A First Project Proposal Report on

"EntranceChamps"

a web-based Entrance Preparation app

Submitted in Partial Fulfillment of the Requirements for the Degree of

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ABSTRACT

EntranceChamps is a web-based entrance preparation application mainly targeting the students who will be focusing on joining Engineering in their Bachelors program. Most of the students join entrance preparation classes after completing their high school. This webapp helps students to take mock tests and evaluate themselves in their free time.

This web application uses technologies like HTML, CSS, JavaScript, Django and MySQL for the development.

Keywords: entrance, webapp, django, mysql

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1.PROBLEM STATEMENT

Almost every students after completing their high school join entrance preparation classes. Even though it is effective, most of the students will want to practice even more questions after their classes and want to test themselves.

Entrance preparation classes are expensive and students from rural areas might not be able to access these classes.

Students tend to search multiple choice questions or objective questions from the internet to further their knowledge but doing so may become time consuming.

2.PROJECT OBJECTIVES

- The web app is mainly designed for students to improve themselves through tests included in it.
- Every student who wants to prepare for competitive exams will be able to prepare.
- This web app is free and accessible to all the students who cannot join entrance preparation classes due to financial problems.

3.SIGNIFICANCE OF STUDY

EntranceChamps is designed to serve as a platform for the students who want to compete in the competitive exams. Our project will help them in preparing and increasing their knowledge efficiently.

- The web app will be accessible to most of the students.
- It offers randomly generated questions sets for the students to practice.
- It is affordable to all students as it is free to use for everyone.

4.SCOPE AND LIMITATIONS

- EntranceChamps is designed focusing on the students who will be participating in competitive exams.
- This system requires the user to login in the web app and after that they can access the features of this web app.
- Users can take the mock test in the webapp and check the answers after finishing the test.

5.METHODOLOGY

The methodologies that we followed for this project are described in details below.

5.1. Software Development Life Cycle:

Software development life cycle (SDLC) is a phenomenon to design, develop and, test high-quality software. The primary aim of SDLC is to produce high-quality software that fulfills the customer requirement within times and cost estimates.

In this project we used "Agile" as a SDLC model.

Agile Software Development Life Cycle (SDLC) is the combination of both iterative and incremental process models. It focuses on process adaptability and customer satisfaction by rapid delivery of working software product. Agile SDLC breaks down the product into small incremental builds. These builds are provided into iterations.

Each iteration of agile SDLC consists of cross functional teams working on various phases:

1. Planning

2. Requirement Analysis

3. Design

4. Development
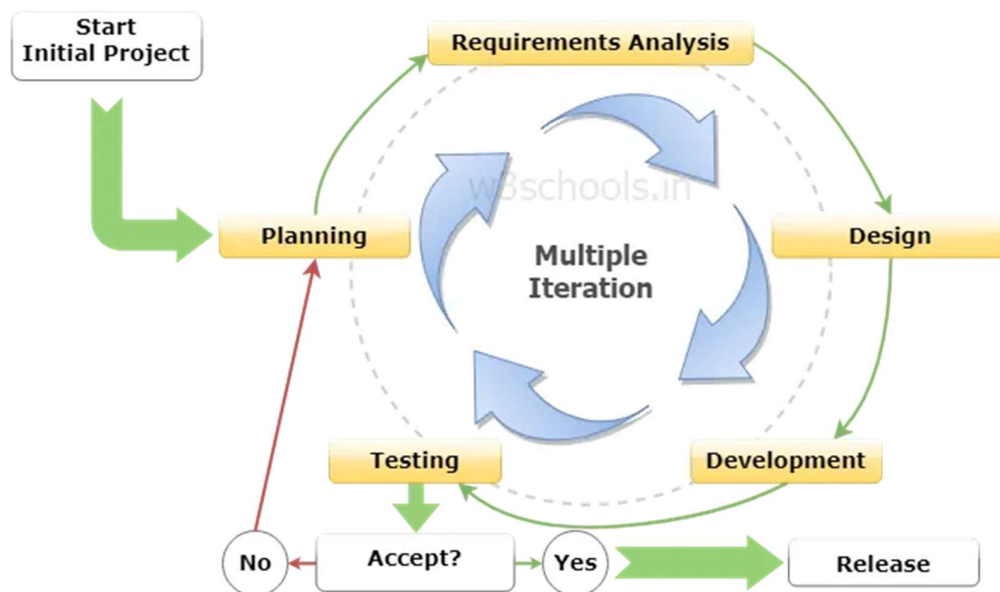
5. Unit Testing

6. Deployment

Fig: SDLC Agile Software Development Model

5.2Tools and Technologies used:

Tools/Technologies	Use
Vs code	Code editor
Adobe Photoshop	UI Design
HTML,CSS,JS	Frontend
Django	Backend
MySQL	Database Management
GitHub	Project Management

6.OUTPUT

At the end, project will be delivered and users will be able to access following features:

- Free registration of account
- Take mock tests with many objective questions and check their answers.

7.REFERENCES

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[2] https://www.javatpoint.com/software-engineering-agile-model