

1.0 Introduction

Electronic payment can be defined as paying any item or services using the internet. The payment can be made by using electronic devices such as smartphone, computer and others. Electronic come with various methods such as bank transfer, debit card or more. Nowadays, bank transfer is a famous and common payment method. In UiTM, student need to pay any fine such as car summons at the counter of UiTM Financial Department.

In Universiti Teknologi Mara (UiTM) Kelantan, Machang Campus, there are many departments that handle student management such as student's information, student's registration, student's college, student summon and so on. *Polis Bantuan* Department is a department that handles the student's safety. Other than that, *Polis Bantuan* Department also give a summon to the student and staff of UiTM Kelantan that do not follow the rules such as do not follow the attire rules, park their transport at the wrong place and so on. So staff of *Polis Bantuan* will give summon manually by using a summon paper to the student and staff who do not follow the rules that be given by UiTM Kelantan.

Polis Bantuan still uses a manual method such as using paper to summons the student and staff transportation and student's attire. It hard for the student and staff to know either their transportation get a summons or not because the summons paper that be put on the car by the staff of *Polis Bantuan* can be easily missing because of irresponsible people take the paper and throw into the dustbin. So student and staff do not aware either their transport has being summon or not. Then, there are lots of procedures to be follow because there is no electronic system to know the summons or to make a payment. So, because of that there is E-Kewangan system need to be developed to make all the record more structured and efficient.

2.0 Statement of problem

E-Kewangan system is a system that being create by researcher to fulfil the student requirement to pay summon than been given by *Polis Bantuan* by using an electronic method. There are several problems why this system must be created. Firstly, there were lots of procedures that are complicated for student to make a payment for their summon nowadays. For example, student need to go to many places just only to settle their summons such as student need to go to *Polis Bantuan* first for summon confirmation, then they need to go to the UiTM Financial Department to make payment. It hard for the student to settle just only one summon.

Secondly, students also do not have much time to go to the UiTM Financial Department because of classes. Other than that, if student going back their house, student cannot pay summon because summon need to pay at the Financial Department. So it hard for the students of UiTM Machang who are staying outside from Kelantan to pay summon because student need to come back to UiTM Kelantan just want to pay their summon only. Other than that, if student do not pay their summon student cannot get their examination result so by using the system student can pay anytime and anywhere their want and easy for the student to know either their have summon or not.

Thirdly, staffs of *Polis Bantuan* hard to summon student's transports that are not follow the rules because student did not register their car at *Polis Bantuan*. Other than that, staff of Polis Bantuan still using a manual method to summon the transportation that not following the rules which is using a paper and staff of *Polis Bantuan* need to key in in their system when they going back to their office. By using this system, staff of *Polis Bantuan* no need to key in into the system because they just need to scan the QR Code that being attach by the student or staff at their transport.

3.0 Developer profile


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SITI NURHAFRIZA

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ABOUT ME

Name: Siti Nurhafiza Mohamad Hanifah
Date of Birth: 1 April 1996
Nationality: Malaysian
CGPA: 3.24

PROFESSIONAL SKILL

Microstf Words	████████████████████
Adobe Photoshop	██████████████████
Windows Movie Maker	██████████████████
Social Media (Facebook, Instagram, Twitter)	██████████████████
HTML	██████████████
Borland C++	██████████
IBM SPSS Statistics 22	██████████

PERSONAL SKILLS

Confident	████████████████████
Friendly	██████████████████
Dedication	██████████████████
Punctual	██████████████████
Attractive	██████████████████
Hardworking	██████████████████

LANGUAGES

Malay	████████████████████
English	██████████████████
Mandarin	██████████

REFERENCES

KHATIJAH
Academic Advisor
UiTM Kelantan
Tel: 019-3581018

NOOR AZREEN ALIMIN
Academic Advisor
UiTM Kelantan
Tel: 013-9280160

WHO AM I?

I am fresh graduate student form UiTM.
I am friendly, hard-working, intelligent, and educated.

EXPERIENCES

2017	Treasurer of Society of Information System Management, UiTM Kelantan <i>UiTM Kelantan</i>
2016	Project Director Science Exhibition <i>UiTM Kelantan</i>
2016	Assistant Project Director of UiTM Dance Competition <i>UiTM Kelantan</i>
2014	Online Seller <i>ZadaScarf, Puncak Alam</i>
2013	Online Food Seller <i>Puncak Alam, Selangor</i>
2011	Waiter <i>Bistro MAFC, Puchong</i>

EDUCATION

Present	Degree in Information Management System <i>UiTM Kelantan</i>
2016-2014	Diploma in Information Management <i>UiTM Kelantan</i>
2013-2012	Sijil Pelajaran Malaysia (SPM) <i>SMK Puncak Alam</i>
2011-2009	Penilaian Menengah Rendah (PMR) <i>SMK Puncak Alam</i>
2008-2003	Ujian Penilaian Rendah (UPSR) <i>SK Puncak Alam</i>

AWARDS

2016	Dean Award Degree in Information Management, UiTM Kelantan
2016	Dean Award Diploma in Information Management, UiTM Kelantan
2015	Dean Award Diploma in Information Management, UiTM Kelantan

Figure 1: Curriculum vitae

4.0 Objective of the project

There are several problem and objective of the E-Kewangan System

Table 1: Problem and Objective E-Kewangan System

Problem	Objective
<ul style="list-style-type: none"> • There are lot of procedure to pay the summon 	<ul style="list-style-type: none"> • To make a student easy to pay summon by using the electronic method and follow the procedure in the system only.
<ul style="list-style-type: none"> • Do not have time to go to <i>Polis Bantuan</i> to pay summon. 	<ul style="list-style-type: none"> • To make easy to the student to pay summon anytime and anywhere.
<ul style="list-style-type: none"> • Difficult to issued summons of <i>Polis Bantuan</i> due to certain problem 	<ul style="list-style-type: none"> • To ease <i>Polis Bantuan</i> to produce summons
<ul style="list-style-type: none"> • Staffs of <i>Polis Bantuan</i> difficult to summons student's transports that are not follow the rules 	<ul style="list-style-type: none"> • To make a staff of <i>Polis Bantuan</i> to summons the transport that are not following the rules by using system

5.0 Scope of the project

A new system need to be develop in UiTM Kelantan and need to be used for the staff of *Polis Bantuan*, student and staff of UiTM Kelantan. The system that needs to be created is E-Kewangan System. E-Kewangan System is a system that provides a student detail, lecturer detail, summon for student and lecturer, *Polis Bantuan* information, and so on. This system will give information to the student and lecturer if they have summon and they can aware easily about their own summon. This system also can be use anytime and anywhere as long as the user is a student or staff in the UiTM Kelantan.

There are several reasons why E-Kewangan System being created. The reason the researcher create this system which is E-Kewangan System because student love using an electronic payment rather than make payment at the counter. Other than that, there were lots of procedures that are complicated for student to make a payment nowadays. For example, student need to go to many places just only to settle their summons such as student need to go to *Polis Bantuan* first for summon confirmation, then they need to go to the UiTM Financial Department to make payment. Next, students also do not have much time to go to the UiTM Financial Department because of classes. E-Kewangan System can be used for student of UiTM Machang only. By using this E-Kewangan System, students do not have to go to the counter to make any payment. Student can pay any payment such as car summons, *Polis Bantuan* Summons and more by using bank transfer method. It helps the student to reduce time to go to the counter to pay any fee.

Other than that, student can make a payment whenever or where ever they are either in morning or midnight. After make a payment, student just need to attach the receipt at the system by uploading the receipt and financial department staff will check the receipt that been attach by the student. By using this system, it can make the Financial Department Staff easily handle the payment efficiently and effectively.

6.0 Limitation of the project

E-Kewangan System is an innovation system, but this system also still has a few limitations. Firstly is a technologies barrier. It means that staff of *Polis Bantuan* needs to have a smartphone to open the E-Kewangan System. So all the staff needs to have a smartphone, if not staff of *Polis Bantuan* cannot summon any transportation who does not follow the rules of UiTM Kelantan. Other than that, student and staff also need to have the smartphone and personal computer to access to the E-Kewangan System. If student and staff do not have any smartphone and personal computer, it is hard for them to access to the E-Kewangan system. Other than that, it also can be barriers to the staff of *Polis Bantuan* who do not know how to use the technologies.

7.0 Milestone & Gantt chart of E-Kewangan System

Table 2: Gantt Chart of E-Kewangan System

Activities		2016												
		March				May				Jun				July
		Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13
1.	Planning													
2.	Analysis													
3.	Design													
4.	Implementation													
5.	Maintenance													

8.0 Estimated budget and cost require for the project

There is an estimate budget and cost that need to use to create the E-Kewangan System. Below is the budget and cost.

Table 3: Budget and Cost required for the E-Kewangan System

No.	Item	Budget (RM)
1.	Hardware: <ul style="list-style-type: none"> • Computer set • Printer 	RM 2,800.00 RM 850.00
2.	Software: <ul style="list-style-type: none"> • Wamp / Xampp • Adobe Dreamweaver • Notepad++ 	RM 500.00
3.	Salary <ul style="list-style-type: none"> • 1 hour = RM 50.00 • 8 hours a day • Total of 30 days 	RM 12,000.00
Total		RM 16,150.00

9.0 Hardware & software detail use in the project

9.1 Hardware

Table 4: List and description of hardware used for E-Kewangan System

No.	Hardware	Description
1.	Computer set	A personal computer is a general-purpose, cost-effective computer that is designed to be used by a single end-user. Every PC is dependent on microprocessor technology, which allows PC makers to set the entire central processing unit (CPU) on a single chip. Computer is being use to do the system and access to the E-Kewangan system easily. Other than that, computer also being use for design the system, analysis, implement and maintain the system.
2.	Printer	A printer is a device that accepts text and graphic output from a computer and transfers the information to paper, usually to standard size sheets of paper. Printers vary in size, speed, sophistication, and cost. In general, more expensive printers are used for higher-resolution color printing.

