JUMBUY!: PRELOVED E-MALL WEB-BASED SYSTEM

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FACULTY OF COMPUTING AND INFORMATICS

UNIVERSITI MALAYSIA SABAH

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JUMBUY!: PRELOVED E-MALL WEB-BASED SYSTEM

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THESIS SUBMITTED IN PARTIAL FULFILLMENT FOR THE DEGREE OF BACHELOR OF COMPUTER SCIENCE WITH HONOURS (NETWORK ENGINEERING)

FACULTY OF COMPUTING AND INFORMATICS
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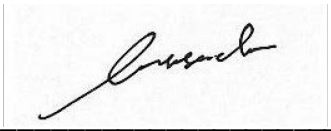
DECLARATION

I, the undersigned, solemnly declare that the project report is based on my own work completed during our study under the supervision of Dr Norazlina Khamis.



20 January 2022

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ABSTRACT

Business-to-consumer (B2C) marketing is a method of selling products and services immediately between a company and consumers who are the end-users of the company's products or services. Most businesses that sell directly to consumers are classified as B2C. An online system platform such as e-commerce system allowing users to buy product whether it is new or preloved items on the internet. There are a lot of platforms that develop to sell preloved items. There are many e-commerce platforms that are already developed such as Carousell. This has become a lot of competition that always been a problem to develop an e-commerce application. Some students cannot afford to buy a new edition of reference books. Mostly, the new edition or new released books are quite expensive and some of the reference books can be found in the library but are limited and there is specific amount of time on how long student can borrow the books. It is better to shop online as the user as they can just simply relax at their home while finding the item that they desired at the best price as they can compare it to another seller. The purpose of developing this project is to let students in Universiti Malaysia Sabah to buy preloved items. This report will be describing about the e-commerce system that will be develop called JumBuy!: Preloved e-mall web-based system. JumBuy!: Preloved e-mall system is an e-commerce web-based system that helps student to buy items such as preloved books, so that another student can buy with affordable price.

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ABSTRAK

Pemasaran perniagaan kepada pengguna (B2C) ialah kaedah menjual produk dan perkhidmatan serta-merta antara syarikat dan pengguna yang merupakan pengguna akhir produk atau perkhidmatan syarikat. Kebanyakan perniagaan yang menjual terus kepada pengguna diklasifikasikan sebagai B2C. Platform sistem dalam talian seperti sistem e-dagang yang membolehkan pengguna membeli produk sama ada barangan baharu atau terpakai di internet. Terdapat banyak platform yang dibangunkan untuk menjual barangan terpakai. Terdapat banyak platform e-dagang yang telah dibangunkan seperti Carousell. Ini telah menjadi banyak persaingan yang sentiasa menjadi masalah untuk membangunkan aplikasi e-dagang. Sesetengah pelajar tidak mampu membeli buku rujukan edisi baharu. Kebanyakannya, edisi baharu atau buku keluaran baru agak mahal dan beberapa buku rujukan boleh didapati di perpustakaan tetapi terhad dan terdapat tempoh masa tertentu untuk pelajar boleh meminjam buku tersebut. Adalah lebih baik untuk membeli-belah dalam talian sebagai pengguna kerana mereka hanya boleh berehat di rumah mereka sambil mencari barang yang mereka inginkan pada harga terbaik kerana mereka boleh membandingkannya dengan penjual lain. Tujuan pembangunan projek ini adalah untuk membolehkan pelajar di Universiti Malaysia Sabah membeli barangan preloved. Laporan ini akan menerangkan tentang sistem e-dagang yang akan dibangunkan iaitu JumBuy!: Preloved e-mall sistem berasaskan web. JumBuy!: Sistem e-mall Preloved ialah sistem berasaskan web e-dagang yang membantu pelajar membeli barangan seperti buku preloved, supaya pelajar lain boleh membeli dengan harga yang berpatutan.

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CHAPTER 1

INTRODUCTION

1.1 Introduction

In this chapter, it will be introducing an overview regarding this whole project that will be develop. The objective of this project is to develop a system that will be use by the student and staff in the campus to buy and sell pre-loved items. Each of section in this chapter will be explained in detail.

