**CHAPTER 1**

**INTRODUCTION**

This chapter provides the background and rationale for the study. It also gives details of the significance of using mobile application to help user ease their work. The problems statement comes together with the objective that led to the development t of the project. Followed by the scope and the general overview of the project.

* 1. **Project Background**

Technology has provided us with many benefits. Everyday people will use the technology to help them complete their job. It has many aspects to make a technology more efficient and helpful. So, mobile application is the one technology that is provided to help people easier their work. Nowadays, in this era of technology, the most popular technology in the world is a gadget like mobile phone, tablet PC has become part of our life. Therefore, application development of these device application has become more challenging because it has many platforms such as Android, IOS and Windows phone. The most popular approach is based on programming language like object-c for Apple iPhone, Java for Android, C++ for Windows mobile. “The diversity user using smartphones keeps on increasing each day such as users interact with their phones 10-200 times a day on average where the interactions with their devices length from 10-250 seconds, thus utilizes 1-1000 MB of data per day and 10-90% of the users are always active.” (Falaki et al., 2010).

Every people are hard to find where their want to eat. So, this project can help to solve their problems. Food Catcher is a mobile application that provides service for people to help them to find a place to eat. This project is using android-based and geolocation to route where the food place is located. For example, the user is at Melaka and the user just enter location in the form and the mobile application will automatically search the nearest location of food stall. The application will display the detail of the food stall. The geolocation is using google API location to display the nearest location of the food place. Food Catcher is also content another service such as best place recommended, star rate, comment from user and can share the best food location into the social media. This project is using some of programming language to develop such as Java, Python and PHP.

* 1. **Problem Statement**

Today, mobile applications for finding food outlet is hard to find. So, this project wants to help people out there to find the best food outlet to eat based on customer review and star rating. This project is recommended users to make a choice where there want to find food outlet. Food Catcher is help user to make decision on the food outlet and place considering the nearest locations, review by the other users and the information of the food outlets.” Mobile users can obtain restaurant information from blog, website and other sources. What’s more, in mobile applications, location-based recommendation system is a new effective solution. The location-based system (LBS) provides information, service and guide to the location by combining the technology of modern computer, mobile communication, mobile internet, mobile positioning, global positioning system, geographical information system, etc. ”(Zhang & Qian, 2013). Most of food outlet is recommend by community but it is not satisfied the customers. Food Catcher will show the best rate that review by the other customers and other user can try the suggested food outlet.

* 1. **Objective**

1. To recommend the shortest road food outlet around the user current location and display the distance to the location.
2. To provide information about the food outlets such as address, phone number, and location of the food outlet.
   1. **Project Scope**

This project is using Java programming language to create the Food Catcher application and Android Studio to compile and build the application. The project scope covers the area such as target users, geographical and functionalities.

* + 1. **Target User**

1. Public. People want to find place to eat using mobile application.
2. Tourist. Tourism that visit Melaka and want to find the best place to eat.
   * 1. **Geographical**

This Food Catcher application is to be used at Melaka area that provide information about location of the best food place in Melaka.

* + 1. **Functionalities**

1. Nearest location. Food catcher will recommend the nearest food outlet location around the user current location.
2. Detail about the food outlet. This part will show details about the food outlet such as location, address, and phone number.
3. Routing. Google map will give the best route for user to reach the destination.
   1. **Significant**

This project has its own significant such as:

* + 1. **Provide user the nearest location food outlets.**

After login part, user can search or use the nearest recommend location food outlet that suggest by Food Catcher apps. It will give the best route for users to go to the location. User also can view review by another user about the food outlets.

* + 1. **Prevents the waste of time**

By using this application, users just need to search and use the recommend food outlets around them and do not google to find place to eat. It will save more time to find the food outlets.

* + 1. **Provide user share food location on social media**

User can share their favourite location on social media such as Facebook. Another user can locate where is the location of the food outlets. So, every people can enjoy trying food at that location.

* 1. **Summary**

In this chapter, Food Catcher is provided location-based service for users to locate food outlet around them. This project will be develop because it is highly efficient and reliable than using old method. It is also help to easy people from using old method to find foot outlets and waste time.

# **Reference**

Zhang, W. Y., & Qian, G. M. (2013). A new framework of a personalized location-based restaurant recommendation system in mobile application. *International Conference on Management Science and Engineering - Annual Conference Proceedings*, 166–172. https://doi.org/10.1109/ICMSE.2013.6586278