




BORANG INVENTORI PROJEK PELAJAR

PERKARA	MAKLUMAT INFORMATION
Program <i>Program</i>	DTK
Jabatan <i>Department</i>	KEJURUTERAAN ELEKTRIK
Semester/ Tahun <i>Semester/ Year</i>	LIMA
Tajuk Projek <i>Project Title</i>	T-MONEY USING ESP32 AND DISPLAY THROUGH SMART PHONE
Jenis Projek <i>Type of Project</i>	INOVASI
Kategori Kluster Penyelidikan <i>Category/ research Cluster</i>	TEKNOLOGI DAN KEJURUTERAAN
Ahli Kumpulan <i>Group member</i>	1. NUR FATIHA BINTI SAMSUDIN 990809-10-5698 2. NUR AMIRA SYUHADAH BINTI HAKIMI 990208-04-5300 3. 4. 5.
Penyelia <i>Supervisor</i>	PN. SHAHEDA BINTI MOHD KHAWARI 820515-08-5140
Penyelia Bersama <i>Co-Supervisor</i>	
Abstrak <i>Abstract</i>	<p>Smartphones have variety of uses and becomes one of the devices that can help you monitor at any aspect. Since less awareness about counting coins in saving funds, the device proposed in this project to solve the problems. Most of teens and children have difficulty finding out how much money they have in the fund. In fact, it is often the case that you lose the key and need to break the tube. Therefore, the project proposes that using the Blynk Application it will be easier to use and the time it takes for the smartphone to display the amount of money in the fund is very convenient. Then, users can provide a password via keypad 4x4 to make T-Money secure. The system was realized using ESP 32 programmed to control all circuits operated. In addition, we also integrate the ESP 32 with the</p>

	Blynk Application. Data transmission can also be done using WIFI technology in ESP 32. After research, the project's expected results are that teens and children can know the total of money through the Blynk Application. This project can also help teens and children to be more excited to save in the future.
Keyword <i>Keyword</i> (max 5 word)	T-Money
Objektif Projek <i>Project Objectives</i>	<ol style="list-style-type: none"> 1. Displayed via Blynk Application to know the total of money through smartphone. 2. To implement setup for each sample of coin by using coin acceptor. 3. Build password by using a keypad 4x4.
Skop Projek <i>Project scope</i>	<ol style="list-style-type: none"> 1. The main controller is using ESP 32 to make integrate hardware to software. 2. Use android platform using Blynk Application to display value of money. 3. This device is focusing on personal use

IP No		
Dapatan <i>Finding</i> (500 words max)	ARTICLE AND JOURNAL	
Cadangan untuk kerja-kerja akan datang <i>Suggestion for future work</i> (500words)	QUALITY PRODUCT	
Gambar berkaitan projek <i>Picture related to project</i> (700kb)		
Rating/Level	JABATAN	

**

Borang ini perlu diisi oleh pelajar dan dihantar kepada penyelia/ penyelaras projek dalam bentuk hardcopy dan softcopy (borang LAMPIRAN J) dan gambar hasil projek dalam format jpeg/bitmap) bersama laporan akhir dan hasil projek.

