

# **FEES MANAGEMENT SYSTEM**

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## **Synopsis:**

A fees management system is a software application designed to manage the fees and payments related to academic institutions or other organisations. The system typically includes a database that stores student or member information, fee structures, payment schedules.

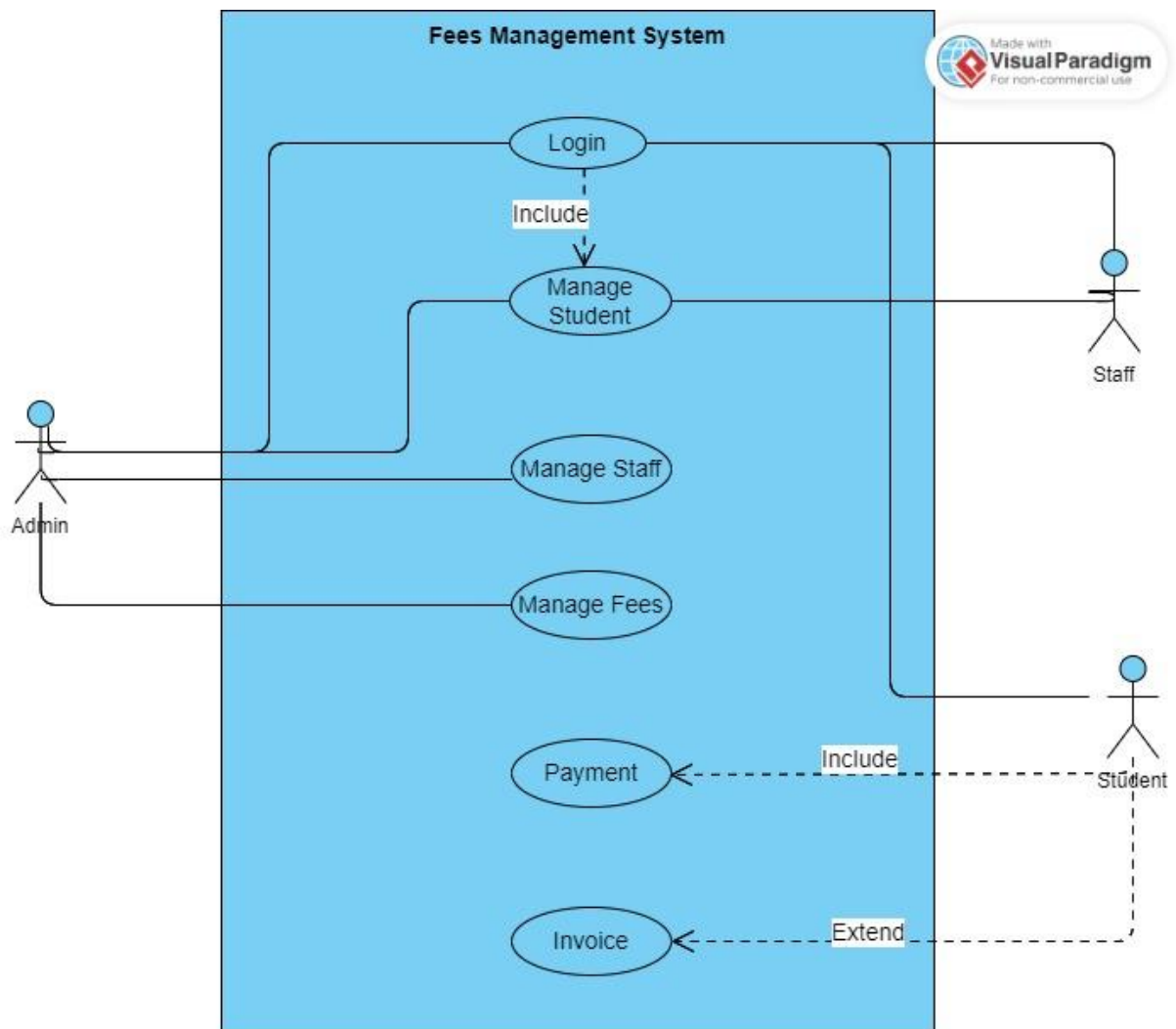
The system streamlines the process of fee management, reducing the workload of administrative staff and ensuring that payments are accurately recorded and tracked. The system can also generate invoices and receipts, automate payment reminders, and provide real-time access to financial data.

