

SOFTWARE REQUIREMENT SPECIFICATION (SRS)

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S.M.I.L.E



“Janganlah meremehkan sesuatu kebaikan, walaupun hanya bertemu saudaramu dengan wajah berseri-seri.”



SRS covers :

1

INTRODUCTION

UML DIAGRAMS

FUNCTIONAL
DIAGRAMS

USE CASE DIAGRAM ✓

USE CASE
DESCRIPTION ✓

ACTIVITY DIAGRAM ✓

STRUCTURAL
DIAGRAMS

CLASS DIAGRAM ✓

BEHAVIORAL
DIAGRAMS

INTERACTION
DIAGRAM

STATE BEHAVIORAL
MACHINE

SEQUENCE
DIAGRAM ✓

COMMUNICATION
DIAGRAM

SRS covers :

I - Hardware Specification

2

DEVELOPMENT
REQUIREMENT

Client Side	
Hardware	Specification
RAM	512
Hard Disk	10 GB
Processor	1.0 GHz

Server Side	
Hardware	Specification
RAM	512
Hard Disk	10 GB
Processor	1.0 GHz

In SPMP

SRS covers :

II - Software Specification

2

DEVELOPMENT
REQUIREMENT

Client Side	
Web browser	Internet Explorer 8 and any compatible browser
Operating System	Windows and any equivalent OS

Server Side	
Web Server	IIS 7.5
Framework	NetBeans IDE 8.2 with JAVA
Database Server	MY SQL Workbench 8.0 CE
Web Browser	Internet Explorer 9 or any compatible browser

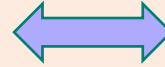
In SPMP

Requirement Elicitation

Stakeholder management

3

REQUIREMENT
GATHERING TECHNIQUE



Stakeholder

RE

** Refer to Chapter 3 - lecture notes of SRE

Interview



Single
stakeholder



RE



Questionnaire



Group of
stakeholders



RE



Observation



Single
stakeholder



RE



System/Document
Analysis



Legacy System



RE



Creativity
workshop



Group of
stakeholders



RE



Interview protocols /
recordings

Questionnaire
Result/analysis

Observation
notes/ recordings

System/ document
analysis results

Idea list /
Innovation

Grouping of Elicitation Techniques

Survey Techniques

- Elicits as precise and unbiased statements as possible from stakeholders regarding their requirements.
- Assume stakeholder is able of explicitly expressing his/her knowledge
- Stakeholder needs to be committed to investing time and effort
- Elicits satisfiers

Creativity Techniques

- Develop innovative requirements
- Define an initial vision of the system
- Elicit excitement factors

Document-centric Techniques

- Reuse solutions and experiences made with existing systems
- Ensure that entire functionality of a legacy system is identified
- Combined with other elicitation tech. to ensure validity of requirements and identify new requirements.
- Elicit detailed requirements, dissatisfiers and satisfiers

Observation Techniques

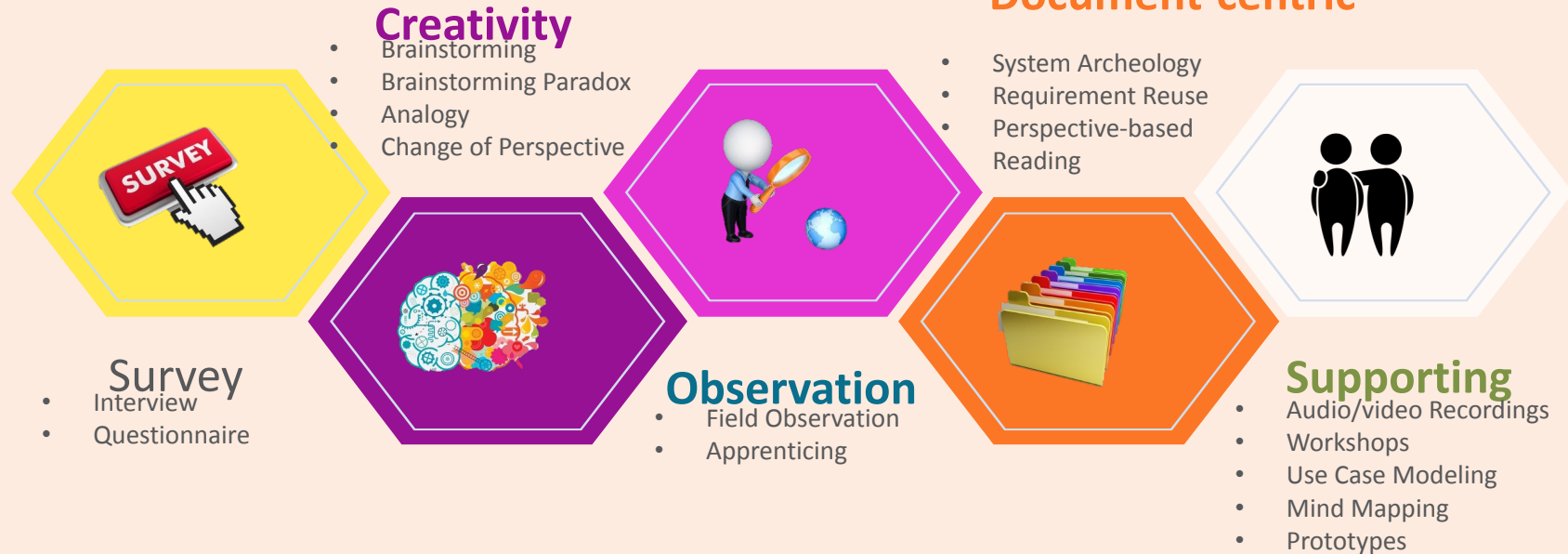
- Are helpful if stakeholder cannot spend time or express knowledge
- Identify also inefficient processes
- Elicit detailed requirements and dissatisfiers (satisfiers only if implemented in legacy system)

Support Techniques

- Addition to elicitation techniques.
- Balance out weaknesses and drawbacks of chosen elicitation techniques.

** Refer to Chapter 3 - lecture notes of SRE

Document-centric

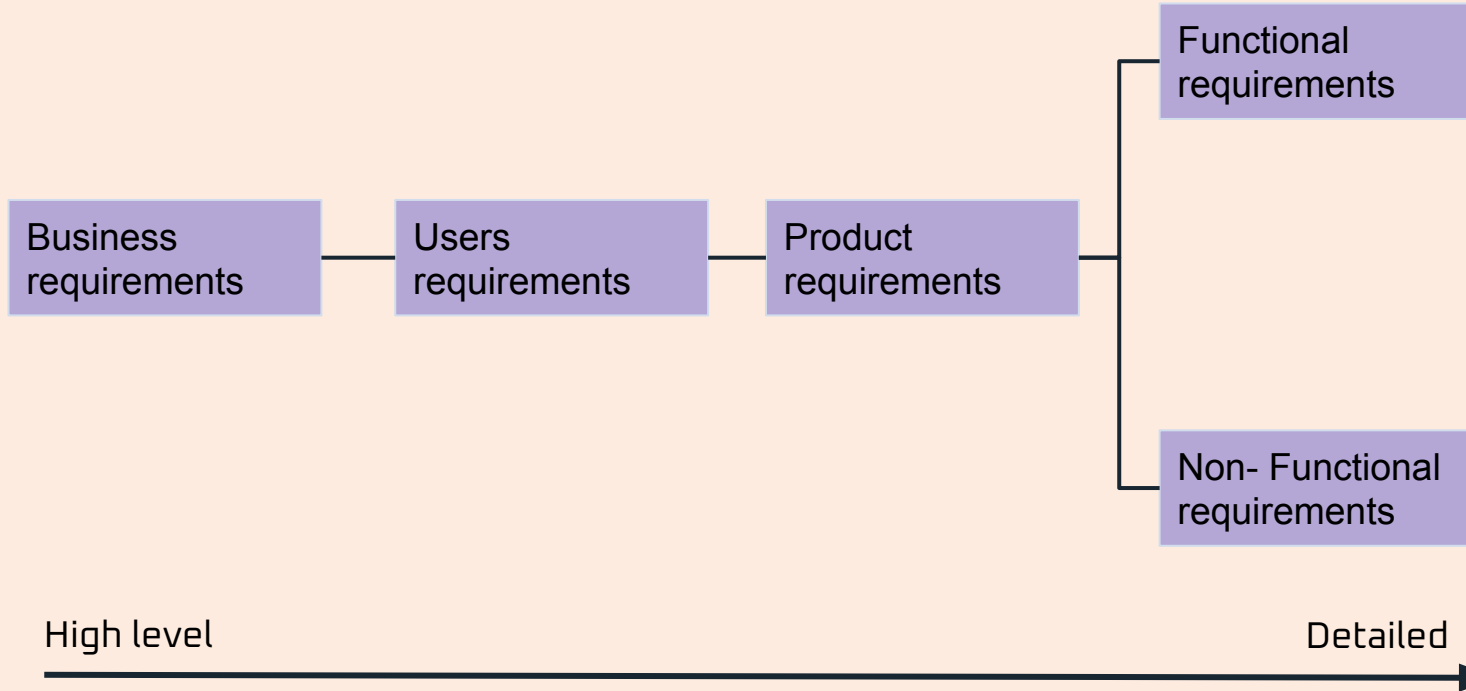


Fit the techniques with the SRS report

Examples :

4

FUNCTIONAL
REQUIREMENT



Differences FR and NFR :

Functional Requirements

Describe what the system as a whole should do.

Cover all the functions that the software must perform.

Ensure all core functionality is well-performed.

Easy to specify.

They are tested first.

What is tested: API testing, Functional testing of the whole system, Integration, End to End testing, etc.

Types: Business rules, Administrative functions, Data management, Certification requirements, Authorization levels, etc.

Non-functional Requirements

Describe the attributes of system quality and performance.

Cover all aspects of good user experience.

Ensure users' needs are satisfied.

Difficult to specify.

They are tested after functional testing.

What is tested: Usability, Performance, Security, Stress testing, etc.

Types: Availability, Scalability, Capacity, Reliability, Data Integrity, etc.

