VISVESVARAYA TECHNOLOGICAL UNIVERSITY

Jnana Sangama, Belagavi-590018

A

PROJECT REPORT

On

"HOSTEL MANAGEMENT SYSTEM"

Submitted in the partial fulfillment of Seventh Semester Mini Project Work

BACHELOR OF ENGINEERING

IN

COMPUTER SCIENCE AND ENGINEERING

By

AISHWARYA.H.L **USN: 1ME16CS005**

ANKUR KUMAR **USN: 1ME16CS012**

Under the guidance of

Mr. Pankaj kumar

Assistant Professor, CSE Dept.

DEPARTMENT OF COMPUTER SCIECNE & ENGINEERING

M S Engineering College

NAAC Accredited, Affiliated to VTU, Belagavi, Approved By AICTE New Delhi,

Navarathna Agrahara, off Intl. Airport Road, Bengaluru– 562110

2020-2021

M S Engineering College

NAAC Accredited, Affiliated to VTU, Belagavi, Approved By AICTE New Delhi,
Navarathna Agrahara, off Intl. Airport Road, Bengaluru– 562110

2019-2020

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CERTIFICATE

This is to certify that the Web Technology mini project work entitled **"HOSTEL MANAGEMENT SYSTEM"** carried out by **AISHWARY.H.L**(1ME16CS005) and **ANKUR KUMAR** (1ME16CS012) are bonafide students of **M S ENGINEERING COLLEGE** submitted in partial fulfillment for the award of **Bachelor of Engineering** in **Computer Science and Engineering** of **Visvesvaraya Technological University, Belagavi**, during the year **2020-2021**.It is certified that all corrections/suggestions indicated for internal assessment have been incorporated in the report, deposited in the department library. This project work report has been approved as it satisfies the academic requirements in respect of Web Technology mini project work prescribed for **Bachelor of Engineering** Degree.

---------- ----------

Signature of Guide **Signature of HOD**

Internal Examiner **Name** :-_____ **Signature:**_____

External Examiner **Name** :-_____ **Signature:**_____

Exam Date:-_____

ABSTRACT

The purpose of Hostel Management System (HMS) is to automate the existing manual system by the help of computerized equipment and full-fledged computer software fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. The required software and hardware are easily available and easy to work with.

HMS as described above can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on the record keeping. Thus, it will help the organization in better utilization of the resources. That means one need not be distracted by information that is not relevant, while being able to reach the information.

Basically, the project describes how to manage for good performance and better services for the clients.

ACKNOWLEDGEMENT

A project work of immense sheer size and it cannot be proficient by an individual all by them, ultimately I am gratifying to a number of individuals whose qualified guidance, and assistance and encouragement have made it a pleasant venture to undertake this project work.

I am grateful to my institution, **M S Engineering College** with its ideals and inspiration for having provided us with the facilities, which has made this project work a success.

I would like to express my gratitude to **Dr. K S Badarinarayan,** Principal MSEC, who is the source of inspiration as well providing an amiable atmosphere to work in.

Further, I would like to express my kind gratitude towards, **Narayana H M**, HOD, Dept. of CSE and the whole department for providing us kindly environment for the successful completion of the project work.

I also extend my sincere thanks to my project guide **Asst.Prof. Pankaj Kumar** for the timely suggestions and cooperation throughout our dissertation.

It's my duty to thank one and all faculties of CS&E Department, who have directly or indirectly supported to accomplish the project work successfully.

I would also like to thank my friends, who really helped us to complete this project work successfully.

AISHWARYA.H.L (1ME16CS005)

ANKUR KUMAR (1ME16CS012)

TABLE OF CONTENTS

DESCRIPTION	PAGE NO.
Abstract	**i**
Acknowledgement	**ii**
Contents	**iii**
List of Figures	**iv**
Chapter1 Introduction	**01**
1.1 Aim	01
1.2 Project Description	01
1.3 Scope	02
Chapter2 System Requirements Specification	**02**
2.1 System Requirements	02
2.1.1 Hardware Requirements	02
2.1.2 Software Requirements	03
2.2 Tools and Technologies used	03
2.2.1 HTML	03
2.2.2 PHP	04
2.2.3 PHP Language Features	04
2.2.4 PHP Block	04
2.2.5 Apache Web Server	04
2.2.6 MySQL	05
Chapter3 System Design	**06**
3.1 System Design	06
3.2 Use Case Diagram	07
3.3 E-R Diagram	08
Chapter4 Implementation	**09**
4.1 Modules	09
4.1.1 Admin module	09
4.1.2 Admin operation	09
4.1.3 Student module	09

4.1.4 Student operation 09
4.1.3 User Access Logs 09

Chapter5 Source Codes 10
5.1 Index Home Page 10
5.2 Database Connection 14
5.3 Login Page 14

Chapter6 Testing and Results 18
6.1 Testing Levels 18
6.1.1 Unit Testing 19
6.1.2 Integration Testing 19
6.1.3 Functional Testing 19
6.1.4 System Testing 20
6.1.5 White Box Testing 20
6.1.6 Black Box Testing 20
Chapter7 Screenshots 24
Chapter8 Conclusion 32
References 33

LIST OF FIGURES

FIGURE NO.	DISCRIPTION	PAGE NO.
3.1	Waterfall model of system development life Cycle	06
3.2	Use Case Diagram for Hostel Management System	07
3.3	E-R Diagram of Hostel Management System	08
7.1	Home page	22
7.2	Admin login page	23
7.3	Admin Profile page	23
7.4	Admin Dashboard	24
7.5	The page for admin to add courses	24
7.6	This page is for admin to manage courses	25
7.7	This page is for admin for student registration	25
7.8	This page is for admin to manage students	26
7.9	Access log details of admin	26
7.10	This shows the page of student dashboard	27
7.11	Student profile page	27
7.12	The page for student to change password	28
7.13	Student hostel registration page	28
7.14	Student Access Log Details	29

CHAPTER-1

INTRODUCTION

1.1 AIM

The main aim of designing and developing this Hostel Management system (HMS) is to manage the details of hostel, students, rooms, student registration. It manages all the information about hostel, students, rooms, facilities and student registration. The project is totally built at administrative end and thus only the administrator is guaranteed the access. The purpose of the project is to build an application program to reduce the manual work for managing the hostel.

1.2 PROJECT DESCRIPTION

The "HOSTEL MANAGEMENT SYSTEM" has been developed to override the problems prevailing in the practicing manual system. This software is supported to eliminate and reduce the hardships faced by the existing system. Moreover the system is designed for

the particular need of the organization to carry out operations in a smooth and effective manner.

The application is reduced as much as possible to avoid errors while entering the data. It also provide error message while entering invalid data. No formal language is required for the user to use the system. Thus by this all it proves it is user-friendly, error-free, secure, reliable and fast management system. This will help organization in better utilization of resources.

Every organization, whether big or small, has challenges to overcome and manage the information. Each student fee type has different basic needs, therefore we design exclusive system that are adapted to your managerial requirements .This is designed to assist in strategic planning and it will help you ensure that your organization is equipped with right level of information and details of your future goals. Also, for those busy executives who are always on the go, our systems come with remote access features, which will allow you to manage your workforce anytime. This in turn describes how to manage for good performance and better services for the clients.

1.3 SCOPE:

1. Specifically designed for an individual College.

2. It is based on desktop application.

3. Including student details, fee details, details of rooms and other facilities.

4. There are only limited number of modules for hostel management.

CHAPTER-2

SYSTEM REQUIREMENTSSPECIFICATION

2.1 SYSTEM REQUIREMENTS

2.1.1 Hardware Specifications:

- PROCESSOR: 32-Bit/64-Bit Processor
- RAM: 4GB RAM
- HARD DISK: 10GB(Minimum)
- MONITOR: 1024x768(Resolutions)

2.1.2 Software Specifications:

- OPERATING SYSTEM: Windows7/8/10
- FRONT END TOOL: HTML, Java Script, P.H.P, CSS
- BACK END TOOL: My SQL
- SERVER: Apache Web Server
- DEVELOPMENT TOOL: Brackets

2.2 TOOLS AND TECHNOLOGIES USED

2.2.1 HTML:

HTML or Hyper Text Mark-up Language is the standard mark-up language used to create web pages.

HTML is written in the form of HTML elements consisting of tags enclosed in angle brackets (like<html>). HTML tags most commonly come in pairs like <h1> and </h1>, although some tags represent empty elements and so are unpaired, for example<img>. The first tag in a pair is the start tag, and the second tag is the end tag (they are also called opening tags and closing tags).

A web browser can read HTML files and compose them into visible or audible web pages. The browser does not display the HTML tags, but uses them to interpret the content of the page.

HTML describes the structure of a website semantically along with cues for presentation, making it a mark-up language rather than a programming language.HTML elements form the building blocks of all websites. HTML allows images and objects to be embedded and can be used to create interactive forms. It provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. It can embed scripts written in languages such as JavaScript which affect the behavior of HTML web pages.