9.2 Software

Table 5: List and description of software used for E-Kewangan System

No.	Software	Description
1.	Xamp / Wamp	<p>XAMPP (or) is a free and open source cross-platform web server solution stack package developed by Apache Friends, consisting mainly of the Apache HTTP Server, MariaDB database, and interpreters for scripts written in the PHP and Perl programming languages. XAMPP stands for Cross-Platform (X), Apache (A), MariaDB (M), PHP (P) and Perl (P). It is a simple, lightweight Apache distribution that makes it extremely easy for developers to create a local web server for testing and deployment purposes. Everything needed to set up a web server such as server application (Apache), database (MariaDB), and scripting language (PHP) – is included in an extractable file.</p>
2.	Adobe Dreamweaver	<p>Adobe Dreamweaver is a software program for designing web pages, essentially a more fully featured HTML web and programming editor. The program provides a what-you-see-is-what-you-get (WYSIWYG) interface for users to create and edit web pages in a more user-friendly environment. Dreamweaver supports many markup languages, including HTML, XML, CSS, and JavaScript. As for human languages, it supports English, Spanish, French, German, Japanese, Chinese (both Simplified and Traditional), Italian, Russian, and many more.</p>

3.	Notepad++	<p>Notepad is a generic text editor included with all versions of Microsoft Windows that allows you to create, open, and read plaintext files. If the file contains special formatting or is not a plaintext file, it will not be able to be read in Microsoft Notepad. The image to the right is a small example of what the Microsoft Notepad may look like while running.</p>
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10.0 System flowchart/diagrams

