

SENARIO:

BeliBelah.com.my ialah destinasi dalam talian utama Asia Tenggara untuk menjual koleksi yang tidak terkira banyaknya untuk fesyen, elektronik, barangan runcit dan rumah ke depan pintu rumah anda. Apabila pelanggan membuat tempahan pada sistem atas talian, sistem akan memeriksa sama ada item tersebut berada dalam stok dan mengeluarkan mesej status pesanan. Sistem ini juga mengeluarkan item yang dipesan, kuantiti dan lokasi ke gudang. Gudang akan mengeluarkan pesanan yang lengkap. Setiap item yang dipesan oleh pelanggan, sistem akan mengeluarkan invois, menerima pembayaran dan menjana resit kepada pelanggan. Sistem ini menjanakan laporan transaksi ke jabatan perakaunan.

SCENARIO:

BeliBelah.com.my is Southeast Asia's premier online destination for selling countless collections for fashion, electronics, groceries and home to your doorstep. When customers place orders on the online system, the system will check if the items are in stock and issues an order status message. The system also issues items ordered, quantity and location to the warehouse. The warehouse will issues completed order. Every item ordered by the customer, system will issue an invoice, receive payment and generate receipt to the customer. The system generates transaction report to the accounting department.

1. Encik Rayyan merupakan pengurus projek bagi pembangunan sistem BeliBelah.com.my. Terangkan skil yang perlu ada sebagai pengurus projek.

Mr. Rayyan is the project manager for the development of the BeliBelah.com.my system. Describe the skills he needs to be a project manager.

(5 markah/marks)

1. Leadership Skills:

- Ability to lead the project team and coordinate their activities effectively.

2. Communication Skills:

- Proficient in conveying project goals and updates to stakeholders, team members, and clients.

3. Time Management:

- Capable of managing the project timeline and ensuring milestones are met.

4. Problem-Solving:

- Adept at identifying and resolving project challenges and risks.

5. Technical Knowledge:

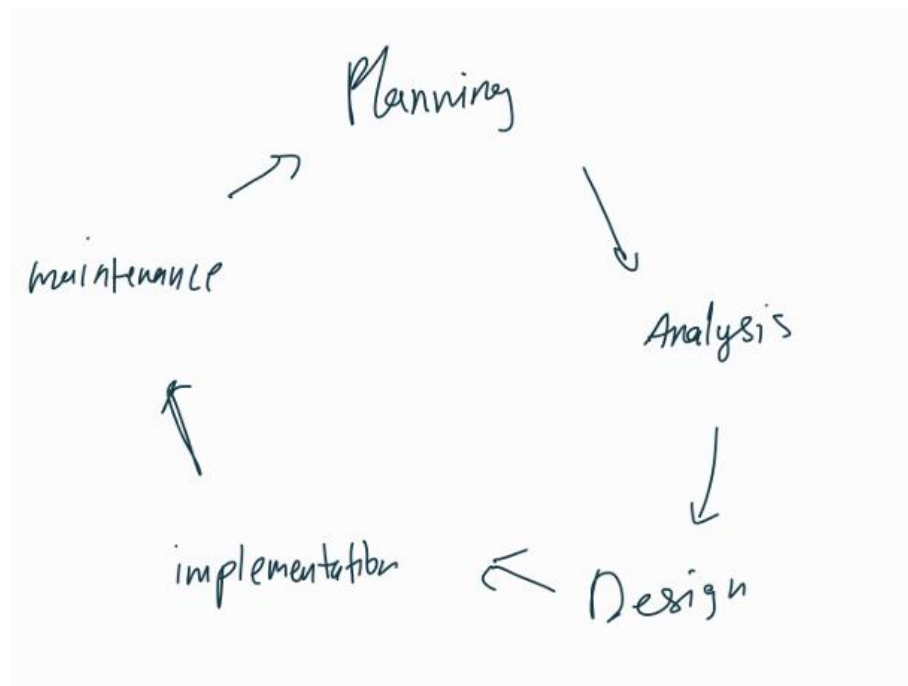
- Understanding of e-commerce systems and online platforms to guide the technical team.

2. Sebagai seorang juruanalisa sistem, lukis gambarajah yang menerangkan fasa-fasa dalam kitar hayat pembangunan sistem (SDLC) bagi pembangunan sistem BeliBelah.com.my. Sertakan fakta-fakta penting bagi setiap fasa.

As a system analyst, draw a diagram that describes the phases in system development life cycle (SDLC) for the development of BeliBelah.com.my. Provide the important facts for each phase.