Web browsers can also refer to Cascading Style Sheets (CSS) to define the look and layout of text and other material. The W3C, maintainer of both the HTML and the CSS standards, encourages the use of CSS over explicit presentational HTML.

2.2.2 PHP

PHP is an open-source server-side scripting language we can create dynamic web pages with the PHP scripting language. A dynamic Web page interacts with the user, so that each user visiting the page sees customized information. PHP can also be used to create dynamic web pages that are generated from information accessed from a MySQL database. We can embed PHP commands within a standard HTML page. PHP's syntax is similar to that of C and Perl, making it easy to learn for anyone with basic programming skills. Another feature that PHP offers is connectivity to most of the common databases (including Oracle, Sybase, MySQL, ODBC and many others, although currently only MySQL is supported on the central webservers.) PHP also offers integration with various external libraries, which allow the developer to do anything from generating PDF documents to parsing XML.

2.2.3 PHP Language Features

PHP language features such as control structures, operators, variable types, function declaration, class/object declaration are almost similar to any compiled or interpreted language such as C or C++.

2.2.4 PHP Block

- PHP code block is embedded within the <?php and ?> tags.

- When the server encounters the PHP tags it switches from the HTML to PHP mode.
- There are four different ways to embed the PHP code
- <?php echo(“Some PHP code”); ?>
- <? echo(“Some PHP code”); ?>
- <SCRIPT Language=‘php’> echo(“Some PHP code”); </SCRIPT>
- <% echo(“Some PHP code”); %

2.2.5 APACHE WEBSERVER

The Apache HTTP Server, commonly referred to as Apache is web server software notable for playing a key role in the initial growth of the World Wide Web In 2009 it became the first web server software to surpass the 100 million web site milestone and performance typically Apache is run on a Unix-like operating system

Apache is developed and maintained by an open community of developers under the auspices of the Apache Software Foundation. The application is available for a wide variety of operating systems including UNIX, Linux, Solaris, Novell NetWareand Microsoft. Released under the Apache License, Apache is characterized as open-source software.

2.2.6 MYSQL

What Is MySQL?

- A fast, reliable, easy-to-use, multi-user multi-threaded relational database system.
- It is freely available and released under GPL (GNU General Public License).
- MySQL Cloud Service provides a simple, automated, integrated and enterprise ready.
- It is a Cross-platform support.
- It is a Query caching.
- It is a full-text indexing and searching.
- It is an embedded database library.
- It is a database system used on the web.
- It is a database that runs on Server.
- It is very fast, reliable, and easy to use.

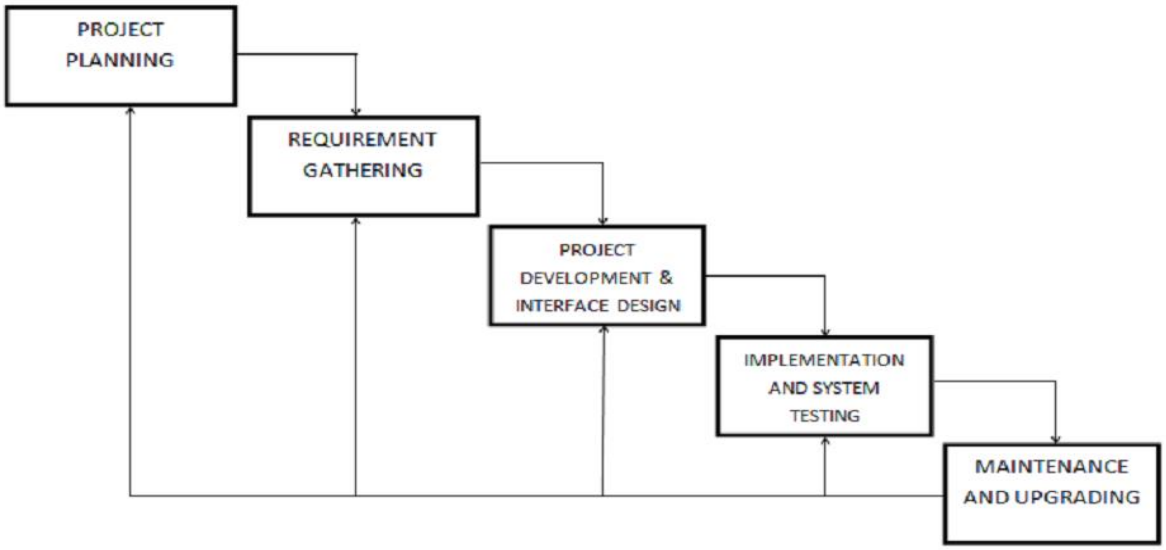
- It compiles on a number of platforms.
- It is developed, distributed, and supported by Oracle Corporation.
- It is an online DDL when using the DB Storage Engine

CHAPTER-3

SYSTEM DESIGN

3.1 SYSTEMDESIGN

System design is the process of defining the architecture, components, modules, interfaces, and data for a system to satisfy specified requirements through system modeling. The design of this system will be user friendly. It shall be designed in such a way that employees will be able to navigate easily through the information supplied on the system. In other words, system design consists of design activities that produce system specifications satisfying the functional requirements that were developed in the system analysis process.The diagram is a system development life cycle that illustrates how the design of the project is broken down into five different phases, which are Project Planning, Requirement Gathering, Project Implementation and Interface Design, Implementation and System Testing, Maintenance and System Upgrading. Objective of the System. The design of this system will be user friendly. It shall be designed in such a way that employees will be able to navigate easily through the information supplied on the system. In other words, system design consists of design activities that produce system specifications satisfying the functional requirements that were developed in the system process.



. **Fig: 3.1 Waterfall model of system development life cycle**

The diagram above is a system development life cycle that illustrates how the design of the project is broken down into five different phases, which are Project Planning, Requirement Gathering, Project Implementation and Interface Design, Implementation and System Testing, Maintenance and System Upgrading. Objective of the System. The objectives of the system will be user friendly. It shall be designed in such a way that employees will be able to navigate easily through the information supplied on the system. In other words, system design consists of design activities that produce system specifications satisfying the functional requirements that were developed in the system analysis process.

3.2: USE CASE DIAGRAM

Use case diagram in the Unified Modeling Language (UML) is a type of behavioral diagram defined by and created from a use case analysis. Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors, their goals and any dependencies between those use cases. Use case diagrams describe what a system does from the standpoint of an external observer. The emphasis is on what a system does rather than how. A scenario is an example of what happens when someone interacts with system.

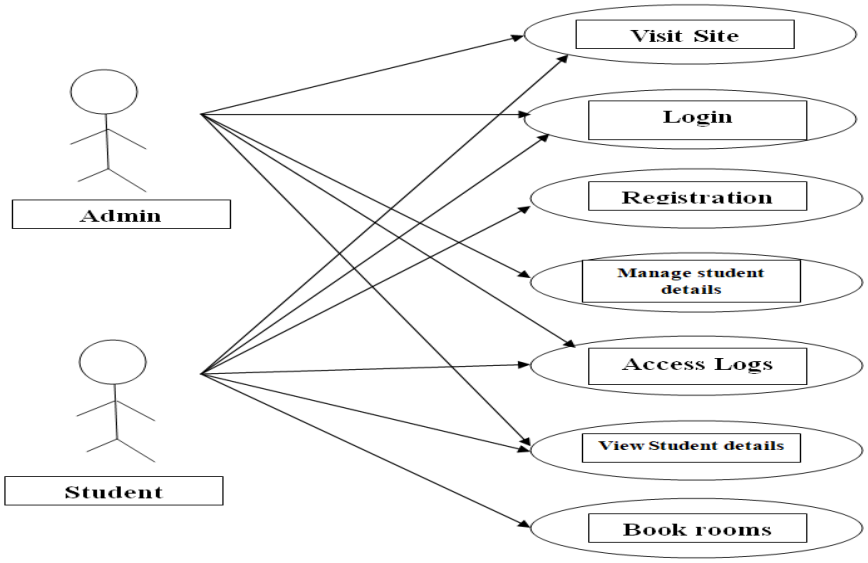


Fig: 3.2 Use Case Diagram for Hostel Management System.

