

BEZACUBE WEB BASED APPLICATION  
SYSTEMS

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## **DECLARATION**

I hereby declare that the work in this thesis is my own except for quotations and summaries which have been duly acknowledged.

17 MEI 2013

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CB10082

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First and foremost praise be to Almighty Allah for all his blessings for giving me patience and good health throughout the duration of this project research.

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## **ABSTRACT**

Nowdays, the increasing fame of social networking has bought a convenience to human life. Many people rely on the social network as a communication tool to obtain the information from around the world. Basically, this web based is a combination of catalogue product and Social network. In addition this web based is intended to serve human as a tool to fulfill their desires where they can choose any product they like and share it with their friends. By viewing Bezacube web based application, the customer will able to explore more product around their placed



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## LIST OF ABBREVIATIONS

TSIS : Training and Services Information System

PHP: Hypertext Preprocessor

ASP: Active Server Page

DB : Database

JSP: Java Server Page

SQL: Structured Query Language

## **PART I**

### **INTRODUCTION**

#### **1.0 SOCIAL INTERACTIVE CATALOG**

Social is related to the activities in which people spend time talking to each other or doing enjoyable things with each other. It always refer to the interaction of human with each other. For the words Interactive in the term of “computer system” is a program that allow users to enter any input. It is different from the words “noninteractive” program, which are when it started it will continue without requiring any human contact such as compiler. The word catalog is for a book containing a list of things that you can buy,use and it is often comes with a picture.

For this system i will use the web based including with social interactice catalog concept to show the list of product around the Malaysia that were add to this server side. This system is required laptop, personal computer or smart phone to view it. The purpose of creating this system is to increase the interactive and the use of e-commerce systems. E-commerce system is a business transaction that conducted on internet such as E-bay,Amazon,Lelong[dot]my and Lazada.

From this system, user can choose and view the product with thier information before purchase it. But E-commerce concept is not the main objective for creating this systems. The main objective are to enhanced the systems, so that the user will feel more comfortable and control over the systems.

In this system user can view the products, give a tips and also reply the feedback regarding the product. They also can view the shop location and get location of the nearest shop in thier marketplace.

Furthermore, user will be given the badge for thier own rewards. The badge will be consist of “Newbie”, “Adventures”, “Explorer” , “Superstar” and “Pro”. This will be given to the users who are been reply very useful feedback on a products

This system also help the user to compare the products in term of price,size and its specification. This comparison facility will be given to the users who are already register for a members.

After user have been register. They need to login into thier own account to access the full mode of the systems. The full mode of the system will given a users, to list all thier wishlist product. This wish list are important because it will remind the user every time they are login into their account.

User also can make a feedback and rating for every posts. The post are including “Friend Activity Post” and “Product Post”. Every user will be given facility to add thier own friends. And every posting that make by thier friends can be reach by thier activity page. They also can give a “like” to a posting or comments that are useful.

The Point Calculation, are one of benefit of using this system. Where for every users that get the points will be given a discount to purchase the products. The calculation of point will be taking from the input by user such as tips, Review of products, Add product location, Add new products and Guidance.

## **1.1 PROBLEM STATEMENT**

Currently, there are several problems that need for the usage of this Web Based Systems. Firstly, in Malaysia there are no systems that offer ecommerce with social interactive catalog concept which can facilitate the users to interact with each other. Most of system in Malaysia only offer the product with list of price without being given the authority for user, to take control over the site such as chatting with each other, renovate thier profile page and make a posting.

Secondly, Most of system in Malaysia does not given facilitate to user such as trace the nearest shop in their location. So that, it will help the user to trace the product they like, from thier current location.

Third, Merchant need authentication from Admin to promote their new products. So, this situation will give difficulty to new merchant to promoting their new product, cause it will take a time to get every authentication.

Fourth, If the user still using the manual catalog product, sure, it will give a hard time for them to getting the latest update information about the products. Sometimes, user will get really frusted when they had know that, they already miss the promotion.

As a conclusion, the creation of this system is to solve all the problem above. moreover the creation of this system is to provide and improve the consumer satisfaction on catalog product in malaysia.

### **1.1.1 MAIN AIMS AND OBJECTIVE**

There are 4 objective of this project, which are :

- 1) Gives users full control over the page
- 2) Facilitate the users, to finding the product that are in nearby market
- 3) Facilitate the merchant for promoting their new products into the marketplace
- 4) Facilitate users for accessing the updated catalog on every time for 24 hours in a 7 days

## **1.2 REVIEW OF PREVIOUS WORK AND RELATIONSHIP TO CURRENT PROJECT**

This section will describe all relationships between the existing systems and the systems that will be developed

### **1.2.1 Foursquare Web Systems**

Below is a figure shows for the “FourSquare” Systems that has been used for marketing and business today. This system consists two target user, that is merchant and consumer. Through this system, consumer can easily find all the product that they desired by filling the search box.

This system also have a feedback and tips column, which all users can share and leave the important tips to be referred by another users. Beside, this system also have the “follow” function which each business page will be placed with the “follow” button that will take the user directly to the merchant website or blog. Point also will be given to the user who meet the condition required by the “foursquare” terms and condition.

Through this ideas, i’am going to create another system that used the same concept as this systems. But the system that i will created only focused on the business in malaysia

This is a description about the systems that i’m going to created, Firstly the user have to register as a member to collect the points. Every points will be added into the user account as a reward from the best feedback, tips and online shopping. Secondly This system will be consist with search facility, where members can fill the name of the desired product into the search column. In addition members also can find a nearby store and product through this search column. Apart from that, the system also has a columns which members can compare any product in terms of size, price and it’s specification. Members also can provide feedback and rating for the useful comments.

This system also will be equipped with a “badge” function which is the reward received as been active in providing useful information on the products. This will make easier the other user to refer among them by refer on the badge rating.

While for the merchant, they will be given the privilege to promote their products and update all of their product information also provide feedback to the user

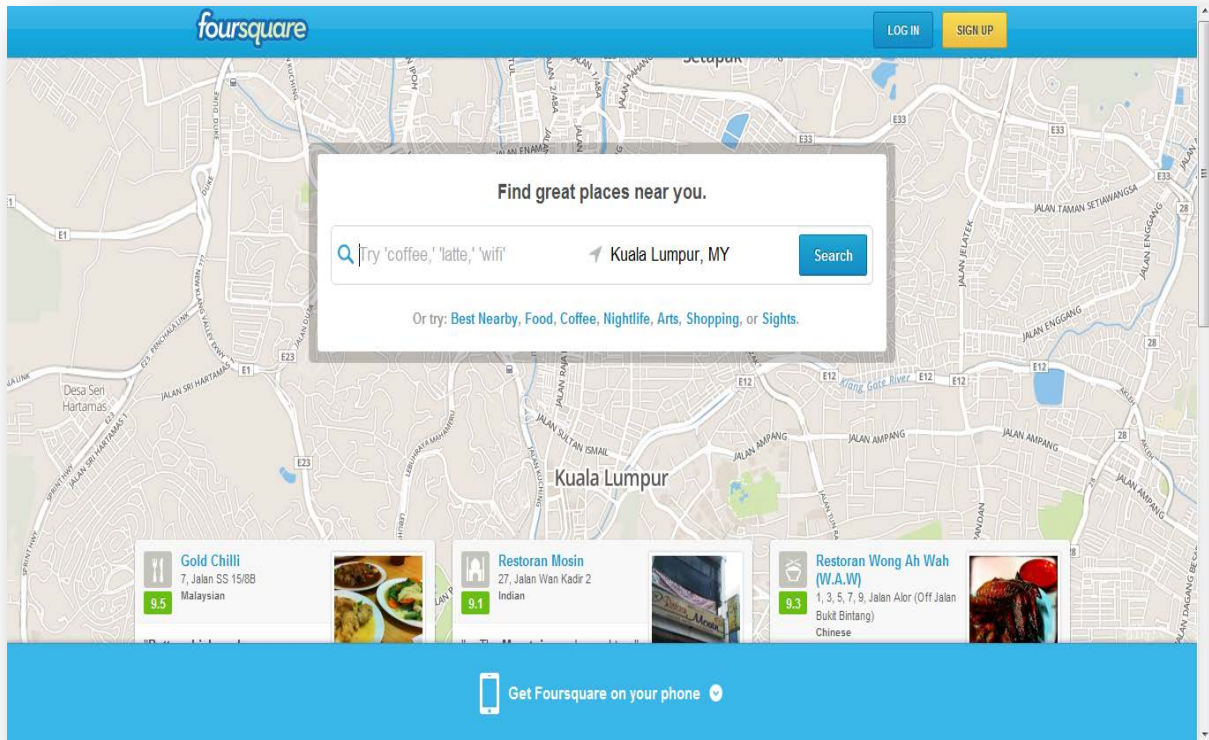


Figure 1 : Home page of Foursquare.com

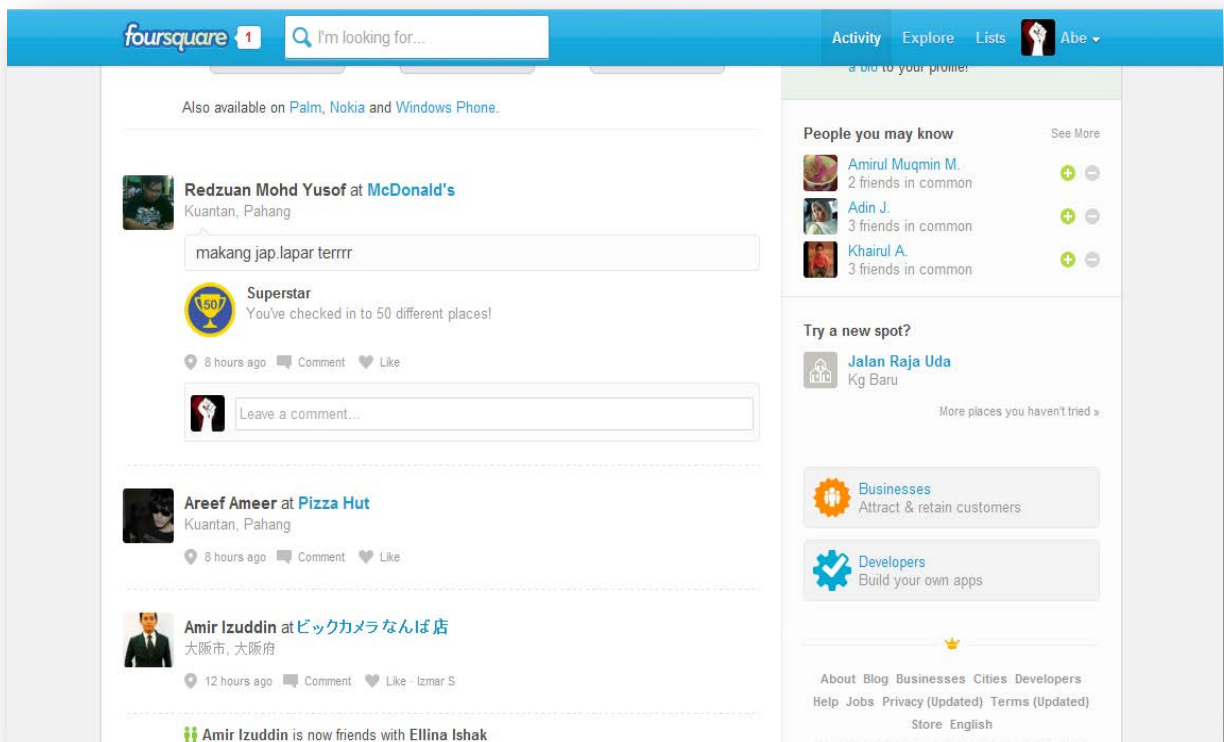


Figure 2 : Activity Page of Foursquare.com

foursquare 1 I'm looking for... Activity Explore Lists Abe

## Abe's Foursquare Badges

These are the core badges dreamt up by the members of our team, for things like regular workouts at your gym or being a local at your neighborhood coffee shop. Unlock your first badge by checking in: next time you're out, simply fire up the Foursquare app and check in. Welcome to Foursquare!

All Badges (0)  
Foursquare (0)  
Expertise (0)  
Partner (0)

Discover more tips and unlock more badges by following pages!

Newbie Adventurer Explorer  
Superstar Bender Crunked

Figure 3 : Badge page of Foursquare.com

foursquare Borders Current Map View LOG IN SIGN UP

Suggestions for Borders

Expand to filter your results

**Borders** 8.9 The Curve (G16, G16A-C & 114A-D, Ground & 1st Floor) Bookstore  
"... to enjoy read books" (3 tips)  
"... to sit and enjoying reading my favorite novel" (2 tips)  
"Free reading : Magazine section :)" (2 tips)

**Borders** 8.2 The Gardens Mall (T-216B, 3rd Fir.) Bookstore  
"... d0nt st0ck liquid papers. 00ooppss!!" (2 tips)  
"... comics and graphic novels come in at the start of..." (2 tips)  
"... place to source for books and have a cuppa while..." (2 tips)

**Borders Express** 7.7 Bangsar Village II (2F - 36, 37 & 38) Bookstore

Kuala Lumpur, Petaling Jaya, Shah Alam, Subang Jaya, Puchong, Kajang, Serdang, Hulu Langat, Cheras, Seri Kembangan, Semenyih

Figure 4 : Location of "Borders" shops in Foursquare.com



### 1.3 CURRENT SYSTEM AND ITS LIMITATION

1) **Ebay.com** is a website that offer catalog service. Problem of this system is, only the admin can promote the products, Merchant have to go through admin for promote their products. Beside that, this system does not offer social concepts such as modifying profile page and interact with each other like chating. In addition this system is lack with tips and product instructions.

2) **Boracube.com** is a website offers a catalog and social system in malaysia. The problem of this system is that the user cannot find out how to use the product. In addition, users also cannot interact socially with each other. They only can reply the post of the products.

### 1.4 TERMINOLOGY

1) **Social Networking** is an user action based on online community, such as create profile, add friend into the lists, chatting and sharing any social media.

2) **Social Media** is a media made to spread information through the social sites. This media publishing can be easily reached

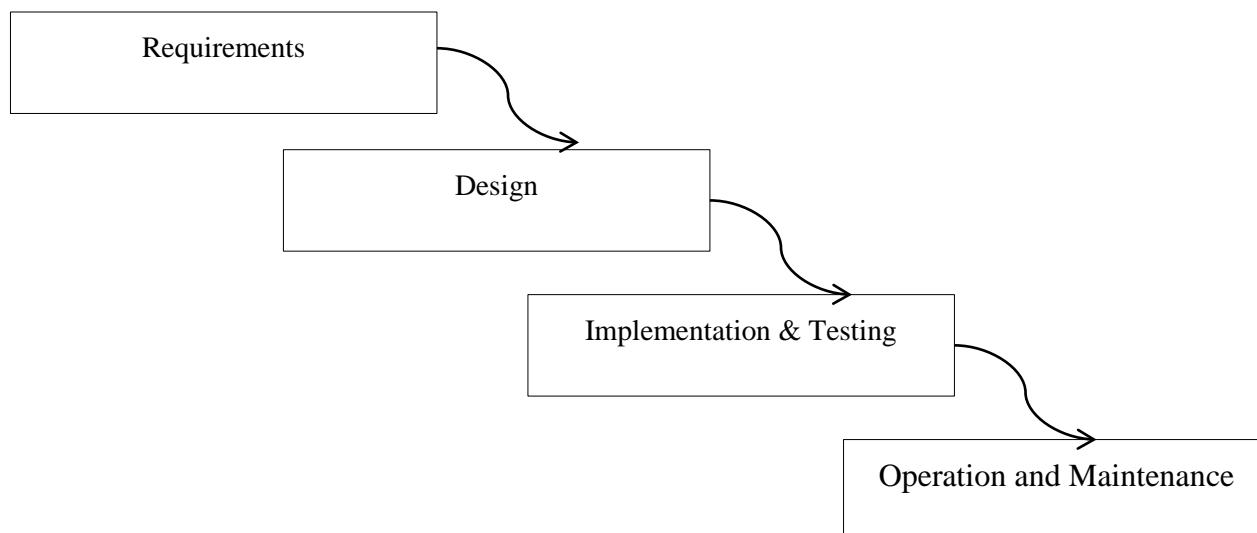
3) **SEO (Search Engine Optimization)** will be used to optimize the used of website while search for the products

4) **Html** is the “Hyper Markup Language” used to program the language in the website. This html used to provide the content and structre of web

5) **API** stands for the words “Application Programming Interface”. Its been used to facilitate the interaction with the other website or allow users to get a data feed directly into their own sites like text,image and video

## 1.5 METHOD OF APPROACH

### 1.5.1 Waterfall Model



**FIGURE 1.5.1 Waterfall Model**

For this section, Waterfall model will be used as a method for constructing this systems. Waterfall Model is the simple Software Development Life Cycle (SDLC) which every phases are organized in a linear order

The first phase is “Requirement Analysis”. The purpose of this phase is to get all the requirement need from customer to developed this systems. This phase will involve documentation containing with the system behavior.

The Second phase is “Design”. The purpose of this phase is to derive the solution for the first phase that is Requirement. Usually this phase will be devided into two design that is Higher level design [Devide the system into components] and Lower level design [Select the algorithm for every components].

The third phase is “Implementation and Unit Testing”. The purpose of this phase is to create the code and test it back to make sure the development of the system is complete. The next phase is “Verification and validation”. The purpose of this phase is to make sure the system meet the user requirements. The objective of this system is to find defects in the system.

Lastly is “Operation and Maintenance” phase. The purpose of this phase is to make sure if there is any change in the system due to disability, so this phase will make sure the changes will be occur.

### 1.5.2 Dreamweaver

Dreamweaver software will be used to create the user interface and the code for this system. The code will be included with html,css,php and asp language. This system has already included with “real-time” facility, so it will help me to create and see the design without opening the web browser

## 1.6 INDICATION OF SCOPE AND LIMITATION

### (a) System Functionality

This system consists about 13 modules which are:

#### 1) Registration Module :

This module use to register a new members. New members consist of merchant and consumer. They will be asked to complete a personal information form, After that all information will be stored into a server database.

#### 2) Login Module :

This module aims is to allow the users to enter into their profile after check in. Users who use this module is the admin, merchant and consumer. The system will ask for the username and password to identify who is the user.

#### 3) Admin Module :

This module will allow admin to enter and update database system. Database system including the collection of members, page, products, picture, video and feedback

#### 4) User Module :

This module enables users to view and find the information of a products that they want. Besides finding the product, they also can locate nearby products, also give a feedback and chatting with each other

#### 5) Merchant Module :

This module allows merchant to update their products information. Besides updating their product, merchant can also communicate with the customers

#### 6) Catalog Product Module :

This module will display all kind of products in the form of pictures including the price, location,color,size and merchant company

#### 7) Feedback and Review Module :

This module will display all the user and merchant feedback on a products

**8) Tutorial Module :**

This module will teach the users and merchant how to use this systems

**9) Badge and Ranking Module :**

This module will display badge and ranked for every user. Badge will be used as the tool of archivement and refrence for other users. While ranking will plays a role in the acquisition of badge collection

**10) Discount, Voucher and Bonus Point Module :**

This module will display discounts, voucher and bonus points to the user who want to buy the products.

**11) Product Comparison Module :**

This module allows users to compare products in term of price , color , size and all the specification

**12) Wishlist Module :**

This module will display all the list of user wishlist

**13) Activity Module :**

This module will display all friend activities

**(b) Target User**

- 1) Admin
- 2) Consumer
- 3) Merchant

**(c) Software**

Php Zend and Dreamweaver will be used for drawing the GUI (Graphic User Interface) and make coding. Php language and Sql will be used as an intermediate language between the system and the server. While Xampp will be used as a tool for database

**(c) Hardware**

Laptop and Personal Computer will be used with the internet to connect to the systems.

## 1.7 OUTLINE OF MATERIAL

This report consists 2 parts which are introduction and Report Body

### INTRODUCTION

This section describes information of project background. Below are the lists of project background in this report :

1. Problem Statement
2. Review of previous work and relations to current project,
3. Current system and its limitation,
4. Terminology,
5. Method of approach,
6. Indications of scope and limitations
7. Outline of material

### REPORT BODY

These sections expand and develop the material in a logical and coherent manner, reflecting the structure outlined in the Introduction. Below are the report body lists :

1. Software Requirement Specification (SRS) Documentation,
2. Technic/theory/modeling/flow chart/storyboard/all relevant diagram,
3. Methods and materials used,
4. Technical results and comparisons with theory and/or previous work,
5. Discussion and analysis of material,
6. Testing plan and result.



