



Module Code & Module Title CS6P05 Final Year Project Computing (Job Recommendation System) Year and Semester 2018-19 Autumn / 2018-19 Spring

Student Name: Aditya Jung Karki

London Met ID:17031128

College ID:np01cp4a170096

Assignment Due Date: 23/11/2019

Internal Supervisor: Subeksha Shrestha

External Supervisor: Ishwar Shrestha

Assignment Submission Date:

Word Count (Where Required):

I confirm that I understand my coursework needs to be submitted online via Google Classroom under the relevant module page before the deadline in order for my assignment to be accepted and marked. I am fully aware that late submissions will be treated as non-submission and a marks of zero will be awarded.

Contents

1.	Introduction:	3
2.	Aims and Objectives:	4
3.	Expected Outcomes and Deliverables:	5
4.	Project risks, threats and contingency plans:	6
5.	Methodology:	7
6.	Resource requirements:	8

1. Introduction:

The project title for the FYP module is "Job recommendation system". We all know that it is not easy to get job in Nepal despite qualifications a person possesses. He/she has to travel to different locations in order to explore the kind of jobs they want to do. It is time-consuming to travel to different locations and also it is quite difficult to follow all the long procedures. So many works nowadays have been simplified by the use of online facilities. Thus, Job recommendation system comes up with the solution to the people who are willing to apply for their desired post via website.

Job recommendation system is an online website system which consists of an Admin, a Job seeker and a Job giver. The admin should login to get access to view the people who applied in the website. The admin cannot respond to anyone. The admin can only see the people/company who have registered themselves in the website and can also delete particular appliances. The job seeker should fill up the form which consists of informations of him/her including Name, Date of Birth, E-mail, Address, Qualifications, Skills, etc. The Job seekers who have applied can be viewed by the admin. The Job giver are the companies who will have to register their company in the website by filling up their basic informations and the type of candidates they want to hire. If the requirements of a company based on the types of candidates they want matches, the candidates who have applies will be notified. The candidates can then proceed to apply for the company they want to explore.

The main theme of the website of Job recommendation system will consist of three types of people/company who will have to work on their respective tabs i.e. Admin, Job seeker and Job giver. The Admin can view the people/company who have applied on this website and can delete particular lists. The Job seeker, who will have to fill up the form containing their basic informations and skills to show their capabilities to companies. The Job giver, who will select the best candidates.

2. Aims and Objectives:

Aims:

- → To develop a user-interface environment easy to use.
- \rightarrow To save time of people to find jobs.
- → To help companies to hire the type of candidates they want.
- \rightarrow To reduce the time of people to find jobs.

Objectives:

- → Implement a proper UI design for website development.
- → Analysis of the proper system requirements.
- \rightarrow Test and debug (if any).

3. Expected Outcomes and Deliverables:

The website of Job recommendation system is expected to deliver the following outcomes:

- 1. The Job recommendation system allows the Job seekers to apply for a specific job.
- 2. This web application will be implementing a simple UI design which the users will find it easy to interact with.
- 3. This application allows companies to post for the type of job vacancies according to their requirements.

4. Project risks, threats and contingency plans:

The major threat this project might face is when too many people apply for the same job with same skills and requirements. This makes it difficult to select the candidates. Nowadays, people become too much attracted to advertisements which encourages them to apply for a job staying at home. Some people might also type fraud messages in the website which is another threat.

5. Methodology:

In real time scenario, different types of methodologies are used depending upon the kind of project. A methodology is generally used for the best planning of the project including how to develop, test, control and deliver the project in the continuous implementation of the process.

Since I am developing a website application, I have planned to use agile methodology for the development of my project. Agile methodology generally targets in incremental and iterative approach to software design. In this methodology, the continuous iteration of development and testing takes place throughout the software development lifecycle.

Agile methodology focuses on four core processes:

- → Individual and team interactions over tools.
- → Nicely working software over comprehensive documentation.
- → Customer collaboration over contract negotiation.
- \rightarrow Responding to changes over following a plan.

