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MATI PASABUY: ONLINE PASABUY SYSTEM IN MATI CITY

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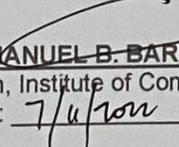
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Abstract

Rodrigo Jr, Q. Donato, Jefferson M. Masisay, and Sitti Hanna Venancio. "Mati Pasabuy: Online Pasabuy System in Mati City." (BSIT Capstone Project). Davao Oriental State University, June 2022.

Adviser: Lanie B. Laureano

Mati Pasabuy: Online Pasabuy System in Mati City is an online platform system intended to help pasabuyers and pasabuyees to have their own online pasabuy system application in Mati City. Specifically, the developed system allows users (1) to create and update an account, (2) to post and remove pasabuy products, (3) to order and cancel pasabuy products, search pasabuy products, (4) to message one another with regard to the transactions, and (5) to rate the transaction. Users can be a pasabuyer and a pasabuyee at the same time. A Pasabuyer is the one who takes orders or requests, while a Pasabuyee is the one who makes an order or request. The project was implemented following the agile methodology. The design and development were properly carried out based on user requirements specification. During the user-testing process, the project was tested by various users. The user-testing survey was conducted to the selected respondents in Mati City and an overall rating of 4.30 showed that the design, functionality, reliability, performance, usability, and maintainability of the created online application were met. Though Mati Pasabuy: Online Pasabuy System in Mati City may execute and function properly based on its criteria, the web-based system involves further adjustments and optimizations to realize its full potential.

Keywords: pasabuy, pasabuyer, pasabuyee, pasabuy products, transactions

CHAPTER 1

INTRODUCTION

1.1 Rationale of the Study

The Internet has become a significant resource in modern business; thus, electronic shopping has gained significance from the entrepreneur's and the customer's point of view. For the entrepreneur, electronic shopping generates new business opportunities, and for the customer, it makes comparative shopping possible. More and more business houses are implementing websites that provide functionality for performing commercial transactions. It is reasonable to say that the process of shopping on the web is becoming commonplace (Sidhartha, 2014). As online shopping offers many benefits, users have grown so fast. In fact, according to Global online shopping 2018, over 75% of people shop at least once a month online.

Moreover, when the pandemic has hit the world, it changed consumer's habits; forcing food retailers to adapt quickly. Millions of households started buying groceries online for pickup or home delivery, and many continue using the e-commerce option. In addition, a possible new way of online shopping came to mind; Pasabay or "Pasa-BUY" is a new way to ask for a request/order from the other person to shop for you and have it delivered to your door. Two people are involved in this new way of online shopping, the "pasabuyers" and the "pasabuyeess." The "pasabuyers" are the ones who take the request/order; they will be the ones to go to the mall and do the shopping. Meanwhile, the "pasabuyeess" are the ones who make requests/orders.

Pasabuy is not something new to the crowd. It's a mechanism on how and where to make orders/requests that is the same as online shopping that most people are used

to. More so, the "pasabuyers" and the "pasabuyeess" are within a city or a barangay. Recently, pasabuy has been playing so many roles in society. People utilize it as it is convenient and time-saving. Becoming a great help in the present situation, as covid19 brought up the new standard, people were introduced to a new way of online shopping where your neighboring houses does the shopping for you. In this way, the "pasabuyers" and the "pasabuyeess" were able to help each other survive strict quarantine protocols such as massive gatherings and too much physical contact from the people outside.

Although numerous bogus "pasabuyeess" are always present, the attention should not be fully focused on them (bogus "pasabuyeess"). It is easy to distinguish bogus "pasabuyeess" as the scope of Pasabuy covered only a city or a Barangay. That means easy confirmation on the address and residency. However, pasabuy has no separate platform solely made for the transaction itself. It is only done through Facebook. According to the benefits of online platforms (2015), almost all consumers (97% of Internet users) think there are benefits from different types of online platforms, a consistent view across countries. The most widely cited benefits relate to improved convenience, greater choice, and increased transparency. In response, the respondents have come to the idea of making a pasabuy system that can greatly contribute to the community as it would help new-way online shopping to be sustainable and maintained.

1.2 Purpose and Project Description

This capstone project is purposely made to help the community, particularly those who are engaged in Pasabuy transactions, to have a different platform for their transactions. Additionally, the online pasabuy system in Mati City, a web-based platform, is a new way to ask requests/orders from the other person to shop for you and have it

delivered to your door. Two people are involved in this new way of online shopping, the "Pasabuyers" and the "Pasabuyees." The "Pasabuyers" are the ones who take the request/order; they will be the ones to go to the mall or any store to buy Pasabuy orders. Meanwhile, the "Pasabuyee" are the ones who make requests/orders.

This platform provides the following capabilities:

1. Anyone living/registered residents in the City of Mati may register in Mati pasabuy system.
2. Every registered member can be a "Pasabuyer" and "Pasabuyee."
3. Only registered members can post products and purchase available products.
4. The following are the three roles available: Visitors, Users, and Admins.
 - * Visitors can only view available products.
 - * Users can view, purchase products and post products.
 - * Admin has a different role.
 - Admin can remove inappropriate posts not business-related.
 - Admin will approve users, edit user information, and can eliminate users.
 - Manage the development, concerns of all the users.

1.3 Objectives of the Study

The objective in the pursuant of this capstone project was to make and design an online application system for pasabuy transactions with a limited scope location within the City of Mati.

This capstone project aims to:

1. Design and develop a web-based application that would have the following features:
 - a. allows the Pasabuyer to post products and find pasabuyees;
 - b. allows Pasabuyee to find and review products from pasabuyers;
 - c. instant messaging between the pasabuyer and pasabuyee; and
 - d. user validation upon registering an account to ensure authenticity.
2. Evaluate the system for usability using a questionnaire.

1.4 Significance of the study

The proposed project is significant to the following individuals and stakeholders:

Mati Residents. The project aims to create a system solely made for Pasabuy transactions online to help the community in Mati City as a whole. With this, they would have their own platform which they can use to make pasabuy transactions.

Future Researchers. This capstone project can be used as reference which will help future researchers. With this, they would have the idea on what more development they could make on the system.

1.5 Scope and Delimitation

This project seeks to help any Pasabuyers or on-the-go buyers in Mati City. They make purchases of local products useful for consumers while staying at home by providing a more straightforward method of making Pasabuy transactions. Pasabuyers can post any products and set a time limit for pasabuy orders.

The respondents are those in Mati City who have experienced "Pasabuy transactions." The selection of respondents was limited since many people already used the Pasabuy platform. Thus, respondents are contacted online due to the pandemic. This capstone project was proposed to help the residents of Mati City to have their platform solely made for Pasabuy transactions, underlying how sustainable and efficient the system is and the transactions will be.

1.5.1 Scope

The following are the scope of the system:

- Filters pasabuy products by categories.
- All pasabuyees must be resident in Mati City only.
- Pasabuyees can be a pasabuyer.
- Allows the user to search pasabuy products easily.

1.5.2 Limitation

The following list are functions not included in the system:

- People from other Cities will not be able to use the site for the reason that upon registering, the system is requiring proof of the residency in Mati City.
- Users must have an internet connection or data connection to use the site.
- Mati Pasabuy is only applicable for desktop/laptop use - some functionalities were not present for mobile views.

1.6 Conceptual Framework



1.7 Figure 1.1: Conceptual Framework

The conceptual framework shown above is the figure 1.1 Input, Process and Output of Mati pasabuy: an online pasabuy system in Mati City. The project has started by investigating existing knowledge as a foundation to determine and implement the needs in the system behavior, interface, and relevant designs. It is also the implementation of the user's privilege. Upon the process, the researchers use programming languages to develop the desired interface, behavior, and designs of the system. When the necessary steps were done, the project was implemented in an actual environment. The feedback and recommendations help the researchers to fix bugs which also improve the proposed application in terms of the design, features, and functionalities. With this, the system is efficient as it is now easy to connect when making pasabuy transactions. Convenient for all users particularly those who cannot leave their homes in times of emergency.

1.7 Definition of terms

For a better understanding of this capstone project, the following terms are defined in the context of this study.

- **Pasabuyee** A person who makes an order/request
- **Pasabuyer** A person who takes orders/requests.
- **Pasabuy** It refers to a way of asking orders/request online.
- **Prototype** Model, a simple of the design, appearance of the system.

CHAPTER II

REVIEW OF RELATED LITERATURE

2.1 Technical Background

2.1.1 Details of the Technologies Being Used

To build the said system, the group used different technologies.

2.1.1.1. Bootstrap

Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It includes design templates for typography, forms, buttons, navigation, and other interface components that are CSS- and JavaScript-based. As a result, this will be an essential factor for the researchers. In addition, adding Bootstrap to the proposed project, it provides fundamental style rules for all HTML components. With this, text, tables, and form components are displayed uniformly across web browsers (Wikipedia, 2021).

2.1.1.2. CSS

Cascading Style Sheet is an abbreviation for "Cascading Style Sheet." To style the layout of Web pages, Cascading Style Sheets are employed. They can be used to specify text styles, table sizes, and other features of Web pages that were formerly exclusively defined in the HTML of the page. CSS enables Web developers to establish a consistent look across multiple pages of a website. Rather than setting the style of every table and block of text within the HTML of a website, widely used styles

should only be declared once in a CSS sheet. Once specified in the cascading style sheet, the style can be utilized by any pages that reference the CSS file (Christensson, 2006). With this, it would be helpful for the researcher to specify text styles, table sizes, and other features to develop the said project.

2.1.1.3. PHP

PHP or the Hypertext Preprocessor is a Web programming language that is integrated in HTML. This implies that PHP code may be placed into a Web page's HTML. When a PHP page is viewed, the server that hosts the page reads or "parses" the PHP code.

The output of PHP functions on a website is usually returned as HTML code, which the browser can view. Users cannot read PHP code on a page because it is converted into HTML before the page is loaded. This makes PHP pages safe enough to access databases and other sensitive information (Christensson, 2006). This will be helpful for the researchers to handle safely the important information of the users.

2.1.1.4. JavaScript

JavaScript is a computer language that is frequently used in web development. Netscape initially created it to bring dynamic and interactive features to web pages. It is a client-side scripting language, implying that the source code is handled by the client's web browser rather than the web server. This means that JavaScript functions can be executed after a web page has loaded without communicating with the server (Christensson,

2006). This will be helpful for researchers to develop a more interactive features of the pages of the proposed system.

2.1.1.5. SQL

It is a query language that is used to retrieve and alter data in a database. SEQUEL stands for "Structured English Query Language," and it was initially developed by IBM in 1975. SQL is a popular language for creating and managing Web databases. Despite the fact that SQL is currently regarded as a standard language, there are still a number of SQL variants, such as mSQL and mySQL. SQL instructions can be running when a Web page load using a scripting language like PHP. This enables the creation of dynamic Web pages that can display different data each time they are loaded (Christensson, 2006). This will be helpful for the researcher to manage personal information in the web databases

2.1.1.6. Visual Studio Code

Also known as VS Code is an open-source, free text editor and is compatible with Windows, Linux, and macOS made by Microsoft. Despite its lightweight nature, this editor has several strong capabilities. It has built-in support for JavaScript, TypeScript, and Node. Js and a rich ecosystem of extensions for additional languages and runtimes. (Visual Studio Code, 2021) this will be used by the researcher as the support javascripts language in developing the system.

2.1.1.7 jQuery

jQuery is a lightweight, feature-rich JavaScript library. It simplifies HTML page navigation and manipulation, event handling, animation, and Ajax with an easy-to-use API that works across many browsers. jQuery has altered the way millions of people write JavaScript by combining flexibility and extensibility (jQuery. Framestack, 2021). This technology will help simplifies html page navigation of the system. Its easy-to-use API is an advantage for the system to work across many browsers.

2.2 Related Literature

2.2.1 Online Shopping

The rise of internet usage worldwide has created a new phenomenon of consumer behavior, in which the consumers' attention has been shifted to online purchasing. This trend indicates that online shopping has a lot of potentials and benefits to societies and businesses worldwide (Roszi Naszariah Nasni Naseri, et. al. 2021).

The retail sector, in particular, has witnessed the massive growth of e-commerce for its benefits. Indeed, Almarashdeh, I. Jaradat, et al. (2019), Purchasing online products allows customers to purchase services and products at any place, even in rural areas at any time. Purchasing online products helps consumers to reduce the time and effort used for shopping and save money when purchasing products online. In addition, customers have switched from normal shopping to online sites such as Amazon.com and ebay.com and many more to gain more discounts and shopping convenience.

