

Java Project Report on Fee Management System



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School of computer science and Engineering

Section: K21KA

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Topic: Fee Management System using the Java GUI

Team Members Details

Siddamsetti Revanth Gupta	12109471	20
Nedunuri Naga Satya Sai Akhil	12109450	34
Lingala Ganesh Kumar Reddy	12109343	43

Team Members Contribution

Siddamsetti Revanth Gupta	Home, edit Course module
Nedunuri Naga Satya Sai Akhil	Login, Search Record module
Lingala Ganesh Kumar Reddy	Signup, Add fees module

Submitted to: Amarinder Kaur Mam

INTRODUCTION

Fee collection and management are crucial tasks for all educational institutions. In the earlier days, school office staff used to collect the fees manually from the students and parents, providing printed receipts to each of the students after fee collection. Collecting and managing fees was tedious and hectic for the administrators. But in today's world, educational institutions started implementing cloud and mobile-based school management software that made the process, smoother and much easier.

Fee management software is a task management system that automates fee collection and receipt generation. It also automates entries into the school accounts which helps reduce errors and eliminate duplicate data entries. The system supports both private and public schools of all sizes. The school management system software that includes fee management and accounts management modules can assist the school authorities in automating and performing various finance-related tasks. Such tasks include fee collection, customizing fee structure, setting discounts, tracking fraudulent transactions, adding fees, improving cash management, and much more. Using this software, you can easily keep a real-time track of fee payments and other financial records. If you prefer to use a cloud system, you can transfer student details and fee details to the cloud by a single click. It is not a difficult task for a user to integrate the fee management module with other modules of school management software. Integrating fee management with other modules provides a wider engagement for students and parents with the institution and improved productivity for the school.

Advantages

Data can be accessed remotely

You can easily access the data from anywhere at any time using your device. Various departments can transfer and import student data from devices located at multiple locations. Automated reporting increases the revenue and productivity of an institution. It also helps in eliminating errors that occur during the manual calculation.

Avoiding processing fees

Some banks provide corporate banking solutions for schools and other institutions that help to avoid processing fees and other similar charges for online transactions. In such a way, schools can save money by eliminating card payment processing charges. If an institution is a non-profit organization, then that institution gets even better options to save such charges.

A simple and safe fee payment system for parents

Online payment methods for collecting fees helps parents easily make payment through a single click and track the payments whenever they like. Parents can deposit fees through secure payment gateways, using their mobile app as well as from a PC or any other device. In this way, they can keep real-time track of their ward's fee payment details.

Easy Accounting

Utilizing fee management software for accounting purposes has helped educational institutions save time and manage finance effectively. It assisted various institutions to reduce paperwork and issuing receipts through email, SMS, etc. The fee management system can generate student-wise or class-wise fee collection reports and account-related reports that assist the finance management faculties to manage the accounts smoothly.

Besides these advantages, a fee management system also offers numerous benefits such as generating a fee structure, canceling transactions, defining fee slabs for various standards, defining fee discounts, and much more.

