**Chapter 4 – Implementation**

**4.1. Introduction**

In this chapter, we will describe about choosing programming language for AoNeko online music store. We will also describe about implementation stages. The features (eg. Register, billing, mailing, admin panel and etc…)of the Ao Neko Online Music will be shown too. There will be about detail training schedules for admin, staff and bankstaff in this chapter.

## 4.2. Choice of Programming Language.

**PHP**

PHP is a server side programming language and it can connect with database easily. It is easy to study and good for dynamic websites. PHP can do actions such as read, write and open on the server side and able run on different OSes. PHP can send the cookies and receive cookies and can create, retrieve, update, delete data in the database. It can easily embed in HTML too. PHP current version is 7.0.3.

**Java**

Java is a computer programming language that is Object-oriented. It is developed by Oracle and first appearance was 21 years ago (1995). According to the record of 2016, Java is one of the popular languages mostly used for client-server web apps survey from 9-million developers. Java is one of the robust and secure language. Java’s file extensions are .jar, .java and .class. Java is currently at version 8.

**The Chosen Language**

We decided to choose PHP rather than Java in development. Php is easier to understand than Java. Php is an opensource programming language and many developers use it in their development. As so many developers use the Php, we can find the solutions on web forums whenever we face the errors. It is not much case sensitive like Java. Php is much easier to use than Java. For example, we don’t need to declare data type in php (it decide the data type itself on the data we give in the variable). Php also have already written functions such as sorting, calc and other useful functions while java need to write a separate function for them. Php is faster than java in development process due to those ready made functions.

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## 4.3. System Cutover from Development Architecture to Implementation Architecture

Migration from the first stage to the production deployment is the final important stage for the system development. Migration is for fulfilling the requirements for the system and completes the project within the limited time and restricted budget. There are many strategy approaches for migration of the proposed system including pilot, big bang, parallel and web-based

AoNeko Music store was a shop located in Mandalay and it only got the shop and static website. Now, we are expanding to the new online digital music store which we remove the static website and replace the better dynamic website which include many features for online shops. Once all requirements for the music are met, we will deploy the online music store on the internet. After we finished the implementation and testing, the website will be host on previous domain of the aoneko shop. When the website is hosted on the domain, the website will be introduced to the user by advertising on social networks, newspaper and at the AoNeko Headquarter. And then, the training for the admin, the staff and the bank staff will be explained. As it is a website, the users don’t need to install any other software on their device because we use web-based approach. All they need is a browser. The dynamic website for the online music store is secure, buy once own forever and it is robust.

## 4.4. Data Migration from Development Architecture and Existing System to Implement

The database system is linked to the user, staff, bank staff and admin each other. The customer need to register and data will insert into the user table. When user top up the bill, the top up code will validate in billing table and if the topup code exists, the topup code will be deleted and the amount of money will be added to user table’s billing column. Admin register the staff and the bank staff and add the require data to the staff and bank staff tables. Admin will upload the product(music albums) and data will be added to the product table. Every table is already validated for null errors and duplicate data errors.

## 4.5. Training Schedule

**Administrator**

|  |  |
| --- | --- |
| Name of the process | Training period |
| Admin logging in | 7 minutes |
| Upload Album | 5 minutes |
| Edit and check tables(User, Staff ,Bank Staff and Product) | 7 minutes |
| Staff and bank staff registration | 5 minutes |

**Staff**

|  |  |
| --- | --- |
| Name of the process | Training period |
| Replying questions with mail | 5 minutes |
| Delete questions | 2 minutes |

**Bank staff**

|  |  |
| --- | --- |
| Name of the process | Training period |
| Adding the top up bill | 3 minutes |
| Delete the top up bill | 2 minutes |

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## 4.6. Conclusion

In this chapter, we described about implementation. The implementation contains choosing programming language, system cutover from development architecture to the implementation architecture, data migration from development architecture and training schedule for the admin, the staff and the bank staff.