VSM'S SOMASHEKHAR R. KOTHIVALE INSTITUTE OF TECHNOLOGY, NIPANI

Department Of Computer Science and Engineering, NIPANI-591237

Academic Year 2023-24

A

Mini Project

Report on

"Hostel Management System"

Submitted By

Mr. BASAVARAJ BALU KOAKNE
USN: 2VS21CS010

Under the guidance of

Prof. ANUP GANJI

Vidya Samvardhak Mandal's

SOMASHEKHAR R KOTHIWALE INSTITUTE OF TECHNOLOGY

NIPANI-591237

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CERTIFICATE

Certified that the **"HOSTEL MANAGEMENT SYSTEM"** carried out by **Mr. BASAVARAJ B. KOKANE** Bearing **[2VS21CS010]** is bonafide student of **VSM'S INSTITUTE OF TECHNOLOGY, NIPANI** in partial fulfillment for the award of **"BACHELOR OF ENGINEERING"** in **COMPUTER AND SCIENCE ENGINEERING,** as prescribed by **VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI** during the academic year **2023-2024.**

Prof. Anup Ganji	Prof. Rahul Palakar	DR. Umesh Patil
(GUIDE)	**(HOD)**	**(PRINCIPAL)**

ABSTARACT

The HOSTEL MANAGMENT SYSTYEM is an application that give students the opportunity to go online and apply for admission as well as their college admission details. The manual method of applying processing student's admission is very stressful and cumbersome, forms and the files get lost during the process, students cue up under the sun days unending just to process their admission details while staff sit for long laborious hours attending to students. All these problems have been examined and a suitable solution provided. An application of HOSTEL MANAGMENT. SYSTEM

The Student Admission System has a centralized database to keep record of all the students' record system. There is a module where prospective students can apply for admission as well as provide their details such as the course they want to study and personal data, there is room for updates when the jamb result is out. There is also administrator module where the system administrator view prospective students details as well as update and delete (foreign entry) and notify shortlisted students through an email or SMS notification.

This application-based system will be cost effective, and it will save the students and non-academic staff that manage student admission processing the enormous stress and time they spend in the manual system.

CHAPTER	TITLE	PAGE.NO
1	**INTRODUCTION**	1
	1.1 Purpose of the project	
	1.2 Problem statement	
2	**SYSTEM IMPLEMENTATION**	4
	2.1 Software Development	
	2.2 Introduction to Front-End	
	2.3 Introduction to Back-End	
3	**SYSTEM REQUIREMENT**	9
	3.1 Hardware Requirement	
	3.2 Software Requirement	
4	**SYSTEM DESIGN**	16
	4.1 ER Diagram	
	4.2 Schema Diagram	
	4.3 Rules And Explanation of ER Diagram	
	4.4 Data Flow Diagram	
5	**TESTING AND DEBUGGING**	21
	5.1 Introduction to Testing	
	5.2 System Testing	
6	**RESULTS**	29
	6.1 Student Registration	
	6.2 Dashboard	
	6.3 User Room details	

	6.4 User Booked Information	
	6.5 Admin Login in Page	
	6.6 Admin Mange Room	
	6.7 Admin Creat Room	
7	**CONCLUSION**	30

LIST OF FIGURES

Figure No.	Figure Name	Page.No
4.1	E-R Diagram	14
4.2	Schema Diagram	15
4.4	Data Flow Diagram	17
6.1	Registartion Form	26
6.2	Dashboard	26
6.3	User Room	27
6.4	User Booked	27
6.5	Admin Login	28
6.6	Admin Mange Room	28
6.7	Admin Create Room	29

Chapter 1

Introduction

The Lord has been faithful in granting the strength, wisdom, knowledge and the courage needed throughout this period of study. We take this occasion to thank almighty for blessing us with his grace and taking our effort to a successful culmination. We are grateful and deeply indebted to our supervisor Dr. Anup Kumar Paul For guiding us through the right way and give his valuable advice at the crucial moment. He gives us the freedom to pursue aspects of reversible fault tolerant computing which we found interesting and compelling. We would like to thank the other faculty members for their supporting instructions and encouragements. Finally, we would like to thank our friends for their support and assistance they have given us during the course of our work.

1.1 PURPOSE OF PROJECT

The aim of the Hostel Management System is to do all the activities of Hostel in a systemic way. It is a web based software to provides college students accommodation to the university hostel more efficiently. It is headed by Warden. Who will be the administrator

.This project keeps details of the hostellers and applied students .The main theme of this project is to minimize human works and makes the hostel activities more easier. This project providing online application for hostel, automatically select the students from the waiting list and mess calculation, complaint registration, notice

1.2 PROBLEM STATEMENT

The Hostel Management System is developed for advancing the activities of the hostel. The main benefit of the software is to remove manual system. Since most hostels are being run by only one hostel manager. The number of students in a room, the students who owe to the hostel etc are saved on papers or sometimes receipts. If these documents should go missing or stolen, one would never be able to know .The employees might not know the number of students in a room or know if a room is full or not. This project will be great relief to the employees. This will help to carry out the activities of Hostel in an efficient way.

1.2.1 Goal

The hostels handle the entire information manually, which is very tedious and mismanaged.

- The objective of our project is as follows.
- To keep the information of students.
- To keep all detail in brief like room information and total number of students.

1.3 OBJECTIVES

- To automate each and every activity of the manual system.
- To make it easier for data collection, storage and referencing reliable.
- To store the data of all current students and also the students who had left the hostel.
- To provide a quick response with very accurate information when needed.

Chapter 2

SYSTEM IMPLIMENTATION

2.1 SOFTWARE DEVELOPMENT LIFE CYCLE

A system development life cycle is a logical process by which system analysts, software engineers, programmers, and end users build information systems and computer applications to solve business problems and needs.

The major phases involved in the MIS development process are referred to as system development life cycle. Each phase of the development process must have well defined objectives, and at the end of each phase ,progress towards meeting the objectives must be evaluated.

