MOBILE APPLICATION FOR NEWS AND EVENTS IN CAVITE STATE UNIVERSITY - MAIN CAMPUS

THESIS

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ABSTRACT

LAGBO, THEA ELAISA C. and RAMOS, JEAN CARLO F., Mobile Application for News and Events in Cavite State University – Main Campus Undergraduate Thesis. Bachelor of Science in Information Technology. Cavite State University, Indang Cavite. March 2014. Adviser: Ms. Gladys G. Perey.

The study, Mobile Application for News and Events in Cavite State University – Main Campus, was conducted to be able to create a mobile application called news and events. The concept behind the application is for the user to view the news and events with the use of their android phones. Specifically, it aimed to identify the problem through interview, analyze the problem using fishbone diagram, design a mobile application with the use of use case and class diagram, develop system with the use of Java as scripting language, MySQL which was used for data storage and logging of user's data, Photoshop for the design and evaluate the system through unit and integration testing.

Software Development Methodology (SDM) was used on the development of the system. It is consist of eight phases: analyze/planning, breakdown priority project, design module, code test, debug, integration of sub procedure and testing, integration of existing system and test and implementation. The proponents used 5.06 GHz; 4GB RAM; 320 GB of hard disk space; Windows 7 Operating System; and Android as the Operating system of the mobile phone, Android Emulator used to run the mobile application using a laptop, Java as the programming language, Eclipse 4.2.0 for designing the application, ADK or SDK for developing the application, internet connection for researching, Adobe

Photoshop for editing the images that was used for the application and Microsoft Office 2007 for the documentation.

The system was evaluated by the students, Information Technology experts, administrator of the news and events in the university based on the following criteria: functionality, reliability, usability, efficiency and portability of the Software and Materials.

The system passed all the given criteria in the evaluation and met all the features, functionality and the requirements to attain its objectives.

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INTRODUCTION

The world is contracting with the growth of mobile phone technology. As the number of users increase day by day, facilities also increase. Starting with the simple regular handsets which were used just for making phone calls, mobiles have changed our lives and have become part of it.

Along with this, there has been a booming market for the Android phones. Modern gadgets comes with built-in cameras, which enable users to capture photos, print them and finally upload them on to Facebook, Twitter and other social networking sites. The popularity of mobile applications has continued to rise, as their usage has become increasingly prevalent across mobile phone users. A mobile application is a software application designed to run on smartphones, tablet computers and other mobile devices.