## **2.0 REPORT BODY**

### **2.1 SOFTWARE REQUIREMENT SPECIFICATION**

Below is Software Requirement Specifications (SRS) document that be prepared for this projects. The documentation can be refered as follow :

## PART II

### SOFTWARE REQUIREMENTS SPECIFICATION (SRS)

#### 2.1 PRODUCT DESCRIPTION

BezaCube is a web based system that work under the concept of Social Networking. This System consists of 3 main users that are Admin(Future Work), Merchant and Customer .One of the purpose of this system is to facilitate the Merchant to promote thier new products and store into the marketplace. Market Place will be only in Malaysia. This system will allow the user to view and give a feedback on any product they desire..

In this systems, there are 3 main function that is rating, badge and maps. The rating will be attach for every comment that make by a user, where every user can rate it. The badge will be given to every user as a reward for thier effective posting. This reward will help the other user to recognize them and share some information with them. The maps function is to help the customer and merchant to take a look for a nearest store. So it will help them to buy a products.

##### 2.1.1 PRODUCT PERSPECTIVE

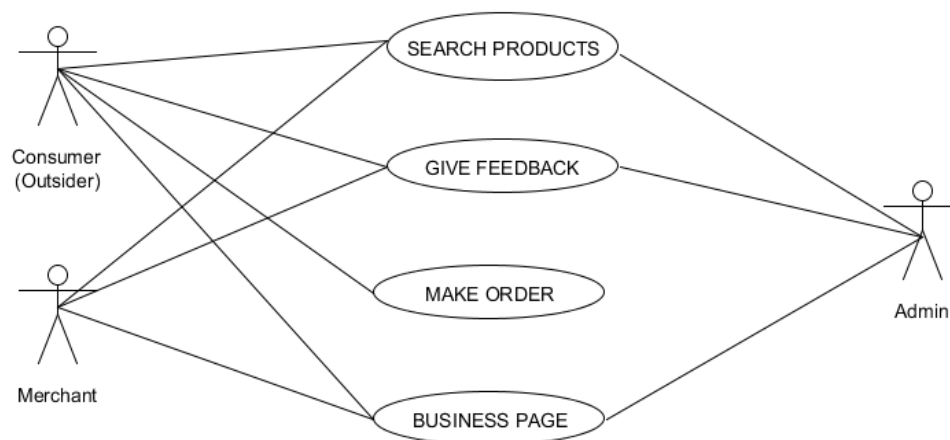


FIGURE 2.1 Use case Function for BezaCube



The Method or Environment that will be used in this system is simple. Firstly, the customer will access directly into the system. Then, after they have logged in, they can search any product they like and give any data feedback to the product information page. Secondly, after the customer gives a data feedback, the server site will send the feedback into the Business Page. After that, if the customer searches for product info, what the server does is reply back the corresponding data or give a redirect purchase link to the customer. In the Business Page, the customer can make an order of the product. Then they can redirectly go to the payment page (third party).

Next is the merchant, the merchant will update on their own products. They also can, basically search the product, give a feedback and browse the business page.

Lastly is the admin. Basically, the admin will do a maintenance; and they also can search the product, give feedback and browse the business page.

### **2.1.2 PRODUCT FUNCTION**

How do these systems work? This system is based on E-Commerce or Online Shopping systems, but the involvement of a third party will be taken only after this system has been developed.

In this system, I will use Data Collection as its main function. Firstly, this system will use the Social Network as a tool of posting such as Google Plus, Facebook, Twitter and Blogger. What the system will do, is to get the news from the Merchant Social Network Site and then post it into the system.

Second is Photo, this system will use photo to promote the product. In this system, there are two kinds of photos: Product Photo and Customer Photo. For the Customer Photo, the customer can update his profile picture and activity with their friends; they also can post a relevant photo as a suggestion to a merchant.

Third is Shop Location, in this system, the customer can trace the location of the shop by clicking on the company name. After the company name has been clicked, the system will show the review of the product and the maps for the location of the shop. This will be handy for a customer to find a nearest shop in their market location.

Fourth is "tips", this system will provide a facility to users. Where every user can make a posting on how to use it as a tip for other users. For a merchant, they need to give a tip for every product they post. So that, the tips will help the customer to choose the best products in the site.

Fifth is “Rating” , in this system rating will play as a role for advance forward the level of service. Customer will be given a reward for the higher rate of posting. Posting must be related to the products and must be relevant too.

### **2.1.3 USER CHARACTERISTICS**

Customer : They are core user and able to View, Posting and Order the products.

Admin : They are higher level management, who’s can view all the activity make by customer also can make update for the site

### **2.1.4 CONSTRAINTS**

This part of SRS will provide the limitedness of this system :

- 1) Firstly all product or service must be promote or add by merchant, so that, customer can search for it
- 2) All product should be halal, its mean that no prohibited product by islam can be promoted here.

### **2.1.5 ASSUMPTIONS & DEPENDENCIES**

- 1) The map service is depend on the server api. Which mean if the server is been disconnecting. The map be will not work
- 2) The system are been developed based on server. So if user want to view it, they need to use internet connection.

## 2.2 INTERFACE REQUIREMENTS

### 2.2.1 USER INTERFACE

User interfaces are defined as the system by which users interact with the machine. This is to provide a means of input which allows users to manipulate a system, and output, to allow the system to indicate the effects of the manipulation done by the users. Thus the goal of this human-machine interaction is to produce a user interface which makes it easy and efficient in producing the desired results.

In the context of user interfaces in Bezacube using Web Based, in order to have an efficient and confidential system for users, a few different interfaces have been produced for the purpose of different users:

Below are the interfaces that involve:

1) Home/Activity :

This is the main interface, where all members' activity will be updated here.

2) Login Interface :

This is for the Customer to get into full system access. It requires a username and password.

3) Sign Up Interface :

This is for new Customers or users who want to create a new account and to get full system access.

4) Product Interface :

This is to show the list of the products in the catalogue. Where customers don't need to register to view it.

5) Explore Interface :

This interface will show maps to a customer. Where it provides a facility for users to find a store location easily. Besides, it also will display all the feedback made by customers on the current store.

6) Profile Interface :

This shows the account status of a user in the system. The details are below:

6.1) Badges Interface :

This will show a badge that a customer gets based on his level of experience using the products.

## 6.2)Friend Interface :

This will show customer list friends.

## 6.3)DashBoard Interface :

This will show all the products and customer information in form of statistical data..

## 2.2.2 SOFTWARE INTERFACE

Software	Purpose
Window 7	Operating system that been used to prepared the documentation and system
Bootstrap	To design interface
Notepad++	To code the web programming
Xampp	Used as the localhost
PhpMyAdmin	Directory for saving the php and mysql work
Browser <ul style="list-style-type: none"> <li>• Maxthone</li> <li>• Chrome</li> <li>• Firefox</li> <li>• IE</li> </ul>	<ul style="list-style-type: none"> <li>• Used different type of browser to test the consistency of design</li> </ul>
Avira Antivirus System	protect the system file from the virus

## 2.3 SOFTWARE PRODUCT FEATURES

### SYSTEM FEATURE 1 USE CASE “ SEARCH PRODUCT ”

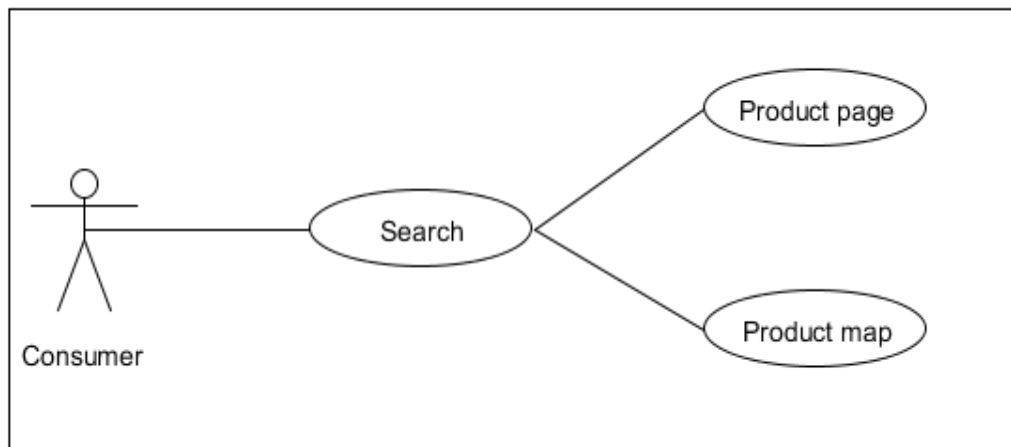


FIGURE 3.2.1 : use case search product for Bezacube

#### **BRIEF DESCRIPTION**

This function is allow the customer to search a product,service or shop they want by clicking the search button. After the search button have been click, there are only 2 probabilities will be emerge either product page or product map that will be show. If the product page show first, that's mean the server have detected only one similarities have been found that same with the search make. Else it give the mean that, the server have found more than 1 result

#### **Characteristics of Activation**

-Event is lead by Customer.

#### **Rules**

-Only customer and Admin can search for product

#### **Constraint**

-

## SYSTEM FEATURE 2 USE CASE “ COMPARE PRODUCT ”

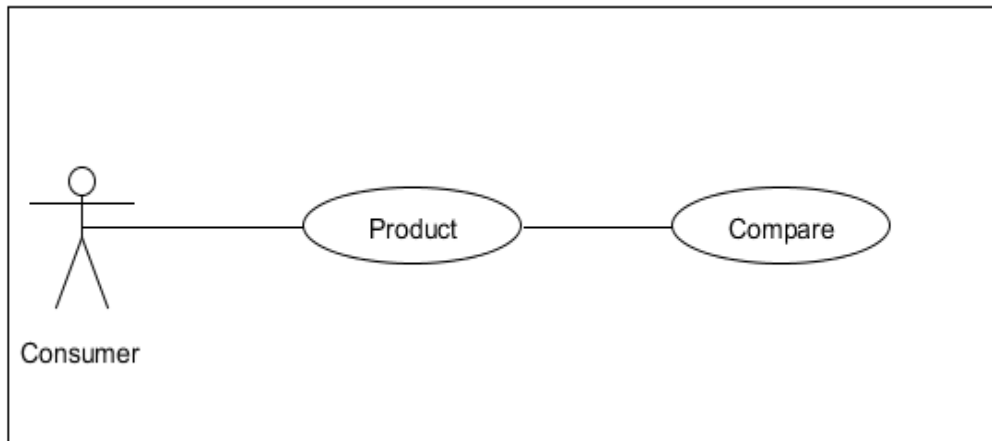


FIGURE 3.2.2 : Use case compare product for Bezacube

**BRIEF DISCRIPTION**

This function is allows the customer to compare the product, where first, they need to choose product they desired; And every product will be place with the linked list, So if they want to add it into the compare function, what they need is to press the linked list button.

**Characteristics of Activation**

-Event is lead by Customer.

**Rules**

-Only customer can compare the product

**CONSTRAINT**

-Only 4 product can be compare in one time.

### SYSTEM FEATURE 3 USE CASE “ POINT CALCULATION ”

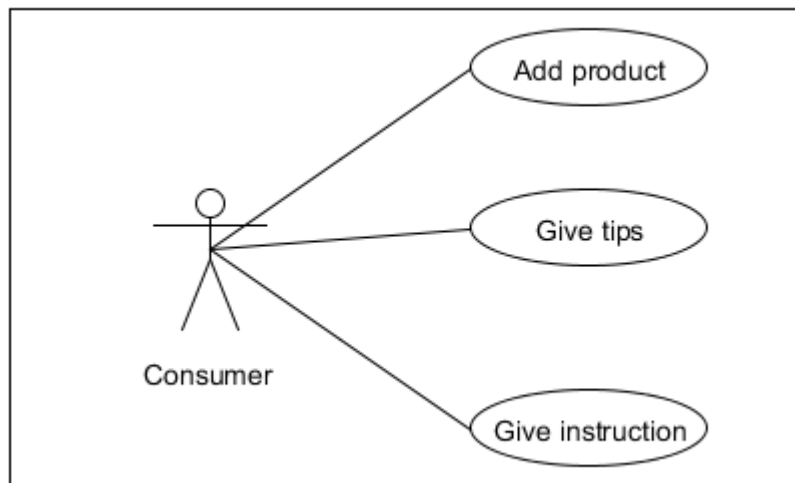


FIGURE 3.2.3 : Use case point calculation for Bezacube

#### **BREIF DESCRIPTION**

This use case shows, how the point calculation been calculate in this system. According to the figure 3.2.3, the point calculation will be make if only the customer add the product, give a tips and also give the instruction on how to use the products. So with every point customer receive, they can use it to get the reward from the system.

#### **Characteristics of Activition**

-Event is lead by Customer.

#### **Rules**

-

#### **Constraint**

-The customer need to login, so that, this function can work

## SYSTEM FEATURE 4 USE CASE “ PROFILE MANAGEMENT ”

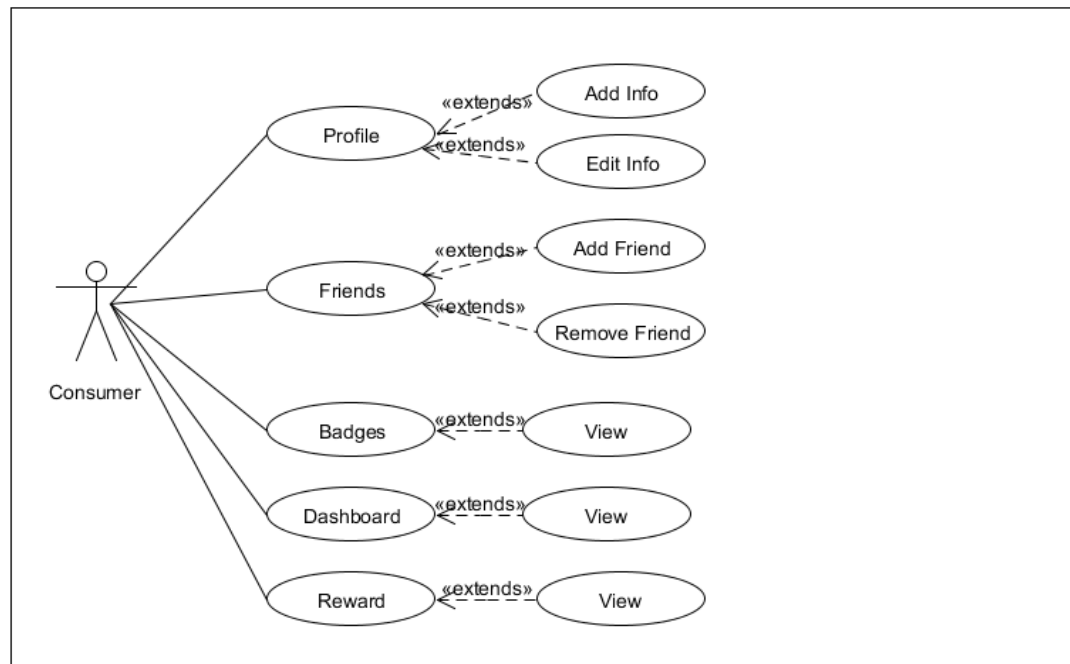


FIGURE 3.2.4 : Use case profile management for Bezacube

**BRIEF DESCRIPTION**

This function is allows the customer to manipulate thier profile management page. Every registered customer have thier own profile page, where in profile page there is main profile, Friends, badges, Dashboard and Reward page. The only page that can be update by the customer is profile page and friend page. For the other page, they are allow to view it only.

**Characteristics of Activation**

-Event is lead by Customer.

**Rules**

-Only customer can manage the profile

**Constraint**

-The customer need to login, before they can manage the profile



## SYSTEM FEATURE 5 USE CASE “REGISTRATION”

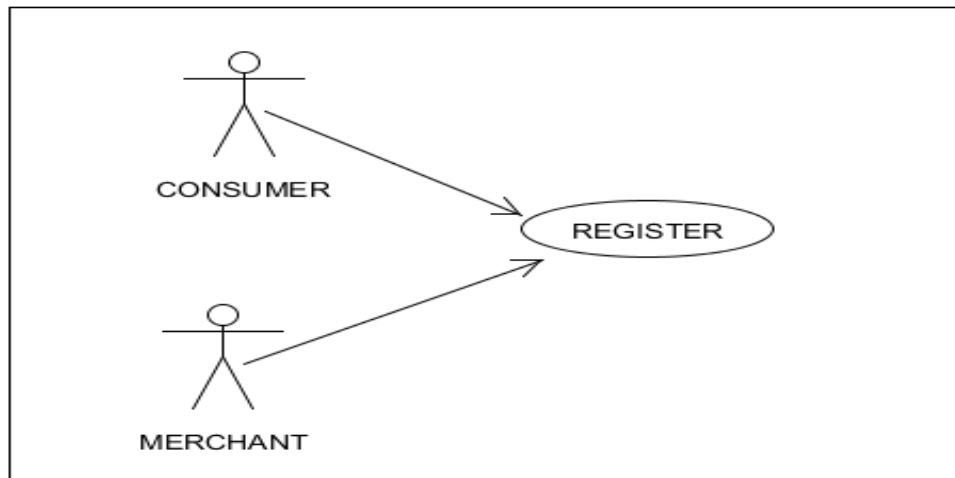


FIGURE 3.2.5 : Use case registration for Bezacube

**BRIEF DESCRIPTION**

This function is allow the merchant and customer to register into their own account. For Every Login, they need to register for one registration ID and password. If the merchant and customer did not register, they cannot login into the system full facility.

**Characteristics of Activation**

-Event is lead by Customer and Merchant.

**Rules**

-Only customer and Merchant can register

**Constraint**

-

## SYSTEM FEATURE 6 USE CASE “UPLOAD USER INFO”

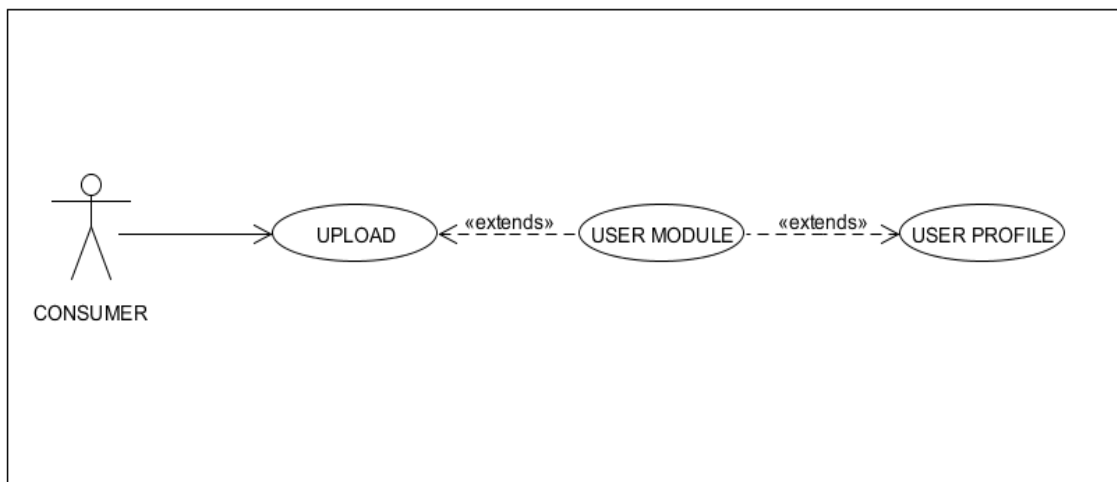


FIGURE 3.2.6 : Use case upload user info for Bezacube

**BRIEF DESCRIPTION**

This function is allow the Customer to upload thier information detail intotheir profile page. The profile can be view after the detail have been upload

**Characteristics of Activition**

Event is lead by Customer.

**Rules**

Only customer can upload the detail in user profile

**Constraint**

The customer need to login, before they can upload the user profile

## SYSTEM FEATURE 8 USE CASE “UPLOAD MERCHANT INFO”

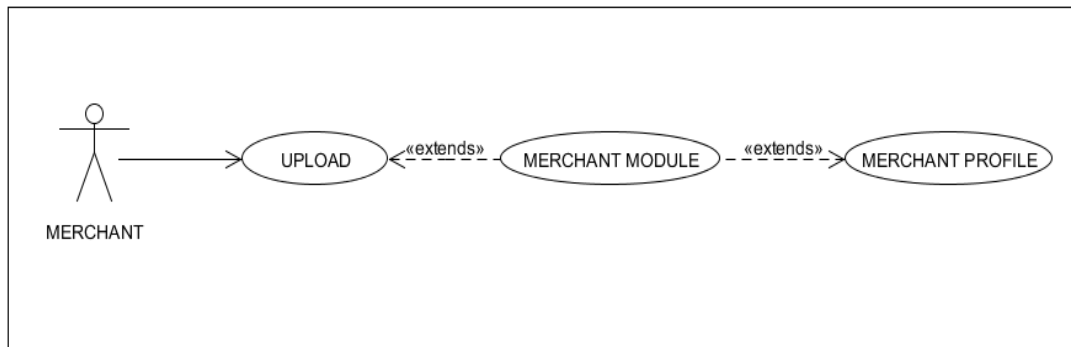


FIGURE 3.2.7 : Use case upload merchant info for Bezacube

**BRIEF DESCRIPTION**

This function is allow the Merchant to upload thier information detail into their profile page. The profile can be view after the detail have been upload

**Characteristics of Activation**

Event is lead by Merchant.