10.1 Flowchart User (Lecturer and Student)

10.1.1 User Registration

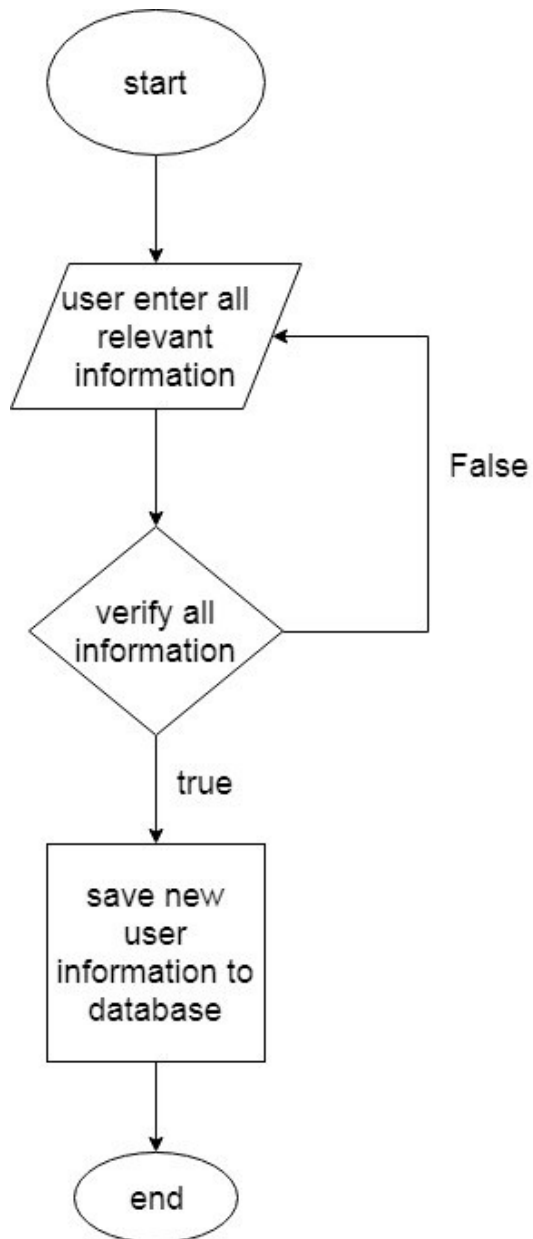


Figure 2: Flowchart for User Registration

10.1.2 User Update Profile

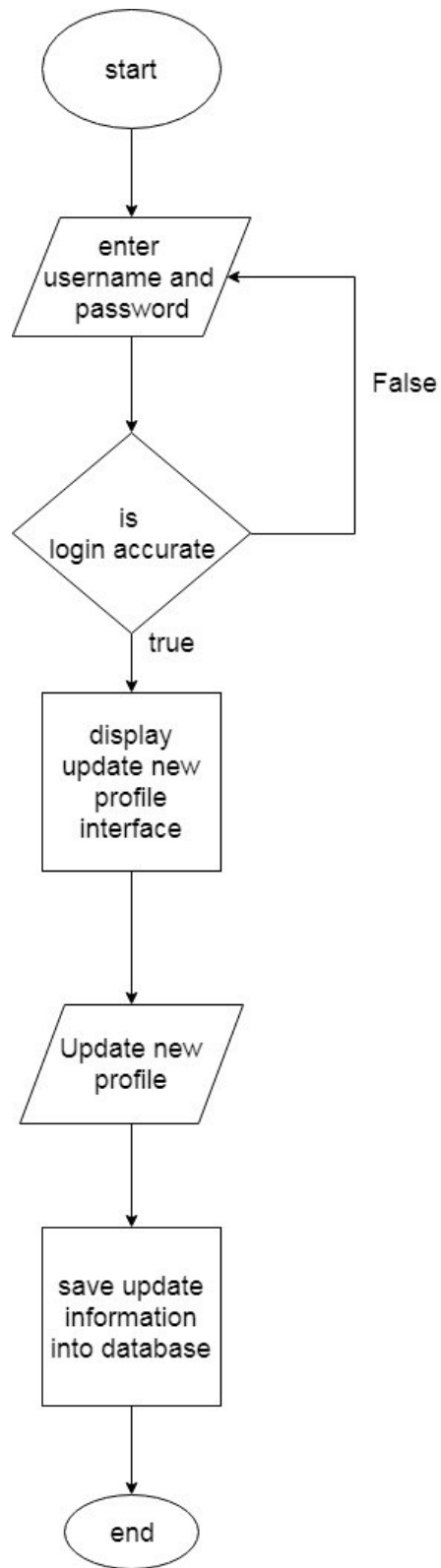


Figure 3: Flowchart for User Update New Profile

10.1.3 Update Picture

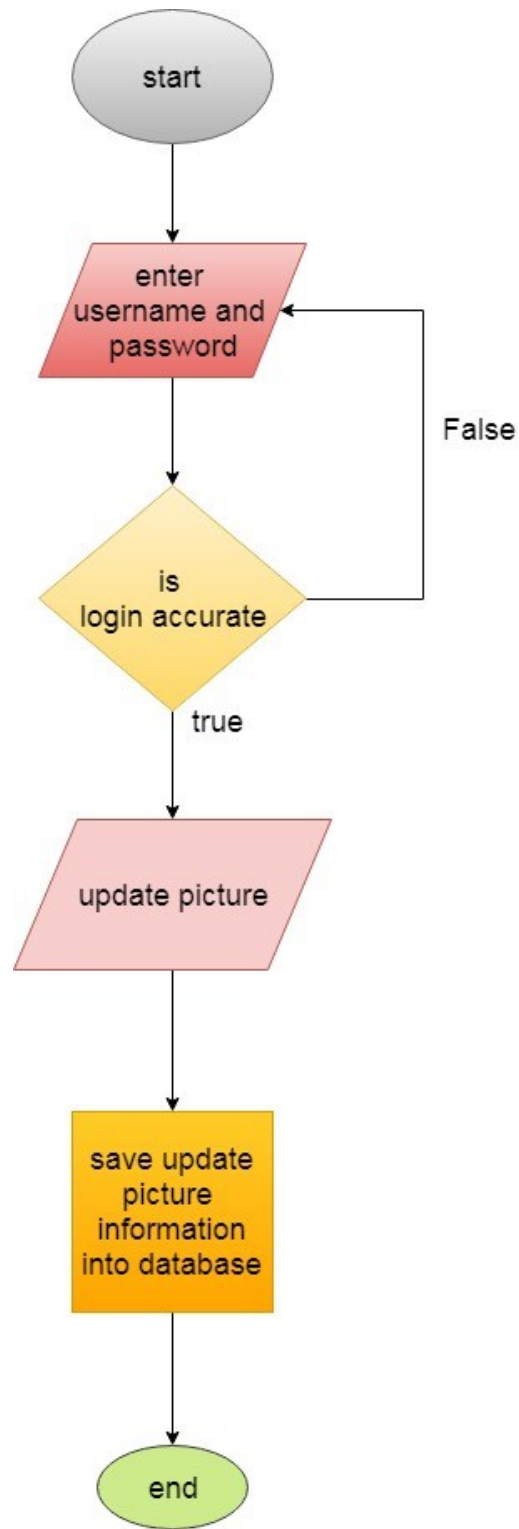


Figure 4: Flowchart for User Update Picture

10.1.4 View Summons Polis Bantuan

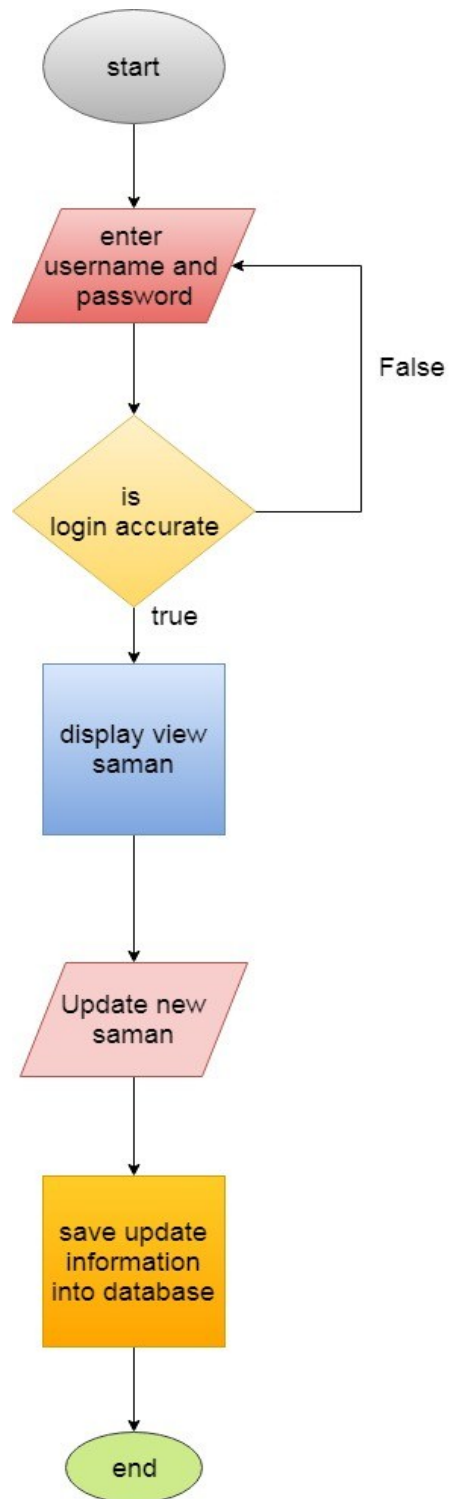


Figure 5: Flowchart for User View Summons from Polis Bantuan