Description About Project

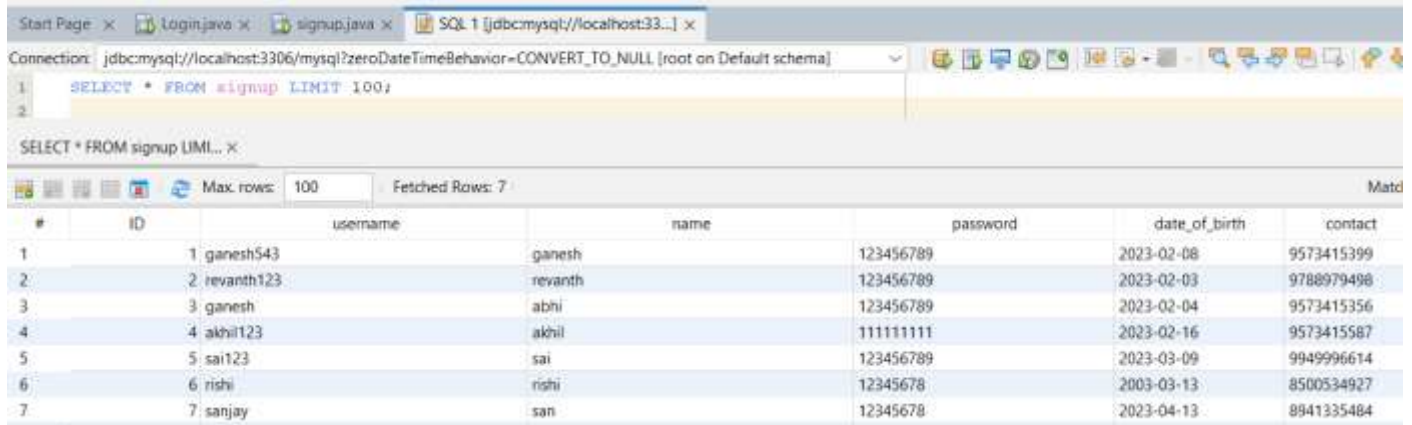
The project is prepared using Java **GUI** in compiler NetBeans IDE-16 along with database **Mysql**.

This project consists of 6 main Java modules:

1. Signup.java
2. Login.java
3. home.java
4. addFee.java
5. editCourse.java
6. searchRecord.java

Features of each module

1.Signup.java: It is typically a page that allows users to create an account or register for a service. The page may ask for basic information such as name, email address, and password. The data entered by the user is stored in MySql table called **signup**.



#	ID	username	name	password	date_of_birth	contact
1	1	ganesh543	ganesh	123456789	2023-02-08	9573415399
2	2	revanth123	revanth	123456789	2023-02-03	9788979498
3	3	ganesh	abhi	123456789	2023-02-04	9573415356
4	4	akhil123	akhil	111111111	2023-02-16	9573415587
5	5	sai123	sai	123456789	2023-03-09	9949996614
6	6	rishi	rishi	12345678	2003-03-13	8500534927
7	7	sanjay	san	12345678	2023-04-13	8941335484

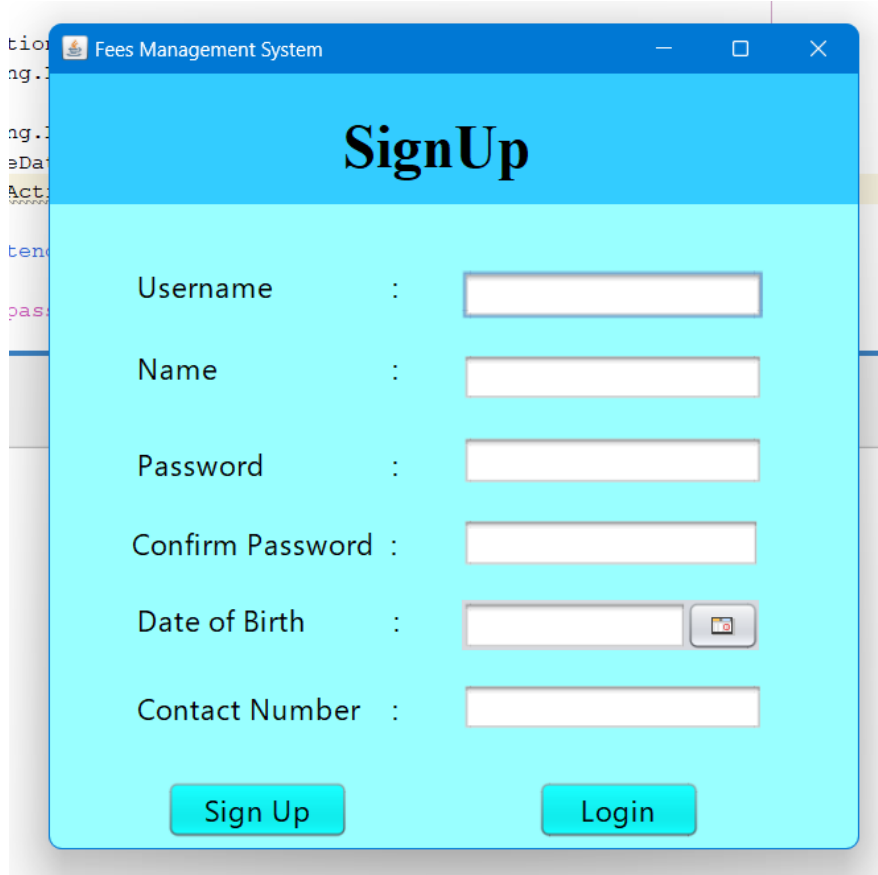
Characteristics:

- ❖ In this ID are generated automatically with the help of an function **getId()** function.
- ❖ To validate and check the entered data, **boolean validation()** function is declared which show an popup if any entry is of invalid input by the user using function in swing library called **JOptionPane.showMessageDialog()**.
- ❖ Password should be of 8 characters minimum, both Password and Confirm Password should be matched. No text field should be empty
- ❖ To insert data into signup table entered by the user **void insertDetails()** is declared.
- ❖ Contact Number should be 10 digit numbers only.



The image shows a Java Swing window for a signup form. The form has fields for Username, Name, Password, Date of Birth, and Contact Number. A blue message dialog box is displayed in the center, containing an information icon and the text "password and confirm password is not matching". The Username field contains "akhil706", the Date of Birth field contains "12-Apr-2023", and the Contact Number field contains "9573417897".

This is the User-Interface of an Signup page



The image shows a screenshot of a Java Swing window titled "Fees Management System". Inside the window is a "SignUp" form. The form has a light blue header with the text "SignUp" in a large, bold, black font. Below the header, there are six input fields, each with a label and a colon to its left. The labels are "Username", "Name", "Password", "Confirm Password", "Date of Birth", and "Contact Number". The "Date of Birth" field has a small calendar icon to its right. At the bottom of the form, there are two buttons: "Sign Up" and "Login". The buttons are light blue with black text and rounded corners.

→ JButton : Signup, Login at page bottom.

→ JLabels : used in describing each field

→ JTextField: for user input.

→ JPanel: To differentiate and design the upper, and lower fields.