The development process should not continue until the objectives of all prior phases have been met.

System development life cycle is a phased approach to analysis and design to ensure that systems are best developed.

The system development life cycle can be divided into seven phases as shown in fig

2.2 INTRODUCTION TO FRONT END TOOL

Visual programming aims at providing the user with an interface that is intuitive and easy to use. In developing such an interface, the programmer employs user-friendly features such as windows, menus, buttons and list boxes.

Its Environment provides all features that are required to develop a graphical user interface as ready -to- use components. The programmer does not have to write code to create and display commonly required user-friendly features each time around.

When the programmer needs a specific user interface feature such as button, he selects the appropriate ready-to-use component provided by the visual programming environment. These components can be moved, resized and renamed as required.

For Example:-

If the programmer needs to have a button, then the visual programming environment provides him with one. All that, the programmer does this select the button and place it on screen at the required position.

Typically, the mouse is used to select and place the necessary components. Thus, the visual programming environment is also called a point and click environment.

A visual programming environment automates the process of creating a user interface. The interface provided by the visual programming environment to the programmer designs the user interface visually instead of writing code.

In addition, it also provides a means of associating code with each component. In each case of calculator, for each button, we can specific that the code is to execute when we click on it.

NEED FOR VISUAL PROGRAMMING:-

There are several programming tools that allow us to build such visually appealing and intuitive interface. These tools allow us to design interface that employ user friendly features such as menus, buttons, windows etc.

However, the disadvantage of such tools is that the interface is designed using code. The programmer has to code the user interface features specifying the size, position etc. this makes designing the user interface a major task in itself.

ADVANTAGES OF VISUAL PROGRAMMING:-

Visual development of graphical user interface which are easy to use and easy to learn.

A programmer need not write code to display the required component.

For Example:-

The visual programming environment displays a list of available components. The programmer picks up the required component from this list to display it.

The component can be moved, resized and even deleted, if so required.

There is no restriction on the number of controls that can be placed on a form.

The interface components provided by the visual programming environment have some code built into them.

For example:-

A button' knows' when it has been clicked upon. In the case of conventional programming tools, the

programmer has to write code to determine the component that has been clicked and then execute the appropriate code.

- Visual Basic is one of the most popular programming tools available today. And it's also secret that there have been massive changes in it as it became Visual Basic.Net.
- The reason of that change is Visual Basic itself, which has now become Visual Basic.Net. The difference between Visual Basic.Net and the previous version. Visual Basic 6.0 is revolutionary and far reaching. Visual Basic.Net has been more than four years in the marking and it represents entirely new directions for Visual Basic. Besides the biggest change integrated support for web development the very syntax, of techniques that you've probably learned carefully are now completely different such as data handling and many controls; project types and other aspects of Visual Basic 6.0 are no longer available at all.
- Visual Basic has a long and so far glorious history. When it first appeared, it created a revolution in windows programming. Visual Basic introduced unheard of ease to windows programming just builds the program you want right before your eyes, and then run it. In so doing it changed programming form a chore to something very like fun.

2.3INTRODUCTION TO BACK END TOOL

Introduction to SQL: -

SQL is a standard computer language for accessing and manipulating databases.

- SQL stands for **S**tructured **Q**uery **L**anguage.
- SQL allows you to access a database.
- SQL is an ANSI standard computer language.
- SQL can execute queries against a database.
- SQL can retrieve data from a database.
- SQL can insert new records in a database.
- SQL can delete records from a database.
- SQL can update records in a database.
- SQL is easy to learn.

- SQL is an ANSI (American National Standards Institute) standard computer language for accessing and manipulating database systems. SQL statements are used to retrieve and update data

in a database. SQL works with database programs like MS Access, DB2, Informix, MS SQL Server, Oracle, Sybase, etc.

- Unfortunately, there are many different versions of the SQL language, but to be in compliance with the ANSI standard; they must support the same major keywords in a similar manner (such as SELECT, UPDATE, DELETE, INSERT, WHERE, and others).

SQL Database Tables: -

A database most often contains one or more tables. Each table is identified by a name (e.g. "Customers" or "Orders"). Tables contain records (rows) with data.

Below is an example of a table called "Persons": -

Last Name	First Name	Address	City
	Ola	Timoteivn 10	Sandnes
Svendson	Tove	Borgvn 23	Sandnes
Pettersen	Kari	Storgt 20	Stavanger

The table above contains three records (one for each person) and four columns (Last Name, First Name, Address, and City).

SQL Queries: -

With SQL, we can query a database and have a result set returned.

A query like this: -

```
SELECT Last Name FROM Persons
```

Gives a result set like this: -

Last Name
Hansen
Svendson
Petersen

SQL Data Manipulation Language (DML)

SQL (Structured Query Language) is syntax for executing queries. But the SQL language also includes syntax to update, insert, and delete records.

These query and update commands together form the Data Manipulation Language (DML) part of SQL: -

SELECT - extracts data from a database table

UPDATE - updates data in a database table

DELETE - deletes data from a database table

INSERT INTO - inserts new data into a database table

SQL Data Definition Language (DDL)

The Data Definition Language (DDL) part of SQL permits database tables to be created or deleted. We can also define indexes (keys), specify links between tables, and impose constraints between database tables.

The most important DDL statements in SQL are: -

- **CREATE TABLE** - creates a new database table
- **ALTER TABLE** - alters (changes) a database table
- **DROP TABLE** - deletes a database table
- **CREATE INDEX** - creates an index (search key)
- **DROP INDEX** - deletes an index MS SQL SERVER 2000

Chapter 3

SYSTEM REQUIREMENT

3.1 HARDWARE REQUIREMENT

The section of hardware configuration is an important task related to the software development. Insufficient random access memory may affect adversely on the speed and efficiency of the entire system. The process should be powerful to handle the entire operations. The hard disk should have sufficient capacity to store the file and application.

