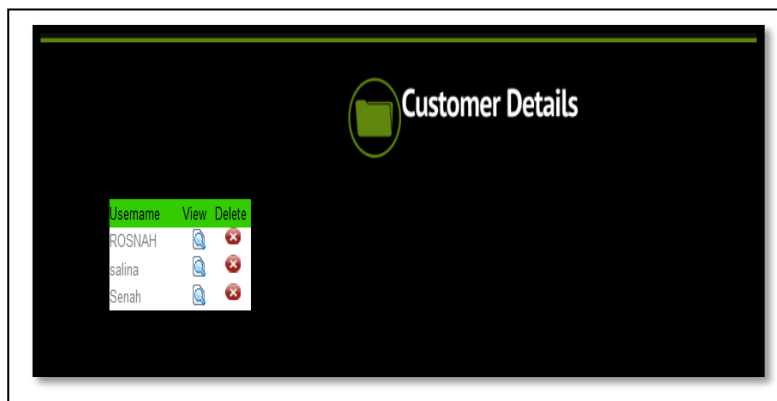


Figure 5.7: User Details View by Admin

In the Figure 5.7, admin have to click the icon view if want to view user's information and will be directed to other page.

Figure 5.8, shows the interface after the admin click the view icon in the Figure 5.7.

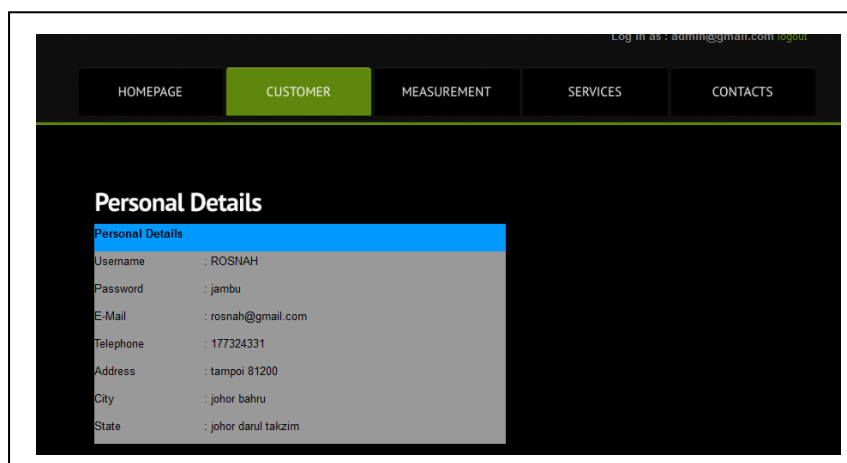


Figure 5.8: Interface for User Details in Admin Module.

In this figure, admin can view user information that been retrieve from the customer file database record.

Figure 5.9 show admin can delete user that unused anymore in the prototype by click the delete icon the table.



Figure 5.9: Delete User form Database Records.

Figure 5.9 shows interface to delete user record from the prototype database. It will give message “Your data has been delete” if the data successfully deleted from the database.

## **CHAPTER FIVE**

### **RESULT, DISCUSSION AND CONCLUSION**

#### **5.0 INTRODUCTION**

This chapter briefly discusses the results of the Auto Generate Women Cloth Template prototype and the result get from the prototype. The advantage of the prototype, future work and conclusion will be discussed also in this chapter.

#### **5.1 RESULT**

Auto Generate Women Cloth Template is an prototype for auto generates web base that help novice user and person who does not has skill to produce women template cloth for 'Baju Kurung' template.

In the Table 5.1, it is contain discussion about the advantage of the prototype. In the table, the advantage of the prototype will be compare with the human skill, information provide, ability and time boundaries.

Table 5.1 Human Perception within Auto Generate Women Cloth Template

<b>Auto Generate Women Cloth Template</b>		<b>Human Perceptions</b>	
<b>Ability</b>	The system capabilities to progress follow the capacity	<b>Ability</b>	How person want to communicate or contact with the things or person
<b>Time Consuming</b>	Produce template more faster than tailor	<b>Time Consuming</b>	Have to catch up with the all order with the limitation time
<b>Skill</b>	Have system to process	<b>Skill</b>	Have two categories: <ul style="list-style-type: none"> <li>- Expert (senior)</li> <li>- Beginner (newbie or junior)</li> </ul>
<b>Guideline</b>	Have prepare guideline for the user and just follow the instruction	<b>Guideline</b>	Take some lesson sewing classes to know made the template

## 5.2 DISCUSSION

Within the prototype, some new person can built interest in sewing field especially youngsters nowadays. Another of expecting result for this system is, the user can use this system to help then produce the women template cloth rather than using the old way. There are several ways to achieve the expecting result.

