# CHAPTER 1 INTRODUCTION

### 1.1 Background of Study

The internet has become intertwined in our everyday lives, and the number of people using its services continues to grow at a rapid rate. According to the latest Global Internet Report from the Internet Society (2014), there are now over three billion internet users worldwide, up from one billion users in 2005. People use the internet for different purposes such as interacting via social media, communicating using email and online meeting tools, shopping on the various E-commerce websites and storing data online. Cloud computing has become an important enabling factor for these services. It is arguably one of the most important technological advances over the last decade and it has the potential to revolutionize the delivery of IT services further (Brynjolfsson and Jordan, 2010; Marston et al., 2010).

And as we know, if we buy a smartphone today, the internal storage space offered is only 16GB, 32GB, 64GB and the biggest is 512GB. Not only that, the storage space is used for system files around 2-3gb. Plus if we have many applications, the use of our storage space will be very much used, such as to save the cache of the application. For example, if we send pictures or other files using our social media, or our friends send pictures or other data to us, it will feel a lot of use of our internal storage space, because the image file itself can fill up to 5MB in our storage.

And if we buy external storage space it will make us spend quite a lot of money, and for now, the largest amount of storage for external storage is only 256GB and that price is very expensive for students. Therefore to reduce the costs incurred we can use cloud storage to back up files such as photos, music, videos and etc.

Cloud data storage enables users to store their data online instead of using traditional options such as local hard drives and flash drives. There are many benefits to this practice including the ability to access your data from virtually any location on many devices such as computers, tablets, and smartphones. It is also a relatively simple task to share online data with other individuals or groups of people by sending a link in order to allow them to gain access to a shared folder or to download a single file.

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# **1.2** Problem Identification

Based on the background, the author can identify the problems for the development of this application, are as follows:

- 1. How to design and build cloud storage based on a web application to save backup file or sharing file with other people?
- 2. What is the advantage of using cloud storage or online storage?
- 3. How to make sure the file is secure on cloud storage?

# 1.3 Purpose of Study

The purposes of this system development are listed as follows:

- 1. This application focus on saving the file to cloud storage and sharing the file to other people using a link has created on the web.
- 2. This study aims to build cloud storage based on web application.
- 3. This Study aims to reduce spending costs to buy external storage

# 1.4. Limitation of Study

The limitations of this study are as follows:

- 1. The application only can access from the website.
- 2. The website only provides a small storage space.

# 1.5 Benefit of Study

The benefits of this research are as follows:

- 1. The Application can help user and make it easier to backup file or sharing file to other people.
- 2. This application provides alternative solution for saving file without buy physical external storage.
- 3. Reduce cost to buy external storage.

# 1.6 Research & Methodology

The methodology used in this research is Rapid Application Development (RAD) software development method. In the development of systems that use the RAD method, There are the following stages (Kendall, 2010) :

1. Planning Phase

At this stage the requirement will be determined. Using Business process driven Requirement Engineering requirement is derived from business process which is gathered by observation method.

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### 2. Design Phase

At this stage is done design process – define the process that will occur in the system to be created. At this stage the authors use UML as a tool to simplify research and application design.

3. Construction Phase

At this stage, the implementation of program coding in accordance with requirements and designs that have been specified previously. In this study Android Studio used as an IDE (Integrated Development Environment) to create applications for the Android operating system.

4. Implementation Phase

At this stage testing the applications that have been made. Testing is done by black box method on all parts and functions of the application.

### **1.7** Writing Structure

The systematics of writing this thesis is divided into five chapters, as follows:

### CHAPTER I INTRODUCTION

This chapter discuss the background of the study, problem identification, and limitations of the study, goals and benefits of the study.

### CHAPTER II THEORETICAL BASIS

This chapter discuss theoretical basis and literature review that related to this research.

# CHAPTER III RESEARCH METHODOLOGY

This chapter discuss the methodology that used in this research. Start from requirement gathering method, software development method and testing.

#### CHAPTER IV DISSCUSSION

This chapter discuss the result of the analysis and design into code to build a working application, and testing to find out whether the application is working.

### CHAPTER V CONCLUSION AND SUGGESTION

This chapter discuss the conclusion of this thesis and suggestions for further research.