Processor: Pentium IV and above
Processor speed: 1.4 GHz
Onwards
System memory: 128 MB minimum (256 MB recommended)
Cache size: 512 KB
RAM: 512 MB (Minimum)
Network card: Any card can provide a 100mbps
speedNetwork connection: UTP or Coaxial cable
connection
Printer: Inkjet/Laser Colour printer provides at least 1000 Dpi
Hard disk: 80 GB
Monitor: SVGA Colour 15”
Mouse: 104 keys US Key Serial, USB or PS/2

3.2 SOFTWARE REQUIREMENTS

To implement this database management system any technologies that are used are open sources. We are discussing about them below:

3.2.1 HTML

Html is a markup language for describing the web documents. In our website we use

HTML5. Every web page you see on the Internet, including this one contains HTML code that helps format and show text and images in an easy to read format . Without HTML a browser would not know how to format a page and would only display plain text with noformatting that contained no links.www.w3schools.com

3.2.2 CSS

We use CSS3 to give our HTML a shape.CSS stands for cascading style sheet.

3.2.3 JAVA SCRIPT

JavaScript is the programming language of HTML and the Web Programming makes computers do what you want them to do. We use JavaScript for our drop-down menu.

3.2.4 JQuery

We used JQuery for our subcategories drop-down form. It is a framework of coreJavaScript.

3.2.5 PHP

PHP is probably the most popular scripting language on the web. It is used to enhance web pages. With PHP, you can do things like create username and password login pages, check details from a form, create forums, picture galleries, surveys, and a whole lot more. If you've come across a web page that ends in PHP then the author has written some programming code to liven up the plain, old HTML. PHP is known as a server-sided language. That's because the PHP doesn't get executed on your computer. But on the computer you requested the page from. The results are then handed over to you, and displayed in your browser.

3.2.6 APCHE SERVER (XAMPP)

The Apache HTTP Server, commonly referred to as Apache is a web server application notable for playing a key role in the initial growth of the World Wide Web. Apache is developed and maintained by an open community of developers under the auspices of the Apache Software Foundation. Most commonly used on a Unix-like system, the software is available for a wide variety of operating systems, including Unix ,FreeBSD , Linux, Solaris
, Novell NetWare , OS X , Microsoft Windows , OS/2 , TPF, OpenVMS and e-Com Station. Released under the Apache License, Apache is open-source software.

3.2.7 BOOTSTRAP

Bootstrap is the most popular HTML, CSS, and JS framework for developing responsive, mobile first projects on the web. Bootstrap makes front-end web development faster and easier. It's made for folks of all skill levels, devices of all shapes, and projects of all sizes.

3.2.8 TEXT-EDITOR (SUBLIME TEXT)

Sublime Text is the web development tool that lets you efficiently design, develop and maintain standards-based websites and applications. Sublime text provides a powerful combination of visual layout tools, application development features, and code editing support.

3.2.9 MYSQL DATABASE SERVER

MySQL is an open-source relational database management system (RDBMS). In July 2013, it was the world's second most widely used RDBMS, and the most widely used open- source client– server RDBMS. It is named after co-founder Wideness's daughter. The SQL acronym stands for Structured Query Language. The MySQL development project has made its source code available under the terms of the GNU General Public License, as well as under a variety of proprietary agreements. We used MySQL for our database management system. Database server selection is a crucial factor in determining the long term success of the system application and maintaining its stability at all time. Before making a decision on an appropriate selection of database server, several influencing factors from different aspects have to be considered adequately. The selected database is required to be suitable for the purpose of usage of end user and full-fill the ultimate objective of end user. Criteria on selection of database consists of scalability, costs/license, efficiency, stability, security, functions, platform supportability, data types and data size limits. To construct hospital database management system, MySQL database server has been chosen to store patient medical record in hospital. MySQL is a relational database management system which stores data in separate tables, instead of storing all data sets in a single massive storage room. It runs as a server, providing multiple users to access a number of data sets concurrently.

3.2.10 FACTORS CONSIDERD FOR MySQL SELECTION

There are several factors considered in selecting MySQL for hospital database management system such as:

3.2.10.1 Cost

The most obvious cost associated with database software is the purchase price. MySQL is the most popular free relational database management system and eliminating anyrelated costs for the system software. While some users may think that free software should be inferior to commercial product, MySQL has been evaluated in a review in PC Magazine as “one of the top five databases”. Also, training and support materials that are also freely available on the web as MySQL is being widely used and grown in popularity.

3.2.10.2 Performance

MySQL database system takes a very less storage in disk space while provides a well performance on UNIX and LINUX system. Although MySQL may fall shorts in consisting less features when comes to comparison with other database system, however its own features and capabilities is usually more than enough to handle system that requires a reliable database. Besides, MySQL has complementary features in many areas. For example, partitioning MySQL provides more options for various type of partitioning as itoffers range, hash, key, list and composite partitioning.

3.2.10.3 Easy to use

The aspects of ease of use include the ability to install the software without difficulties, allows user to maintain the software with minimal effort and problems, and also access the software from remote location. Also, supporting materials and documentations can be acquired easily as a reference tool for end users. MySQL comprises all the aspects stated and hence it has become a fast, robust and a reliable open source system.

Facilities such as strong modeling tool in MySQL Workbench helps user visually design databases. For beginner who is starting at the most basic level, there are a number of command line monitoring options that can run to get a handle on general server operations.

3.2.10.4 Security

Security is a vital factor in database selection process, especially when the software system may be accessed remotely by connecting to Internet. Risk can be minimized if security mechanism is adequately employed. MySQL adopts ample security measures from the very beginning. The advantages in security are to allow user to change the port if it becomes vulnerable. Besides, user is required to update software from time to time to shield them from unwanted users or intruders.

