A Project Report On

**Project Management System**

**(Using PHP and MySQL)**

*In partial fulfillment for 5th semester degree of*

MASTER OF COMPUTER APPLICATION

Of

**BANGALORE UNIVERSITY**

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Academic Year 2015-16

PROJECT REPORT ON PROJECT MANAGEMENT SYSTEM

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**MASTER OF COMPUTER APPLICATION**

*Certificate*

This to certify that **MR. RAJ SHRESTHA (13DVSCA008)** of 5th semester MCA has successfully completed the mini project entitled “**PROJECT MANAGEMENT SYSTEM”** for the practical **Software Engineering Lab (5MCA7)** in partial fulfillment of the requirement of MCA degree course of Bangalore University for the academic year 2015-16.

Project Guide Head of the Department

**Examiners:**

1. …………………………… Registration no………………….....

2. ……………………………............... Date of Examination ………............

**Acknowledgement**

The project on **Project Management System** had profoundly reinforced our theoretical understanding of the concepts learnt. The project also provided us an avenue to understand the working of the system in general and software tools- HTML, PHP and MySql in particular. This we credit, the Bangalore University for its innovative and practical curriculum.

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**Raj Shrestha**

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# 1.ABSTRACT

In a company where the hierarchy of employees spans over thousands, managing work with them is a difficult job. And in an environment where number of jobs is done simultaneously, picking the right person for the job is also a difficult task, as we are not aware of their availability. This application is designed for such an environment where the work is divided into group of employees and during the course of division the employees are selected to be part of the work in hand.

This software being a web based is easily accessible from any corner of the company as every machine is part of a LAN network. The reason why it is made as a web application rather than a window based application if for the same reason. The complete task is divided into two types of users the Team leader and the Employee .This application provides most of the features required to manage the tasks to develop a project in a firm.

Project Management System is a dynamic process that utilizes the appropriate resources of the organization in a controlled and structured manner, to achieve some clearly defined objectives identified as needs.

It is necessary to Track or Measure the progress we have achieved towards a Goal that we wish to accomplish. We use Project Management to Aid us in **maximizing** and **optimizing** our resources to accomplish our goals.

# 2.LITERATURE SURVEY

PHP is a server –side Scripting language designed for web development but also used as a general purpose programming language. PHP is now installed 224 million websites and 2.1 million web server. Originally created by Rasmus Lerdorf in 1995, the reference implementation of PHP is now produced by the PHP Group. While PHP originally stood for personal Home page, it now stand for PHP: Hypertext preprocessor, a recursive acronym.

PHP code is interpreted by a web server with PHP processor module which generated the resulting web page: PHP commands can be embedded directly into an HTML source document rather than calling an external file to process data, it to process data. It has also evolved to include a command-line interface capability and can be used in standalone graphical application.

PHP free software released under the PHP License, which is incompatible with the GNU General public license (GPL) due to restrictions on the usage of the term PHP.PHP can be deploying on most web server and also as a standalone shell on almost every operating system and platform, free of charge.

PHP is the web development language. PHP stands for PHP: preprocessor. PHP is a server-side scripting language, which can be embedded in HTML or used as a standalone binary.

Strictly speaking, PHP has little to do with layout, events, on the fly DOM manipulate, or really anything about what a web page looks and sounds like. In fact, most of what PHP does is invisible to the end user. Someone looking at a PHP page will not necessarily be able to tell that it was not written purely in HTML, because the result of PHP is HTML. The PHP preprocessor has two modes of operation, copy mode and interpret mode. It takes a PHP document file as input and produces an HTML document file. PHP is usually purely interpreted. The syntax and semantics of PHP are closely related to the syntax of JavaScript and Perl. It uses dynamic typing. PHP has extensive library of functions, making it a flexible and powerful tool for server-side software development.

MYSQL is an open source. MYSQL is a free, highly efficient, widely used database system that implements SQL. There are a plethora of tools, both in MYSQL itself and available from third parties, to make this job even easier. MYSQL isn’t a database until you give it some structure and form.

**2.1.Initial Investigation**

During system development process,many organizations don't analyze the system. The initial investigation should be carried out in general to know about the existing system,the work procedure,information flow,problems in existing system and so on.The initial investigation helps to provide the base to build the new system.The initial investigation is done to know the user requirements, functional and non-functional requirements, etc.For initial investigation, the following approaches were used:

* Observation
* Detailed Study
* Interview

## 2.2.Problem Definition

In this system,the teamleader delegates tasks to employees.The employees perform the tasks.If solve issue is there a ticket is generated.The generated ticket contains the detail of the issue.The appropriate person resolves the issue and notifies the teamleader.

## 2.3.Evaluation of Existing System

* The current system is a manual one where in the company maintains all the information in the form of records. There by collecting necessary information with require a manual search in the record(s).
* Transfer of information between different sections of the enterprise is in the form of documents or letters. Drafting letters will take time.
* Selection of a person for a task is done by manually approaching the person and confirming the availability of the person.
* Unavailability of proper information to different levels of employees within the firm.

## 2.4.Proposed System

The development of the new system contains the following activities, which try to automate the entire process keeping in view of the database integration approach.

* User friendliness is provided in the application with various controls.
* The system makes the overall project management much easier and flexible.
* Readily upload the latest updates, allows user to download the alerts by clicking the URL.
* There is no risk of data mismanagement at any level while the project development is under process.
* It provides high level of security with different level of authentication.