Differences FR and NFR :

Parameters	Functional Requirements	Non-Functional Requirements
Requirement	It is Mandatory	It is non-mandatory
Capturing Type	It is captured in use cases.	It is captured as a quality attribute.
End Result	Product Feature	Product Properties
Capturing	Easy to Capture	Hard to Capture
Objective	Helps to verify the functionality of the software.	Helps to verify the performance of the software.
Area of Focus	Focuses on user-requirement.	Focuses on the user's expectation & experience.
Documentation	Describe what the product does.	Describe how the product works.
Product Info	Product features	Product Properties

3

FUNCTIONAL
REQUIREMENT



Definition

what the entire system or its individual components should be.



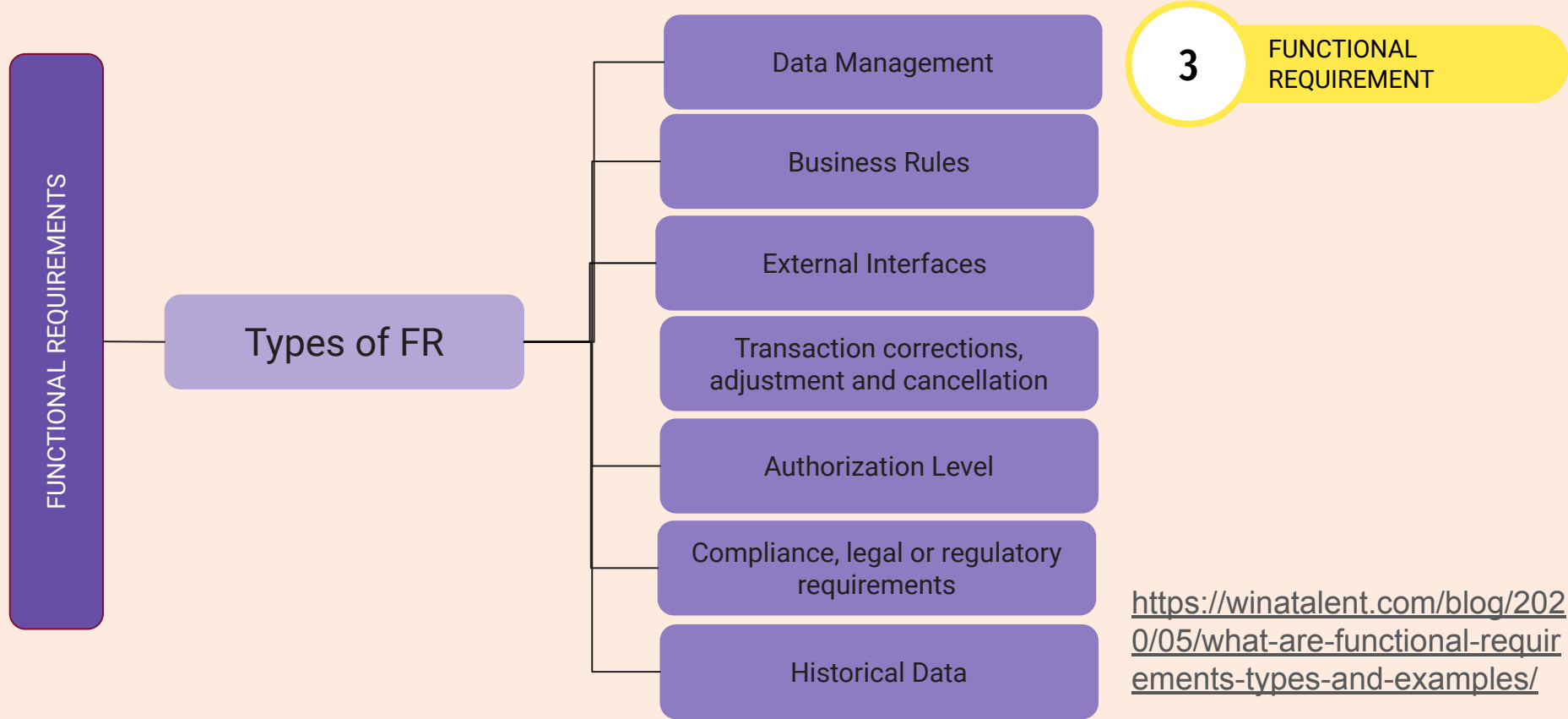
Covers

all the functions that the software must perform



**The term "function"
means**

the outputs needed for a system to properly perform, the inputs it produces, and its behavior.
This includes all the functionality describing what the system is supposed to do



Requirement templates for functional requirements

Definition :

- A building plan(blueprint) for the syntactical structure individual requirement.

Help

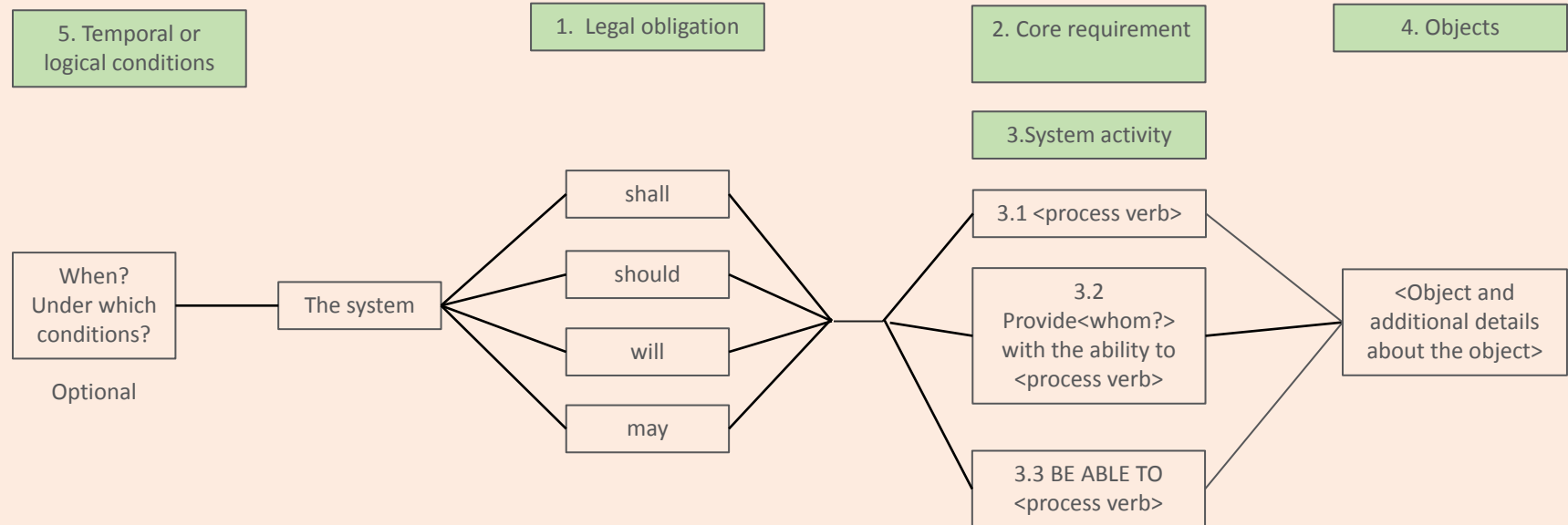
- To reduce language effects in the formulation of requirements
- Support RE in creating high quality requirement

Example

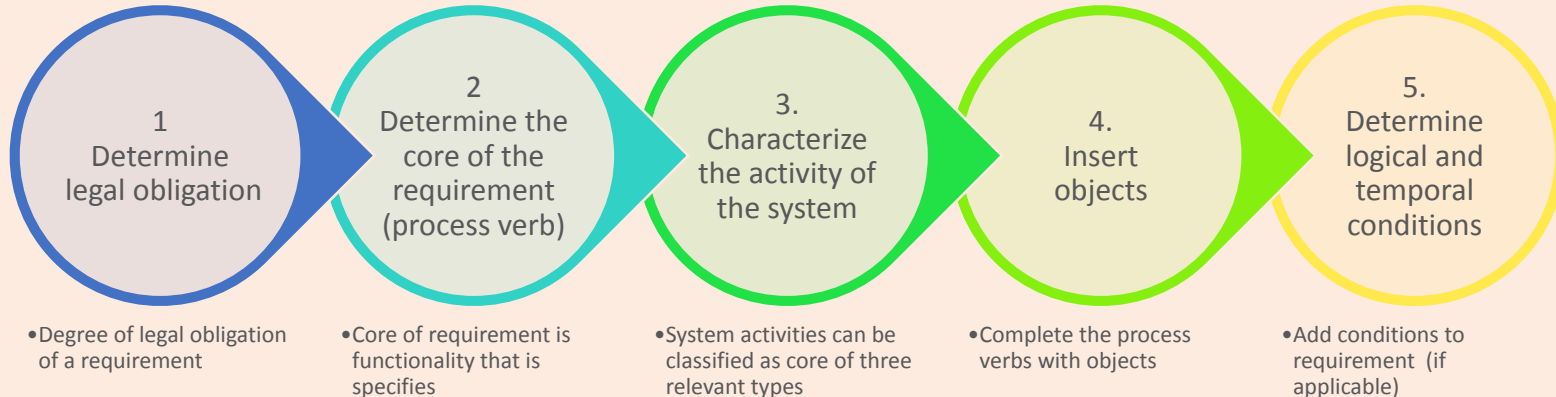
- At 4.00 a.m, GMT+8, the system shall generate a sales report

Lecture Note
SRE

Requirement Template



The five steps process using the requirement template



Requirement liability/Legal obligation

1. Determine
legal obligation

Modal verb	Legal obligation	Explanation
shall	Duty	Legally binding
should	Wish	Strongly advised
Will (use with caution)	Intention	Prospective, future requirement
May	Recommendation	Desirable but not necessary

The three System Activities

3.
Characterize
the activity
of the system

Autonomous system activity:

- the system starts and executes the function (the process) independently.
- The user does not interact with the function.
- Often processes such as report generation, archival or back up of data, notification of users or external systems

User interaction:

- the system provides the user with the ability to use the process functionality or or interacts directly with the user

Interface requirement:

- the system executes a function depending on a third system.
- The system is passive and waits for an external event.
- typically receiving data / getting notified

1. Examples for Autonomous system activity/ independent system activities

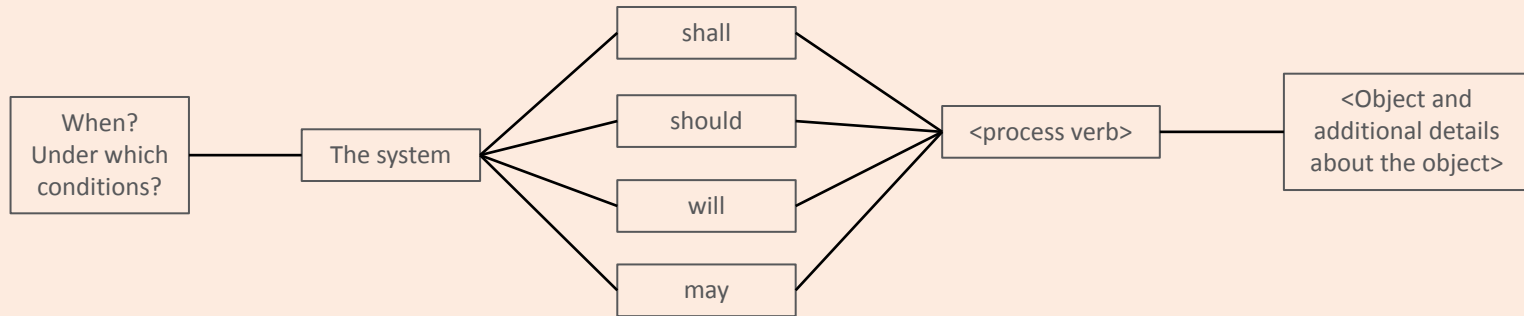
Example (2):

Example (1):

- During the processing at the day's end (22:00-23:59 GMT+1), the system shall print a vehicle reservation list



At the last day of each month if payments have been received, the system shall check all invoices. If invoices have not been paid, the system shall send a payment reminder to the client.



2. Examples for user interaction

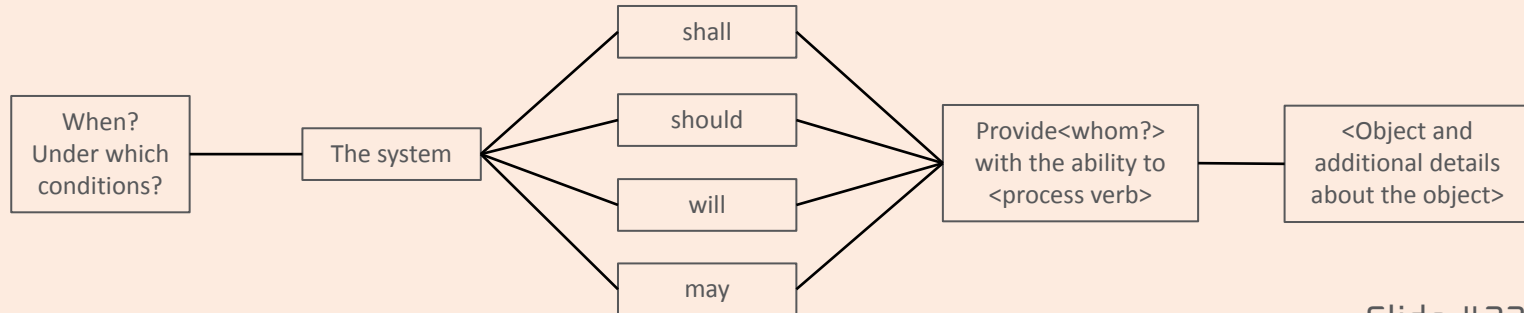
Example :

- If a client has reserved the vehicle only temporarily, the vehicle rental system shall provide the client with the ability to cancel the reservation
- The library platform shall provide the member with the ability to search for an item via search criteria

Example :

If a sales agent chooses a client in a reservation, the vehicle rental system shall provide the sales agent with the ability to view the name, address and account balance of the client.

The library platform may provide members with the ability to rate and comment items in the catalogue.

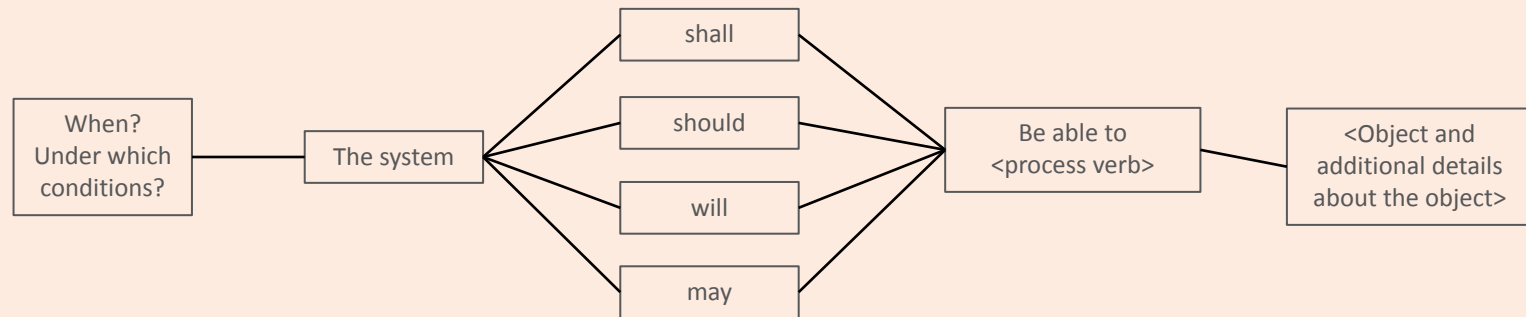


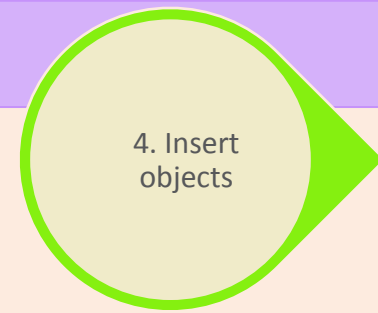
Slide #33

3. Examples for interface requirement

Example (1):

- The system shall be able to receive vehicle locations from the GPS system of the vehicle.
- The library platform should be able to receive student and university staff information from the University Directory System
- The library platform will be able to receive book details from the Publisher System
- The library platform shall be able to receive payment validation from the Payment System