3.3 E-R DIAGRAM

The Entity-Relationship(ER)model was originally proposed by Peterin 1976[Chen76] as away to unify the network and relational database views. Simply stated the E-R model is a conceptual data model that views the real world as entities and relationships. A basic component of the model is the Entity-Relationship diagram which is used to visually represent data objects. Since Chen wrote his paper the model has been extended and today it is commonly used for database design for the database designer, the utility of the ER model is:

- It maps well to the relational model. The construction used in the ER model can easily be into relational tables.
- It is simple and easy to understand with a minimum of training. Therefore, the model It can be used by the data base designer to communicate the design to the end user.
- In addition, the model can be used as a design plan by the database developer to implement a data model in specific database management software

E-R DIAGRAM

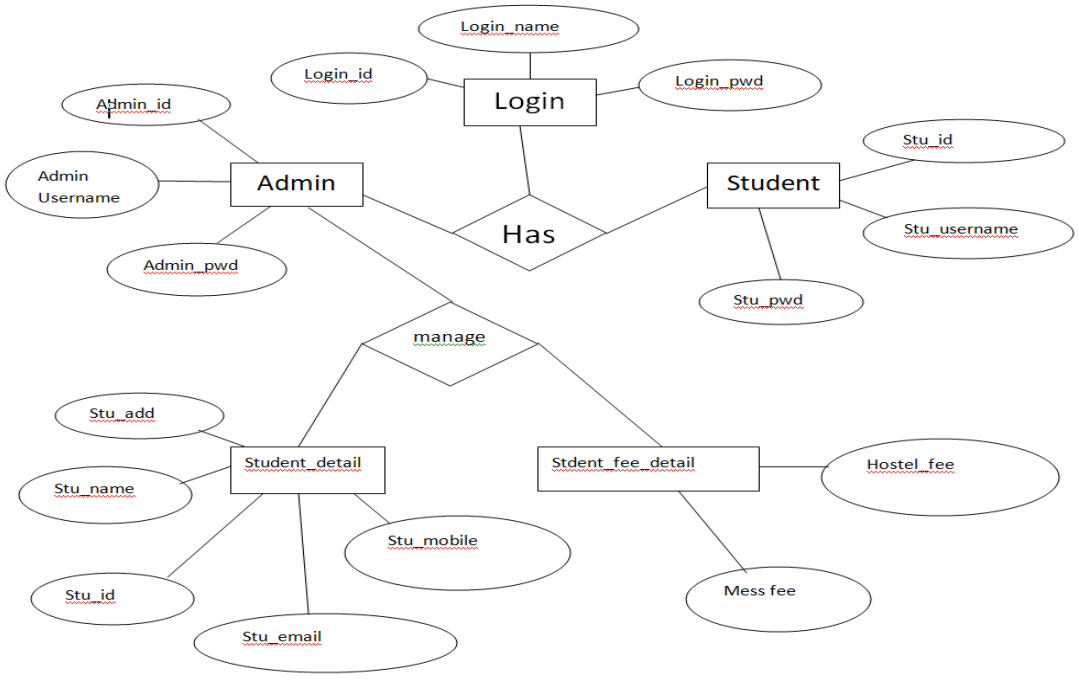


Fig 3.3:E-R Diagram for Hostel Management System

CHAPTER-4

IMPLEMENTATION

4.1 MODULES

This project contains 3 modules and those are

4.1.1 Admin Login

4.1.2 Admin operation

4.1.3 Student Login

4.1.4 Student Operation

4.1.5 User Access Logs.

4.1.1 ADMIN LOGIN

This module contains Login ID and password for logging into admin page.

4.1.2 ADMIN OPERATION

This module contain Options for adding a student, their details, courses, viewing the student details and viewing the fee details of student.

4.1.3 STUDENT LOGIN

This module contains Login ID and password for logging into student page.

4.1.4 STUDENT OPERATION

This module contains options for student registration, booking of rooms, viewing their fee details and other facilities.

4.1.5 USER ACCESS LOGS

This module contains users logging in through their username and usn to see their respective hostel details.

CHAPTER 5

SOURCE CODES

5.1 Index Home Page

```
<!doctype html>
<html lang="en" class="no-js">
<head>
        <meta charset="UTF-8">
        <meta http-equiv="X-UA-Compatible" content="IE=edge">
        <meta name="viewport" content="width=device-width, initial-scale=1, minimum-scale=1, maximum-scale=1">
        <meta name="description" content="">
        <meta name="author" content="">
        <meta name="theme-color" content="#3e454c">
        <title>Student Hostel Registration</title>
        <link rel="stylesheet" href="css/font-awesome.min.css">
        <link rel="stylesheet" href="css/bootstrap.min.css">
        <link rel="stylesheet" href="css/dataTables.bootstrap.min.css">>
        <link rel="stylesheet" href="css/bootstrap-social.css">
        <link rel="stylesheet" href="css/bootstrap-select.css">
        <link rel="stylesheet" href="css/fileinput.min.css">
        <link rel="stylesheet" href="css/awesome-bootstrap-checkbox.css">
        <link rel="stylesheet" href="css/style.css">
<script type="text/javascript" src="js/jquery-1.11.3-jquery.min.js"></script>
<script type="text/javascript" src="js/validation.min.js"></script>
<script type="text/javascript" src="http://code.jquery.com/jquery.min.js"></script>
```

```
<script type="text/javascript">
function valid()
{
if(document.registration.password.value!= document.registration.cpassword.value)
{
alert("Password and Re-Type Password Field do not match  !!");
document.registration.cpassword.focus();
return false;
}
return true;
}
</script>
</head>
<body>
        <?php include('includes/header.php');?>
        <div class="ts-main-content">
                <?php include('includes/sidebar.php');?>
                <div class="content-wrapper">
                        <div class="container-fluid">

                                <div class="row">
                                        <div class="col-md-12">

                                                <h2 class="page-title">User Login </h2>

                                                <div class="row">
```

```
<div class="col-md-6 col-md-offset-3">
<div class="well row pt-2x pb-3x bk-light">
<div class="col-md-8 col-md-offset-2">

<form action="" class="mt" method="post">
<label for="" class="text-uppercase text-sm">Email</label>
<input type="text" placeholder="Email" name="email" class="form-control mb">
<label for="" class="text-uppercase text-sm">Password</label>
<input type="password" placeholder="Password" name="password" class="form-control mb">

<input type="submit" name="login" class="btn btn-primary btn-block" value="login" >
</form>
</div>
</div>
<div class="text-center text-light" style="color:black;">
<a href="forgot-password.php" style="color:black;">Forgot password?</a>
```

```
                                    </div>
                                </div>
                            </div>
                                    </div>
                                        </div>
                                    </div>
                                </div>
                            </div>
                        </div>
                    </div>
        <script src="js/jquery.min.js"></script>
        <script src="js/bootstrap-select.min.js"></script>
        <script src="js/bootstrap.min.js"></script>
        <script src="js/jquery.dataTables.min.js"></script>
        <script src="js/dataTables.bootstrap.min.js"></script>
        <script src="js/Chart.min.js"></script>
        <script src="js/fileinput.js"></script>
        <script src="js/chartData.js"></script>
        <script src="js/main.js"></script>
</body>

</html>
```

5.2 Database Connection

```
<?php
```

```
$db=new mysqli("localhost","root","","college");
if(!$db)
{
	echo"failed";
}
else
{
	echo "connected";
}
```

5.3 Login Page

```
<!doctype html>
<html lang="en" class="no-js">
<head>
	<meta charset="UTF-8">
	<meta http-equiv="X-UA-Compatible" content="IE=edge">
	<meta name="viewport" content="width=device-width, initial-scale=1, minimum-scale=1, maximum-scale=1">
	<meta name="description" content="">
	<meta name="author" content="">
	<meta name="theme-color" content="#3e454c">
	<title>Student Hostel Registration</title>
	<link rel="stylesheet" href="css/font-awesome.min.css">
	<link rel="stylesheet" href="css/bootstrap.min.css">
	<link rel="stylesheet" href="css/dataTables.bootstrap.min.css">>
	<link rel="stylesheet" href="css/bootstrap-social.css">
	<link rel="stylesheet" href="css/bootstrap-select.css">
```

```
        <link rel="stylesheet" href="css/fileinput.min.css">
        <link rel="stylesheet" href="css/awesome-bootstrap-checkbox.css">
        <link rel="stylesheet" href="css/style.css">
<script type="text/javascript" src="js/jquery-1.11.3-jquery.min.js"></script>
<script type="text/javascript" src="js/validation.min.js"></script>
<script type="text/javascript" src="http://code.jquery.com/jquery.min.js"></script>
<script type="text/javascript">
function valid()
{
if(document.registration.password.value!= document.registration.cpassword.value)
{
alert("Password and Re-Type Password Field do not match  !!");
document.registration.cpassword.focus();
return false;
}
return true;
}
</script>
</head>
<body>
        <?php include('includes/header.php');?>
        <div class="ts-main-content">
                <?php include('includes/sidebar.php');?>
                <div class="content-wrapper">
                        <div class="container-fluid">
                            <div class="row">
```

```
<div class="col-md-12">
<h2 class="page-title">User Login </h2>
<div class="row">
<div class="col-md-6 col-md-offset-3">
<div class="well row pt-2x pb-3x bk-light">
<div class="col-md-8 col-md-offset-2">
<form action="" class="mt" method="post">
<label for="" class="text-uppercase text-sm">Email</label>
<input type="text" placeholder="Email" name="email" class="form-control mb">
<label for="" class="text-uppercase text-sm">Password</label>
<input type="password" placeholder="Password" name="password" class="form-control mb">

<input type="submit" name="login" class="btn btn-primary btn-block" value="login" >
</form>
</div>
</div>
<div class="text-center text-light" style="color:black;">
<a href="forgot-password.php" style="color:black;">Forgot password?</a>
```

```
                                    </div>
                                </div>
                            </div>
                                    </div>
                                        </div>
                                    </div>
                                </div>
                            </div>
                        </div>
                    </div>
        <script src="js/jquery.min.js"></script>
        <script src="js/bootstrap-select.min.js"></script>
        <script src="js/bootstrap.min.js"></script>
        <script src="js/jquery.dataTables.min.js"></script>
        <script src="js/dataTables.bootstrap.min.js"></script>
        <script src="js/Chart.min.js"></script>
        <script src="js/fileinput.js"></script>
        <script src="js/chartData.js"></script>
        <script src="js/main.js"></script>
</body>

</html>
```

CHAPTER-6

TESTING AND RESULTS

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or Weakness in a work product. It provides a way to check the functionality of components, sub-assemblies, assemblies and/or a finished product It is the process of exercising software with the intent of ensuring that the Software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test. Each test type addresses a specific testing requirement.