2.2.2 PASABUY

Pasabuy is a trend going on in the online which is a play on the Filipino word "pasabay" to describe the idea of buying for another person. It's prompted by the lockdowns in place, and movement is restricted. Basically, in this setup, you'll be offering personal shopping services to your customers. This is the perfect business when you have a car, and your work requires you to be on the road every day (Get into the PasaBuy Trend, 2021).

Through "Pasabuy," motorcycle riders or owners can be contacted via their Facebook or barangay groups and could be requested to buy groceries and other essential items without the customer going outside his or her home.

Also, riders, through their Facebook accounts, can post their activities for the day, like going to groceries, markets, hardware shops and waiting for other customers interested in availing of such services (Nepomuceno, P. 2020).

2.2.3. The Need for Own Platform

Platform businesses have proven to be highly valuable — to consumers and investors alike. It's clear that in today's economy, platforms enable interactions and transactions between interdependent groups. These direct interactions inherently create supply (from a seller, service provider, or producer) and demand (from a buyer, service seeker, or consumer) — benefiting both parties (Decker, A. 2020).

Additionally, Platforms also provide a low-cost channel for gathering customer feedback. The benefit was cited by a number of interviewees, some of

whom use this for product development or marketing. Most consumers use multiple websites or apps to perform specific tasks online (Oxera, 2015).

It's impossible to find time to be active on every social media outlet out there. Narrowing down your choice to just select few platforms will allow you to focus your efforts and get the best return on your time investment. Source: (<https://tinyurl.com/2p8xmjdi>).

2.3 Related Systems

2.3.1 E-PASABUY

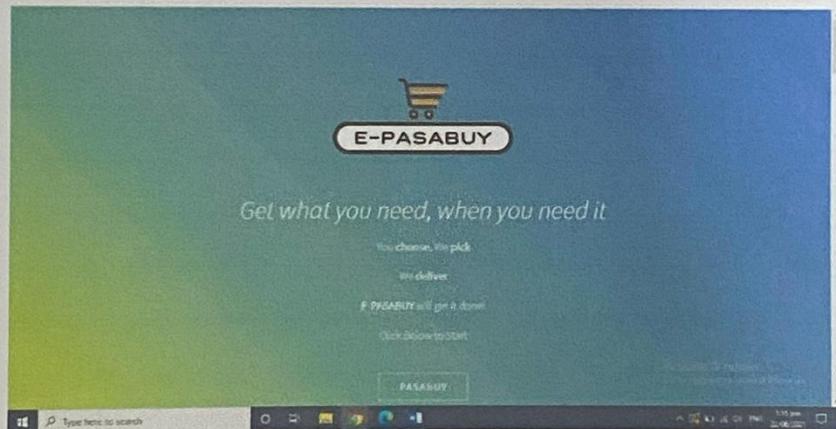


Figure 2.1: E-PASABUY (Web-Based)

E-PASABUY is an online web portal for on-the-go Filipinos called Pasabuyers that makes the acquisition of local (and overseas) items beneficial for customers staying at home. Partner Pasabuyers can earn from their trip by buying items for E-PASABUY customers. While customers can conveniently wait for their

requested product without having to pay for the travel or paying for hefty domestic/overseas shipping fees. Source: (<https://epasabuy.com/>)

2.3.2 PasaBuy.App

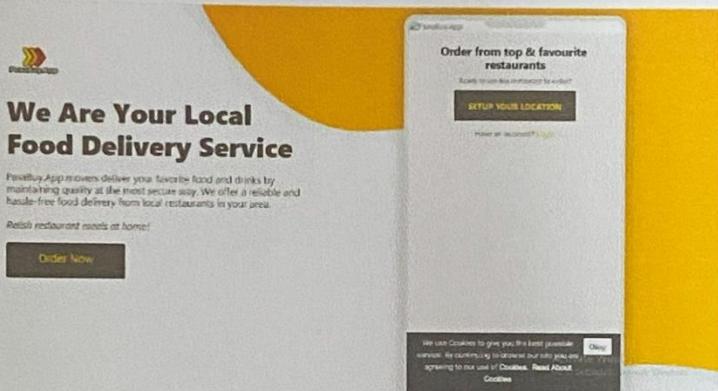


Figure 2.2: PasaBuy.App (Web-Based & Mobile App)

PasaBuy.App is an online platform for every seller, buyer, mover, and store owner, providing a healthy e-commerce system in the South based in Binan, Laguna. Movers deliver your favorite food and drinks by maintaining quality in the most secure way. We offer reliable and hassle-free food delivery from local restaurants in your area. Source: (<https://pasabuy.app/>)

2.4 Synthesis

The system presented above indicates that there is already an Existing pasabuy System in some corner of the Philippines, offering the same services---delivering products

at the door of respective homes. Thus, the PasaBuy.App's offer is only limited to food services. While, The E-PASABUY is more likely related to our system as it offers a variety of products. However, both featured related systems do not guarantee access privilege to the website visitor. They require registration first before the visitor can browse the site. Overall, the purpose of each site ensures convenience, security, time and effort reduction, and practicality.

CHAPTER III

MATERIALS AND METHODS

3.1 Software Methodology

3.1.1 Software Development Life Cycle (SLDC)

The proponents of this project decided to utilize the agile methodology.

According to Altvater (2020), it creates software with the greatest quality and lowest cost in the shortest amount of time. It also provides a well-structured sequence of stages that enables an organization to swiftly generate high-quality software that has been thoroughly tested and is suitable for production usage.

3.1.2 Agile Methodology

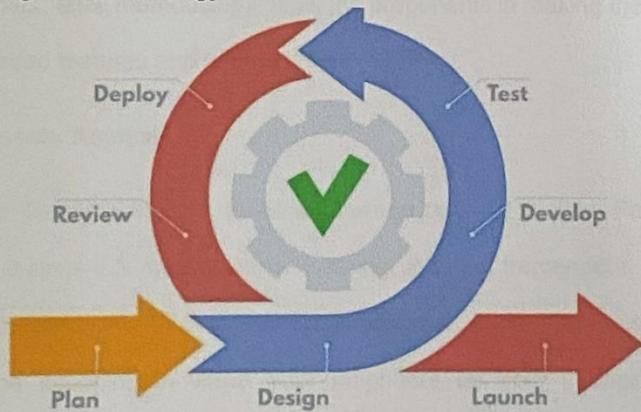


Figure 3.1: Agile Methodology

With agile methodology, it will help particularly in the software development process as its technique emphasizes a frequent and continuous release cycles, with modest yet incremental changes in between. In comparison to other models, this results in many more iterations and testing. This technique will help the

researcher in addressing little issues as they emerge rather than waiting until later, more complicated stages of a project to handle them. In addition, according to Bhasin (2020), agile methodology encourages continuous development and testing throughout the Software Development Lifecycle of any project.

The Agile Methodology involves plan, design, develop, test, deploy, review, and launch. In planning, this phase is creating a set of plans to help guide the team through the implementation and closure phases of the project. In the design process, this stage is to understand the flow of the system, conducting research in order to solve the need system in the community, sketch the system, making the prototype, testing the system, and refining the project which help the proponents improve the product's design with each iteration and solve important problems. Moreover, agile methodology helps the proponents in making the said project with its desired features and functionalities.

3.2 Requirements Analysis

Online Transactions has taken on several roles in society. People have taken advantage of it since it is handy and time-saving. Being of tremendous assistance in the current scenario, as covid19 introduced the new normal, people were introduced to a new form of online shopping in which your neighbors do your shopping for you. The "Pasabuyers" and "Pasabuyees" were able to assist one another in surviving tight quarantine rules such as large gatherings and excessive physical contact with outsiders.

3.2.1 Documentation of the Current System

To have your neighbor shop for you by just treating them a one-way trip going to the mall both benefits one another, the pasabuyer and the pasabuyees.

The means of pasabuy have become more essential as the pandemic struck, which altered the life of Filipinos. With this, pasabuy transactions are done through a Facebook post and other social media means.

3.3 System Architecture

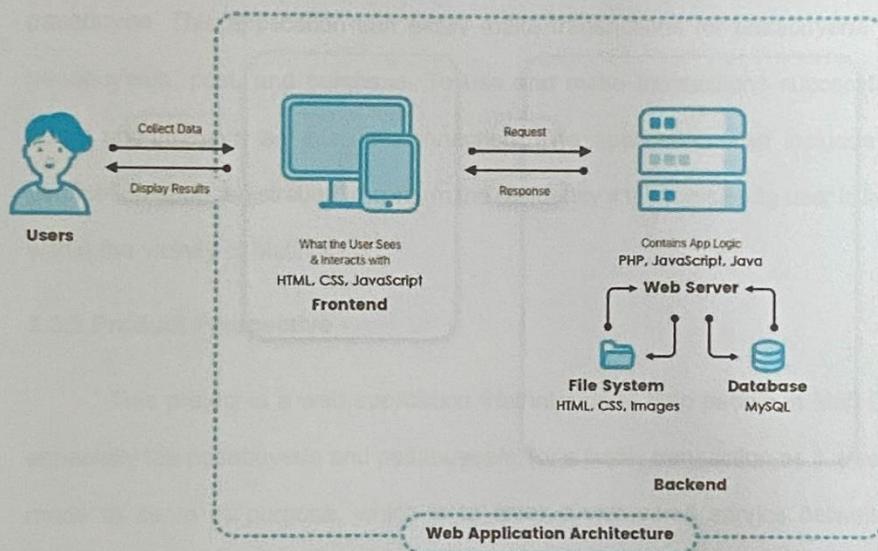


Figure 3.2: MATI PASABUY: ONLINE PASABUY SYSTEM IN MATI CITY

This diagram depicts the flow of the web-based system that will assist individuals. It consists of meeting the essential criteria for bringing the frontend in line with the backend connection.

3.3.1 Requirements Specification

This project is a web application that intends to help people in Mati City, especially the pasabuyer/s and pasabuyee/s, for a faster transaction as it is solely made to serve its purpose, which is to cater a vice-versa service between a pasabuyer/s and pasabuyee/s. Public registered users in Mati City can use the web application depending on their transaction as they can be a pasabuyer or a pasabuyee. This application can easily make transactions for pasabuyer/s and pasabuyee/s, post, and purchase. To use and make transactions successfully, users should have an internet connection. The application also includes I.D verification upon registration to confirm the residency if the registering user is living within the vicinity of Mati City.

3.3.2 Product Perspective

This project is a web application that intends to help people in Mati City, especially the pasabuyer/s and pasabuyee/s, for a faster transaction as it is solely made to serve its purpose, which is to cater a vice-versa service between a pasabuyer/s and pasabuyee/s. The project was developed in advance using the latest software technologies like application software. This web application allows pasabuyer/s and pasabuyee/s to make transactions such as post and purchase products and message one another. With the help of an internet connection, pasabuyee/s can use the web application and browse for products posted by the pasabuyer/s.

3.3.2.1 Product Features

The proponents have supported and programmed features for the user to interact to one another and for the web application to serve its function according to its objectives.

3.3.2.2 Web Application

This feature can be used as a user interface; it supports features that allow interactions between user to user. It is the main interface of the project; nowadays, laptops, mobile phones, and even desktop devices can be used as a medium of the application to access web browsers.

3.3.2.3 User Classes and Characteristics

The users of this project are those people who are willing to shop for their neighbors for a small credit that can help to pay their fare. And also, those busy people who don't have time to go to the mall.

3.3.2.4 Operating Environment

The proponents used platforms and technologies in developing this project.

3.3.2.4.1 Software Components

The developers used JavaScript for website functions and animation. PHP scripting language used for server-side function. The developers also used SQL for the creation of database tables and HTML and CSS for the graphical user interface

3.3.2.5 Design and Implementation Constraints

Some software has limits and constraints. This web application is limited and constrained in payment as it can only be done personally; there's no Gcash or e-money transfer that's implemented in the application. Its functionality as it runs in different browsers works well. For internet connection, the minimum bandwidth is 1.5 to 2mbps for faster processing.

3.3.2.6 Other non-functional requirements

The proponents provided requirements as the application serves its functionalities, satisfying its scope.

3.3.2.6.1 Safety requirements

The developers of this web application made sure that the public users ought to provide I.D. for the verification. The provided IDs are checked only by the admins. With this, data are safe.

