Hostel Reservation System

**inroduction**

This system will be designed taking into account the practical need to solve huge amount of problems faced while allocating and booking hostel rooms, using current system available. Moreover, it provides an organized way to book, view, allocate and make changes whenever required and possible. Its design concentrates on 2 types of users:

1. Administrator
2. User

This system follows a typical event flow seen in such a system. The system mainly is from the user point of view. However, administer has been given special privileges to allocate rooms and easily manage user requests.

All such information helps one and all to know about all the various achievements and stats of a particular team or sportsman. Firstly, the user has to register by providing his/her details. After registering, user can login using his/her username and password. Then after login, they can view the hostels available and give their preference accordingly. Every user is allotted the hostel room only after administrator’s approval.

The administrator’s work is to check the preference given by the user and allocate the rooms accordingly. In case of any change-of-hostel requests, the user can send a message to the administrator requesting the same, the administrator can resolve any further issues after receiving the request.

**User Data**:

* User Profile: User Details like Name, Age, Registration number, Year of Study, Email ID, etc.
* Login details: User’s username and password.

**User Privileges**:

* User can view the available hostels.
* Users can give their preference.
* Users can send change requests to the administrator, in case of any problems and issues.

**Administrator Data**:

* Login details: Admin’s username and password.

**Administrator Privileges**:

* Administrator can view the user’s preferences.
* Administrator can allocate the hostels as per availability and preference, as per the case.
* Administrator can receive user requests messages and respond to them, accordingly.

**Software Requirements:**

Developing Tool : NetBeans IDE.

Front End : Java Swing module.

Database : MySQL.

**Software Requirements:**

Technologies used:

1. Java Swing.
2. TCP/IP or UDP communication.
3. Java Spring framework.
4. Java Servlets.

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