## 2.5.Software Selection

In order for the proposed system to be technically sound, choosing the proper implementation tools are extremely Important as well. This is the first step in the process of implementing the designed solution. When selecting the development platform it includes the selection of hardware and software, which are needed to build the system. Many aspect need to be the consider when selecting tools, to make sure that requirement are met. Therefore this selection explains the necessary concerns regarding the system of development tools in order to build a good system. First the operating system will be selected and the development language and database were selected depending on pre-selected operating system.

### 2.5.1.OS Selection

The performance of every product depends on its operating system. Thus a selecting of operating system has to handle in extreme care. Mainly used operating system; windows 2000/XP/7. Selection of operating system is mainly based o user’s familiarity with them. The operating system is selected under the following criteria.

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#### 2.5.2.Reliability and Scalability

For any system to be performed the operations accurately, reliability and stability of operating system.

#### 2.5.3.Security

Security is one of the key features in any operating system. Since information would be used for strategic decision making, secrecy of data and knowledge is an essential requirement.

**2.5.4.Familiarity and Popularity**

When selecting the operating system familiarity and popularity of the operating system not only be advantage to the developers, but also it helps end-users when using them.

**2.5.5.Performance and Resource Management**

The selected operating system has to be capable of handling available resource with the maximum usage to generated good output performance. Therefore Performance support and accurate resource management should be considered.

**2.5.6.The Final Choice**

By considering above mention criteria windows XP/vista/7 were selected as the best suited operating system for this software.

**2.5.7.Language Selection For Business Logic Components**

Proper development language is the essence of developing a successful product. Selection of implementation language is evaluated under a several feature. C#.NET,PHP, HTML, SQL SERVER, could be used develop a business logic components.

**2.5.8.Execution Spent and Efficiency**

Components are the essence of the proposed system. Should efficiently fetch the data from the database and analyses them and present it to user in appropriate manner.

**2.5.9.Development Tools**

Since product needs to be delivered in very limited time period, rapid development is essential.

**2.5.10.Ease Database Connectivity**

Proposed system involves high degree of database manipulation. Those databases should be carried out effective and speedily. Therefore the selected development language should support easy database connectivity and manipulation.

**2.5.11.Database Selection**

Data storing is the major issue we should be considered at the system development time, we have used MySql as the database software.

# 3.HARDWARE AND SOFTWARE SPECIFICATION

## 3.1.Hardware Requirement

|  |  |
| --- | --- |
| PROCESSOR | PENTIUM DUAL CORE OR ABOVE |
| RAM | MIN 512MB |
| KEYBOARD | STANDARD |
| HARD DISK | Min 40GB |

## 3.2.Software Requirement

|  |  |
| --- | --- |
| FRONT END | HTML,CSS |
| BACK END | MySql |
| SERVER SIDE SCRIPTING | PHP |
| OPERATING SYSTEM | Windows 2003 or above |

## 3.3.Feasibility Report

Preliminary investigation examine project feasibility, the likelihood the system will be useful to the organization. The main objective of the feasibility study is to test the Technical, Operational and Economical feasibility for adding new modules and debugging old running system. All system is feasible if they are unlimited resources and infinite time. There are aspects in the feasibility study portion of the preliminary investigation:

* Technical Feasibility
* Operation Feasibility
* Economical Feasibility

### 3.3.1.Technical Feasibility

The technical issue usually raised during the feasibility stage of the investigation includes the following:

* Does the necessary technology exist to do what is suggested?
* Do the proposed equipments have the technical capacity to hold the data required to use the new system?
* Will the proposed system provide adequate response to inquiries, regardless of the number or location of users?
* Can the system be upgraded if developed?
* Are there technical guarantees of accuracy, reliability, ease of access and data security?

Earlier no system existed to cater to the needs of ‘Secure Infrastructure Implementation System’. The current system developed is technically feasible. It is a web based user interface for audit workflow at NIC-CSD. Thus it provides an easy access to the users. The database’s purpose is to create, establish and maintain a workflow among various entities in order to facilitate all concerned users in their various capacities or roles. Permission to the users would be granted based on the roles specified. Therefore, it provides the technical guarantee of accuracy, reliability and security.

### 3.3.2.Operational Feasibility

Proposed projects are beneficial only if they can be turned out into information system. That will meet the organization’s operating requirements. Operational feasibility aspects of the project are to be taken as an important part of the project implementation. Some of the important issues raised are to test the operational feasibility of a project includes the following: -

* Is there sufficient support for the management from the users?
* Will the system be used and work properly if it is being developed and implemented?
* Will there be any resistance from the user that will undermine the possible application benefits?

This system is targeted to be in accordance with the above-mentioned issues. Beforehand, the management issues and user requirements have been taken into consideration. So there is no question of resistance from the users that can undermine the possible application benefits.

The well-planned design would ensure the optimal utilization of the computer resources and would help in the improvement of performance status.

### 3.3.3.Economic Feasibility

A system can be developed technically and that will be used if installed must still be a good investment for the organization. In the economical feasibility, the development cost in creating the system is evaluated against the ultimate benefit derived from the new systems. Financial benefits must equal or exceed the costs.

The system is economically feasible. It does not require any addition hardware or software. Since the interface for this system is developed using the existing resources and technologies available at NIC, There is nominal expenditure and economical feasibility for certain.