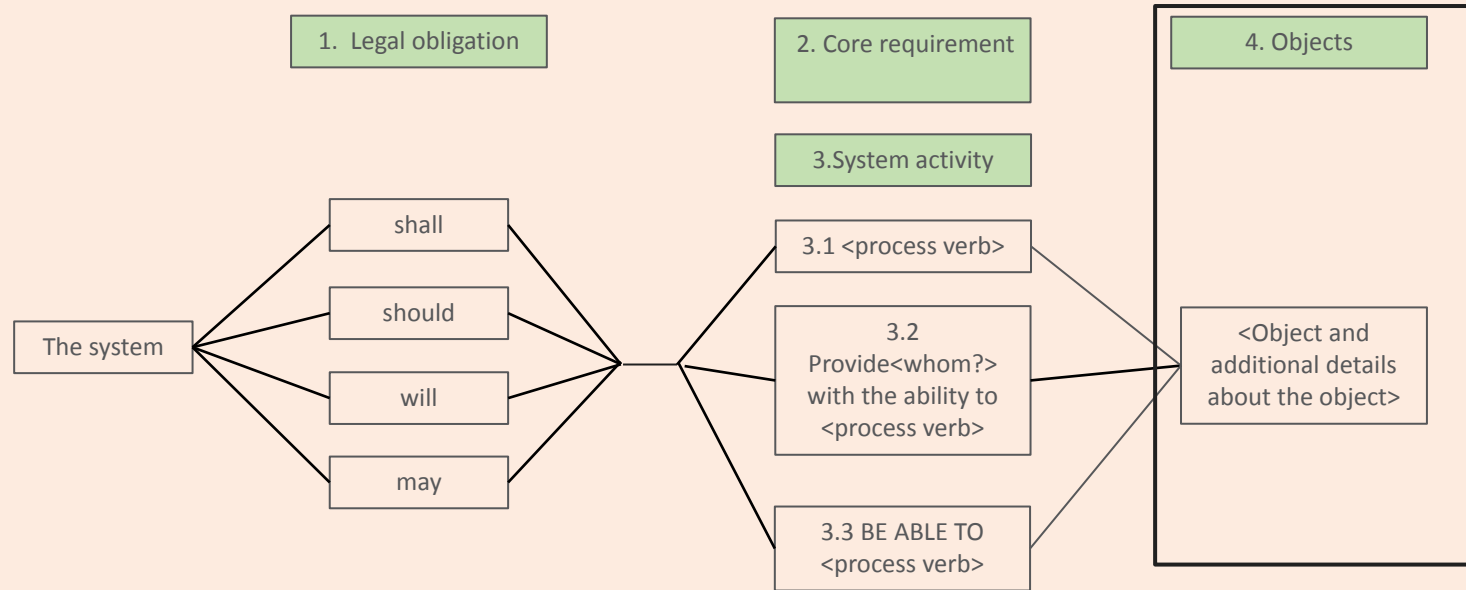




Requirement Template

Some process verbs require one or more objects

Eg: printing requires what will be printed and where will it be printed

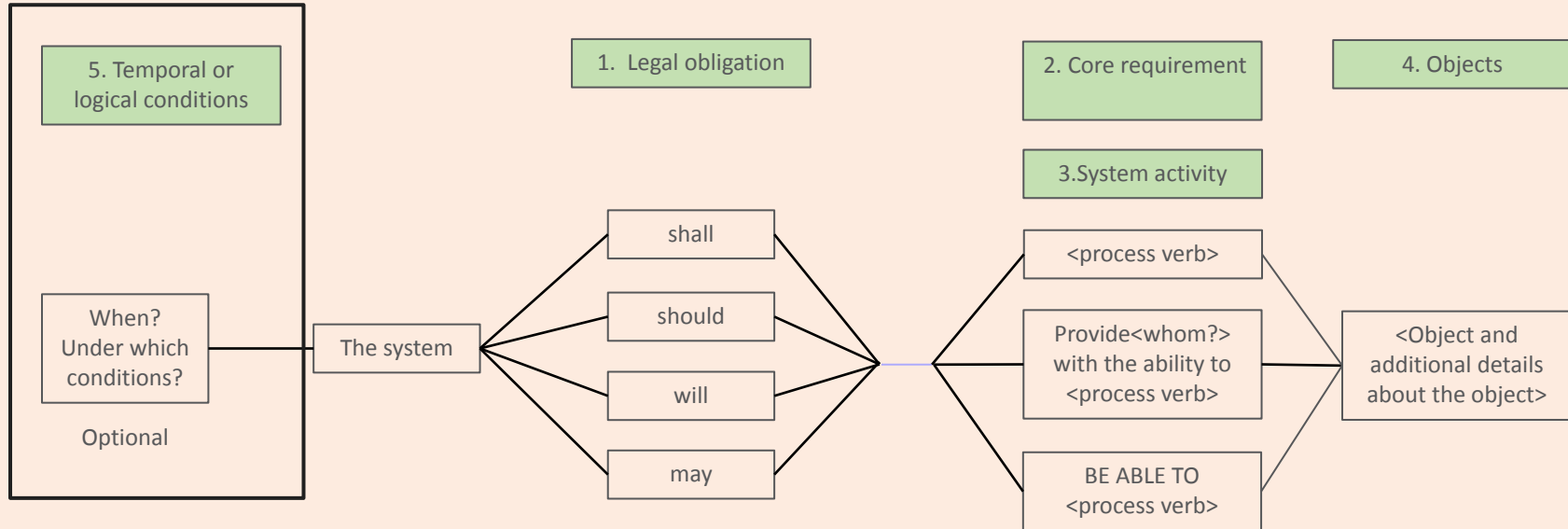


Requirement templates

5. Determine logical and temporal conditions

- ✓ Logical conditions if...then
- ✓ Temporal condition as soon as, after, during, as long as

5.
Determine
logical and
temporal
conditions



Examples :

Categories of Quality Requirements (ISO/IEC 25010:2011)

PERFORMANCES

(eg: response time behavior and resources utilization)

- The blade shaft calculation takes less than 5 seconds in 90% of the times
- The insurance app uses less than 1GB disk space including all data
- The web shop supports concurrent users

USABILITY

(eg: understandability, learnability, ease of use)

The steam path tool provides an offline help system
- The insurance system supports all common touch screen gesture

Quality/Non Functional Requirements :

Need to be verifiable (eg: quantitative assertions)

SECURITY

- The insurance system provides user authentication
- The customer data is stored encrypted

RELIABILITY

(eg: availability, dependability, fault tolerance, recoverability)
The web shop is available 95% of the time
Downtime for maintenance is maximum 24 hours per month

PORTABILITY

- The calculations for the cost of the insurance policy need to be tested via automated tests so that changes can be validated automatically
- The client for the insurance system needs to run on Internet Explorer 10 and above.
- The client for the insurance system provides an automatic installer so that insurance agents can install the client themselves

What is :

Now begin the process of turning the requirements into functional models

- Models are logical; i.e., independent of how they are implemented (manual or computerized)
- Develop use-cases from the requirements
 - Use-case: how a system interacts with its environment
 - Includes a diagram and a description to depict the discrete activities that the users perform

Develop activity diagrams from the use-cases

- These model the business processes or how a business operates
- Used to illustrate the movement of objects (data) between activities



<https://docs.google.com/document/d/1qH2-f6zUls9cyTnt3PoOy0u8HwxSbGwAyJUs2MpPg40/edit?usp=sharing>

SISTEM PENGURUSAN LATIHAN INDUSTRI (SPLIT)

Pelajar tahun akhir pengajian, pelajar dari program Sains Komputer iaitu Kejuruteraan Perisian dan Informatik Maritim akan diminta untuk memohon tempat latihan industri. Pelajar perlu memohon tempat untuk menjalani LI bermula pada awal semester II di akhir tahun pengajian mereka di UMT.

Pada peringkat awal, pelajar perlu mengenal pasti syarikat yang diinginkan. Pelajar boleh menyemak senarai tempat LI yang ingin dimohon. Senarai semak ini disediakan oleh Penyelaras LI. Penyelaras LI akan mengeluarkan surat permohonan penempatan dan borang LI01 untuk diberikan oleh pelajar kepada pihak industri. Dalam masa yang sama, pelajar perlu memohon tempat LI yang diinginkan dan menyediakan *resume* dan surat iringan (*cover letter*). Surat permohonan penempatan, borang LI01, resume dan surat iringan perlu dilampirkan di dalam permohonan mereka kepada industri. Pelajar boleh memohon sekurang-kurangnya tiga tempat LI yang diinginkan. Selepas mendapat maklum balas penerimaan dari industri, pelajar perlu mengemaskini tempat yang telah dipersetujui untuk menjalani latihan industri serta memulangkan borang LI01 yang telah diisi oleh pihak industri sebagai tanda persetujuan menerima pelajar tersebut. Penyelaras kemudiannya akan mengeluarkan surat pengesahan penempatan LI untuk pelajar terlibat.

Semasa menjalani LI, pelajar perlu menghantar beberapa borang pengurusan LI iaitu borang LI02 (Borang Lapor Diri), LI03 (Borang Perancangan Aktiviti) dan LI04 (Borang Laporan Kemajuan). Penyelaras LI bertindak dengan menyemak setiap pelajar yang sedang menjalani LI menghantar kesemua dokumen yang dinyatakan. Jika ada berlaku kegagalan penghantaran borang-borang tersebut, penyelaras akan menghantar notifikasi dan memaparkan maklumat tersebut untuk hebahan pelajar.

Penyelaras juga akan menyusun agihan pelajar mengikut kumpulan untuk diselia oleh penyelia UMT. Penyelia UMT dilantik di kalangan pensyarah program Sains Komputer. Setiap pelajar akan diminta untuk membuat pembentangan berkenaan projek yang telah mereka lakukan sepanjang menjalani LI. Penyelia Industri akan menilai pembentangan tersebut dan mengisi borang pemarkahan LI05. Penyelia UMT juga perlu membuat penilaian pelajar dengan mengisi borang LI06. Seterusnya, pada akhir LI, pelajar perlu menghantar laporan secara atas talian dan markah akan diberikan oleh penyelia berdasarkan ketepatan pelajar menghasilkan laporan yang memenuhi kriteria yang ditetapkan. Penyelaras kemudiannya mengumpul kesemua markah pelajar daripada penyelia dan memasukkan markah keseluruhan dalam sistem untuk menghasilkan laporan penuh markah pelajar dan juga laporan keseluruhan latihan industri untuk diberikan kepada pihak pengurusan fakulti.

<https://sites.google.com/view/lisksemi202324/home>

https://drive.google.com/file/d/1U1jY58KQ1HskWEXqklagQ_RWTBnIWkyz/view



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FACULTY OF OCEAN ENGINEERING TECHNOLOGY AND INFORMATICS
UNIVERSITI MALAYSIA TERENGGANU

BORANG MAKLUM BALAS LATIHAN INDUSTRI
INTERNSHIP FEEDBACK FORM
(Disisi oleh Pihak Industri / To be filled by the Organization)

BORANG LI01

Maklumat Organisasi / Organization Information

Nama Syarikat / Company Name :
No. Telefon / Phone Number :
Alamat / Address :
No. Faks / Fax Number :
Emel / Email :

LI 01

Status Industri/Type of Industry (Sila tanda ✓ pada kotak di bawah / Please ✓ in the box): Kerajaan / Government : ☐
GLC / PLC : ☐
Multinasional / Multinational : ☐
Lain-lain / Others : ☐

Akuan Penerimaan/Acceptance Declaration

Pihak kami/ We are (Sila tanda ✓ pada kotak di bawah/Please ✓ in the box):

Bersetuju / Agree ☐
Tidak bersetuju / Disagree ☐

untuk menerima pelajar-pelajar berikut bagi menjalani latihan industri sebagaimana dipohon. To accept the applicant/s for the internship placement.

Bil. / No.	Nama Pelajar / Student Name	No. Matrik / Matric Number	Program / Programme



PENGESAHAN LAPOR DIRI PELAJAR DI INDUSTRI STUDENT REPORT DUTY CONFIRMATION IN INDUSTRY

1. MAKLUMAT ORGANISASI / ORGANIZATION INFORMATION

Nama/ Name : No. Tel./ Tel :
Alamat/ Address : No. Faks/ Fax :

2. AKUAN LAPOR DIRI PELAJAR / STUDENT REPORT DUTY CONFIRMATION

Dengan ini disahkan bahawa pelajar berikut telah melapor diri bagi menjalani Latihan Industri seperti di atas.
It is hereby confirmed that the following students have reported for the Industrial Training as above.

Nama/ Name :
No. Matrik/ Matric No. : No. K/P/IC No. :

Program :

Tarikh Laporan Diri/Report Duty Date :

Alamat Kediaman Semasa Latihan Industri/ Residential Address during Industrial Training :

No. Tel./ Tel : Emel :

Tempoh Latihan Industri/ Industrial Training Period :

Tandatangan Pelajar/ Student Signature :

Nama dan Nombor telefon waris untuk dihubungi/ Next of Kin Contact Number :

LI 02

3. PENGESAHAN OLEH WAKIL INDUSTRI / ENDORSEMENT BY INDUSTRY REPRESENTATIVE

Disahkan bahawa segala maklumat di atas adalah benar.
We hereby declared that all the above information is true.