6.1 TESTING LEVELS

All major activities of various testing level are described below:

6.1.1 Unit Testing

6.1.2 Integration Testing

6.1.3 Functional Testing

6.1.4 System Testing

6.1.5 White Box Testing

6.1.6 Black Box Testing

6.1.1 UNIT TESTING

Unit testing involves the design of test cases that validate that the internal program logic is functioning properly, and that program inputs produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software units of the application .it is done after the completion of an individual unit before integration. This is a structural testing, that relies on knowledge of its construction and is invasive. Unit tests perform basic tests at component level and test a specific business process, application, and/or system +configuration. Unit tests ensure that each unique path of a business process performs accurately to the documented specifications and contains clearly defined inputs and expected results.

6.1.2 INTEGRATION TESTING

Integration tests are designed to test integrated software components to determine if they actually run as one program. Testing is event driven and is more concerned with the basic outcome of screens or fields.

6.1.3 FUNCTIONAL TESTING

Functional tests provide systematic demonstrations that functions tested are available as specified by the business and technical requirements, system documentation, and user manuals.

Functional testing is centered on the following items:

Valid Input: identified classes of valid input must be accepted.

Invalid Input: identified classes of invalid input must be rejected.

Functions: identified functions must be exercised.

Output: identified classes of application outputs must be exercised.

Systems/Procedures: interfacing systems or procedures must be invoked.

Organization and preparation of functional tests is focused on requirements, key functions, or special test cases. In addition, systematic coverage pertaining to identify Business process flows; data fields, predefined processes, and successive processes must be considered for testing. Before functional testing is complete, additional tests are identified and the effective value of current tests is determined.

6.1.4 SYSTEM TESTING

System testing ensures that the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. An example of system testing is the configuration oriented system integration test. System testing is based on process descriptions and flows, emphasizing pre-driven process links and integration points.

6.1.5 WHITE BOX TESTING

White Box Testing is a testing in which in which the software tester has knowledge of the inner workings, structure and language of the software, or at least its purpose. It is purpose. It is used to test areas that cannot be reached from a black box level.

6.1.6 BLACK BOX TESTING

Black Box Testing is testing the software without any knowledge of the inner workings, structure or language of the module being tested. Black box tests, as most other kinds of tests, must be

written from a definitive source document, such as specification or requirements document, such as specification or requirements document. It is a testing in which the software under test is treated, as a black box .you cannot "see" into it. The test provides inputs and responds to outputs without considering how the software works.

Outlined below are the main aspects that are tested in the Project.

- Application Characteristics – Information about the application is provided to help the testing team in the testing work.
- Stability – Focusing on the application being stable on the device.
- Application Launch – Once an application is loaded it must start (launch) and stop correctly in relation to the device and other applications on the device.
- User Interface
- Functionality – Documented features are implemented in the application and work as expected.
- Connectivity – the application must demonstrate its ability to communicate over a network correctly. It must be capable of dealing with both network problems and server-side problems.

CHAPTER-7

SCREENSHOTS

SNAPSHOT1:Home page

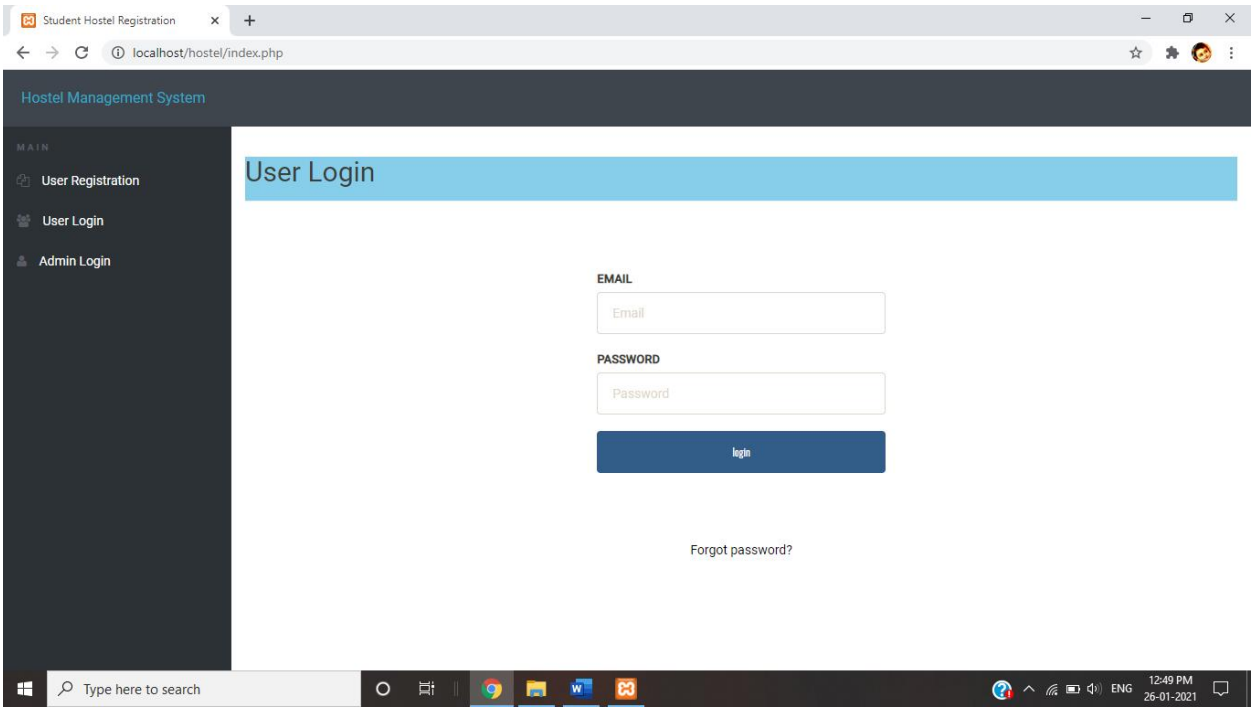


Fig 7.1 This shows the home page

SNAPSHOT 2: Admin Login Page

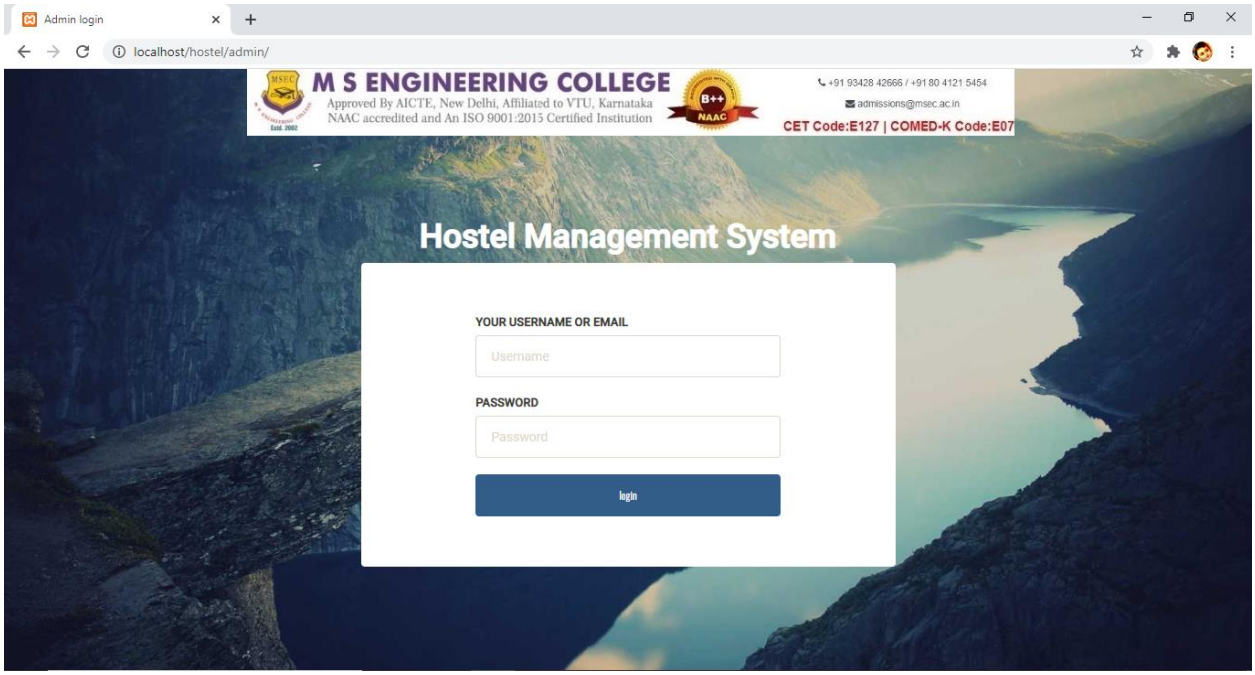


Fig 7.2: Shows Admin Login Page

SNAPSHOT 3: Admin profile page.

