HX8001-PROFESSIONAL READINESS FOR INNOVATION, EMPLOYABILITY AND ENTREPRENEURSHIP

SKILL AND JOB RECOMMENDER SYSTEM

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CHAPTER 1 INTRODUCTION

Unemployment is one of the serious social issues faced by both developing and developed and countries. For example, in Europe the rate of unemployment has been increasing rapidly since the 1970's.Dorn and Naz Mentioned that one of the reasons for this problem is the unfair distribution or lack of information on job opportunities so people are unable to now the new job vacancies. It means that there are some jobs available, but jobseekers do not have access to that information. An efficient search of the internet might help to jobseekers in their job hunt. There are some web portals that provide an efficient way to search the web for online information on job vacancies for jobseekers. Today, the internet has changed many aspects of our life ,such as the way we look for jobs If one person wants to find a new job, he/she can submit a resume using word processing software like Microsoft Office Word, open a web browser to send the resume and receive an e-mail. Online recruitment has become the standard method for employers and jobseekers to meet their respective objectives.

PROJECT OVERVIEW

Job Procurement: Old and New Ways Job seeking usually involves different ways to look for jobs such as through personal contacts, direct telephone calls to employers, job agency office, scanning online job listings, etc. Before the Internet, became widely uses as a method of seeking jobs, jobseekers spent a lots of time using various methods to look for job openings.

IMPORTANCE OF JOB PORTALS

In the age of technology, the Internet has become the main source of information for jobseekers. Large corporations, Institutions, and universities include information on career Prospects on their websites. According to a survey, 70% of the workforce uses websites or portals on the Internet to Search for jobs in France. These websites or portals provide search engine to access information on job opportunities.

CHAPTER 2 SYSTEM ANALYSIS

EXISTING SYSTEM

The existing systems enables jobseekers to search through print media like poster advertisements, newspapers and visual media like television or company websites for employment opportunities. This is a tedious task as it takes a lot of time and energy to search for the right job position, learn about the position and about the company. Job search for proper match of skill set and salary is challenging. Job seekers can also find jobs through job fairs where they must first make it possible to attend the fairs which might be sometimes impossible with their schedules and if they visit the fairs they must hand over paper printed resumes. The more the number of candidates the more the number of papers for the company which is a lot of manual effort. Again, jobseekers might get job offers through placement cells in respective colleges but getting hold of the right opportunity at the right time is always challenging. On the other hand, the same goes for employers who are looking for candidates who are best fitted for their job positions. They must constantly advertise, go to a lot of job fairs which still doesn't guarantee the best way to select from a large pool of candidates. Such conventional and outdated systems are replaced by several well featured national job search portals like Monster, Dice.com, Glassdoor, Indeed etc. All these job search and advertisement portals aims at e-recruitment by providing several simple and useful features to jobseekers and employers making job search and candidate selection a much time saving and easier process.

PROPOSED SYSTEM

With the advancement of technology job seekers are relying greatly on Online Job Search Portals. Taking motivation from the conventional systems and their drawbacks and

inspiration from the existing job search portals, I decided to develop “Dreams Job”. In the proposed system we are trying to develop an online job search web application that reduces challenges for job seekers to find a desired and suitable job according to their qualification. We aim at reducing the challenges by providing advanced search features that gives the candidate ample scope to select jobs that matches their skill set and requirements and gives them back the exact jobs that are available. This in turn is less time taking as the candidate gets all details in one place and do not have to go to company website to learn about the positions. In the proposed system job seekers can upload their resumes in the required file format, see all the available jobs and search for desired jobs and then apply for those jobs. On the other hand, this system enables employers to post their jobs and get a list of all applications which they can screen online and that reduces the huge amount of manual effort and time. Online recruitment or e-recruitment is turning out to be both the job seekers and the employers’ favourite activity as offer and demand are well met at one place and both must spend less time to get hold of the right roles or candidates. The company can post jobs, see applications and check resumes in the proposed system.