Tandatangan/ Signature : Cop Jawatan Rasmi/ Official Stamp:

Nama/ Name :
Tarikh/ Date :

LI 03



UNIVERSITI MALAYSIA TERENGGANU

BORANG/FORM LI03

BORANG PERANCANGAN LATIHAN INDUSTRI / INDUSTRIAL TRAINING PLANNING FORM

Nama Pelajar / *Student's Name* :
 No Matrik / *Matric No.* :
 Program / *Program* :
 Organisasi / *Organization* :

No.	Aktiviti Yang Dirancang / <i>Planned Activities</i>	Strategi Pelaksanaan / <i>Implementation Strategies</i>	MINGGU / <i>WEEK</i>																							
			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1.	Cth: Keperluan Sistem	Cth: Kenalpasti keperluan sistem																								
		Cth: Kenalpasti pemegang taruh																								

Dengan ini disahkan bahawa segala maklumat di atas adalah benar. / *It is hereby confirmed that all the above information is true.*

Tandatangan / *Signature* :
 Penyelia Industri / *Industrial Supervisor* :
 Tarikh / *Date* :

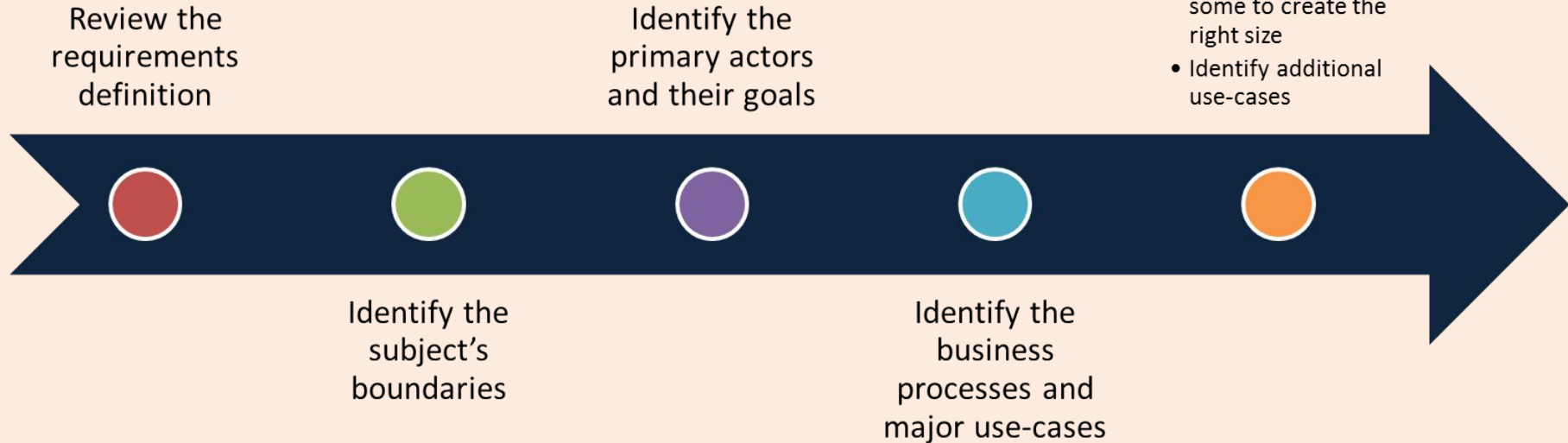
BORANG KEMAJUAN LATIHAN INDUSTRI / INDUSTRIAL TRAINING PROGRESS FORM

Nama Pelajar / *Student's Name* :
No Matrik / *Matric No.* :
Program / *Program* :
Organisasi / *Organization* :

Perancangan / Planning	Dalam Kemajuan / In Progress	Selesai / Completed	Dibatalkan / Cancelled	Projek Baru / New Projek
------------------------	------------------------------	---------------------	------------------------	--------------------------

[illegible]

Identifying Major Use Case:

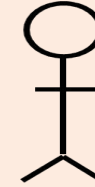


Identifying Major Use Case (Review the requirements definition)



Pelajar

Mohon tempat LI
Semak tempat LI (extend?)
Sediakan resume dan surat iringan
Sahkan tempat LI
Pulangkan borang LI 01-?
Hantar borang **LI 02**, LI 03-LI 04
Hantar laporan



Penyelia
UMT

Menilai pembentangan dan laporan



Penyelaras
LI

Sediakan cadangan tempat LI
Sediakan surat pengesahan dan borang LI 01
Semak penghantaran borang LI 02-LI 04
Kemaskini status penghantaran borang (include?)
Agihkan pelajar mengikut kumpulan penyelia
Memasukkan markah keseluruhan
Menjana laporan



Penyelia
Industri

Menilai pembentangan dan laporan

Identifying Major Use Case:



Pelajar



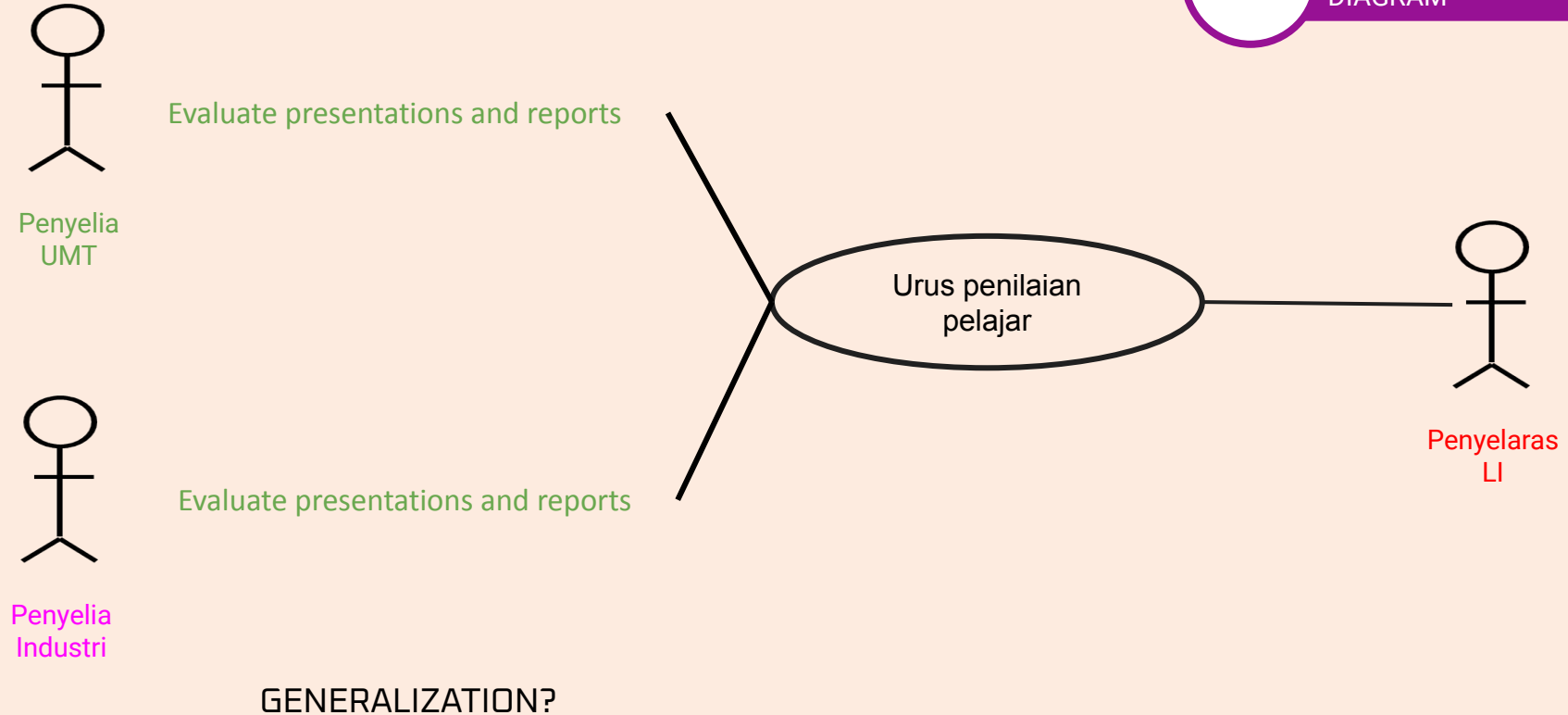
Penyelaras
LI



Identifying Major Use Case:

6

USE CASE
DIAGRAM



Create a use case :

6

USE CASE
DIAGRAM

Place & draw the use-cases



Place & draw the actors



Draw the subject boundary



Add the associations

Examples of statement (Refer to template) :

STUDENTS :

- R1 : The system shall provide students with ability to manage LI application
- R2 : The system shall provide students with ability to manage LI forms documentations

COORDINATOR :