10.1.5 Feedback

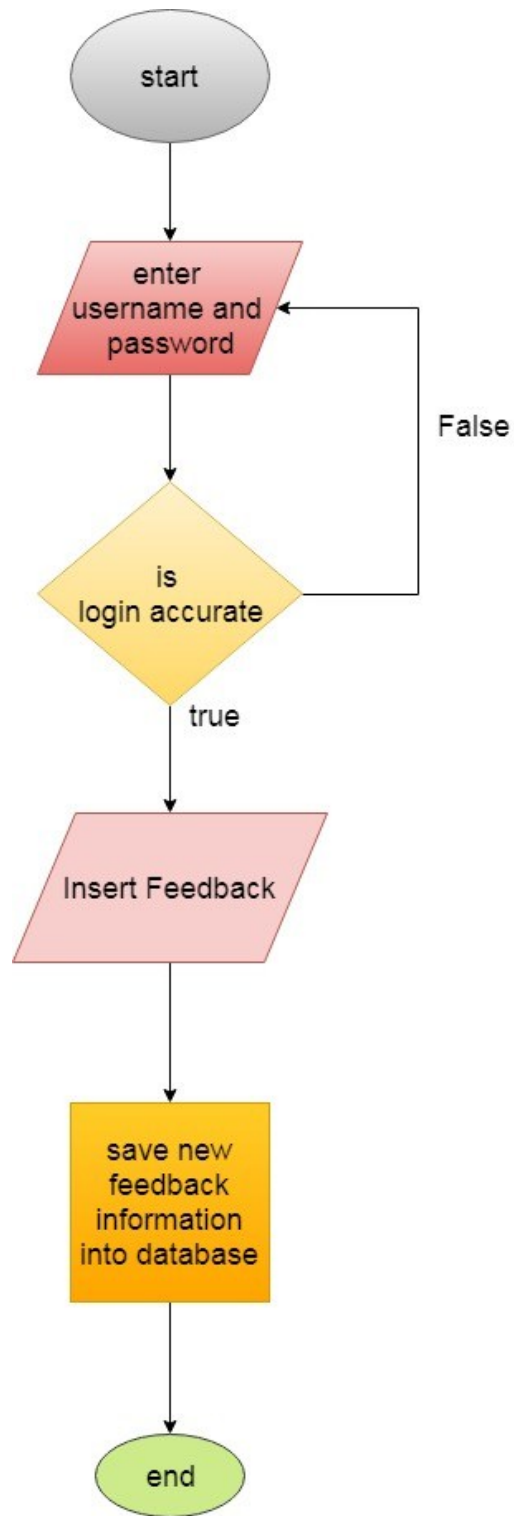


Figure 6: Flowchart for User Feedback

10.2 UiTM Financial Department

10.2.1 Approval summons Polis Bantuan

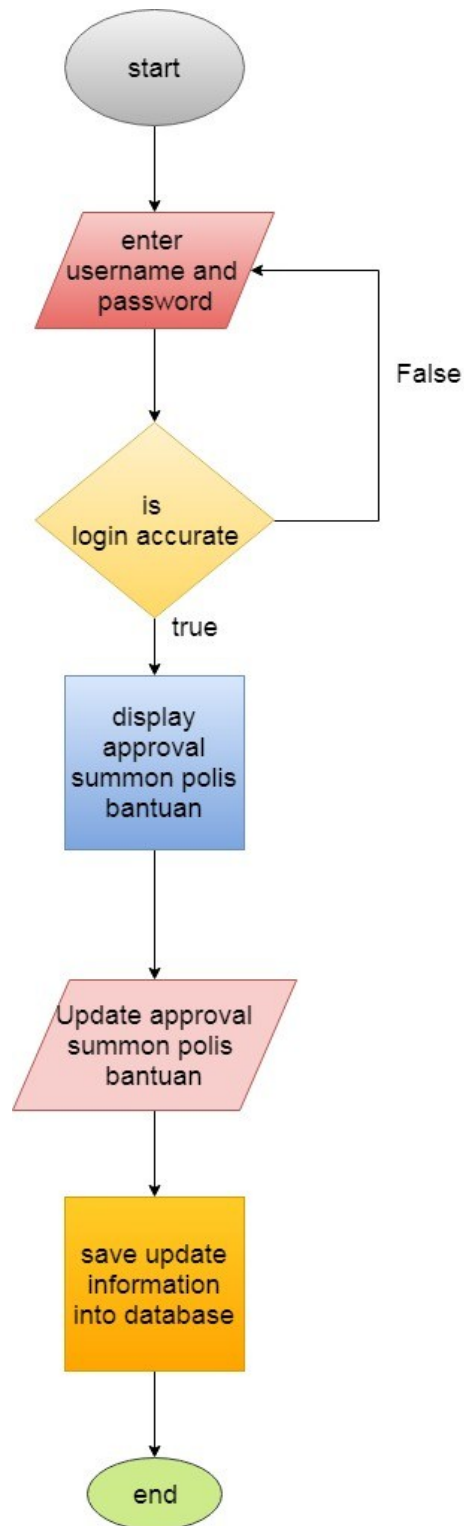


Figure 7: Flowchart for UiTM Financial Department Approve the Summons

10.3 Polis Bantuan

10.3.1 Update Profile

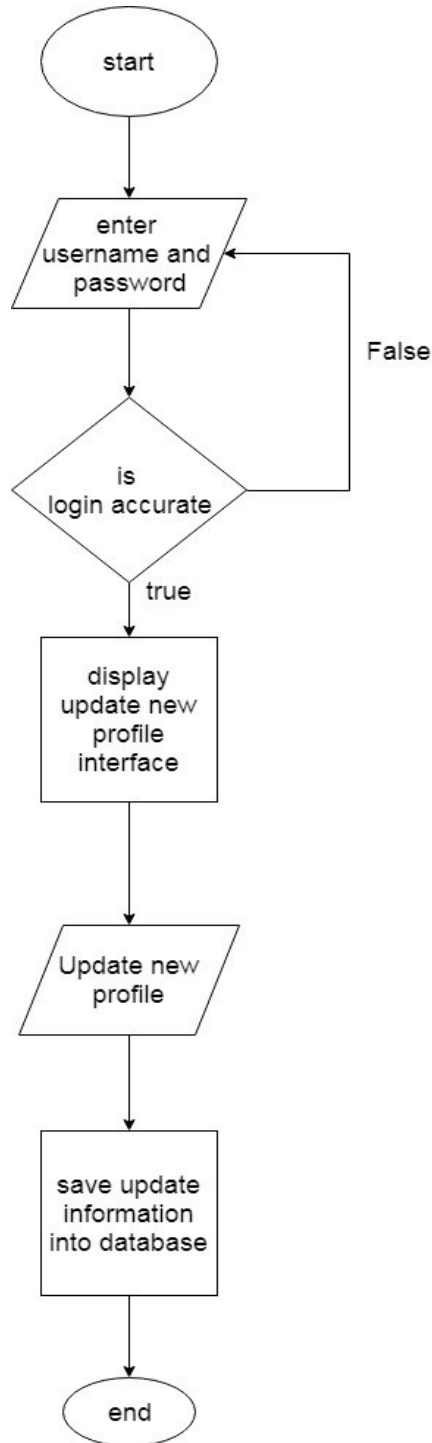


Figure 8: Flowchart for Polis Bantuan Update Profile

10.3.2 Update Picture

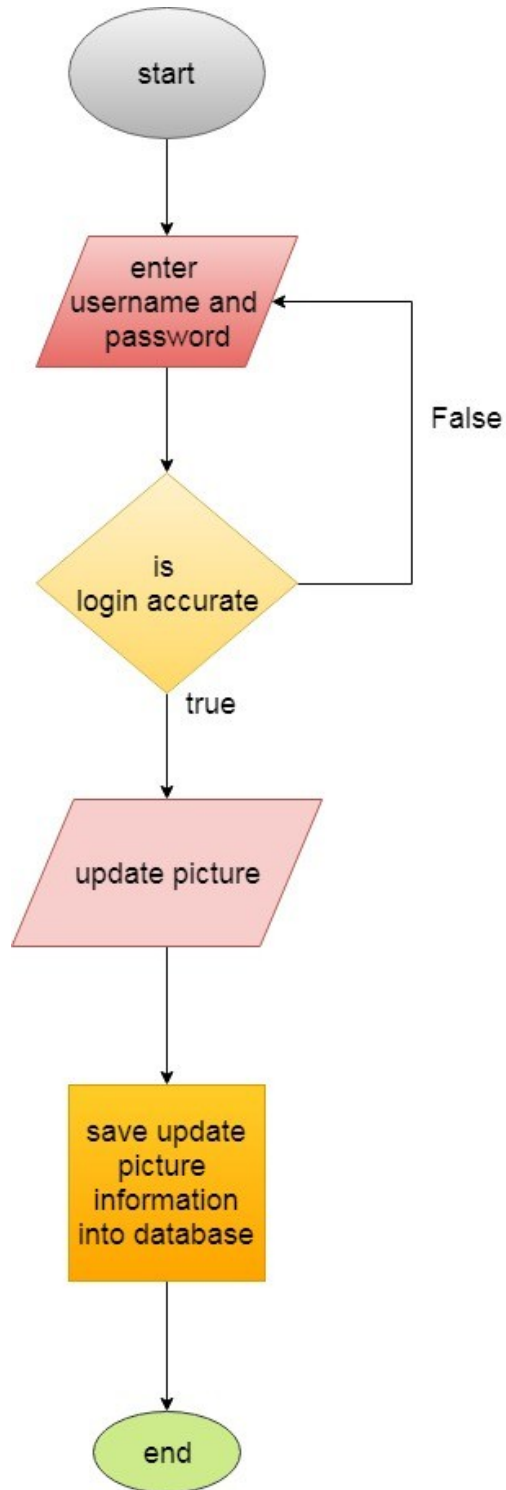