Firstly, novice user or person who does not have skill can try using the prototype where it more friendly and more appeal to them. We know that novice user or person who does not have skill more attract to the features that more interactive and not kind of boring things, they can preview first the template before they generate it to prevent unwanted wrong template measured.

Second is, this prototype be freely be used by several type of user categories such as the expert user in sewing use it to produce the template rather than they have to using the general way to draw on the big piece of paper, labeled it own by pen or marker and cut it into the piece of template. The users do not have to experience much struggle to produce template in limited time. From there, the prototype also had been improved from the current way to the new way to help users produce template cloth.

### **5.3 FUTURE WORK**

In this prototype, the scope that been covered only for the 'Baju Kurung' template. In the future, there is suggestion to do the other women cloth template such as 'baju Kebaya' template, cloth template for children gown and etc.

In the future, the prototype can be upgrade the tools to develop the prototype such as ASP.Net that been widely use to develop web based in other companies.

### **5.4 CONCLUSION**

Auto Generate Women Cloth Template is a web base prototype for novice user or person who does not have skills to produce women cloth template. This prototype is not only can use by novice user or person who does not have skills but can help people who have skills to produce women cloth template especially the expert user who have knowledge in the sewing cloth and make cloth templates.

In order to prepare the requirement for the Auto Generate Women Cloth Template prototype, many researchers have been done based on existing system and techniques which is suitable for developing the system.

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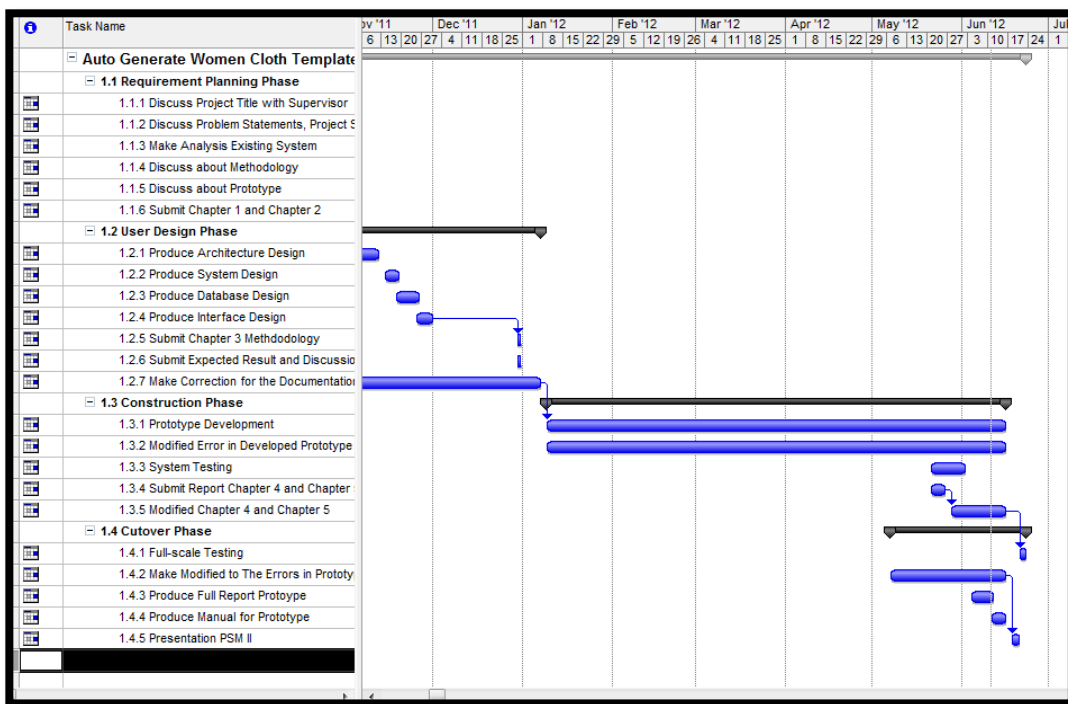
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**APPENDICES**

