**Chapter 4**

RESULTS AND DISCUSSION

This chapter presents the project description and structure, capabilities and limitations, project test results, and the evaluation results.

**Project Description**

The Android-based Queuing System Using QR Code was developed to improve the present queuing system used in most establishments. The main objective of this project was to design a system that allows companies to post configurable initial setup of transactions, generates QR code for customer’s queue, provides real-time transaction, and provides notification for customers.

The Android-based Queuing System Using QR Code was developed using web developing tools such as, PHP, HTML, CSS, JavaScript, and MySQL and for the development of android application, android studio was used. The system runs on any Windows operating system.

**Project Structure**

\*Screenshots\*

**Project Capabilities and Limitations**

The following are the capabilities of the project:

1. It allows companies to to post configurable initial setup of transactions.
2. The person assigned in a window or counter can notify a customer when the window is already available.
3. It can send notification to customers 1 hour before, 2 minutes before and when it is the customer’s turn.
4. It can use any network provider.
5. It has a user-friendly interface and it is easy to use.
6. It can generate QR code for the customer’s queue.

The following are the limitations of the project:

1. Those who only have an account can access the system.
2. The customers can only create an account through the android application.
3. Slow internet connection results to slow data gathering from the server.

**Project Evaluation**

The system was evaluated by 50 respondents, where 40 are students in Technological University of the Philippines – Manila, and 10 are IT professionals. This is to determine its acceptability in terms of functionality, portability and usability.