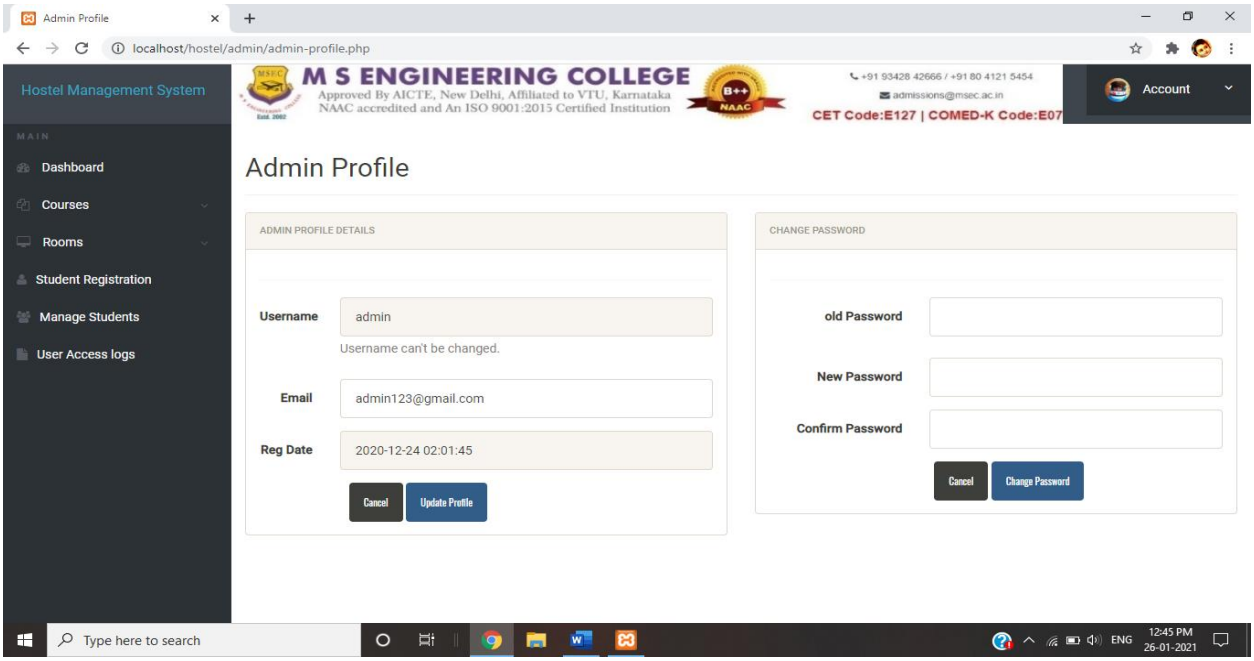


Fig 7.3: This shows the admin profile

SNAPSHOT 4: Admin dashboard

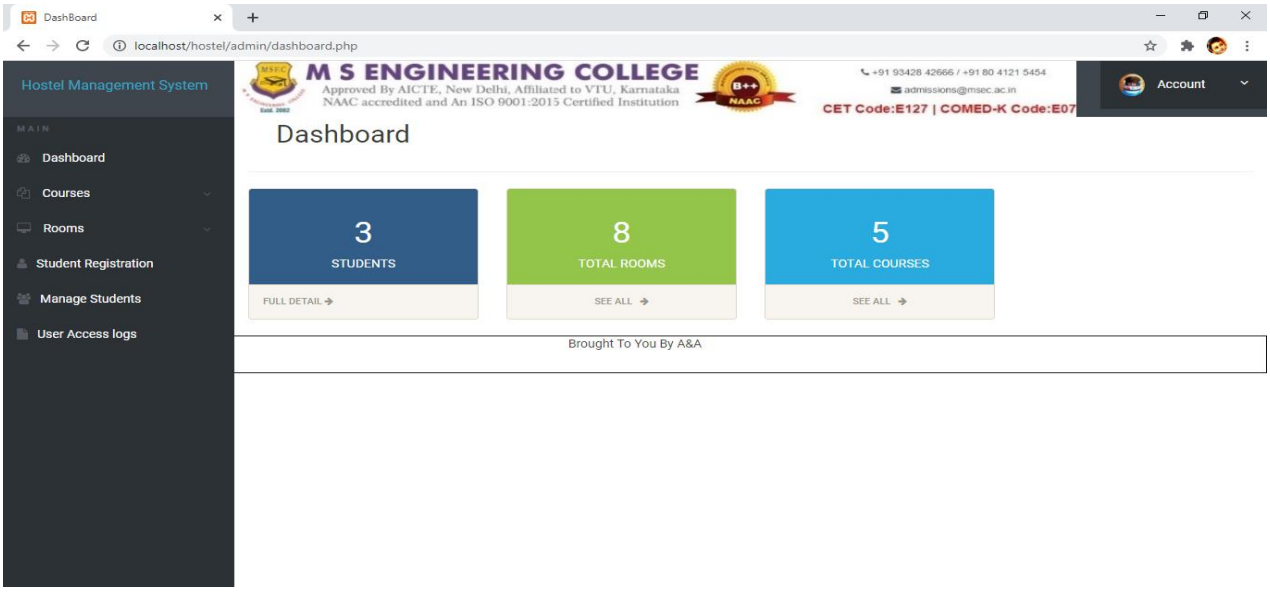


Fig7.4: This shows the page of admin dashboard

SNAPSHOT 5: Add courses

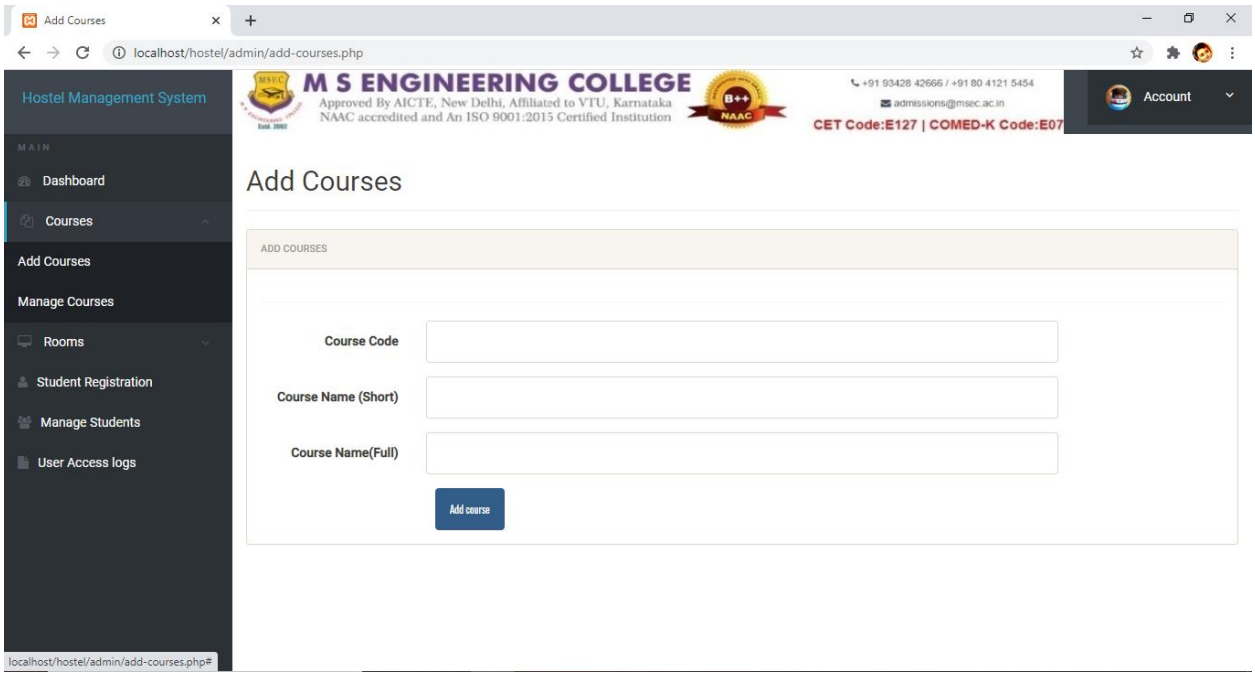


Fig7.5 This shows the page for admin to add courses

SNAPSHOT 6: Manage courses.