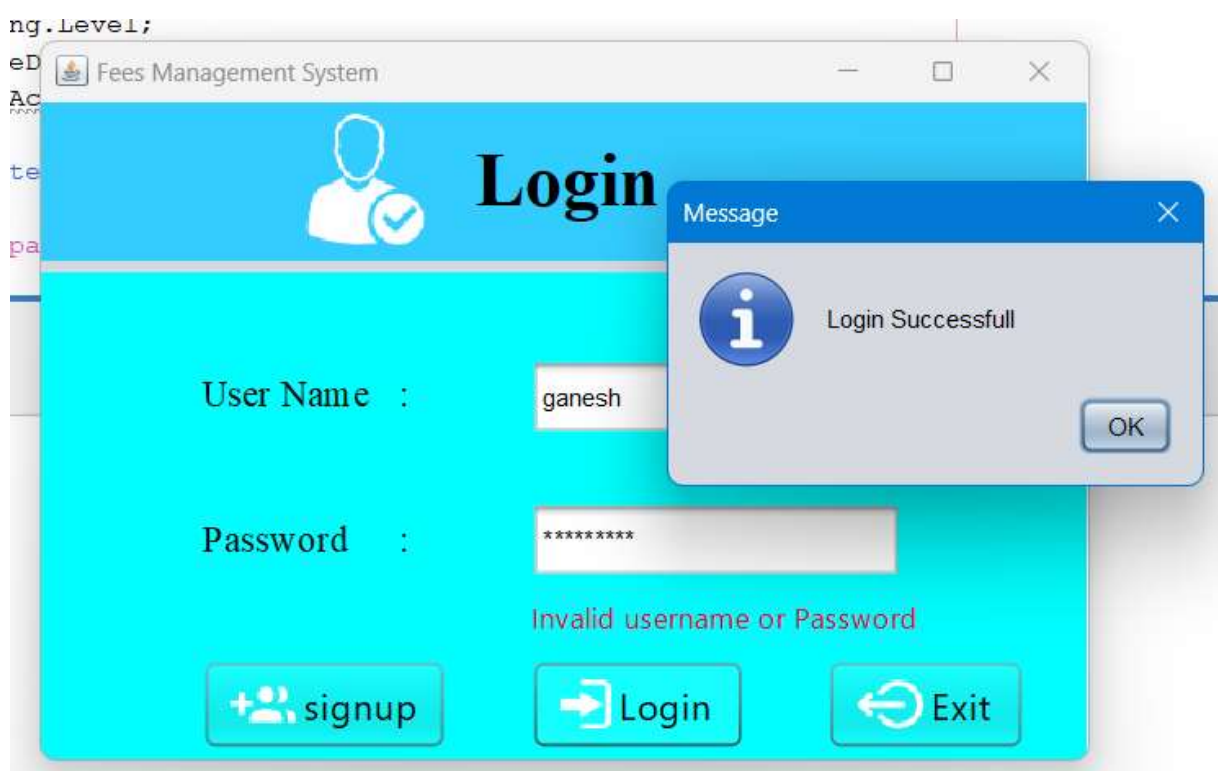
2.Login.java: The login page typically consists of a form with fields for the user to enter their login information. These fields may include a username, email address, or another identifier, as well as a password field for the user to enter their password.

Characteristics:

- ❖ In this module when user enters input for the text fields and press on Login button it validates event in java called **void btnLoginActionPerformed() .**
- ❖ The function used to validate whether the entered data is present in signup table database is verified by **void userVerification(String username,String password).**
- ❖ On pressing the signup buttons page will navigate to signup page

- ❖ On pressing the Exit button using **dispose() function** gui will exit from running.

This is the User-Interface of an Login page



JComponents used in this module are:

- JButton : Signup, Login, Exit at page bottom.
- JLabels : used in describing each field
- JTextField: for user input.
- JPanel: To differentiate and design the upper, and lower fields.

3.Home.java: This is used to navigate to different modules and acts as a home/dashboard of the whole project in which all modules are present.

Characteristics:

- ❖ Mouse clicked, entered, and exited events are used to change the color of the text field to act like a hover function.
- ❖ Each field as JPlane on the back of the JLabel of the text field.

JComponents used in this module are:

→JButton : Logout at page bottom.

→JLabels : Add Fees, Edit Course, Search Record and address, Collage name at top.

→ JTextField: for user input.

→ JPanel: To differentiate and design the upper, and lower fields.