CHAPTER 3 SYSTEM SPECIFICATIONS

HARDWARE REQUIREMENTS

COMPONENT	SPECIFICATION
CPU	Intel Dual Core 2.4 GHz or Later
RAM	2GB DDR2
Hard Disk	160 GB
Display	Wide VGA (Video Graphics Array)
Input	Keyboard and Mouse
Optional Devices	Android Phone (Jelly Bean 4.2 or higher)

SOFTWARE REQUIREMENTS

COMPONENT	SPECIFICATION
Front End	Android
Back End	MySQL
IDE	Android Studio
Language	Java
Platform	Windows 7 or later
Database Server	XAMPP

SOFTWARE ENVIRONMENT ANDROID

The Android software development kit (SDK) includes a comprehensive set of development tools. These include a debugger, libraries, a handset emulator based on QEMU, documentation, sample code, and tutorials. Currently supported development platforms include computers running Linux (any modern desktop Linux distribution), Mac OS X 10.5.8 or later, and Windows 7 or later. As of March 2015, the SDK is not available on Android itself, but software development is possible by using specialized Android applications.

Until around the end of 2014, the officially supported integrated development environment (IDE) was Eclipse using the Android Development Tools (ADT) Plugin, though IntelliJ IDEA IDE (all editions) fully supports Android development out of the box, and NetBeans IDE also supports Android development via a plugin. As of 2015, Android Studio,

made by Google and powered by IntelliJ, is the official IDE; however, developers are free to use others, but Google made it clear that ADT was officially deprecated since the end of 2015 to focus on Android Studio as the official Android IDE.

Additionally, developers may use any text editor to edit Java and XML files, then use command line tools (Java Development Kit and Apache Ant are required) to create, build and debug Android applications as well as control attached Android devices (e.g., triggering a reboot, installing software package(s) remotely).

Enhancements to Android's SDK go hand in hand with the overall Android platform development. The SDK also supports older versions of the Android platform in case developers wish to target their applications at older devices. Development tools are downloadable components, so after one has downloaded the latest version and platform, older platforms and tools can also be downloaded for compatibility testing.

Android applications are packaged in .apk format and stored under /data/app folder on the Android OS (the folder is accessible only to the root user for security reasons). APK package contains .dex files (compiled byte code files called Dalvik executables), resource files, etc.

ANDROID DEBUG BRIDGE

The Android Debug Bridge (ADB) is a toolkit included in the Android SDK package. It consists of both client and server-side programs that communicate with one another. The ADB is typically accessed through the command-line interface, although numerous graphical user interfaces exist to control ADB.

JAVA STANDARDS

Obstacles to development include the fact that Android does not use established Java standards, that is, Java SE and ME. This prevents compatibility between Java applications written for those platforms and those written for the Android platform. Android only reuses the Java language syntax and semantics, but it does not provide the full class libraries and

APIs bundled with Java SE or ME. However, there are multiple tools in the market from companies such as Myriad Group and UpOnTek that provide Java ME to Android conversion services.

ANDROID STUDIO

Android Studio is the official integrated development environment (IDE) for the Android platform. It was announced on May 16, 2013 at the Google I/O conference. Android Studio was in early access preview stage starting from version 0.1 in May 2013, then entered beta stage starting from version 0.8 which was released in June 2014. The first stable build was released in December 2014, starting from version 1.0.

Based on JetBrains' IntelliJ IDEA software, Android Studio is designed specifically for Android development.[8] It is available for download on Windows, macOS and Linux, and replaced Eclipse Android Development Tools (ADT) as Google's primary IDE for native Android application development.

FEATURES

New features are expected to be rolled out with each release of Android Studio. The following features are provided in the current stable version:

- Gradle-based build support
- Android-specific refactoring and quick fixes
- Lint tools to catch performance, usability, version compatibility and other problems
- ProGuard integration and app-signing capabilities
- Template-based wizards to create common Android designs and components
- A rich layout editor that allows users to drag-and-drop UI components, option to preview layouts on multiple screen configurations[13]
- Support for building Android Wear apps
- Built-in support for Google Cloud Platform, enabling integration with Firebase Cloud Messaging (Earlier 'Google Cloud Messaging') and Google App Engine[14] · Android Virtual Device (Emulator) to run and debug apps

XAMPP

XAMPP is a free and open source cross-platform web server solution stack package developed by Apache Friends, consisting mainly of the Apache HTTP Server, MariaDB

database, and interpreters for scripts written in the PHP and Perl programming languages. 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 and deployment 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.