Figure 9: Flowchart for Polis Bantuan Update Picture

10.3.3 Add Summon

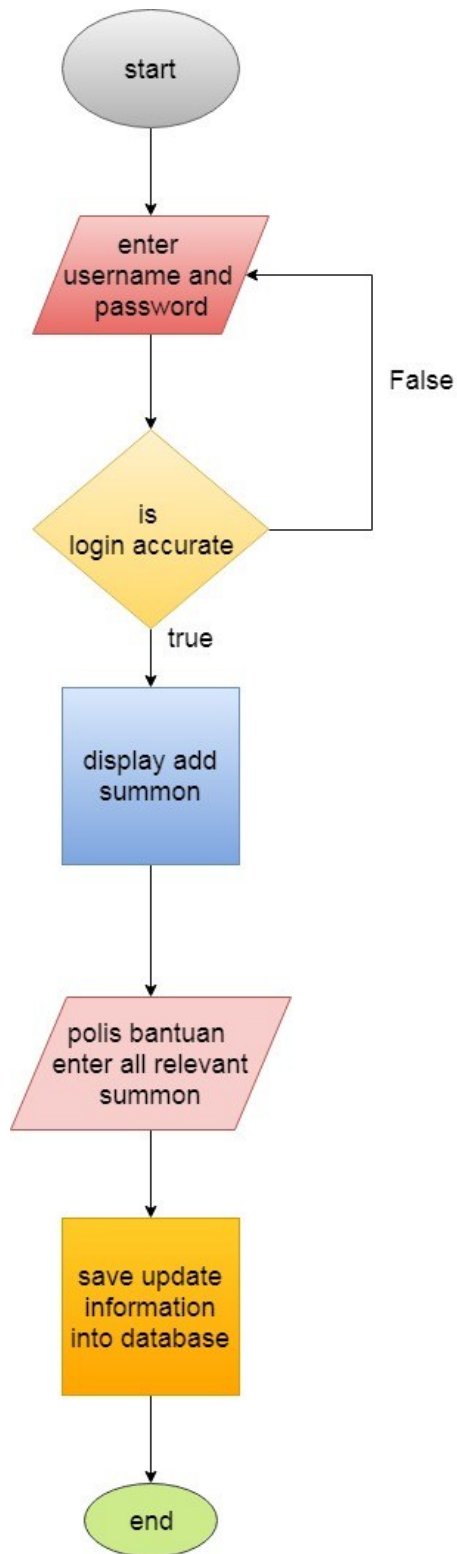


Figure 10: Flowchart for Polis Bantuan Add Summons

11.0 Storyboard

11.1 Storyboard User (Lecturer and Student)

11.1.1 View Profile

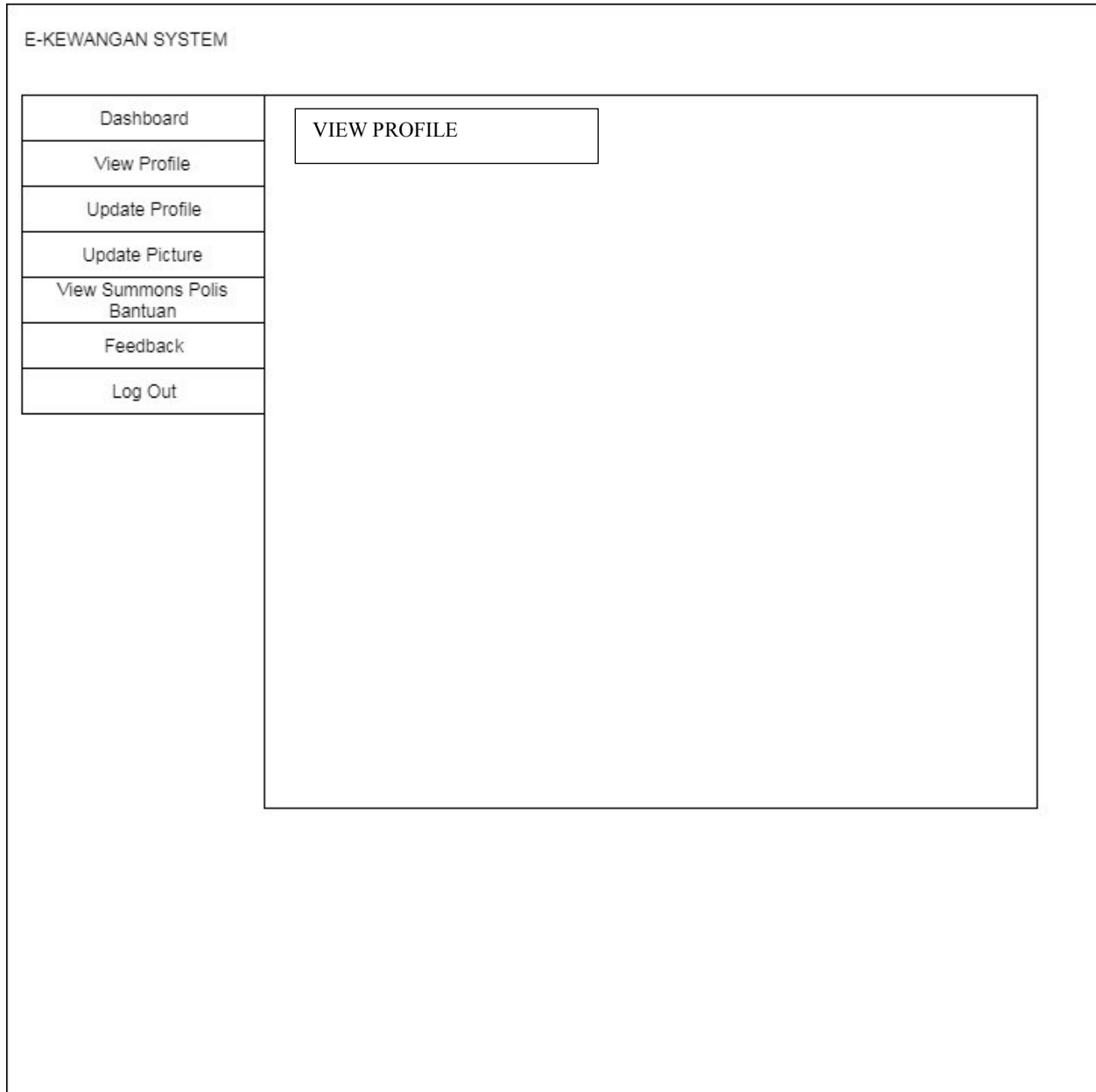


Figure 11: Storyboard User for View Profile

11.1.2 Update Profile

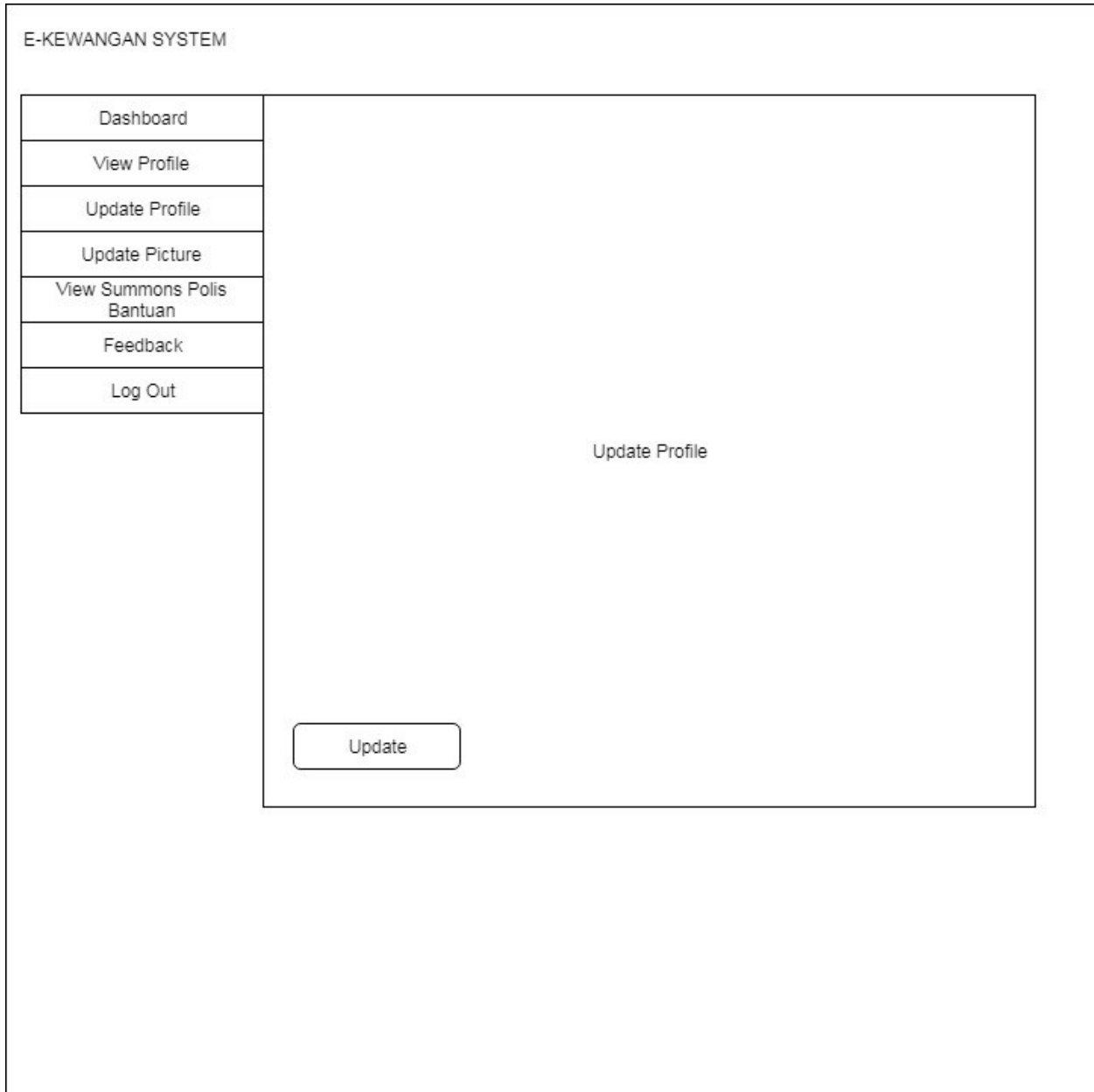


Figure 12: Storyboard User for Update Profile

11.1.3 Update Picture

