Kingdom of Saudi Arabia Ministry of Higher Education Majmaah University College of Science in Al-Zulfi Department of Computer Science and Information



المملكة العربية السعودية وزارة التعليم العالى جامعة المجمعة كلية العلوم بالزلفى قسم علوم الحاسب والمعلومات

## **Department of Computer Science and Information**

Project Report for the 1st Semester of year 1439-1440

# **Project Title:**

# **MU-Zulfi Campus Query**



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# Abstract

Today, mobile applications are being used for different new fields. In this project, a mobile application is produced to help visitors and students to reach any places in the campus college of Science, at Al-Zulfi, in Majmaah university by providing them with either text instructions or path map with low time and effort.

In this project there are two choices for users to reach their target. Place The first choice is to display text instructions which describe the path that users can track. The second choice is to display a virtual map that will describe the path to destination with graph including directed lines from source place to target place they want to visit.

# Acknowledgement

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Thanks,

Hamad Ali

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**Chapter 1** 

# Introduction

#### 1.1 Majmaah University

The establishment of Majmaah University came as a result of the decree of the Custodian of the Two Holy Mosques King Abdullah Bin Abdul Aziz Al-Saud and the Prime Minister and Chairman of Higher Education on Ramadan 3rd, 1430 - 24th of August 2009 to establish Majmaah University along with three other universities in Dammam city, Kharj province and Shaqr'a province.



Figure 1. 1 Majmaah University

Majmaah University aimed to serve a wide area including Majmaah, Zulfi, Remah, Ghat and Hawtat Sudair. It also helps in achieving the Ministry of Higher Education's objective in expanding the university education across the country. Therefore, Majmaah University will meet the growing number of high school graduates in the region which will reduce the pressure on universities in big cities. Another significant reason for the establishment of Majmaah University is the value it adds to the people of the region in various aspects including social, cultural and awareness service. Inevitably, this shall help in upgrading the level of performance appraisal of government sectors via providing advanced courses and consultations. With regard to scientific research, the University will provide programs of high quality that will be in compatible with the University strategic objectives.

The royal decree no: 194/A on Zul-Hejjah 30th, 1430 – 17th of October 2009 to appoint Dr. Khalid Sa'ad Al-Mugren as the Rector of Majmaah University with higher rank accelerated the development process at the University. Dr. Al-Mugren focused on developing the existence colleges as well as building new ones in order to increase the number of majors that will meet the market demands. The concern of Dr.khaled Al-Mugren is to make Majmaah University a beacon of knowledge and enlightenment that is capable of offering education of high quality.

#### 1.2 College of Science at Al-Zulfi

The Department seeks to qualify the students as specialists in the field of computer science in terms of study and analysis of the computer system and methods of its construction. Students are equipped with experience in using software tools such as operating systems, various programming languages and computer networks. A comprehensive curriculum has been designed to provide necessary skills to the students for their proficiency in this field. The department staff is continuously working for updating the B.Sc. program and revising its curriculum in accordance with the latest technologies in computer science and the fast-changing needs of the society.

#### **1.3 Problem Definition**

For anyone who reaches any place for the first time, he will spend a lot of time for exploring this place. Universities are considered from the most important places where any visitor can reach to study. Incoming students need to explore his/her University to reach any destination place.

For example, if any visitor /student/ wants to go to the library of the college, he/she has some choices, maybe ask someone to reach this place, or he/she can look at the manual maps at each floor in the building. Also he/she can look at all panels outside all rooms in all floors inside any building in the college.

Of course, any visitor consumes much effort and time reaching these places. Therefore, students will spend much time to reach location of their lecture halls or laboratories.



Figure 1. 2 College of Science Al-Zulfi

#### 1.3.1 Project Goals

This project aims to provides a system which will save time and effort for anyone especially students entering the university for the first time to reach any destination.

#### **1.3.2 Project Objectives**

In this project, an android mobile application is produced to help visitors and students to reach important places in the campus of college Science, Al-Zulfi, in Majmaah university. This application prevent time and effort consuming.



Figure 1. 3 Android Mobile App

This mobile application will provide a lot of facilities like:

- (1) Display a list for all important places at each layer in the college building.
- (2) When the visitor chooses any destination to reach, the application will display a window including the instruction he will follow to reach it.
- (3) Also, it has another option (map) to display a path on visual map that he will follow to reach to his destination easily.

#### 1.3.3 Critical Success Factors (CSF)

Here, we will discuss the critical factors or activities required for ensuring the success of the project. The main of CSF is to determine what is central to the future of the project and achievement of that future; if the objectives associated with these factors are not achieved, the organization will fail. The critical success factors for this project are:

- Background and awareness of users of the application.
- Effective advertising and management of the project.
- Avoiding wrong handling of the system.
- Providing the application with continuous support and maintenance.
- Taking periodic users' feedback to know their problems and suggestions.
- providing security factors to make this application not stoppable.

