Person-Student Management System

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1st Year 2nd Term

Computer Science and Engineering Discipline

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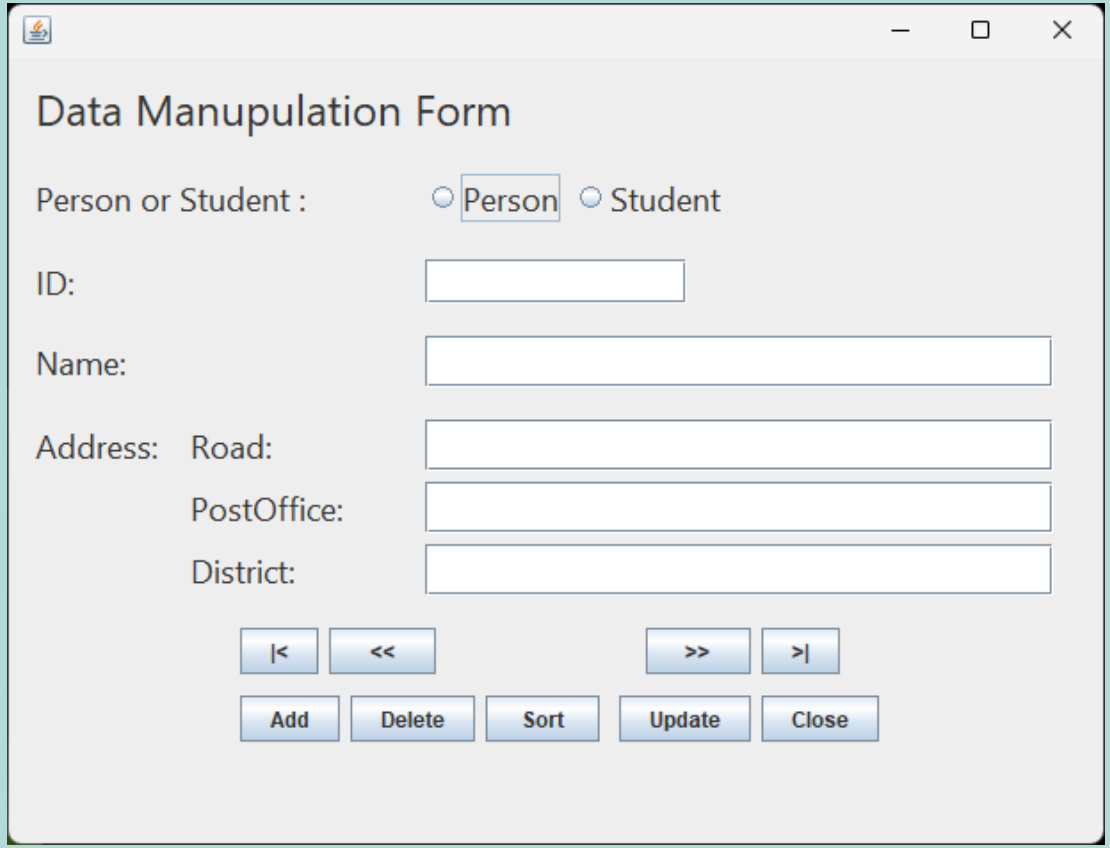
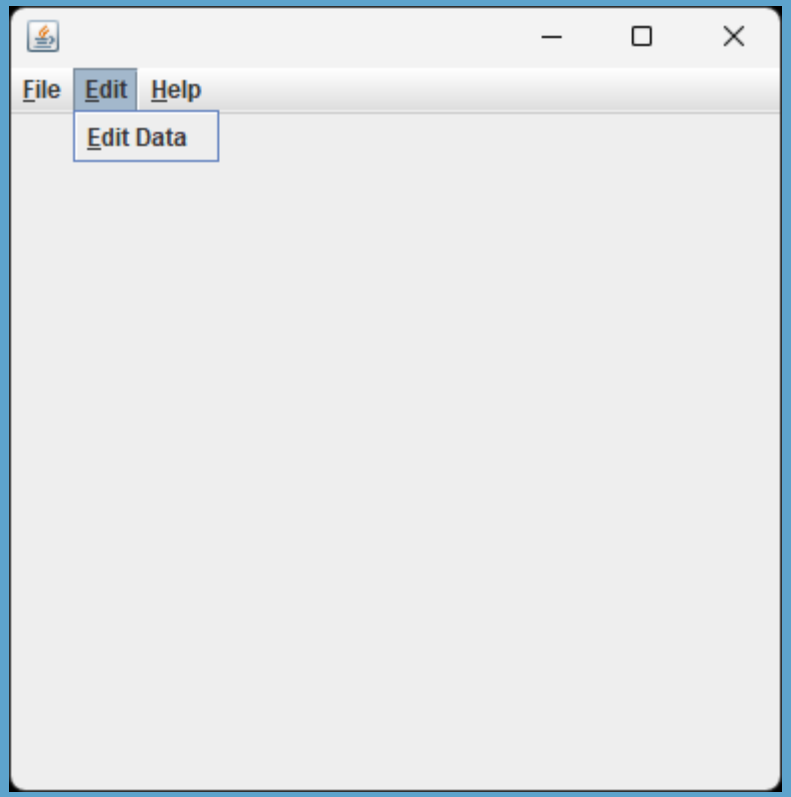
Project: Person-Student Management System

