REQUIREMENT MODEL FOR MOBILE BUS RENTAL AND RESERVATION APPLICATION

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ABSTRACT

The main objectives of this study are to design a bus rental and reservation system for searching the availability of bus, the price of bus rental, and reserve the bus, to develop a system of the Bus Rental and Reservation System. The design is tested on the prototype and evaluated to test the usability and acceptability of the system. The Wireless Application Protocol (WAP) technologies have been used in this application has enable users to make booking through mobile telephones.

In The Name of GOD Allah S.W.T Most Gracious and Most Merciful

This Project I Dedicated to My beloved family, parents, brothers and sisters and for all of my beloved friends

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Bashir R.B.Abuzwida
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CHAPTER 1

INTRODUCTION

In this chapter, the background of the study that is related to the mobile and wireless devices technologies is studied in order to support the services in management environment. This chapter continues on the discussion of the problem statement which is related to the UNiC Company problem that necessarily to be solved and gives the motivation to this study. The research questions and research objectives are discussed in the section 1.3 and section 1.4 respectively. The scope of the study and significance of the study are described in the section 1.5 and section 1.6 respectively.

1.1 Introduction

Recent advances in hardware technologies such as portable computers and wireless communication networks lead to the emergence of mobile computing systems (Dunham & Helal, 1995). This is supported by Zheng and Lee (2001) who mentioned that the advance of the wireless network and the popularity of the portable devices increased the growth of mobile computing and becomes one of the hottest topics in academic and industry. In additional, technological wireless developments such as 3G mobile phones, wireless application protocol (WAP), General Packet Radio Services (GPRS) and others plays an important significant role in our life in communicating, entertaining and transacting information (Agrawal and Zeng, 2003). Furthermore, Nadia (2006) said that mobile devices

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