3.3.2.6.2 Security Requirements

To make sure that the Pasabuy transactions are safe, the developers required the registering users to provide ID for verification. With this, Pasabuy transactions are done among only verified users.

3.3.2.6.3 Software Quality Attributes

The Pasabuy web application has the following software quality attributes:

3.3.2.6.3.1 Reliability

Before uploading the web application, the developers tested the application many times. It was tested if it met the functionalities required and avoided crashes upon performing functionalities programmed, ensuring its reliability.

3.3.2.6.3.2 Efficiency

The proponents have studied and compared different sources upon the process of developing the project to make it come up with a very efficient application.

3.3.2.6.3.3 Usability

The developers provided messaging, and search engines, and ratings. This ensured the usability of the system.

3.4 Design

This would show the developers' Use Case Diagram in the system.

3.4.1 Use Case Diagram

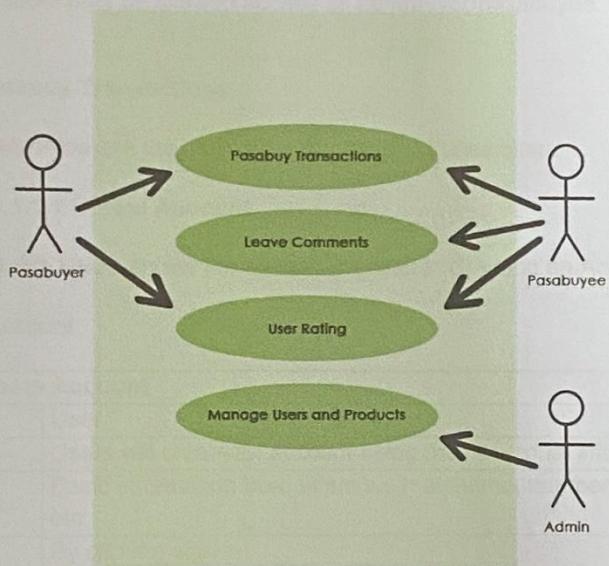


Figure 3.3: Use Case Diagram for MATI PASABUY: Online Pasabuy System in Mati City

Shown in Figure 3.3 is the use case diagram for MATI PASABUY: Online Pasabuy System in Mati City. The interactions between the users Admin, Pasabuyer, and Pasabuyee are depicted in this figure. Admin is in charge of managing postings, users, and the approval of new user registration requests. Pasabuyer, on the other hand, has just one distinct function from Pasabuyee: Pasabuyer may post and delete his or her post, whereas Pasabuyee can order Pasabuy items.

3.4.1.1 Use Case Descriptions

This presented the descriptions of the Use Case Diagram being used by the developers. It defined the system's scope by allowing users to create accounts and login features via which they could request pasabuy. With the admin's permission, users may be allowed access as pasabuyer/pasabuyee.

3.4.1.1.1 Pasabuy Transactions

Tables below are the movement of pasabuy transactions.

3.4.1.1.1.1 Create Account

The table below shows the specific process in Creating an Account:

Table 3.1: Create Account

Mati Pasabuy: Create Account	
Actors	User
Description	Users will create an account using their personal information
Data	Basic information from users such as name, number, address, I.D etc.
Stimulus	By clicking sign in
Response	The interface of creating account will be shown
Comments	To use the application, users should have an account

3.4.1.1.1.2 Login

The table below shows the specific process in Login:

Table 3.2: Login

Mati Pasabuy: Login	
Actors	User
Description	User can login their account
Data	Basic information like number and password
Stimulus	By clicking Login
Response	The interface of login will be shown
Comments	To use the application, users should have an account to log in

3.4.1.1.3 Add Order

The table below shows the specific process on how to pasabuy product:

Table 3.3: Pasabuy Product

Mati Pasabuy: Pasabuy Product	
Actors	User
Description	Users (pasabuyees) can pasabuy product according to their needs
Data	Basic information like number and password
Stimulus	Clicked by the type of user (pasabuyee)
Response	Will be shown once it is done
Comments	To check the timeframe of the posted item

3.4.1.1.4 Post & Remove Product

The table below shows the specific process on how to Post & Remove product:

Table 3.4: Post & Remove Product

Mati Pasabuy: Post & Remove Product	
Actors	User
Description	Users (pasabuyers) can Post products for the pasabuyee/s to view and can also Remove Products
Data	Information of the product like name, description, price, category, Item Unit, Timeframe Availability, etc.
Stimulus	Clicked by the type of user (pasabuyer/s)
Response	Will be shown once it is done
Comments	The user (pasabuyer/s) must post a product to be shown in the list of products and remove a product based on its timeframe availability.

3.4.1.1.5 Search Products.

The table below shows the specific process of searching any products:

Table 3.5: Search Products:

Mati Pasabuy: Search Products	
Actors	User
Description	Users can search specific Products
Data	Name, price, etc.
Stimulus	Clicked by the type of user
Response	View all the possible products according to the specific product name and price
Comments	The users must login in order to access the application

3.4.1.1.6 Update Account Information

The table below shows the specific process for updating account information:

Table 3.6: Update Account Information

Mati Pasabuy: Update Account Information	
Actors	Users
Description	Users can update their personal information
Data	Update Personal Information like Name, Address, number, etc..
Stimulus	Clicked by the type of user
Response	The updated info will show once it's done
Comments	Users updated info will be shown in the interface

3.4.1.1.7 Send Message

The table below shows the specific process on how to send a message:

Table 3.7: Send Message

Mati Pasabuy: Send Message	
Actors	Users (pasabuyee/s and pasabuyer/s)
Description	Both users can send messages to each other
Data	Message
Stimulus	By clicking Chat button
Response	Both users can send messages to each other
Comments	They can message each other with regards to the pasabuy product

3.4.1.1.8 Cancel Pasabuy

The table below shows the specific process of cancellation of pasabuy:

Table 3.8: Cancel pasabuy

Table 3.9: Mati Pasabuy: Cancel pasabuy	
Actors	Users (pasabuyee/s and pasabuyer/s)
Description	Users (pasabuyee/s and pasabuyer/s) can cancel pasabuy
Data	Message
Stimulus	Clicked by the type of user
Response	Cancelled pasabuy will be shown
Comments	Both sides of the users can cancel a pasabuy. The pasabuyer can cancel the pasabuy product base on its posted timeframe limit.

3.4.1.1.2 Leave Comments

The table below shows the specific process on how users comment on products:

Table 3.9: Leave Comments

Mati Pasabuy: Leave Comments	
Actors	Users (pasabuyee/s and pasabuyer/s)
Description	Users can comment
Data	Text
Stimulus	Clicked by the type of user
Response	Notify the receiver
Comments	Comments for any inquiries.

3.4.1.1.3 User Rating

The table below shows the specific process on how to rate transactions:

Table 3.10: Rate Transactions

Mati Pasabuy: Rate Transactions	
Actors	Users (pasabuyee)
Description	Users can rate and comment with regards to the transactions
Data	Message
Stimulus	By clicking rating button
Response	To show how was the transaction process went
Comments	Comments with regards to the transactions whether it satisfies them or not.

3.4.1.1.4 Manage Users and Products

3.4.1.1.4.1 User Approval

The table below shows the specific process on how admin approves users:

Table 3.11: User Approval

Mati Pasabuy: User Approval	
Actors	Admin
Description	Admin will approve user requests.
Data	Valid IDs
Stimulus	Approve button for the admin
Response	Users can now have access to the website
Comments	Verified Users only have access.

3.4.2 Entity Relationship Diagram

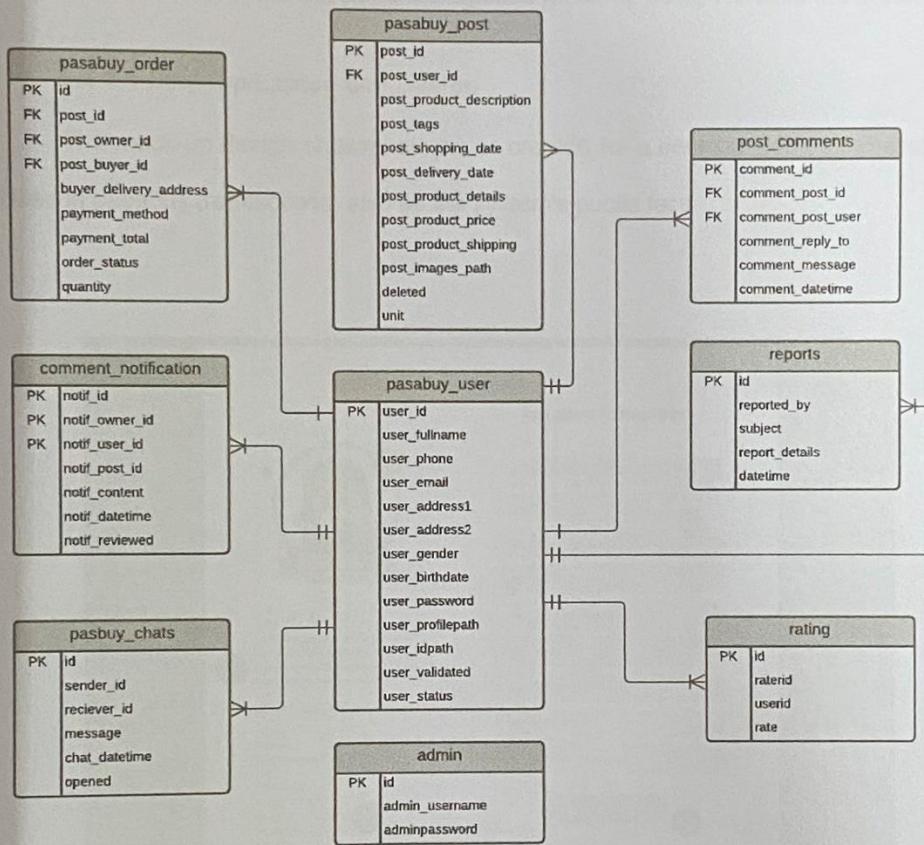


Figure 3.4. Entity Relationship Diagram for Mati Pasabuy: Online Pasabuy System in Mati City

Mati Pasabuy's Entity Relationship Diagram (ERD) is depicted in figure 3.4. These diagrams were made up of tables representing the database structure so that the flow of receiving and transmitting data from the application to the database could be better understood.

3.4.3 Graphic User Interface (GUI) Design

This would show the developers' proposed mock-up design to build the system.

3.4.3.1 Desktop/Laptop GUI Design

The mock-up design shown below was created for a desktop web-based system utilized in pasabuy transactions, also as the system's public face.

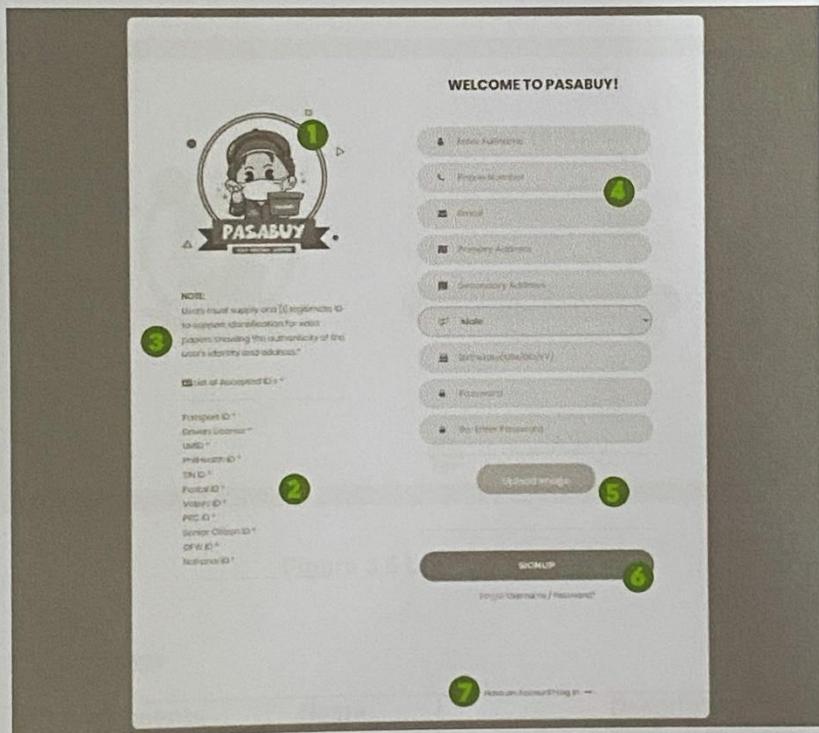


Figure 3.5 Registration Page

Table 3.12 Registration Page

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Text	Valid ID	Guide
3	Text	Note	Guide
4	Text	Text field	Input user information
5	Button	Upload Image	User Valid ID upload
6	Button	Signup	Signup Button
7	Text/Link	Login link	Switch to user login