Chapter 4

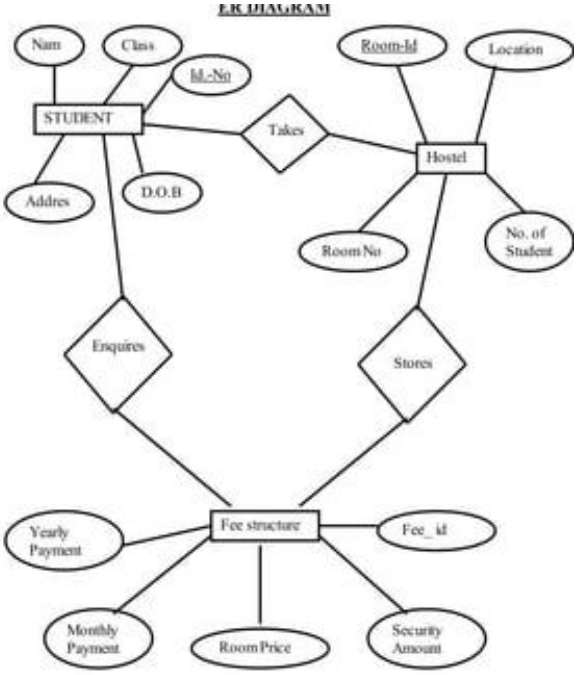
SYSTEM DESIGN

This system design is to be divided into two sections or portion. Administrator sectionand student section.

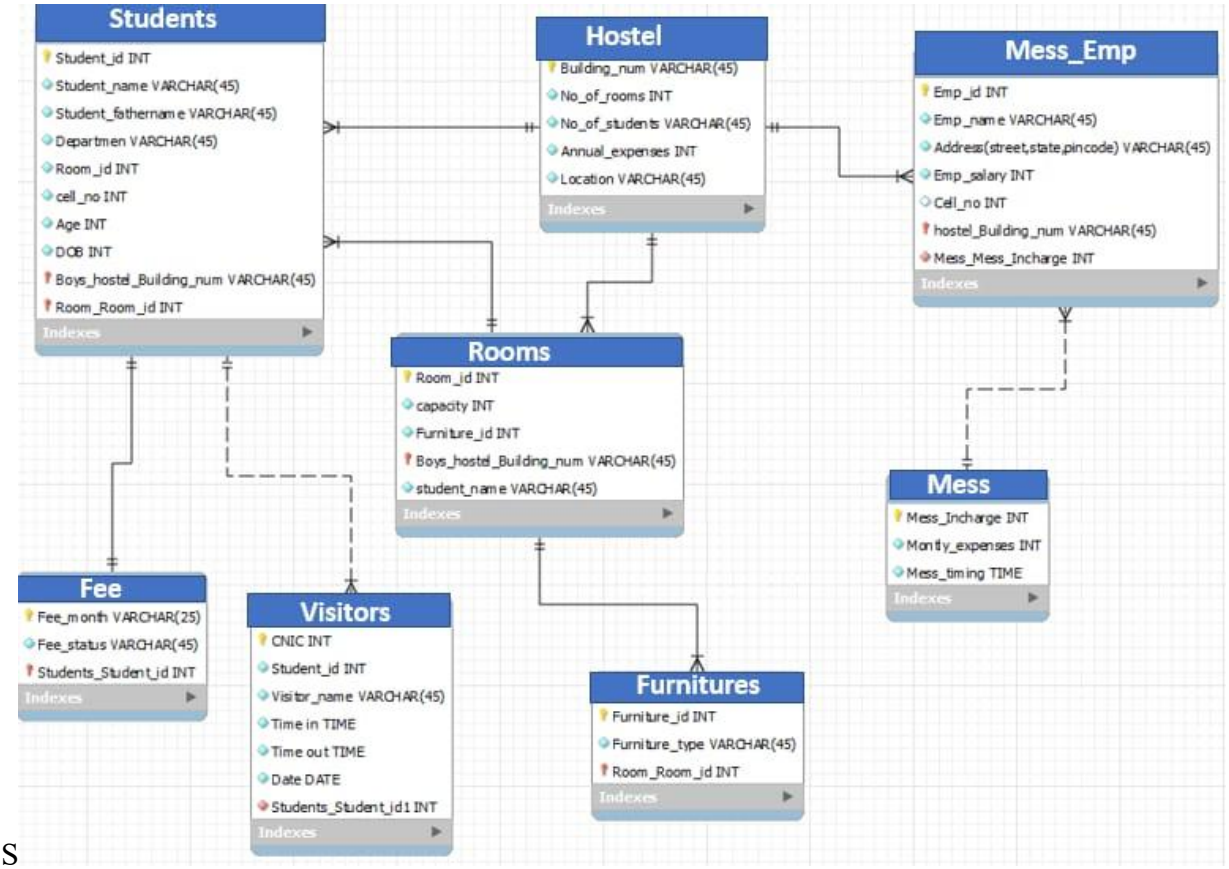
4.0.1 ADMINISTRATOR

- The Administrator can allot different students to the different rooms.
- He can store the records of the students and edit or delete the students records.
- He can control the free payment status of the students.
- He can provide notice and edit the news board.
- He can check the students complaint.
- He can make mess menu and provide meal.

4.1 ER DIAGRAM



4.2 SCHEMA DIAGRAM



S

4.3 RULES AND EXPLINATION OF ER DIAGRAM

ER-modeling is a data modeling technique used in software engineering to produce a conceptual data model of a information system. Diagrams created using this ER-modeling technique are called Entity-Relationship Diagrams, or ER diagrams or ERDs. So you can say that Entity Relationship Diagrams illustrate the logical structure of databases.

Dr. Peter Chen is the originator of the Entity-Relationship Model. His original paper about ER-modeling is one of the most cited papers in the computer software field. Currently the ER model serves as the foundation of many system analysis and design methodologies, computer-aided software

engineering (CASE) tools, and repository systems.

The original notation for ER-Diagrams uses rectangles to represent entities, and diamonds to represent relationships.

There are three basic elements in ER-Diagrams:

- Entities are the "things" for which we want to store information. An entity is a person, place, thing or event.
- Attributes are the data we want to collect for an entity.
- Relationships describe the relations between the entities.

ERDs show entities in a database and relationships between tables within that database. It is essential to have ER-Diagrams if you want to create a good database design. The diagrams help focus on how the database actually works.