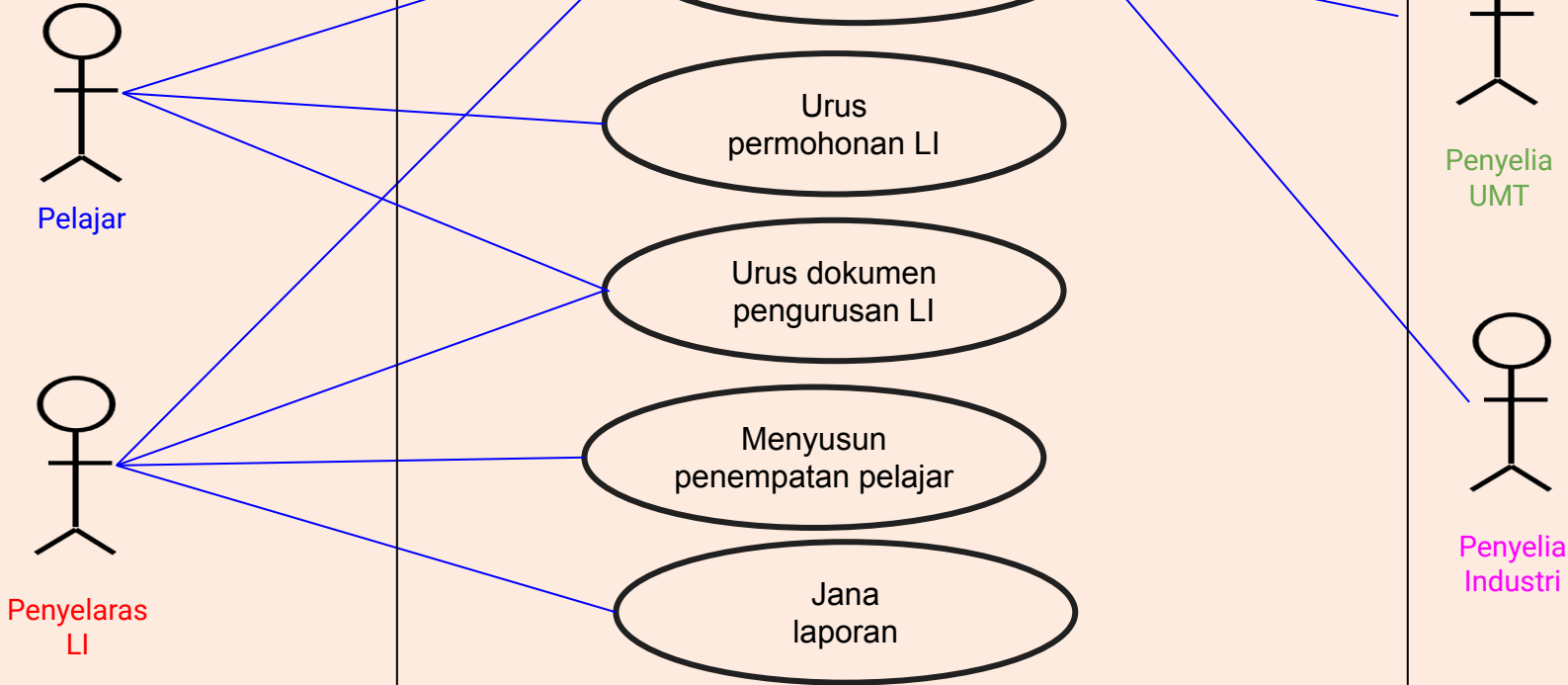
- R3: The system shall provide coordinator with ability to manage students evaluation
- R4:The system shall provide coordinator with ability to manage LI forms documentations
- R5:The system shall provide coordinator with ability to allocate student replacement
- R6:The system shall provide coordinator with ability to generate LI reports

SUPERVISOR

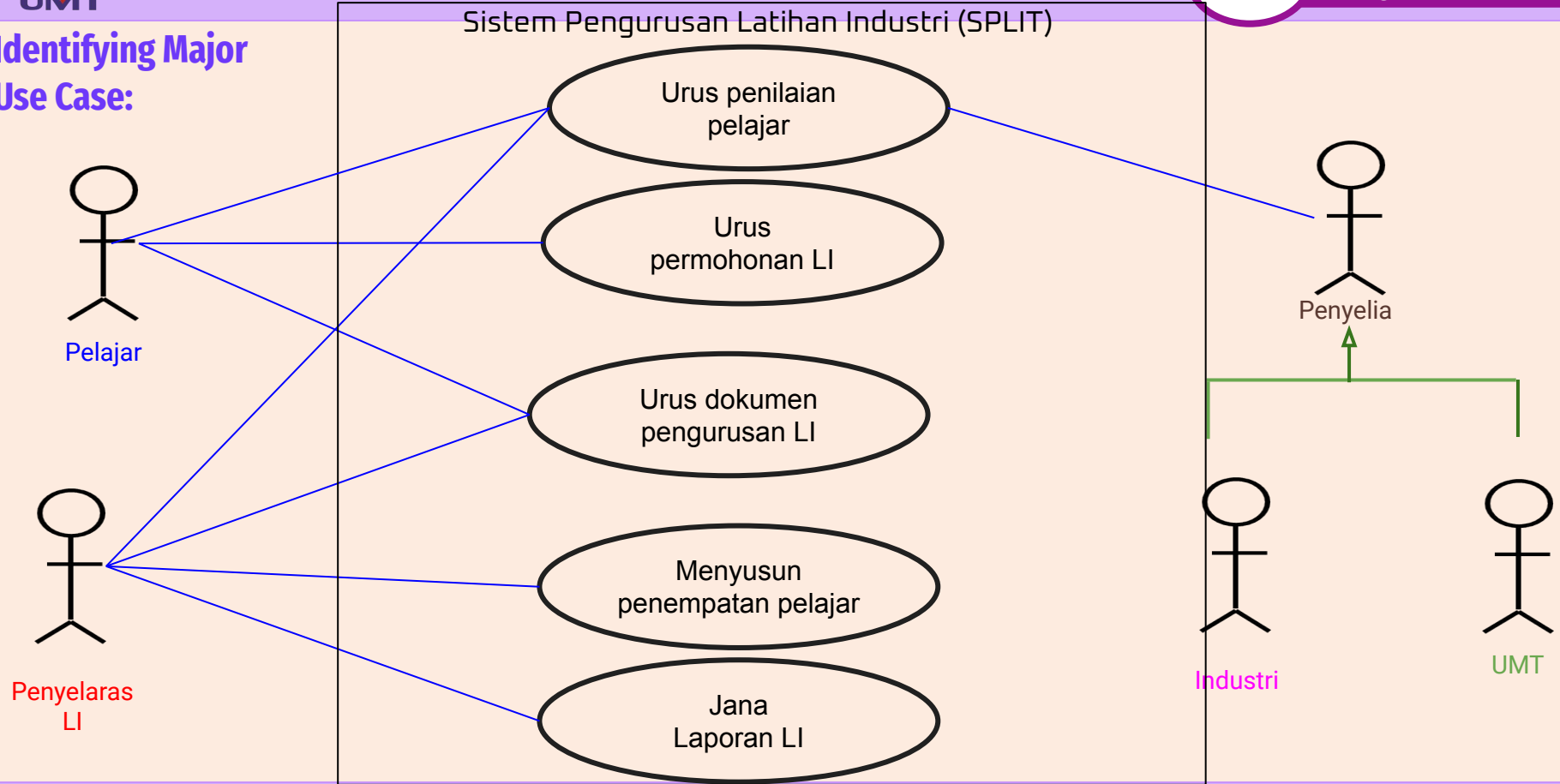
- R7 : The system shall provide supervisors with ability to manage students evaluation Slide #18

Identifying Major Use Case:

Sistem Pengurusan Latihan Industri (SPLIT)



Identifying Major Use Case:



Use Case Name:	ID:	Importance Level:
Primary Actor:	Use Case Type:	
Stakeholder and Interests:		
Brief Description:		
Trigger:		
Type: External		
Relationships:		
Association: Include: Extend: Generalization:		
Normal Flow of Events:		
Sub-Flows:		
Alternate/Exceptional Flows:		

Use Case Name:	Urus dokumen pengurusan LI	ID: 3	Importance Level: High
Primary Actor:	Pelajar	Use Case Type: Primary, Essential	
Stakeholder and Interests:	Pelajar - serahkan LI 01, hantar LI 02-04 Penyelaras -uruskan borang LI01-LI04 dan semak status penghantaran borang tersebut		
Brief Description:	Rajah kes guna ini menerangkan tentang proses pengurusan dokumen sepanjang LI dijalankan		
Trigger:	Pelajar ingin memohon tempat LI		
Type:	External		
Relationships:	Pelajar dan Penyelaras		
Association:			
Include:			
Extend:			
Generalization:			

Normal flows of event:

1. Pelajar menghantar borang pengurusan LI iaitu LI02, LI03, LI04
2. Penyelaras akan menyemak penerimaan semua dokumen tersebut
3. Pelajar akan menyemak status penghantaran borang tersebut

Sub flows :

Alternate / Exceptional Flows :

Jika pelajar tersalah menghantar borang, penyelaras akan meminta pelajar supaya menghantar semula borang terlibat

What is

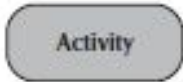
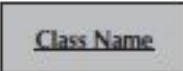
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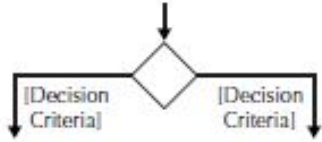
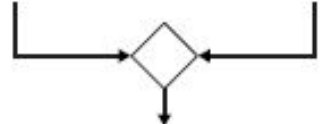
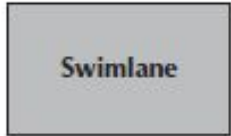
ACTIVITY DIAGRAM

Business processes consist of a number of activities

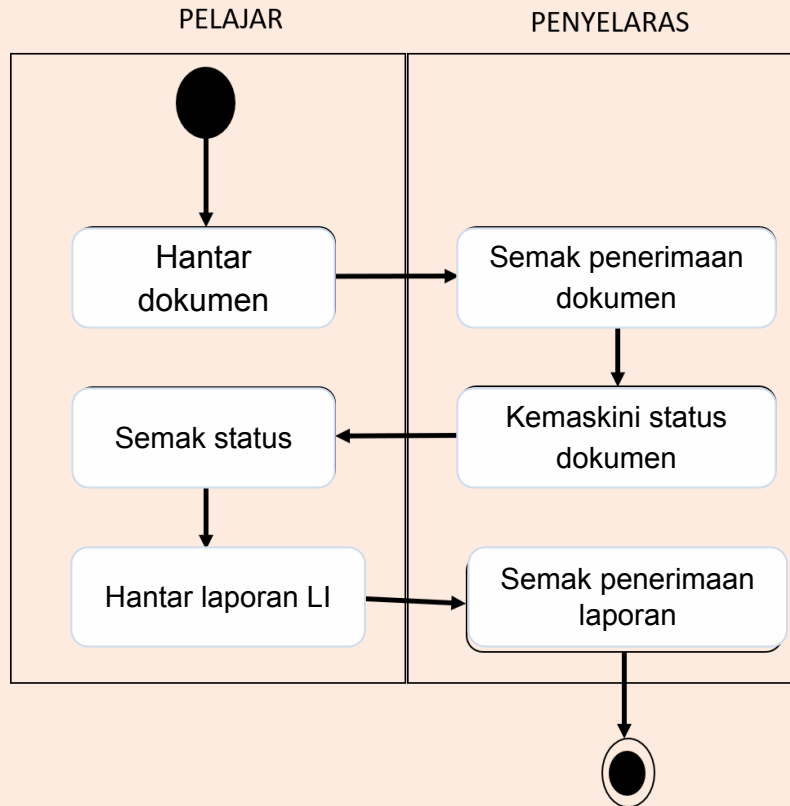
Activity diagrams depict the sequence of these activities

- Diagrams are abstract and describe processes in general
- They model behavior independent of objects
- Can be used for any type of process

An action: ■ Is a simple, nondecomposable piece of behavior. ■ Is labeled by its name.	
An activity: ■ Is used to represent a set of actions. ■ Is labeled by its name.	
An object node: ■ Is used to represent an object that is connected to a set of object flows. ■ Is labeled by its class name.	
A control flow: ■ Shows the sequence of execution.	
An object flow: ■ Shows the flow of an object from one activity (or action) to another activity (or action).	
An initial node: ■ Portrays the beginning of a set of actions or activities.	
A final-activity node: ■ Is used to stop all control flows and object flows in an activity (or action).	
A final-flow node: ■ Is used to stop a specific control flow or object flow.	