**Rules**

Only Merchant can upload the detail in the Merchant profile

**Constraint**

The Merchant need to login, before they can upload in the merchant profile

## SYSTEM FEATURE 9 USE CASE “UPLOAD PRODUCT PROFILE”

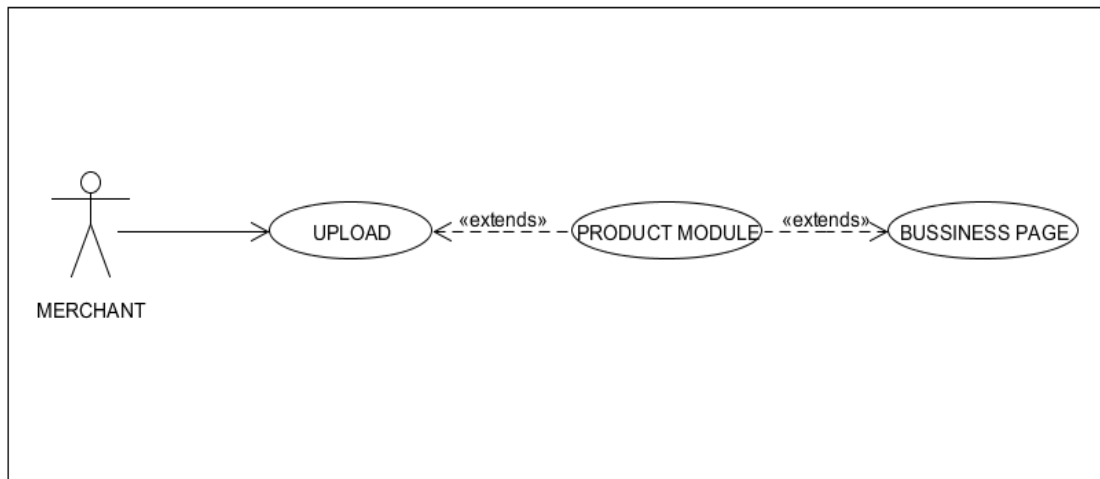


FIGURE 3.2.8 : Use case upload product profile for Bezacube

**BRIEF DESCRIPTION**

This function is allow the Merchant to upload the product profile into the Business Page. The pre-condition fot this function is, merchant need to login before they can upload the product detail.

**Characteristics of Activation**

Event is lead by Merchant.

**Rules**

Only Merchant can upload the detail in the business page

**Constraint**

The Merchant need to login, before they can upload in the business page

## SYSTEM FEATURE 10 USE CASE “UPLOAD BUSINESS MAP LOCATION”

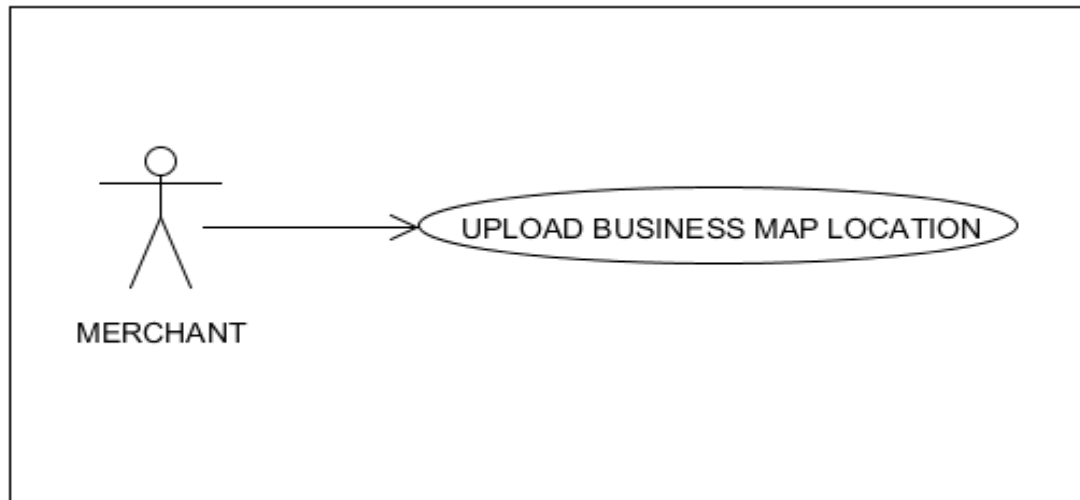


FIGURE 3.2.9 : Use case upload business map location for Bezacube

**BRIEF DESCRIPTION**

This function is allow the Merchant to upload the map location of thier business place into the site.

**Characteristics of Activition**

Event is lead by Merchant.

**Rules**

Only Merchant can upload the business map location

**Constraint**

The Merchant need to login, before they can upload the map location

## SYSTEM FEATURE 11 USE CASE “UPLOAD ANNOUNCEMENT AND NEWS”

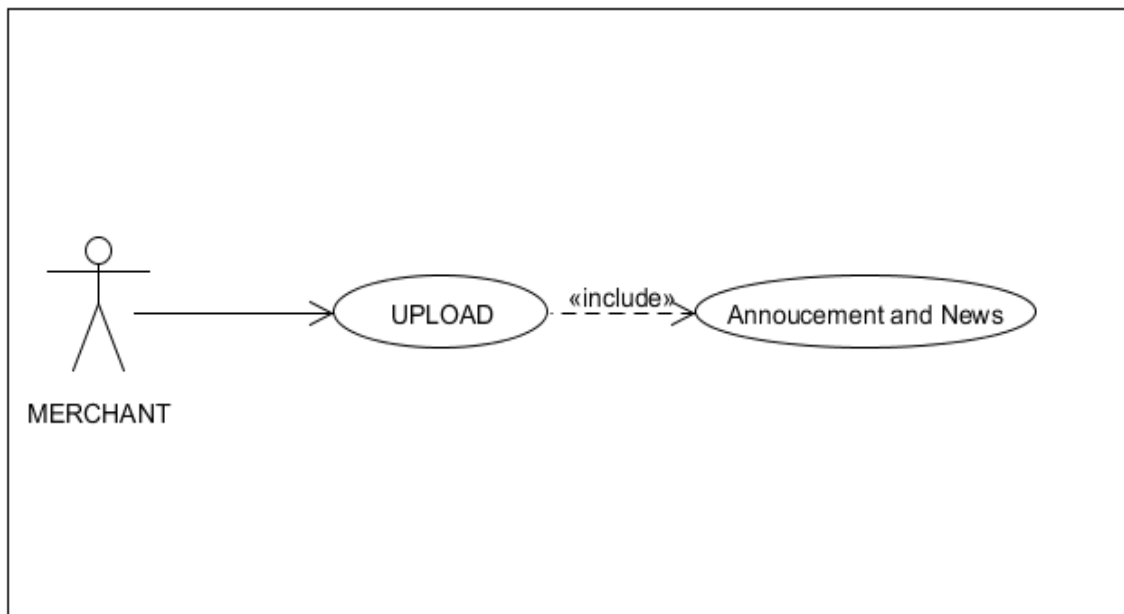


FIGURE 3.2.10 : Use case upload announcement and news for Bezacube

**BRIEF DESCRIPTION**

This function is allow the Merchant and Administrator to upload the announcement and news into thier business page. With this function, it can help the merchant to promote thier latest product or promotion to the customer but for administrator it can help for admin to tell all the user about the important announcement. Before upload the announcement and news, they need to register and login into the system

**Characteristics of Activition**

Event is lead by Merchant.

**Rules**

Only Merchant can upload the announcement and news

**Constraint**

The Merchant need to login, before they can upload in announcement and news

## SYSTEM FEATURE 12 USE CASE “UPLOAD GALLERY PICTURE AND ACTIVITY”

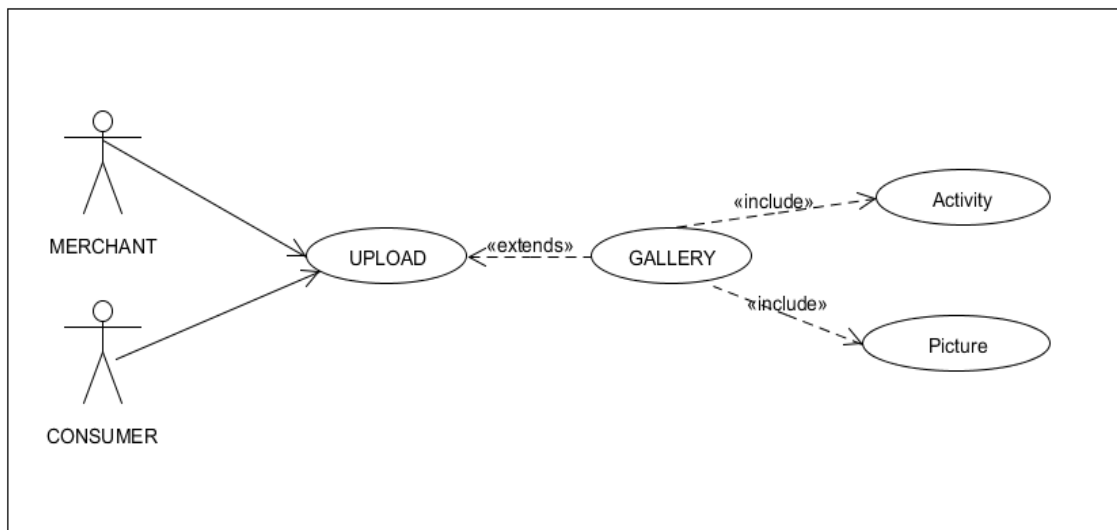


FIGURE 3.2.11 : Use case upload gallery picture and activity for Bezacube

### BRIEF DESCRIPTION

This function is allow the Merchant and Customer to upload the picture and activity into thier gallery. Before they can upload it, they need to register and login into the account

### Characteristics of Activation

Event is lead by Merchant and Customer.

### Rules

Only Merchant and Customer can upload the picture and activity in the gallery

### Constraint

The Merchant and Customer need to login, before they can upload in the gallery

### SYSTEM FEATURE 13 USE CASE “SENDING MESSAGE IN PRODUCT FEEDBACK”

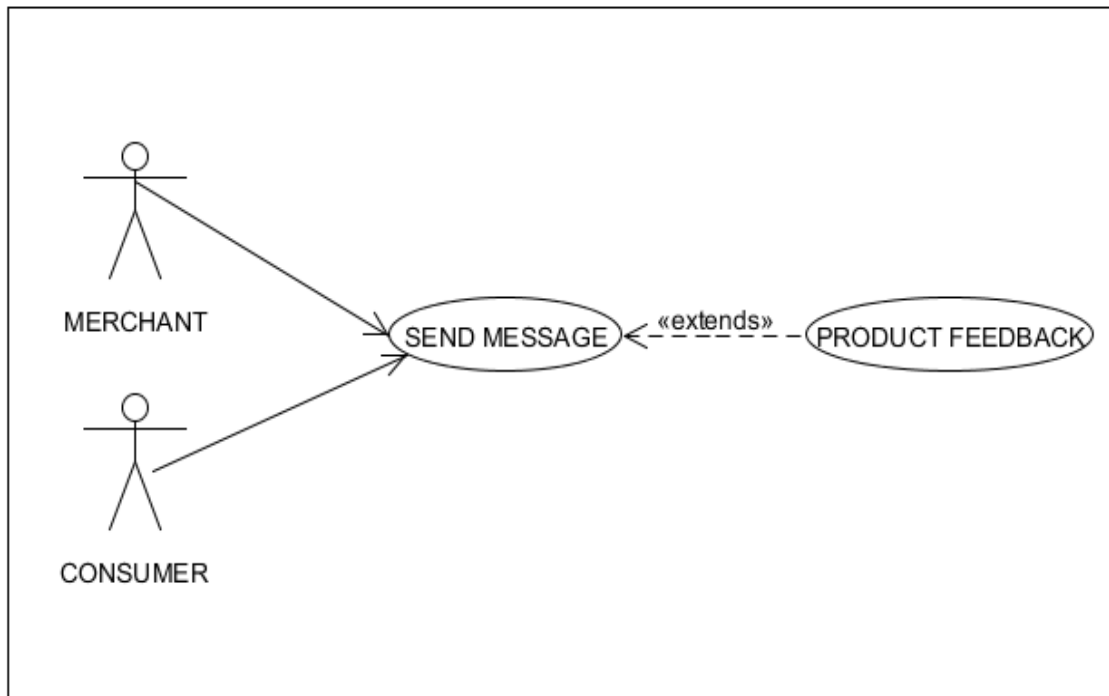


FIGURE 3.2.12 : Use case sending message in product feedback for Bezacube

#### **BRIEF DESCRIPTION**

This function is allow the merchant and customer to send message into product feedback. Before they can send any message they need to register and login into their account.

#### **Characteristics of Activation**

Event is lead by Merchant and Customer.

#### **Rules**

Only Merchant and Customer can send message in product feedback

#### **Constraint**

The Merchant and Customer need to login, before they can send the message



SYSTEM FEATURE 14 USE CASE “SENDING MESSAGE IN ACTIVITY FEEDBACK”

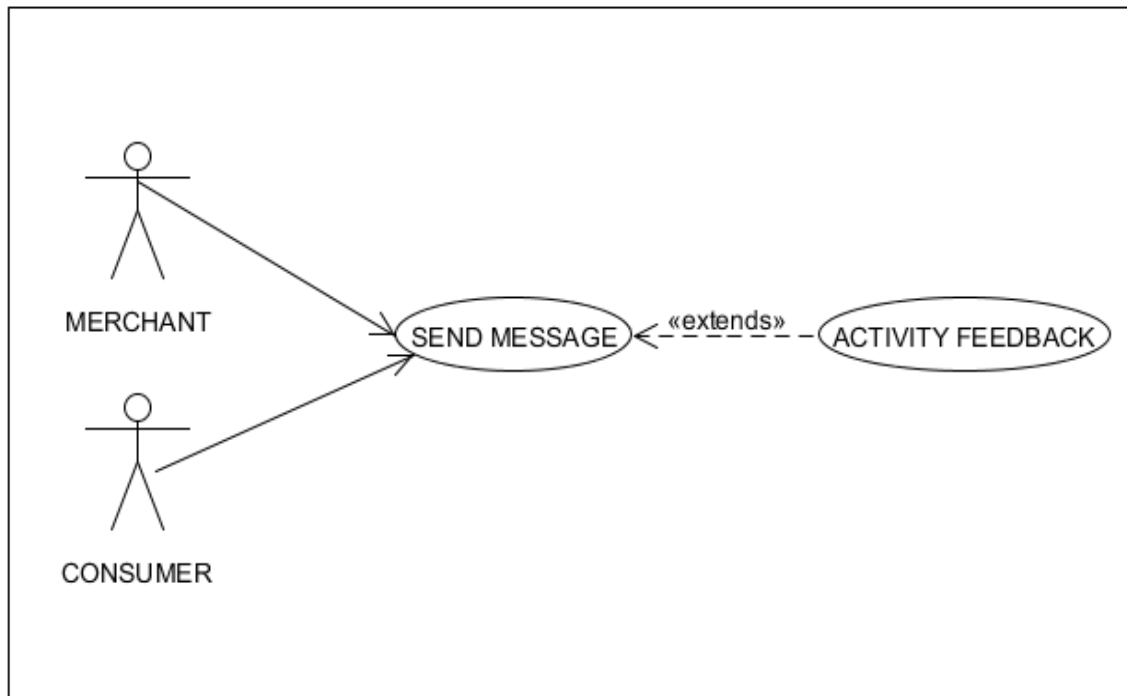


FIGURE 3.2.13 : Use case sending message in activity feedback for Bezacube

**BRIEF DESCRIPTION**

This function is allow the customer to send message into thier feedback activity. The feedback acitvity use to share all news feedback among with thier friends. Before they can send any message they need to register and login into their account.

**Characteristics of Activation**

Event is lead by Merchant and Customer.

**Rules**

Only Merchant and Customer can send the message in activity feedback

**Constraint**

The Merchant and Customer need to login, before they can send the message

## SYSTEM FEATURE 15 USE CASE “UPDATE CUSTOMER PROFILE”

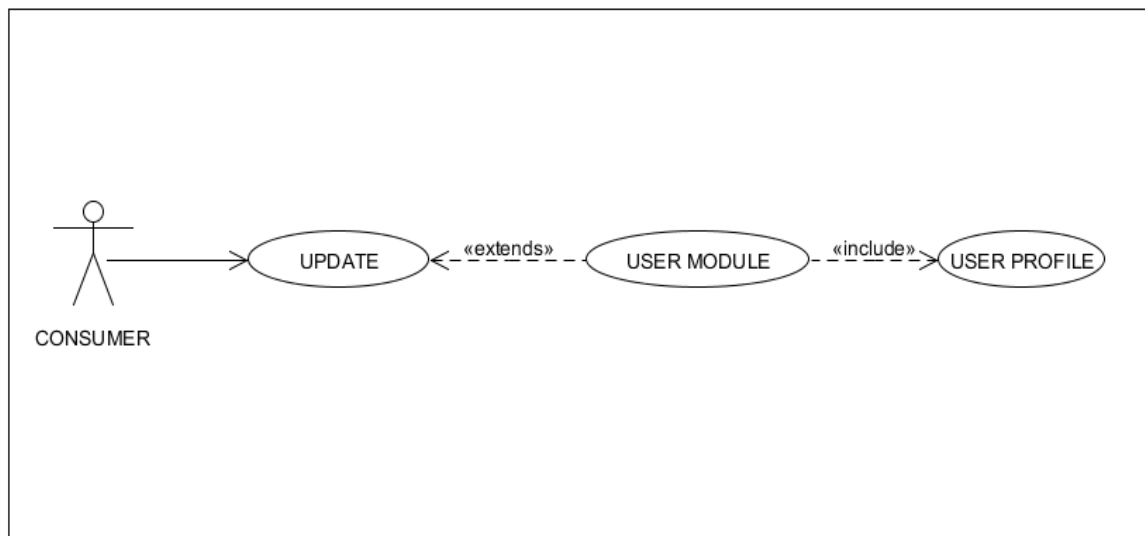


FIGURE 3.2.14 : Use case update customer profile for Bezacube

**BRIEF DESCRIPTION**

This function is allow the customer to update thier own profile. Before customer can updated their profile, they need to register and login into their account. By clicking the updated button, they can updated all information they have insert.

**Characteristics of Activation**

Event is lead by Customer.

**Rules**

The Customer can update thier user profile after they have login and clicking the update button

**Constraint**

The Customer need to login, before they can update thier user profile

## SYSTEM FEATURE 16 USE CASE “UPDATE MERCHANT PROFILE”

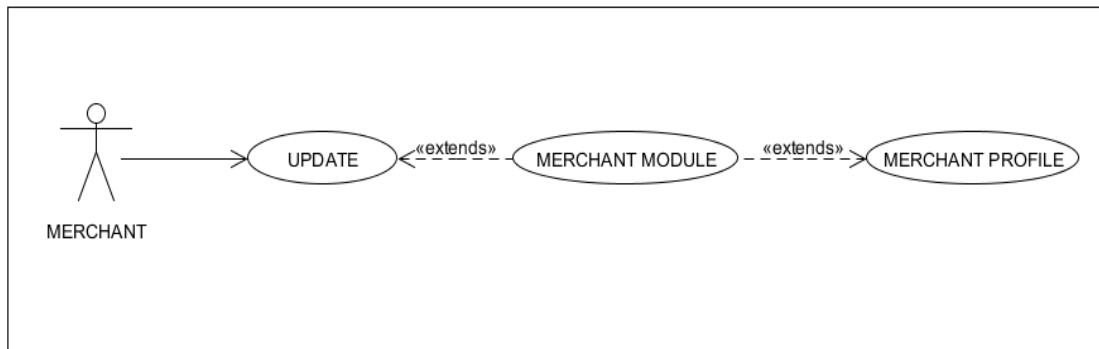


FIGURE 3.2.15 : Use case update merchant profile for Social Interactive Catalogue

### BRIEF DESCRIPTION

This function is allow the Merchant to update thier own profile. Before Merchant can updated their profile, they need to register and login into their account. By clicking the updated button, they can updated all information they have insert

### Characteristics of Activation

Event is lead by Merchant.