Some of the key features of a fees management system may include online payment processing, fee collection reports, fee waiver management, and customised fee structures. The system may also be integrated with other software applications such as accounting and student information systems.

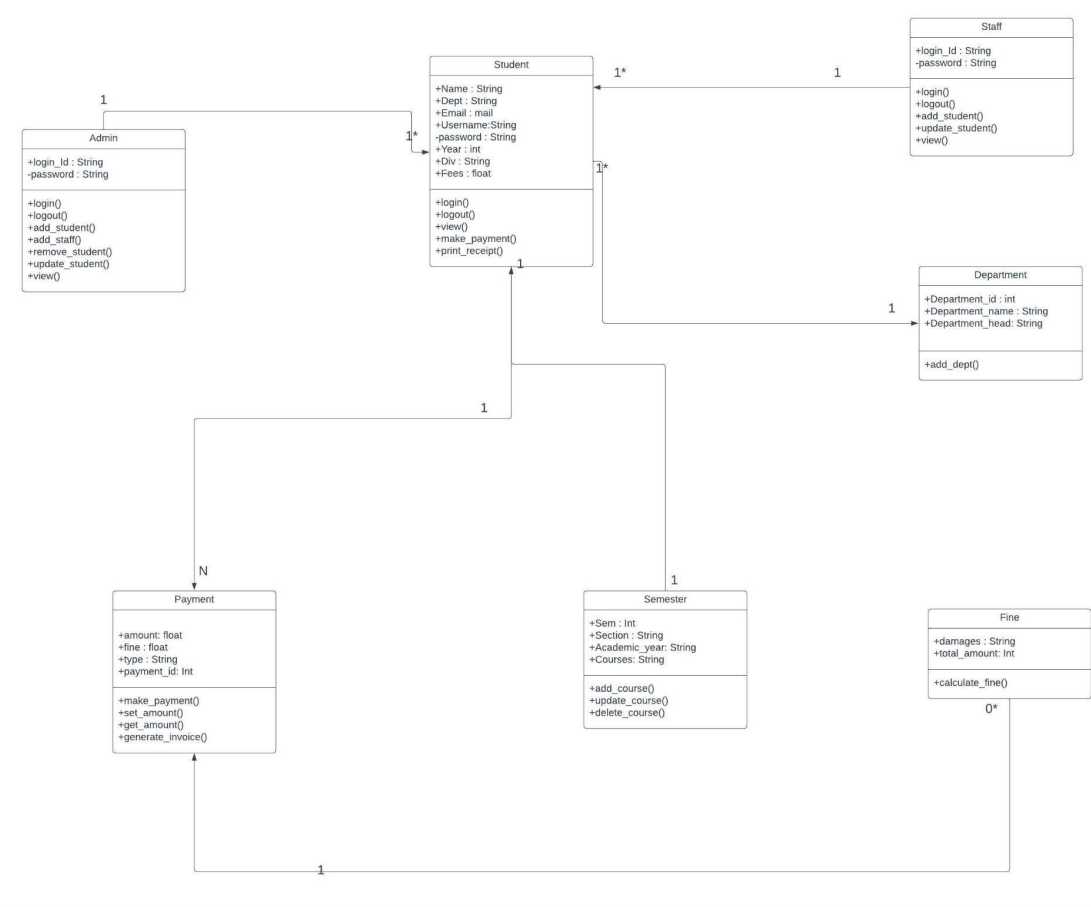
Benefits of using a fees management system include increased efficiency, reduced errors, and improved financial management. The system can also provide transparency to parents, students, and other stakeholders, enabling them to view fee information and transaction histories in real-time.

