





LOG BOOK

DFT6014 - INTEGRATED PROJECT

INFORMATION & COMMUNICATION TECHNOLOGY DEPARTMENT



INFORMATION & COMMUNICATION TECHNOLOGY DEPARTMENT DIPLOMA IN INFORMATION TECHNOLOGY (DIGITAL TECHNOLOGY)

	TRACK NETWORKING SYSTEM
/	TRACK SOFTWARE AND APPLICATION DEVELOPMENT
	TRACK INFORMATION SECURITY

SESSION: JUNE 2020

PROJECT INFORMATION							
PROJECT TITLE :	SCHOOL ATTENDANCE SYSTEM USING RFID						
SUPERVISOR :	ENCIK SABRI BIN SAEP						

GROUP INFORMATION								
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TABLE OF CONTENT

	CONTENTS	PAGE
1.0	INTRODUCTION	3
2.0	GUIDELINES FOR USE OF INTEGRATED PROJECT LOG BOOK	3
3.0	MEETING DURATION	3
4.0	INTEGRATED PROJECT LOG BOOK FORMAT	3
5.0	PROJECT PLANNER	4
6.0	PROJECT GANTT CHART	5
7.0	TASK SUMMARIES	6
8.0	WEEKLY ACTIVITIES REPORT	7 - 21

1.0 INTRODUCTION

The **INTEGRATED PROJECT** is a mandatory course for a particular program of study that needs to be implemented as fulfilling the qualification requirements of the Diploma of the Ministry of Education (MoE). This course provides students with the opportunity to apply their prior knowledge and skills as well as to demonstrate their ability to realize ideas, creativity, innovation and problem solving towards producing projects that have commercial and competitive value.

INTEGRATED PROJECT implementation covers all teaching and learning processes that are theoretically, practical, scientific writing, monitoring, evaluation and more. Throughout the project implementation, students are guided by supervisors to explore new knowledge and skills. The management and co-ordination of student projects also involves collaborative coordinators, appraisers and Research, Innovation and Commercialization Unit (UPIK). Hence, the objective of producing this manual is to provide a reference and guidance throughout the implementation of the KPT Polytechnic Students Project. In addition, this guidebook also includes examples of documents related to the planning and implementation of student projects.

The **INTEGRATED PROJECT** Log Book is used specifically for writing notes on the activities and work done by student throughout the duration of the project. The Log Book is one of the way in which the department can identify and assess the attitude, initiative, achievement of the students' project. It is one of the requirements for students to complete during the project is carried out either work individually or in a team under supervision of respective supervisors. Therefore, it is important for students to fully utilize the Log Book and submit to a panel of examiner for evaluation.

2.0 GUIDELINES FOR USE OF INTEGRATED PROJECT LOG BOOK

- 1. The Log Book must be handed in to the supervisor to be graded and verified at least once in every week.
- 2. Students must bring along their Log Book at every meeting and discussion with their supervisor so that verification can be done after the session.
- 3. The Log Book must be handed in to the supervisor with the INTEGRATED PROJECT TECHNICAL REPORT evaluation and grading.

3.0 MEETING DURATION

The students' attendance will be taken during 1 hour lecture and 4 hours practical in a week.

4.0 INTEGRATED PROJECT LOG BOOK FORMAT

Information to be included in log book of student project implementation activities:

- 1. Students need to keep track of activities and tasks throughout the week.
- 2. Students need to elaborate on all plans in the Project Progress Reports column to be in line with the plans set out in the Gantt chart.
- 3. Students must state the actual achievement or current project status in the space provided.
- 4. The reflective section needs to be filled by the student by stating the relevant proposal as a step of improving the project.