This is the User-Interface of an Home page

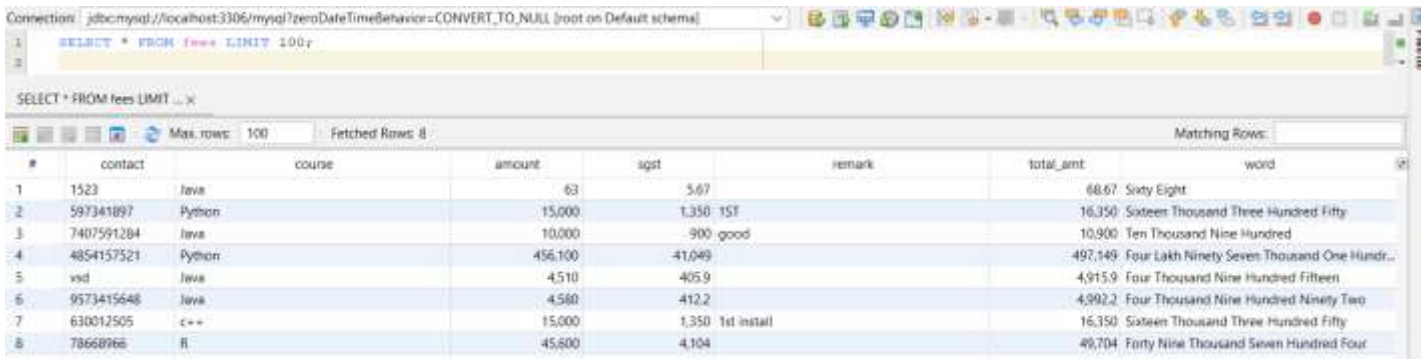


4.addFee.java: This is the main page of the project as it is used to update the details of the student fees. In which there are four modes of payment **DD, Cheque, Card and Cash**. When the user selects the cash Bank Name, DD/Cheque number will be disabled using the function **setVisible(false)** to prevent visibility on JFrame.

Characteristics:

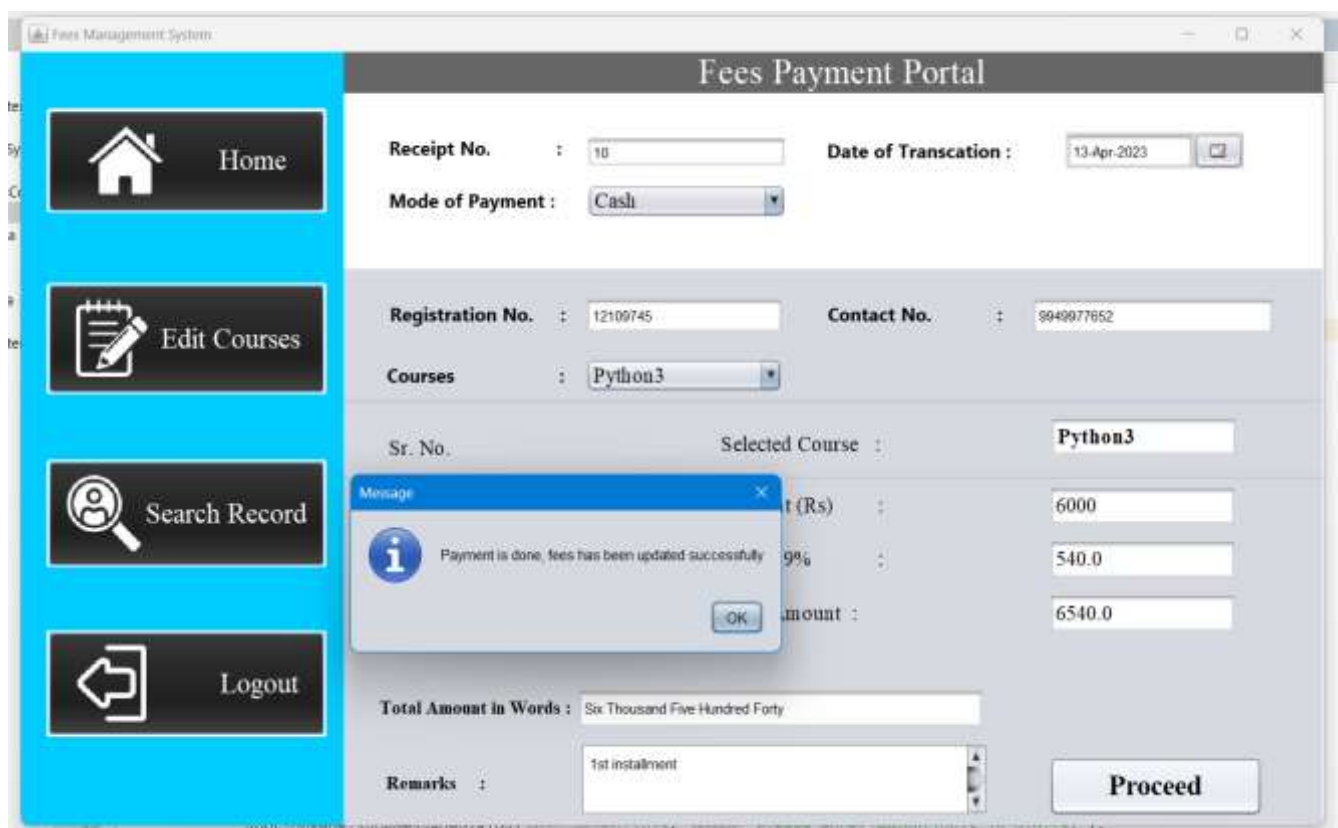
- ❖ The data entered is stored in a table called **fees** where Receipt_no act as a primary key for the table.
- ❖ **Receipt No.** is generated automatically using user-defined function **getRecieptNo()** which it gets the max value from the **fees** table in a database.
- ❖ Date of Transaction, registration_no, contact number, amount field cannot be empty otherwise it will throw an pop message.

