CHAPTER FIVE

SYSTEM IMPLEMENTATION

5.0 Introduction

This chapter discusses the functions' implementations of the Design and Implementation of a Mobile Based Production Scheduler Management Information System, Beginning with the coding phase then testing and finally documentations. The system has Two users; whom are the admin, and user, the admin has the highest ability of the systems and controls the rest of the users. (implementation, 2018)

I used Flutter as front end, and MYSQL as back end.

5.1 Coding Phase

This Phase is devoted to providing access to most of the computer programs that I used to prepare the data and apply the programming is techniques, instructions on how to construct this application project using the software available on the attached compact disk (CD). (INN, 2009)

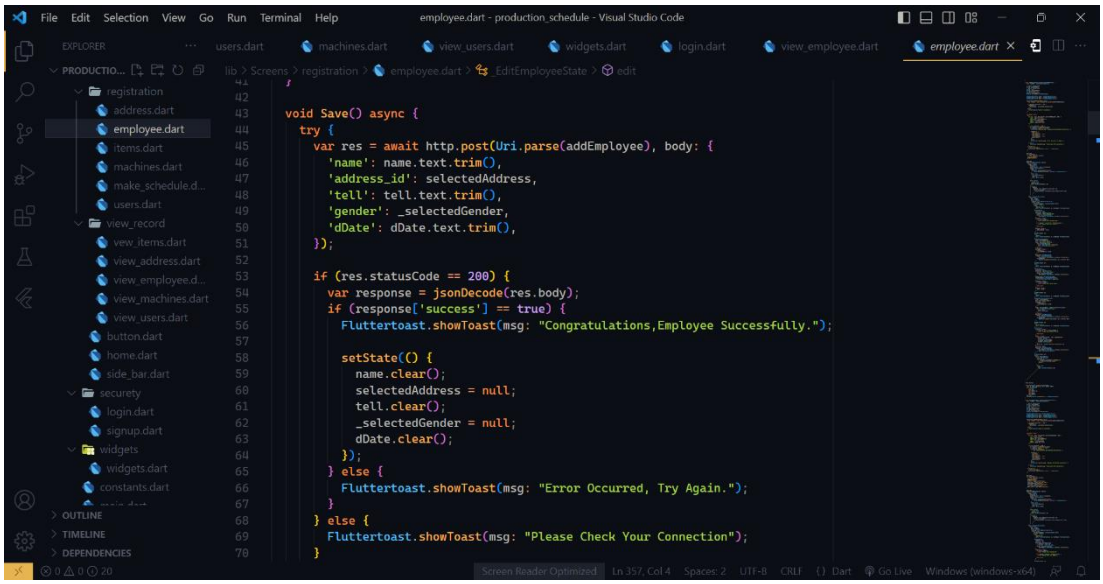

Figure 5.1 Coding phase

5.2 Test system implementation

The testing phase involves some modification to the pervious design phase and system testing has been done to minimize the programming errors. Testing the system is a very important stage to ensure that all system requirements have been developed without errors. System testing can be done through some stages. These include.

1. Developing test
2. Release test
3. User test

5.2.1 Development testing

Development testing is a software development process that involves synchronized application of a broad spectrum of defect prevention and detection strategies in order to reduce software development risks, time, and costs. Development testing is always done by the developer who is responsible programming stage. This

testing shows as if wrong username and password is entered can't allowed to access the system.

5.2.2 Release testing

The ability to evaluate and ensure the quality of in-process and/or final product based on process data, which typically include a valid combination of measured material attributes and process controls. A release is the distribution of the final version of an application. A software release may be either public or private and generally constitutes the initial generation of a new or upgraded application. This testing type is done by software development Solution Company, though the system is coming finalize the product. (Brown, 2016)

5.2.3 User testing

User testing is a stage in the testing process in which users provide input and advice on system testing. This may involve formally testing a system that has been admin from anuser, or could be an informal process where users experiment with a new software product to see if they like it and that it does what they need. User testing is essential, even when comprehensive sys- tem and release testing have been carried out. The reason for this is that influences from the user's working environment have a major effect on the reliability, performance, usability, and robustness of a system. (user-testing, 2018)

Figure 5.2 User Testing

5.3 Developing User manuals

The mobile-based production scheduler management information system is a software application designed to help you manage your production schedules more efficiently. It is a cloud-based system that you can access from anywhere, using your mobile device.

The system offers a range of features that allow you to create, edit, and manage production schedules, track production progress, and generate reports.

Getting Started

To get started with the mobile-based production scheduler management information system, you need to follow these steps:

1. Sign up for an account: The first step is to sign up for an account on the system. You will need to provide some basic information, such as your employee name, user name, email address, and password.
2. Log in to the system: Once you have signed up for an account, you can log in to the system using your username and password.

Creating a Production Schedule

To create a production schedule in the mobile-based production scheduler management information system, follow these steps:

1. Click on the "Make Schedule" tab: This will take you to the make schedule page.
2. Enter the schedule details: You will need to enter the title of the schedule, the start and end dates, select employee name, and machine name.

3. Add tasks to the schedule: Once you have entered the schedule details, you can start adding tasks to the schedule. You can add tasks by clicking on the "Make Schedule" button and entering the task details.

Save the schedule: After you have added all the tasks to the schedule, you can save it by clicking on the "Save" button.

Editing a Production Schedule

To edit a production schedule in the mobile-based production scheduler management information system, follow these steps:

1. Click on the "Make Schedule" tab: This will take you to the make schedule page.
2. Select the schedule you want to edit: Click on the schedule you want to edit to open it.
3. Edit the schedule details: You can edit the schedule details, such as the title, start and end dates, selected employee name and machine name.
4. Edit the tasks: You can also edit the tasks in the schedule by clicking on the task and making the necessary changes.
5. Save the changes: After you have made your changes, click on the "Save Changes" button to save the updated schedule.

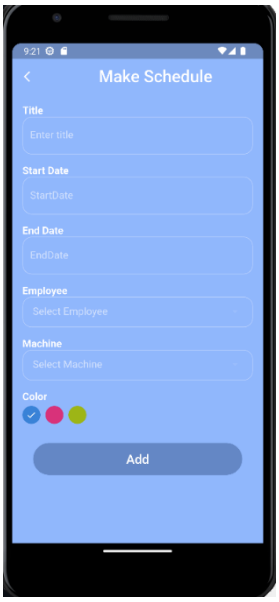

Figure 5.3 Schedule

5.4 Chapter Summary

This chapter discusses about the implementation and testing of the system. Developing the system requires a server, host to access the portal. The purpose of the Testing is to check the errors and analyse the problem in order to develop a successful System that meets the users' requirements. In this I have discussed important points on the system Development starting form introduction of the chapter then the Coding step of system, Types of testing, User Documentation, and the last Implementation although I have covered majority of the project now I am going to Conclude and Summarize this research and for recommendations of the project.