The term XAMPP is an apparent acronym. However, there is no official acronym expansion specified on the Apache Friends website. Their homepage header reads "XAMPP Apache + MariaDB + PHP + Perl", indicating that this abbreviation is a recursive acronym.

MySQL was replaced with MariaDB on 2015-10-19 and beginning with XAMPP versions 5.5.30 and 5.6.14, effectively altering the meaning of the acronym.

FEATURES

XAMPP is regularly updated to the latest releases of Apache, MariaDB, PHP and Perl. It also comes with a number of other modules including OpenSSL, phpMyAdmin, MediaWiki, Joomla, WordPress and more. Self-contained, multiple instances of XAMPP can exist on a single computer, and any given instance can be copied from one computer to another. XAMPP is offered in both a full and a standard version (Smaller version).

USAGE

Officially, XAMPP's designers intended it for use only as a development tool, to allow website designers and programmers to test their work on their own computers without any access to the Internet. To make this as easy as possible, many important security features are disabled by default. XAMPP has the ability to serve web pages on the World Wide Web.
A special tool is provided to password-protect the most important parts of the package.

XAMPP also provides support for creating and manipulating databases in MariaDB and SQLite among others.

Once XAMPP is installed, it is possible to treat a localhost like a remote host by connecting using an FTP client. Using a program like FileZilla has many advantages when installing a content management system (CMS) like Joomla or WordPress. It is also possible to connect to localhost via FTP with an HTML editor.

PHP is a server-side scripting language designed primarily for web development but also used as a general-purpose programming language. Originally created by Rasmus Lerdorf in 1994,[4] the PHP reference implementation is now produced by The PHP Development Team.[5] PHP originally stood for Personal Home Page,[4] but it now stands for the recursive acronym PHP: Hypertext Preprocessor.[6]

PHP

PHP code may be embedded into HTML or HTML5 markup, or it can be used in combination with various web template systems, web content management systems and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in the web server or as a Common Gateway Interface (CGI) executable. The web server software 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 (CLI) and can be used to implement standalone graphical applications.

The standard PHP interpreter, powered by the Zend Engine, is free software released under the PHP License. PHP has been widely ported and can be deployed on most web servers on almost every operating system and platform, free of charge.

The PHP language evolved without a written formal specification or standard until 2014, leaving the canonical PHP interpreter as a de facto standard. Since 2014 work has gone on to create a formal PHP specification.

PHP 7

During 2014 and 2015, a new major PHP version was developed, which was numbered PHP7. The numbering of this version involved some debate. While the PHP 6

Unicode experiment had never been released, several articles and book titles referenced the PHP 6 name, which might have caused confusion if a new release were to reuse the name. After a vote, the name PHP 7 was chosen.

The foundation of PHP 7 is a PHP branch that was originally dubbed PHP next generation (phpng). It was authored by Dmitry Stogov, Xinchen Hui and Nikita Popov, and aimed to optimize PHP performance by refactoring the Zend Engine to use more compact data structures with improved cache locality while retaining near-complete language compatibility. As of 14 July 2014, WordPress-based benchmarks, which served as the main benchmark suite for the phpng project, showed an almost 100% increase in performance. Changes from phpng are also expected to make it easier to improve performance in the future, as more compact data structures and other changes are seen as better suited for a successful migration to a just-in-time (JIT) compiler. Because of the significant changes, the reworked Zend Engine is called Zend Engine 3, succeeding Zend Engine 2 used in PHP 5.

Because of major internal changes in phpng, it must receive a new major version number of PHP, rather than a minor PHP 5 release, according to PHP's release process. Major versions of PHP are allowed to break backward-compatibility of code and therefore PHP 7 presented an opportunity for other improvements beyond phpng that require backwardcompatibility breaks, including wider use of exceptions, reworking variable syntax to be more consistent and complete, and the deprecation or removal of various legacy features.

PHP 7 also introduced new language features, including return type declarations for functions, which complement the existing parameter type declarations, and support for the scalar types (integer, float, string, and boolean) in parameter and return type declarations.

