

B. SC. (HONS) IN COMPUTER SCIENCE

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Acknowledgement

Project preparations, utterly, that is commenced by project title overture until final report submission and project viva, would not be possible without the support, labour, and endless efforts of a number of individuals and institutions. Author indeed feels deeply indebted with author's parents who relentlessly supporting author physically, psychologically, and financially. One will not be able to appropriately crafting a project without any encouragement, support, and suggestion which as for author, it comes substantially from them; there is never be a sufficient thank from author to them.

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Bottom line, this project is a result of great many efforts of eight (8) months project time span that is proudly presented to author's parents and to fulfil academical duty aimed to achieve a honour degree.

About Author



Rendy, hereto forth known as the author who was born on November 29th, 1991 in Bengkalis, Riau-Indonesia; an undergraduate majored in Computer Science. The option of major is due to author's interest toward this computer science aspect thus should it be well studied further. Author has a perspective that this major allows a realisation of innovative and creative idea through technologies with respective programming languages with is indeed challenging.

As for now, author struggle with a computing project as the stipulation of achieving honour degree upon graduation. It is of course as most students; author has an expectation to be able to graduate with an excellent result, making author's parents to be proud.

As for future expectation, author always wanted to become a professional programmer nonetheless absolutely in recent author is still nowhere close to it. Author is merely an individual who loves to learn, do some research and dream for future. However, this ambition will be always kept alive and as quoted from Franklin, "*an investment in knowledge always pays the best interest*".

Problem Definition

Problem Statement

It appears to be true that the social interaction platform is now being widely utilised and growth as a popular communication media nonetheless it has limited assimilation toward electronic commerce and weblog notions which indeed each may strengthen the value and functionalities of others.

Scope of Research

Intended to appropriately solve aforementioned problem statement, author strives hard to conduct certain research toward diverse fields which are mainly; social interaction platform, electronic commerce, and weblog. The research of courses will not be exclusively limited to such, instead it covers beyond them; including any possible utilised tools and techniques upon system development process. Pertinent technologies (say, client-server architecture, data warehouse, data mining, and intelligent agent) will be studied aimed to treasure the best system construction approach.

Limitation of Research

Conducting such research toward diverse fields of studies, one will be obviously hindered by certain hindrance which as for the project, it would be limited resources of a large scale software development studies. It is not meant to say that the resource was not available whatsoever, it just limited in a way as a large scale software development.

Research Methodology

Certain methodology indeed comes to place of utilisation upon a series of research activities being conducted. Library becomes the main source of research (secondary research) which the process is through background reading; author tries to find certain information pertinent to system development by reading books, mainly. ASP.Net related forum become another source of research (<http://forums.asp.net/> and <http://www.codeproject.com/>); author posted certain questions after which replied by other members, though it also exists other cyberspace utilisations upon research which it is also indeed helpful.

Good and Bad Experiences

Good Experiences

It is indeed that there is no good or bad experience. Entire of them is invaluable that lecture one to properly behave in near future. But just for formality, good experience comes from the entire learning and development process which it is somehow pleasing and *fun* to be undertaken. Learning new theoretical, technical, programming, soft skill (including project management), and other knowledge become a good experience to prepare author for future business and employment circumstance. These whole processes of learning and struggling will a day being missed indisputably.

Bad Experiences

It happens that the project scope was like somewhat to huge for author thus it is obvious an extra handling necessary to be done in order to cover said huge scope. Once in a while, author sometime may think that for certain part of development process, time management was slightly unheeded thus it engenders forth bad experiences. Nonetheless, by and large, there is no such significant issue and/or bad experience throughout the development process.

External Parties

It is a web based social interaction platform thus should an interoperability and legislative concern being contemplated and considered. As for its interoperability, it relates to those third parties who, perhaps in future will have certain thought to integrate his/her system within developed system. Legislative concern implies to such copyright related issues; system allows photo, music, and video upload which perhaps may violate certain copyright terms; this then has been well-stated in system's privacy and terms and conditions page. This is should be priority highlighted that entire upload made was entirely on own risk. System will not involve in any copyright matters accusation.

Preface

Chapter 1: Background Study of Web Based Social Interaction Platform, Electronic Commerce and Weblog

It is a literature review and research documentation pertained to current established systems which are social interaction platform, electronic commerce and weblog. A number of instances are being provided in order to assist the justification process.

Chapter 2: Client-Server Architecture

It matters the deliberation on client-server architecture concept, kinds, components, advantages and disadvantages. It gives the basic understanding toward client-server architecture what-about prior proceed to forth system development stage.

Chapter 3: Data Warehousing and Mining

System will be about a development of web based social interaction platform with assimilated electronic commerce and weblog functionalities thus it is indeed comprised rather huge amount of data to be store, manage, and mine after which then it can become an useful information. This particular chapter talks entirely about these whole things.

Chapter 4: System Development Methodologies

It is a chapter that discuss pertained to a comprehensive list out with sufficient elucidation on possible utilised system development methodologies, tools, and techniques. This chapter stands as a basic foundation for forth stage of system development (particularly in term of chosen and utilised tools and techniques)

Chapter 5: Requirement Engineering

The entire process of capturing users' requirements will be documented in this chapter where as for the final result of utter chapter's information capture and analyse, a software requirement specification will be listed out to measure the developed system.

Chapter 6: System Analysis

It is a chapter to deeply deliberate, clarify, and illustrate system insights, workflows, and processes intended to minimise further possible occurred ambiguous. It is a core stage for forth system design and system development and code activities.

Chapter 7: System Design

It is about an accentuation toward system objects' definition and collaboration among them in order to satisfy the requirement. A number of diagrams will be delineated aimed render a proper justification to be heeded upon system development and code stage.

Chapter 8: System Development and Code

This is the gist of whole things where the actual system code is being deliberated. Explanation on system critical part will be presented through an aid of actual system code.

Chapter 9: System Testing

As process of system development and construction has been system testing activities should be conducted intended to ensure a proper and satisfy system being delivered. This chapter talks entirely pertained to these aspects that comprised unit testing, integration testing, validation testing, and system testing.

Chapter 10: System Evaluation

System has been tested by author (developer) should now the system being evaluated by respondents (which it has been wisely opted fifty INTI students). Eventually, identification of project and system strengths, weaknesses, and future enhancement are being noted down.

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