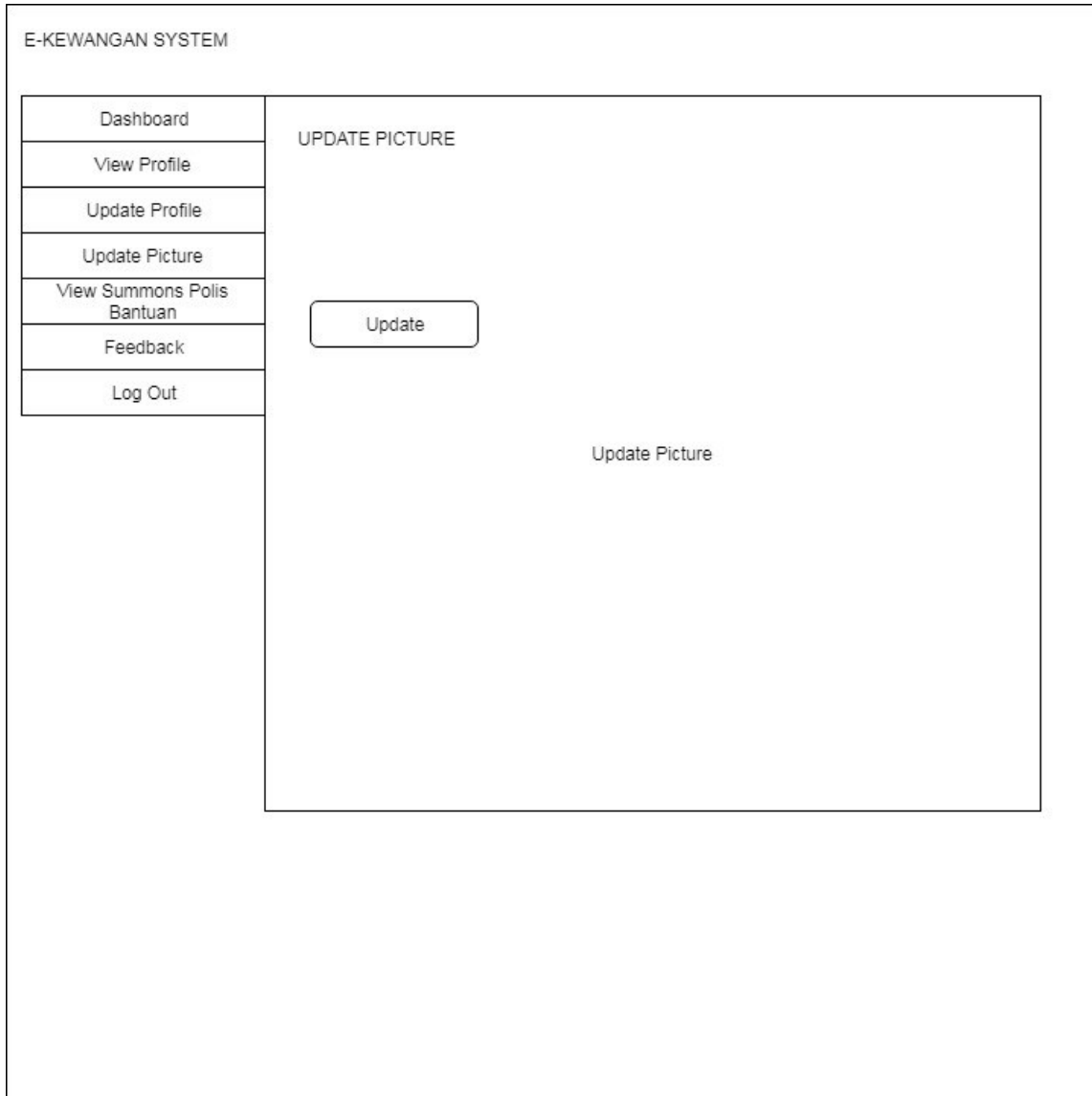


Figure 13: Storyboard User for Update Picture

11.1.4 View Summons Polis Bantuan

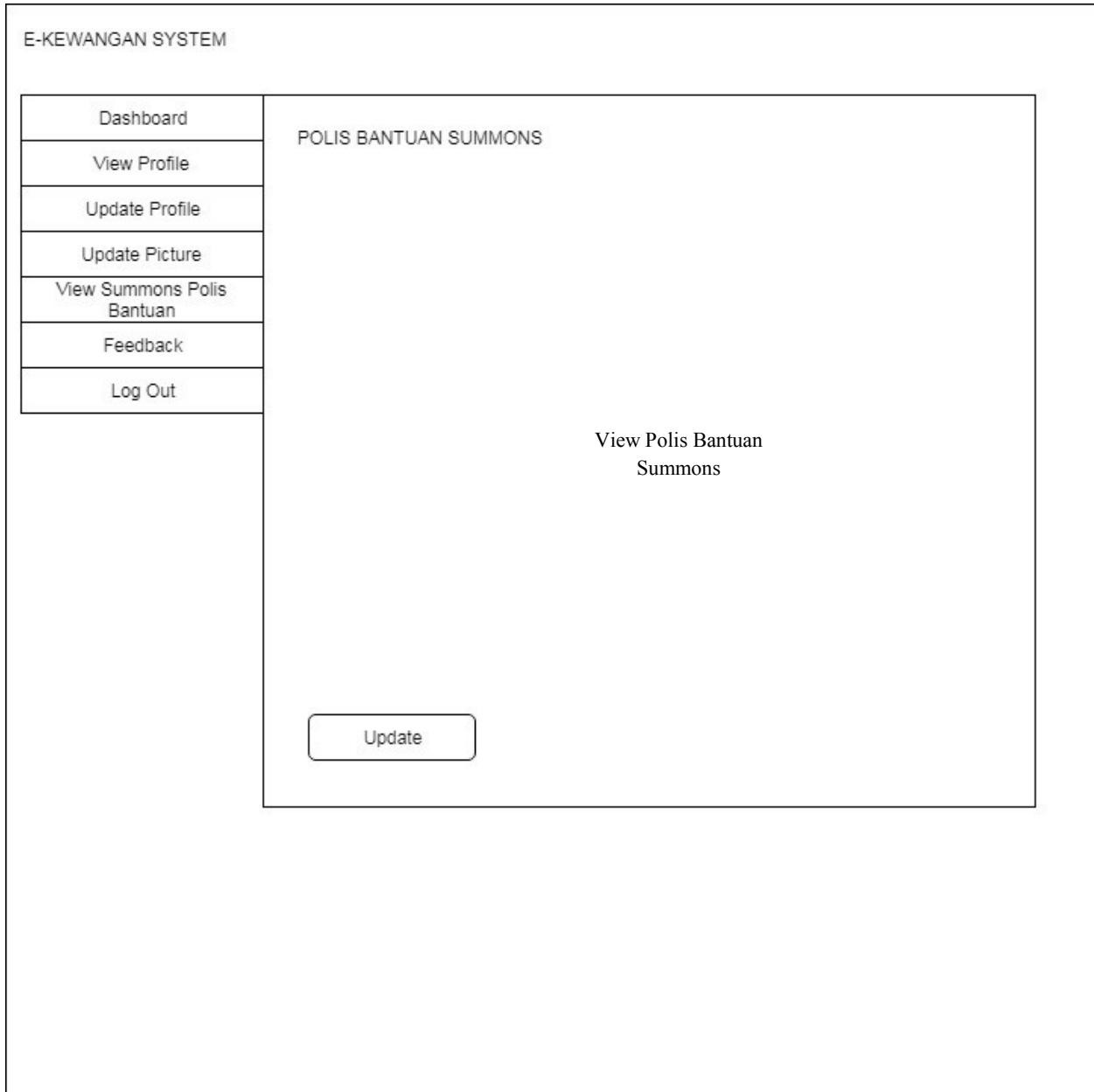


Figure 14: Storyboard User for view Summons

11.1.5 Feedback

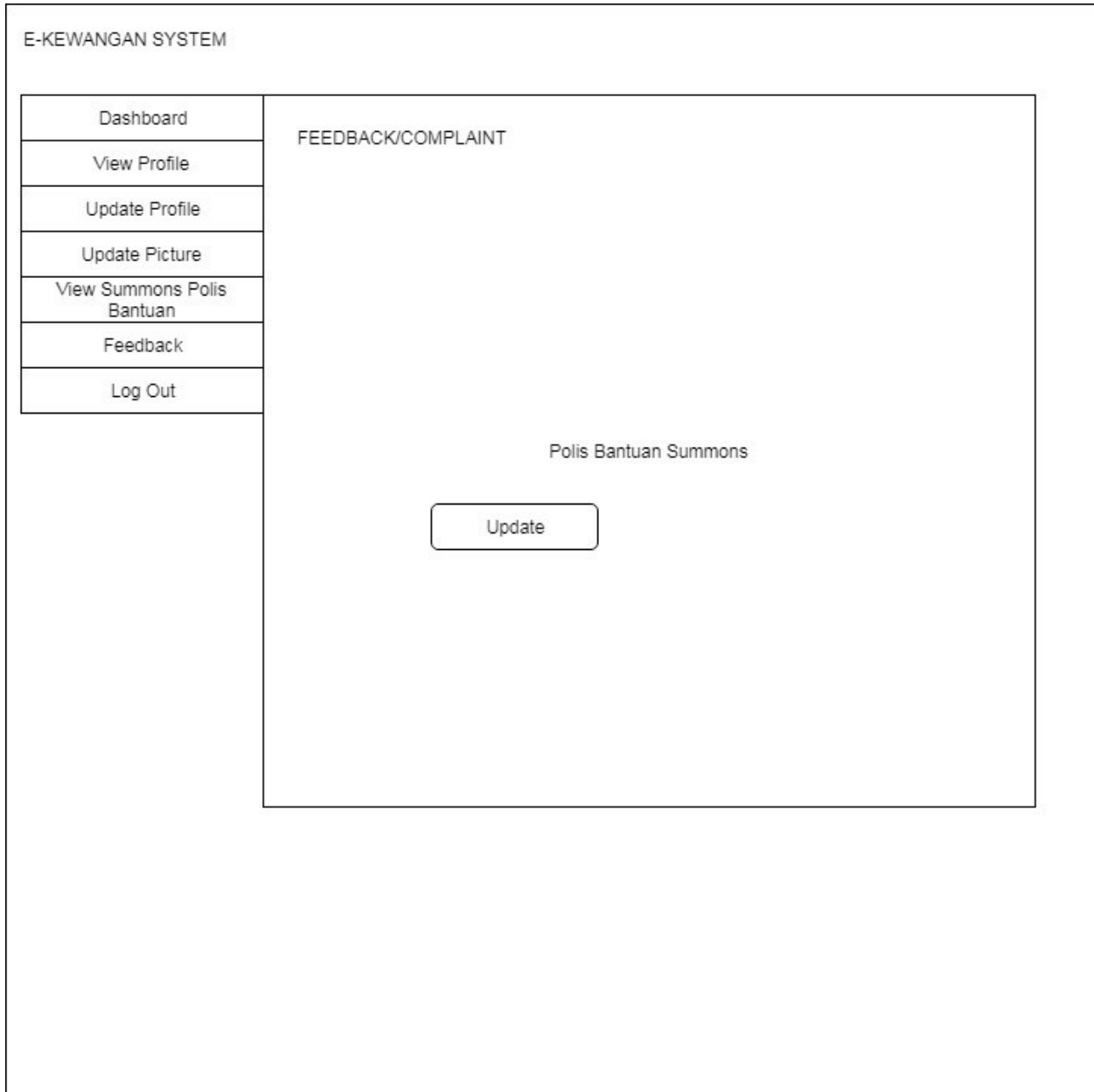


Figure 15: Storyboard User for feedback

11.2 Storyboard Polis Bantuan

11.2.1 View Profile

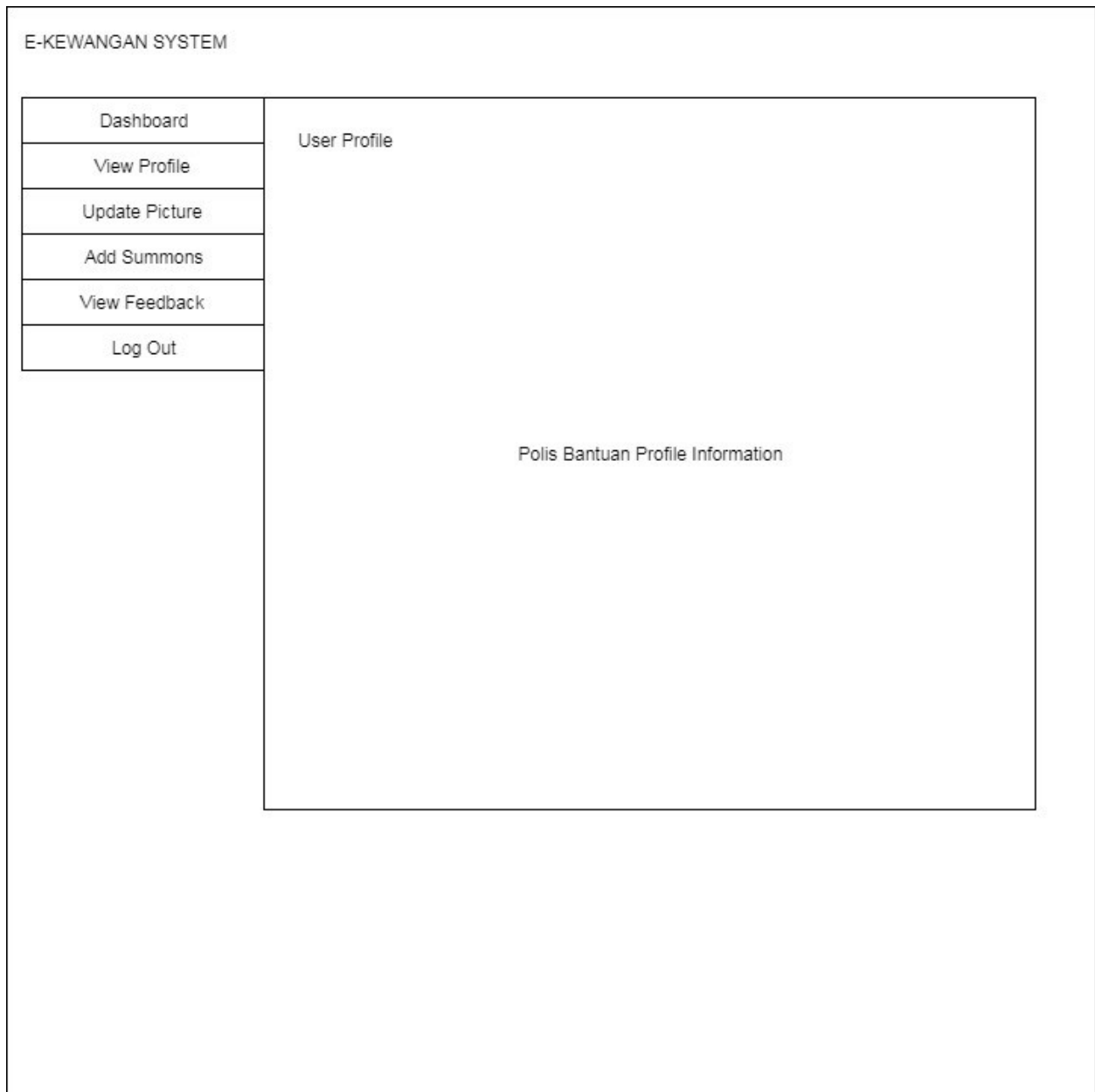


Figure 16: Storyboard Polis Bantuan View Profile

11.2.2 Update Picture

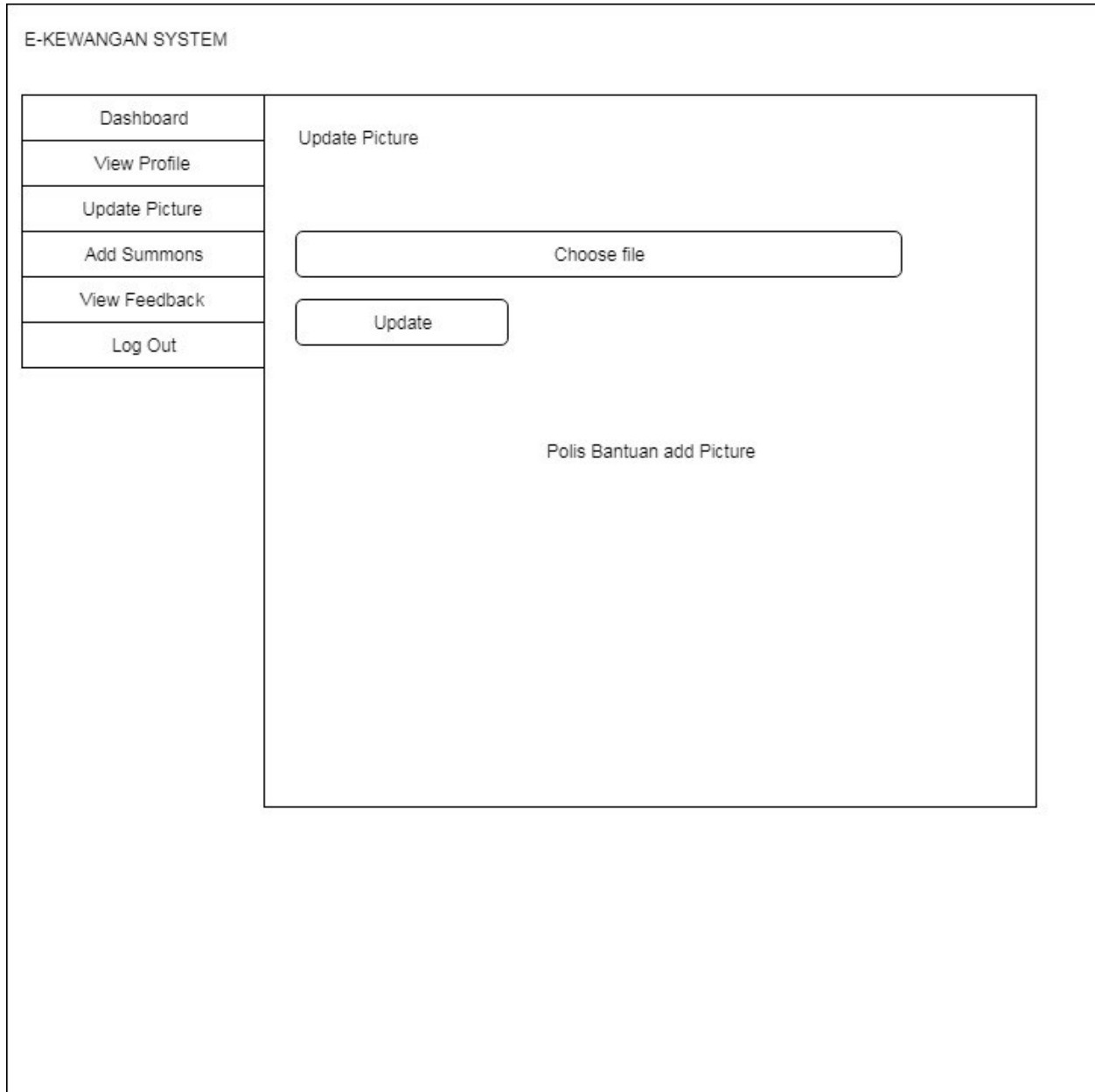