MySQL

MySQL is an open-source relational database management system (RDBMS). Its name is a combination of "My", the name of co-founder Michael Widenius' daughter, and "SQL", the abbreviation 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. MySQL was owned and sponsored by a single for-profit firm, the Swedish company MySQL AB, now owned by Oracle Corporation. For proprietary use, several paid editions are available, and offer additional functionality.

MySQL is a central component of the LAMP open-source web application software stack (and other "AMP" stacks). LAMP is an acronym for "Linux, Apache, MySQL, Perl/PHP/Python". Applications that use the MySQL database include: TYPO3, MODx, Joomla, WordPress, phpBB, MyBB, and Drupal. MySQL is also used in many high-profile, large-scale websites, including Google (though not for searches), Facebook, Twitter, Flickr, and YouTube.

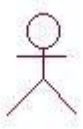
CHAPTER 4 SYSTEM DESIGN

Design is the first step in the development phase for any techniques and principles for the purpose of defining a device, a process or system in sufficient detail to permit its physical realization. Once the software requirements have been analyzed and specified the software design involves three technical activities design, coding, implementation and testing that are required to build and verify the software.

The design activities are of main importance in this phase, because in this activity, decisions ultimately affecting the success of the software implementation and its ease of maintenance are made. These decisions have the final bearing upon reliability and maintainability of the system. Design is the only way to accurately translate the customer's requirements into finished software or a system. Design is the place where quality is fostered in development. Software design is a process through which requirements are translated into a representation of software. Software design is conducted in two steps. Preliminary design is concerned with the transformation of requirements into data

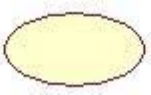
UML DIAGRAMS ACTOR

A coherent set of roles that users of use cases play when interacting with the use cases.



USE CASE

A description of sequence of actions, including variants, that a system performs that yields an observable result of value of an actor.



UML stands for Unified Modelling Language. UML is a language for specifying, visualizing and documenting the system. This is the step while developing any product after analysis. The goal from this is to produce a model of the entities involved in the project which later need to be built. The representation of the entities that are to be used in the product being

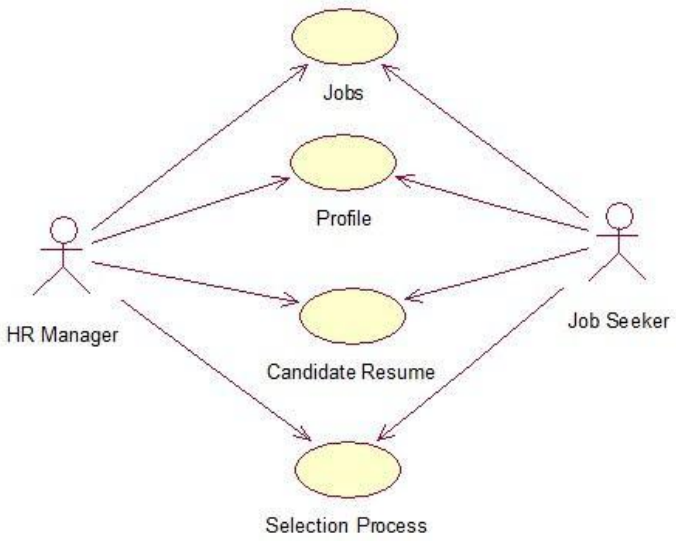
developed need to be designed. There are various kinds of methods in software design. They are as follows:

- Use case Diagram
- Sequence Diagram
- Collaboration Diagram
- Activity Diagram
- State chat Diagram

USECASE DIAGRAMS

Use case diagrams model behaviour within a system and helps the developers understand of what the user require. The stick man represents what's called an actor. Use case diagram can be useful for getting an overall view of the system and clarifying that can do and more importantly what they can't do. Use case diagram consists of use cases and actors and shows the interaction between the use case and actors.