(5 markah/marks)

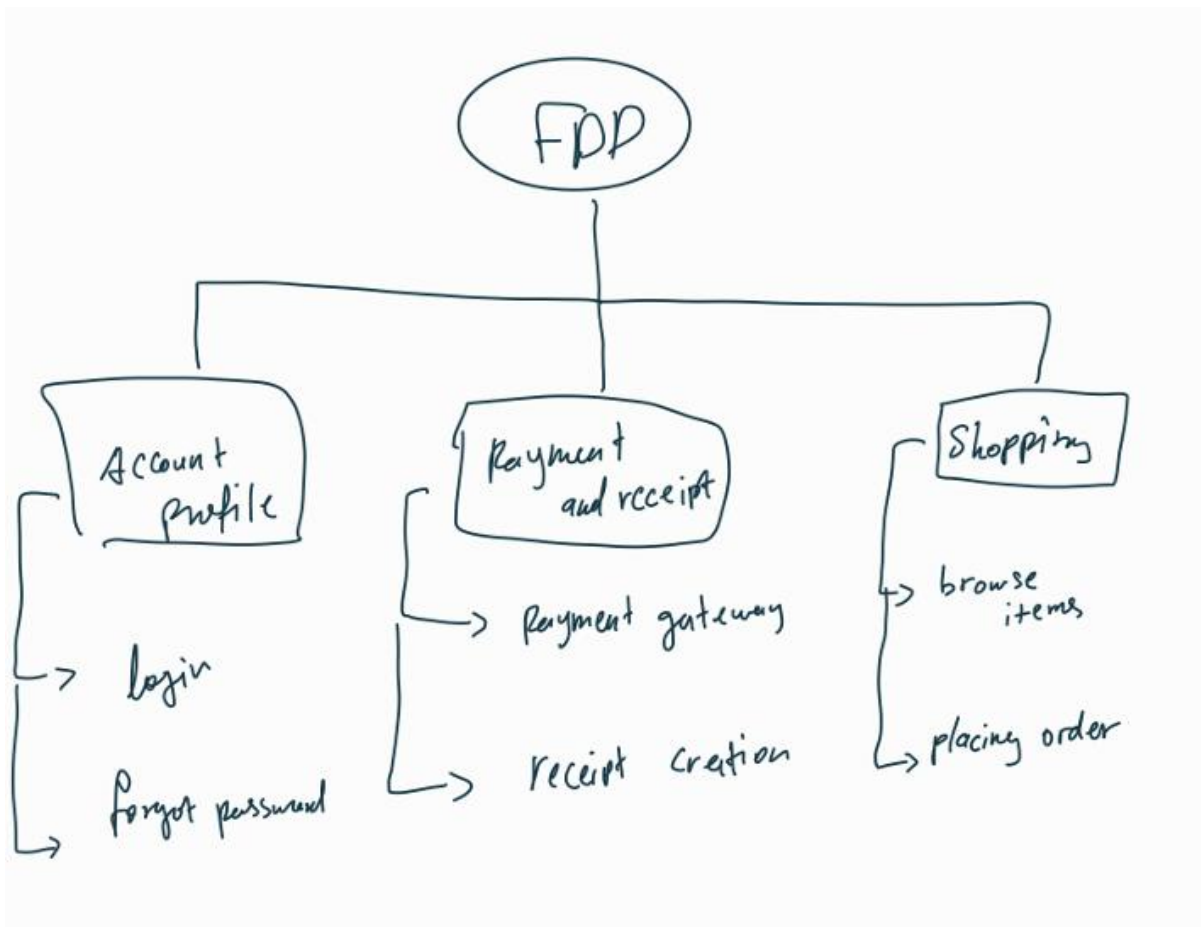
1. Planning
 - Identification, selection project based on multiple criteria
 - Creating A Baseline Project Report
2. Analysis
 - Gathering requirement for the project
 - Provide insides of the features that need to be design and implement into the systems
3. Design
 - Design the interface that user friendly
4. Implementation
 - Code the system based on the design created
 - Run a code test to ensure product is suitable for employment
5. Maintenance
 - Create a documentation of the systems for easier maintenance for future references



3. Fasa analisis merupakan fasa yang penting dalam pembangunan Belibelah.com.my. Berdasarkan scenario di atas, lukis rajah Kefungsian Penguraian untuk memaparkan fungsi-fungsi dan proses-proses sistem yang terlibat.

Analysis phase is an important phase in BeliBelah.com.my development. Based on the above scenario, draw a Funtional Decomposition Diagram (FDD) to depict system functions and proceses involved.