### Rules

The Merchant can update thier merchant profile after they have login and clicking the update button

### Constraint

The Merchant need to login, before they can update thier Merchant profile

## SYSTEM FEATURE 17 USE CASE “UPDATE PRODUCT INFO”

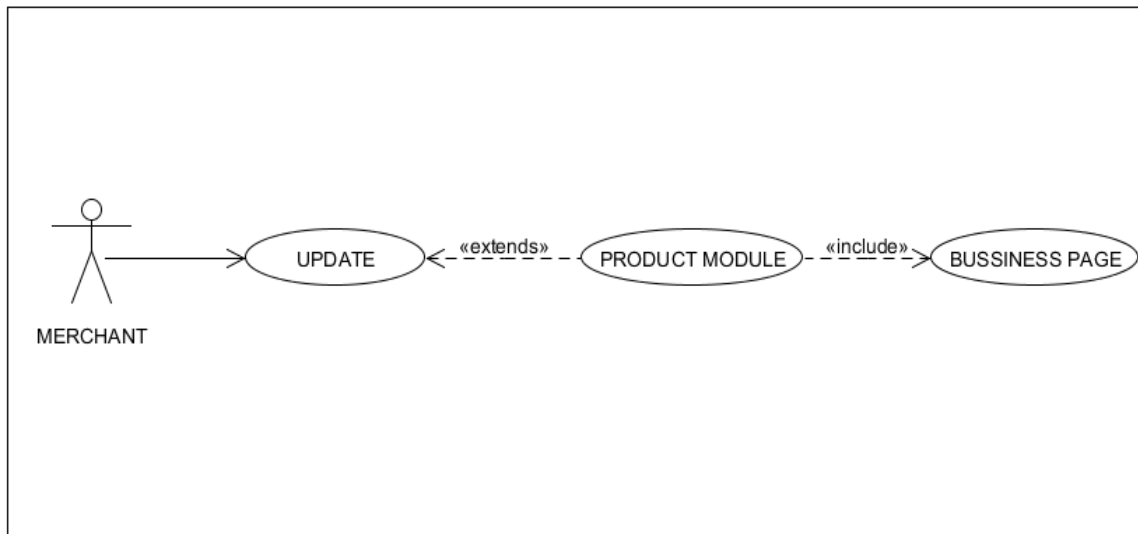


FIGURE 3.2.16 : Use case update product info for Bezacube

**BRIEF DESCRIPTION**

This function is allow the Merchant to update the product detail. The product detail will be in term of size, color, type, description and price. So all the detail will be the core of thier business development. Before Merchant can update it, they need to register and login into their account. By clicking the updated button, they can updated all information they have insert

**Characteristics of Activition**

Event is lead by Merchant.

**Rules**

The Merchant can update thier product info after they have login and clicking the update button

**Constraint**

The Merchant need to login, before they can update thier product info

## SYSTEM FEATURE 18 USE CASE “UPDATE ANNOUNCEMENT AND NEWS”

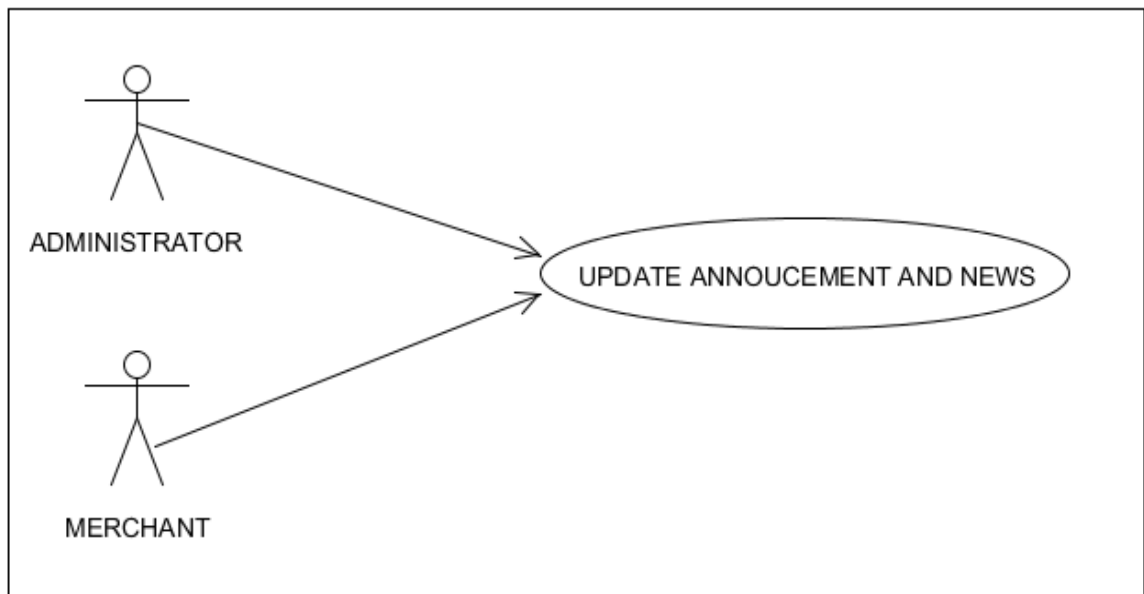


FIGURE 3.2.17 : Use case update announcement and news for Bezacube

**BRIEF DESCRIPTION**

This function is allow the Merchant and Administrator to Update the announcement and the news. Before they can updated it, they to register and login into thier account. By clicking the updated button, they can updated all information they have insert

**Characteristics of Activation**

Event is lead by Customer and Merchant.

**Rules**

The Customer and Merchant can update thier announcement and news after they have login and clicking the update button

**Constraint**

The Customer and Merchant need to login, before they can update

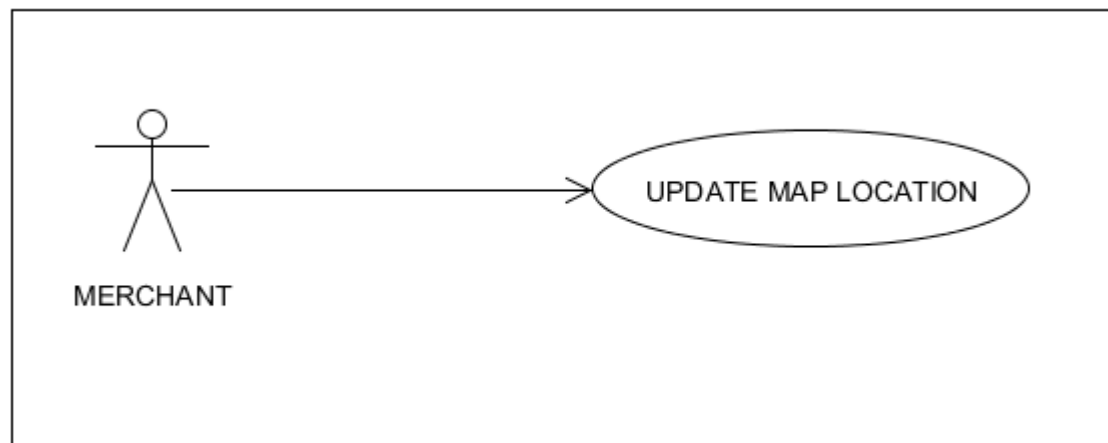
**SYSTEM FEATURE 19 USE CASE “UPDATE PRODUCT MAP LOCATION”**

FIGURE 3.2.18 : Use case update map location for Bezacube

**BRIEF DESCRIPTION**

This function is allow the Merchant to updated their map location. Before they can updated it, they need to register and login into thier account. By clicking the updated button, they can updated thier business location

**Characteristics of Activition**

Event is lead by Merchant.

**Rules**

The Merchant can update thier map location after they have login and clicking the update button

**Constraint**

The Merchant need to login, before they can update thier map location

## 2.2 TECHNIQUE/THEORY/MODELLING/FLOW CHART/STORY BOARD

For Social Interactive Catalogue System, this system does not need to apply any technique. Because, this system is about social communication, Consumer can communicate with each other using this system, and this system are using web based as tool to collect the information from them.

In this system, we have:

i) Administrator :

Administrator roles is to maintain the system and make sure the system is in a good condition. He or she are responsible to make sure that all the product that be promote by a merchant is HALAL products. Administrator also need to check for a log, that is report for System Error. So that there is no error in the feature.

ii) Merchant :

Merchant is a person, who begins the business idea. He or she will make sure that, all the product that they promoted are available in term of quantity,color,location and size. They also can update their business catalogue.

iii) Consumer :

Consumer are the person who going to use this system. Firstly they need to register as member to access the full system. The benefit of full System is, every Consumer can be a Merchant by adding thier product into the system. So in this system, consumer can be :

- Normal User :

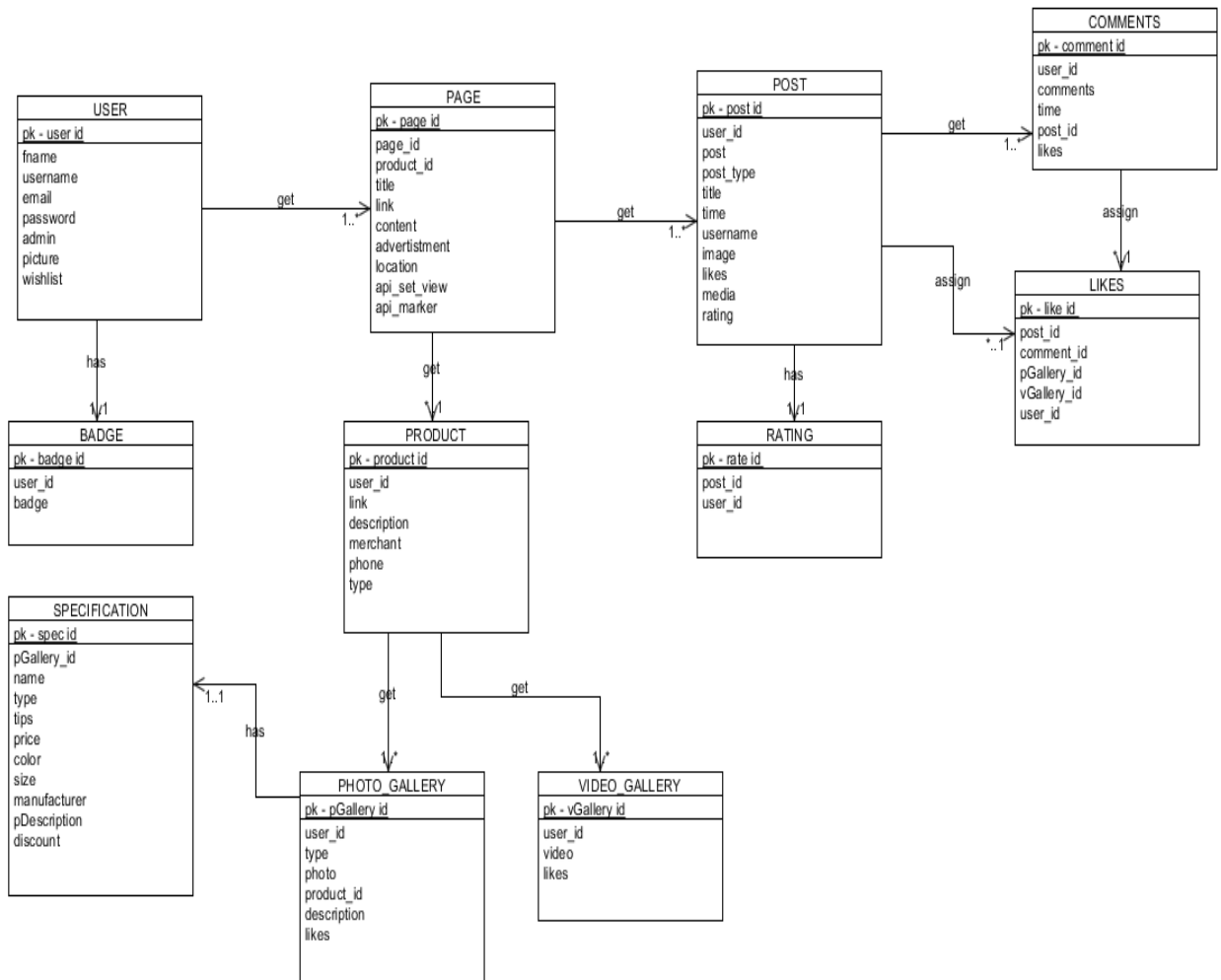
They can communicate with each other, reply the feedback also view the product catalogue.

- Merchant :

They can communicate with each other, reply the feedback also view the product catalogue.

They can add thier new product for business. For each product they add, they need to agree with the term and condition that be provide by this system . They also will be coloboration with the third party which will handle the business process such as bank.

## 2.2.1 Entity Relationship Diagram



Above diagram show the relationship between 11 tables for Social Interactive Catalogue, which are :

- I. User
- II. Page
- III. Post
- IV. Comments
- V. Badge
- VI. Product
- VII. Rating
- VIII. Likes
- IX. Specification
- X. Photo\_Gallery
- XI. Video\_Gallery



## 2.2.2 DATABASE DESIGN DESCRIPTION

### 2.2.2.1 User

USER
<u>pk - user id</u>
fname username email password admin picture wishlist

FIGURE 2.2.2.1 : USER table

Attributes	Definition	Data type	Constraints
user_id	Define user id	int(10)	Primary Key
fname	Define user first name	varchar(30)	
username	Define username	varchar(30)	
email	Define user email	varchar(30)	
password	Define user password	varchar(30)	
admin	Define admin	int(5)	
picture	Define user Picture	varchar(30)	
wishlist	Define user Wishlist	varchar(MAX)	

Table 2.2.2.1 : User table design

### 2.2.2.2 Page

PAGE
<u>pk - page id</u>
product_id title link content advertisement location api_set_view api_marker

FIGURE 2.2.2.2 : PAGE table

Attributes	Definition	Data type	Constraints
page_id	Define page id	int(10)	primary key
product_id	Define product id	int(10)	foreign key
title	Define page title	varchar(10)	
link	Define page link	varchar(10)	
content	Define page content	varchar(30)	
advertistment	Define page advertistment	varchar(50)	
location	Define location address	varchar(30)	
api_set_view	Define api setting	varchar(30)	
api_marker	Define api marker types	varchar(30)	

Table 2.2.2.2 : Page table design

## 2.2.2.3 Post

POST
<u>pk - post id</u>
user_id
post
post_type
title
time
username
image
likes
media
rating

FIGURE 2.2.2.3 : POST table

Attributes	Definition	Data type	Constraints
post_id	Define post id	int(10)	primary key
user_id	Define user id	int(10)	foreign key
post	Define post	varchar(30)	
post_type	Define post type	int(5)	
title	Define post title	varchar(30)	
time	Define post time	time	
username	Define post username	varchar(30)	
image	Define post image	varchar(30)	
likes	Define post likes	int(5)	
media	Define post media	varchar(30)	
rating	Define post rating	int(5)	

Table 2.2.2.1 : Post table design

## 2.2.2.4 Comments

COMMENTS
<u>pk - comment id</u>
user_id comments time post_id likes

FIGURE 2.2.2.4 : COMMENTS table

Attributes	Definition	Data type	Constraints
comment_id	Define comment id	int(10)	primary key
user_id	Define user id	int(10)	foreign key
comments	Define comment	varchar(MAX)	
time	Define comment time	time	
post_id	Define post id	int(10)	foreign key
likes	Define comment likes	int(5)	

Table 2.2.2.4 : Comments table design

## 2.2.2.5 Badge

BADGE
<u>pk - badge id</u>
user_id badge

FIGURE 2.2.2.5 : BADGE table

Attributes	Definition	Data type	Constraints
badge_id	Define badge id	int(10)	primary key
user_id	Define user id	int(10)	foreign key
badge	Define badge	varchar(30)	

Table 2.2.2.5: Badge table design

## 2.2.2.6 Product

PRODUCT
<u>pk - product id</u>
user_id
link
description
merchant
phone
type

FIGURE 2.2.2.6 : PRODUCT table

Attributes	Definition	Data type	Constraints
product_id	Define product id	int(10)	primary key
user_id	Define user id	int(10)	foreign key
link	Define product link	varchar(30)	
description	Define product description	varchar(MAX)	
merchant	Define product merchant	varchar(30)	
phone	Define phone number	int(10)	
type	Define product type	int(5)	

Table 2.2.2.6 : Product table design

## 2.2.2.7 Rating

RATING
<u>pk - rate id</u>
post_id
user_id

FIGURE 2.2.2.7 : RATING table

Attributes	Definition	Data type	Constraints
rate_id	Define rating id	int(10)	primary key
post_id	Define post id	int(10)	foreign key
user_id	Define user id	int(10)	foreign key

Table 2.2.2.7 : Rating table design

## 2.2.2.8 Likes

LIKES
<u>pk - like id</u>
post_id comment_id pGallery_id vGallery_id user_id

FIGURE 2.2.2.8 : LIKES table

Attributes	Definition	Data type	Constraints
like_id	Define likes id	int(10)	primary key
post_id	Define likes post id	int(10)	foreign key
comment_id	Define likes comment id	int(10)	foreign key
pGallery_id	Define likes pGallery id	int(10)	foreign key
vGallery_id	Define likes vGallery id	int(10)	foreign key
user_id	Define user id	int(10)	foreign key

Table 2.2.2.8 : Likes table design

## 2.2.2.9 Specification

SPECIFICATION
<u>pk - spec id</u>
pGallery_id name type tips price color size manufacturer pDescription discount

FIGURE 2.2.2.9 : Specification table

Attributes	Definition	Data type	Constraints
spec_id	Define specification id	int(10)	primary key

pGallery_id	Define specification	int(10)	foreign key
name	Define specification	varchar(10)	
type	Define specification	varchar(30)	
tips	Define specification	varchar(MAX)	
price	Define specification price	float	
color	Define specification color	varchar(10)	
size	Define specification size	int(10)	
manufacturer	Define specification manufacturer	varchar(30)	
pDescription	Define specification pDescription	varchar(30)	
discount	Define specification discount	float	

Table 2.2.2.9 : Specification table design

## 2.2.2.10 Photo Gallery

PHOTO_GALLERY
<u>pk - pGallery_id</u>
user_id
type
photo
product_id
description
likes

FIGURE 2.2.2.10 : PHOTO GALLERY table

Attributes	Definition	Data type	Constraints
pGallery_id	Define photo Gallery id	int(10)	primary key
user_id	Define user_id	int(10)	foreign key
type	Define photo Gallery type	varchar(30)	
photo	Define photo Gallery photo	varchar(30)	
product_id	Define photo Gallery product_id	int(10)	foreign key
description	Define photo Gallery description	varchar(MAX)	
likes	Define photo Gallery likes	int(5)	

Table 2.2.2.10 : Photo Gallery table design

## 2.2.2.11 Video Gallery

VIDEO_GALLERY
<u>pk - vGallery id</u>
user_id
video
likes

FIGURE 2.2.11 : VIDEO GALLERY table

Attributes	Definition	Data type	Constraints
vGallery_id	Define video gallery id	int(10)	primary key
user_id	Define user id	int(10)	foreign key
video	Define video gallery	varchar(30)	
likes	Define video gallery likes	int(5)	