5. Supervisors should give comments or feedback on every assignment students have done.



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5.0 PROJECT PLANNER

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WEEK	SHORT SEM	TASK	ASSESSMENT	MARK	REMARK
Week 1		1.0 PROJECT PROPOSAL. 1.1 Prepare project plan and			STUDENT / SUPERVISOR
Week 2	Week 1	project design	PROPOSAL PRESENTATION	CLO 1 (10%)	STUDENT / SUPERVISOR / ACCESSOR
Week 3	W1-2				STUDENT / SUPERVISOR
Week 4	Week 2				STUDENT / SUPERVISOR
Week 5	Week 3				STUDENT / SUPERVISOR
Week 6	week 5		<u>DEMO #1</u>	CLO 2 (20%)	STUDENT / SUPERVISOR
Week 7	Week 4	2.0 PROJECT DEVELOPMENT. 2.1 Plan requirement and			STUDENT / SUPERVISOR
Week 8	Week 4	design specifications. 2.2 Manage the hardware or software configuration.			STUDENT / SUPERVISOR
Week 9	Week 5	2.3 Develop problem specification and design.			STUDENT / SUPERVISOR
Week 10	Week 3		<u>DEMO #2</u>	CLO 2 (20%)	STUDENT / SUPERVISOR
Week 11	Week 6				STUDENT / SUPERVISOR
Week 12	week o				STUDENT / SUPERVISOR
Week 13	Week 7				STUDENT / SUPERVISOR
Week 14	vveek /	3.0 DELIVERABLES.3.1 Present deliverables.			STUDENT / SUPERVISOR
Week 15	Week 8	CAPSTONE PROJECT PRESENTATION. Capstone project presentation Capstone Correction Re-Present Capstone Project Full Documents and Project Submitted	CAPSTONE PROJECT 1. Technical Report 2. End Product 3. Log Book	CLO 1 (5 %) CLO 2 (45 %) GSA (100%)	STUDENT / SUPERVISOR / ACCESSOR

^{*}This planner can be amendable accordance to polytechnic.





6.0 PROJECT GANTT CHART

WEEKS	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10	W11	W12	W13	W14	W15
	WE	WEEK 1		WEEK 2		WEEK 3		WEEK 4		EK 5	WEEK 6		WEEK 7		WEEK 8
1.0 PROJECT PROPOSAL. Prepare project plan and project design															
PROPOSAL PRESENTATION															
 2.0 PROJECT DEVELOPMENT. 2.1 Plan requirement and design specifications. 2.2 Manage the hardware or software configuration. 2.3 Develop problem specification and design. 															
DEMO 1 PRESENTATION															
 2.0 PROJECT DEVELOPMENT. (Continue) 2.1 Plan requirement and design specifications. 2.2 Manage the hardware or software configuration. 2.3 Develop problem specification and design. 															
DEMO 2 PRESENTATION															
 2.0 PROJECT DEVELOPMENT. (Continue) 2.1 Plan requirement and design specifications. 2.2 Manage the hardware or software configuration. 2.3 Develop problem specification and design. 3.0 DELIVERABLES. 3.1 Present deliverables. 															
CAPSTONE PROJECT PRESENTATION															
 Capstone project presentation Project refining Re-Present Capstone Project Full Documents and Project Submission 															

^{*}This Gantt chart can be amendable accordance to polytechnic.





7.0 TASK SUMMARIES

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WEEKLY ACTIVITIES REPORT

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DATE: 12/8/2020 & 14/8/2020

TIME: 2-5 & 10-12

Weekly Planning	
1. Brain storming project	
2 .Mengenalpasti hardware dan software project untuk digunakan.	
3 .Memilih syarikat atau sekolah sebagai client.	
Weekly Achievement	
1. Tajuk Project : School Attendance System Using RFID.	•
2. Memilih Sekolah Kebangsaan Kuala Perlis sebagai Client.	
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WEEKLY ACTIVITIES REPORT

WEEK: 2

DATE: 19/8/2020 & 21/8/2020 **TIME:** 2.00-5.00 & 10.00-12.00

Weekly Planning	
1. Membuat kertas kerja untuk dipersembahkan kepada SV pada minggu hadapan.	
2. Membuat carian di internet berkaitan contoh aplikasi untuk projek kami.	
3. Berbincang bersama-sama ahli kumpulan tentang pelaksanaan projek.	
Wookly Achievement	
Weekly Achievement 1. Kertas kerja siap dibuat.	
2. Contoh aplikasi berjaya ditemui.	
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WEEKLY ACTIVITIES REPORT