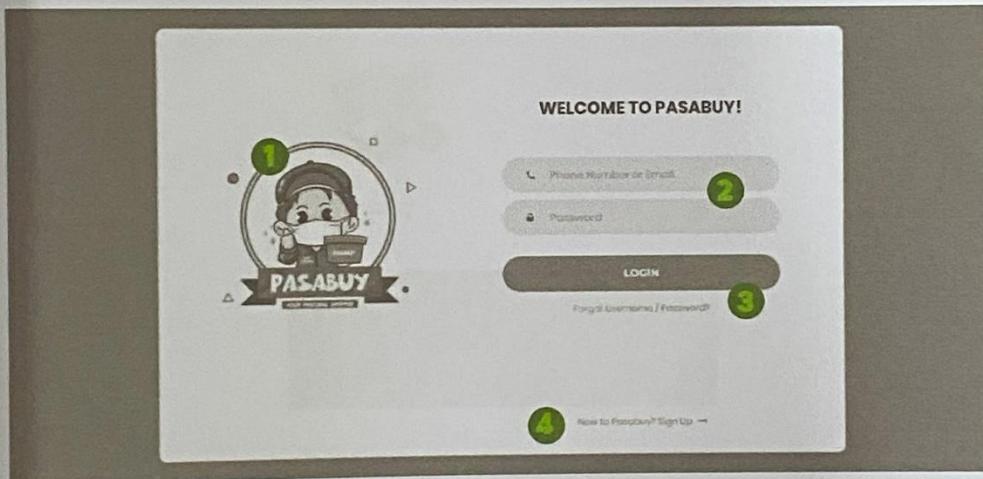


Figure 3.6 Login page

Table 3.13 Login Page

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Text	Text field	Input user account
3	Button	Login	Login Button
4	Text/Link	Signup	Switch to user signup

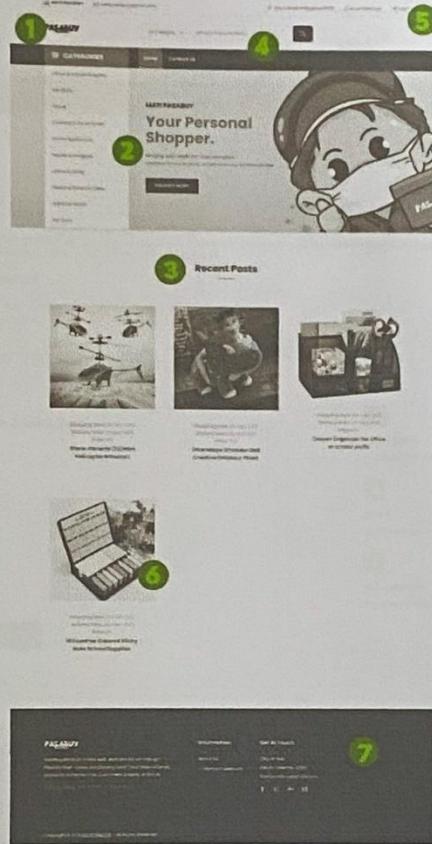


Figure 3.7 Landing Page

Table 3.14 Landing Page

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Button	Categories	Category of Products
3	Display	Recent Posts	Recent products from users
4	Text	Text field	Users can search products
5	Button	Login	New User/Login Button
6	Display	Product	Preview of Products
7	Display	Footer	Footer Details

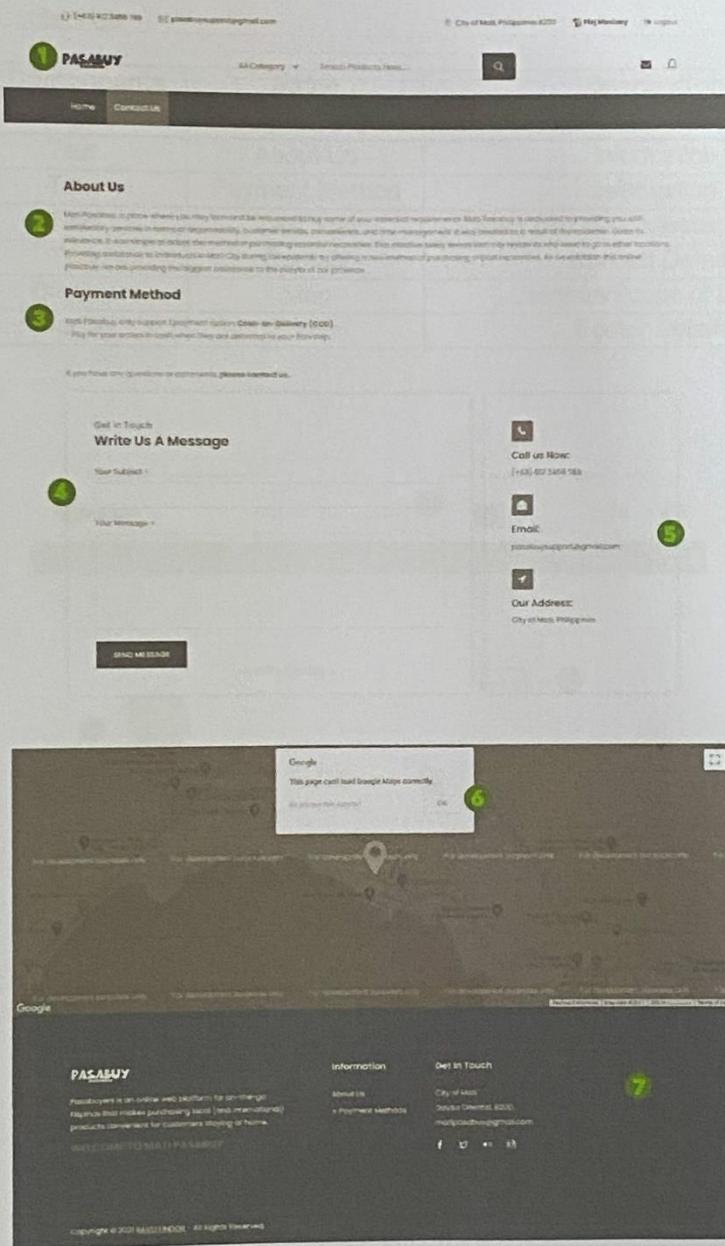


Figure 3.8 Contact Us

Table 3.15 Contact Us

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Text	About Us	Information
3	Text	Payment Method	Information
4	Text	Text field	Users can send message to admin
5	Text	Contact	Contact Details
6	Display	Map	Location/Scope of the site
7	Display	Footer	Footer Details

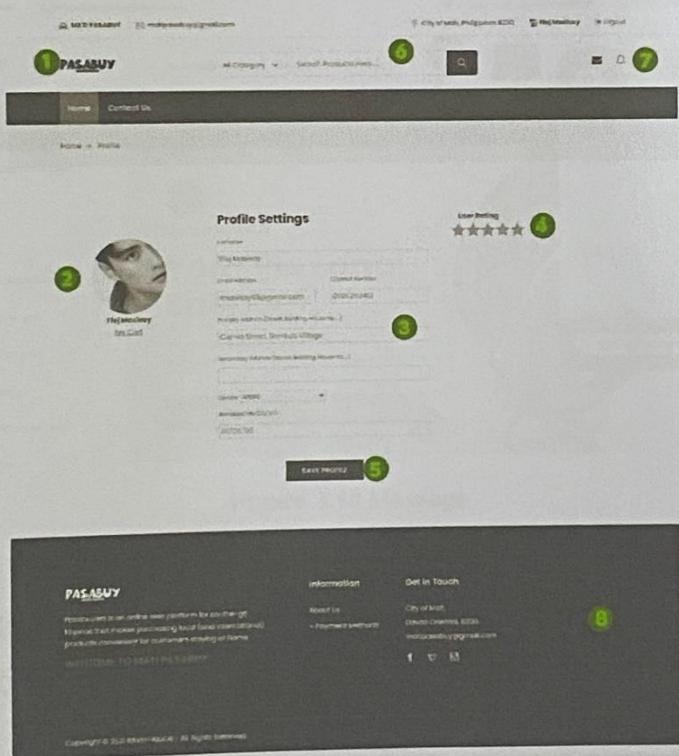


Figure 3.9 My Profile

Table 3.16 My Profile

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Image	Display Profile	Users can set their own profile picture
3	Text	Text field	Add, update and delete user info
4	Display	Rating	Ratings of the users
5	Button	Save Profile	Users can save information changes
6	Text	Text field	Users can search products
7	Button	Msg/Notif	Messages and Notifications
8	Display	Footer	Footer Details

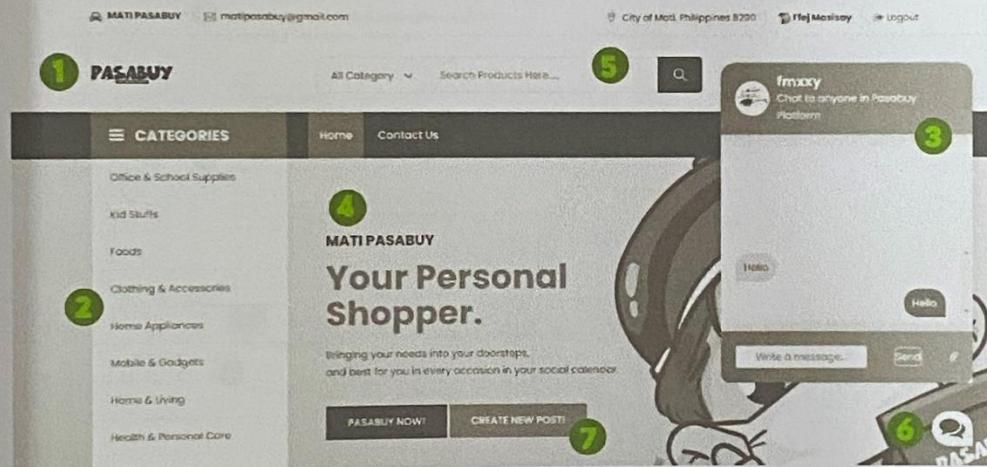


Figure 3.10 Message

Table 3.17 Message

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Button	Categories	Category of Products
3	Display	Chat Box	User can communicate
4	Display	Name	Name of the site
5	Text	Text field	Users can search products
6	Button	Chat Box	User can close this chat box by clicking on it
7	Button	New Post	User can upload a product