Table 2.2.2.11 : Video Gallery table design

### 2.2.3 SCREEN FLOW

Figure 2.2.3.1 shows the flow of screen page from consumer part

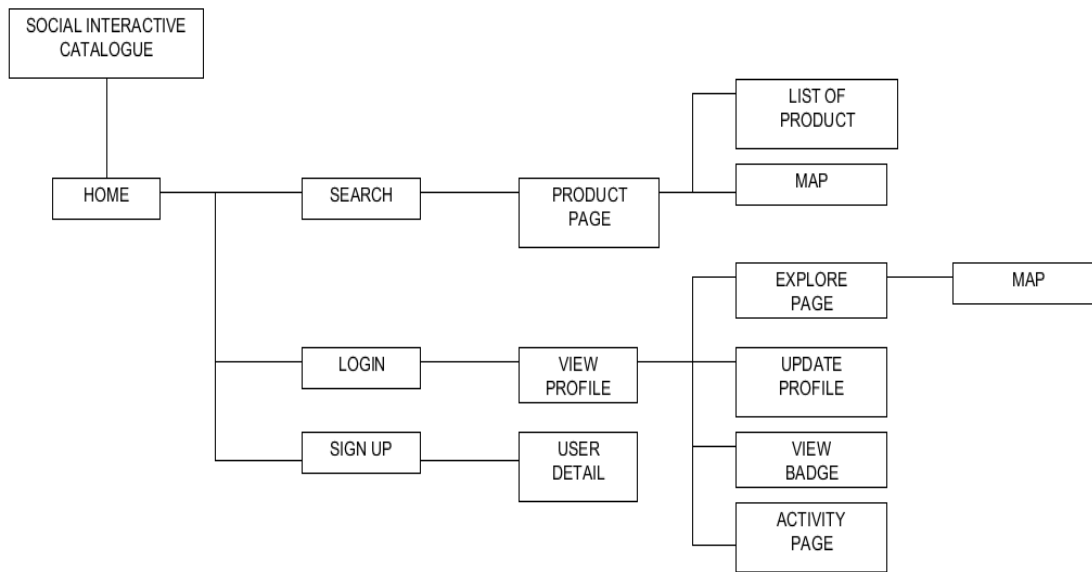


FIGURE 2.2.3.1 Screen Flow User Part

Figure 2.2.3.2 shows the flow of screen page from admin part

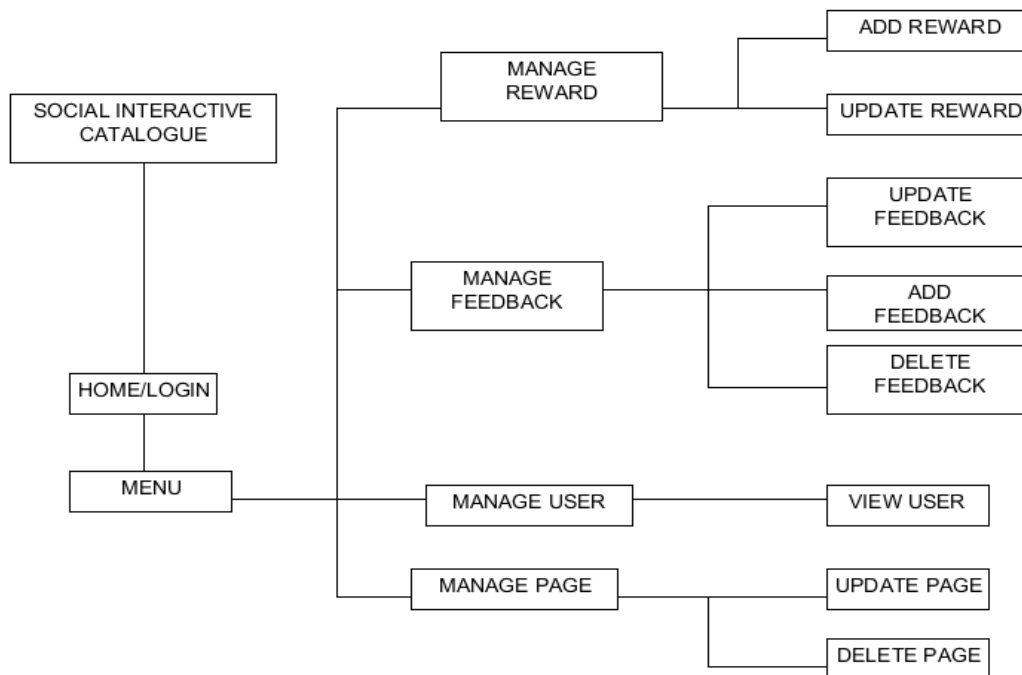
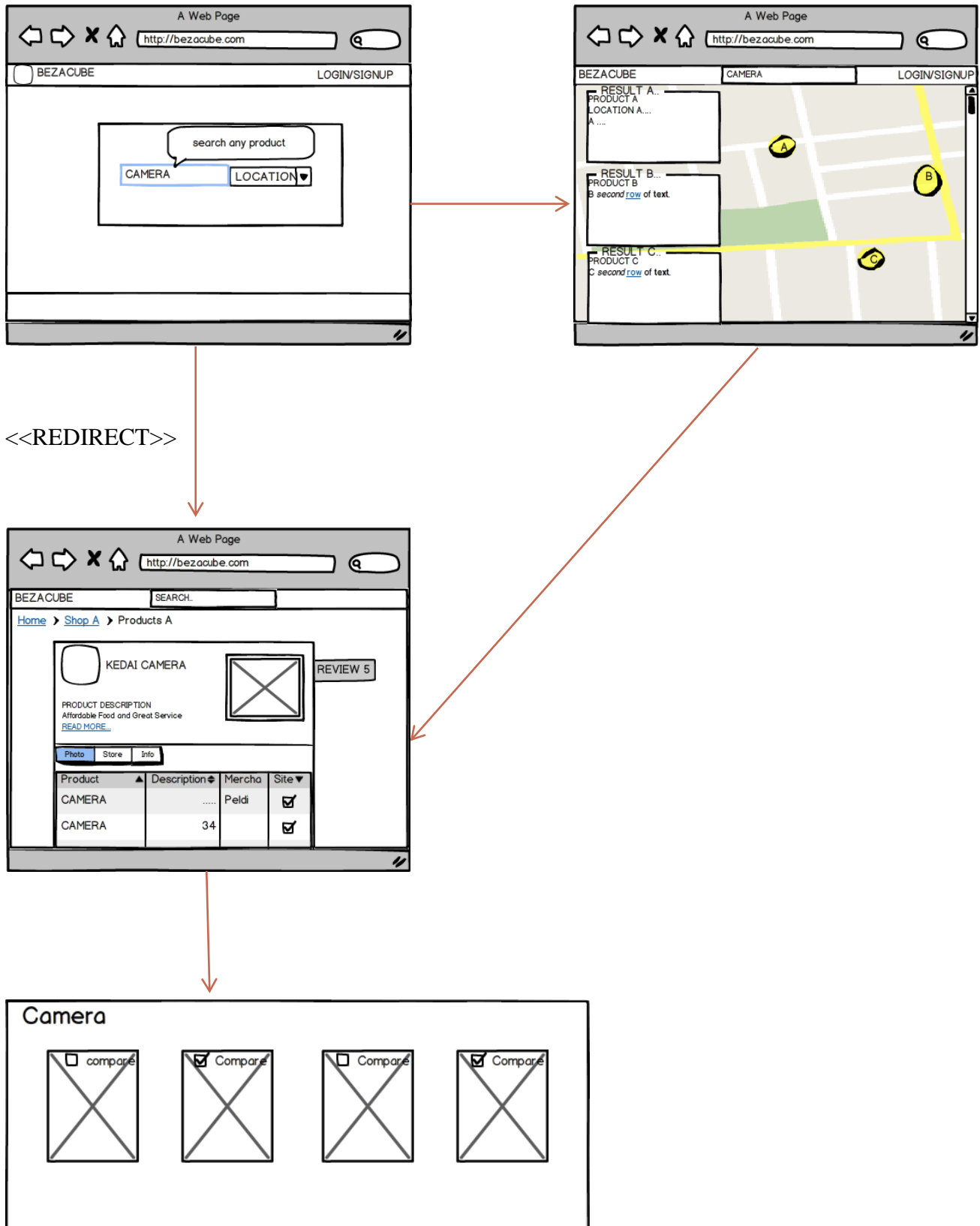


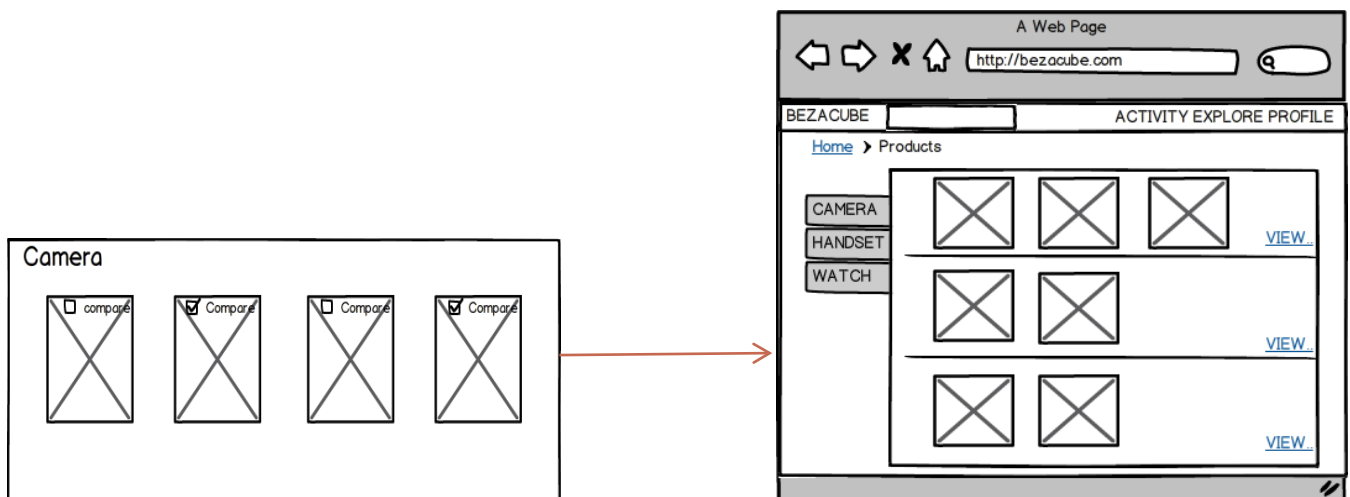
FIGURE 2.2.3.2 Screen Flow Admin Part



## 2.2.4 STORY BOARD AND GRAPHIC USER INTERFACE

### 2.2.4.1 Consumer Story Board





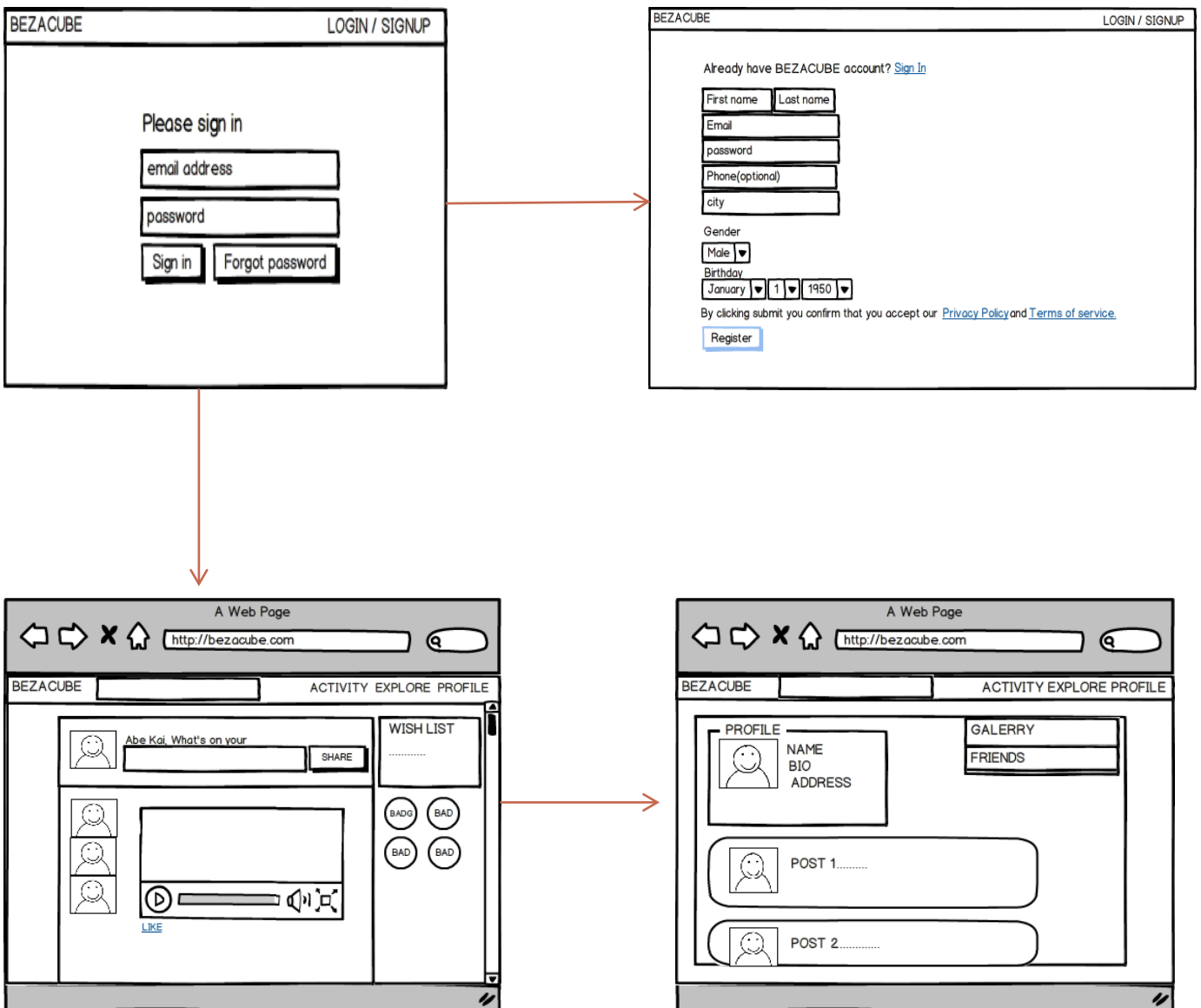
#### 2.2.4.1.1 Short description

The story board above is a story board for consumer who have not registered in system. The story board contain of 4 part which are home page, map page, product page and compare page.

Firstly in the home page, consumer need to insert name and location of product in the search box. After the consumer have enter it, the map page or product page will be show. Actually its depend on how many product that similar with the results. If the result is more than 1 , map page will be show else the product page will be show.

In the product page, there is photo menu, Store menu and Info menu. From the photo menu, user will see the image of product with the check list. Check list here will be used to make a comparisons with other products; And all comparisons can be view in the compare page.

### 2.2.4.2 Consumer Story Board (Register User)



#### 2.2.4.2.1 Short description

The story board above is a story board for consumer who already registered and login into the system. The story board contain of 4 part which are Login page, Register page, Activity page and profile page.

Firstly in Login page, consumer need to enter their email and password. If they do not have the account, they need to register in Register page. Then after they have login, they will redirect to the Activity page, in the activity page all feedback and comment will be show here. They also can go to the profile page, where this page will show all their setting and posting.

## 2.2.4.3 Profile Menu Graphic User Interface



#### 2.2.4.4 Dropdown Search graphic user interface (GUI)

SEARCH CAMERA

SHOP	CAMERA CANNON KUANTAN
	CAMERA NIKON KUANTAN
ADVERTISEMENT	PROMOSI BELI 1 CAMERA DAPAT FILM
	DISCOUNT 50% UNTUK 10 CAMERA
PEOPLE	ROI CAMERA
	CAMERA ABU

##### 2.2.4.4.1 Short description

The layout above is a graphic user interface for a dropdown search. In this layout, after the user have enter the product name in search box, three menu will be display, which are Shop, Advertistment and People. The first row will display all the shop, which are similar to the result. Second row will display all the advertistment that relevant with the result, Lastly the third row will display all the people name, which similar to the result.

## 2.2.4.5 Merchant Graphic User Interface

## Local Bussiness

▾  I agree to Bezacube page

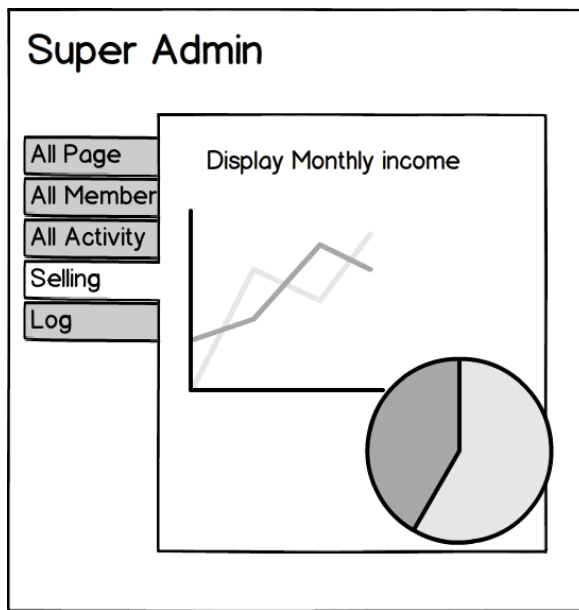


## Brand or product

▾

I agree to Bezacube term and condition

#### 2.2.4.6 Admin Graphic User Interface

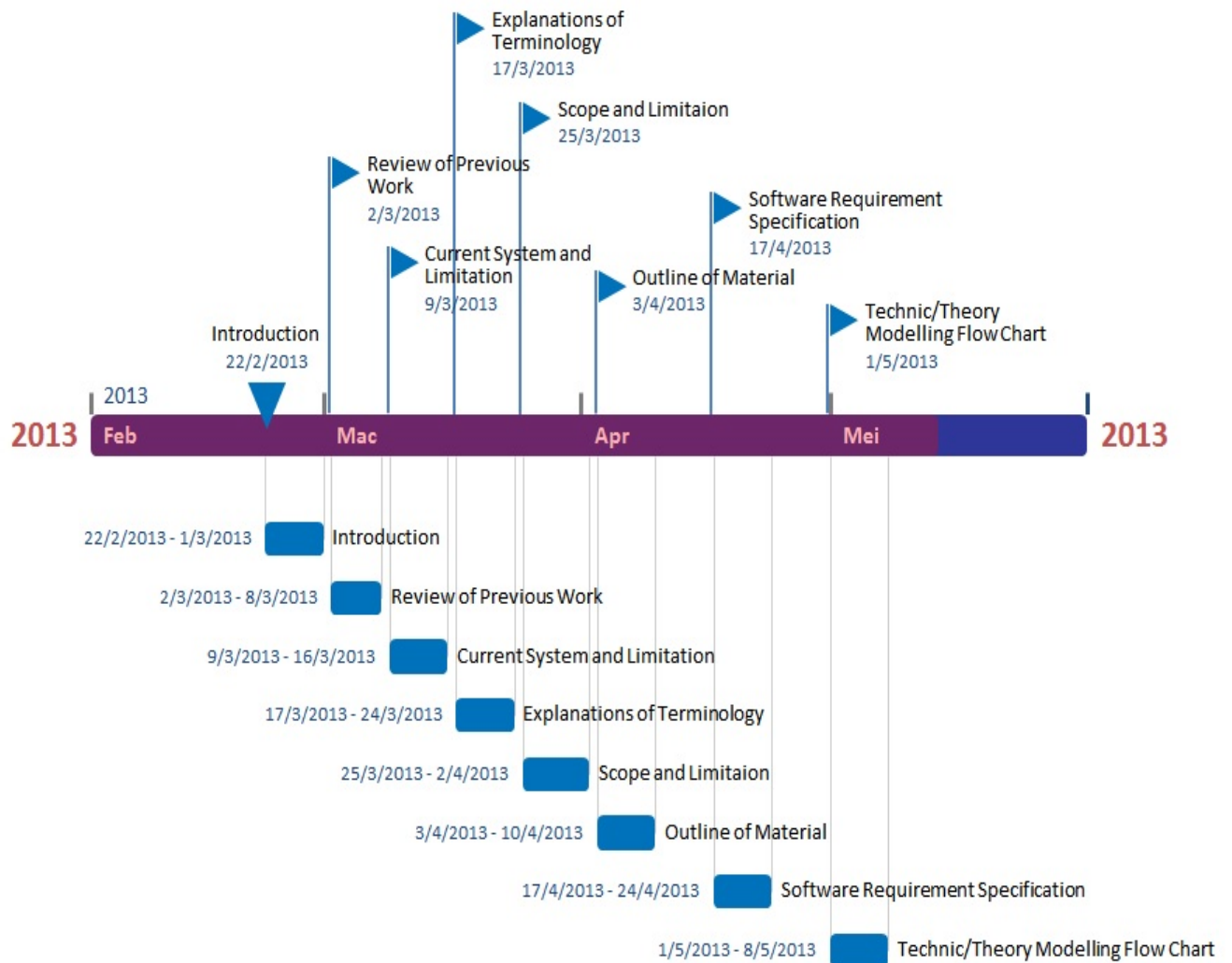


#### 2.2.4.7 Mobile Graphic User Interface



## 2.2.5 PROJECT GANTT CHART

2.2.5.1 The project gantt chart as shown below :





2.2.5.2 The project Chronology Table as shown below :

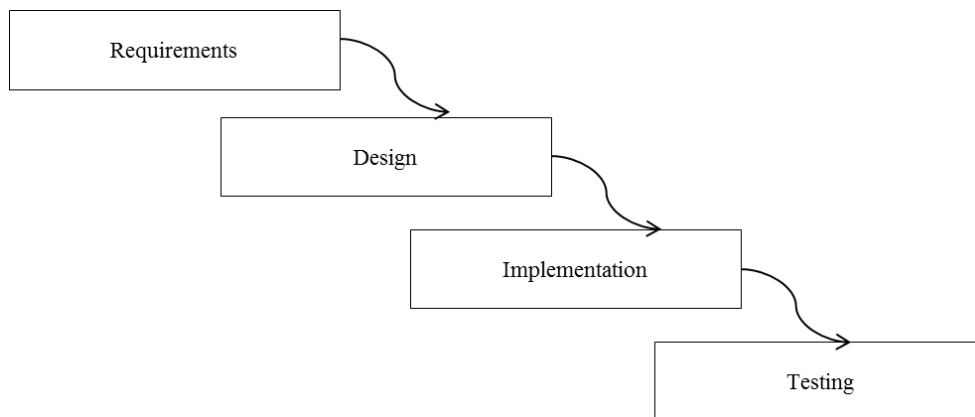
### Timeline: 22/02/2013 - 08/05/2013

Milestone(s)	
Date	Description
22/2/2013	Introduction
2/3/2013	Review of Previous Work
9/3/2013	Current System and Limitation
17/3/2013	Explanations of Terminology
25/3/2013	Scope and Limitaion
3/4/2013	Outline of Material
17/4/2013	Software Requirement Specification
1/5/2013	Technic/Theory Modelling Flow Chart

Task(s)			
Duration (Days)	Start Date	End Date	Description
8	22/2/2013	1/3/2013	Introduction
7	2/3/2013	8/3/2013	Review of Previous Work
8	9/3/2013	16/3/2013	Current System and Limitation
8	17/3/2013	24/3/2013	Explanations of Terminology
9	25/3/2013	2/4/2013	Scope and Limitaion
8	3/4/2013	10/4/2013	Outline of Material
8	17/4/2013	24/4/2013	Software Requirement Specification
8	1/5/2013	8/5/2013	Technic/Theory Modelling Flow Chart

## 2.3 METHODS AND MATERIAL USED

The method that will be used in this project is **WATERFALL SOFTWARE DEVELOPMENT LIFE CYCEL MODEL**. Below are the phases in this Software development



### i) System Requirements

Requirement phases or also know as Requirement Analysis is a process to collect all information needed to developed this system. During this phases, i have to arranged time to meet with my client. But because of this client are lived in Kuala Lumpur, i had to get all the information through the communication via social network facebook and phone conversations. This phase take me a week to understand what the client need. In this conversation, i found that, all the concept that my client tell is exactly same as Social Network name “foursquare”, in term of search, wall function, badges, tips and also feedbacks. So from this conversation i conclude that, all the desired characteristics are similar to the “foursquare” and i should add a bit of catalogue facility, so that its fits with this sytem function and what client want.