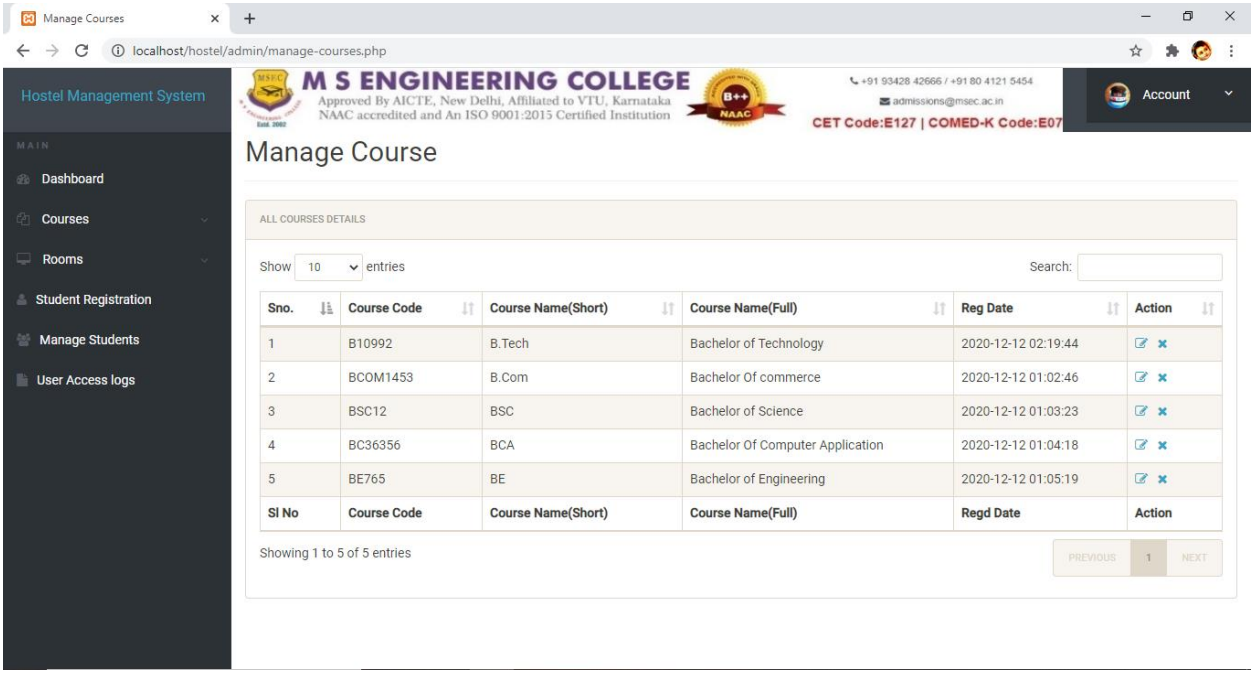


Fig 7.6: This shows the page for admin to manage courses.

SNAPSHOT 7: Student registration.

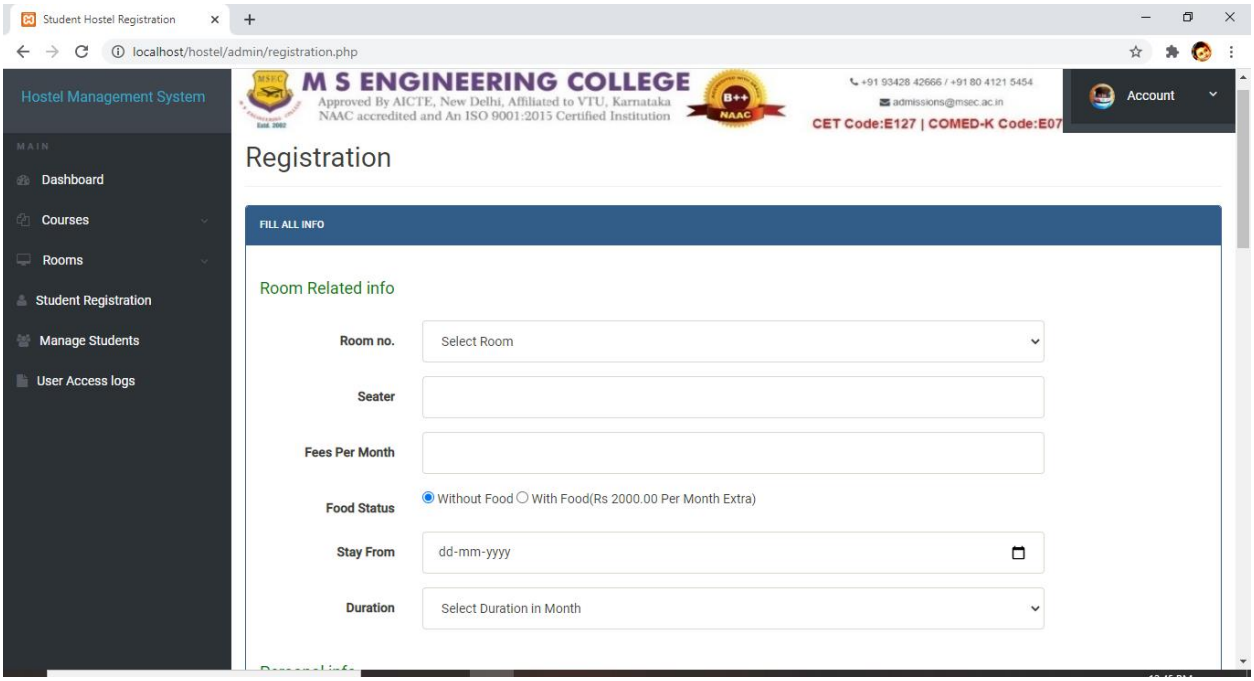


Fig 7.7: Admin can register students.

SNAPSHOT 8:Manage Students.