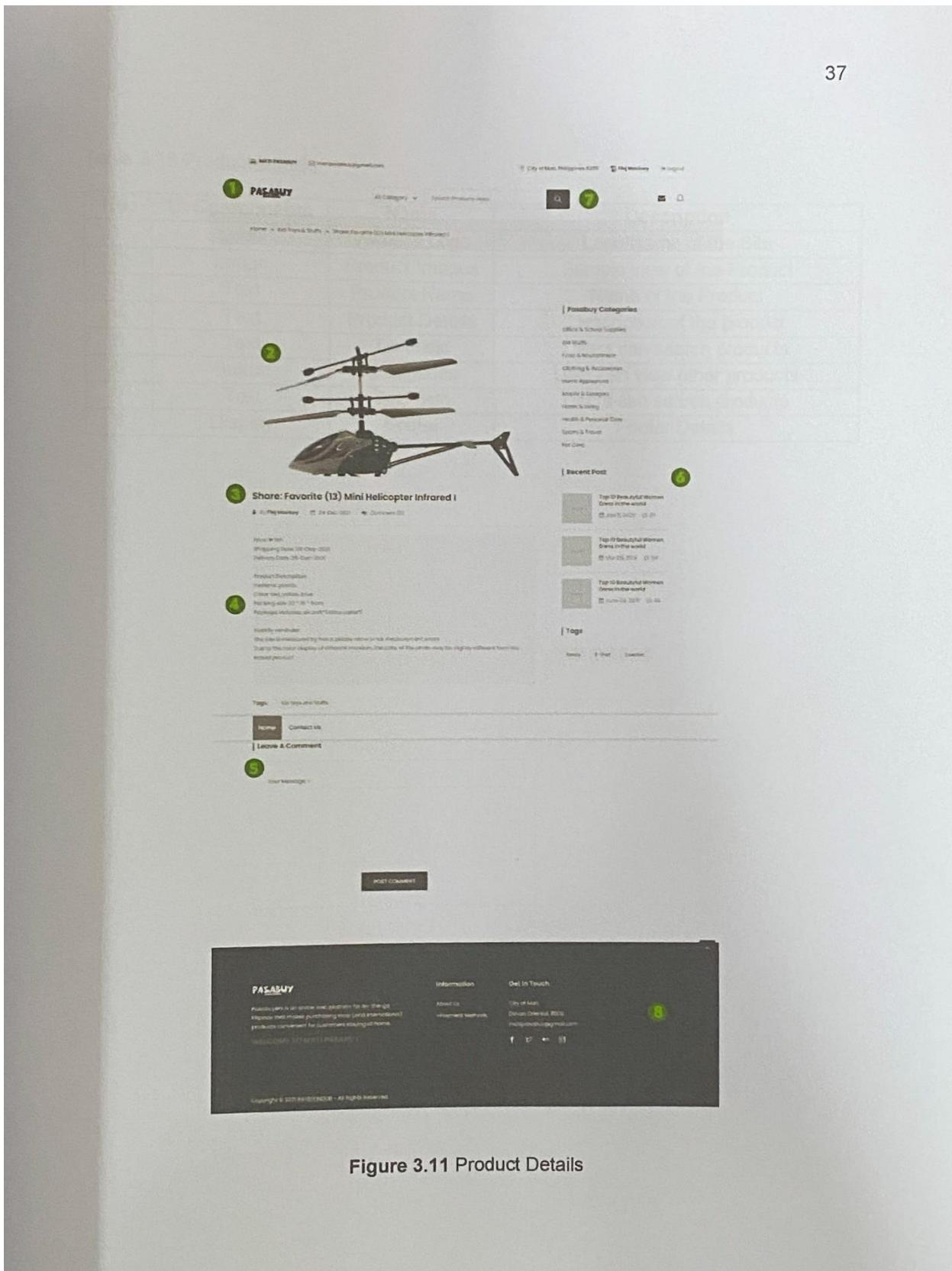


Figure 3.11 Product Details

Table 3.18 Product Details

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Image	Product Images	Sample view of the Product
3	Text	Product Name	Name of the Product
4	Text	Product Details	Description of the product
5	Text	Text field	Users can search products
6	Button	Categories	User can view other products
7	Text	Text field	Users can search products
8	Display	Footer	Footer Details

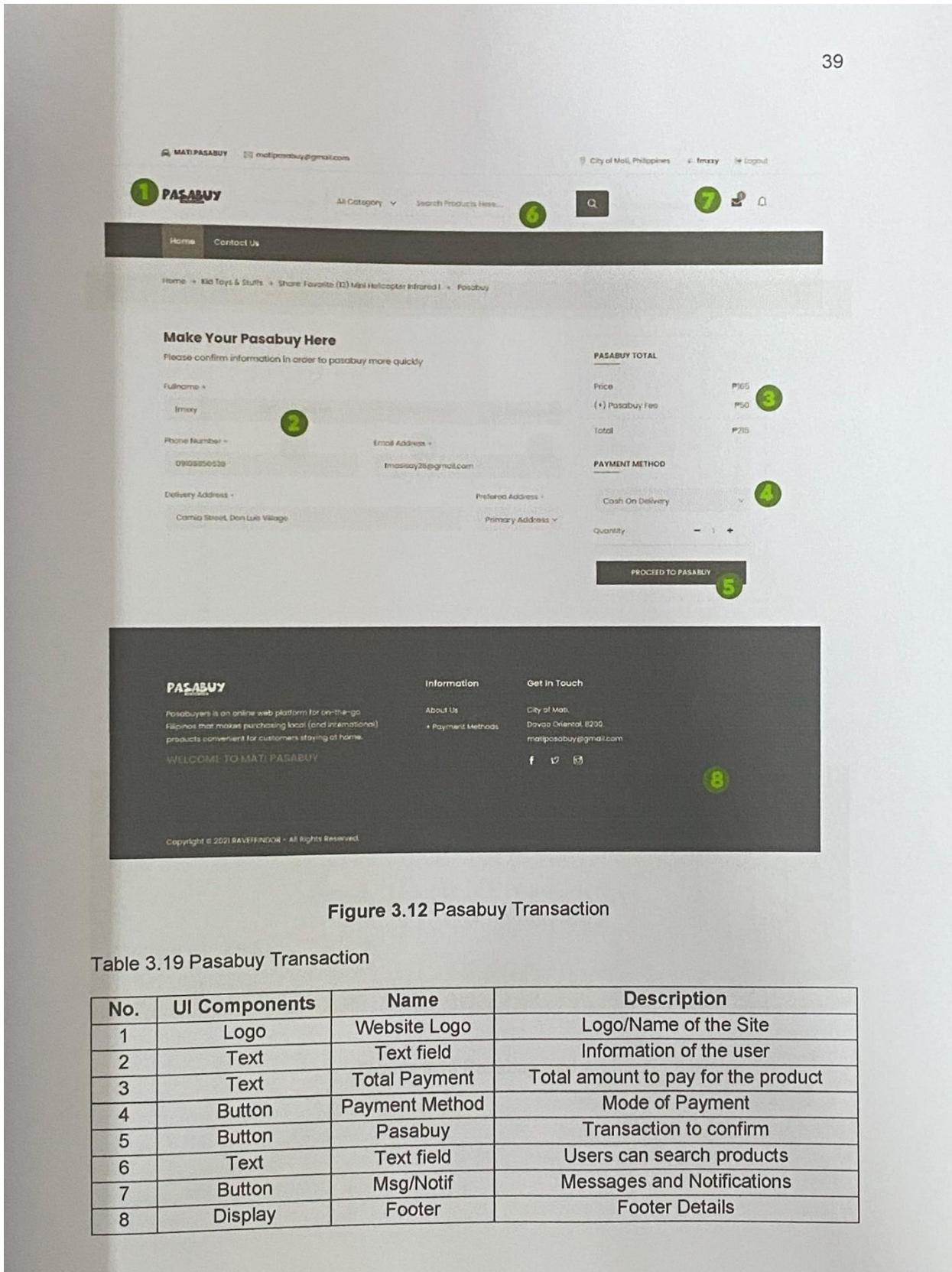


Figure 3.12 Pasabuy Transaction

Table 3.19 Pasabuy Transaction

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Text	Text field	Information of the user
3	Text	Total Payment	Total amount to pay for the product
4	Button	Payment Method	Mode of Payment
5	Button	Pasabuy	Transaction to confirm
6	Text	Text field	Users can search products
7	Button	Msg/Notif	Messages and Notifications
8	Display	Footer	Footer Details

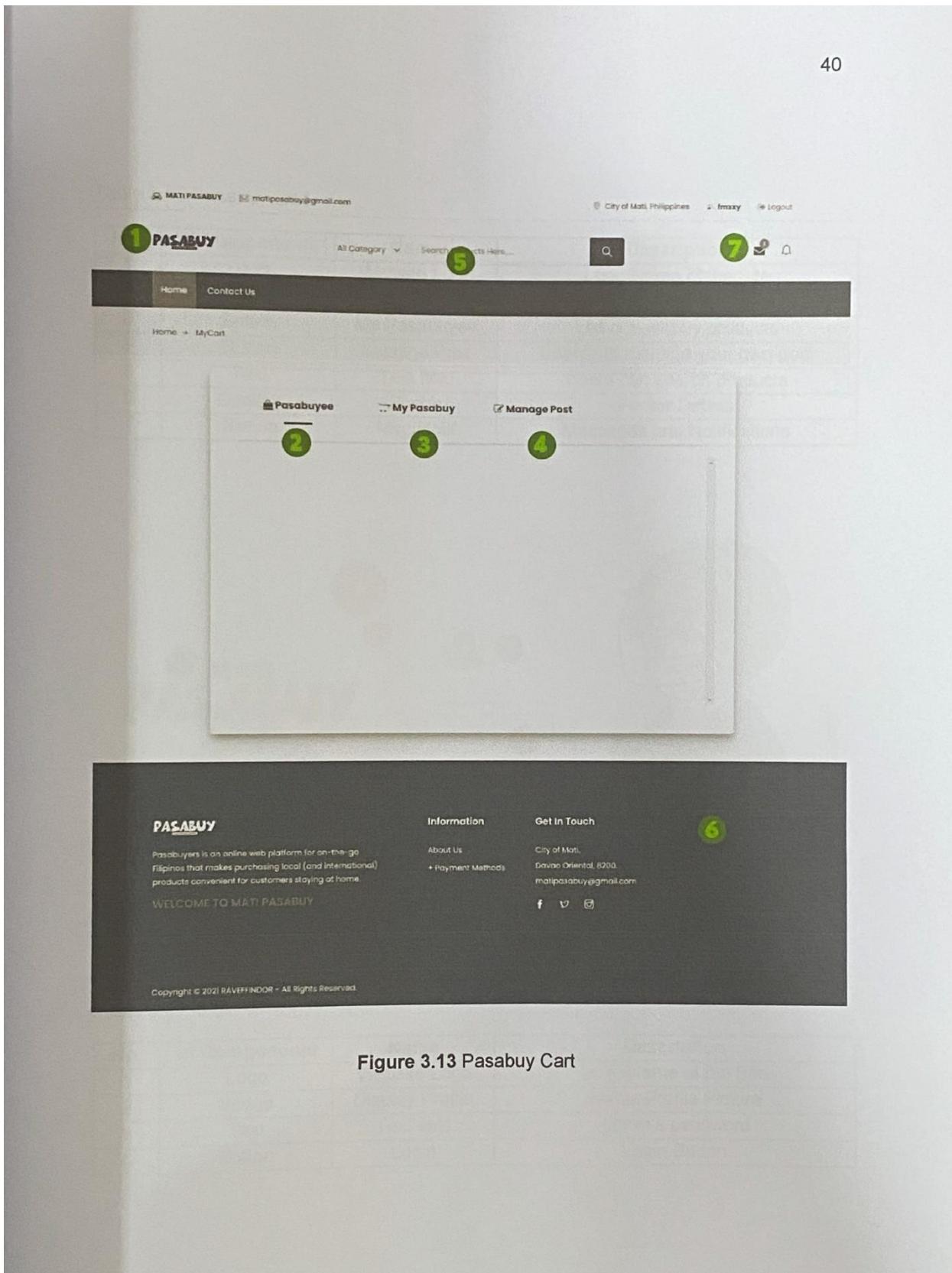


Figure 3.13 Pasabuy Cart

Table 3.20 Pasabuy Cart

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Button	Pasabuyee	List of pasabuyeess will be displayed
3	Button	My Pasabuyee	List of pasabuy products
4	Button	Manage Post	Enable to manage your own post
5	Text	Text field	Users can search products
6	Display	Footer	Footer Details
7	Button	Msg/Notif	Messages and Notifications



Figure 3.14 Login (Admin)

Table 3.21 Login (Admin)

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Image	Display Profile	Admin Profile Picture
3	Text	Text field	Admin's password
4	Button	Login	Login Button