4.4 DATA FLOW DIAGRAMS (DFD)

Figure 4.1: Diagram for Login Process

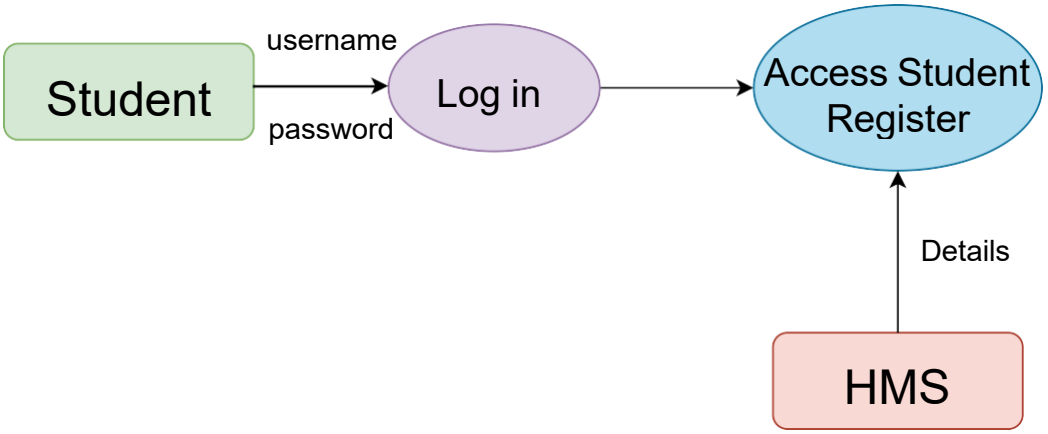


Figure 4.2: Diagram for Student module

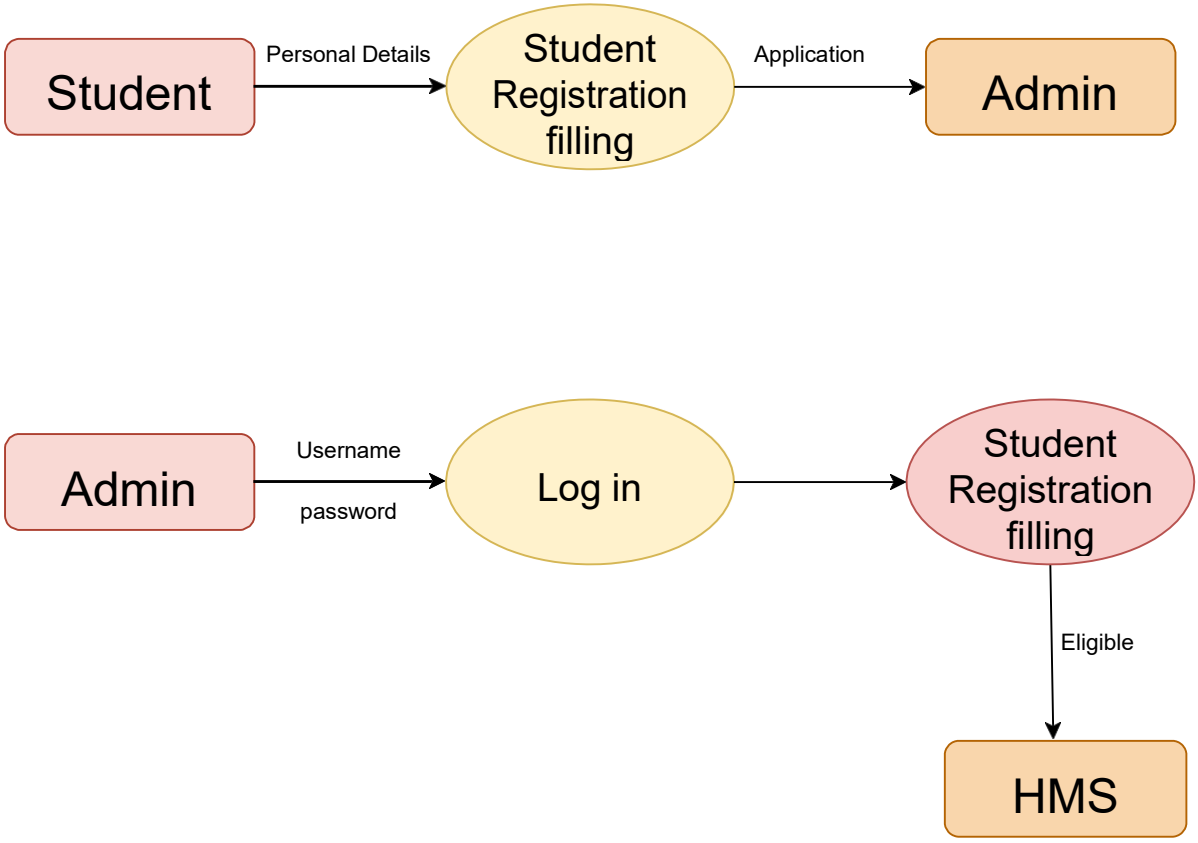
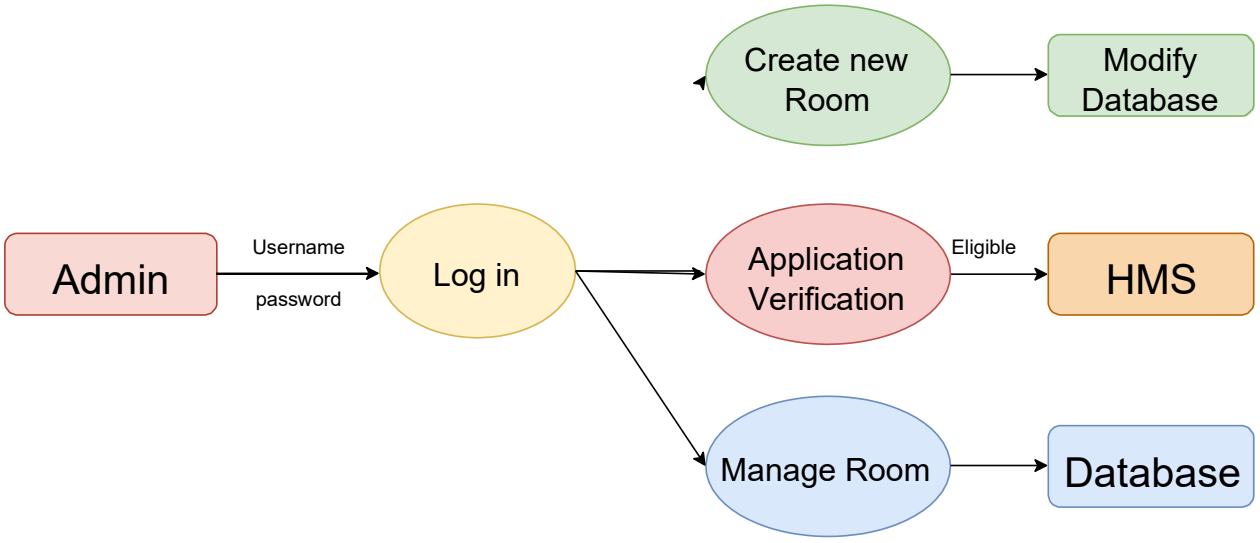