**4.SOFTWARE REQUIREMENT SPECIFICATION**

## 4.1.Software Scope:

### 4.1.1.PHP(Hypertext Preprocessor)

**PHP** is a [server-side scripting](https://en.wikipedia.org/wiki/Server-side_scripting) language designed for [web development](https://en.wikipedia.org/wiki/Web_development) but also used as a [general-purpose programming language](https://en.wikipedia.org/wiki/General-purpose_programming_language). Originally created by [Rasmus Lerdorf](https://en.wikipedia.org/wiki/Rasmus_Lerdorf) in 1994, the PHP [reference implementation](https://en.wikipedia.org/wiki/Reference_implementation) is now produced by The PHP Group. While PHP originally stood for *Personal Home Page*, it now stands for the [recursive](https://en.wikipedia.org/wiki/Recursive_acronym) [backronym](https://en.wikipedia.org/wiki/Backronym) *PHP: Hypertext Preprocessor*.

PHP code may be embedded into [HTML](https://en.wikipedia.org/wiki/HTML) code, or it can be used in combination with various [Web template systems](https://en.wikipedia.org/wiki/Web_template_system) and [web frameworks](https://en.wikipedia.org/wiki/Web_framework). PHP code is usually processed by a PHP [interpreter](https://en.wikipedia.org/wiki/Interpreter_(computing)) implemented as a [module](https://en.wikipedia.org/wiki/Plugin_(computing)) in the web server or as a [Common Gateway Interface](https://en.wikipedia.org/wiki/Common_Gateway_Interface) (CGI) executable. The web server combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web page. PHP code may also be executed with a [command-line interface](https://en.wikipedia.org/wiki/Command-line_interface) (CLI) and can be used to implement [standalone](https://en.wikipedia.org/wiki/Computer_software) [graphical applications](https://en.wikipedia.org/wiki/Graphical_user_interface).

The standard PHP interpreter, powered by the Zend Engine, is [free software](https://en.wikipedia.org/wiki/Free_software) released under the [PHP License](https://en.wikipedia.org/wiki/PHP_License). PHP has been widely ported and can be deployed on most web servers on almost every [operating system](https://en.wikipedia.org/wiki/Operating_system) and [platform](https://en.wikipedia.org/wiki/Computing_platform), free of charge.

The PHP language evolved without a written [formal specification](https://en.wikipedia.org/wiki/Formal_specification) or standard until 2014, leaving the canonical PHP interpreter as a [*de facto*](https://en.wikipedia.org/wiki/De_facto) standard. Since 2014 work has been ongoing to create a formal PHP specification.

PHP development began in 1994 when [Rasmus Lerdorf](https://en.wikipedia.org/wiki/Rasmus_Lerdorf) wrote several [Common Gateway Interface](https://en.wikipedia.org/wiki/Common_Gateway_Interface) (CGI) programs in C, which he used to maintain his [personal homepage](https://en.wikipedia.org/wiki/Personal_homepage). He extended them to work with [web forms](https://en.wikipedia.org/wiki/Web_form) and to communicate with [databases](https://en.wikipedia.org/wiki/Database), and called this implementation "Personal Home Page/Forms Interpreter" or PHP/FI.

PHP/FI could be used to build simple, dynamic [web applications](https://en.wikipedia.org/wiki/Web_application). To accelerate [bug](https://en.wikipedia.org/wiki/Software_bug) reporting and improve the code, Lerdorf initially announced the release of PHP/FI as "Personal Home Page Tools (PHP Tools) version 1.0" on the [Usenet](https://en.wikipedia.org/wiki/Usenet) discussion group *comp.infosystems.www.authoring.cgi* on June 8, 1995. This release already had the basic functionality that PHP has as of 2013. This included [Perl-like variables](https://en.wikipedia.org/wiki/Local_variable#Local_variables_in_Perl), form handling, and the ability to embed HTML. The [syntax](https://en.wikipedia.org/wiki/Syntax) resembled that of Perl but was simpler, more limited and less consistent.

