**NUEVA VIZCAYA STATE UNIVERSITY**



Bambang, Nueva Vizcaya 3702

**COLLEGE OF INDUSTRIAL TECHNOLOGY**

Information Technology Department

**CASA ALL'INTERNO LA SCUOLA: Dormitory Online Reservation and Monitoring System**

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Chapter I

**The Problem and Its Background**

**INTRODUCTION**

One of the top universities in the nation is Nueva Vizcaya State University. Regular students can get educational services from the university, and residents of Nueva Vizcaya can enroll in extension programs. The university serves as a research center for a variety of academic disciplines. Numerous managerial tasks are carried out within the university. One of the key management tasks is the allocation and arrangement of student housing, which is done as part of the management operations at Nueva Vizcaya State University. There could be a difficulty with the management of the dorms in this process. In order to discover, assess, and perhaps address those issues, the team started this project (solutions).

**Project Context**

**Purpose and Description**

This project is initiated to develop system, as a final year

project for completing a study of B.Sc. Degree in Computer

Science and IT. The team is organized to develop a web based

Dormitory Management System which will enable the project team

to get B.Sc. Degree in Computer Science and IT.

**Objectives of the Project**

The main objective of this project is to develop a new Web-Based Dormitory Management System which solves the above-mentioned problems with the existing system. This is achieved by designing a web-based application program that will change the actual manual processing to a computerized environment.

**Scope of the project**

Designing and Implementing the Database,

Designing and Implementing Graphical User

interface including forms and reports.

**Limitation Of the project**

This project is limited only to those activities and operations related to the dormitory management which the team is intended to deal with. The project is limited to developing the web-based dormitory management system.

**Conceptual Framework**

**Definition of Terms**

OOSD - Object Oriented System Development

UML - Unified modeling language

OOA - Object Oriented Analysis

OOD - Object Oriented Design

MVC - Model-View-Controller

Chapter II

**Review of Related Literature and Systems**

The RRL, or review of related literature, is presented in this chapter and demonstrates the system and management of dormitories.

Each institution has a unique system that enables quick and efficient information processing. The student dormitory management has always been a crucial component of school management work, and it should be enhanced and made better as the size of students has progressively grown. As a result, the amount of student information is becoming increasingly large. This is undoubtedly for the schools with large student information storage to offer a practical and effective mode of operation, so that individuals from the heavy data processing and maintenance out of relief, replaced by a friendly interface, the design of a very user-friendly front Application, the user will feel very easy to operate (Jingxiu, 2017).

The administration procedure is still carried out manually at our universities using paper-based applications that students must print, fill out, and submit to the residence

offices. It presents a challenging situation because the registration procedure, in some ways, takes longer to complete from beginning to end. Students from remote locations who can't get to the dormitory will struggle to find a suitable place to stay where the reapplication procedure might take place.

To have an effective management system, the development of the Dormitory Information and Management System should support the student's online admission, payment, and booking process as well as the staff's ability to control and manage integrated programs or activities in accordance with a predetermined schedule.

Chapter III

**Development Methodology**

To get a precise data from client the team has used the following fact-finding techniques. Those are: - Interview: - to get the basic information and background information about the existing management system, the team has interviewed the proctors and some students about the services that are given to them, and the problems associated with that environment. On job observation: - Here the team used to revise some data entry forms and repots associated with the management process.

In this project the team used Object Oriented System Development methodology (OOSD). This has two phases. Object Oriented Analysis (OOA): During this phase the team used to Model the functions of the system (use case modeling), Find and identify the business objects, Organize the objects and identify the relationship between them and finally model the behavior of the objects. Object Oriented Design (OOD): During this phase the team used to refine the use case model to reflect the implementation environment, Model object interactions and behaviors that support the use case scenario, and finally up

**Requirements Analysis**

Since the team is being using an Object-Oriented System Development methodology, for structuring requirements and for modeling the data the team used a Unified modeling language (UML). The team used UML- diagrams for requirements structuring as well as data modeling.

**Requirements Documentation**

**Design of Systems**

The first step is to identify Actors and use cases associated with the system. The following table specifies the actors and use cases that a group member have identified with in the proposed new system. The table also describes use case descriptions associated with the corresponding use cases.

The second step is to construct the use case model which graphically depicts the interaction of the system with the external environment. The following figure specifies the use case model of the system.

The third step is to document each of the above use case courses of events to determine the requirement use cases as described in the following section.

**Development and Testing**

**Description of the Prototype**

**Implementation Plan**