Figure 17: Storyboard Polis Bantuan Update Picture

11.2.3 Add Summons

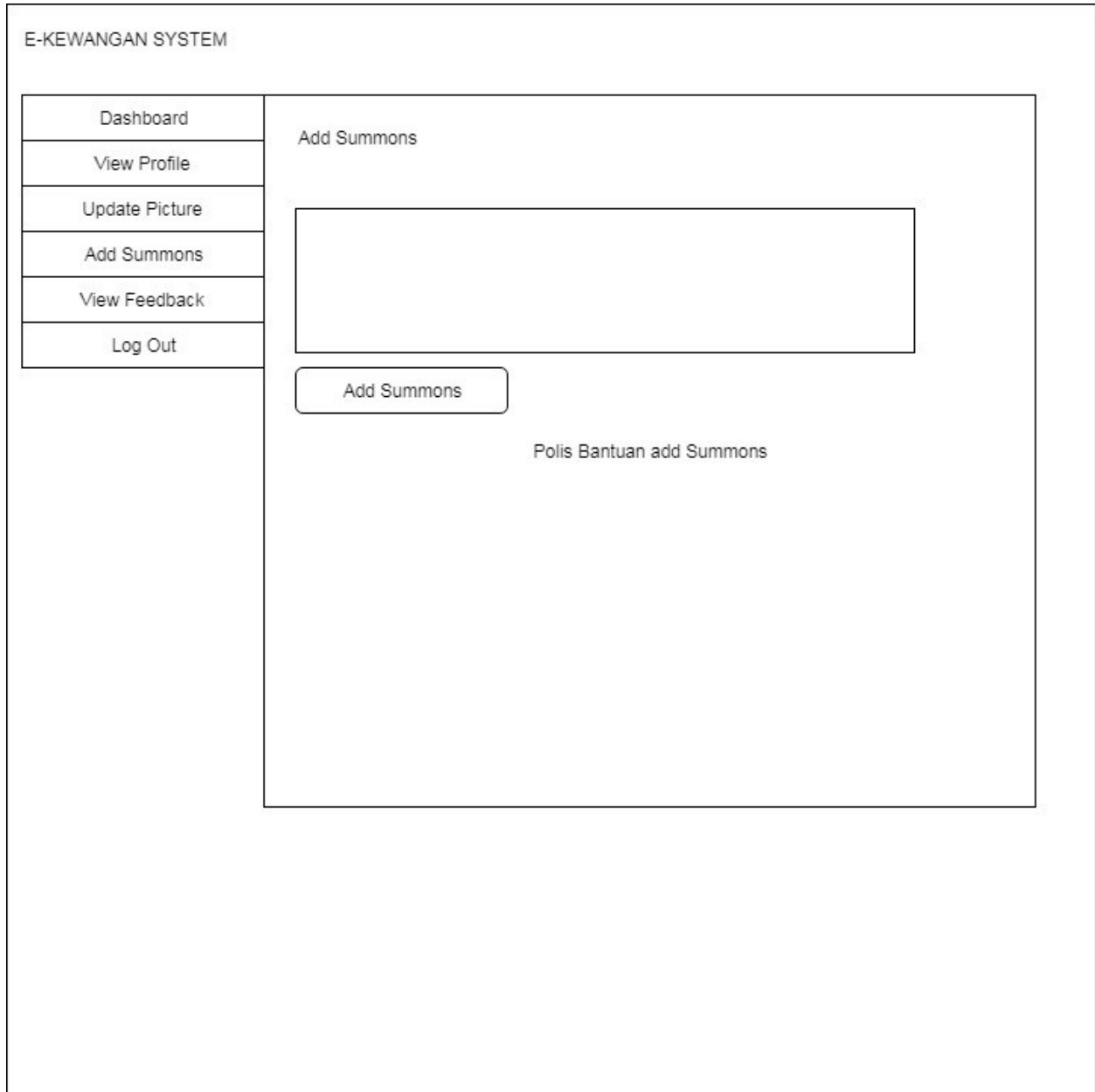


Figure 18: Storyboard Polis Bantuan Add Summons

11.2.4 View Feedback

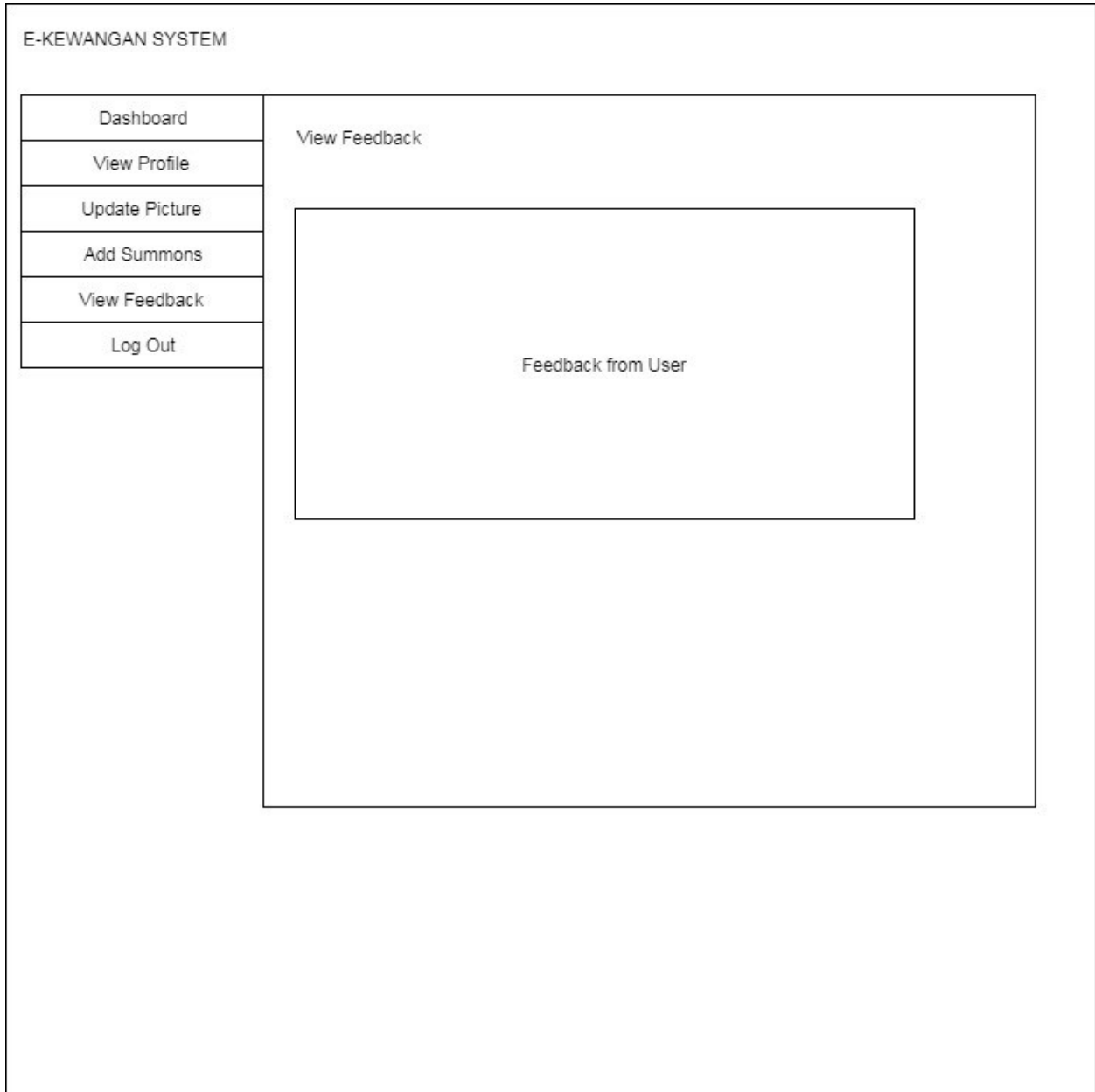


Figure 19: Storyboard Polis Bantuan View Feedback

11.3 Storyboard UiTM Financial Department

11.3.1 Approval Summons Polis Bantuan

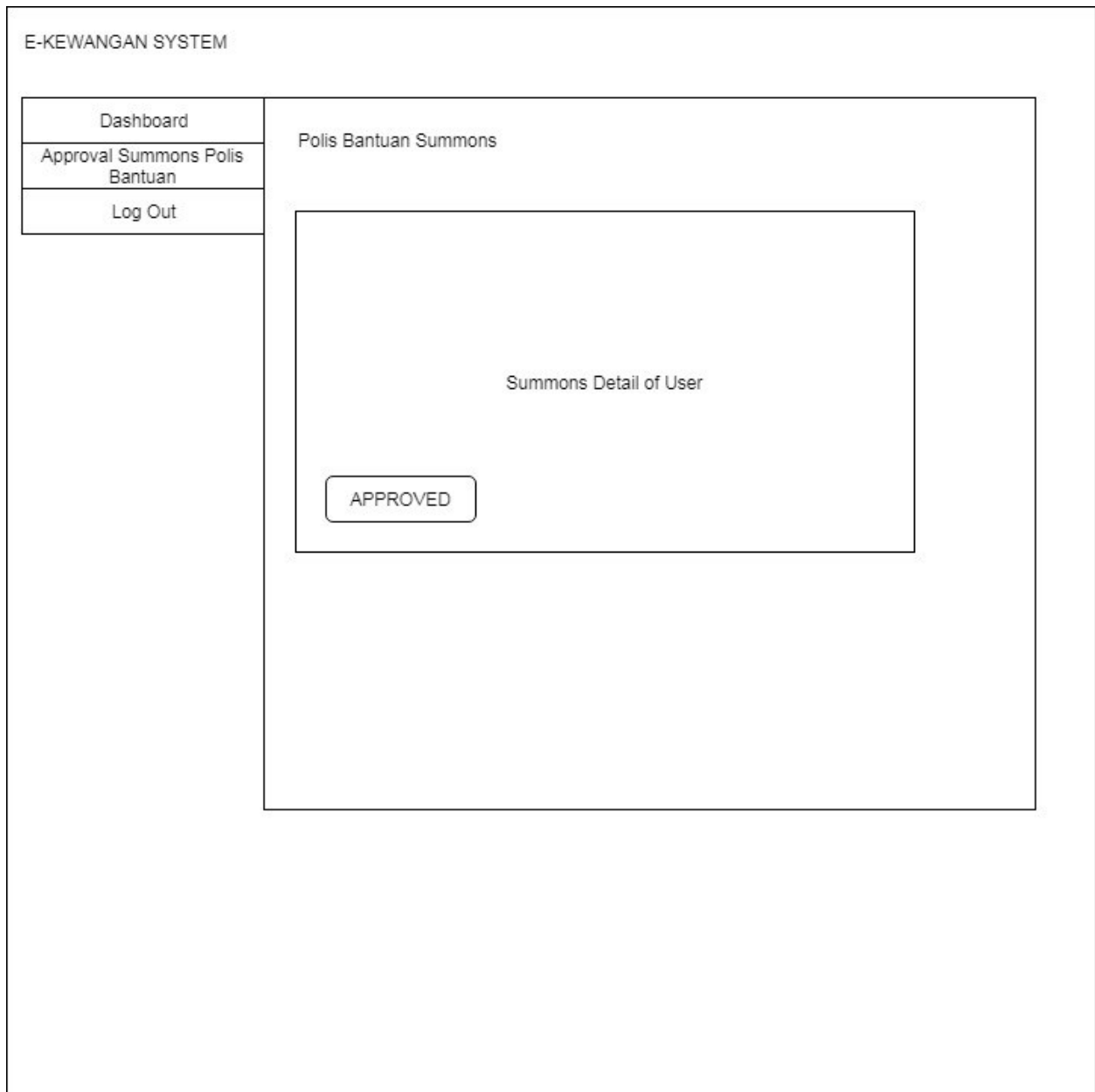


Figure 20: Storyboard UiTM Financial Department Approve the Summons