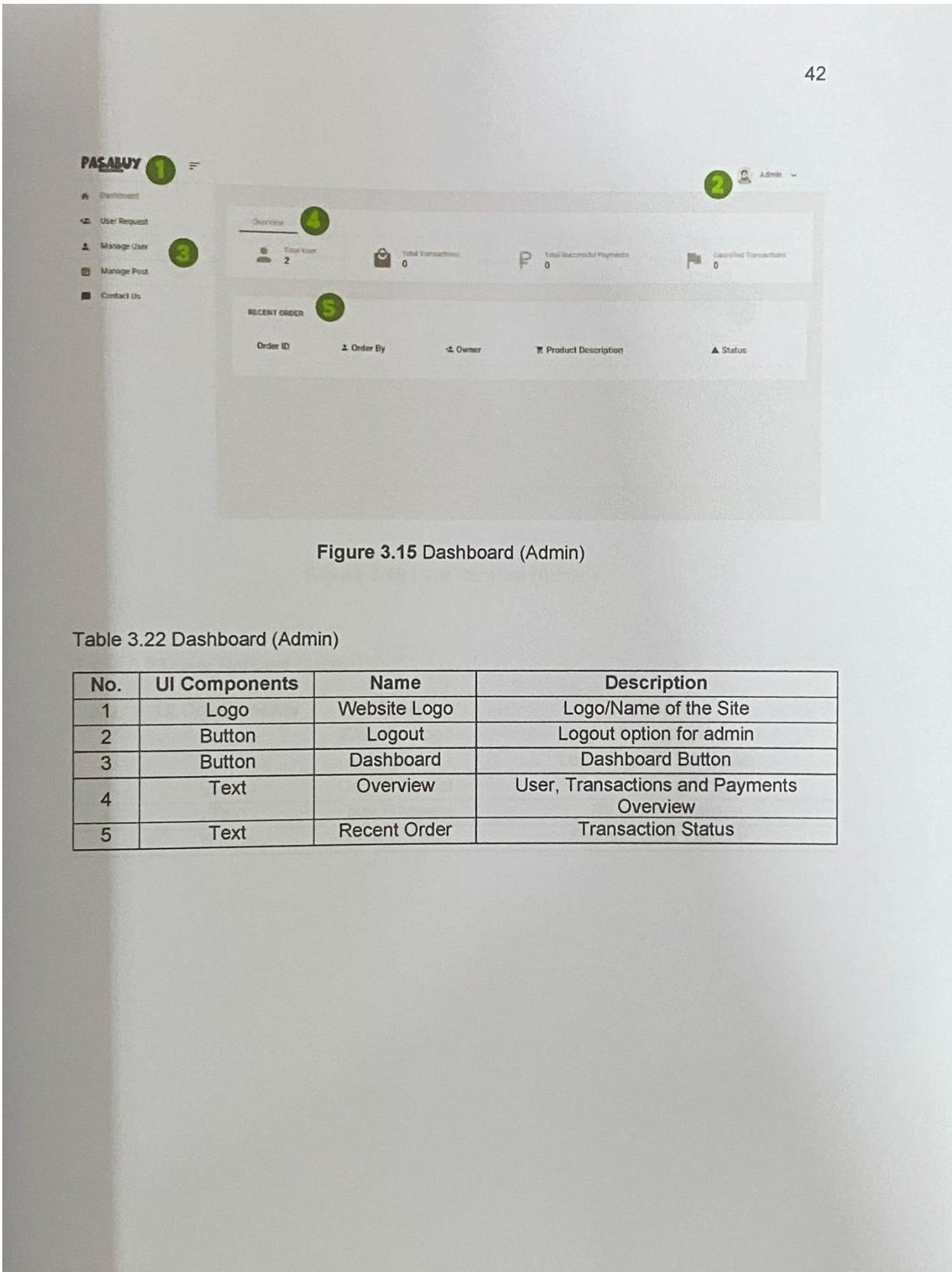


Figure 3.15 Dashboard (Admin)

Table 3.22 Dashboard (Admin)

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Button	Logout	Logout option for admin
3	Button	Dashboard	Dashboard Button
4	Text	Overview	User, Transactions and Payments Overview
5	Text	Recent Order	Transaction Status

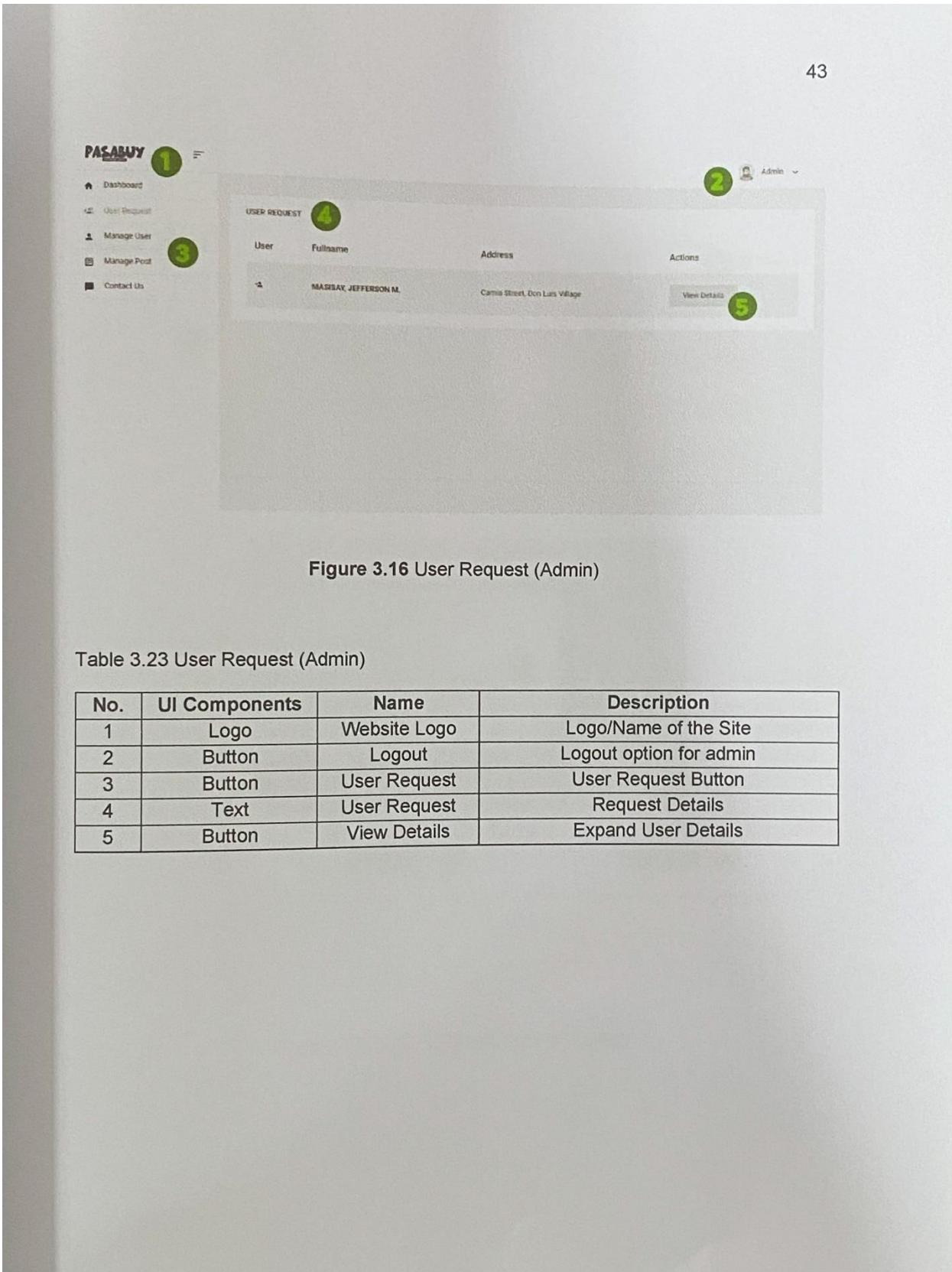


Figure 3.16 User Request (Admin)

Table 3.23 User Request (Admin)

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Button	Logout	Logout option for admin
3	Button	User Request	User Request Button
4	Text	User Request	Request Details
5	Button	View Details	Expand User Details

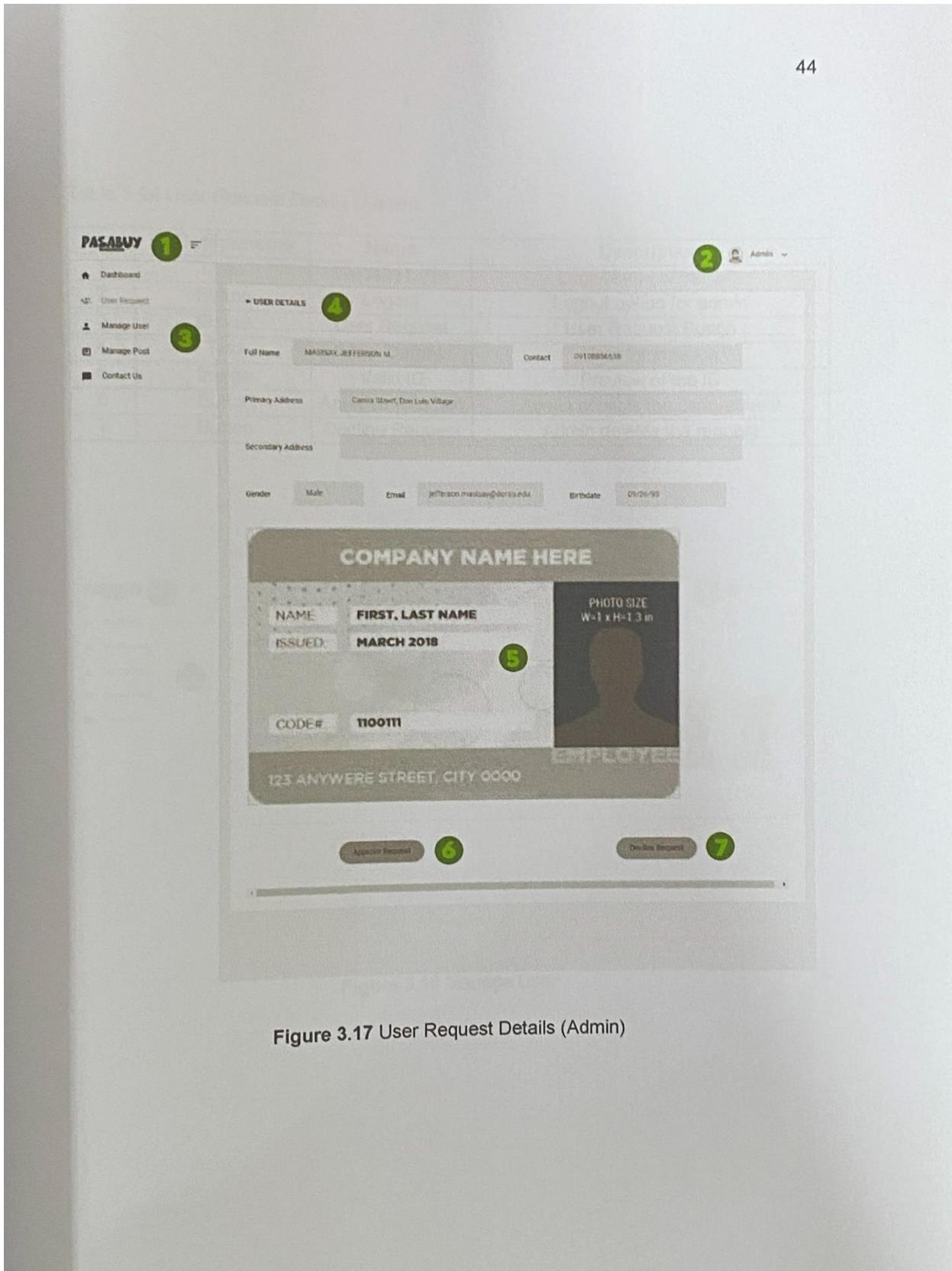


Figure 3.17 User Request Details (Admin)

Table 3.24 User Request Details (Admin)

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Button	Logout	Logout option for admin
3	Button	User Request	User Request Button
4	Text	User Details	User Information
5	Image	Valid ID	Preview of the ID
6	Button	Approve Request	Admin accepts the user request
7	Button	Decline Request	Admin deletes the request

Figure 3.18 Manage User

Table 3.25 Manage User (Admin)

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Button	Logout	Logout option for admin
3	Button	Manage User	Admin can view all the users of the website
4	Text	User Details	User Management
5	Button	Ban	Admin can ban users from making transactions
6	Button	Delete	Admin deletes a user in a website

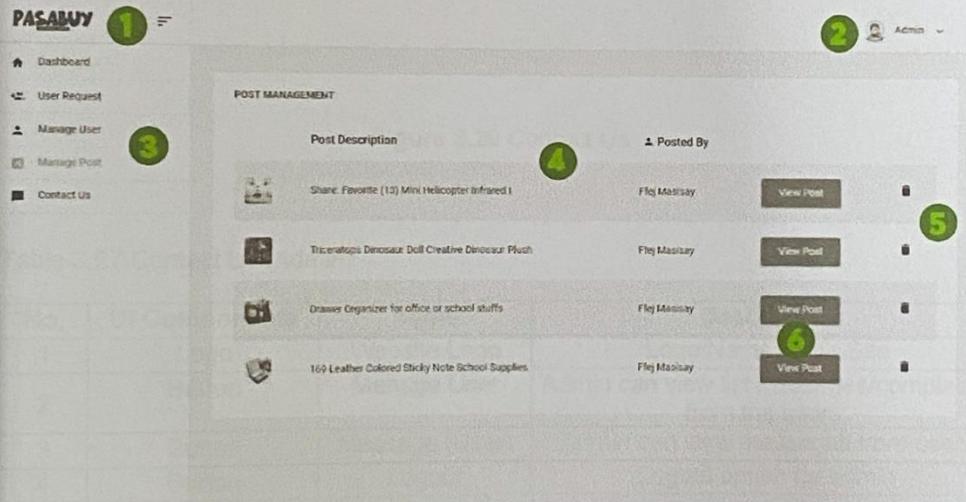


Figure 3.19 Manage Post

Table 3.26 Manage Post (Admin)