**APPENDIX A**

**GANTT CHART**

	Task Name	Duration	Start	Finish	Predecessor
0	Auto Generate Women Cloth Template	205 days?	Mon 9/12/11	Fri 6/22/12	
1	1.1 Requirement Planning Phase	29 days	Mon 9/12/11	Thu 10/20/11	
2	1.1.1 Discuss Project Title with Supervisor	5 days	Mon 9/12/11	Fri 9/16/11	
3	1.1.2 Discuss Problem Statements, Project Scopes and Objectives	5 days	Mon 9/12/11	Fri 9/16/11	
4	1.1.3 Make Analysis Existing System	16 days	Fri 9/16/11	Fri 10/7/11	
5	1.1.4 Discuss about Methodology	16 days	Fri 9/16/11	Fri 10/7/11	
6	1.1.5 Discuss about Prototype	21 days	Fri 9/16/11	Fri 10/14/11	
7	1.1.6 Submit Chapter 1 and Chapter 2	4 days	Mon 10/17/11	Thu 10/20/11	6
8	1.2 User Design Phase	60 days?	Mon 10/17/11	Fri 1/6/12	
9	1.2.1 Produce Architecture Design	15 days	Mon 10/24/11	Fri 11/11/11	
10	1.2.2 Produce System Design	5 days	Mon 11/14/11	Fri 11/18/11	
11	1.2.3 Produce Database Design	6 days	Fri 11/18/11	Fri 11/25/11	
12	1.2.4 Produce Interface Design	4 days?	Fri 11/25/11	Wed 11/30/11	
13	1.2.5 Submit Chapter 3 Methodology	1 day	Fri 12/30/11	Fri 12/30/11	12
14	1.2.6 Submit Expected Result and Discussion, Conclusion and Proj	1 day	Fri 12/30/11	Fri 12/30/11	
15	1.2.7 Make Correction for the Documentation	60 days	Mon 10/17/11	Fri 1/6/12	
16	1.3 Construction Phase	115 days?	Mon 1/9/12	Fri 6/15/12	
17	1.3.1 Prototype Development	115 days	Mon 1/9/12	Fri 6/15/12	15
18	1.3.2 Modified Error in Developed Prototype	115 days	Mon 1/9/12	Fri 6/15/12	
19	1.3.3 System Testing	10 days	Mon 5/21/12	Fri 6/1/12	
20	1.3.4 Submit Report Chapter 4 and Chapter 5	5 days?	Mon 5/21/12	Fri 5/25/12	
21	1.3.5 Modified Chapter 4 and Chapter 5	15 days?	Mon 5/28/12	Fri 6/15/12	20
22	1.4 Cutover Phase	35 days?	Mon 5/7/12	Fri 6/22/12	
23	1.4.1 Full-scale Testing	2 days	Thu 6/21/12	Fri 6/22/12	21
24	1.4.2 Make Modified to The Errors in Prototype	30 days?	Mon 5/7/12	Fri 6/15/12	
25	1.4.3 Produce Full Report Prototype	6 days	Mon 6/4/12	Mon 6/11/12	
26	1.4.4 Produce Manual for Prototype	5 days	Mon 6/11/12	Fri 6/15/12	
27	1.4.5 Presentation PSM II	3 days	Mon 6/18/12	Wed 6/20/12	24



**APPENDIX B**

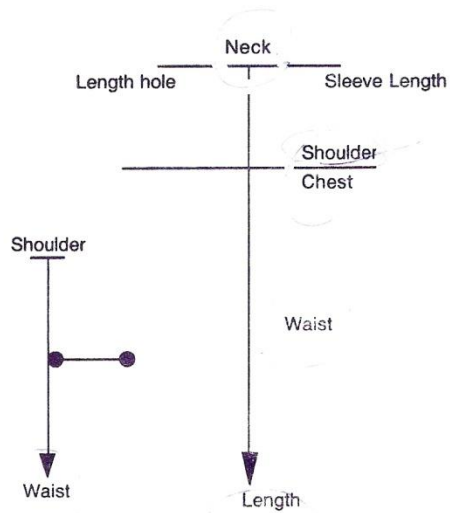
**GUIDELINE TEMPLATE**

# KIM GARMENT

No. 9, Jalan Industri Semambu 9/5, Kawasan Perindustrian Semambu,  
25350 Kuantan, Pahang Darul Makmur.  
Tel : 09 - 5679519, 5679520 Fax : 09 - 5670521  
Jenny : 019 - 986 4061, Joyce 016 - 931 3769

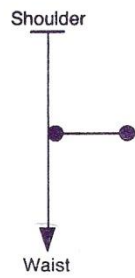
NAME : .....

COMPANY : .....

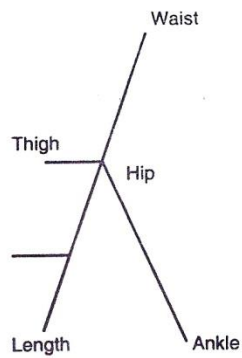


Front :

Back :



## REMARKS :



Set...