Figure 4.4: Diagram for Admin Module



Chapter 5

IMPLEMENTATION AND TESTING

Implementation is the stage in the project where the theoretical design is turned into a working system and is giving confidence on the new system for the users that it will work efficiently and effectively. It involves careful planning, investigation of the current systemand its constraints on implementation, design of methods to achieve the changeover, an evaluation of change over methods. Apart from planning major task of preparing the implementation are education and training of users. The implementation process begins with preparing a plan for the implementation of the system. According to this plan, the activities are to be carried out, discussions made regarding the equipment and resources and the additional equipment has to be acquired to implement the new system. In network backup system no additional resources are needed. Implementation is the final and the most important phase. The most critical stage in achieving a successful new system is giving the users confidence that the new system will work and be effective. The system can be implemented only after thorough testing is done and if it is found to be

working according to the specification. This method also offers the greatest security sincethe old system can take over if the errors are found or inability to handle certain type of transactions while using the new system.

5.1 INTRODUCTION: -

The implementation phase of software development is concerned with translating design specification into source code. The preliminary goal of implementation is to write source code and internal documentation so that conformance of the code to its specifications can be easily verified, and so that debugging, testing and modifications are eased. This goal can be achieved by making the source code as clear and straightforword as possible. Simplicity, clarity and elegance are the hallmark of good programs, obscurity, cleverness, and complexity are indications of inadequate design and misdirected thinking.

Source code clarity is enhanced by structured coding techniques, by good coding style, by, appropriate supporting documents, by good internal comments, and by feature provided in modern programming languages.

The implementation team should be provided with a well-defined set of software requirement, an architectural design specification, and a detailed design description. Each team member must understand the objectives of implementation.

5.2 TERMS IN TESTING FUNDAMENTAL

1. Error

The term error is used in two ways. It refers to the difference between the actual output of software and the correct output, in this interpretation, error is essential a measure of the difference between actual and ideal. Error is also to used to refer to human action that result in software containing a defect or fault.

2. Fault

Fault is a condition that causes to fail in performing its required function. A fault is a basic reason for software malfunction and is synonymous with the commonly used term Bug.

3. Failure

Failure is the inability of a system or component to perform a required function according to its specifications. A software failure occurs if the behavior of the software is the different from the specified behavior. Failure may be caused due to functional or performance reasons.

a. Unit Testing

The term unit testing comprises the sets of tests performed by an individual programmer prior to integration of the unit into a larger system.

A program unit is usually small enough that the programmer who developed it can test it in great detail, and certainly in greater detail than will be possible when the unit is integrated into an evolving software product. In the unit testing the programs are tested separately, independent of each other. Since the check is done at the program level, it is also called program teasing.

b. Module Testing

A module and encapsulates related component. So can be tested without other system module.

c. Subsystem Testing

Subsystem testing may be independently design and implemented common problems are sub-system interface mistake in this checking we concentrate on it.

TESTS

1) Functional test
2) Performance test
3) Stress test
4) Structure test

1) Functional Test

Functional test cases involve exercising the code with Nominal input values for which expected results are known; as well as boundary values (minimum values, maximum values and values on and just outside the functional boundaries) and special values.

2) Performance Test

Performance testing determines the amount of execution time spent in various parts of the unit,

program throughput, response time, and device utilization by the program unit. A certain amount of avoid expending too much effort on fine-tuning of a program unit that contributes little to the over all performance of the entire system. Performance testing is most productive at the subsystem and system levels.

3) Stress Test

Stress test are those designed to intentionally break the unit. A great deal can be learned about the strengths and limitations of a program by examining the manner in which a program unit breaks.

4) Structure Test

Structure tests are concerned with exercising the internal logic of a program and traversing particular execution paths. Some authors refer collectively to functional performance and stress testing as "black box" testing. While structure testing is referred to as "white box" or "glass box" testing. The major activities in structural testing are deciding which path to exercise, deriving test date to exercise those paths, determining the test coverage criterion to be used, executing the test, and measuring the test coverage achieved when the test cases are exercised.

5.2 SYSTEM TESTING

5.1.1 SYSTEM TESTING

As the part of system testing we execute the program with the intent of finding errors andmissing operations and also a complete verification to determine whether the objectives

16

are met and the user requirements are satisfied. The ultimate aim is quality assurance. Tests are carried out and the results are compared with the expected document. In the case of erroneous results, debugging is done. Using detailed testing strategies a test plan is carried out on each module. The various tests performed are unit testing, integration testing and user acceptance testing.