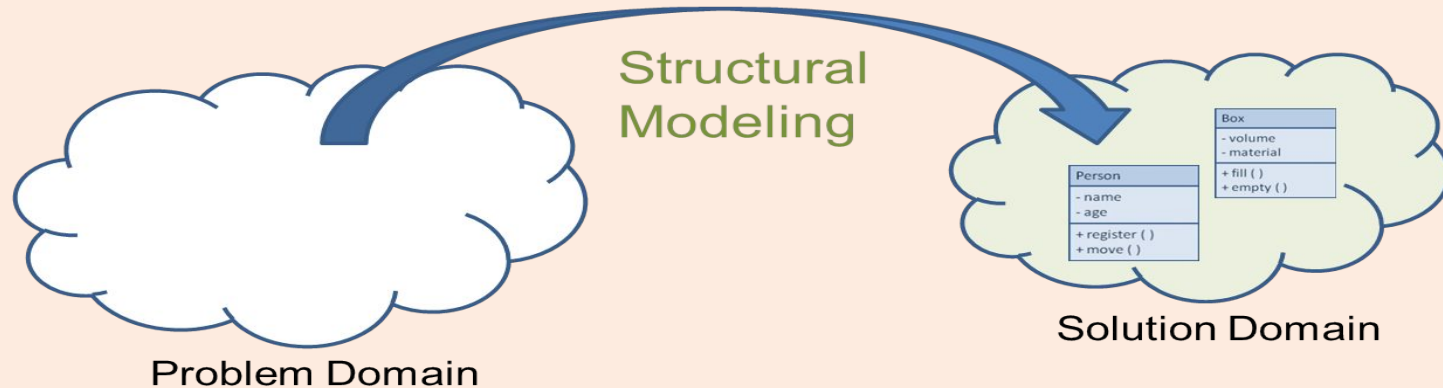
A decision node: ■ Is used to represent a test condition to ensure that the control flow or object flow only goes down one path. ■ Is labeled with the decision criteria to continue down the specific path.	
A merge node: ■ Is used to bring back together different decision paths that were created using a decision node.	
A fork node: Is used to split behavior into a set of parallel or concurrent flows of activities (or actions)	
A join node: Is used to bring back together a set of parallel or concurrent flows of activities (or actions)	
A swimlane: Is used to break up an activity diagram into rows and columns to assign the individual activities (or actions) to the individuals or objects that are responsible for executing the activity (or action) Is labeled with the name of the individual or object responsible	

LI02?



Aktiviti diagram
bagi rajah kes
guna 'Urus
dokumen
pengurusan LI

Main goal: to discover the key data contained in the problem domain and to build a structural model of the objects

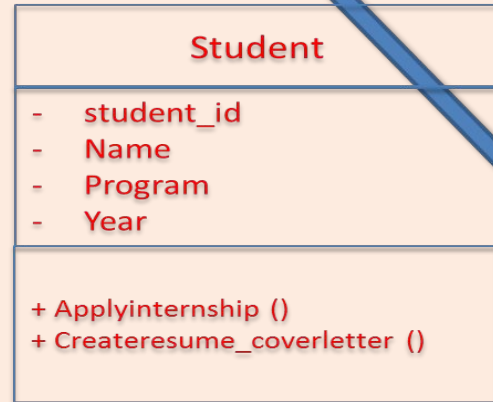
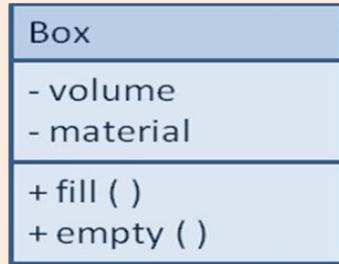


A static model
that shows

• **classes and their
relationships to one
another**

Elements

- **Classes**
 - Objects within the system (a person, place or thing)
 - Stores and manages information in the system and contains:
 - **Attributes**—characteristics of the class
 - **Operations**—activities the class can perform
- **Relationships**—the associations between classes
 - Depicted as lines between classes
 - Multiplicity indicates how many of one object is/are associated with other objects



• Classes

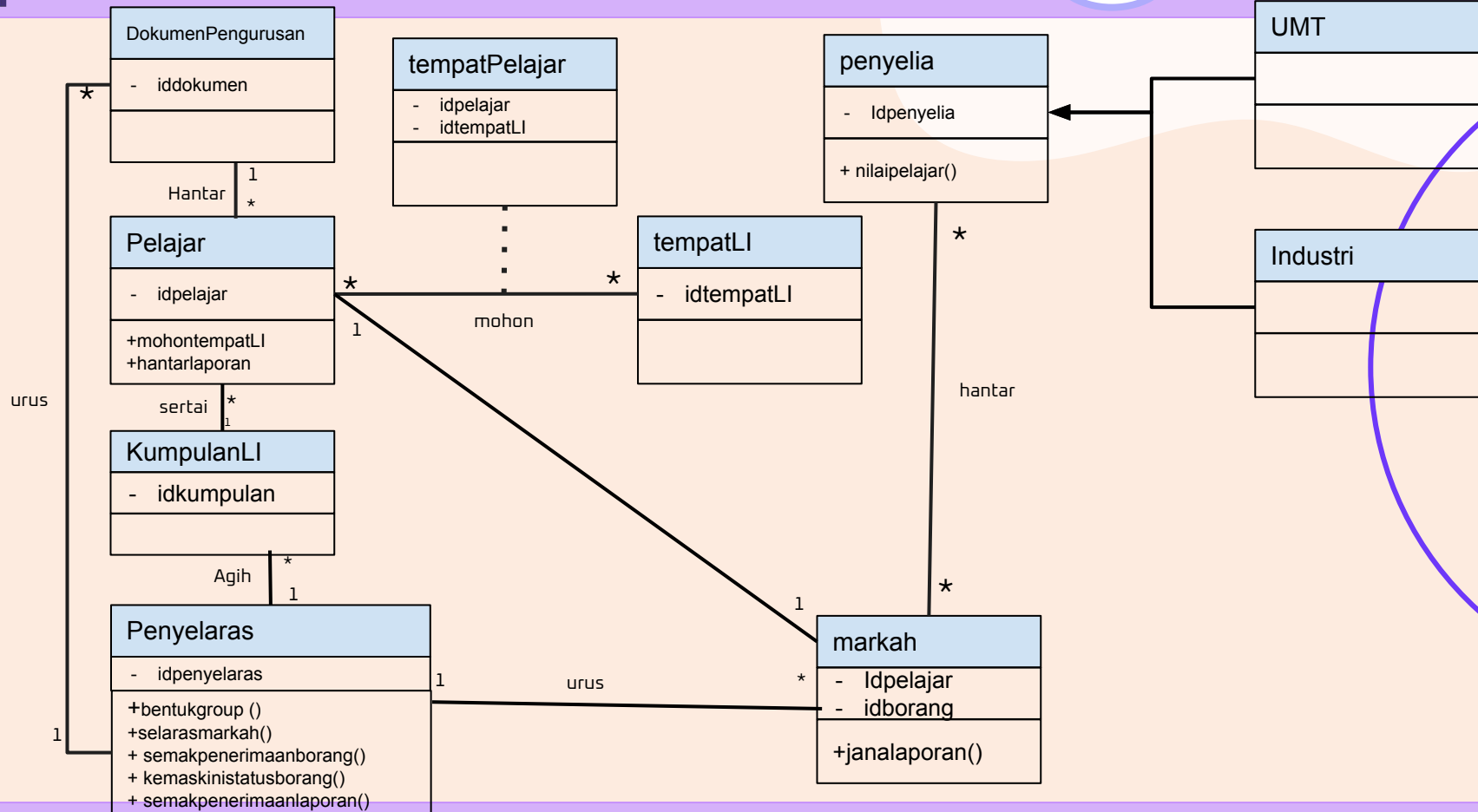
- Templates for instances (objects) of **people, places, or things**