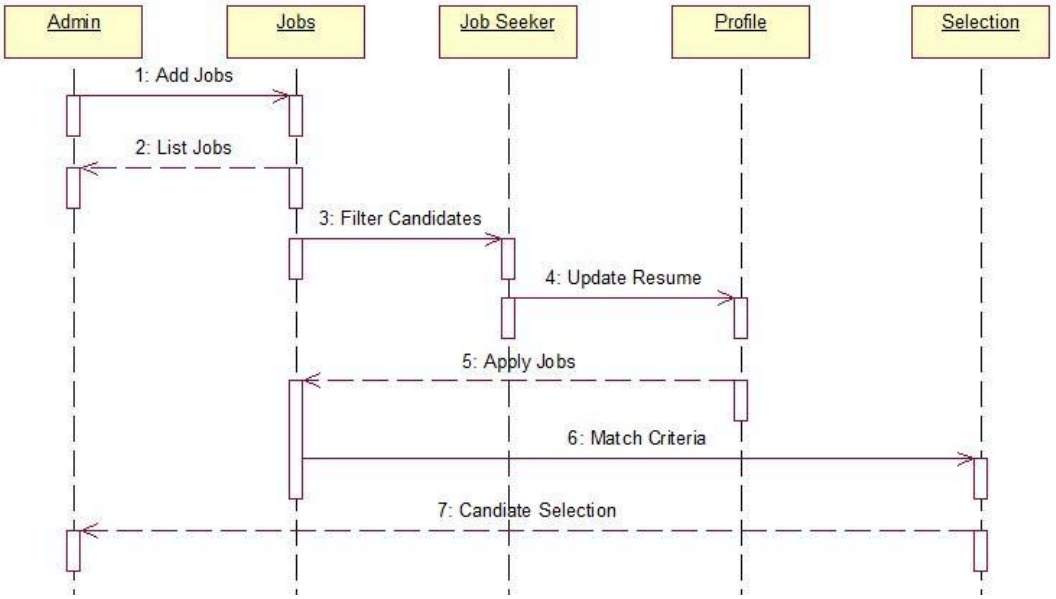
- The purpose is to show the interactions between the use case and actor.
- To represent the system requirements from user's perspective.
- An actor could be the end-user of the system or an external system



SEQUENCE DIAGRAM

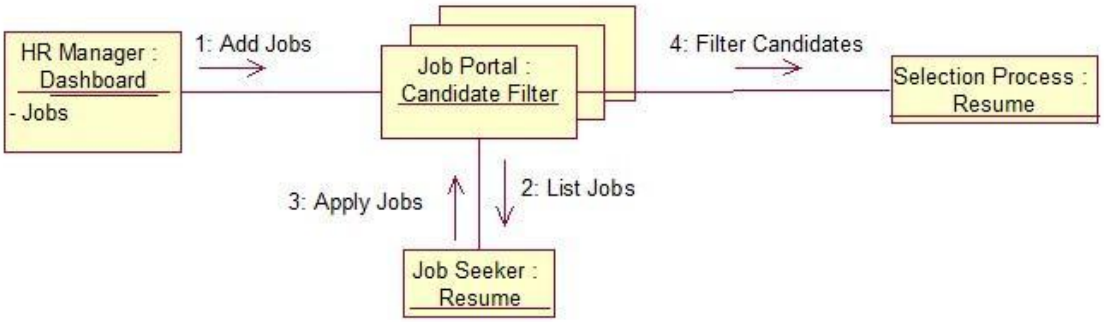
Sequence diagram and collaboration diagram are called INTERACTION DIAGRAMS. An interaction diagram shows an interaction, consisting of set of objects and their relationship including the messages that may be dispatched among them.

A sequence diagram is an introduction that empathizes the time ordering of messages. Graphically a sequence diagram is a table that shows objects arranged along the X-axis and messages ordered in increasing time along the Y-axis.