1.2 Problem Background

Mobile and e-commerce applications are instruments for accessing and buying products and services on the Internet these days. As well as the high technological progress, these applications are continuously evolving. E-commerce has been rapidly developed. E-Commerce is an industry in which electronic systems like the Internet purchase and sell products and services (Chaudhury & Kuilboer, 2002).

There are a lot of e-commerce web-based system nowadays such as Shopee, Lazada, Zalora and many more. These systems have been playing an important role for users to buy things that they are interested in. During this pandemic Covid-19 proved to be the driving force behind the unctad.org digital and e-commerce shift on 1st April 2021.

In e-commerce system there are variety of dimensions for each category. For instance, book search should be shown such as the name of the author, the book series of editions, the language and others related. Generally, it must be detailed so that users can understand instantly. It is necessary to design each category properly

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for customers to be able to restrict themselves. By having an e-commerce web-based system such as Shopee, the details of the product or item that user wanted to buy are stated already.

The purpose of developing an e-commerce application that will be selling preloved products is to help students with their needs such as reference books. As we are all aware, not all students at universities are able to purchase books for their work. Thus, students can use this application to meet their needs on buying any related product that they interest in by developing an e-commerce application. It is not only limited to books only, apart from that, the user can buy all the preloved items or products that will be sell on that web-based system.

1.3 Problem Statement

Nowadays, there are so many unused items are thrown away even though, the quality is still good and still can be used by other people. By throwing away unused items, it will become a waste and will give an enormous negative environmental impact. There are a lot of platforms that develop to sell preloved items. By developing a web-based system that will be develop that is like an e-commerce system may help student to buy items on the system such as reference books or other essentials.

The problems shown below are the main reasons an e-commerce system lookalike should be propose.

- There is no specific system for student to buy and sell preloved items around the campus.
- Some students cannot afford to buy a new edition of reference books. Mostly, the new edition or new released books are quite expensive and some of the reference books can be found in the library but are limited and there is specific amount of time on how long student can borrow the books.
- Most of the time, some students have a lot of unused items. Thus, all the unused items are thrown away even though, it is still in good conditions.
- It is better to shop online as the user or known as customer does not have to go spend hours driving to the shop just to buy one specific thing instead,

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they can just simply relax at their home while finding the item that they desired at the best price as they can compare it to another seller.

1.4 Project Objectives

i. To design the modules for selling and buying preloved items for Universiti Malaysia Sabah's students.
ii. To develop a web-based preloved selling and buying system.
iii. To evaluate the usability of the preloved web-based system by distributing questionnaire.

1.5 Project Scope

The scope of this project is mainly targeted the students in Universiti Malaysia Sabah and to develop a web based for e-commerce to match their preferences and behaviours, allowing them to purchase items on the web they desire. A web-based platform will be developed later for student to buy and sell preloved items called JumBuy!: Preloved e-mall.

JumBuy!: Preloved e-mall will shows all the basic information such as items that will be sell on the system. User can create their account to sell or buy item on the system. The function of the system is logging in, account registration, buying and selling items.

1.6 Limitations

1. This system can be used for Universiti Malaysia Sabah students and staff only.

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2. The payment method will be cash on delivery (COD).

1.7 Expected Outcome

By the end of this project, an e-commerce web-based system will be produced. This web-based system platform purposely for buying items or products online. Web-based system can be use by Universiti Malaysia Sabah's students and staffs in the campus. Below are the expected modules for the proposed system.

1.7.1 System Modules

Table 1.1 shows the list of module for the for JumBuy! : Preloved e-mall web-based system and the descriptions for each module.

Table 1.1: JumBuy!: Preloved E-mall- Modules

NO	MODULE	DESCRIPTION
1	Register for user and seller	User is for customer and Seller if for seller. Both are required to register in the system to purchase or sell the items that they wish to buy and sell. Once the user has registered in the system, they can simply login into the system and carry on the process of buying. User is most likely known as customer is in charge on buying the items from the system. User's roles: • Register as User. • Log In into the system. • Buy items on the web-based system.
2	Add to cart	This process is mainly carried on by the user as it is process of purchasing items or products that made by the user.