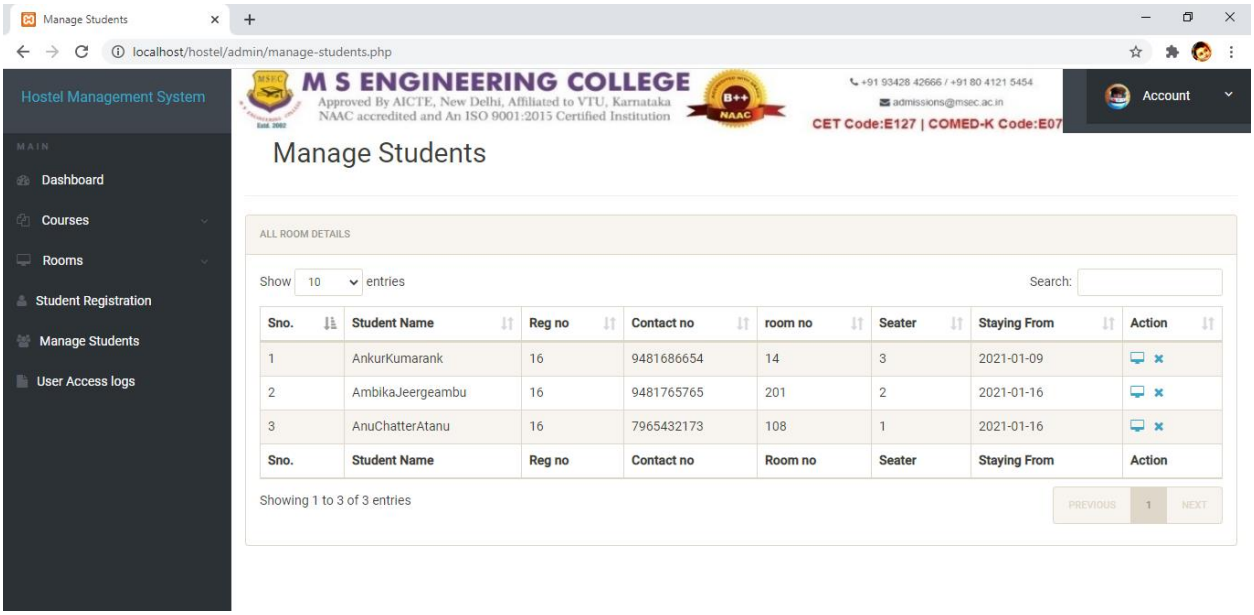


Fig 7.8: Admin can remove and view students

SNAPSHOT 9:Access log

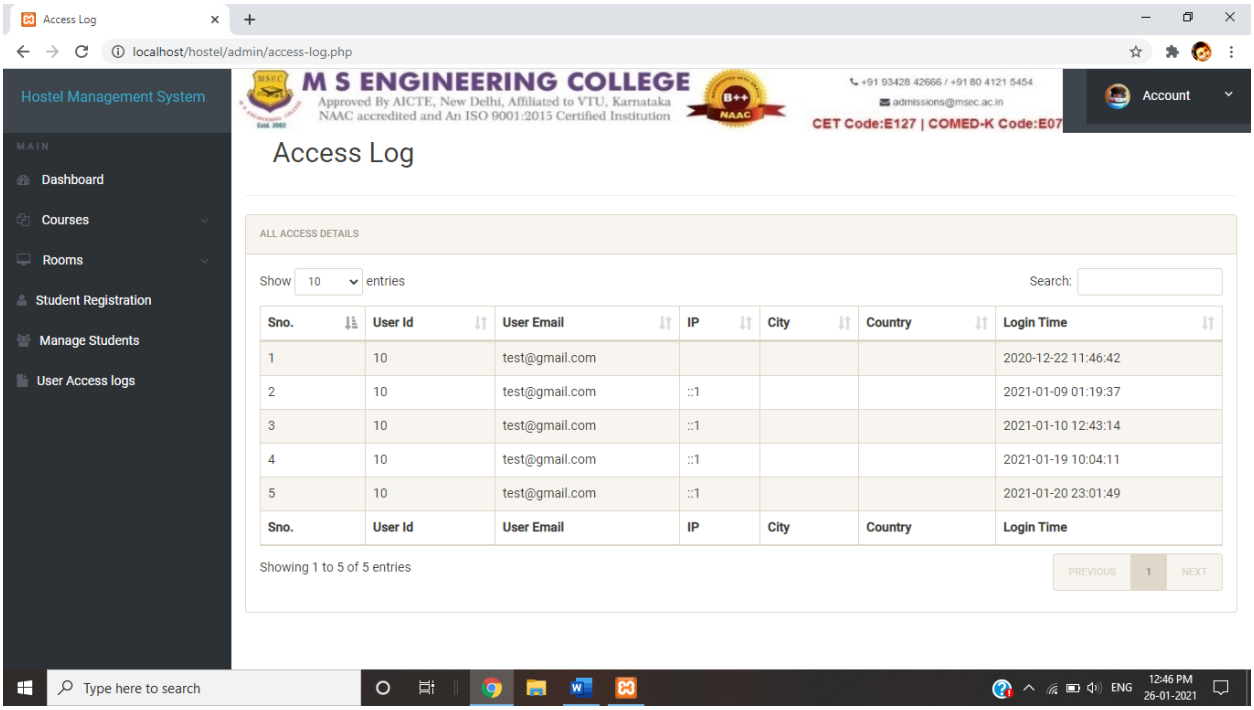


Fig 7.9:Shows acess log details of admin

SNAPSHOT 10: Student Dashboard.

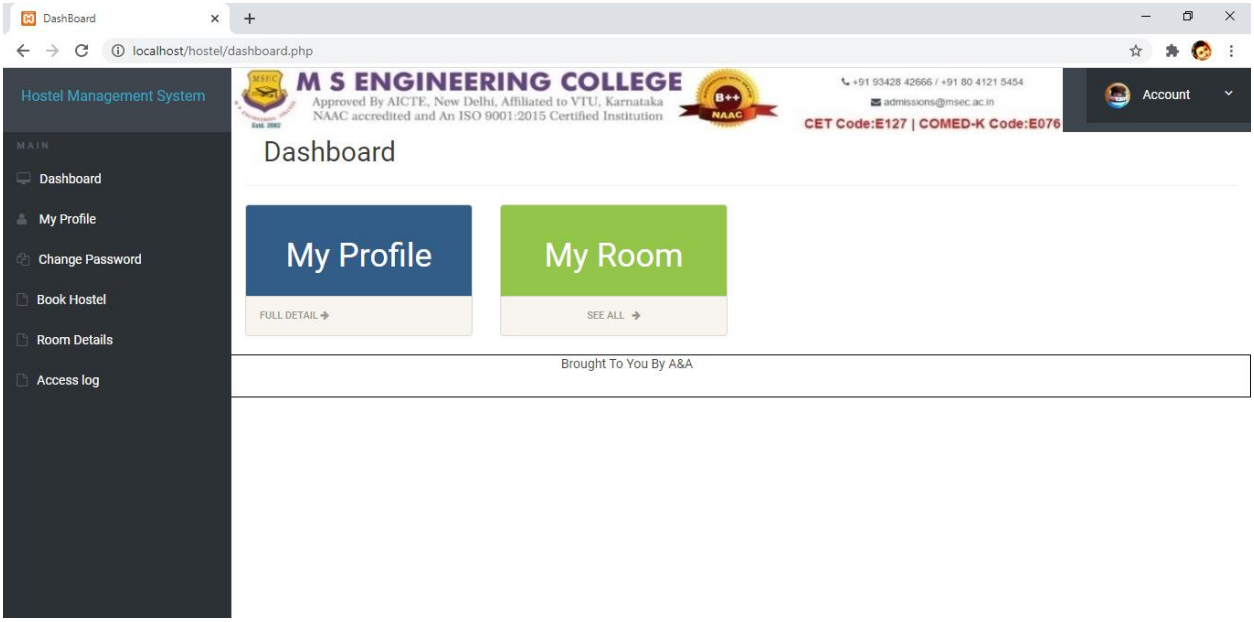


Fig 7.10:This shows the page of Student dashboard

SNAPSHOT 11: Student profile.