(6 markah/marks)

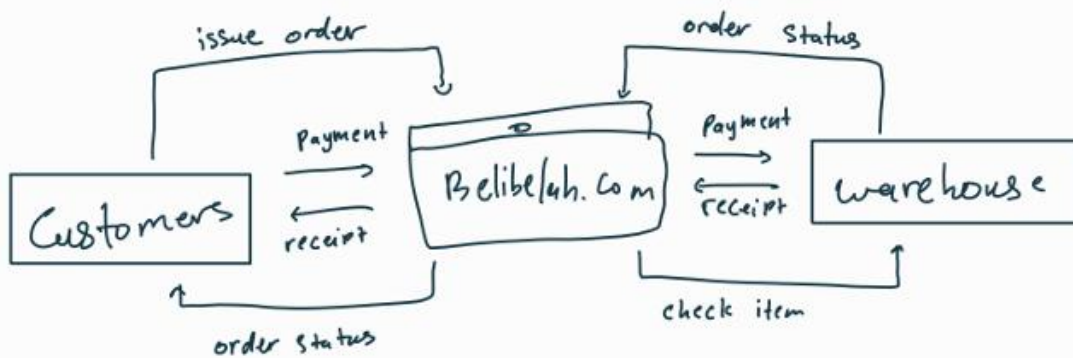


4. a) Berdasarkan scenario di atas, lukis rajah konteks bagi Rajah Aliran Data untuk BeliBelah.com.my

Based on the above scenario, draw a context diagram of Data Flow Diagram for BeliBelah.com.my.

(8 markah/marks)

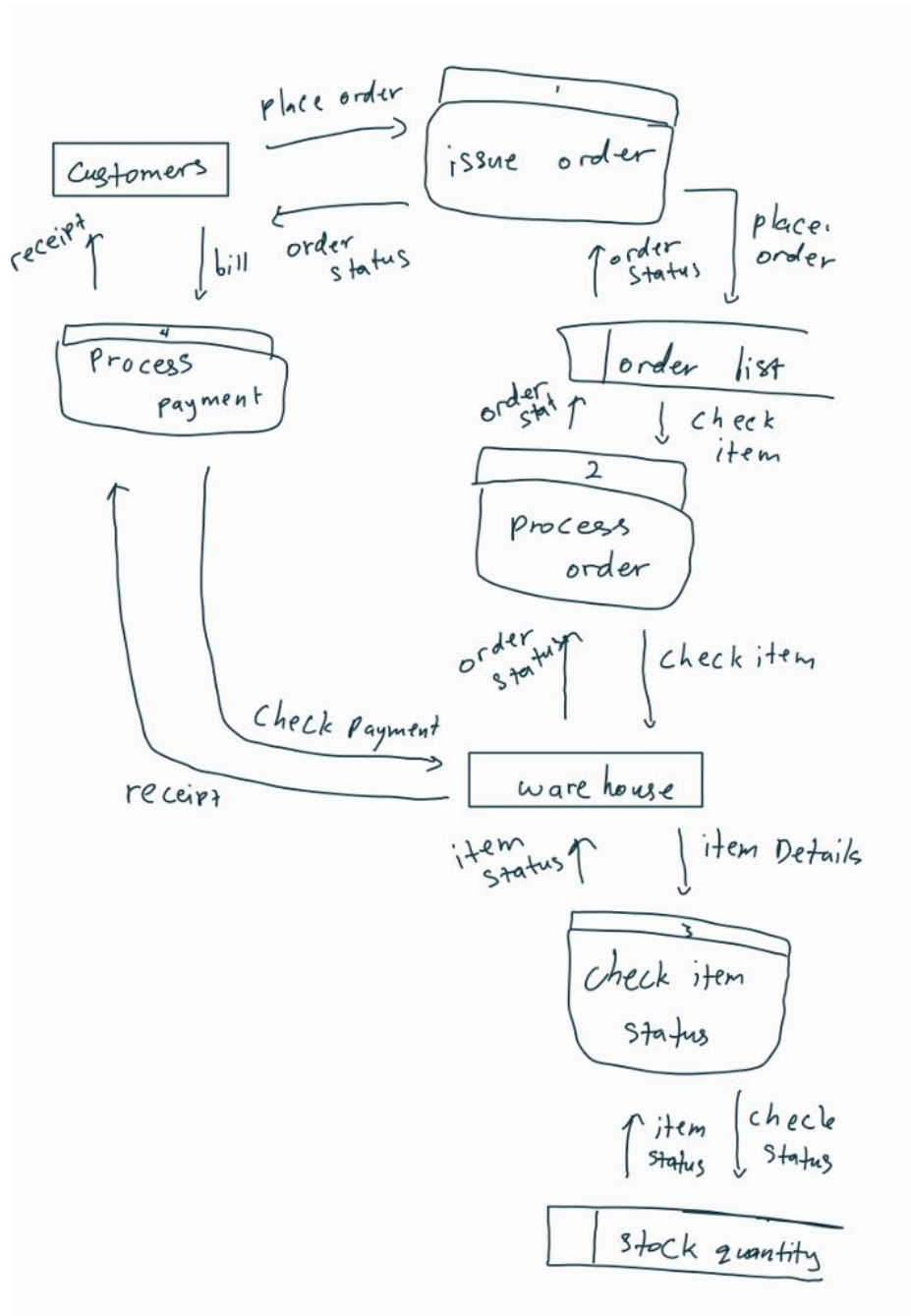
Context diagram



- b) Berdasarkan scenario di atas, lukis rajah 0 bagi Rajah Aliran Data untuk BeliBelah.com.my.