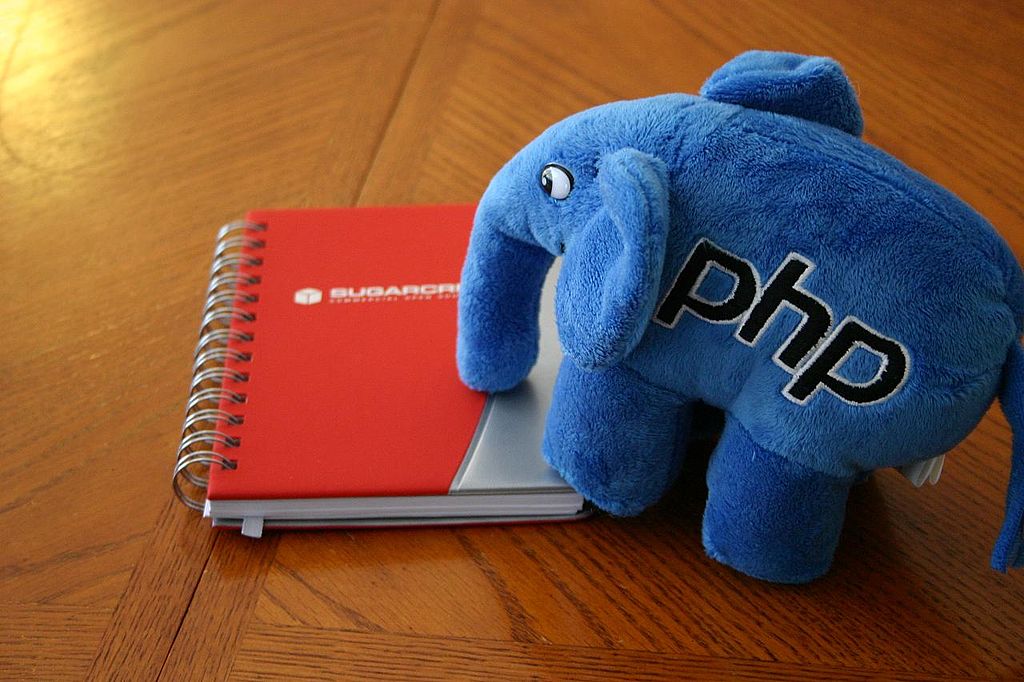


Fig: The ele**PHP**ant, PHP mascot

### 4.1.2.HTML

**HyperText Markup Language**, commonly referred to as **HTML**, is the standard [markup language](https://en.wikipedia.org/wiki/Markup_language) used to create [web pages](https://en.wikipedia.org/wiki/Web_page). Along with [CSS](https://en.wikipedia.org/wiki/Cascading_Style_Sheets), and [JavaScript](https://en.wikipedia.org/wiki/JavaScript), HTML is a cornerstone technology, used by most websites to create visually engaging webpages, user interfaces for [web applications](https://en.wikipedia.org/wiki/Web_applications), and user interfaces for many mobile applications.[Web browsers](https://en.wikipedia.org/wiki/Web_browser) can read HTML files and render them into visible or audible web pages. HTML describes the structure of a [website](https://en.wikipedia.org/wiki/Website) [semantically](https://en.wikipedia.org/wiki/Semantic) along with cues for presentation, making it a markup language, rather than a [programming language](https://en.wikipedia.org/wiki/Programming_language).

HTML elements form the building blocks of all websites. HTML allows [images and objects](https://en.wikipedia.org/wiki/Img_(HTML_element)) to be embedded and can be used to create [interactive forms](https://en.wikipedia.org/wiki/Fieldset). It provides a means to create [structured documents](https://en.wikipedia.org/wiki/Structured_document) by denoting structural semantics for text such as headings, paragraphs, lists, [links](https://en.wikipedia.org/wiki/Hyperlink), quotes and other items.

The language is written in the form of [HTML elements](https://en.wikipedia.org/wiki/HTML_element) consisting of *tags* enclosed in [angle brackets](https://en.wikipedia.org/wiki/Bracket#Angle_brackets) (like <html>). Browsers do not display the HTML tags and scripts, but use them to interpret the content of the page.

HTML can embed [scripts](https://en.wikipedia.org/wiki/Scripting_language) written in languages such as [JavaScript](https://en.wikipedia.org/wiki/JavaScript) which affect the behavior of HTML web pages. Web browsers can also refer to [Cascading Style Sheets](https://en.wikipedia.org/wiki/Cascading_Style_Sheets) (CSS) to define the look and layout of text and other material. The [World Wide Web Consortium](https://en.wikipedia.org/wiki/World_Wide_Web_Consortium)(W3C), maintainer of both the HTML and the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997.

### 4.1.3.CSS

**Cascading Style Sheets** (**CSS**) is a [style sheet language](https://en.wikipedia.org/wiki/Style_sheet_language) used for describing the [presentation](https://en.wikipedia.org/wiki/Presentation_semantics) of a document written in a [markup language](https://en.wikipedia.org/wiki/Markup_language). Although most often used to set the visual style of [web pages](https://en.wikipedia.org/wiki/Web_page) and user interfaces written in [HTML](https://en.wikipedia.org/wiki/HTML) and [XHTML](https://en.wikipedia.org/wiki/XHTML), the language can be applied to any [XML](https://en.wikipedia.org/wiki/XML) document, including [plain XML](https://en.wikipedia.org/wiki/Plain_Old_XML), [SVG](https://en.wikipedia.org/wiki/Scalable_Vector_Graphics) and [XUL](https://en.wikipedia.org/wiki/XUL), and is applicable to rendering in [speech](https://en.wikipedia.org/wiki/Speech_synthesis), or on other media. Along with HTML and [JavaScript](https://en.wikipedia.org/wiki/JavaScript), CSS is a cornerstone technology used by most websites to create visually engaging webpages, user interfaces for [web applications](https://en.wikipedia.org/wiki/Web_applications), and user interfaces for many mobile applications.

CSS is designed primarily to enable [the separation of document content from document presentation](https://en.wikipedia.org/wiki/Separation_of_presentation_and_content), including aspects such as the [layout](https://en.wikipedia.org/wiki/Page_layout), [colors](https://en.wikipedia.org/wiki/Color), and [fonts](https://en.wikipedia.org/wiki/Typeface). This separation can improve content [accessibility](https://en.wikipedia.org/wiki/Accessibility), provide more flexibility and control in the specification of presentation characteristics, enable multiple HTML pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content, such as [semantically insignificant tables](https://en.wikipedia.org/wiki/Tableless_web_design) that were widely used to format pages before consistent CSS rendering was available in all major browsers. CSS makes it possible to separate presentation instructions from the HTML content in a separate file or style section of the HTML file. For each matching[HTML element](https://en.wikipedia.org/wiki/HTML_element), it provides a list of formatting instructions. For example, a CSS rule might specify that "all heading 1 elements should be [bold](https://en.wikipedia.org/wiki/Bold)", leaving pure semantic HTML markup that asserts "this text is a level 1 heading" without formatting code such as a <bold> tag indicating how such text should be displayed.