#### **1.3.4 General Rules (Assumptions)**

A successful project manager always keeps an eye on his project's assumptions and constraints and understands them thoroughly as the risk management depends on these assumptions. If they are failed to be properly analyzed, it may affect the project's outcome.

- > Concerning this project, we assumed that:
  - This project will serve to all visitors or new students to reach any destinations place in the college campus.
  - The feedback of all users using it will be positive.
  - It will save much time and effort than before.
  - All resources required for the project will be available.

Chapter 2

# **System Analysis and Specification**

# 2.1. Introduction

The concept of the project is to easy navigate college campus to find any place easily without need for help. The users of the project maybe student of the college or visitor.

### **<u>Visitors</u>**/ students:

- Visitors can choose inquired source and destination place they want e.g. labs, rooms, offices, administration.
- Browse graphical map with a path to destination place.
- Follow the instruction to destination place.
- Browse the whole map of each floor.

# 2.2. Description of Data Flow Diagram (DFD)

Data flow diagram (DFD) is a picture of the movement of data between external entities and the processes and data stores within a system.

#### 2.2.1. Context Diagram



Figure 2. 1 Context Diagram for the system

#### 2.2.2. Data Flow Diagram



Figure 2. 2 Data Flow Diagram for the system

# 2.3. Data Modeling using (Entity Relationship Diagram (ERD), Class Diagram , Use Case Diagram, Activity Diagram)

In the above class diagram it's a disgram that illustrate the classes of the project and the functions and attributes that the the very class contain. As well as it's illustrate the relation between classes of the whole project for example in the office class the attributes of this class are

- Id : it's identifier that count the nuber of office that is required like office id 1,2,3 and so
- Name : it's contain the office name that belongs to specified doctor for example.
- Description: contains the path that can be viewed to the visitor to illustrate the path to him.
- > Map: it's containd the map the illustrate the rout to the specified office

The only function in this class is the **View()** method that is used for viewing the instructions and map of the desired office from the visitor.

Classes of Labs, Rooms, Departments, Services and adminstrations are contain the same attriutes and finction of the office class.

Map class contains the map id for specified room description for every map and the name of map that belong to a specified place. **Campus\_query** class is the class that containf object form every class in the project so it's contain the whole attributes and function of the all classes.



## **Class Diagram:**

Figure 2. 3 Class Diagram for the system

#### Use Case Diagram:

• Use case that shows how the visitor acts to the application.



Figure 2. 4 Use Case diagram for the visitors

#### **Sequence Diagram:**

• Sequnce diagram of the Visitor in the system and how he interacts with the system via select source, select destination, find path, view instructions and



view graphic map.

Figure 2. 5 Sequence diagram of User

#### **Activity Diagram**

The basic purposes of activity diagrams. It captures the dynamic behavior of the system. Other diagrams are used to show the message flow from one object to another, but activity diagram is used to show message flow from one activity to another.

Activity is an operation of the system. Activity diagrams are not only used for visualizing dynamic nature of a system, but they are also used to construct the executable system by using forward and reverse engineering techniques. The only missing thing in activity diagram is the message part.



Figure 2. 6 Activity diagram

## State Diagram



Figure 2. 7 State diagram

#### **Entity Relationship Diagram (ERD)**

An entity-relationship model (ERM) is an abstract and conceptual representation of data. Entity-relationship modeling is a database modeling method, used to produce a type of conceptual schema or semantic data model of a system, often a relational database, and its requirements in a top-down fashion. Diagrams created by this process are called entity-relationship diagrams, ER diagrams, or ERDs.



Figure 2. 8 Entity Relationship Diagram

#### **Mapping Diagram**

Mapping is the process of converting the entity relationship diagram (ERD) to database tables which we use it to create the database in any framework such as MY SQL workbench. In this diagram, we join between tables by foreign key.



Figure 2. 9 Entity Relationship Diagram

## **Project interfaces**



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#### Figure 2. 11 inquire place by map and text



Chapter 3

# System Design



Figure 3. 1 System Design

# 3.1 Description of all procedures and functions

This section will introduce the main functions of the proposed system in details. Our system has some functions available for new students and visitors to the faculty.

## > Choose floor or layer

In this function the visitor should provide the system with the current floor 1,2,3 and so on. This process facilitates the process of the getting the desired place easily after this process he should choose the source place.

#### Choose source Place

in this function, the visitor should provide the application with the current source place to enable the system to select the best path from the visitor source to the destination he wants in the second function below.

The current source is the closest room the visitor see in its position.

#### Choose Destination place

This function is the main function of the application. When a visitor is existing in the faculty and he cannot find his destination like a laboratory room, lecture room or offices of desired doctor, he can choose his destination from a drop-down menu in the application and click search. After this, the application will show a text containing the path of the destination and then the visitor can view a map for the destination.

# **3.2 Relation Database Schema**

In this section we will describe every table and relationship between database tables

#### 3.2.1 Tables

#### Table 1. Department Table

Dep_id	Dep_name	Floor	Dep_map	Description

The faculty is consisting of some departments every department has its own rooms, offices and lecture rooms and so on.

