

KATHMANDU UNIVERSITY

Department of Computer Science and Engineering

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A Project Proposal

on

“Kathmandu University Forum”

COMP 311

(For partial fulfillment of 3rd Year 1st Semester in Computer Science)

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Submission date: 12/11/2019

Abstract

Internet has been the biggest source of communication in recent times as it allows not one or two, but unlimited user to interact in a conversation through anywhere. With the access now reaching even the rural, already half of the world knows what internet is and the benefits such as unlimited educational source, free communication, presentation of various media in the form of audio, video, image and text it offers.

In this paper, we are proposing to develop a website that works as a discussion website or a forum named as “Kathmandu University Forum”. This discussion website allows its users to create a discussion topic with a title and description and other users can participate with their opinion on the matter.

For the development of this website, we will be using web-developing components such as JavaScript, HTML, CSS, PHP. This will allow us to grasp a better understanding on the web-developing phase that we will be beneficial for future projects.

Keywords: Kathmandu University Forum, JavaScript, PHP, HTML, CSS

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Gantt Chart

ABBERVATIONS

APP	application
UI	User Interface
UID	User Interface Design
UX	User experience
IDE	Integrated Development Environment

Chapter 1: Introduction

The method of modern communication has been vital in this modern world. People try to interact on the form of forum because allows random but interest users to involve in a discussion they want to be part of. These interaction has been quite popular in the internet and Reddit has been the most popular in this field. These types of interaction include survey, problem solution, etc.

KUF is a discussion website that is targeted for the student in Kathmandu University. It is aimed to be a general discussion website where students can interact with other. The discussion can be general discussion about a simple topic to their creation share. The website also aimed to make ways for projects that involves several bodies from different fields.

Background

KUF is a discussion website that is targeted for the student in Kathmandu University. It is aimed to be a general discussion website where students can interact with other.

The discussion can be general discussion about a simple topic to their creation share. The website also aimed to make ways for projects that involves several bodies from different fields.

Objectives

- Make a user-friendly proper discussion website
- Help students get the answers they need
- To help make room for bigger projects
- To allow people to ask or express how they want to

Motivation and Significance

Despite having the facility of internet in almost every house, we have not been able to fully utilize it properly. We wanted to help in that part with our discussion website. It is important especially for the new students to get along the university rules and regulations and this discussion website will be exactly what they need. The user registration system will allow people to make a individual id for each one of the user and thus it allows facilities like private messages to any other registered user. This website is a modernization of how traditional discussion are encountered with the facility of involvement of any amount of users to any discussion within the forum.

Chapter 2: Related works/Existing Works

Exploring the web and researching on the concepts of forums we found some applications and websites like reddit, stack overflow, ultimate guitar, xda developers. These apps and sites had provided the same service in more advanced form as we are about to work on, on the context of existing works we can see it being implemented more often by vertain group of community. we have mainly focused this web app for our university for disscussing every thing inside our university. Many students may not be familer with the things inside university, specially the new comers, now they can look at our forum and get every information and be familier with things inside our university. we can also sue this web app for better communication between every students.

Chapter 3: Procedure and Methods

Research and Study:

Our research will mainly focus on how to use php strongly, as we studied sql in previous semester and had done a mini project using php, this semester we'd like to do our main project using those knowledge.

Core Programming:

We have mainly focused on php as our main language, as we know that html and css are the basic blocks of developing website so we also have used html and css and as we know bootstrap is the easiest way to make our website look attractive so we have used bootstrap for our convenience.

Graphics designing:

The first thing that catches anyone's attention in any application is its graphics. Graphics will be included to make the application more user friendly and attractive. We have planned to use photoshop for this.

Testing and debugging:

Programming is incomplete without debugging. After developing a program, the next step is to test the program to find out whether it functions and produces output as desired, so, separate time is allocated for debugging and testing the application so that it will be more versatile.

Documentation:

After , the completion of all the previous work, report and presentation is prepared based on the work done.

Chapter 4: system requirements and specification

4.1. Software Specification

4.1.1. Programming Languages:

PHP, JS:

PHP is a server scripting language, and a powerful tool for making dynamic and interactive Web pages.

JS (JavaScript) is a high-level, dynamic, weakly typed, prototype-based, multi-paradigm, and interpreted programming language.

4.1.2. OS:

Windows 7 or higher

4.1.3 Platform:

Visual Studio code:

Visual Studio Code is an IDE developed by Microsoft for Windows, Linux and macOS. It includes support for debugging, embedded Git control and GitHub, syntax highlighting, intelligent code completion, snippets, and code refactoring.

4.2 Hardware Specifications

A computer device with more than 1 GB RAM and 500 Gb ROM will be sufficient for the smooth testing and running of our application.

Chapter 5. Project Planning and Scheduling

5.1 Gantt Chart

Weeks \ Tasks	1	2	3	4	5	6	7	8	9	10
Research and Study										
Core Programming										
Graphics Designing										
Testing and Debugging										
Documentation										

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