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4	Check Out	User will be able to make order once they added the item to the bag. The order will be automatically added when user wanted to purchase the items.
5	Confirm Order	User will be able to make payment for the item they purchased but it will be cash on delivery (COD).
6	Add shop	Seller will add shop details.
7	Manage Product	Seller will be able to check on the selling records, add, edit and delete product.

A web-based system should be developed by the end of this project. All the modules are expected to be working and allows user to use it very well.

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1.8 System Flowchart for JumBuy!: Preloved E-mall web-based system

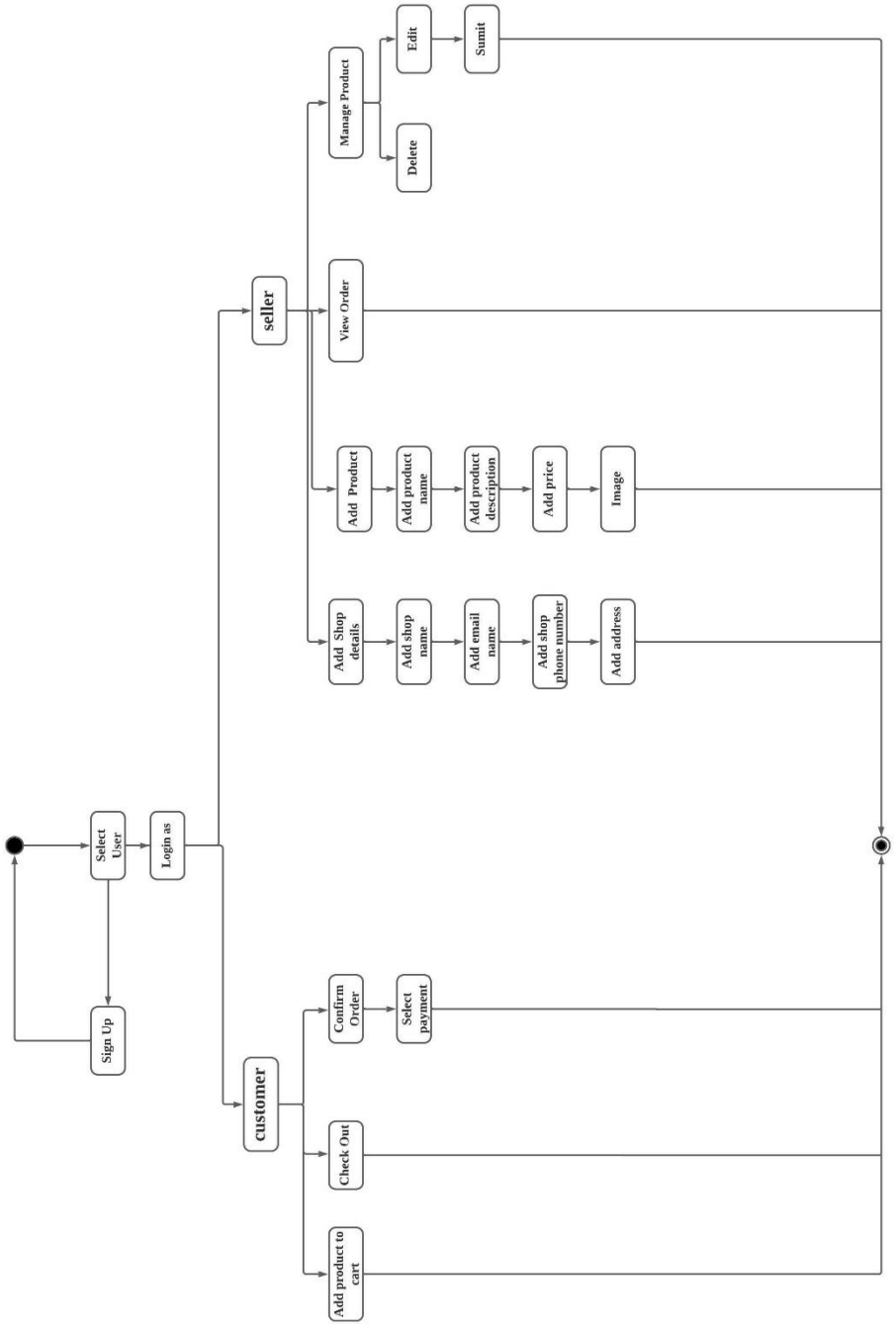

Figure 1.1: JumBuy!: Preloved e-mall - Flowchart

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1.9 Project Milestone

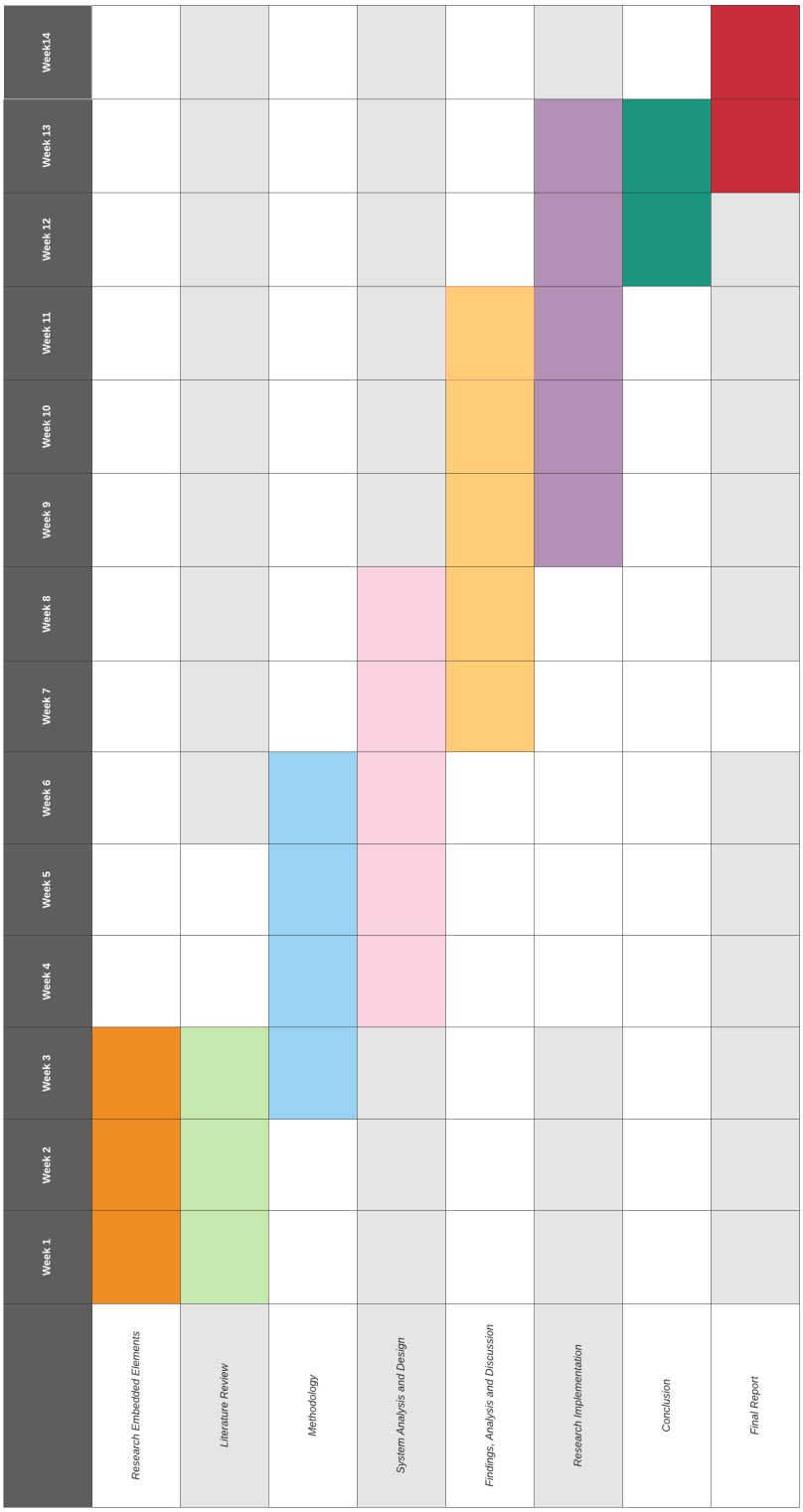

Figure 1.2: JumBuy!: Preloved e-mall – Gantt chart

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