This separation of formatting and content makes it possible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (when read out by a speech-based browser or [screen reader](https://en.wikipedia.org/wiki/Screen_reader)) and on [Braille-based](https://en.wikipedia.org/wiki/Braille_display), tactile devices. It can also be used to display the web page differently depending on the screen size or device on which it is being viewed. Although the author of a web page typically links to a CSS file within the markup file, readers can specify a different style sheet, such as a CSS file stored on their own computer, to override the one the author has specified. If the author or the reader did not link the document to a style sheet, the default style of the browser will be applied. Another advantage of CSS is that aesthetic changes to the [graphic design](https://en.wikipedia.org/wiki/Graphic_design) of a document (or hundreds of documents) can be applied quickly and easily, by editing a few lines in one file, rather than by a laborious (and thus expensive) process of crawling over every document line by line, changing markup.

The CSS specification describes a priority scheme to determine which style rules apply if more than one rule matches against a particular element. In this so-called *cascade*, priorities (or *weights*) are calculated and assigned to rules, so that the results are predictable.

The CSS specifications are maintained by the [World Wide Web Consortium](https://en.wikipedia.org/wiki/World_Wide_Web_Consortium) (W3C). Internet media type ([MIME type](https://en.wikipedia.org/wiki/MIME_media_type)) text/css is registered for use with CSS by [RFC 2318](https://tools.ietf.org/html/rfc2318) (March 1998). The W3C operates a free [CSS validation service](https://en.wikipedia.org/wiki/W3C_Markup_Validation_Service#CSS_validation) for CSS documents.

### 4.1.4.MySQL

**MySQL** is an [open-source](https://en.wikipedia.org/wiki/Open-source) [relational database management system](https://en.wikipedia.org/wiki/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 model](https://en.wikipedia.org/wiki/Client%E2%80%93server_model) RDBMS.It is named after co-founder [Michael Widenius](https://en.wikipedia.org/wiki/Michael_Widenius)'s daughter, My.The [SQL](https://en.wikipedia.org/wiki/SQL) acronym stands for [Structured Query Language](https://en.wikipedia.org/wiki/Structured_Query_Language). The MySQL development project has made its [source code](https://en.wikipedia.org/wiki/Source_code) available under the terms of the [GNU General Public License](https://en.wikipedia.org/wiki/GNU_General_Public_License), as well as under a variety of [proprietary](https://en.wikipedia.org/wiki/Proprietary_software) agreements. MySQL was owned and sponsored by a single [for-profit](https://en.wikipedia.org/wiki/Business) firm, the [Swedish](https://en.wikipedia.org/wiki/Sweden) company [MySQL AB](https://en.wikipedia.org/wiki/MySQL_AB), now owned by[Oracle Corporation](https://en.wikipedia.org/wiki/Oracle_Corporation).For proprietary use, several paid editions are available, and offer additional functionality.

MySQL is a popular choice of database for use in web applications, and is a central component of the widely used [LAMP](https://en.wikipedia.org/wiki/LAMP_(software_bundle)) open source web application software stack (and other "[AMP](https://en.wikipedia.org/wiki/List_of_AMP_packages)" stacks). LAMP is an acronym for "[Linux](https://en.wikipedia.org/wiki/Linux), [Apache](https://en.wikipedia.org/wiki/Apache_HTTP_Server), MySQL,[Perl](https://en.wikipedia.org/wiki/Perl)/[PHP](https://en.wikipedia.org/wiki/PHP)/[Python](https://en.wikipedia.org/wiki/Python_(programming_language))." [Free-software](https://en.wikipedia.org/wiki/Free_software)-open source projects that require a full-featured database management system often use MySQL. Applications that use the MySQL database include : [TYPO3](https://en.wikipedia.org/wiki/TYPO3), [MODx](https://en.wikipedia.org/wiki/MODx), [Joomla](https://en.wikipedia.org/wiki/Joomla), [WordPress](https://en.wikipedia.org/wiki/WordPress), [phpBB](https://en.wikipedia.org/wiki/PhpBB), [MyBB](https://en.wikipedia.org/wiki/MyBB), [Drupal](https://en.wikipedia.org/wiki/Drupal) and other software.MySQL is also used in many high-profile, large-scale [websites](https://en.wikipedia.org/wiki/Website), including [Google](https://en.wikipedia.org/wiki/Google) ( though not for searches), [Facebook](https://en.wikipedia.org/wiki/Facebook), [Twitter](https://en.wikipedia.org/wiki/Twitter), [Flickr](https://en.wikipedia.org/wiki/Flickr), and [YouTube](https://en.wikipedia.org/wiki/YouTube).

On all platforms except Windows, MySQL ships with no [GUI](https://en.wikipedia.org/wiki/Graphical_user_interface) tools to administer MySQL databases or manage data contained within the databases. Users may use the included [command line](https://en.wikipedia.org/wiki/Command_line) tools, or install [MySQL Workbench](http://dev.mysql.com/downloads/workbench/) via a separate download. Many third party GUI tools are also available.