- ❖ Courses will be auto updated from Edit courses module.
- ❖ When amount is entered SGST 9% is automatically updated using **event** `txt_amountActionPerformed`.
- ❖ To convert amount entered by the user into words an class function is declared **NumberToWordsConverter**.
- ❖ To insert data from text-field into database user-defined **innerData()** function is used.



#	contact	course	amount	sgst	remark	total_amt	word
1	1523	Java	63	5.67		68.67	Sixty Eight
2	597341897	Python	15,000	1,350	1st	16,350	Sixteen Thousand Three Hundred Fifty
3	7407591284	Java	10,000	900	good	10,900	Ten Thousand Nine Hundred
4	4854157521	Python	456,100	41,049		497,149	Four Lakh Ninety Seven Thousand One Hundred
5	vsd	Java	4,510	405.9		4,915.9	Four Thousand Nine Hundred Fifteen
6	9573415648	Java	4,580	412.2		4,992.2	Four Thousand Nine Hundred Ninety Two
7	630012505	c++	15,000	1,350	1st install	16,350	Sixteen Thousand Three Hundred Fifty
8	78668966	fl	45,600	4,104		49,704	Forty Nine Thousand Seven Hundred Four

This is the User-Interface of an AddFees page



Fees Payment Portal

Receipt No. : 10 Date of Transaction : 13-Apr-2023

Mode of Payment : Cash

Registration No. : 12109745 Contact No. : 9949977652

Courses : Python3

Sr. No. Selected Course : Python3

Amount (Rs) : 6000

SGST : 540.0

Total Amount : 6540.0

Total Amount in Words : Six Thousand Five Hundred Forty

Remarks : 1st installment

Proceed

Message
Payment is done, fees has been updated successfully

- ❖ Validation of whole data entered is verified wheater in text-files are of correct-type, any empty fields, etc are checked using **boolean validation1()** function. When **Proceed** button is pressed using events `validation1()` fun is called if return type is true, then it displays

“Payment is done, fees has been updated successfully”, if return type is false then it shows “Data updation failed”.

JComponents used in this module are:

→ JButton : Home, edit courses, Search Record and Logout on left side, Proceed on bottom.

→ JTextField: for user input.

→ JScrollPane: used to writing remarks

→ JSeparator: used to separate an upper, lower Gui for design purpose.

→ JPanel: To differentiate and design the upper, and lower fields.

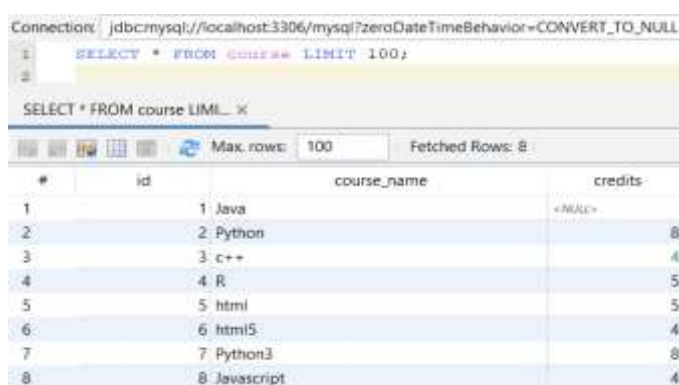
→ JComboBox<String>: To choose mode of payment where data-types are of string type.