5.1.2 UNIT TESTING

The software units in the system is are modules and routines that are assembled and integrated to perform a specific function. As a part of unit testing we executed the

program for individual modules independently. This enables, to detect errors in coding and logic that are contained within each of the three module. This testing includes entering data that is filling forms and ascertaining if the value matches to the type and entered into the database. The various controls are tested to ensure that each performs its action as required.

5.1.3 INTEGRATION TESTING

Data can be lost across any interface, one module can have an adverse effect on another, sub functions when combined, may not produce the desired major functions. Integration testing is a systematic testing to discover errors associated within the interface. The objective is to take unit tested modules and build a program structure. All the modules are combined and tested as a whole. Here the admin module, employee module and student module options are integrated and tested. This testing provides the assurance that the application is well integrated functional unit with smooth transition of data.

5.1.4 USER ACCEPTANCE TESTING

User acceptance of a system is the key factor for the success of any system. The system under consideration is tested for user acceptance by constantly keep the records of applicants and making changes to the details and password whenever required.

5.1.5 SUMMARY

This project is aimed at developing a system for keeping records and showing information about or in a hostel. This system will help the hostel officer to be able to manage the affairs of the hostel. This system will provide full information about a student in the

hostel. It will show rooms available or not and number of people in a particular room. This will also provide information on students who have paid in full or are still owing. This system will also provide a report on the summary detail regarding fees and bills students are owing. Also included is a user module for employees or the hostel officer.

CHAPTER 6

RESULTS

6.1 Registration

Figure 6.1 Student registration form

6.2 Dashboard

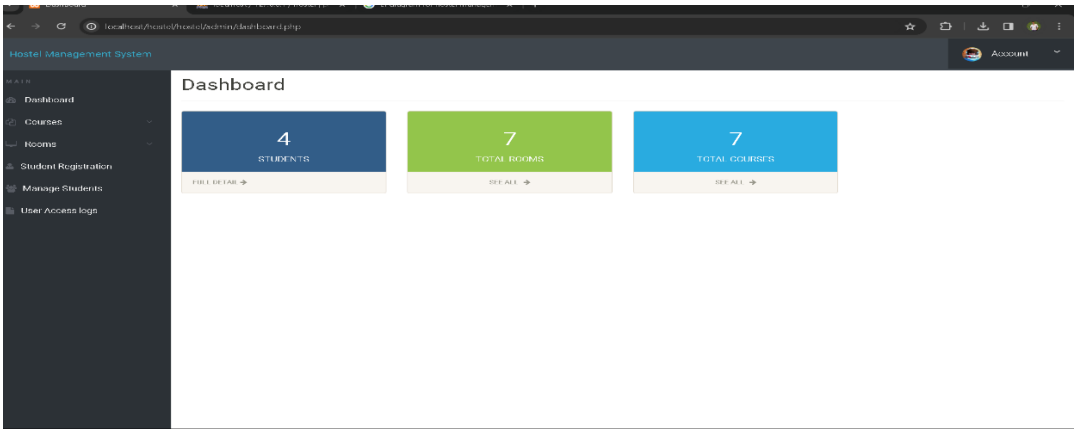


figure 6.2 Dashboard

6.3 User Room Details

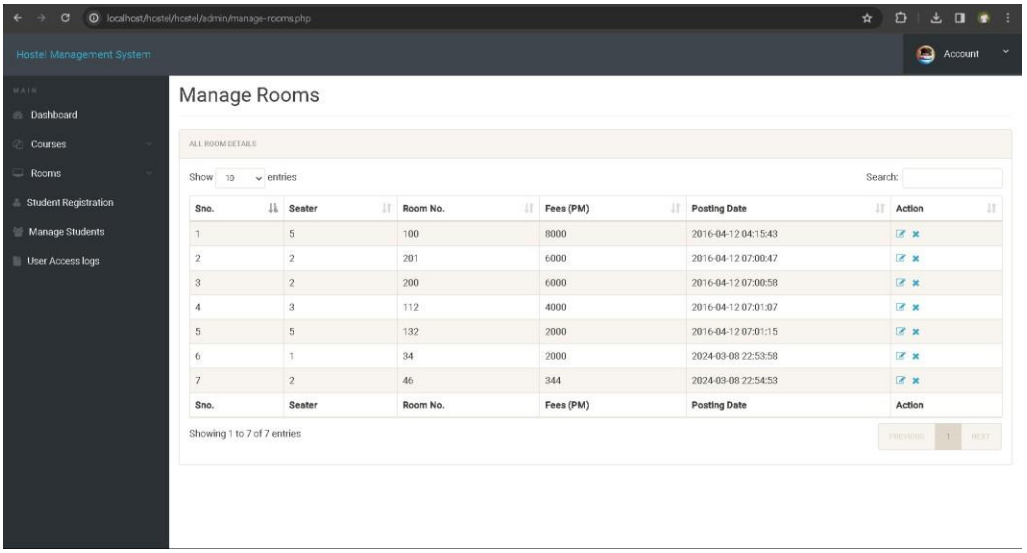
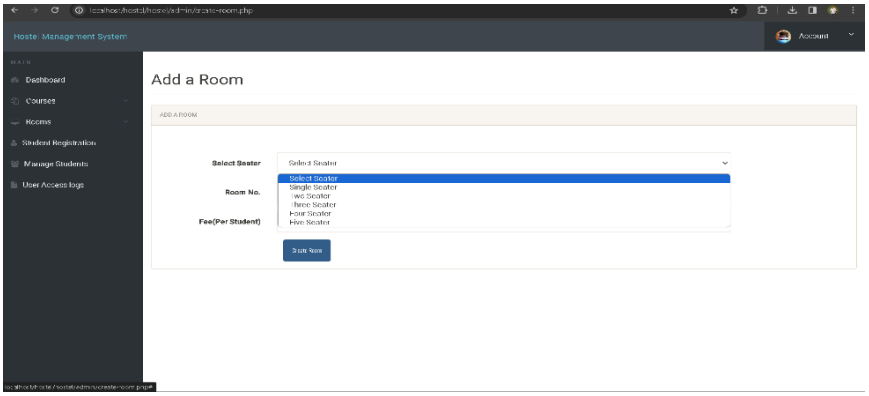
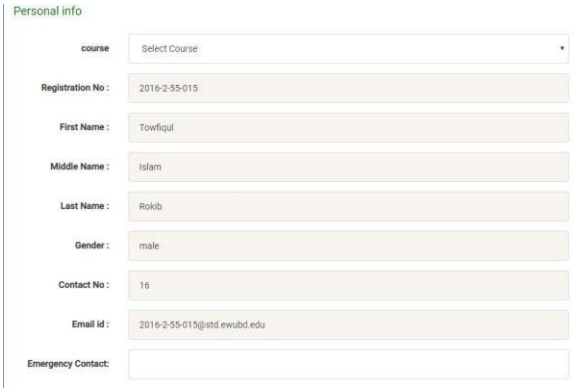