(Sharma, 2019)

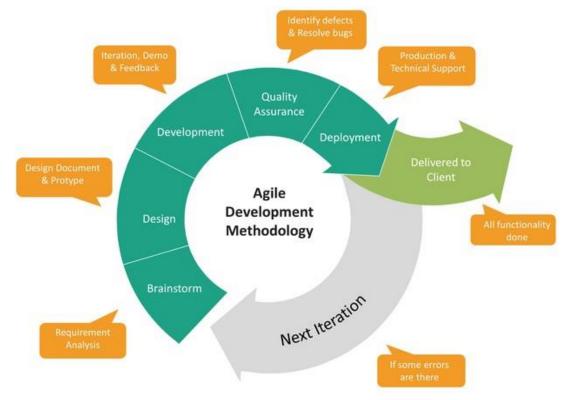


Figure 1: Steps involved in agile methodology

6. Resource requirements:

1. Hypertext Preprocessor:

PHP is a server side scripting language that is embedded in HTML. It can be used for various purposes such as managing dynamic content, databases, session tracking and build websites such as e-commerce sites. It is also compatible with popular databases such as MySQL, Oracle, Sybase, Informix. PHP performs system functions, i.e. from files on a system it can create, open, read, write, and close forms. PHP can also handle forms which can gather data from files, save data to a file and send data through email. Also, the elements in the database can be added, modified and deleted through PHP. Using PHP, we can restrict users to access some pages of the website. (Sharma, 2014)

2. HTML:

HTML stands for HyperText Markup Language and is a programming language for website creation. These websites can be viewed by anyone else having internet connection. The HTML programming language is relatively easy to learn. This programming language consists of a series of tags typed in a text-file. This text-file is then saved as html file and viewed through the browser like Internet Explorer. Different tags will perform different functions. The html file created is then designed by using Cascading Stylesheets(CSS). (Shannon, 2011)

3. Cascading Stylesheets(CSS):

Cascading Stylesheets, CSS is a programming language used to design and describe reusable styles for presenting documents in a markup language. The task of CSS is to alter the layout and appearance of the web pages like designing the fonts used in particular HTML elements including its size and color. A CSS file can be linked to multiple pages making it easy for the developer to change the appearance of all the pages at the same time. CSS is not a markup language and it is used to define the font, font size, font weight, its position and various visual settings. (Lewis, 2015)

4. JavaScript(JS):

JavaScript is a scripting language, primarily used on the Web to enhance HTML pages and is commonly mixed up with HTML code. Since JavaScript is an interpreted language, it does not need to be compiled. The JavaScript renders web application in an interactive and dynamic fashion which allows the pages to react to events, exhibit special effects, validate date, create cookies and so on. In a HTML file, the JavaScript file is opened using the Script element and enclosed by the Script tags. JavaScript files are known by the .js extension. (Hope, 2017)

5. Bootstrap:

Bootstrap is the most popular HTML, CSS and JS framework for developing a responsive projects on the website application. It is a free and open source front end development framework used in the creation of websites and web apps. Bootstrap includes user interface components, layouts and JS tools along with the framework for implementation. (Dearing, 2017)

7. Work Breakdown Structure:

S.N.	Tasks	Days	Description	Date
1	Research	25	Research on the resources to be used in the project.	15/11/019-14/12/019
2	Designing	40	Develop wireframes and start coding to develop the project.	15/12/019-25/01/020
3	Testing	15	Perform various testing after the development of the complete project.	26/01/020-11/02/020
4	Documentation	40	Write a documentation after the overall development of the project.	12/02/020-24/03/020

Table 1: Table showing the work breakdown structure

8. Gantt chart:

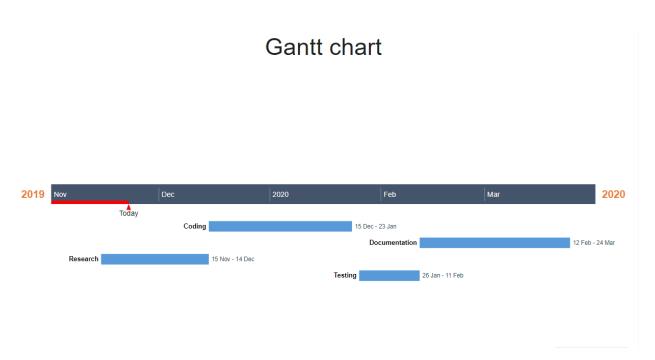


Figure 2: Gantt chart

9. Conclusion:

Hence, the fact that I need some time for the development of the project and that I need to plan my work accordingly has been concluded from the above created gantt chart. Starting from the research on the programming language I am about to use, it takes some time for me to implement these languages on the project. Then, it takes some time to try and implement these languages for the development of the project.

This proposal has been created to explain thoroughly about the project I am about to develop along with various planning criterias.

10. References:

11. References

Hope, S. (2017) [Online]. Available from: https://javascript.info/.

Lewis, E. (2015) [Online]. Available from: https://developer.mozilla.org/en-us/docs/Web/CSs.

Shannon, M. (2011) [Online]. Available from: https://www.codecademy.com/learn/learn-html.

Sharma, J. (2014) [Online]. Available from: https://www.tutorialspoint.com/php/index.htm.