

TABLE OF CONTENTS

ACKNOWLEDGMENTS	iii
DECLARATION OF ORIGINALITY	iv
ABSTRACT.....	v
TABLE OF CONTENTS	vi
LIST OF TABLES	ix
LIST OF FIGURES	x
CHAPTER 1. INTRODUCTION	1
1.1 Background of The Study.....	1
1.2 Problem Identification.....	3
1.3 Purpose of the Study.....	3
1.4 Limitation of the Study.....	4
1.5 Benefits of the Study	4
1.6 Research Methodology	4
1.6.1. Data Collection Method.....	4
1.6.2. Software Design Method	5
1.7 Schedule	6
1.8 The Writing Structure	7
CHAPTER 2. REVIEW OF LITERATURE AND THEORITICAL BASIS.....	9
2.1 Literature Review	9
2.2 Theoretical Basis	10
2.2.1 Worship Practice	10
2.2.2 Mobile Application Development.....	11

2.2.3	Flutter.....	13
2.2.4	Dart	14
2.2.5	Firebase.....	15
2.2.6	Unified Modelling Language (UML)	16
2.2.7	Black Box Testing.....	19
CHAPTER 3. RESEARCH ANALYSIS AND DESIGN		21
3.1	Research Framework.....	21
3.2	Data Collection.....	21
3.1.1.	Observation.....	22
3.1.2.	Literature Study	23
3.3	Requirement Planning	23
3.2.1.	Research Analysis.....	24
3.2.2.	Analysis of Muslims Application.....	24
3.2.3.	Analysis of Worship Application	24
3.2.4.	Analysis of Need.....	25
3.2.5.	System Requirement Specifications	26
3.4	Application Program Design	27
3.4.1.	Architecture Design	28
3.4.2.	System Functionality	28
3.4.3.	System Workflow.....	31
3.4.4.	Object Interaction	38
3.4.5.	User Interface Design	45
3.5	Database Design	51
CHAPTER 4. IMPLEMENTATION AND TESTING		52
4.1	System Development Implementation.....	52
4.1.1	Hardware Environment Specification	52
4.1.2	System Development Tools	52

4.2	Back-End Implementation.....	53
4.2.1.	Installed Package and Plugin.....	53
4.2.1.	Implementation of System Module.....	54
4.2.2.	Implementation of Functional Code.....	56
4.3	Front-End Implementation.....	59
4.3.1	Implementation of Project Structure.....	59
4.3.2	Implementation of User Interface.....	61
4.4	Black Box Testing.....	65
CHAPTER 5. SUMMARY.....		69
5.1	Conclusion.....	69
5.2	Suggestions.....	70
LIST OF REFERENCES.....		71
APPENDIX.....		73

LIST OF TABLES

Table 1.1 Thesis Project Schedule.....	7
Table 2.1 Use case Notation.....	17
Table 2.2 Activity Diagram Notation.....	18
Table 2.3 Sequence Diagram notation.....	19
Table 3.1 Actor Description	26
Table 3.2 System Functional Requirement	26
Table 3.3 System Non-Functional Requirement	27
Table 3.4 Use case Scenario.....	30
Table 4.1 Hardware Requirement.....	52
Table 4.2 System Development Tools.....	52
Table 4.3 FlutterFire Plugin	53
Table 4.4 System Module.....	54
Table 4.5 Flutter Project Plugin.....	60
Table 4.6 BlackBox Testing.....	65

LIST OF FIGURES

Figure 2.1 Flutter UI Framework	14
Figure 2.2 Dart Flutter Architecture	14
Figure 3.1 Conceptual Framework	21
Figure 3.2 Use case of Manual Business Process	22
Figure 3.3 System Architecture Design	28
Figure 3.4 Use Case Diagram Application	29
Figure 3.5 Admin Use case	31
Figure 3.6 Activity Diagram Registration	32
Figure 3.7 Activity Diagram Login	33
Figure 3.8 Activity Diagram See Worship's Categories	34
Figure 3.9 Activity Diagram Add Worship based on Categories	34
Figure 3.10 Activity Diagram See List of Add Worship	35
Figure 3.11 Activity Diagram Update Worship	36
Figure 3.12 Activity Diagram Delete Worship	36
Figure 3.13 Activity Diagram See Resume on Calendar	37
Figure 3.14 Activity Diagram Count Dhikr	38
Figure 3.15 Sequence Diagram Registration	39
Figure 3.16 Sequence Diagram Login	40
Figure 3.17 Sequence Diagram See Worship's Categories	40
Figure 3.18 Sequence Diagram Add Worship	41
Figure 3.19 Sequence Diagram List Worship	41
Figure 3.20 Sequence Diagram Edit Worship	42
Figure 3.21 Sequence Diagram Delete Worship	43
Figure 3.22 Sequence Diagram Resume on Calendar	44
Figure 3.23 Sequence Diagram Count Dhikr	44
Figure 3.24 Design Splash Screen Page	45
Figure 3.25 Design Login Page	46
Figure 3.26 Design Registration Page	46
Figure 3.27 Design Main Page	47
Figure 3.28 Design Add Worship Page	48
Figure 3.29 Design Show List Added Worship Page	48

Figure 3.30 Design Edit Worship Page	49
Figure 3.31 Design Resume Worship Page	49
Figure 3.32 Design User Profile Page	50
Figure 3.33 Design Count Dhikr Page	50
Figure 3.34 Cloud Firestore Collection Model.....	51
Figure 4.1 Create Function	56
Figure 4.2 Update Function	57
Figure 4.3 Delete Function	57
Figure 4.4 Read Function	58
Figure 4.5 Push Notification Settings.....	58
Figure 4.6 Application project structure.....	60
Figure 4.7 User Interface Splash screen	62
Figure 4.8 User Interface Register and Login Page	62
Figure 4.9 User Interface Home Screen and Add Screen.....	63
Figure 4.10 User Interface List Worship and Edit Page.....	64
Figure 4.11 User Interface Dhikr Count Page	64
Figure 4.12 User Interface Resume Page and Profile Page.....	65