**APPENDIX C**

**FIGURE 3.5.1.1**



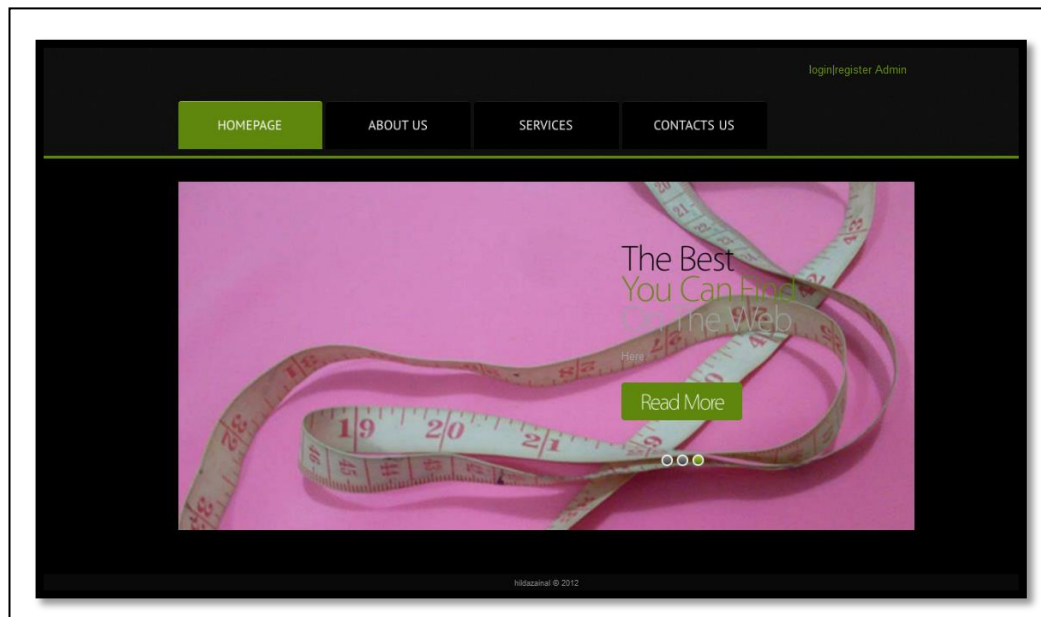


**Figure 3.5.1.1**

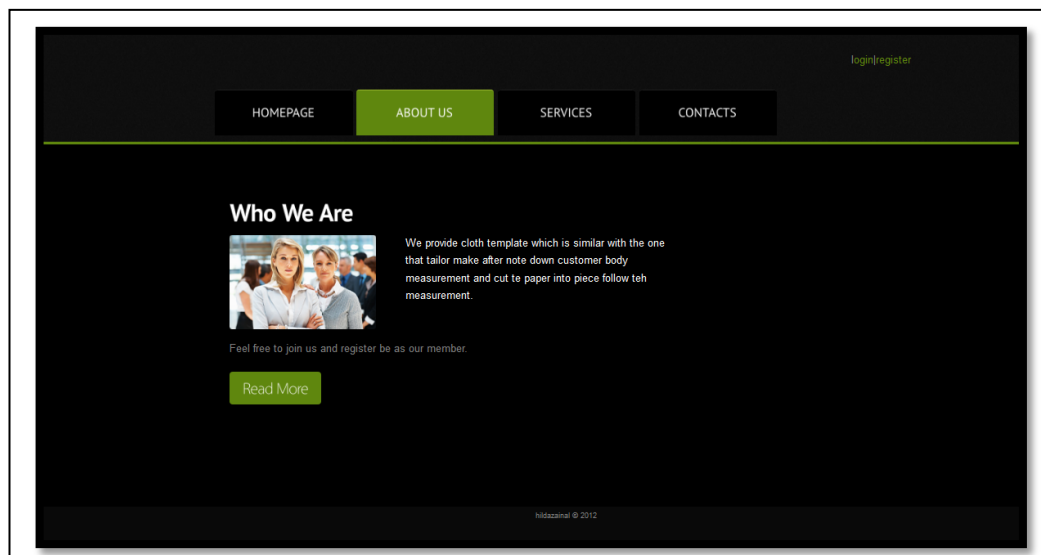
**APPENDIX D**

**USER MANUAL**

## Interface before User and Admin Login



**Figure A: Homepage Page Interface**



**Figure B: About Us Page Interface**

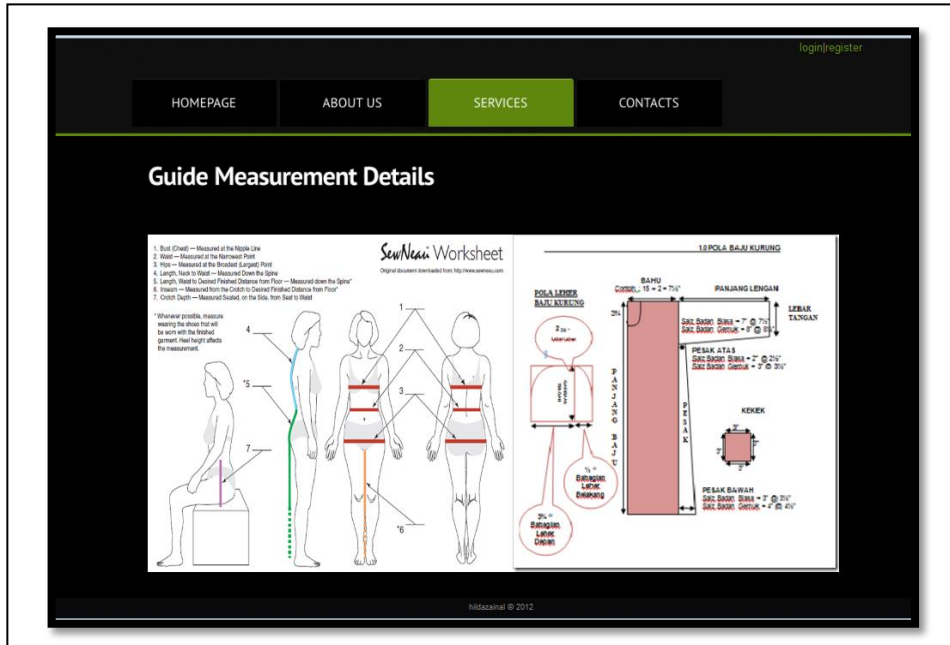


Figure C: Services Page Interface

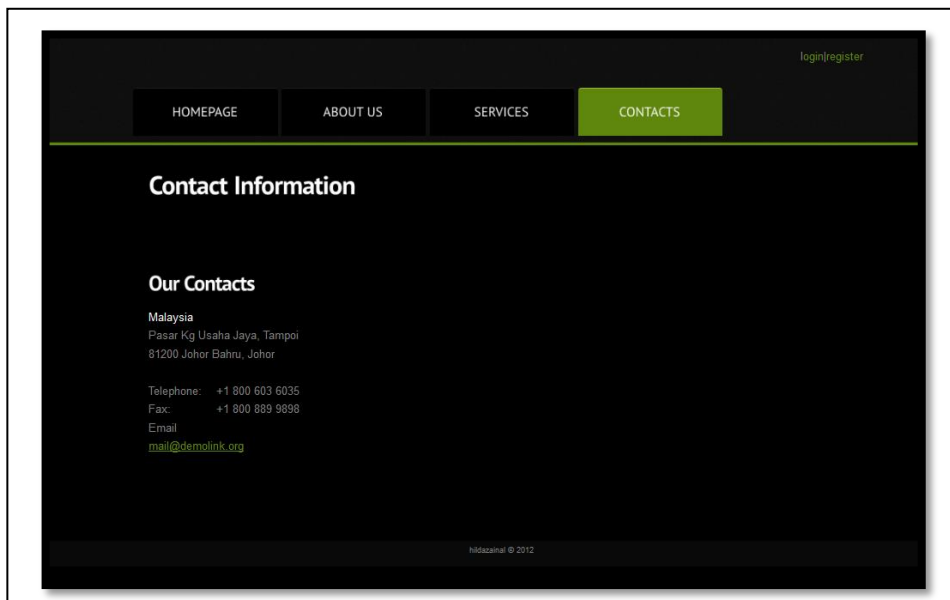
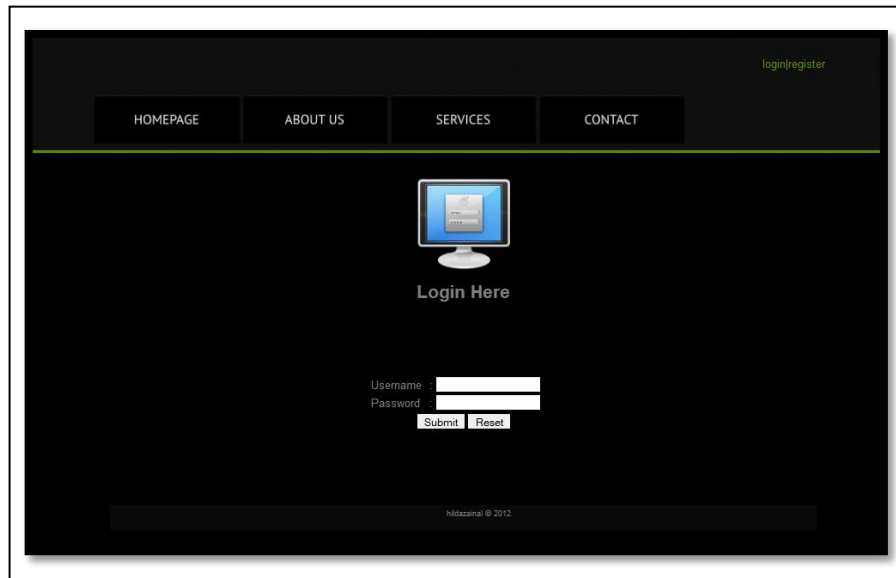