### 4.1.5.XAMPP

**XAMPP** is a [free and open source](https://en.wikipedia.org/wiki/Free_software) [cross-platform](https://en.wikipedia.org/wiki/Cross-platform) [web server](https://en.wikipedia.org/wiki/Web_server) [solution stack](https://en.wikipedia.org/wiki/Solution_stack) package developed by Apache Friends, consisting mainly of the [Apache HTTP Server](https://en.wikipedia.org/wiki/Apache_HTTP_Server), [MariaDB](https://en.wikipedia.org/wiki/MariaDB) [database](https://en.wikipedia.org/wiki/Database), and [interpreters](https://en.wikipedia.org/wiki/Interpreter_(computing)) for scripts written in the[PHP](https://en.wikipedia.org/wiki/PHP) and [Perl](https://en.wikipedia.org/wiki/Perl) [programming languages](https://en.wikipedia.org/wiki/Programming_language).XAMPP stands for Cross-Platform (X), Apache (A), MariaDB (M), PHP (P) and Perl (P). It is a simple, lightweight Apache distribution that makes it extremely easy for developers to create a local web server for testing purposes. Everything needed to set up a web server – server application (Apache), database (MariaDB), and scripting language (PHP) – is included in an extractable file. XAMPP is also cross-platform, which means it works equally well on Linux, Mac and Windows. Since most actual web server deployments use the same components as XAMPP, it makes transitioning from a local test server to a live server extremely easy as well.

### 4.1.6.CodeIgniter

CodeIgniter is a toolkit for people who build web applications using PHP. Its goal is to enable you to develop projects much faster than you could if you were writing code from scratch, by providing a rich set of libraries for commonly needed tasks, as well as a simple interface and logical structure to access these libraries. CodeIgniter lets you creatively focus on your project by minimizing the amount of code needed for a given task.

**CodeIgniter** is an [open source](https://en.wikipedia.org/wiki/Open_source) rapid development [web application framework](https://en.wikipedia.org/wiki/Web_application_framework), for use in building dynamic web sites with [PHP](https://en.wikipedia.org/wiki/PHP). CodeIgniter is loosely based on the popular [Model-View-Controller](https://en.wikipedia.org/wiki/Model-View-Controller) development pattern. While controller classes are a necessary part of development under CodeIgniter, models and views are optional.

CodeIgniter is most often noted for its speed when compared to other PHP frameworks.In a critical take on PHP frameworks in general, PHP creator [Rasmus Lerdorf](https://en.wikipedia.org/wiki/Rasmus_Lerdorf) spoke at [frOSCon](https://en.wikipedia.org/wiki/Bonn-Rhein-Sieg_University_of_Applied_Sciences_(BRSU)#FrOSCon) in August 2008, noting that he liked CodeIgniter "*because it is faster, lighter and the least like a framework".*

## 4.2.Features of proposed systems

The proposed system will provide the following features:

1. Multiple Companies

2. Multiple Projects

3. Project Updates

4. Project To-do Lists

5. Project Tasks

6. Project Members

7.Powerful Message Center

8. Powerful user Management

9. Notes

10.Ticket

## 4.3.Nonfunctional Requirements & constraints

The definition for a non-functional requirement is that it essentially specifies **how the system should behave** and that it is a constraint upon the systems behaviour. One could also think of non-functional requirements as quality attributes of a system.N**on-functional requirements describe how the system works.**

# 5.SYSTEM DEFINITION

At system analysis level a use case diagram were drawn and the requirements are gathered. In the preliminary state of design phase, system was viewed in two layered structure, which is also named as vertical visualization. Then the system is further divided into separate logical and functional areas called subsystem, which gives the horizontal visualization of the system. Each subsystem will be further described using activity.

The main benefit of this technique is that it is extensible; enhancement to the system can be added where necessary because each subsystem is independent line of communication between subsystem must be formally define to ensure the integrity of data and the execution of operations each sub system can be tested independently, accessed the parallel implementation and testing of different subsystem.

## 5.1.System Architecture

High level view of the system can be shown as a two-tiered architecture. The presentation layer and the storage layer.

Layers are the two components, which will provide the conceptual view of the system in highly summarized manner. At this stage system should be looked in an implementation of view point; hence it is possible to view this in a more descriptive manner. As it is described in the below figure 5-1, clear separations between the layer can be identified. There by it



## 5.2.Architecture Representation

**5.2.1.Presentation Layer**

The application running in the presentation layer is responsible for presenting the user interface, that the user work with and for interacting with the backend storage.

**5.2.2.Business logic tier (application server)**

The logic tier pulled out from the presentation tier and, as its own layer; it controls an application’s functionality by performing details processing.

**5.2.3.Data access layer**

The data access layer contains the data access component, which is responsible for retrieving data from the data base as well as inserting, updating knows what database to use, how to connect to the database and which a stored procedures and view to execute to return the information. It has a basic class that all other classes in the data access component inherit.

## 5.3.Architectural description

|  |  |
| --- | --- |
| PRESENTATION LAYER HTML,PHP   |  | | --- | | PROJECT MANAGEMENT SYSTEM | |

|  |
| --- |
| DATA ACCESS LAYER |
| |  | | --- | | COMPANY DETAILS |  |  | | --- | | TEAMLEADER DETAILS |  |  | | --- | | EMPLOYEE DETAILS |   PROJECT DETAILS |

|  |
| --- |
| DATA BASE (SQL SERVER) |

Fig 1:

## 5.4.Module design

Software design sits at the technical kernel of the software engineering process and is applied regardless of the development paradigm and area of application. Design is the first step in the development phase for any engineered product or system. The designer’s goal is to produce a model or representation of an entity that will later be built. Beginning, once system requirement have been specified and analyzed, system design is the first of the three technical activities -design, code and test that is required to build and verify software.