## ii) System Design

In this phase, I used all the requirements specified by the client completely. Firstly, what do i do is make a research about the use of Search facility. This search function plays a key role in this system. It also plays role in my **5WH** question that is What, Where, When, Why, Who and How. So from this 5WH question, i use all of them, to produce privilege in this system. Below is 5WH question :

### **5WH for Product/Services :**

- **What**
  - What is that product?
  - What can be used to resolve this problem
  - What is the shop operation time?
  
- **Where**
  - Where is that shop located?
  - Where can i find a cheap hotel?
  
- **When**
  - When is the promotion?
  - When will shop open?
  
- **Why**
  - Why that product is better than this product?
  - Why that product is no economical
  
- **Who**
  - Who is have a discount card for this product?
  
- **How**
  - How to get to Taman Melati?

After Search facility, i planned to put product page, where in this product page there is a tips ,feedback ,ranking , price ,location and product categories. I also have planned, what to put in the screen layout. After the planning i make a simple design which contain about 20 possibility of design that will occur after system is done.

### **iii)Implementation**

In this phase, Implementation of coding will be done for next semester. Which is in this phase, programmer must plan how and what kind of programming language will be going to be used to develop the system.

I was thinking of using OOP Php language as the construction of this web systems. I use Php language because it is easier than compared to Asp.net . Use of Asp.net play a long time to ensure that the code doesn't tend an error.

In this phase, i have decide to use Macromedia Dreamweaver as my system development. This Macromedia will make easier to the system development. This is because, this Macromedia is provides a facility called auto run, which will facilitate the programmer to see all their design when they are typing the code.

### **iv)Operation**

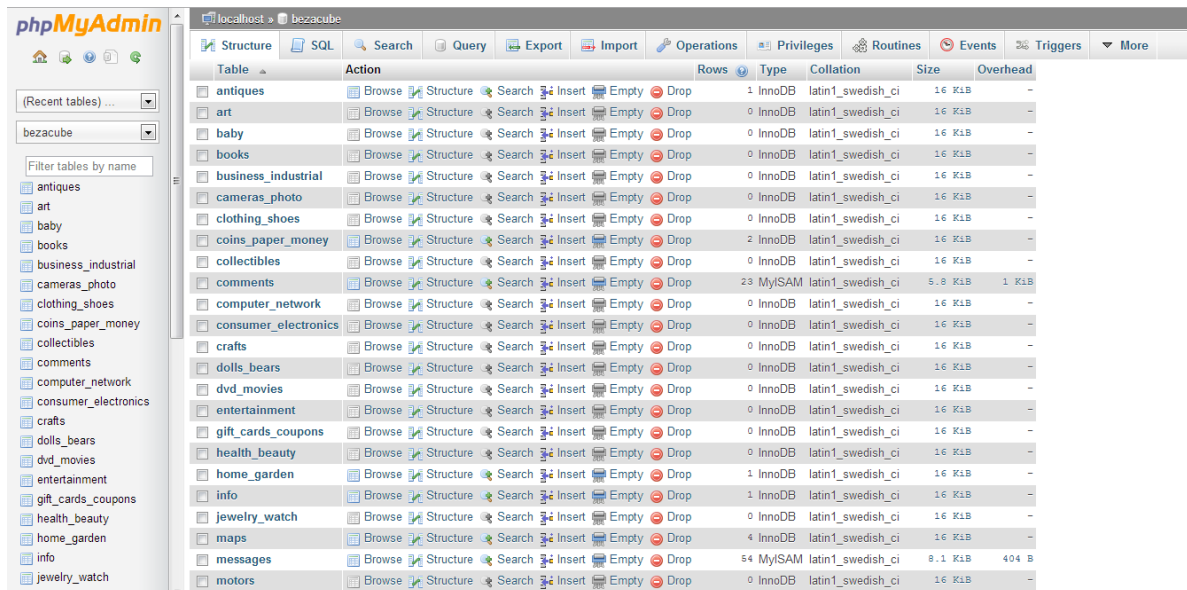
Operation phase also can be done for next semester. The operation will be done after the system is finish. This phase is often repeated because when the client is not satisfied with the function of this system. All the software development phase need to carried out again until the client is satisfied with it.

## 2.3 DEVELOPMENT PLAN

In Bezacube, the database used is MYSQL and the language or source codes that applied for this development is PHP. The Server used by this systems is Apache Server While HTML Language is to created all the interface.

### 2.3.1 Database

The Database used in Bezacube is MYSQL database. Mysql is a databae used to interact with the functionality.



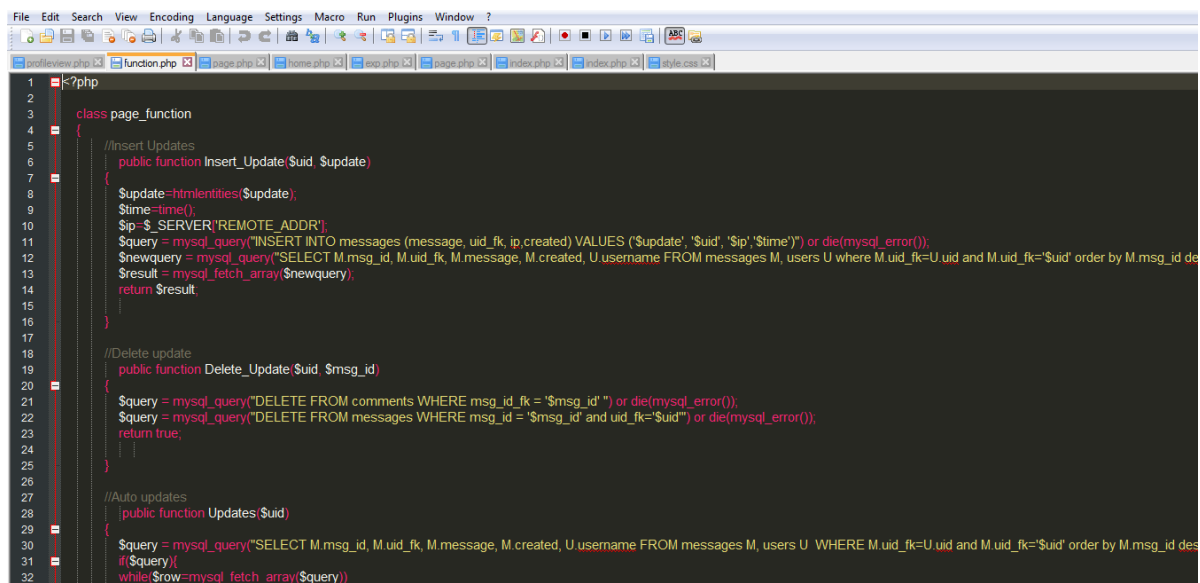
The screenshot shows the phpMyAdmin interface for a MySQL database named 'bezacube'. The main area displays a table listing various tables with columns for Table, Action, Rows, Type, Collation, Size, and Overhead. The tables listed include: antiques, art, baby, books, business\_industrial, cameras\_photo, clothing\_shoes, coins\_paper\_money, collectibles, comments, computer\_network, consumer\_electronics, crafts, dolls\_bears, dvd\_movies, entertainment, gift\_cards\_coupons, health\_beauty, home\_garden, info, jewelry\_watch, maps, messages, and motors. Each table entry has icons for Browse, Structure, Search, Insert, Empty, and Drop.

Table	Action	Rows	Type	Collation	Size	Overhead
antiques	Browse Structure Search Insert Empty Drop	1	InnoDB	latin1_swedish_ci	16 K1B	-
art	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
baby	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
books	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
business_industrial	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
cameras_photo	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
clothing_shoes	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
coins_paper_money	Browse Structure Search Insert Empty Drop	2	InnoDB	latin1_swedish_ci	16 K1B	-
collectibles	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
comments	Browse Structure Search Insert Empty Drop	23	MyISAM	latin1_swedish_ci	5.8 K1B	1 K1B
computer_network	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
consumer_electronics	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
crafts	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
dolls_bears	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
dvd_movies	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
entertainment	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
gift_cards_coupons	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
health_beauty	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
home_garden	Browse Structure Search Insert Empty Drop	1	InnoDB	latin1_swedish_ci	16 K1B	-
info	Browse Structure Search Insert Empty Drop	1	InnoDB	latin1_swedish_ci	16 K1B	-
jewelry_watch	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-
maps	Browse Structure Search Insert Empty Drop	4	InnoDB	latin1_swedish_ci	16 K1B	-
messages	Browse Structure Search Insert Empty Drop	64	MyISAM	latin1_swedish_ci	8.1 K1B	404 B
motors	Browse Structure Search Insert Empty Drop	0	InnoDB	latin1_swedish_ci	16 K1B	-

### Interface of MYSQL

### 2.3.2 Interface Design

Bezacube used the Notepad++ to design all the interface. The interface is developed with the combination of HTML and CSS Command.



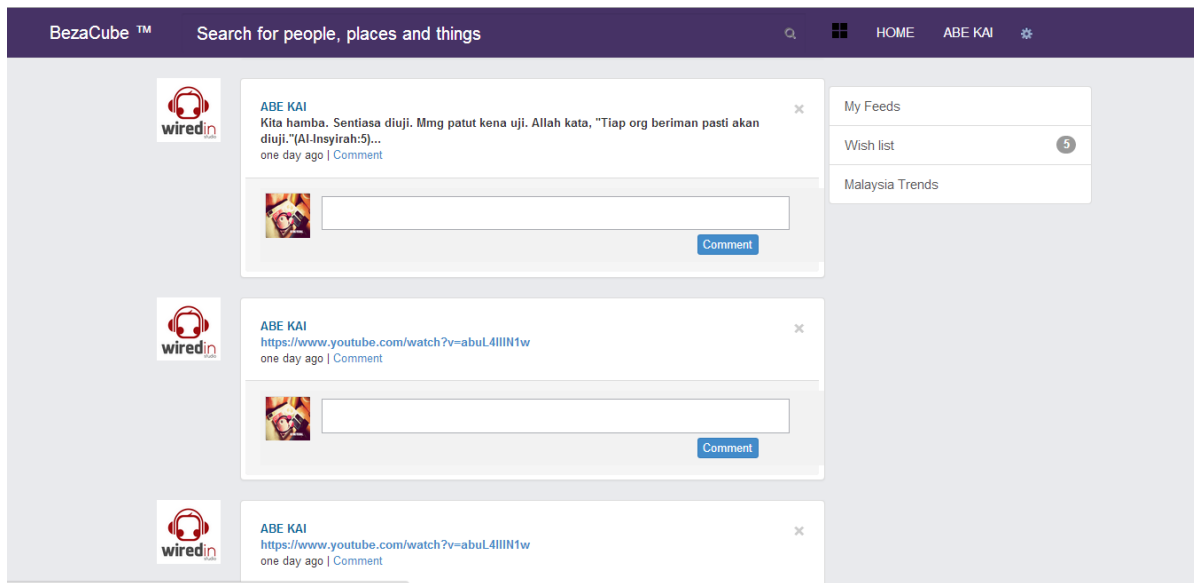
The screenshot shows a Notepad++ window with PHP code. The code defines a class named 'page\_function' with several methods: 'Insert\_Update', 'Delete\_Update', and 'Updates'. The 'Insert\_Update' method inserts a new message into the 'messages' table. The 'Delete\_Update' method deletes a message from the 'messages' table. The 'Updates' method updates a message in the 'messages' table.

```

1 <?php
2
3 class page_function
4 {
5     //Insert Updates
6     public function Insert_Update($uid, $update)
7     {
8         $update=htmlentities($update);
9         $time=time();
10        $ip=$_SERVER['REMOTE_ADDR'];
11        $query = mysql_query("INSERT INTO messages (message, uid_fk, ip, created) VALUES ('$update', '$uid', '$ip', '$time')") or die(mysql_error());
12        $newquery = mysql_query("SELECT M.msg_id, M.uid_fk, M.message, M.created, U.username FROM messages M, users U where M.uid_fk=U.uid and M.uid_fk='$uid' order by M.msg_id de");
13        $result = mysql_fetch_array($newquery);
14        return $result;
15    }
16
17
18    //Delete update
19    public function Delete_Update($uid, $msg_id)
20    {
21        $query = mysql_query("DELETE FROM comments WHERE msg_id_fk = '$msg_id' ") or die(mysql_error());
22        $query = mysql_query("DELETE FROM messages WHERE msg_id = '$msg_id' and uid_fk='$uid'") or die(mysql_error());
23        return true;
24    }
25
26
27    //Auto updates
28    public function Updates($uid)
29    {
30        $query = mysql_query("SELECT M.msg_id, M.uid_fk, M.message, M.created, U.username FROM messages M, users U WHERE M.uid_fk=U.uid and M.uid_fk='$uid' order by M.msg_id de");
31        if($query){
32            while($row=mysql_fetch_array($query))
33                continue;
34        }
35    }
36
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100

```

## Interface of Notepad++



Interface of Bezacube Wall Page

### 2.3.3 Source Code

Php is server-side Language. Php provides developer with full tools fr builda dynamic web pages. Bezacube used PHP about 30% most of the development through combination of Javascript(30%),HTML(20%) and CSS(20%).

## 2.4 TESTING PLAN

Testing are necessary to uncover as many errors before do the integrated into the client side systems. There are a few types of software testing, that is unit testing, functional testing and user eceptance testing. Each type of testing must go through carefully step before we integrated it into the client side.

### UNIT TESTING

Unit testing is used to test individual part of coding, where the test plan is design based on systems module.Any error that found during the test will be immediately fixed.

#### Unit Testing : Login

No	Event	Attribute	Expected Result	Result
1	Verify Login after correct inptut is submit into the systems Login	Email:orangmelayum@gmail.com Password:cb1082	Success Login	Pass
2	Verify Login after the	Email :	Prompt Box	Pass

	null input is submit into the systems Login	Password:	displayed , says Email or Password no correct	
3	Verify Login after invalid input is submit into the system login	Email:admino@admin Password:password	Prompt Box displayed , says Email or Password no correct	Pass

### Unit Testing : Update User Status

No	Event	Attribute	Expected Result	Result
1	Verify Wall Script in term of String input	“a-z”,”A-Z”,”0-9”	The Message will prepend into the Wall Content	Pass
2	Verify Wall Script with null value input	-	Prompt Box will display “No Message”	Pass
3	Verify Wall Scrit with Video Link input	<a href="https://www.youtube.com/watch?v=bribF8a3fgo&amp;list=PLGCjw11RrtcQa44MxSsfP6edUP2Gjmhkk">https://www.youtube.com/watch?v=bribF8a3fgo&amp;list=PLGCjw11RrtcQa44MxSsfP6edUP2Gjmhkk</a>	Video Will display	Pass

### Unit Testing : Update User Information

No	Event	Attribute	Expected Result	Result
1	Verify User Information after Click update is on submit with correct Value	Work: UMP Study: MATRICULATION	Successful update and data will save into database	Pass
2	Verify User Information after Click update is on submit with null Value	Work: Study:	Successful update and data will save into database	Pass
3	Verify User Information after Click update is on submit with incorrect Value	Work: ###dd Study @#DD	Successful update and data will save into database	Pass

### Unit Testing : Work On Search Environment

No	Event	Attribute	Expected Result	Result
1	Verify User Search by Correct Value	Search:Shopping	Page will show the suggestion	Pass
2	Verify User Search by Null Value	Search:	Page will do anything	Pass
3	Verify User Search by Incorrect Value	Search:kios	Page will do anything	Pass

### Unit Testing : Work On Map Search Environment

No	Event	Attribute	Expected Result	Result
1	Verify User Map search By available products	Search: Ina Shop	Result will display	Pass
2	Verify User Map search By null	Search:	No Result will display	Pass
3	Verify User Map search By unavailable products	Search:wayang	No Result will display	Pass

### Functional Testing

After the UnitTesting is done, Functional testing will be continue. Functional testing is to test the functionality of each module to ensure the requirement client need are met.

#### Functional Testing : Login With Different Merchant

No	Event	Attribute	Expected Result	Result
1	Verify Merchant Login With Correct Input	Email : <a href="mailto:orangmelayum@gmail.com">orangmelayum@gmail.com</a> Password: cb10082	Success Login	Pass
2	Verify Merchant Login With null Input	Email : Password	Prompt Box displayed , says Email or Password no correct	Pass
3	Verify Merchant Login With incorrect Input	Email: abc@ac Password:password	Prompt Box displayed , says Email or Password no correct	Pass

#### Functional Testing : Login With Different Customer/ Users

No	Event	Attribute	Expected Result	Result
1	Verify User Login With Correct Input	Email : <a href="mailto:orangmelayum@gmail.com">orangmelayum@gmail.com</a> Password: cb10082	Success Login	Pass



2	Verify User Login With null Input	Email : Password	Prompt Box displayed , says Email or Password no correct	Pass
3	Verify User Login With incorrect Input	Email: abc@ac Password:password	Prompt Box displayed , says Email or Password no correct	Pass

### Functional Testing: Merchant Insert,Update,Delete the product

No	Event	Attribute	Expected Result	Result
1	Login Merchant	Email : <a href="mailto:orangmelayum@gmail.com">orangmelayum@gmail.com</a> Password: cb10082	Merchant Page will display	Pass
2	Create a New Products	Category:Books Title:PHP Description:This is Programming Books Price:RM25 Stock:10 Size:- Picture:Book.jpeg Tips: For Beginner	New Product Add	Pass
3	View The product through the product Page	-	Product Page will show all list of products	Pass
4	Click action based on Delete Individual product	-	Product will be delete	Pass
5	Click action based on Update Individual product	Category:Books Product Name:PHP Description:This is Programming Books Price:RM25 Stock:10 Size:- Picture:Book.jpeg Tips: For Beginner	Product will be Updated	Pass

### Functional Testing : Merchant Insert Shops Map

No	Event	Attribute	Expected Result	Result
1	Login Merchant	Email : <a href="mailto:orangmelayum@gmail.com">orangmelayum@gmail.com</a> Password:	Merchant Page will display	Pass

		cb10082		
2	View the map page	-	-	Pass
3	Click action based on Add products Individual product	Click the location on the map	Will display marker on the current location	Pass
4	Edit Marker Shop	Shop Name:Ina Shop Products: Books	Successful update and data will be save in database	Pass

### User Acceptance Test

User Acceptance Test is refers to the final stage for testing stage in the Software Testing. When the test is done, it will be indicates the agreement to implement the systems to the client side. Enhancement and some changes may still need to do. But the test show the systems is considered stable and able to process all the functionality that user required.

## **PART III**

### **CONCLUSION AND FUTURE WORKS**

#### **3.1 Conclusion**

As conclusion, Bezacube Web Based Application is been successfully developed. However, this system has not been identified their perfection yet, like other social networking systems. Currently, all the function in this systems work well. However the function of this system will be enhanced in coming future with using a better MVC model. For the administrator side, admin now can give a response or feedback to user inquiries via the Facebook and blogger. Actually, this function is for the shopping event; But have been implement to website for the future plan. Web Service is working perfectly with both Social Network; Facebook and Blogger, thus there will be no updated in future.

#### **3.2 Results**

Overall Bezacube Web Based Application had archived their three main goals:

- 1) To develop a digital solution for user to finding the product market place location that is in their nearby places.
- 2) To create an interactive catalogue products to complement the current traditional catalogue
- 3) To facilitate users for accessing the updated catalog on every time for 24 hours in a week.