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Button	Logout	Logout option for admin
3	Button	Manage Post	Admin can view all the Products from the Users
4	Text	Post Details	Post Management
5	Button	Delete	Admin can delete posts
6	Button	View Post	Admin can review posts

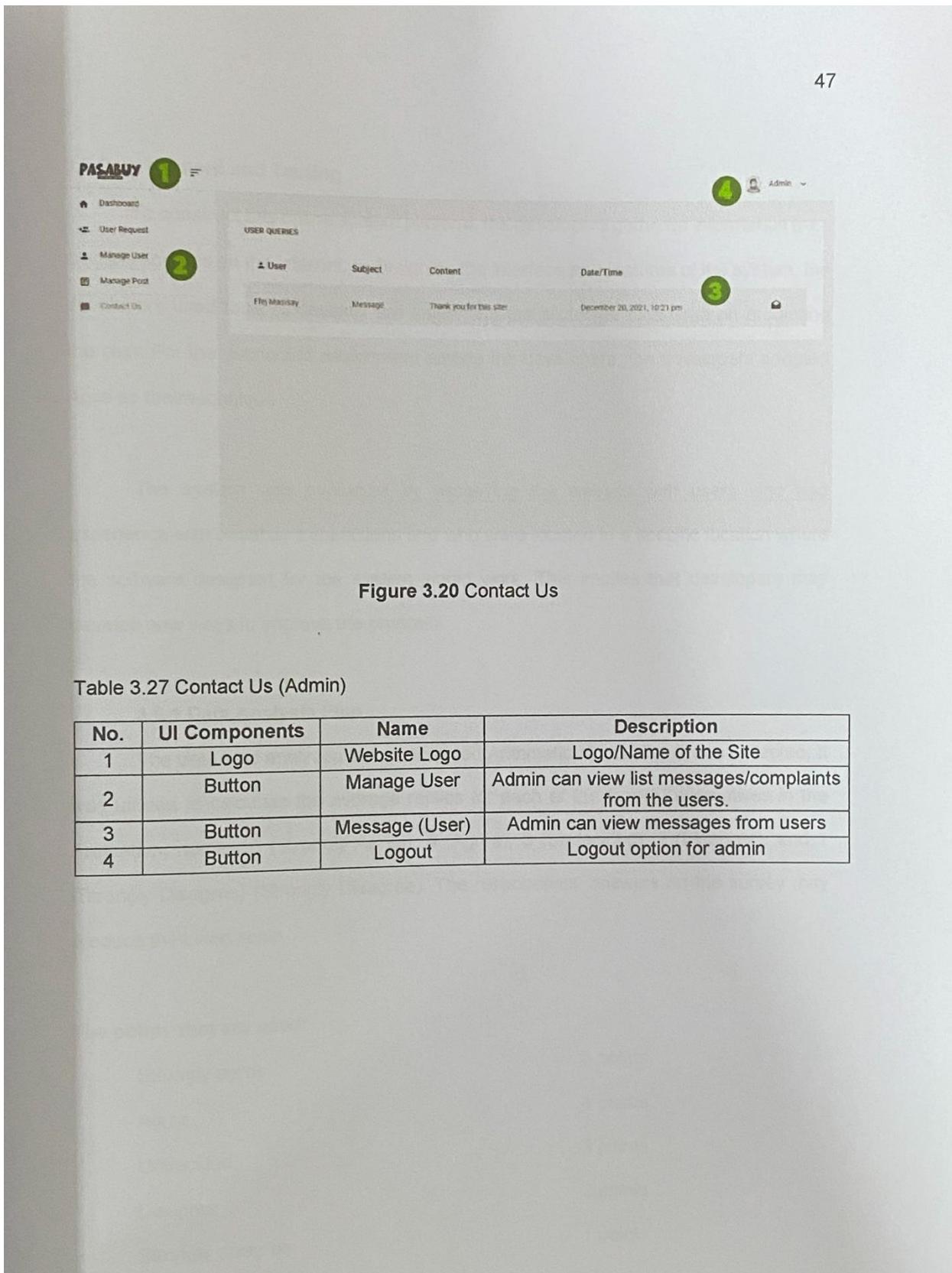


Figure 3.20 Contact Us

Table 3.27 Contact Us (Admin)

No.	UI Components	Name	Description
1	Logo	Website Logo	Logo/Name of the Site
2	Button	Manage User	Admin can view list messages/complaints from the users.
3	Button	Message (User)	Admin can view messages from users
4	Button	Logout	Logout option for admin

3.5 Development and Testing

To construct this online system platform, the developers gathered information from credible sources on the internet; in designing the interface and features of the system, the developers used tools to develop and implement the prototype technique on producing the plan. For the distributed assignment among the developers, the developers adopted Agile as their technique.

The system was evaluated by assessing the website with users who had experience with pasabuy transactions and who were located in a specific location where the software designed for the system would work. This implies that developers may develop new ways to improve the program.

3.5.1 Data Analysis Plan

The data was analyzed using Weighted Arithmetic Mean after it was collected. It was utilized to calculate the average replies for each of the five (5) alternatives in the evaluation, namely 5 (Strongly Agree), 4 (Agree), 3 (Undecided), 2 (Disagree), and 1 (Strongly Disagree) (Strongly Disagree). The respondents' answers on the survey may produce the Likert scale.

The points that are used:

Strongly agree	5 points
Agree	4 points
Undecided	3 points
Disagree	2 points
Strongly disagree	1 point

CHAPTER IV

RESULTS AND DISCUSSION

This section shows the successful completion of the desired feature and functionalities of the proposed project.

4.1 Development of Mati Pasabuy

4.1.1 Post Pasabuy Products

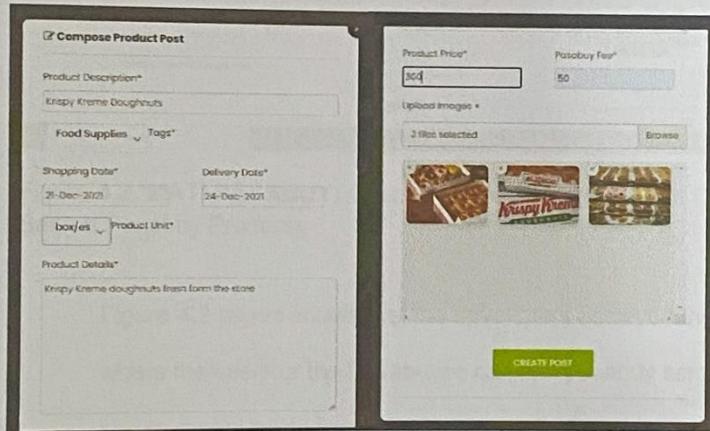


Figure 4.1 "MATI PASABUY: Online Pasabuy System in Mati City" Post Pasabuy Products

Figure 4.1 above shows that the developers achieved the first objective where the users or the pasabuyers can post any items to pasabuy. The figure shows the form where the pasabuyers can create a post.

4.1.2 Search, Category, and Review Pasabuy Products

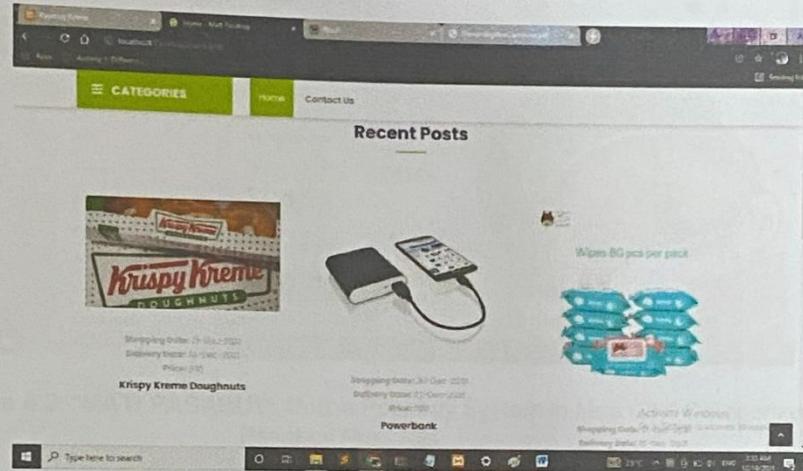


Figure 4.2 "MATI PASABUY: Online Pasabuy System in Mati City"
Search Pasabuy Products

Figure 4.2 above shows that the developers achieved the objective where the users or the Pasabuyee can find pasabuy items and also shows recent posts from pasabuyers.

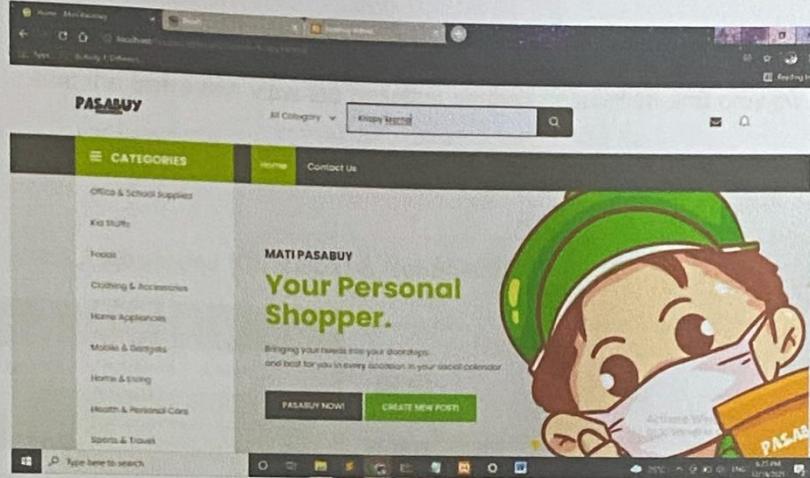


Figure 4.3: “MATI PASABUY: Online Pasabuy System in Mati City” Categorize Pasabuy Products

Figure 4.3 above shows that the developers achieved the objective that the pasabuy products are being categorized.

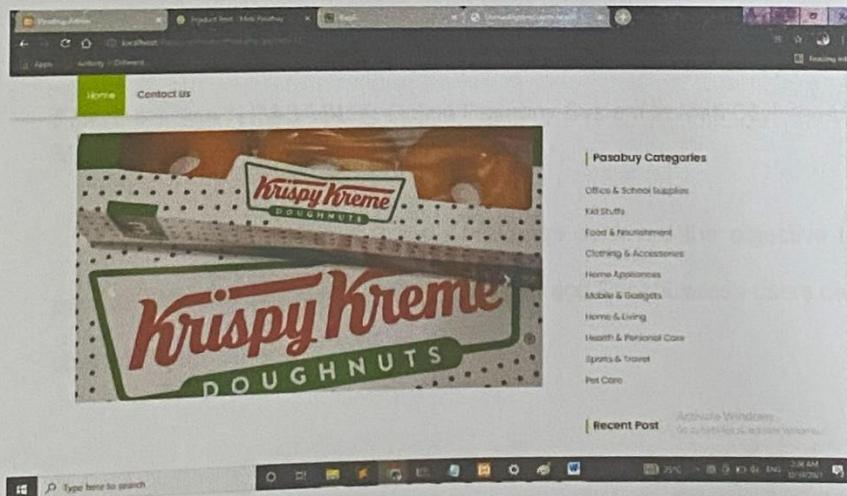


Figure 4.4: “MATI PASABUY: Online Pasabuy System in Mati City” Review Pasabuy Products

Figure 4.4 above shows that the developers achieved the objective that the users can view the pasabuy product description and preview the post item.

