Project research paper sharing application

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Cmm007 intranet system development

Course work

**APPLICATION DESCRIPTION**

This Application or web site is mad for the most part since of the difficulties staff of Robert Gordon University experience when dispersing or disseminating of student in different groups or dispersion of project topics. Distribution electronically is much stress free than the manual. By utilizing this application, it is less complex for the tutor to group in the students and also allocate project topics, additionally, its share project topics among students. this program keeps the record of all the project topics, the records are stored in such a way that they can be retrieve at whatever point they are required. The application has three interfaces which are called the client side. They are Administrator page, student Leader page, and also students page. The administrator page does the distribution or dissemination of the projects conjointly grouping of the student, which is carefully done by the tutor or the Leader of the student, he will have Login Page, of the Administrator called Admin, Student Leader page will have login also has the authorization of distributing or disseminating and allotment of the projects to the students. the student page is designed in such a way that the student will login then he or she is allowed or permitted to upload projects, while the student Leader will be able to view the project and also download it.

**CONSTRAINTS**

* This Application has the front side and also the back side & server side (client and server side)
* This application has a login popping up for the students and administrator, student can also upload projects, all the users has login, all the captured information’s are being stored in the database.

**FUNCTIONAL**

1. Login pages
2. Allocation of project
3. Previewing of projects
4. Uploading of projects
5. Viewing of the project
6. Setup project

**Non-Functional**

1. User friendly
2. Everyone can use the application in terms of its simplicity
3. Availability
4. Scalability
5. Capacity

**Wireframes**

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