The importance can be stated with a single word “Quality”. Design is the place where quality is fostered in software development. Design provides us with representations of software that can assess for quality. Design is the only way that we can accurately translate a customer’s view into a finished software product or system. Software design serves as a foundation for all the software engineering steps that follow. Without a strong design we risk building an unstable system – one that will be difficult to test, one whose quality cannot be assessed until the last stage.

During design, progressive refinement of data structure, program structure, and procedural details are developed reviewed and documented. System design can be viewed from either technical or project management perspective. From the technical point of view, design is comprised of four activities – architectural design, data structure design, interface design and procedural design.

### 5.4.1.Use Case Analysis

### 5.4.2.DATA FLOW DIAGRAMS

A data flow diagram is graphical tool used to describe and analyze movement of data through a system. These are the central tool and the basis from which the other components are developed. The transformation of data from input to output, through processed, may be described logically and independently of physical components associated with the system. These are known as the logical data flow diagrams. The physical data flow diagrams show the actual implements and movement of data between people, departments and workstations. A full description of a system actually consists of a set of data flow diagrams. Using two familiar notations Yourdon, Gane and Sarson notation develops the data flow diagrams. Each component in a DFD is labeled with a descriptive name. Process is further identified with a number that will be used for identification purpose. The development of DFD’S is done in several levels. Each process in lower level diagrams can be broken down into a more detailed DFD in the next level. The lop-level diagram is often called context diagram. It consists a single process bit, which plays vital role in studying the current system. The process in the context level diagram is exploded into other process at the first level DFD.

The idea behind the explosion of a process into more process is that understanding at one level of detail is exploded into greater detail at the next level. This is done until further explosion is necessary and an adequate amount of detail is described for analyst to understand the process.

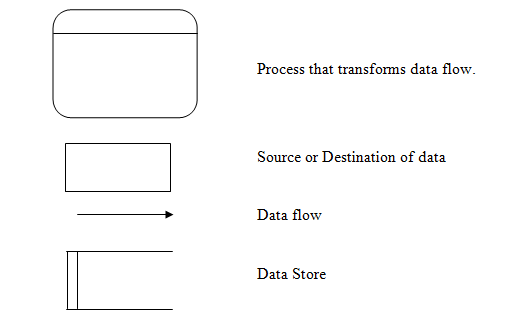
Larry Constantine first developed the DFD as a way of expressing system requirements in a graphical from, this lead to the modular design.

A DFD is also known as a “bubble Chart” has the purpose of clarifying system requirements and identifying major transformations that will become programs in system design. So it is the starting point of the design to the lowest level of detail.

**5.4.2.1.DFD SYMBOLS:**

In the DFD, there are four symbols-

1. A square defines a source(originator) or destination of system data.
2. An arrow identifies data flow. It is the pipeline through which the information flows.
3. A circle or a bubble represents a process that transforms incoming data flow into outgoing data flows.
4. An open rectangle is a data store, data at rest or a temporary repository of data.



**5.4.2.2.CONSTRUCTING A DFD:**

Several rules of thumb are used in drawing DFD’S:

1. Process should be named and numbered for an easy reference. Each name should be representative of the process.
2. The direction of flow is from top to bottom and from left to right. Data traditionally flow from source to the destination although they may flow back to the source. One way to indicate this is to draw long flow line back to a source. An alternative way is to repeat the source symbol as a destination. Since it is used more than once in the DFD it is marked with a short diagonal.
3. When a process is exploded into lower level details, they are numbered.
4. The names of data stores and destinations are written in capital letters. Process and dataflow names have the first letter of each work capitalized

Questionnaires should contain all the data elements that flow in and out. Missing interfaces redundancies and like is then accounted for often through interviews.

**5.4.2.3.SALIENT FEATURES OF DFD’S**

1. The DFD shows flow of data, not of control loops and decision are controlled considerations do not appear on a DFD.
2. The DFD does not indicate the time factor involved in any process whether the dataflow take place daily, weekly, monthly or yearly.
3. The sequence of events is not brought out on the DFD.

**5.4.2.4.TYPES OF DATA FLOW DIAGRAMS**

1. Current Physical
2. Current Logical
3. New Logical
4. New Physical

**5.4.2.5.CURRENT PHYSICAL:**

In Current Physical DFD process label include the name of people or their positions or the names of computer systems that might provide some of the overall system-processing label includes an identification of the technology used to process the data. Similarly data flows and data stores are often labels with the names of the actual physical media on which data are stored such as file folders, computer files, business forms or computer tapes.

**5.4.2.6.CURRENT LOGICAL**

The physical aspects at the system are removed as mush as possible so that the current system is reduced to its essence to the data and the processors that transform them regardless of actual physical form.

**5.4.2.7.NEW LOGICAL**

This is exactly like a current logical model if the user were completely happy with he user were completely happy with the functionality of the current system but had problems with how it was implemented typically through the new logical model will differ from current logical model while having additional functions, absolute function removal and inefficient flows recognized.

**5.4.2.8.NEW PHYSICAL**

The new physical represents only the physical implementation of the new system.

