

MT. KENYA UNIVERSITY
SCHOOL OF PURE AND APPLIED SCIENCES
DEPARTMENT OF INFORMATION TECHNOLOGY

TOPIC: PROJECT

PROJECT TITLE: PHISH LODGE MANAGEMENT SYSTEM

UNIT CODE: BIT 4107

SUPERVISORS:

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REG NO: BBIT/08/01396

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**THIS PROJECT IS PRESENTED IN PARTIAL FULFILLMENT OF REQUIREMENTS
OF A BACHELOR DEGREE IN BUSINESS INFORMATION TECHNOLOGY.**

ABSTRACT

The phish lodge system will be a visual basic application program. I have used the water fall method to come up with a well defined program. This will entail Problem Identification, System Analysis, System Design, Implementation, Testing and finally Development of the System. Problem identification will involve defining the problem and its scope. System analysis will involve the process of understanding and specifying in details what the system should do. System design is the process of specifying in details how the many component parts of the system should be implemented. The design of software system is the overall plan or model for that system. Implementation will involve converting the design into the real system through coding. Testing is conducted to uncover any errors in the system. It must be thorough, to make sure that the system will work as expected.