CAVITE STATE UNIVERSITY STUDENTS MOBILE HANDBOOK USING ANDROID PLATFORM

THESIS

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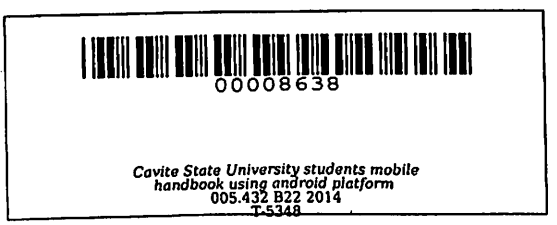
April 2014

CAVITE STATE UNIVERSITY STUDENTS MOBILE HANDBOOK USING ANDROID PLATFORM

Undergraduate Thesis
Submitted to the Faculty of the
College of Engineering and Information Technology
Cavite State University
Indang, Cavite

In partial fulfillment
of the requirements for the degree
Bachelor of Science in Information Technology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April 2014

ABSTRACT

BANGAYAN, MARK CEDRICK C. AND RONQUILLO, DOLRICH U. "Cavite State University Students Mobile Handbook using Android Platform". Bachelor of Science in Information Technology. Cavite State University, Indang, Cavite. April 2014: Ms. Vanessa G. Coronado.

The Cavite State Student's Mobile Handbook Using Android Platform would provide students and faculty members a handbook that they could carry anytime. This handbook contains the policies, rules and regulations, mission, vision, and other information included in the handbook.

The system was composed of two modules. These were the verification module, concern about the authenticity of the system and the content module contains all the contents of the handbook.

Software development methodology was used as a method to progressively complete the entire system. This methodology was composed of different phase namely: analyze/planning, breakdown priority project, design module, code test, integration of sub procedure and testing, integration of system, and test implementation.

In creating the system, the main programming languages used were Java Programming Language along with Hypertext Markup Language (HTML) and Hypertext Preprocessor (PHP) with the development tools eclipse and Android Software Development Kit (SDK).

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An undergraduate thesis manuscript submitted to the faculty of Department of Information Technology, College of Engineering and Information Technology, Cavite State University, Indang, Cavite in partial fulfillment of the requirements for the degree of Bachelor of Science in Information Technology with Contribution No. CEIT-2013-14-126. Prepared under the supervision of Ms. Vanessa G. Coronado.

INTRODUCTION

In recent years mankind has witnessed a revolution in the smart phone industry and emerging growth in the usage of mobile applications that range from entertainment and educational apps to simple games, health care apps and others.Mobile applications play an important role for everyone to become innovative, productive, and responsible users, especially when it comes in the field of information technology. Modern technologies make everyone's life easy and they give more ideas that are more efficient when problem arises.

The android platform as part of most widely used operating systems on smart phones and handheld tablet devices is important target for mobile application developers and hardware manufacturers (Woubshet, 2012).New mobile technologies are becoming