COLLABORATION DIAGRAM

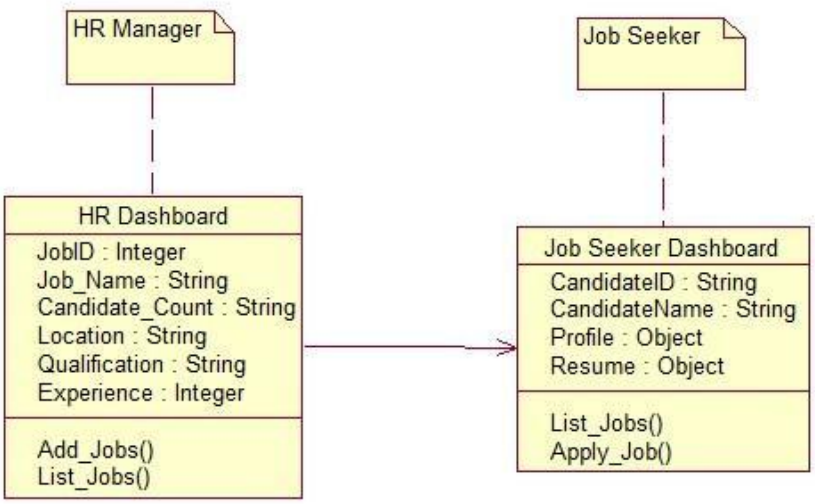
A collaboration diagram is an introduction diagram that emphasizes the structural organization of the objects that send and receive messages. Graphically a collaboration diagram is a collection of vertices and arcs.



CLASS DIAGRAM

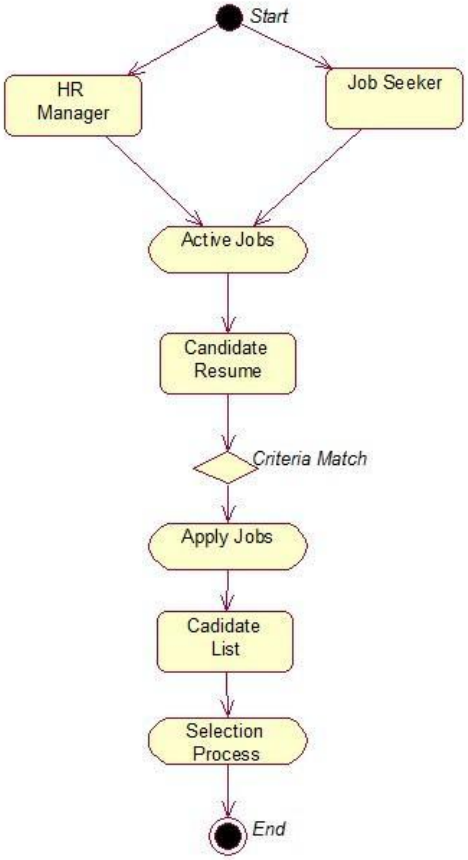
Class is nothing but a structure that contains both variables and methods. The Class Diagram shows a set of classes, interfaces, and collaborations and their relating ships. There is most common diagram and are used to give the static view of a system. It shows the dependency between the classes that can be used in our system. The interactions between the

modules or classes of our projects are shown below. Each block contains Class Name, Variables and Methods. Class is a set of objects that share the same operations, attributes relationship and semantics.

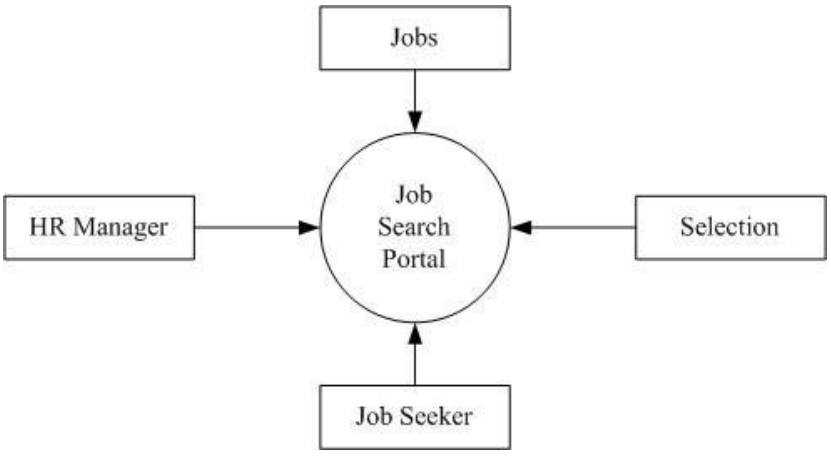


ACTIVITY DIAGRAM

Activity diagram is defined as a UML diagram that focuses on the execution and flow of the behaviour of a system instead of implementation. It is also called object-oriented flowchart. Activity diagrams consist of activities that are made up of actions which apply to behavioural modelling technology.