### 3.3 Limitation and Advantages of the findings

In this project, there are several limitations that give the big impact to the development of the project. Even so, the project is still work according to the schedule.

#### 3.3.1 Limitations

The limitations or constraints of the system were identified as below:

- 1) This project still requires extensive marketing. This is because, for the moment, the information in this system is still leak; and it will give a hard time for users to finding and compare the products that they are desire.
- 2) This website should be host in large server. This is because the current server has their limitations for storing data such as video, document and music; and this will slow down the performance of the website
- 3) Currently this system will not allow any users to buy any product in the systems. This is because the system is not ready yet with the third party system in term of credit card usage.

#### 3.3.2 Advantages

In the first stages, this system will focusing to the website user only, But after several discussion, this system will be lunch their own mobile application, after the management satisfied with all the function in the systems. Web services work perfectly for both social network, Facebook and Blogger, which all data will be manipulate in using Json code. So the web service is ready for the next Bezacube mobile application systems.

### 3.4 Suggestion and Further Enhancement

There are several improvement that need to be done :

- 1) The code in the web service need to be improve, so that the system can be perfectly integrated with the server even the server is an old server.
- 2) The system can add subscribe function, so that the user can get all new information or even that been running. Subscribe function is for the register user.

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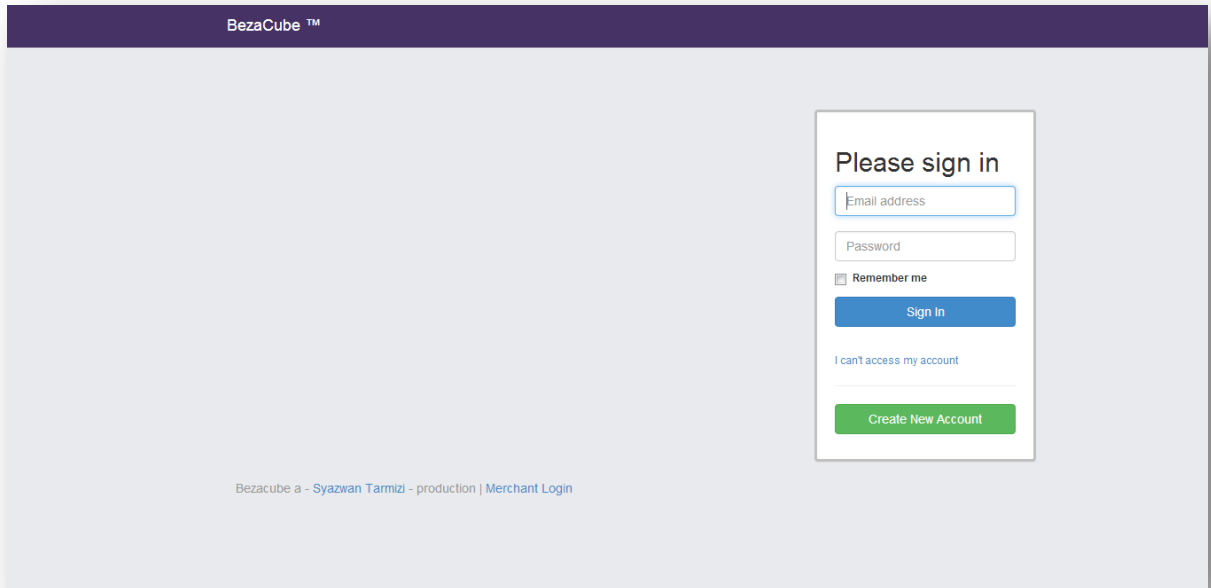
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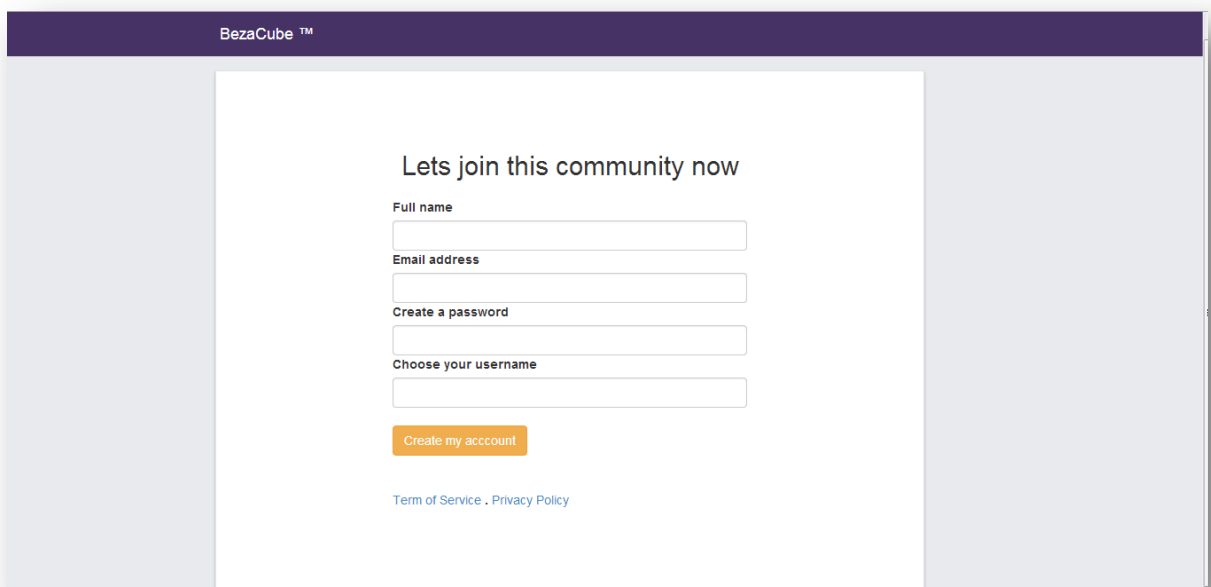
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*<http://www.tutkiun.com/2009/09/php-vs-jsp-vs-asp.html>*, (9 December 2012)

## APPENDIX



The screenshot shows the BezaCube login interface. At the top left, the logo "BezaCube™" is displayed. The main content area is a light gray box containing a white login form. The form is titled "Please sign in" and includes the following elements: an "Email address" input field, a "Password" input field, a "Remember me" checkbox, a blue "Sign In" button, a link "I can't access my account", and a green "Create New Account" button. At the bottom left of the gray box, the text "Bezacube a - Syazwan Tarmizi - production | Merchant Login" is visible.

## Bezacube HomePage & Customer Login



The screenshot shows the BezaCube registration interface. At the top left, the logo "BezaCube™" is displayed. The main content area is a white box with a light gray background. The box is titled "Lets join this community now" and contains the following registration form: "Full name" input field, "Email address" input field, "Create a password" input field, "Choose your username" input field, and an orange "Create my account" button. At the bottom of the white box, there are links for "Term of Service" and "Privacy Policy".

## Bezacube Register Interface

BezaCube™

### Merchant sign in

Email address

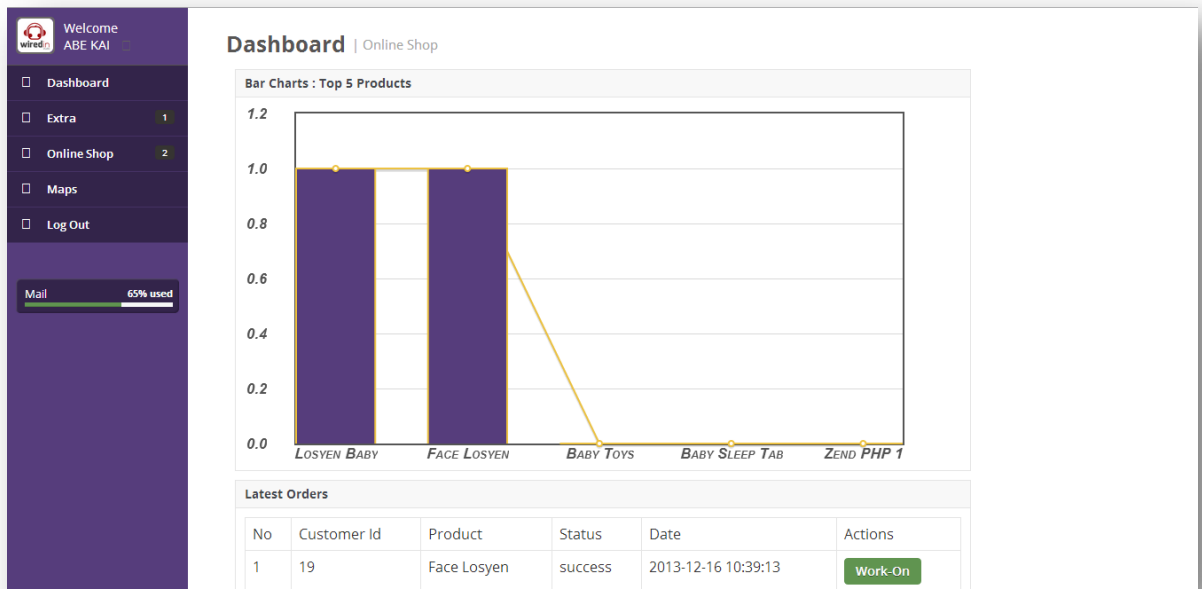
Password

Remember me

[Sign In](#)

[Create New Account](#)

## Merchant Login Interface



## Merchant Dashboard – Page1

1	19	Face Losyen	success	2013-12-16 10:39:13	<a href="#">Work-On</a>
2	20	Losyen Baby	success	2013-12-16 11:08:25	<a href="#">Work-On</a>

Calendar


< > today

December 2013

month week day

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14 appo
15	16	17	18	19	20 45	21
22	23	24	25	26	27	28
29	30	31	1	2	3	4


## Merchant Dashboard – Page2

 Welcome  
ABE KAI

- Dashboard
- Extra 1
- My Account
- Online Shop 2
- Maps
- Log Out

Mail 65% used

Merchant profile [Edit Account](#)



Merchant Names :	ABE KAI
Email :	orangmelayum@gmail.com
Password : *encrypte	0c4a9de91d35d4839c16166bb4f45f74

## Merchant Account Page



Welcome  
ABE KAI

- Dashboard
- Extra 1
- Online Shop 2
- Maps
- Log Out

Mail 65% used

### Add product | Online Shop

**Product Name** Title  
 Enter your new product name here

---

**Condition :**

**Format :**

**Publication year :**

**Language :**

**ISBN :**

**Author :**

**Description**

## Merchant Add Product Page

Welcome  
ABE KAI

- Dashboard
- Extra 1
- Online Shop 2
- Maps
- Log Out

Mail 65% used

### Products | Online Shop

**Last order** view all

10 ITEMS  
€5,900

**Best seller** view all

PRODUCT NAME  
€2,900

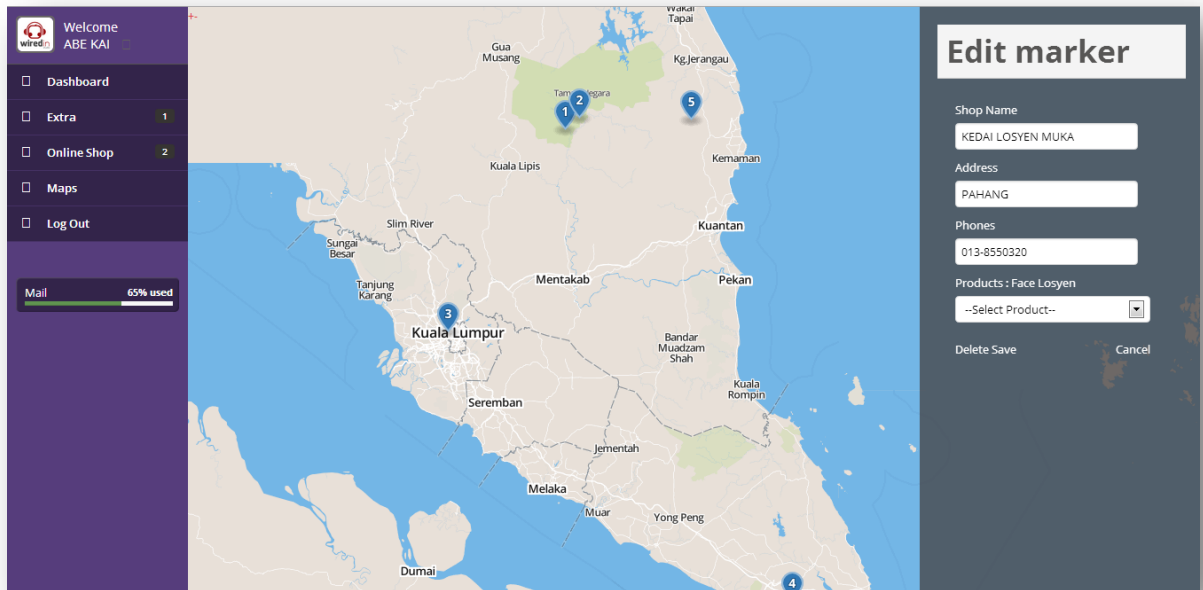
**Promotion** view all

FACE LOSYEN  
RM 5 2

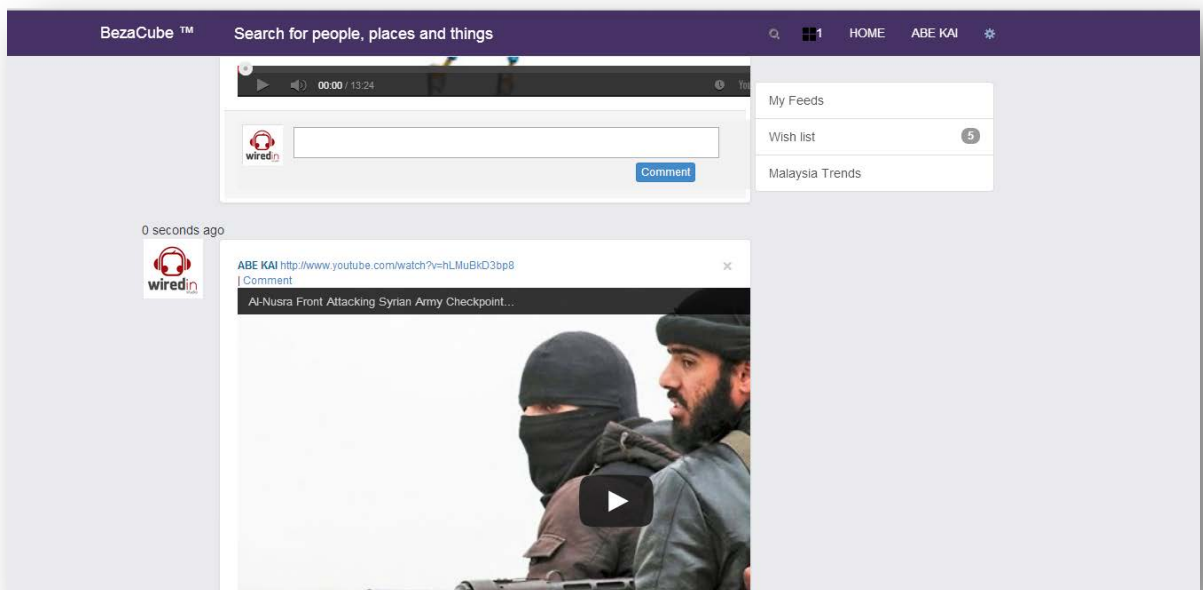
□ Manage products

No.	Title	Category	Product Code	Preview	Stock	Price	Actions
1	Losyen Baby	baby	138715158418	□ 1 photos	5	RM 20	
2	Face Losyen	baby	138715252718	□ 2 photos	10	RM 5	
3	Baby Toys	baby	138715263418	□ 1 photos	10	RM 12	
4	Baby Sleep Tab	baby	138715270818	□ 1 photos	10	RM 22	
5	Zend PHP 1	books	138715278318	□ 1 photos	11	RM 320	
6	Dragon Ball Comic	books	138715285718	□ 1 photos	12	RM 18	
7	CANON-N16	cameras_photo	138715298218	□ 2 photos	23	RM 12	
8	CANON-N16	cameras_photo	138715298218	□ 2 photos	23	RM 12	
9	CANON-N16	cameras_photo	138715298218	□ 2 photos	23	RM 12	
10	zx book	books	138716279018	□ 2 photos	21	RM 12	

