**NUEVA VIZCAYA STATE UNIVERSITY**



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**COLLEGE OF INDUSTRIAL TECHNOLOGY**

Information Technology Department

**Dormitory Information and Monitoring System**

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Chapter I

**The Problem and Its Background**

**INTRODUCTION**

Nueva Vizcaya State University is one of the major universities in the country. The University gives educational services for regular students as well as extension programs for the people who live in Nueva Vizcaya. The University is also a research institute for different areas of field of studies. In the University there are different management activities that are performed. Among those management activities Nueva Vizcaya State University Students’ Dormitory Management is one of the major management activities which are performed to arrange and allocate dorms for students. In this process there is a potential problem associated with the Dormitory Management. So, the team initiated this project to identify and analyze those problems and to put possible remedies (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**

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**