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DATE: 26/8/2020

TIME: 8.00-10.00

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- 1. Membentangkan kertas kerja kami kepada ahli panel.
- 2. Berjumpa dengan client kami untuk berbincang dan menerangkan tentang projek kami.
- 3. Membuat pelan awal untuk membuat paparan interface aplikasi.
- 4. Membuat satu akaun github untuk menyimpan semua fail-fail dokumen berkaitan dengan projek.

Weekly Achievement

- 1. Kertas kerja proposal diterima oleh panel.
- 2. Berjumpa dengan Client dan berjaya memperoleh tanda tangannya.
- 3. Berjaya membuat akaun github.

Supervisor's Comment

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WEEKLY ACTIVITIES REPORT

W	EEK	(:	4

DATE: 2/9/2020 & 4/9/2020

TIME: 2-5 & 8-10

Weekly Planning			
1. Memulakan langkah untuk membina interface projek.			
2. Membuat slide tentang interface projek.			
3. Membeli barang-barang hardware secara online di aplikasi shope	ee.		
Weekly Achievement			
User Interface aplikasi berjaya dihasilkan.			
2. Barang-barang hardware berjaya dibeli.			
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WEEKLY ACTIVITIES REPORT

WEEK	:	5
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DATE : 9/9/2020 & 11/9/2020 **TIME :** 2.00-5.00 & 10.00-12.00

Weekly Planning			
1. Menjawab soalan yang diberikan oleh SV.			
2. Menghantar buku log kepada SV untuk disemak.			
3. SV menyemak slide powerpoint berkaitan dengan interface proje	sk.		
Weekly Achievement			
1. Buku log berjaya dihantar.			
2. SV menyemak slide powe point dan memberikan komen.			
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WEEKLY ACTIVITIES REPORT

WEEK: 6

DATE: 16/9/2020 & 18/9/2020 TIME: 2.00-5.00 & 10.00-12.00

Weekly	, Dia	nning
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- 1, Menukarkan platform projek kami dari membuat aplikasi mobile kepada web platform.
- 2. Membuat interface baru untuk web.
- 3. Menunggu barang-barang hardware untuk sampai.
- 4. Membahagikan tugas masing-masing bersama ahli kumpulan.

Weekly Achievement

- 1. Berjaya memberitahu SV untuk menukar platform projek daripada aplikasi mobile kepada web.
- 2. Interface baru untuk web telah siap.
- 3. Tugas-tugas antara ahli kumpulan berjaya dibahagikan.

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(Date:)





WEEKLY ACTIVITIES REPORT

WEEK: 7

DATE: $\overline{23/9/2020 \& 25/9/2020}$

TIME: 2-5 & 10.00-12.00

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- 1. Menunjukkan kepada sv bahawa semua fail berkaitan projek fyp telah dipush ke dalam github.
- 2. Setiap ahli kumpulan pull semua fail dokumen di dalam github.
- 3. SV menerangkan cara-cara menulis report untuk demo 1.
- 4. Membentangkan demo 1.
- 5. Memasang hardware.
- 6. Membuat report projek untuk demo 1

Weekly Achievement

- 1. Fail Dokumen berjaya dipush ke dalam github.
- 2. Fail Dokumen dari dalam github berjaya dipull.
- 3. Demo 1 berjaya dibentangkan.
- 4. Hardware Berjaya dipasang.
- 5. Report demo 1 berjaya disiapkan.

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WEEKLY ACTIVITIES REPORT

WEEK: 8

DATE: 7/10/2020 & 9/10/2020 **TIME:** 2.00-5.00 & 10.00-12.00

Weekly Planning

- 1. Mencipta akaun github sendiri.
- 2. Menanyakan kepada SV bagaimana cara untuk add ahli group di dalam repository di dalam github.
- 3. Memaklumkan kepada SV tentang status akaun github
- 4. Membaiki dan menambahbaik report project demo 1
- 5. Hantar Report project demo 1 kepada SV.