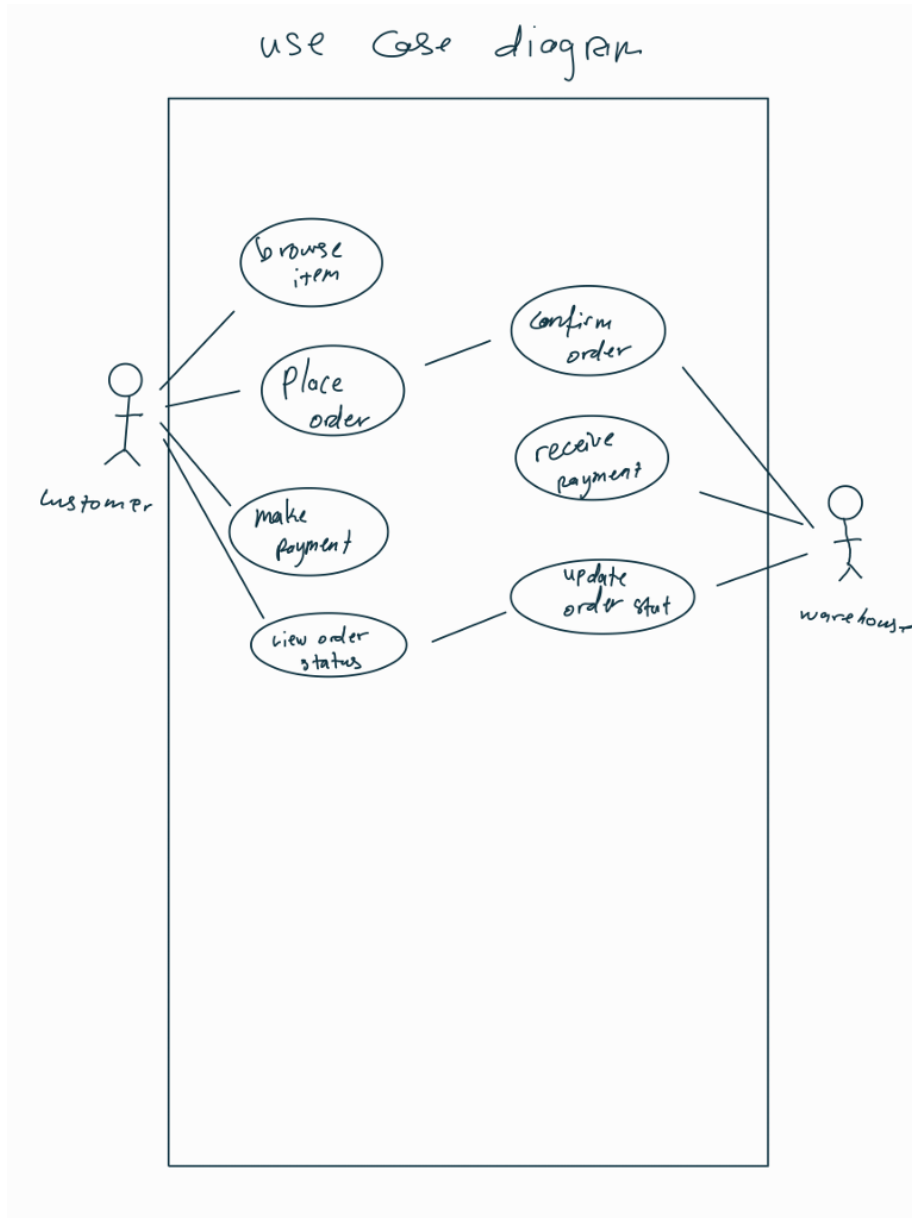
Based on the above scenario, draw a diagram 0 of Data Flow Diagram for BeliBelah.com.my.

(12 markah/marks)



c) Berdasarkan scenario di atas, lukiskan Rajah Kes Kegunaan untuk BeliBelah.com.my.

Based on the above scenario, draw a Use Case Diagram for BeliBelah.com.my.
(6 markah/marks)



5. Terangkan **TIGA (3)** jenis maklumbalas sistem kepada pengguna. Lukiskan antara muka satu sampel skrin maklum balas untuk BeliBelah.com.my.

Explain **THREE (3)** types of system feedback to the user. Draw an interface of one sample feedback screen for BeliBelah.com.my.

(8 markah/marks)

Feedback form

Name

To

☐ Complaint ☐ inquiry ☐ compliment

feedback

Attach image :

confirm