Figure 6.3: User Room Details

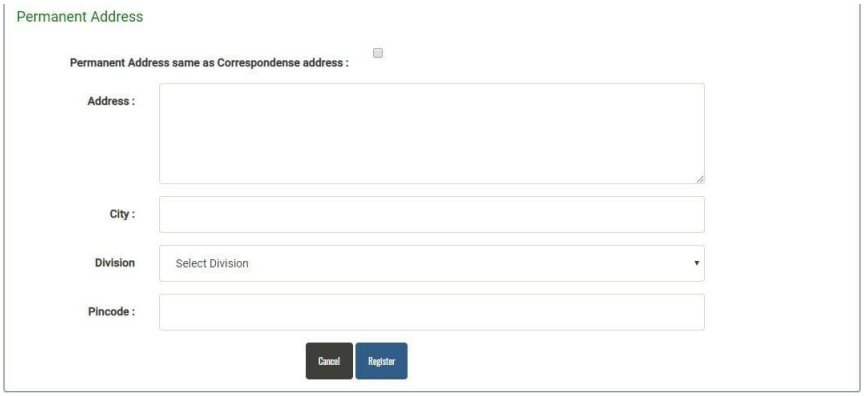
6.4 User-booked Info



6.1.1.1 User-booked Info1



6.1.1.2 User-booked Info2



6.1.1.3 User-booked Info3

Figure 6.4: User-booked Info

6.5 Admin Login in page

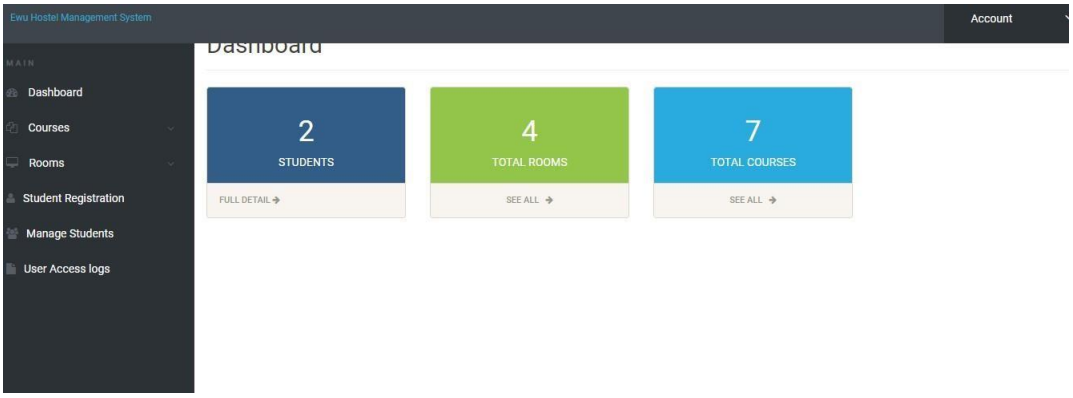


Figure 6.5: Admin Login in page

6.6 Admin Manage Room

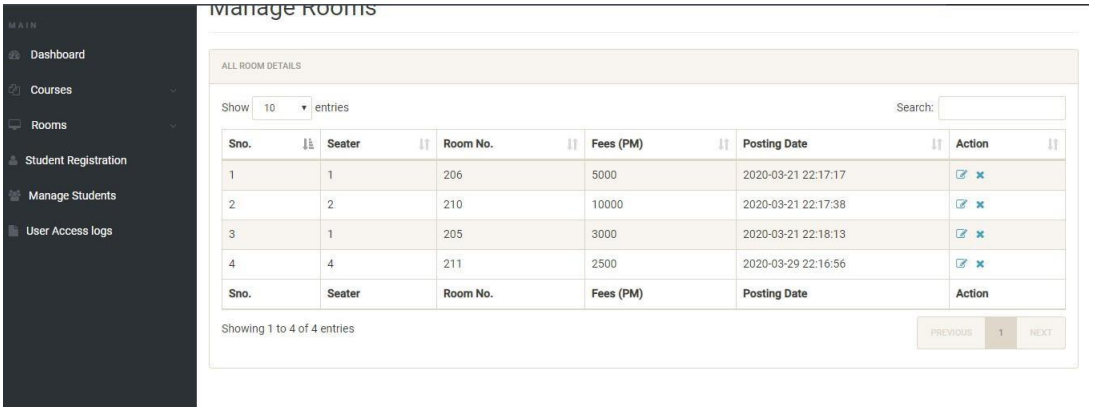


Figure 6.6: Admin Manage Room

6.7 Admin Create Room

Figure 6.7: Admin Create Room

Chapter 6

Conclusion

To conclude the description about the project : The project, developed using PHP and MySQL is based on the requirement specification of the user and the analysis of the existing system, with flexibility for future enhancement. Last few years the educational institutions are increased rapidly. As a result for the accommodation of the students of these institutions, the number of hostel also increase. So it is very hard to do all the hostel management activities manually. There is a lot of strain on the person who are running the hostel. This hostel management software is designed for those people who want to manage hostel activities easily.This particular project deals with the problems on managing a hostel and avoids the problems which occur when carried