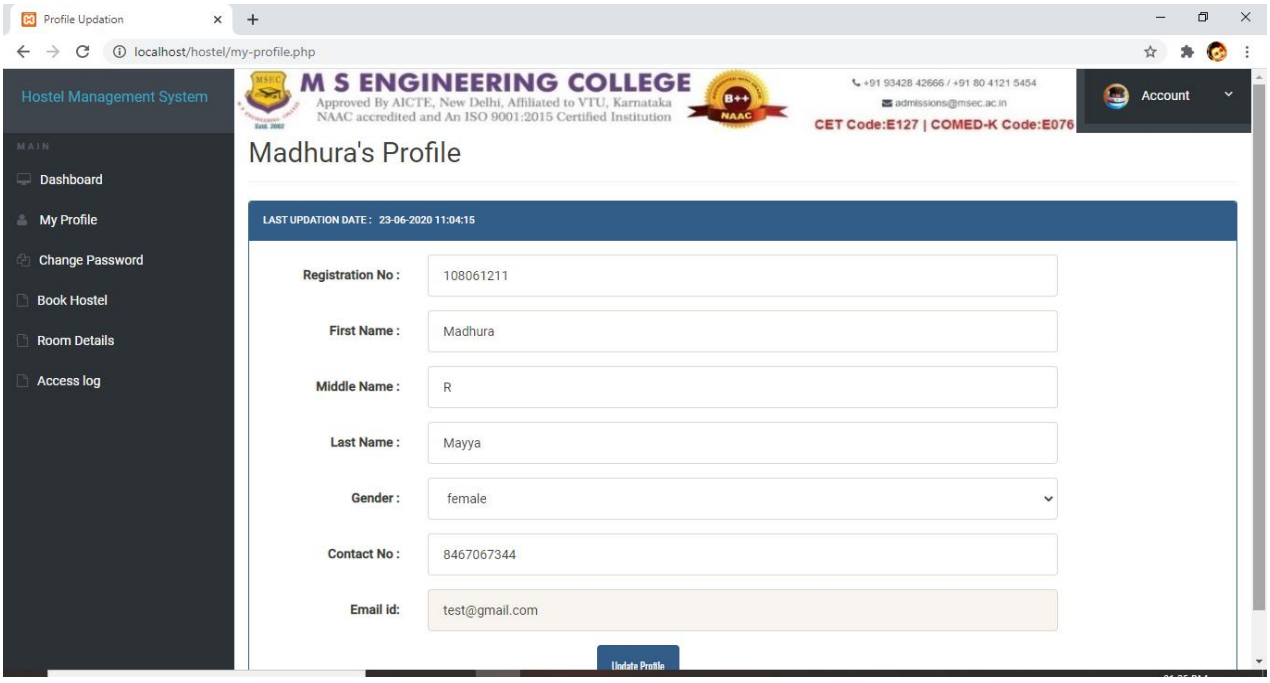


Fig 7.11:This shows the student profile

SNAPSHOT 12:Change password

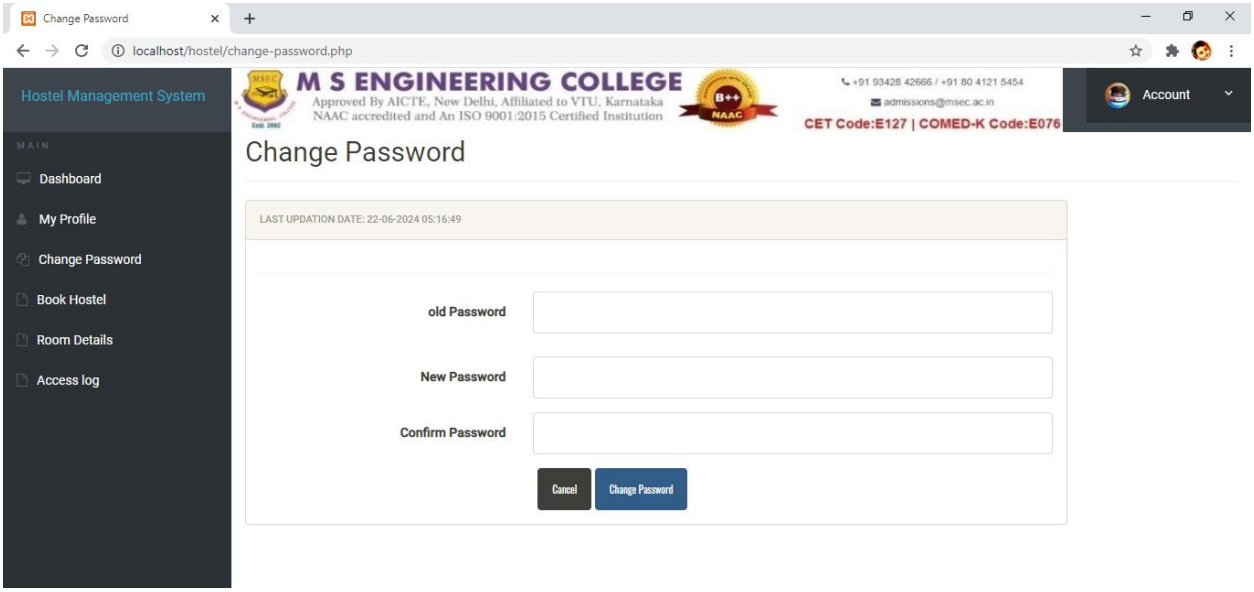


Fig 7.12:Shows the page for student to change password.

SNAPSHOT 13: Student login page

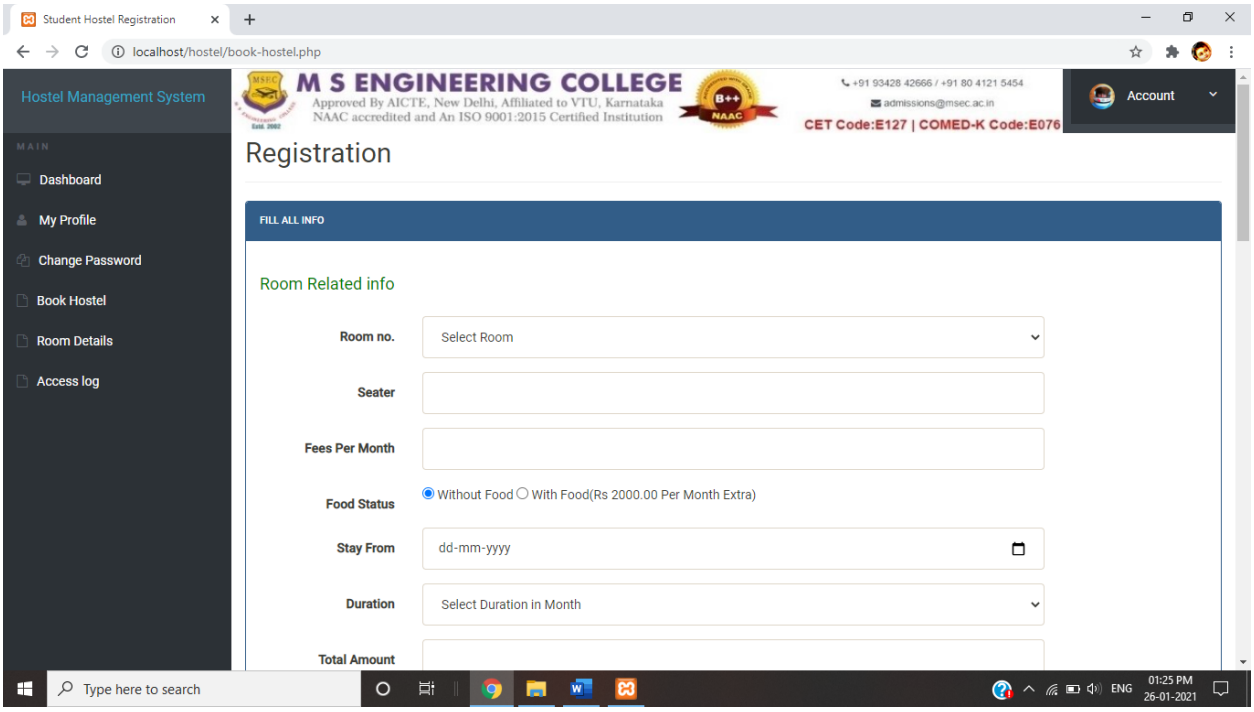


Fig7.13:Shows the student hostel registration page

SNAPSHOT 14:Student Access log details

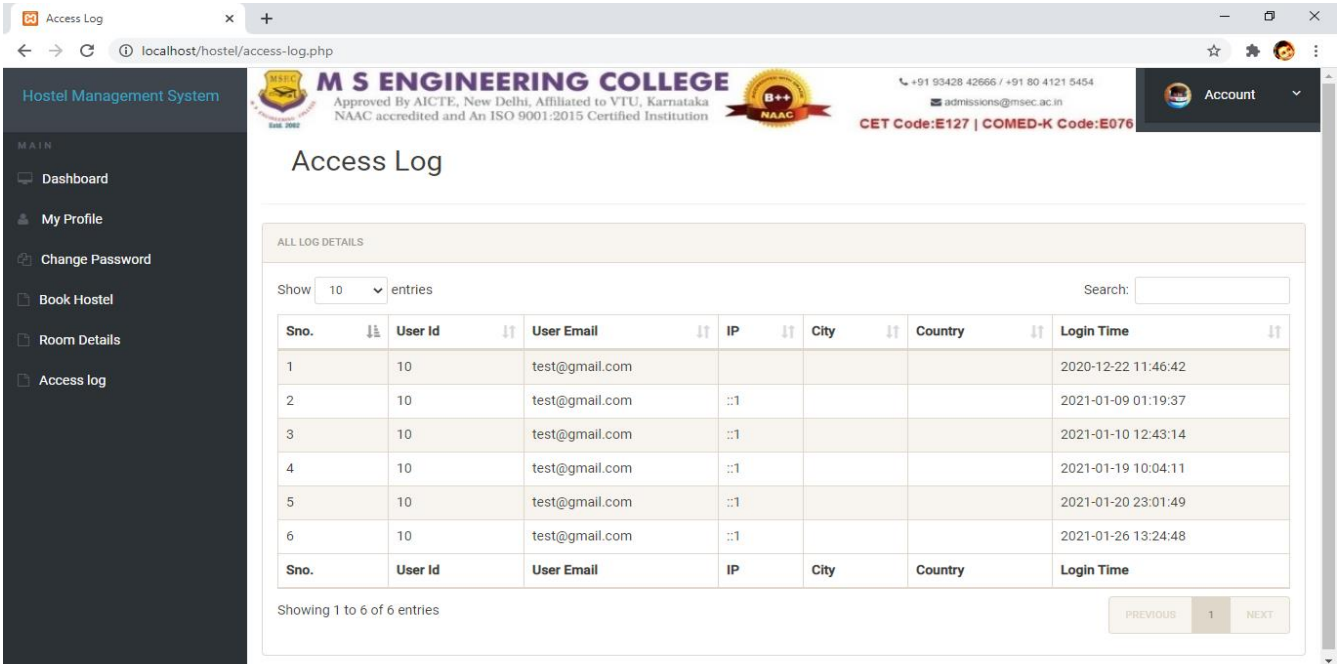


Fig 7.14: shows the student access log details

CHAPTER 8

CONCLUSION

With the theoretical inclination of our syllabus it becomes very essential to take the at most advantage of any opportunity of gaining practical experience that comes along. The building blocks of this Mini Project "HOSTEL MANAGEMENT SYSTEM" was one of these opportunities. It gave us the requisite practical knowledge to supplement the already taught theoretical concepts thus making us more competent as a computer engineer. The project from a personal point of view also helped us in understanding the following aspects of project development:

- The planning that goes into implementing a project.
- The importance of proper planning and an organized methodology.
- The key element of team spirit and co-ordination in a successful project.

The project also provided us the opportunity of interacting with our teachers and to gain from their best experience.

An application has been developed using My Sql and PHP database programming connectivity via Xampp Server so as to meet the requirements of an organization, thereby ensuring quality performance. The data can be accessed, manipulated and retrieved very easily. To conclude this software has proved to be a user friendly interface.

REFERENCES

[1] Sam's Teach Yourself Web Publishing with HTML and java code

[2] Learning PHP, MySQL, JavaScript, CSS &HTML5, by Robin Nixon, O'Reilly publications.

[3] Tutorials point .com for learning PHP, MYSQL, JAVA, HTML5, JavaScript, and CSS

[4]www.google.com

[5] www.Tutorialpoint.com