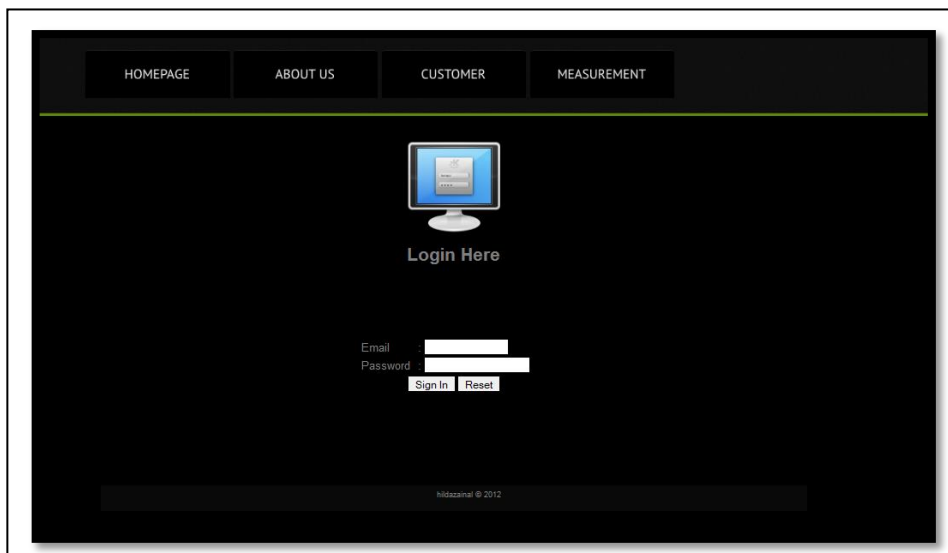
Figure D: Contact Page Interface

## User and Admin Login



The screenshot shows a dark-themed web interface for user login. At the top right, there is a link for "login/register". Below this is a horizontal navigation bar with four buttons: "HOMEPAGE", "ABOUT US", "SERVICES", and "CONTACT". The main content area features a computer monitor icon with the text "Login Here" below it. The login form consists of two input fields: "Username" and "Password". Below these fields are two buttons: "Submit" and "Reset". At the bottom of the page, there is a small copyright notice: "hidzamal © 2012".

**Figure E: Login Page for User Page Interface**



The screenshot shows a dark-themed web interface for admin login. At the top right, there is a link for "login/register". Below this is a horizontal navigation bar with four buttons: "HOMEPAGE", "ABOUT US", "CUSTOMER", and "MEASUREMENT". The main content area features a computer monitor icon with the text "Login Here" below it. The login form consists of two input fields: "Email" and "Password". Below these fields are two buttons: "Sign In" and "Reset". At the bottom of the page, there is a small copyright notice: "hidzamal © 2012".

**Figure F: Login Page for Admin Page Interface**

login/register

HOMEPAGE ABOUT US SERVICES CONTACT

## Register Form

Please fill in all the blanks in the form....

**Personal Details**

Username : ROSNAH  
 Password : .....  
 E-Mail : rosnah@gmail.com  
 Telephone : 0177324331  
 Address : tampoi 81200  
 City : johor bahrhu  
 State : johor darul takzim

Register Reset

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**Figure G: Register Form Page Interface**