12.0 Navigation Chart Access to System

12.1 User (Lecturer and Student)

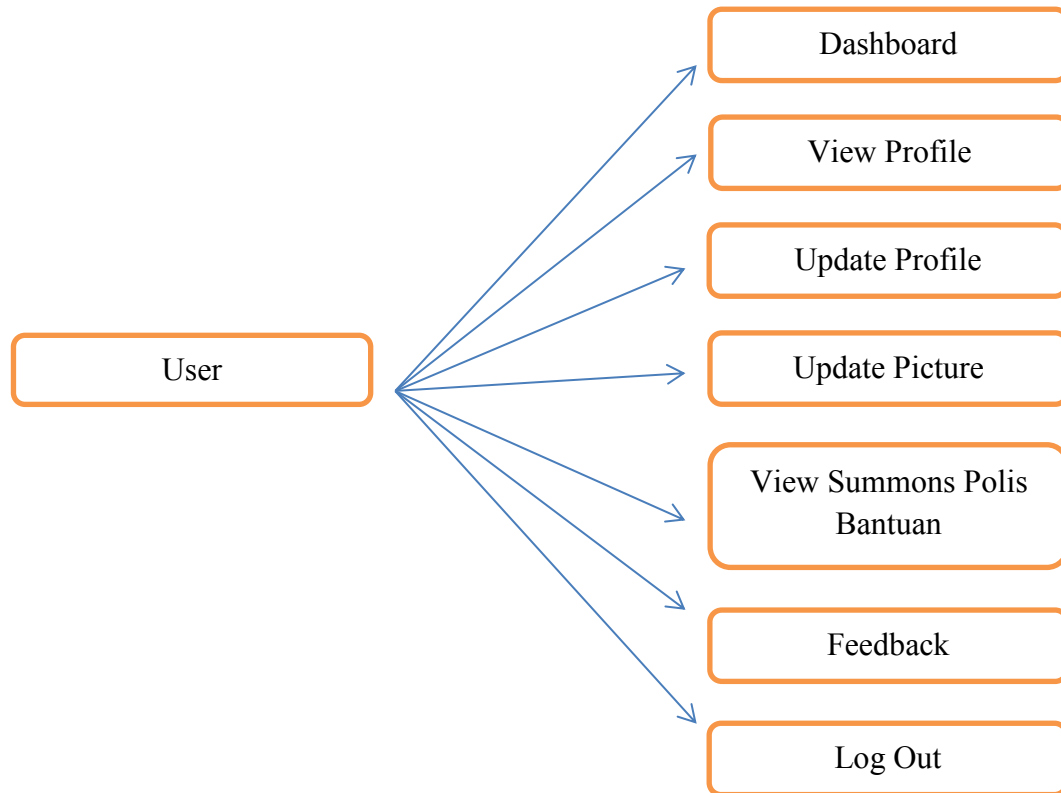


Figure 21: Navigation Chart Access to System for User

12.2 Polis Bantuan

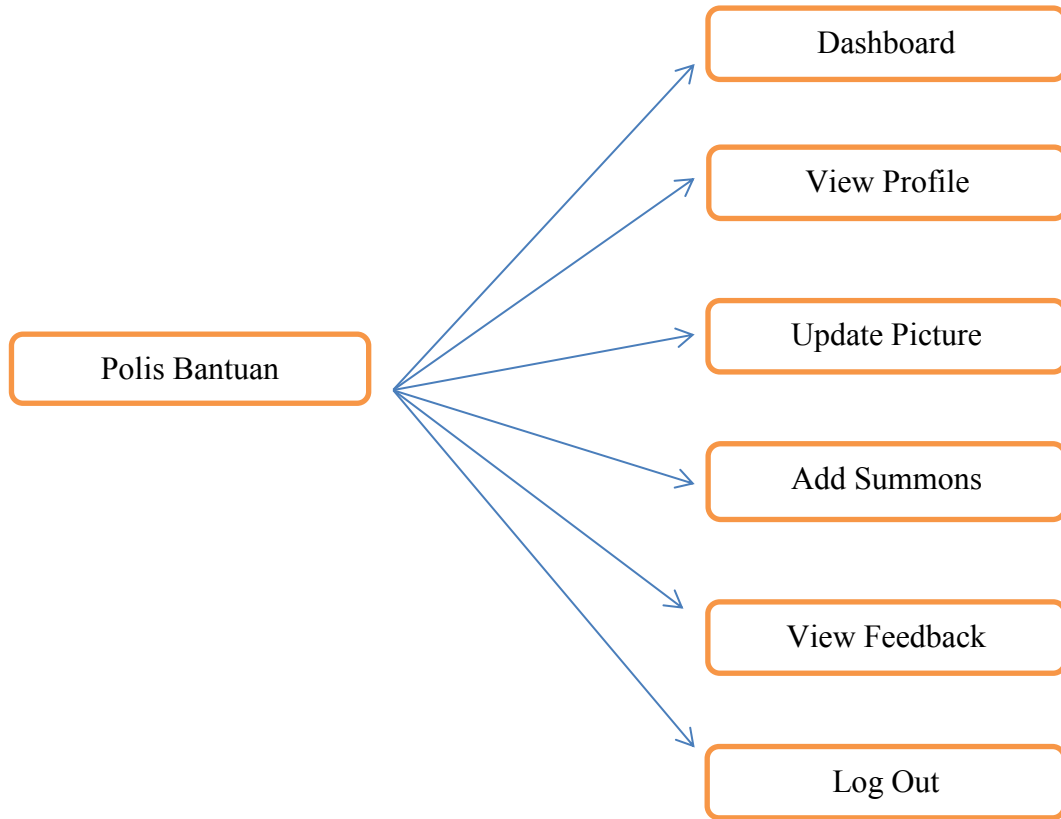


Figure 22: Navigation Chart Access to System for Polis Bantuan

12.3 UiTM Financial Department

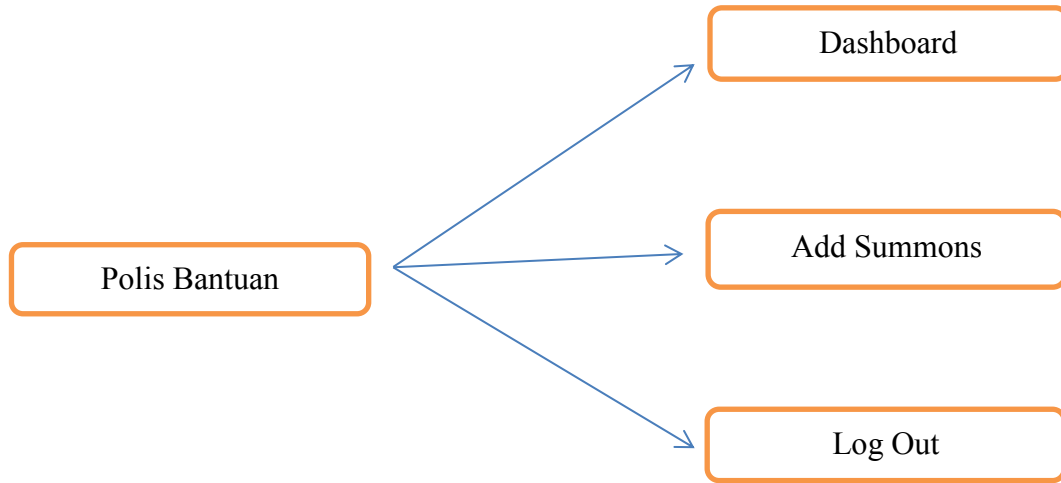


Figure 23: Navigation Chart Access to System for UiTM Financial Department

13.0 References

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