DATA FLOW DIAGRAM



DATABASE DESIGN TABLE DESIGN

1. Table Name: tabJobs

Column Name	Data Type	Length	Constraint
JobID	INT	4	AUTO_INCREMENT

JobName	VARCHAR	50	NOT_NULL
Location	VARCHAR	50	NOT_NULL
Qualification	VARCHAR	50	NOT_NULL
Experience	VARCHAR	50	NOT_NULL
Status	VARCHAR	10	NOT_NULL

2. Table Name: tabUsers

Column Name	Data Type	Length	Constraint
FullName	VARCHAR	50	NOT_NULL
Gender	VARCHAR	50	NOT_NULL
Mobile	VARCHAR	50	NOT_NULL
Email	VARCHAR	50	NOT_NULL
Address	VARCHAR	50	NOT_NULL
City	VARCHAR	50	NOT_NULL
State	VARCHAR	50	NOT_NULL
PIN	VARCHAR	50	NOT_NULL
LoginID	VARCHAR	50	PRIMARY_KEY

3. Table Name: tabQualificaiton

Column Name	Data Type	Length	Constraint
EntryID	INT	4	AUTO_INCREMENT
LoginID	VARCHAR	50	NOT_NULL
Course	VARCHAR	50	NOT_NULL
Institute	VARCHAR	50	NOT_NULL
University	VARCHAR	50	NOT_NULL
PassingYear	VARCHAR	50	NOT_NULL
Percentage	VARCHAR	50	NOT_NULL

CHAPTER 5 SYSTEM IMPLEMENTAION

GENERAL

Implementation is the stage of the project when the theoretical design is turned into a working system. At this stage the main workload, the upheaval and the major impact on the existing practices shift to user department. Implementation is the phase where the system

gone for actual functioning. System implementation is the process of making the designed system fully operation.

PRE IMPLEMENTATION

Implementation is the most crucial stage in achieving a successful system and giving the user's confidence that the new system is workable and effective. Implementation of a modified application to replace an existing one. This type of conversation is relatively easy to handle, provide there are no major changes in the system. Each program is tested individually at the time of development using the data and has verified that this program linked together in the way specified in the programs specification, the computer system and its environment is tested to the satisfaction of the user.

PROCESS OF CODING, TESTING AND INSTALLATION

In coding process, the physical design specifications are turned into working computer code and in testing process, once the code is done the testing will be performed using various strategies it may also test the code by parallel operation which means, while doing the coding part we can do the side by side testing part which will not affect the coding. In installation process it required software and database. This is the primary thing for all the installation part.

POST IMPLEMENTATION

The system that has been developed is accepted and proved to be satisfactory for the user. And so the system is going to be implemented very soon. A simple operating procedure is included so that the user can understand the different functions clearly and quickly.

SOFTWARE MAINTENANCE

The objectives of this maintenance work are to make sure that the system gets into work all time without any bug. Provision must be for environmental changes which may affect the computer or software system. This is called the maintenance of the system. Nowadays there is the rapid change in the software world. Due to this rapid change, the system should be capable of adapting these changes. In our project the process can be added without affecting other parts of the system.

PROCESS OF MAINTENANCE

Development of a new version of the software, new versions of all design documents and training materials created or modified during the maintenance effort. Its making sure that the application is understandable and accessible at any point of time and at any place.

MODULE AND DESCRIPTION ADMIN

In this module Admin will add all the qualifications, skill, experience, city, state, country and update and delete information about the job provider or job seeker he can also search for the job seeker and he can send mail to offer the job to job seeker and he can also see the jobs add by the job provider.

JOB SEEKER

In this module Job Seeker register himself and upload his resume and fill the profile give by admin and after login he will search for the job on various conditions and he can change his profiles and resume and he can apply for the jobs based on various conditions. He can see the response of the company and he can call the company person for the interview.

JOBS

In this module HR Manager will add new job and he can search for the job seekers on various condition and he can offer the job to job seeker according to the job profile and he can also see the response from the job seekers and send the mail. Notification In this module admin and job provider send the notification to the job seeker in the form of email.