Log in as : ROSNAH logout

HOMEPAGE CUSTOMER MEASUREMENT SERVICES CONTACTS

## Personal Details

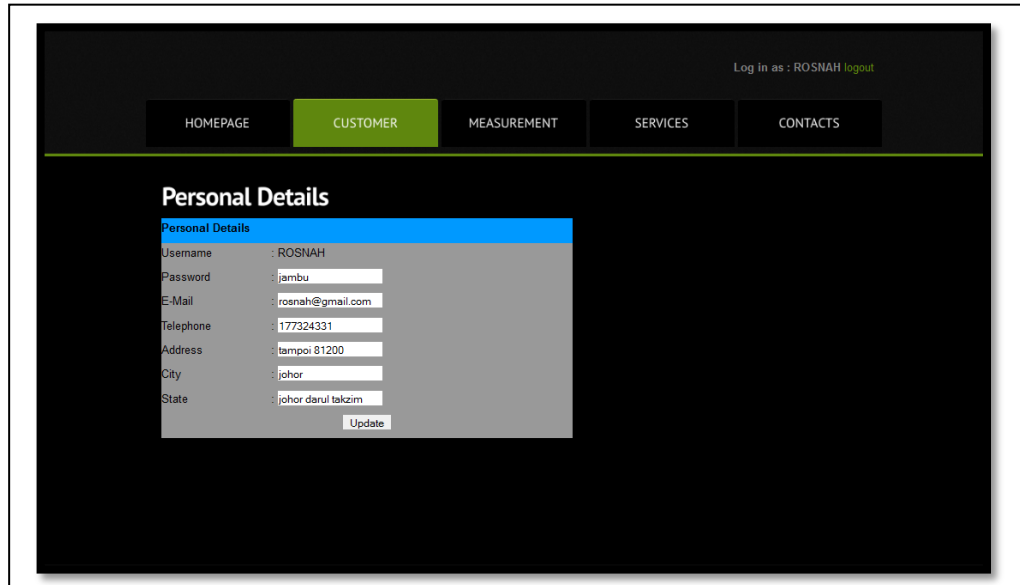
**Personal Details**

Username : ROSNAH  
 Password : jambu  
 E-Mail : rosnah@gmail.com  
 Telephone : 177324331  
 Address : tampoi 81200  
 City : johor bahrhu  
 State : johor darul takzim

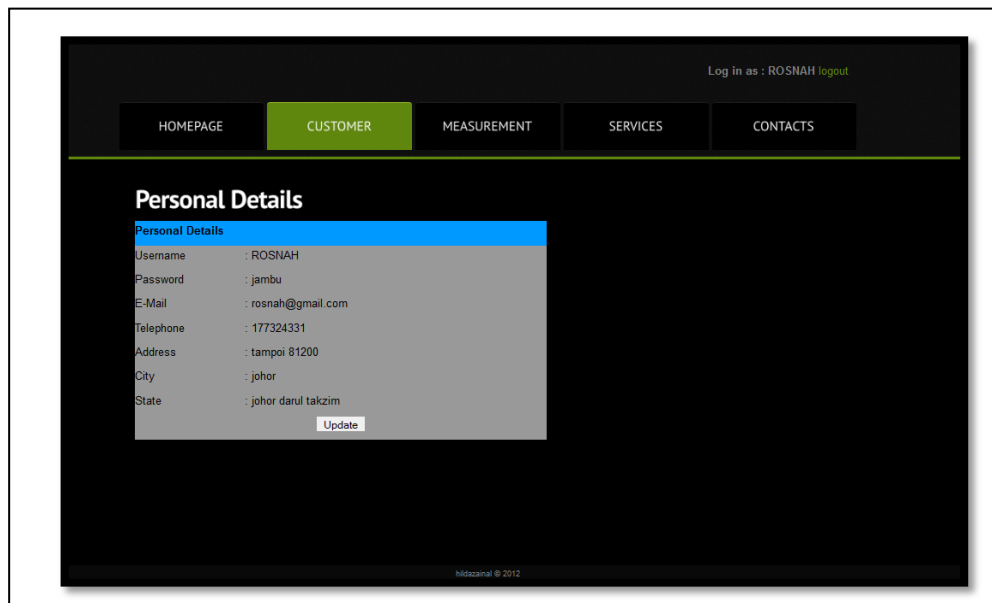
Update

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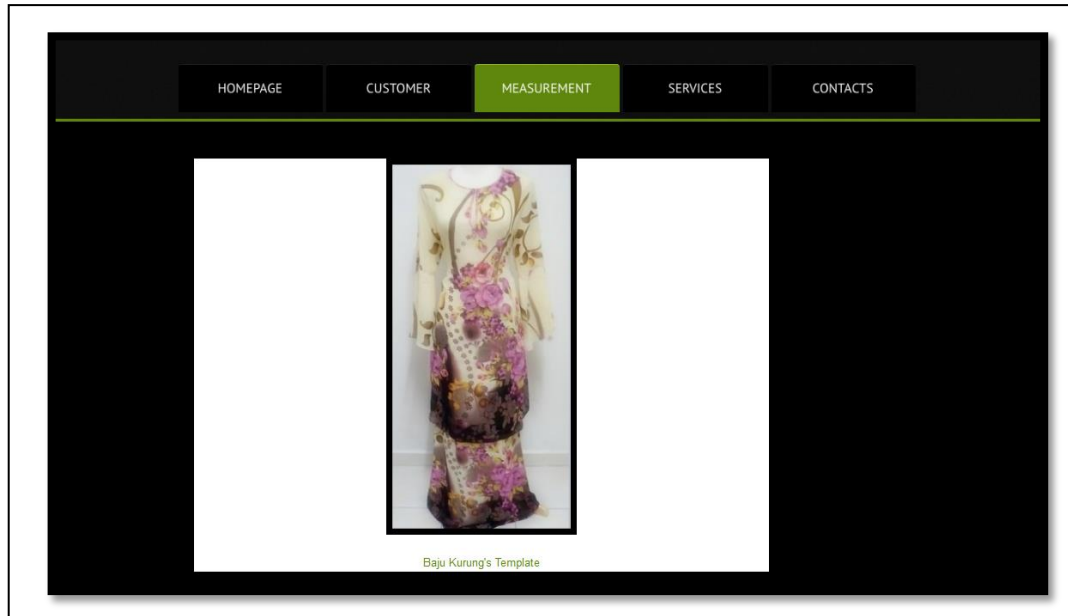
**Figure H: User Personal Details Page Interface**