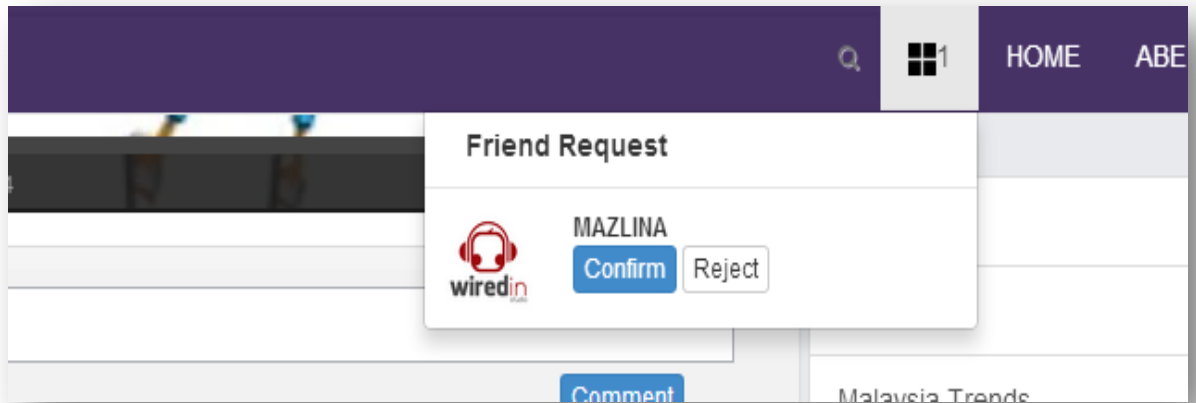
## Merchant Product List Page



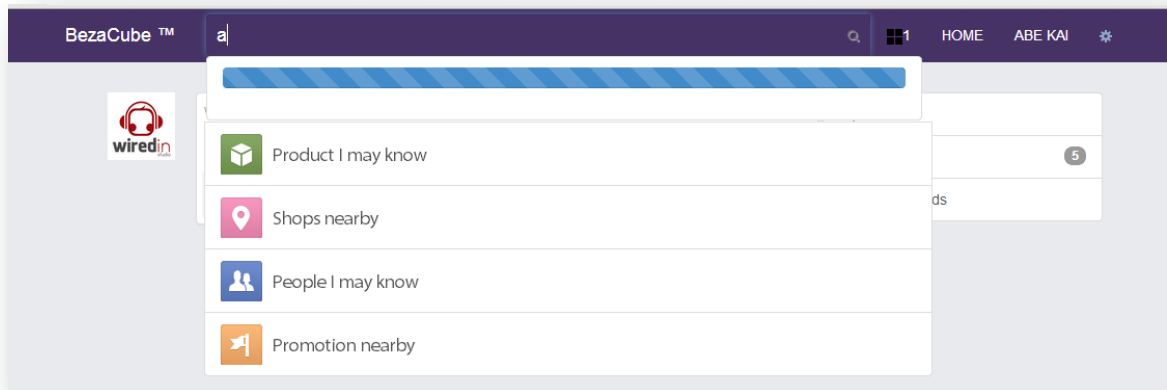
### Merchant Shop Location Page



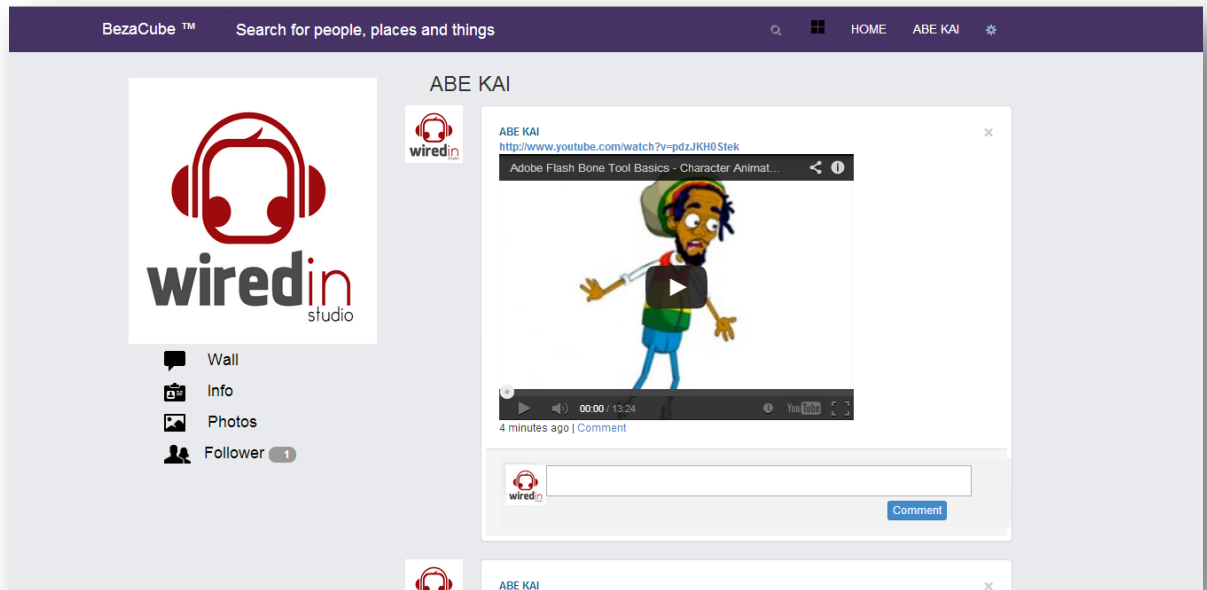
### Bezacube User Home Page



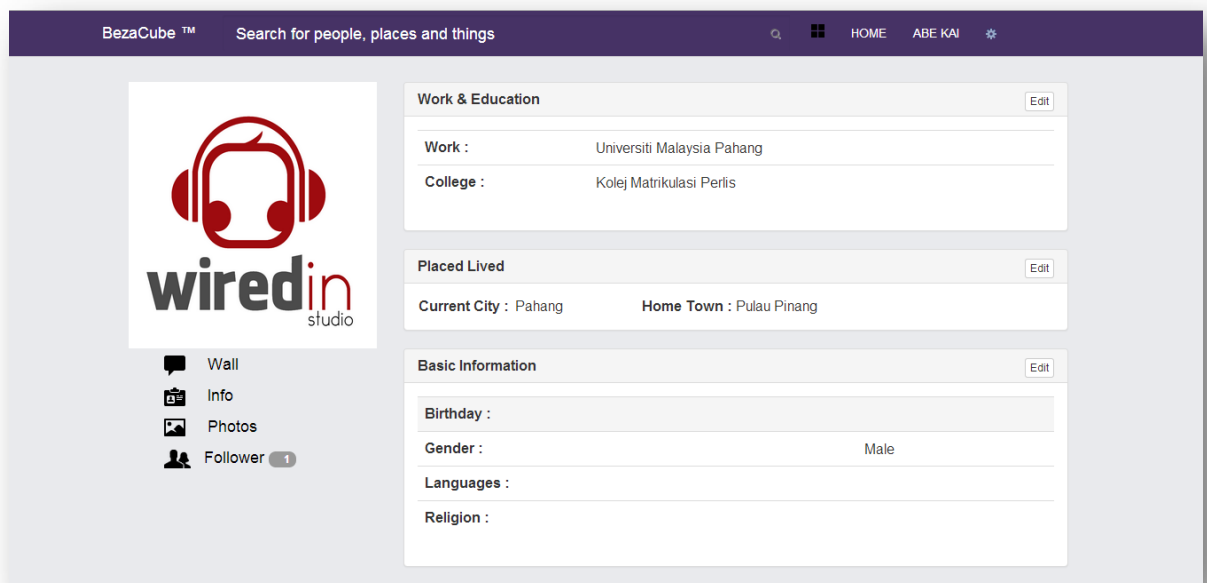
### Bezacube Friend Request List



### Bezacube Search Ajax-Live Function



## Bezacube User Profile Page



## Profile Info – Page1

BezaCube™ Search for people, places and things

HOME ABE KAI

WORK : Universiti Malaysia Pahang  
College : Kolej Matrikulasi Perlis

Placed Lived Edit

Current City : Pahang Home Town : Pulau Pinang

Basic Information Done Editing

Birthday?

December 2013

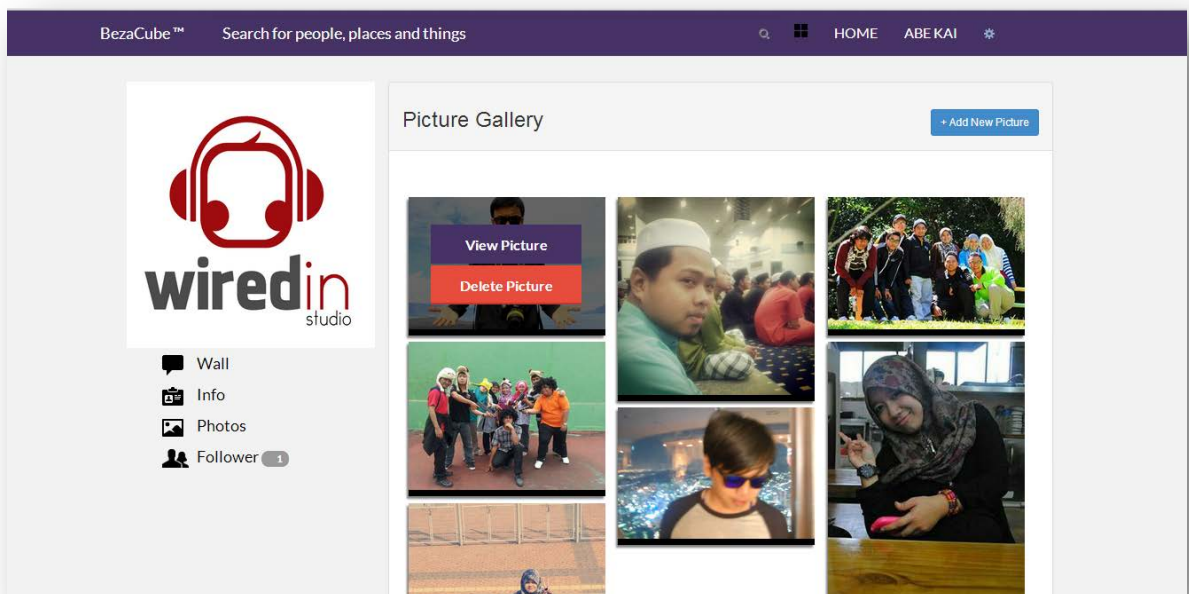
Su	Mo	Tu	We	Th	Fr	Sa
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

Gender: Edit

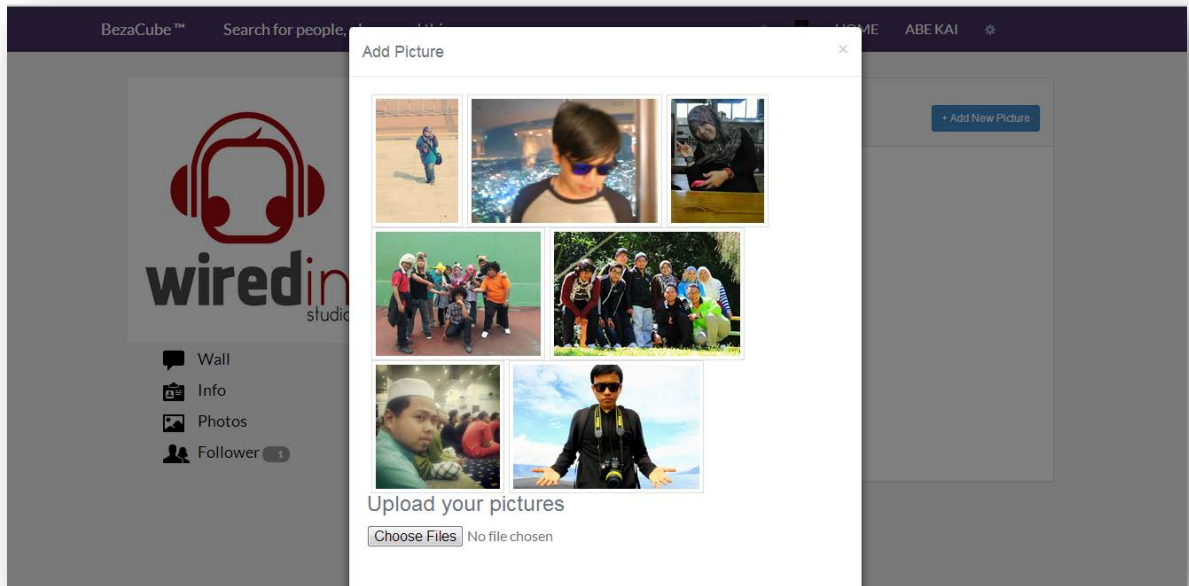
Mobile Phone :

localhost/bezacube/index.php?ref=info#

## Profile Info – Page2



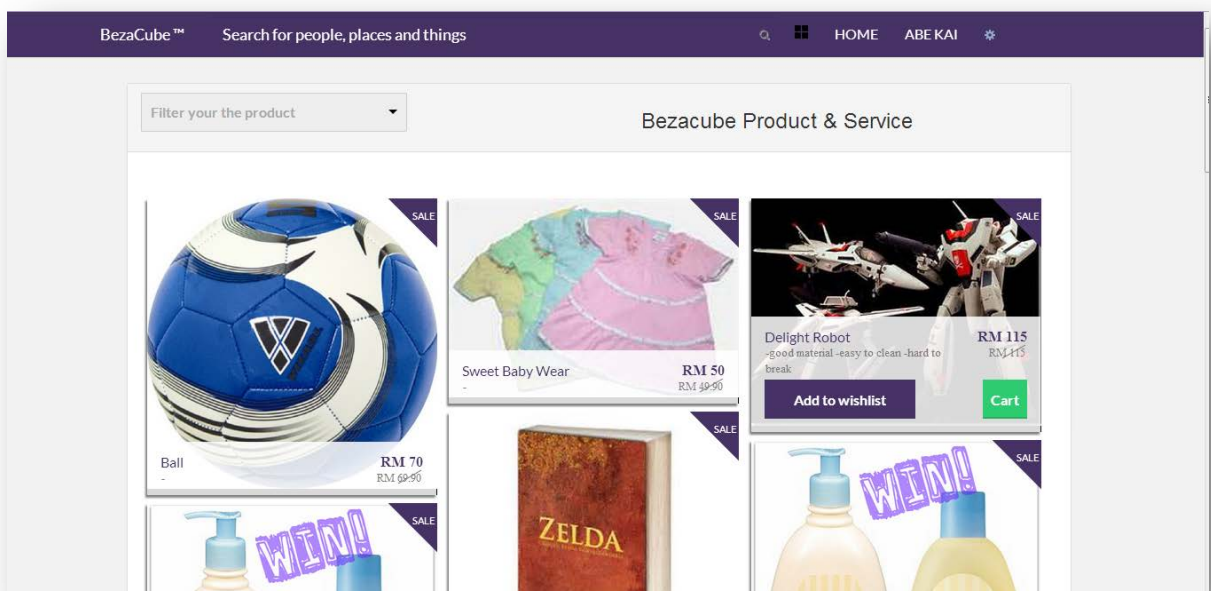
## Picture Gallery Page



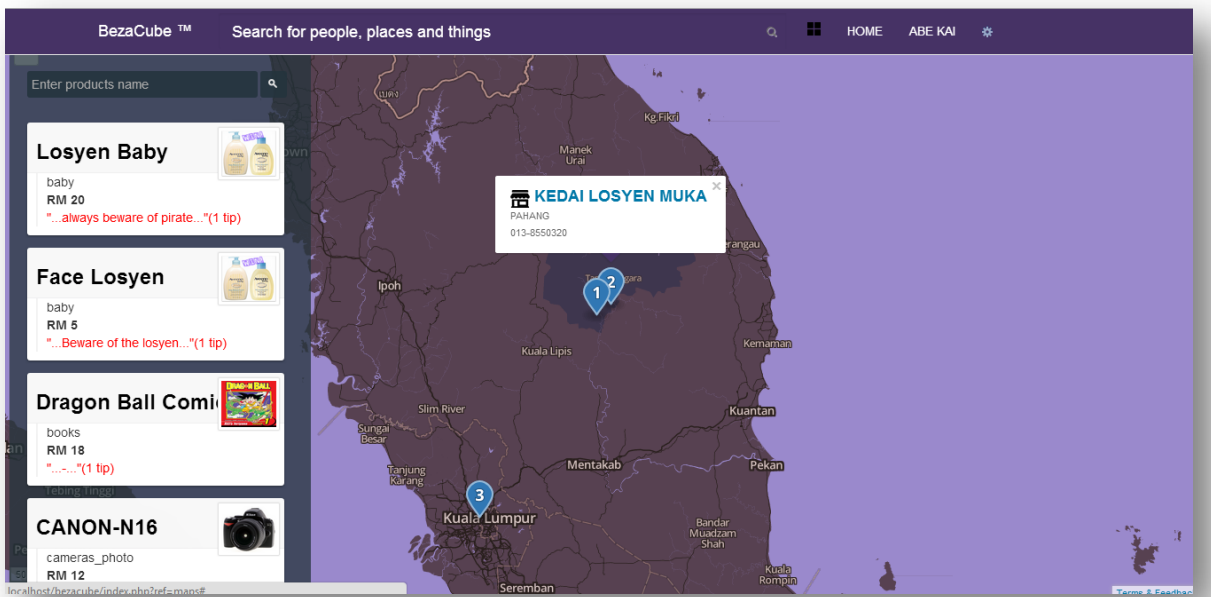
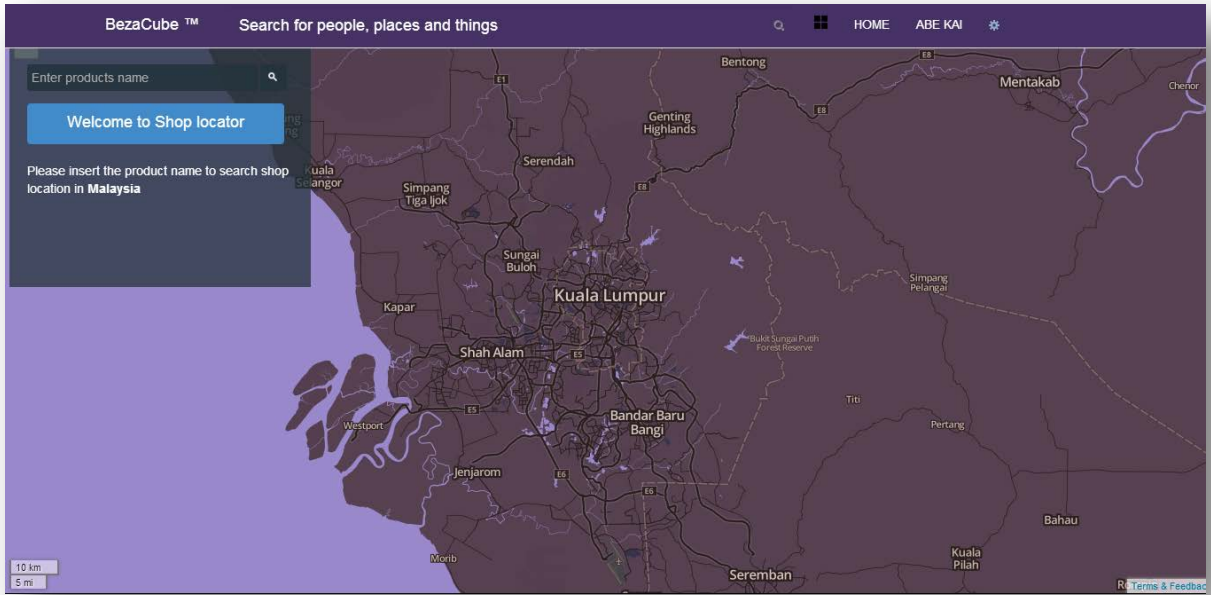
### Picture Gallery Add Photos With Multiple Ajax



### View the Product I May Know Page - Search



### View the Product I May Know Page



BezaCube™ Search for people, places and things

Q HOME ABE KAI

## Losyen Baby

Price : RM 20

Optional I (Not essential) 01-05 Year

Optional II (Not essential) RED

Quantity 1

[Add to Cart](#) [Add to Compare List](#)


always beware of pirate  
Tips from merchant

+ - Tanjung Karang

BezaCube™ Search for people, places and things

Q HOME ABE KAI

## Shopping Cart

Item(s)	Qty	Price	Total
 <p><b>Losyen Baby</b></p> <p>Size : <b>01-05 Year</b> Color: <b>RED</b></p>	1	RM 20	RM 20.00

Discount Code :  [Apply code](#)

[Update My Cart](#)

Subtotal : **Rm 20.00**

Delivery : **Rm ..**

Discount : **RM ..**

**Total : RM 20.00**


[Proceed to payment](#)



BezaCube™ Search for people, places and things




Product Compare

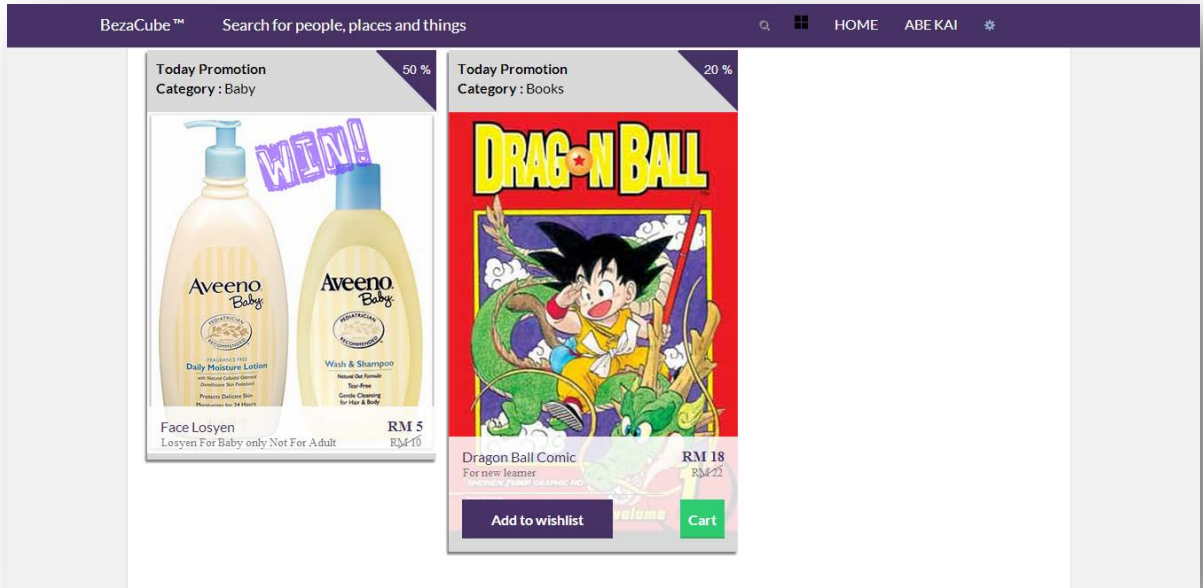
♥ Category : Baby

 Condition : Good  
Brand : BabyJohnSone

Bezacube™ Search for people, places and things

Bezacube All User

-  **ABE WAN** (orang\_melayu11@yahoo.com)  
kuantan  
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Structure	SQL	Search	Query	Export	Import	Operations	Privileges	Routines	Events	% Triggers	More
books	Browse	Structure	Search	Insert	Empty	Drop	5 InnoDB	latin1_swedish_ci	1.6 K1B	-	
business_industrial	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
cameras_photo	Browse	Structure	Search	Insert	Empty	Drop	3 InnoDB	latin1_swedish_ci	1.6 K1B	-	
clothing_shoes	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
coins_paper_money	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
collectibles	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
comments	Browse	Structure	Search	Insert	Empty	Drop	23 MyISAM	latin1_swedish_ci	5.8 K1B	1 K1B	
computer_network	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
consumer_electronics	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
crafts	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
dolls_bears	Browse	Structure	Search	Insert	Empty	Drop	1 InnoDB	latin1_swedish_ci	1.6 K1B	-	
dvd_movies	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
entertainment	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
gift_cards_coupons	Browse	Structure	Search	Insert	Empty	Drop	1 InnoDB	latin1_swedish_ci	1.6 K1B	-	
health_beauty	Browse	Structure	Search	Insert	Empty	Drop	1 InnoDB	latin1_swedish_ci	1.6 K1B	-	
home_garden	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
info	Browse	Structure	Search	Insert	Empty	Drop	4 InnoDB	latin1_swedish_ci	1.6 K1B	-	
jewelry_watch	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
maps	Browse	Structure	Search	Insert	Empty	Drop	5 InnoDB	latin1_swedish_ci	1.6 K1B	-	
messages	Browse	Structure	Search	Insert	Empty	Drop	6 MyISAM	latin1_swedish_ci	8.1 K1B	2.6 K1B	
motors	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
music	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
musical_instruments	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
others	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
pet_supplies	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
phones_accessories	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	
pottery_glass	Browse	Structure	Search	Insert	Empty	Drop	0 InnoDB	latin1_swedish_ci	1.6 K1B	-	

Half Of Database Name