Weekly Achievement

- 1. Akaun github berjaya dicipta.
- 2. Ahli-ahli group berada di dalam repository yang sama di dalam github.
- 3. Berjaya memaklumkan kepada SV tentang status akaun github.
- 4. Report projek demo 1.
- 5. Report projek demo 1 Berjaya dihantar.

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WEEKLY ACTIVITIES REPORT

WEEK: 9

DATE: 14/10/2020 & 16/10/2020 **TIME:** 2.00-5.00 & 10.00-12.00

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- 1. Menjawab pertanyaan SV di dalam whatsapp group.
- 2. Menukarkan microcontroller dari Arduino kepada nodemcu v3.
- 3. Mencari contoh-contoh berkaitan dengan rfid di internet.
- 4. Membaiki coding di Arduino IDE supaya kad boleh dibaca pada rfid scanner.

Weekly Achievement

- 1. Soalan yang dikemukakan Oleh berjaya dijawab.
- 2. Membeli microcontroller NodeMCU V3.
- 3. Coding berjaya dibaiki.

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WEEKLY ACTIVITIES REPORT

10

WEEK:

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TIME: 3-5			
Weekl	y Planning		
1. Pembetulan coding Arduino agar kad boleh dibaca			
2. Pembentangan Demo 2.			
3. Membuat persiapan untuk Demo 2.			
4. Menyediakan Report demo 2			
Weekly A	<u>Achievement</u>		
1. Kad boleh dibaca dalam Serial Monitor dalam Arc	luino IDE.		
2. Pembentangan Demo 2 berjaya dilaksanakan.			
3. Mengemaskini coding baharu dalam Github.			
4. Report demo 2 berjaya siap.			
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WEEKLY ACTIVITIES REPORT

WEEK: 11

DATE: 28/10/2020 & 30/10/2020 **TIME:** 2.00-5.00 & 10.00-12.00

Weekly Planning

- 1. Membaiki coding Arduino untuk dapat hantar data ke database semasa kad discan pada rfid scanner .
- 2. Bertanya kepada pelajar Jabatan Kejuruteraan Elektrik untuk membantu menyelesaikan masalah tersebut.
- 3. Mengenalpasti masalah berkaitan data tidak boleh dihantar masuk ke database.
- 4. hantar report demo 2 kepada SV

Weekly Achievement

- 1. Coding Arduino Berjaya dibaiki
- 2. Pelajar Jabatan Kejuruteraan Elektrik memberi idea dan membantu menyelesaikan masalah.
- 3. Data berjaya dihantar masuk ke database.
- 4. Report demo 2 berjaya dihantar kepada SV

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WEEKLY ACTIVITIES REPORT

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DATE: 4/11/2020 & 6/11/2020 TIME: 2.00-5.00 & 10.00-12.00

Weekly Planning			
1. Mencari jawapan berdasarkan pertanyaan sv.			
2. Mencuba menyambungkan rfid ke web interface yang sebenar.			
Weekly Achievement			
1. Menjawab pertanyaan SV.			
2. Berjaya menyambungkan rfid ke web database.			
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WEEKLY ACTIVITIES REPORT

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DATE: 11/11/2020 & 13/11/2020 **TIME:** 2.00-5.00 & 10.00-1200

Weekly Planning			
1. Menjawab soalan sv pada minggu ini.			
2. Membuat Technical project report.			
	Weekly Achievement		
1. Berjaya menjawab soalan SV pada min			
2. Technical project report siap dibuat			
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WEEKLY ACTIVITIES REPORT

WEEK: 14

DATE: 18/11/2020

TIME:	2-5	
	Weekly Planning	
1.Persiapan untuk pembentangan End Product		
W	eekly Achievement	
1.Laksanakan pembentangan End Product.		
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WEEKLY ACTIVITIES REPORT

WEEK: 15

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TIME :				
Weekly Planning				
Weekly Achiever	<u>nent</u>			
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