**Chapter 3: Research methodology**

3.0 introduction

3.1 system development

The system development methodology that will be used for this project will be the Prototyping, which is a development methodology where

3.2 System design model

3.3 Research methodology

3.3.1 Data collection methods

3.3.1.1 questionnaires

3.4 System Development tool

3.4.1 Database

3.4.2 User Interface (UI)

3.4.3 Hosting

3.4.4 Test editor

3.5 User of the system

3.6 System design model

3.7 conclusion