6. **editCourse.java**: It is used for adding new courses, update the existing courses or to terminate the courses.

Characteristics:

- ❖ All the data of the courses are stored in table called “**course**” in database, where course_id act as an primary key for the table, when new course is added using same course id which already in the database it throws an pop message which is achieved by error handling method in database.

Database of course table

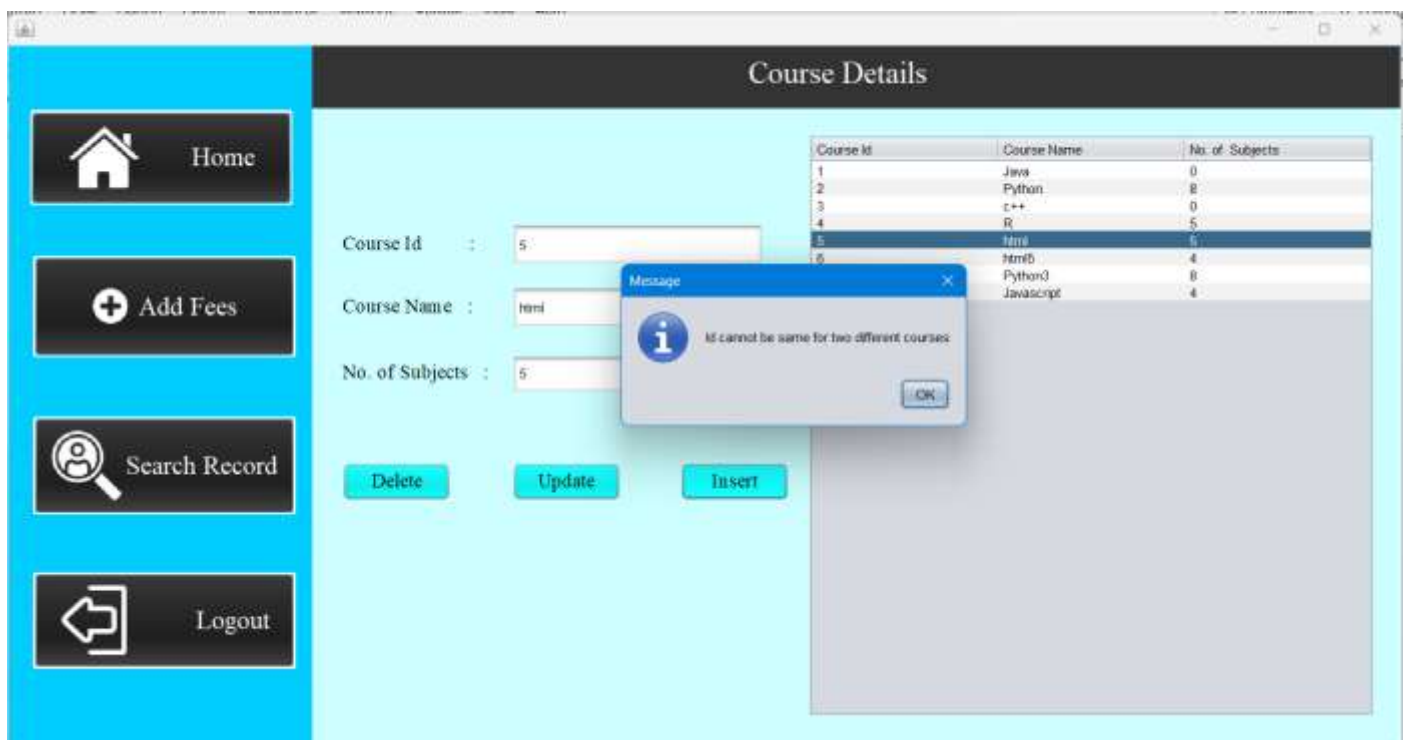


#	id	course_name	credits
1	1	Java	8
2	2	Python	4
3	3	c++	5
4	4	R	5
5	5	html	4
6	6	html5	8
7	7	Python3	4
8	8	Javascript	4

- ❖ **void setRecords()** is defined for showing the selected data on text fields when clicked on particular table row.
- ❖ **void addCourse(int id,String cname,int sub)** used for add courses into database and called insert event button.

- ❖ **void update(int id,String cname,int sub)** used to update the data in table and called in action event on pressing update button.
- ❖ **void delete(int id)** which takes selected id as an input and delete entire row as ID is a primary key of the table.
- ❖ **JComponents used in this module are:**
 - JButton : Delete, Update, Insert
 - JPanel: There are two panes inside JFrame, one is Parent_plane for menu bar on left side, child Plane for remaining part.
 - JTable: for showing the course_id, course name, no of subjects in table format.

This is the User-Interface of an editCourse page



7.SearchRecord.java: This page consists of the student's fee records from database of table "fees".

Characteristics:

- ❖ **void setRecords()** is called in the class constructor itself so that the table will be filled with data automatically. This function uses **getString()** for string type, and **getFloat()**

for float type and assigns them to the temporary variables of the same data types. This temporary variable is assigned through the Object [] class in order to the table using **addRow()**.

- ❖ **void search(String str)** where “str” indicates the text entered by the user to search. Below is the code this search function.

```
public void search(String str){  
    model = (DefaultTableModel)tbl_stud.getModel();  
    TableRowSorter<DefaultTableModel> trs = new TableRowSorter<>(model);  