Overall, a fees management system can help educational institutions and other organisations manage their finances more effectively and efficiently, while providing a better user experience for students and members.

## Use Case Diagram:

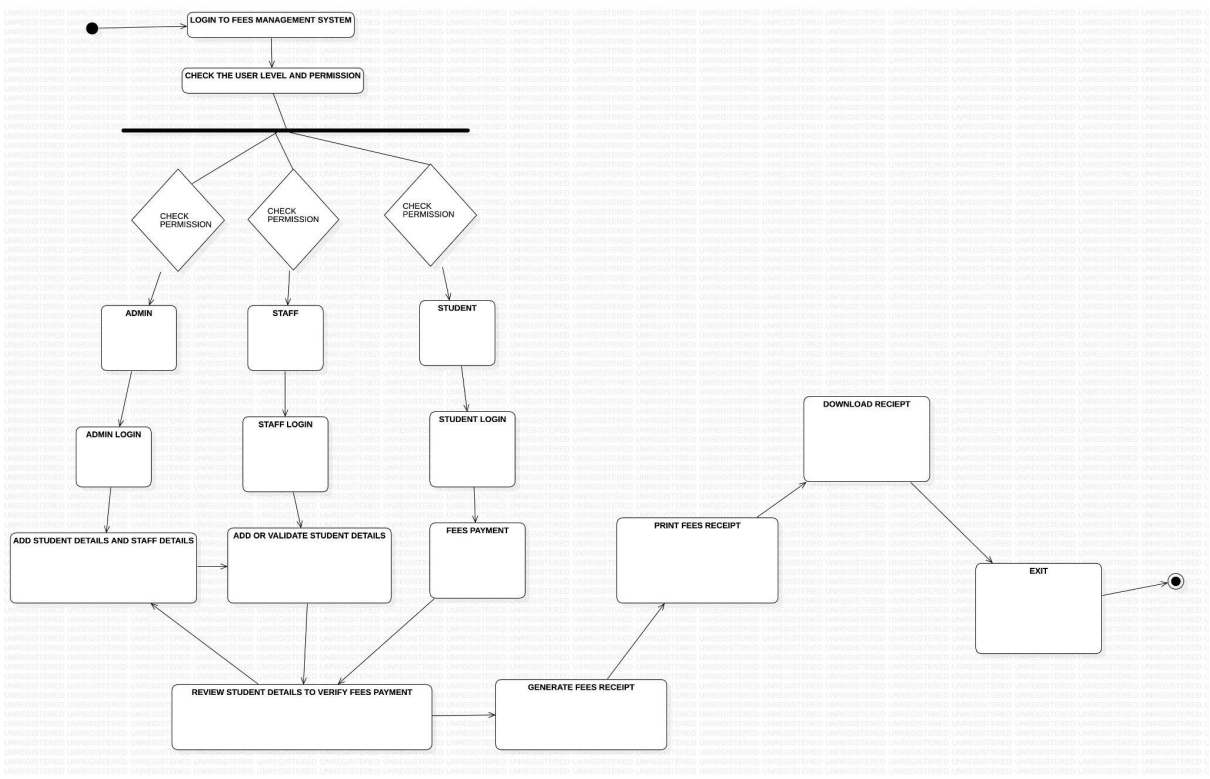


# Class Diagram:

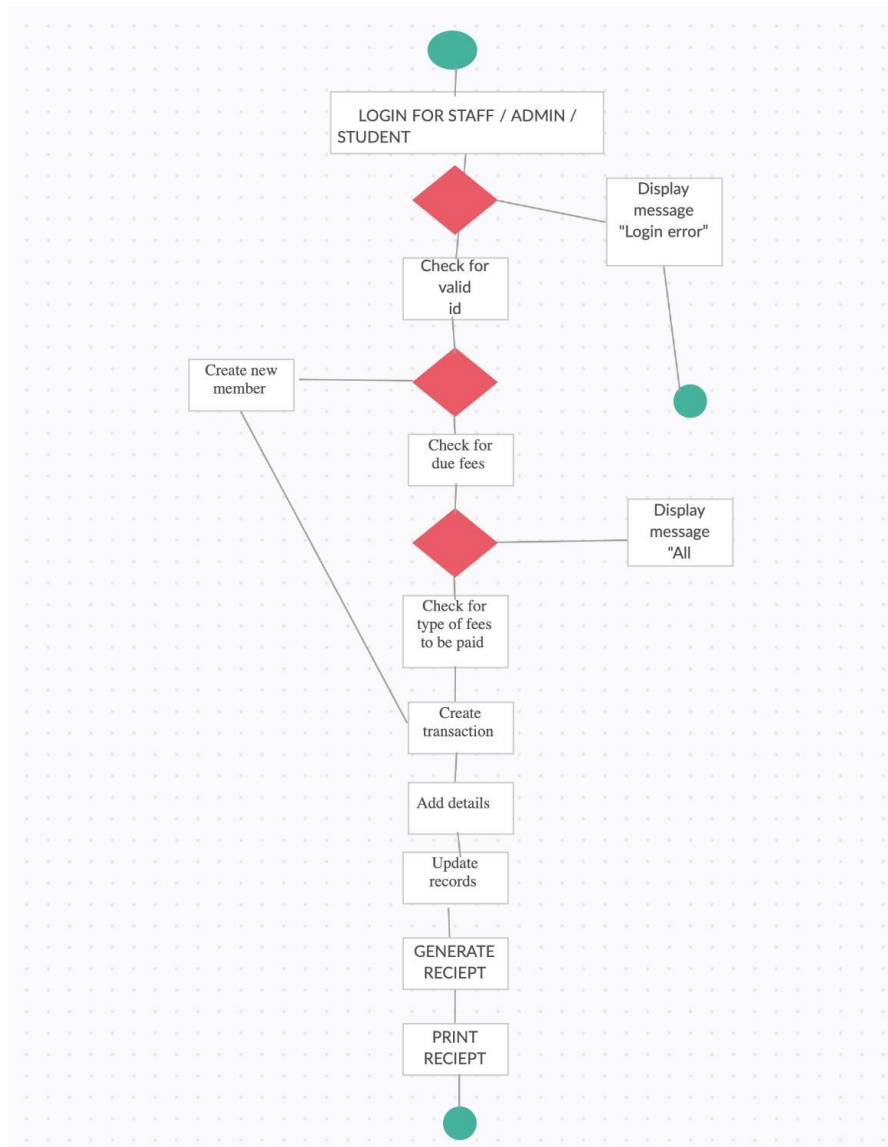


# Activity And State Diagram

## Activity Diagram:



## State Diagram:



## Design Principles Used:

- **Single Responsibility Principle(SRP):** Each class in the project has a single responsibility, and its behavior is focused on that responsibility only.
- **Open/Closed Principle (OCP):** The project is designed in a way that allows extension but does not require modification of the existing code.
- **Separation of Concerns(SoC):** The project separates different concerns and functionalities into different classes, allowing for better maintainability and scalability.