**5.4.2.9.RULES GOVERNING THE DFD’S PROCESS**

1. No process can have only outputs.
2. No process can have only inputs. If an object has only inputs than it must be a sink.
3. A process has a verb phrase label.

**5.4.2.10.DATA STORE**

1. Data cannot move directly from one data store to another data store, a process must move data.
2. Data cannot move directly from an outside source to a data store, a process, which receives, must move data from the source and place the data into data store
3. A data store has a noun phrase label.

**5.4.2.11.SOURCE OR SINK**

The origin and /or destination of data.

1. Data cannot move direly from a source to sink it must be moved by a process
2. A source and /or sink has a noun phrase land

**5.4.2.12.DATA FLOW**

1. A Data Flow has only one direction of flow between symbols. It may flow in both directions between a process and a data store to show a read before an update. The later is usually indicated however by two separate arrows since these happen at different type.
2. A join in DFD means that exactly the same data comes from any of two or more different processes data store or sink to a common location.
3. A data flow cannot go directly back to the same process it leads. There must be atleast one other process that handles the data flow produce some other data flow returns the original data into the beginning process.
4. A Data flow to a data store means update (delete or change).
5. A data Flow from a data store means retrieve or use.

### 5.4.3.Context Level Diagram

### 5.4.4.Level 0 Diagram

### 5.4.5.Level 1 Diagram

### 5.4.6.Activity Diagram

### 5.4.7.Sequence Diagram

# 6.DETAILED DESIGN

## 6.1.ER Diagram

## 6.2.Database Design

## 6.3.Screen Design

# 7.Implementation

## 7.1.System Implementation

# 8.TESTING AND RESULTS

## 8.1.Introduction

Software testing is a critical element of software quality assurance and represents the ultimate review of specification, design and coding. In fact, testing is the one step in the software engineering process that could be viewed as destructive rather than constructive.

A strategy for software testing integrates software test case design methods into a well-planned series of steps that result in the successful construction of software. Testing is the set of activities that can be planned in advance and conducted systematically. The underlying motivation of program testing is to affirm software quality with methods that can economically and effectively apply to both strategic to both large and small-scale systems.

## 8.2.Software Testing

The software engineering process can be viewed as a spiral. Initially system engineering defines the role of software and leads to software requirement analysis where the information domain, functions, behavior, performance, constraints and validation criteria for software are established. Moving inward along the spiral, we come to design and finally to coding. To develop computer software we spiral in along streamlines that decrease the level of abstraction on each turn.

A strategy for software testing may also be viewed in the context of the spiral. Unit testing begins at the vertex of the spiral and concentrates on each unit of the software as implemented in source code. Testing progress by moving outward along the spiral to integration testing, where the focus is on the design and the construction of the software architecture. Talking another turn on outward on the spiral we encounter validation testing where requirements established as part of software requirements analysis are validated against the software that has been constructed. Finally we arrive at system testing, where the software and other system elements are tested as a whole.

UNIT TESTING

MODULE TESTING

SUB-SYSTEM TESING

SYSTEM TESTING

ACCEPTANCE TESTING

Component Testing

Integration Testing

User Testing

## 8.3.Unit Testing

Unit testing focuses verification effort on the smallest unit of software design, the module. The unit testing we have is white box oriented and some modules the steps are conducted in parallel.

### 8.3.1.White Box Testing

This type of testing ensures that

* All independent paths have been exercised at least once
* All logical decisions have been exercised on their true and false sides
* All loops are executed at their boundaries and within their operational bounds
* All internal data structures have been exercised to assure their validity.

To follow the concept of white box testing we have tested each form .we have created independently to verify that Data flow is correct, All conditions are exercised to check their validity, All loops are executed on their boundaries.

### 8.3.2.Basic Path Testing

Established technique of flow graph with Cyclomatic complexity was used to derive test cases for all the functions. The main steps in deriving test cases were:

Use the design of the code and draw correspondent flow graph.

Determine the Cyclomatic complexity of resultant flow graph, using formula:

V(G)=E-N+2 or

V(G)=P+1 or

V(G)=Number Of Regions

Where V(G) is Cyclomatic complexity,

E is the number of edges,

N is the number of flow graph nodes,

P is the number of predicate nodes.

Determine the basis of set of linearly independent paths.

**3. CONDITIONAL TESTING**

In this part of the testing each of the conditions were tested to both true and false aspects. And all the resulting paths were tested. So that each path that may be generate on particular condition is traced to uncover any possible errors.

**4. DATA FLOW TESTING**

This type of testing selects the path of the program according to the location of definition and use of variables. This kind of testing was used only when some local variable were declared. The *definition-use chain* method was used in this type of testing. These were particularly useful in nested statements.

**5. LOOP TESTING**

In this type of testing all the loops are tested to all the limits possible. The following exercise was adopted for all loops:

* All the loops were tested at their limits, just above them and just below them.
* All the loops were skipped at least once.
* For nested loops test the inner most loop first and then work outwards.
* For concatenated loops the values of dependent loops were set with the help of connected loop.
* Unstructured loops were resolved into nested loops or concatenated loops and tested as above.

Each unit has been separately tested by the development team itself and all the input have been validated.

## Test Case need to be prepared

# CONCLUSION

# FUTURE ENHANCEMENT

# USER MANUAL

# BIBLIOGRAPHY

# ANNEXES