In this table Dep\_id is the primary key for this table, dep\_name is the name of the department and dep\_map is the graphical map that enable any visitor to reach this department.

## Table 2. Labs Table

lab_id	Dep_name	<u>Map_id</u>	floor	Lab_name	Description

There are many laboratory rooms for every department in the faculty and every laboratory has its own graphical map so, there are relations between the lab and the map table and the department table. Lab\_id is the primary key and Map\_id is the foreign key.

### Table 3. Rooms Table

Room_id	Dep_name	Map_id	floor	Room_name	description

Room\_id is the primary key and Map\_id is the foreign keys.

## Table 4. Offices Table

Office_id	Dep_name	Map_id	floor	Office_name	description

Office\_id is the primary key and Map\_id are the foreign keys.

### Table 5. Administrations Table

Administration_id	Dep_name	Map_id	floor	Adminstration_name	description

Adminstration\_id is the primary key and Map\_id are the foreign keys.

#### **Table 6. Services Table**

Service_id	Dep_name	<u>Map_id</u>	floor	Office_name	description

Service\_id is the primary key, Map\_id is the foreign keys.

## **Map Table**

#### Table 7. Map Table

Map_id	type_name	Туре

Map\_id is the primary key for this table

#### 3.2.2 Attributes

Every table has its attributes or fields. in this section we will describe some of these attributes. Every place in the faculty has some attributes like its id, name, description about this place, graphical map, Department and floor.

The id is the number of this place, the last id number in the table is the total number of rooms, Name is an attribute for the room name like (Physics lab), description contains some information about the place, floor is the layer in which the room is in like layer 1,2,3 and so on, there are some foreign keys most tables like dep\_id, map\_id and floor\_id, map\_id refers to the graphical map for this place from the map table.

#### 3.2.3 Relations

Form the following figure you can show relations between the tables above.

### **Department table**

Dep_id Dep_name	floor	Dep_map	description
-----------------	-------	---------	-------------

## Lab\_Room

lab_id	Dep_name	<u>Map_id</u>	floor	Lab_name	description

### **Rooms Table**

Room_id	Dep_name	<u>Map_id</u>	floor	Room_name	description

## **Offices Table**

	Office_id	Dep_name	<u>Map_id</u>	floor	Office_name	description
L						

## **Administrations Table**

Admin_id	Dep_name	<u>Map_id</u>	floor	Admin_name	description

### **Services Table**

	Service_id	Dep_name	<u>Map_id</u>	floor	Office_name	description
l						

## Map Table

<u>Map_id</u>	type_name	Туре

# 3.3 Hardware and Software Requirements

In this section we will present the hardware components and software systems we need to use this application. Firstly, the application will be an android application, so it requires a smart phone with android system.

So, the only hardware component is the smart phone and the software is the Android system installed in this mobile.

The software tools that are required in the system Maps of the architectural of Campus :

- > PHP language
- My SQL databases
- Android software programs
- HTML Software applications
- > CSS
- GPS applications

Figure 3.2 is a smart phones that uses the android system on it to help us achieve our goal.



Figure 3. 2 Android Device

# Chapter 4

# **Conclusion and Future work**

# **5.1 Conclusion**

In the end of this project, we implemented an android application that can help strangers, visitors and students of the faculty to know their destination like rooms, offices and lecture rooms in the whole faculty. When the person open the application, the app will ask the person for his source place, he should provide the app with the closest room to his place like room name, office number and so on then, the app will ask the visitor for the destination he need to reach. After then, he should click on the find button. After clicking on the find button, the application will show instructions that the visitor should follow to reach his destination. As well as in the same page he can click on the map button to enable the application to provide a graphical map with paths on it to help the visitor to reach his destination.

# **5.2 Future Work**

- We may Apply indoor navigation with Beacons or other facilities may increase interactivity with the application.
- We can use AR or VR map to increase entertainment and interactivity and make the application esy to use.
- Also, it is interesting to develop the application using other programming languages to be run on different operating systems such as iOS, Windows phone, .....etc.

# Questionnaire of project

Idea of project



- Five questions:
  - 1- Have you ever heard or seen such an idea?
  - 2- Do you think this application will solve a problem?
  - 3- Do you think the idea is scalable and will be level on the kingdom?
  - 4- Have you encountered such a problem or anyone you know?
  - 5- Do you have suggestions to add to the project? mention it.
- <u>Analysis</u>









Have you encountered such a problem or anyone you know?



Do you have suggestions to add to the project? mention it

# Do you have suggestions to add to the project? mention it $$_{\odot\,12}$$

فكرد جديده وقويه الله يوفقك	
المضروع دلجح جدا وفكره رائعه	
شكراً الفكره مره مغيده استمر	
ان بِكُون متعدد اللغات	
بالتوفيق	
اقترح ان تكون الخريطة كالواقع الافتراضي مثل ( google earth)	
اتمنا منكم الدعم للأخ حمد التعمى	
ان پکون هداك بردامج موحد على جميع الجامعات في المملكة .	
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