4.1.3 Messages (Chat Box) & Notification

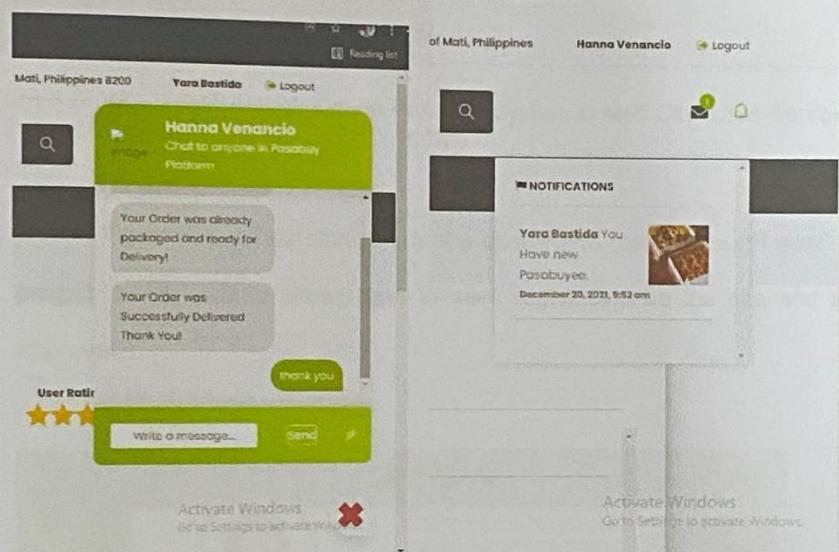


Figure 4.5 "MATI PASABUY: Online Pasabuy System in Mati City"
Messages (Chat Box) & Notification

Figure 4.5 shows that the developers achieved the objective to provide communication between Pasabuyers and Pasabuyees - users can chat with each other and notify the users.

4.1.4 User Approval (Admin) & Providing Valid ID

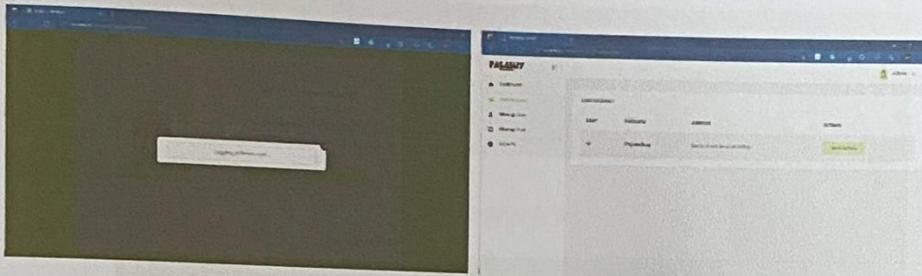


Figure 4.6: "MATI PASABUY: Online Pasabuy System in Mati City" User Approval (Admin)

Figure 4.6 demonstrated that the developers met the fourth goal of the project, which was to allow users to seek registration on the site and admin approval.

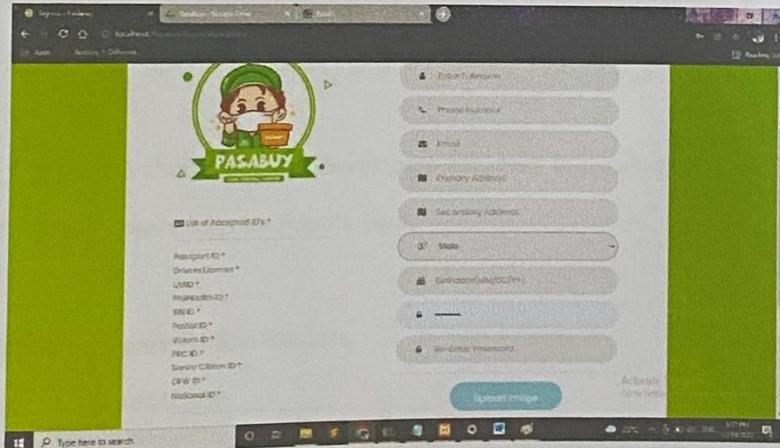


Figure 4.7: "MATI PASABUY: Online Pasabuy System in Mati City" Provide Valid ID

Figure 4.7 shows user needs to provide the following valid ID upon registering an account to ensure secured transactions.

4.1.5 Ratings

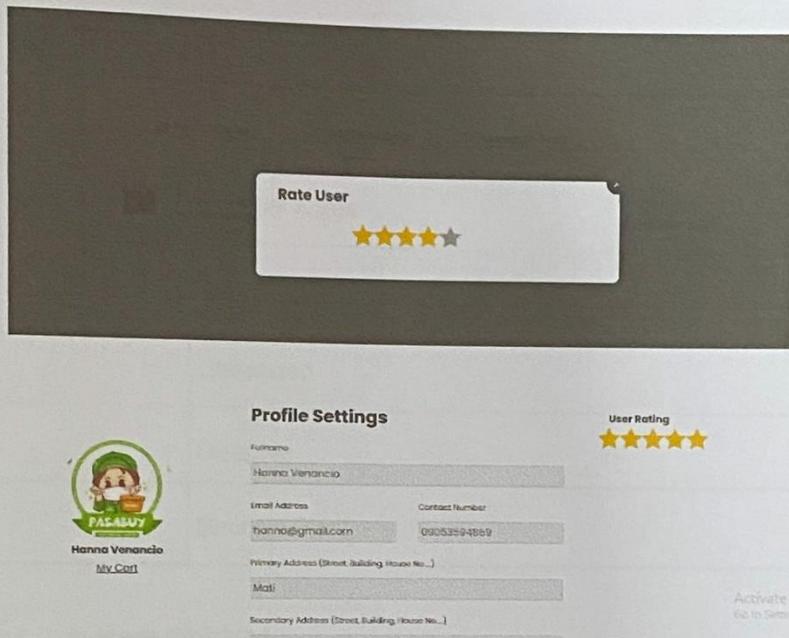


Figure 4.8: "MATI PASABUY: Online Pasabuy System in Mati City" Ratings

Figure 4.8 shows that the developers achieved the objective where Pasabuyee can rate and review ratings for Pasabuyee.

4.2 Testing/Implementation Results

4.2.1 Presentation

After implementing the website, we gathered 30 respondents to try our website and answer the approved survey. The respondents are residents of Mati City and who like Pasabuy items. The data collected was calculated using the Weighted average mean and was analyzed by the researchers.

4.2.2 Analysis and Implementation of Data

Table 4.1: Weighted Arithmetic Mean

Range	Interpretation
4.30 – 5.00	Strongly Agree
3.50 – 4.20	Agree
2.70 – 3.40	Undecided
1.90 – 2.60	Disagree
1.00 – 1.80	Strongly Disagree

Table 4.2: Average Weighted

Indicators	Respondents	Weighted Average	Interpretation
Design	30	4.72	Strongly Agree
Functionality	30	4.63	Strongly Agree
Reliability	30	4.00	Agree
Performance	30	3.37	Undecided
Usability	30	4.46	Strongly Agree
Maintainability	30	4.63	Strongly Agree
Overall	30	4.30	Strongly Agree

Table 4.2 shows the weighted average of the Design, Functionality, Reliability, Performance, Usability, and Maintainability.

Indicator Design weighted average is 4.72 that indicates Strongly Agree based on the scale. It means that users strongly agreed that they like the site's design, like the colors of the site, the site can differentiate links easily, images on the site are helpful, and pictures on the site are relevant.

The Functionality weighted average is 4.63 that indicates Strongly Agree based on the scale. It means that the respondents strongly agreed that users could register and sign in, can post and search products, users have the option to cancel their purchases, give feedbacks, accessible communication between users, and the overall process is easy.

The Reliability weighted average is four that indicates Agree based on the scale. That means that respondents agreed that the website could handle errors.

The Performance weighted average is 3.37 that indicates Undecided based on the scale. The weighted average on the first question in the performance result was 2.8, suggesting that users disagree that the website takes too long to load. On the 3rd query, the weighted average result was 2.9, which means users also disagree that details on our website take too long to fetch. Users strongly agreed that the registration process was smooth and fast.

The Usability weighted average is 4.46, which strongly agrees based on the scale. That means that users strongly agreed that the information is simple to grasp and the interface is simple to use.

The Maintainability weighted average is 4.53, which strongly agrees based on the scale. That means that respondents strongly decided that users could easily modify the website.

The overall weighted average is 4.30 that means that the respondents strongly agreed that the Mati Pasabuy have a good design, functional, reliable, usable, and Maintainability.

4.2.3 Implementation Plan

STRATEGY	Activity	Persons involved	Duration
Approval from the selected users	Letter for the administrator	Researchers/Developers, Users	1 Day
Information Distribution	Posters	Researchers/Developers, Users	1 Day

Table 4.3 "MATI PASABUY: ONLINE PASABUY SYSTEM IN MATI CITY"
Implementation Plan

CHAPTER V

SUMMARY, CONCLUSION AND RECOMMENDATION

5.1 Summary

Mati pasabuy: online pasabuy system in Mati city has become the research idea to come up and pursue this kind of project since the pandemic struck the whole world, which restricted department stores from catering to a considerable number of people. Fortunately, few of the related studies and works of literature were found, which proved to be helpful and effective in their respective places. However, the proponents made sure that the system was set to be different from the existing application. With this, the researchers firmly believe that implementing this project in Mati City would greatly help the people in the place.

Moreover, the project was developed with the following tools; PHP scripting language, JavaScript, SQL, HTML, jQuery and CSS. It took exactly three months to build the application. To comply with the ISO Standards, the developers evaluated the functionality, reliability, usability, efficiency, maintainability, and portability of the system.

5.2 Conclusion

It is significant that people of today's generation are more adaptive to the different mechanisms of shopping and the best way to do it was to create one. It is important that creating an application should meet the software quality attributes which are the design, functionality, reliability, performance, usability, and maintainability.

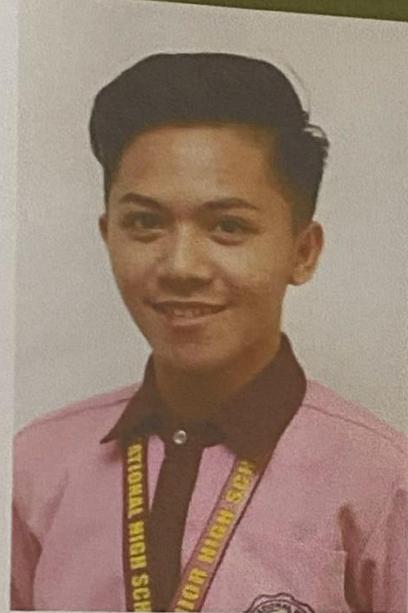
The Mati pasabuy application research is exclusively made to the residents of Mati City.

The survey was conducted with the selected respondents. It has been found that software quality attributes were met.

5.3 Recommendation

The application was developed incorporating its objectives and scope, and limitations. With the respondents testing the system, the researchers gathered recommendations that were believed to help improve the MATI PASABUY.

- Application version for android/iOS of Mati Pasabuy System.
- The scope should be wider by extending its availability not only in a specific city but globally.
- Additional enhancements to the system's user interface.
- Upgrade to a premium web hosting plan to improve site performance and to advance its features in handling traffics.



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PERSONAL DATA

Age	:	22
Sex	:	Male
Date of Birth	:	September 01, 1999
Place of Birth	:	Manay, Davao Oriental
Height	:	5ft
Weight	:	44kg
Civil Status	:	Single
Nationality	:	Filipino

SKILLS & INTEREST

- Computer Literate (MS Office Word, PPT, Excel)

EDUCATION BACKGROUND

TERTIARY

Bachelor of Science in Information Technology
 Davao Oriental State University
 Guang-Guang, Dahican, City of Mati
 2018 - Present

SECONDARY

Manay National High School (JHS & SHS)
 Manay, Davao Oriental
 2015-2016 (JHS), 2017-2018 (SHS)

ELEMENTARY

Ronquillo Dayanghirang Elementary School
 2011-2012

WORK EXPERIENCE

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PERSONAL DATA

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Place of Birth	:	City of Mati
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Nationality	:	Filipino

SKILLS & INTEREST

- Computer Literate (MS Office Word, PPT, Excel)
- Adobe (Photoshop, InDesign)
- Video Editing

EDUCATION BACKGROUND

TERTIARY

Bachelor of Science in Information Technology
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2018 - Present

SECONDARY

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2012-2018

ELEMENTARY

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2006-2012

WORK EXPERIENCE

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Weight	:	51kg
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Nationality	:	Filipino

SKILLS & INTEREST

- Computer Literate (MS Office Word, PPT, Excel)

EDUCATION BACKGROUND

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2017-2018
Mati National Comprehensive High School (JHS)
City of Mati, Davao Oriental
2015-2016

ELEMENTARY

Maria Santiago Garcia Memorial School
2011-2012

WORK EXPERIENCE

N/A