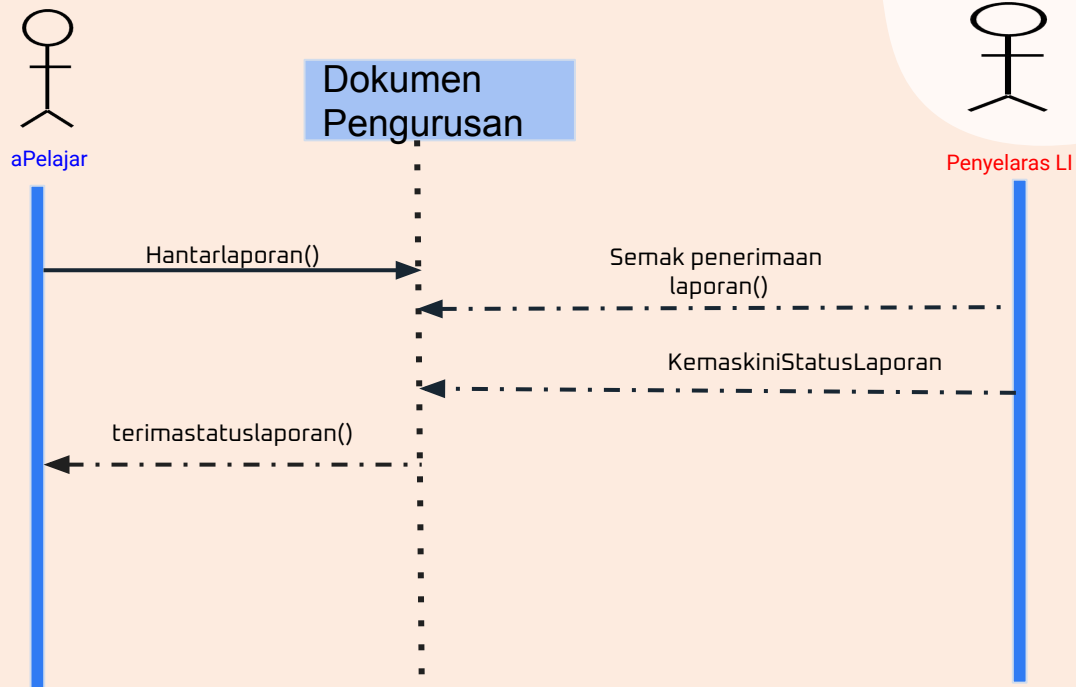
• Attributes

- Properties that describe the state of an instance of a class (an object)
- Only included attributes that are relevant to the task
- Only included primitive/atomic types of attributes (i.e, integers, strings, doubles, date, time, boolean, etc)

• Operations

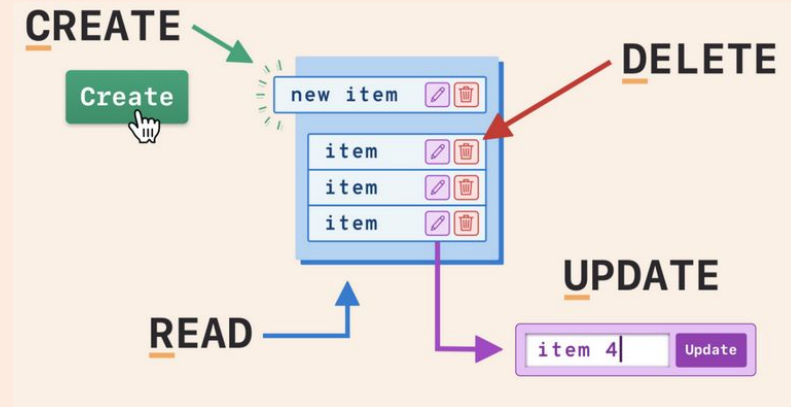
- Actions or functions that a class can perform





A CRUD matrix (Create, Read, Update, Delete)

- a table that shows the links between processes and data, or between processes and resources.
- When a link exists, it shows whether the process performs a Create, Read, Update, or Delete operation on the data or resource.



- **Completeness checking of models**
 - will help in the identification of omissions, both in the range of necessary use cases and in the set of classes in the class model.
- **Identification of dependencies**
 - the CRUD matrix helps decide which ones should be handled first.
- **Estimation of the time needed for development**
 - estimating the time needed to develop and test a specific piece of functionality.
- **Consistency checking**
 - estimating the time needed to develop and test a specific piece of functionality.

<https://sites.google.com/site/dayshaconsulting/home/methodologies/requirements-definition/requirements-modelling/crud-matrix>

Entities Function	Pelajar	Penyelaras	Penyelia	TempatLI	Markah
Mohon LI	CRU	RUD		R	
Kira markah	R		RU		CUD
Tambah tempat LI	R			CRUD	
Sahkan tempat	U			U	

Examples of statement (Refer to template) :

STUDENTS :

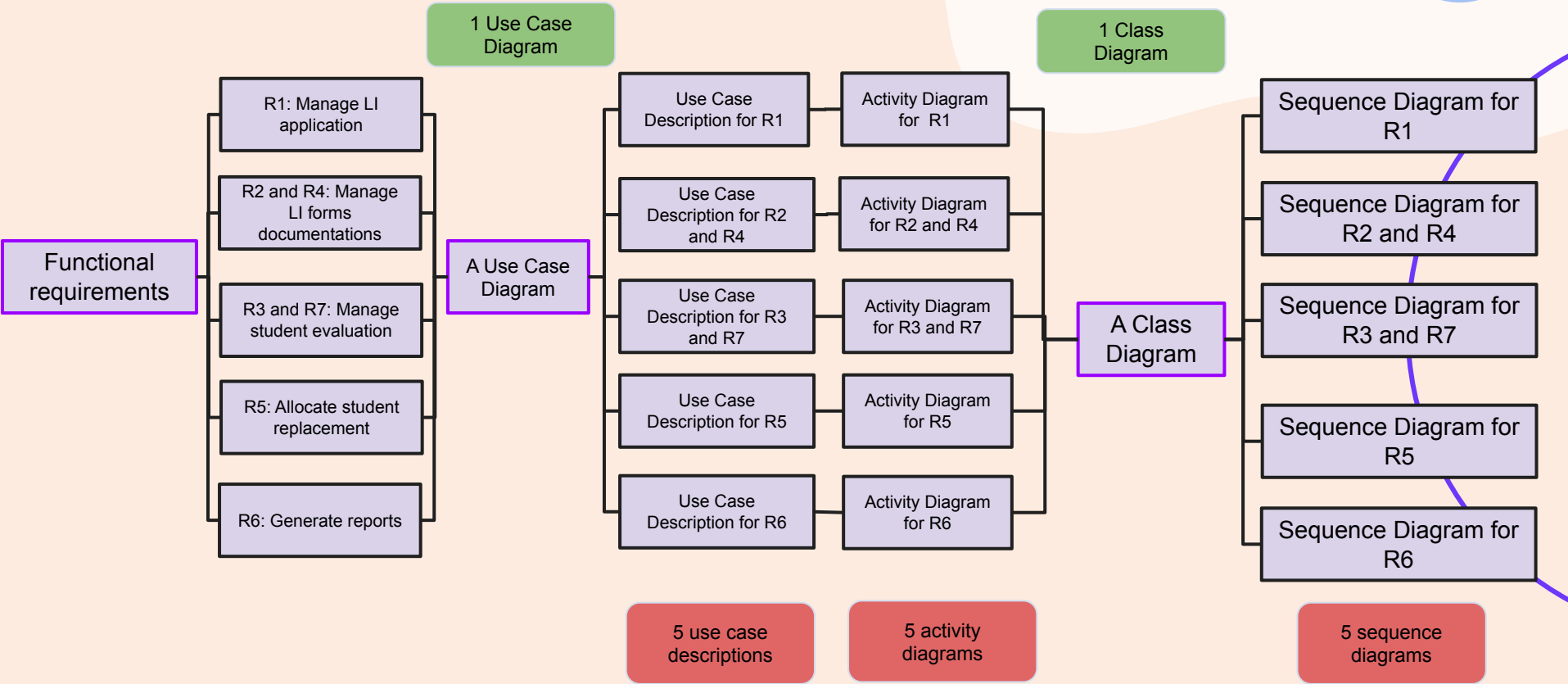
- R1 : The system shall provide students with ability to manage LI application
- R2 : The system shall provide students with ability to manage LI forms documentations

COORDINATOR :

- R3: The system shall provide coordinator with ability to manage students evaluation
- R4:The system shall provide coordinator with ability to manage LI forms documentations
- R5:The system shall provide coordinator with ability to allocate student replacement
- R6:The system shall provide coordinator with ability to generate LI reports

SUPERVISOR

- R7 : The system shall provide supervisors with ability to manage students evaluation Slide #18



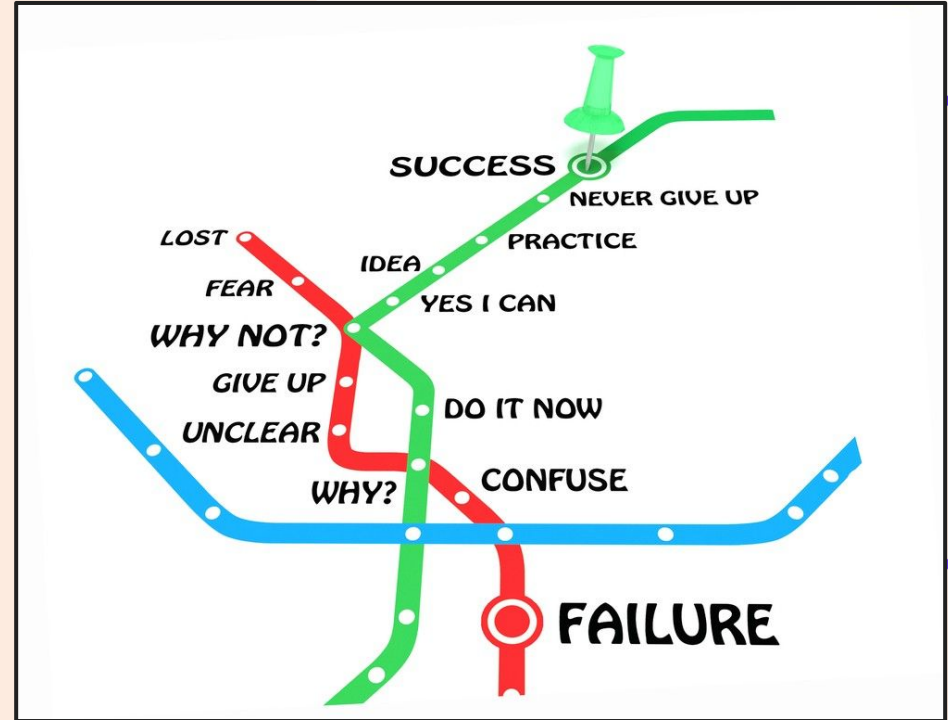
Banyak ilmu, namun lupa belajar adab dan akhlak



Imam Malik *rahimahullah* pernah berkata pada seorang pemuda Quraisy, "Pelajarilah adab sebelum mempelajari suatu ilmu."

Kenapa sampai para ulama mendahulukan mempelajari adab?

Sebagaimana Yusuf bin Al Husain berkata, "Dengan mempelajari adab, maka engkau jadi mudah memahami ilmu."



Thanks!



Do you have any questions?

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