REPORTS

This module contains all the information about the reports generated by the admin based on the particular job seeker, particular job provider, all job seeker and job provider, all jobs generated by the job providers.

AUTHENTICATION

This module contains all the information about the authenticated user. User without his username and password can’t enter into the login if he is only the authenticated user then he can enter to his login.

CHAPTER 6 SYSTEM TESTING

GENERAL

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or weakness in a work product. It provides a way to check the functionality of components, sub-assemblies, assemblies and/or a finished product It is the process of exercising software with the intent of ensuring that the Software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test. Each test type addresses a specific testing requirement. Testing is a process of executing a program with the intent of finding an error. Testing is a crucial element of software quality assurance and presents ultimate review of specification, design and coding. System Testing is an important phase. Testing represents an interesting anomaly for the software. Thus a series of testing are performed for the proposed system before the system is ready for user acceptance testing. A good test case is one that has a high probability of finding an as undiscovered error. A successful test is one that uncovers an as undiscovered error

DEVELOPING METHODOLOGIES

The test process is initiated by developing a comprehensive plan to test the general functionality and special features on a variety of platform combinations. Strict quality control procedures are used. The process verifies that the application meets the requirements specified in the system requirements document and is bug free. The following are the considerations used to develop the framework from developing the testing methodologies.

TESTING OBJECTIVES

1. Testing is a process of executing a program with the intent of finding an error
2. A good test case is one that has a probability of finding an as yet undiscovered error 3. A successful test is one that uncovers an undiscovered error

The primary objective for test case design is to derive a set of tests that has the highest livelihood for uncovering defects in software. To accomplish this objective two different categories of test case design techniques are used.

WHITE-BOX TESTING

White box testing focus on the program control structure. Test cases are derived to ensure that all statements in the program have been executed at least once during testing and that all logical conditions have been executed.

BLOCK-BOX TESTING

Black box testing is designed to validate functional requirements without regard to the internal workings of a program. Black box testing mainly focuses on the information domain of the software, deriving test cases by partitioning input and output in a manner that provides through test coverage. Incorrect and missing functions, interface errors, errors in data structures, error in functional logic are the errors falling in this category.

UNIT TESTING

Unit testing is essential for the verification of the code produced during the coding phase and hence the goal is to test the internal logic of the modules. Using the detailed design description as a guide, important paths are tested to uncover errors within the boundary of the modules. These tests were carried out during the programming stage itself. All units of Vienna SQL were successfully tested.

INTEGRATION TESTING

Integration testing focuses on unit tested modules and build the program structure that is dictated by the design phase.

SYSTEM TESTING

System testing tests the integration of each module in the system. It also tests to find discrepancies between the system and its original objective, current specification and system documentation. The primary concern is the compatibility of individual modules. Entire system is working properly or not will be tested here, and specified path ODBC connection will correct or not, and giving output or not are tested here these verifications and validations are done by giving input values to the system and by comparing with expected output. Topdown testing implementing here.

CHAPTER 7 CONCLUSION &FUTURE ENHANCEMENT

CONCLUSION

It has been a great pleasure for me to work on this exciting and challenging project. This project proved good for me as it provided practical knowledge of not only programming in Android and PHP based application and no some extent Windows Application and MySQL Server, but also about all handling procedure related with “Job Search Portal”. It also provides knowledge about the latest technology used in developing web enabled application and client server technology that will be great demand in future. This will provide better opportunities and guidance in future in developing projects independently.

BENIFITS

It’s a android-enabled project.

This project offers user to enter the data through simple and interactive forms. This is very helpful for the client to enter the desired information through so much simplicity.

The user is mainly more concerned about the validity of the data, whatever he is entering. There are checks on every stages of any new creation, data entry or updating so that the user cannot enter the invalid data, which can create problems at later date.

FUTURE WORK

This System being web-based and an undertaking of Cyber Security Division, needs to be thoroughly tested to find out any security gaps

A console for the data centre may be made available to allow the personnel to monitor on the sites which were cleared for hosting during a particular period

Moreover, it is just a beginning; further the system may be utilized in various other types of auditing operation viz.