    tbl_stud.setRowSorter(trs);  
    trs.setRowFilter(RowFilter.regexFilter(str));  
}
```

This is the User-Interface of a Search Record page



Some common functions used in this Project are:

- **equals()**: used for comparing two strings to check whether they are equal or not.
- **setVisible(Boolean)**: If boolean is **true** then JComponents add to the frame, vice versa.
- **getText()**: To get the text from database of string type.
- **setString()**: To assign some value to JLabels or other components this is used.

Some Functions of the Database used in a project are:

```
Class.forName("com.mysql.cj.jdbc.Driver");
```

It is used to load the MySQL JDBC driver dynamically at runtime. The "Class.forName()" method is used to dynamically load a class by name, and in this case, the class that is being loaded is "com.mysql.cj.jdbc.Driver". This class is the driver for the MySQL Connector/J JDBC driver, which is used to connect to MySQL databases. When the "Class.forName()" method is called, the JVM looks for the class with the specified name and loads it into memory if it is not already loaded. Once the class is loaded, its static initializer is executed, which registers the driver with the DriverManager. After loading the driver, you can use it to connect to a MySQL database using JDBC.

This code is used to establish a connection to a MySQL database using the JDBC driver. Let me explain the different parts of the code:

DriverManager.getConnection(): This is a method from the java.sql.DriverManager class, which is used to establish a connection to a database.

"jdbc:mysql://localhost:3306/mysql?zeroDateTimeBehavior=CONVERT_TO_NULL" This is the URL of the MySQL database that we want to connect to.

→ 'jdbc' stands for Java Database Connectivity, which is a Java API for connecting to databases.

→ 'zeroDateTimeBehavior=CONVERT_TO_NULL' is an optional parameter that specifies how the driver should handle zero dates (i.e., dates with all zeros). In this case, it is set to

→ 'CONVERT_TO_NULL', which means that the driver will convert zero dates to null values.

Java Concepts used are:

1. Inheritance
2. Exception Handling
3. Functional Interface and Lambda Expressions
4. Events in Java

GitHub Link:

<https://github.com/Ganesh5359/Fees-Management-System>