DEVELOP AN ONLINE BOOKING SYSTEM FOR GRADUATE STUDIES AT KING FAISAL UNIVERSITY MEETING AND SEMINAR ROOMS

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DEVELOP AN ONLINE BOOKING SYSTEM FOR GRADUATE STUDIES AT KING FAISAL UNIVERSITY MEETING AND SEMINAR ROOMS

A Project submitted to Dean of Awang Had Salleh Graduate School of Arts and Science in partial fulfillment of the requirements for the degree Master
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ABSTRACT

In general, online booking application is known as software that delivers functionality to a user through a Web server, network or intranet. The current booking schema for the meeting and educational activities in different universities have considered to be unsuitable to perceive the satisfaction of user during the booking process at King Faisal University, which done manually. Thus, this study proposed the development of advance online booking system for Graduate Studies meeting and seminar rooms at King Faisal University for managing and processing the system objects sequentially among users. Technology Acceptance Model (TAM) was customized in this study to carry out the ease of use, usefulness, and satisfaction of the proposed system among participants UUM post graduate students were closed to evaluate the system. Then data was collected and analyzed, the result indicated that the system was ease, useful, and gained the satisfaction of users. The result indicated that using the proposed booking system among participants was easy and useful to accomplish their works with a Mean = 4.0400 (StD=.66884) as for usefulness and a Mean= 4.0600 (StD= .71171) for ease of use.

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TABLE OF CONTENTS

CHAPTER FOUR

CHAPTER FIVE

CHAPTER SIX

LIST OF FIGURES

LIST OF TABLES

CHAPTER ONE

INTRODUCTION

1.1 Introduction

Web application is an application that is accessed via web over a network such as the internet or an intranet. Web applications are popular due to the ubiquity of a client, sometimes called a thin client. The ability to update and maintain web applications without distributing and installing software on potentially thousands of client computers is a key reason for their popularity. Web applications are used to implement Webmail, online retail sales, online auctions, wikis, discussion boards, Weblogs, MMORPGs and many other functions (Erl, 2005).

The World Wide Web has succeeded in large part because its software architecture has been designed to meet the needs of an internet-scale distributed hypermedia system (Erl, 2004). The modern Web architecture emphasizes scalability of component interactions, generality of interfaces, independent deployment of components, and intermediary components to reduce interaction latency, enforce security, and encapsulate legacy systems (Curbera, Leymann, Storey, Ferguson, & Weerawarana, 2005). The main pieces of the internet from a User's pc are extending all the way through to the online content. Each section mentions the most significant parts of the web's architecture (Zeng, et al., 2004).

The contents of the thesis is for internal user only

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