**Figure I: Update User Page Personal Details Interface**



**Figure J: Success Update User Personal Details Page Interface**



**Figure K: Template Choice Page Interface**

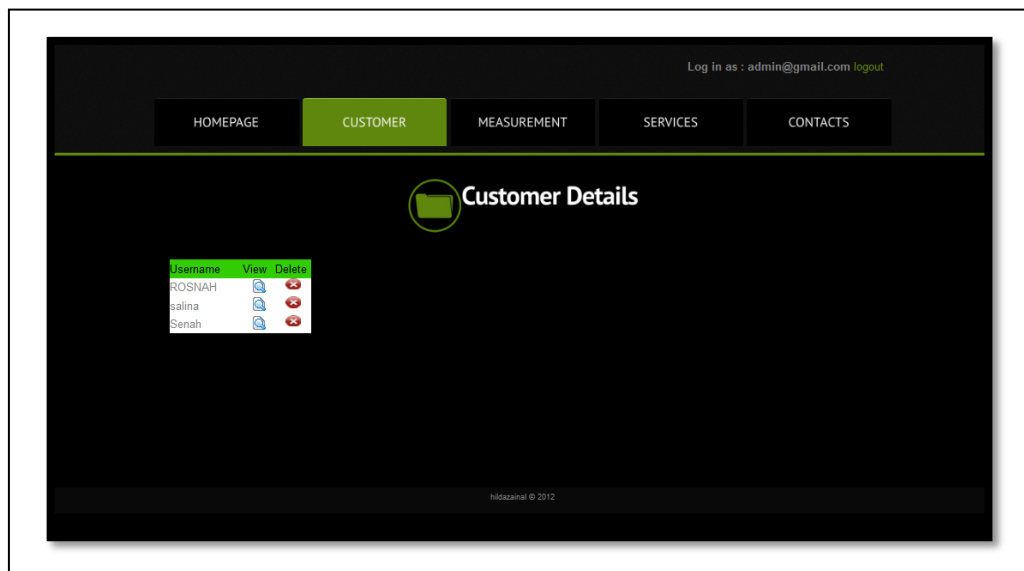
**Figure L: Add User Body Measurement Page Interface**



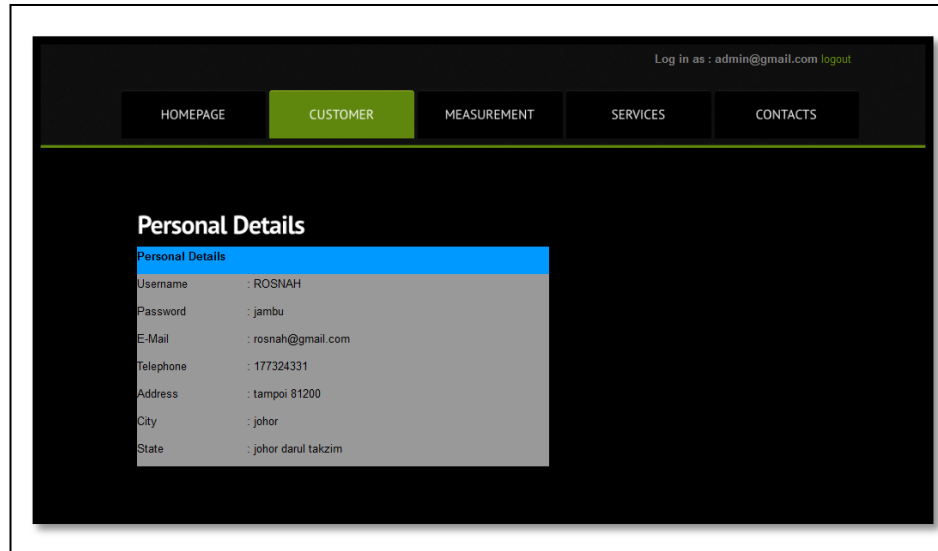


**Figure M: Template Complete Generate Page Interface**

## Admin Login



**Figure N: View Customer List Details Page Interface**



**Figure O: View User Personal Details Page Interface**