## Design Patterns Used:

The **architectural patterns** used are:

- **Model-View-Controller (MVC)** - This pattern is used to separate the application into three interconnected components, namely the Model, View, and Controller.
- **Abstract Factory Pattern:** Single factory class that returns the different subclasses based on the input provided and the factory class uses `if-else` or `switch` statements to achieve this.

```

Variables.java x
Source History
89 //
90 case 3:
91 {
92 String sql;
93 String n_name = Variables.nName;
94 String n_dept = Variables.nDept;
95 String n_year = Variables.nYear;
96 String n_div = Variables.nDiv;
97 int n_fees = Variables.nFees;
98 int remaining = 70500 - n_fees;
99 sql = "INSERT INTO 'student'('name', 'dept', 'year', 'div', 'fees', 'remaining') "
100 + "VALUES ('"+n_name+"', '"+n_dept+"', '"+n_year+"', '"+n_div+"', '"+n_fees+"', '"+remaining+"')";
101 PreparedStatement preparedStmt = conn.prepareStatement(sql);
102 PreparedStatement ps = null;
103 ps = conn.prepareStatement(sql);
104 ps.execute();
105 stmt.close();
106 }
107 break;

```

- **Command Pattern:**

Used to implement loose-coupling in a request-response model. In this pattern, the request is sent to the invoker and the invoker passes it to the encapsulated command object. The command object passes the request to the appropriate method of receiver to perform the specific action.

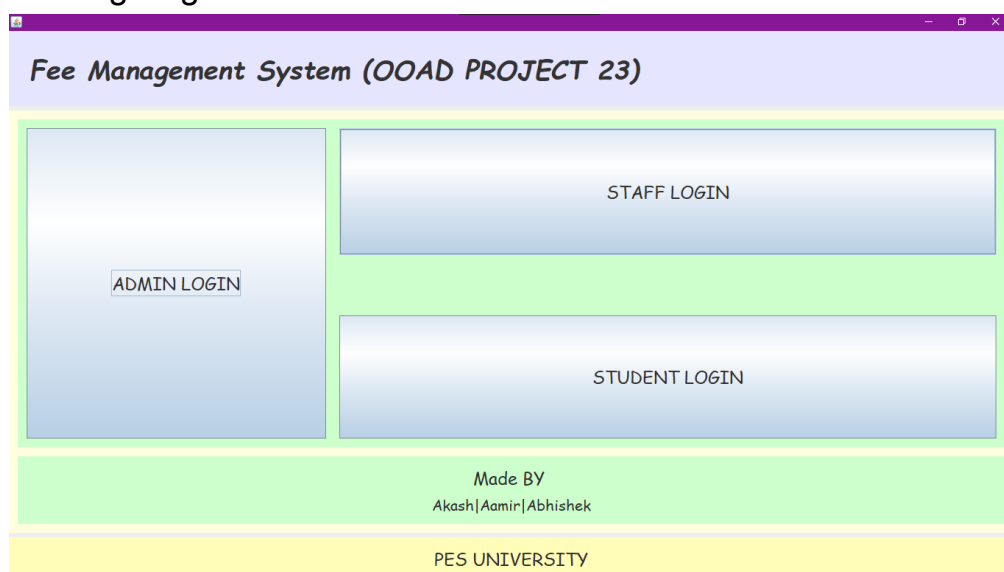
```

public static void main(String args[]) {
    java.awt.EventQueue.invokeLater(new Runnable() {
        public void run() {
            new AdminLogin().setVisible(true);
        }
    });
}

```

## Screenshots of the GUI

Landing Page:





# Fee Management System

ADMIN LOGIN

USERNAME

PASSWORD

LOGIN

BACK

PES UNIVERSITY

# Fee Management System

WELCOME ADMIN

ADD STAFF

DELETE STAFF

VIEW STAFF

ADD STUDENT

UPDATE STUDENT

ADMIT STUDENT

VIEW STUDENT

LOGOUT

PES UNIVERSITY

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# Fee Management System

## ADD STUDENT

Name

Dept.

Year

Div

Fees

ADD STUDENT

Back

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# Fee Management System

## STAFF LOGIN

USERNAME

aamir

PASSWORD

123

LOGIN

BACK

PES UNIVERSITY





**Github link:**

**<https://github.com/Akashk21/OOAD-PROJECT>**