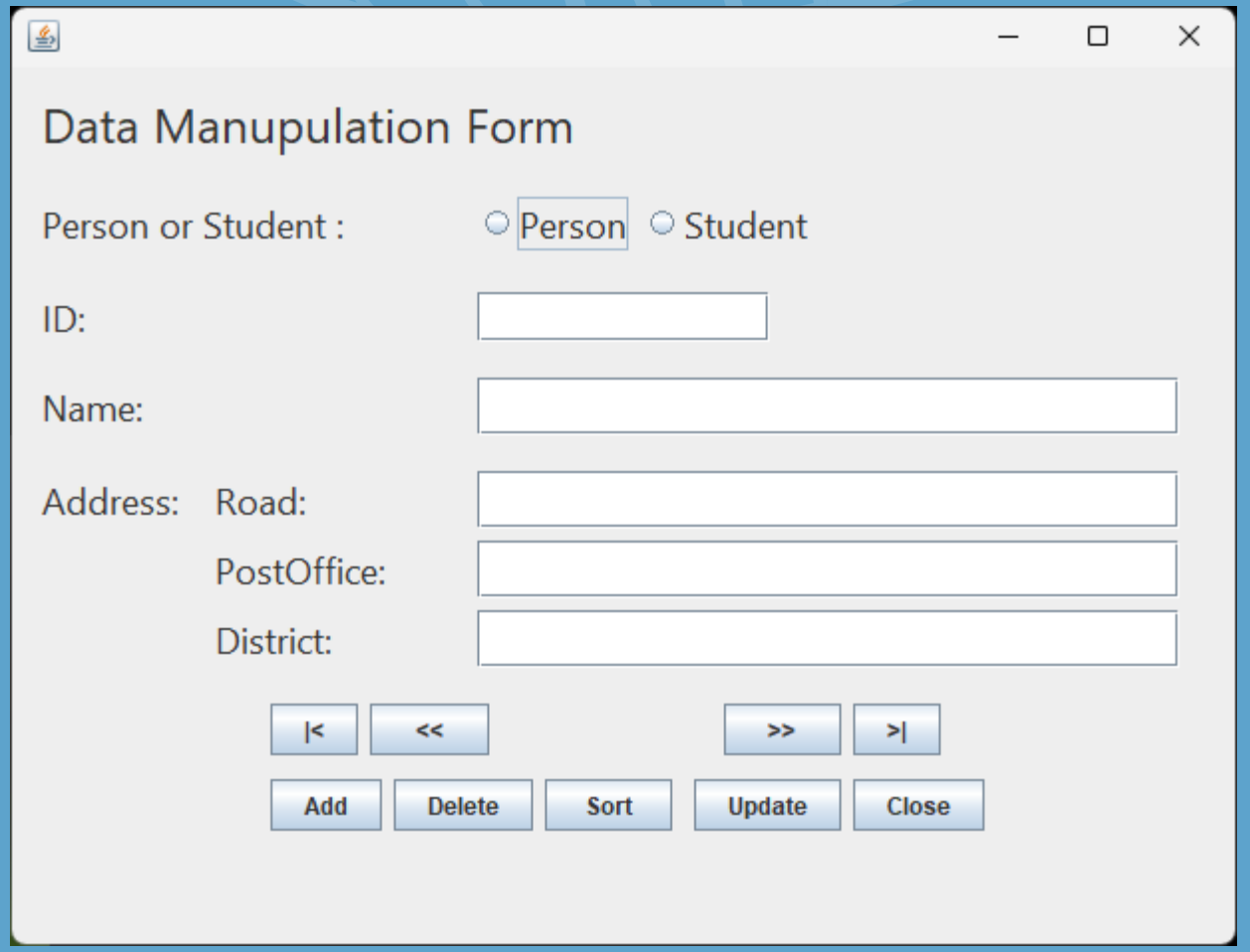
Features:

- **Add, Delete or Update Person or Student Information**
- **Sort alphabetically in ascending order**
- **Save to local memory**
- **Automatic load from local memory**
- **Simple and User-friendly UI**

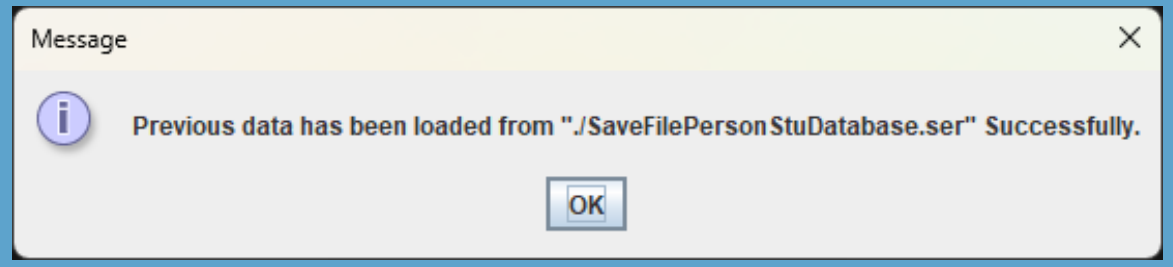


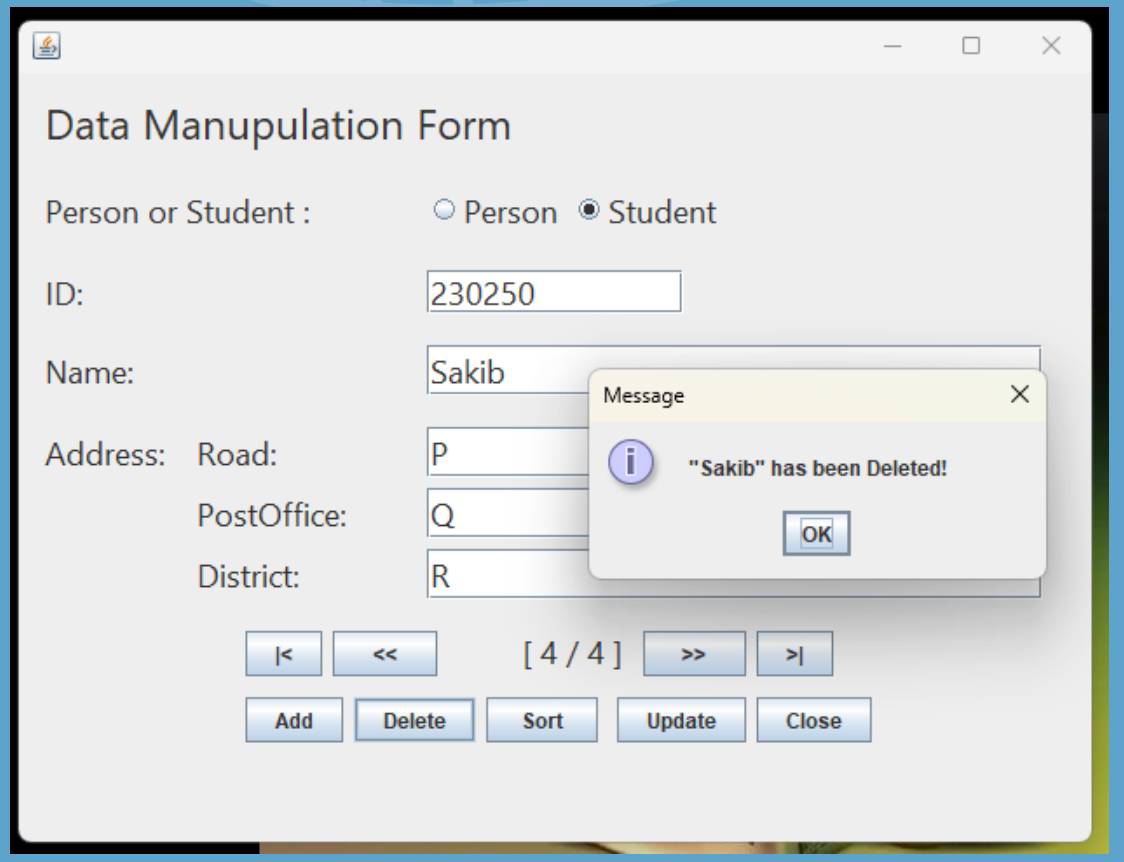
Project Demonstration



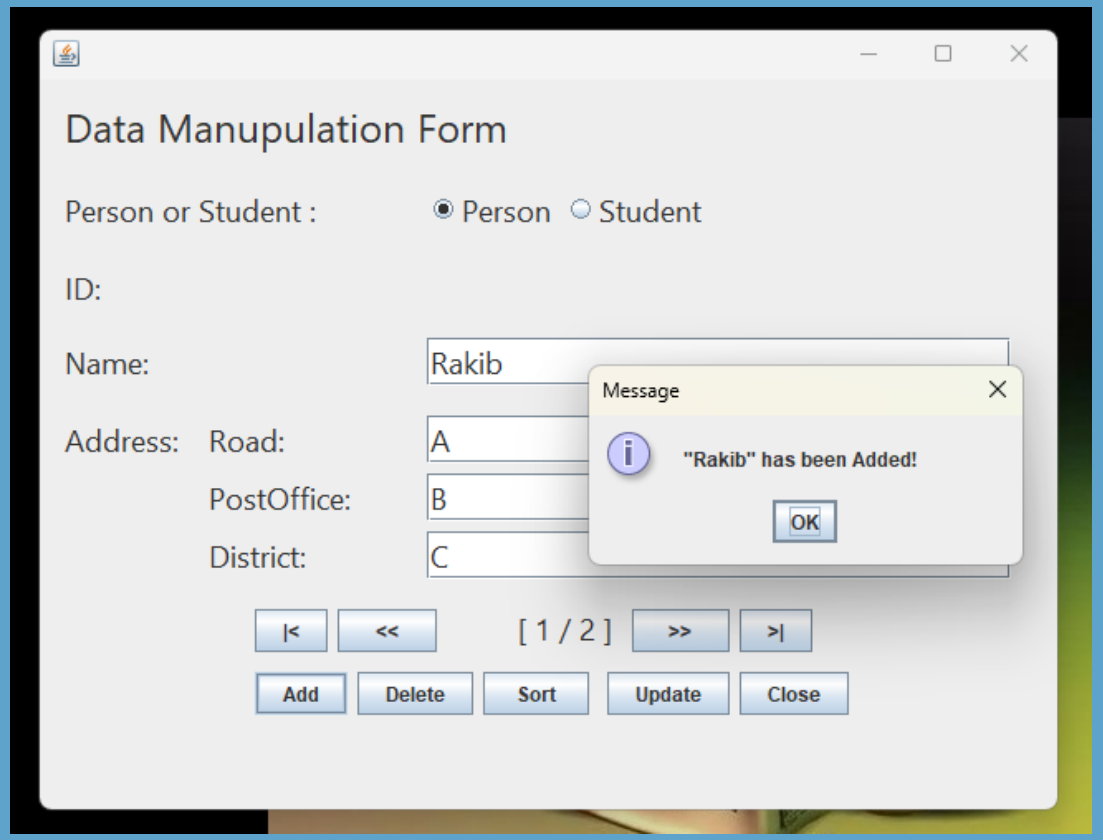


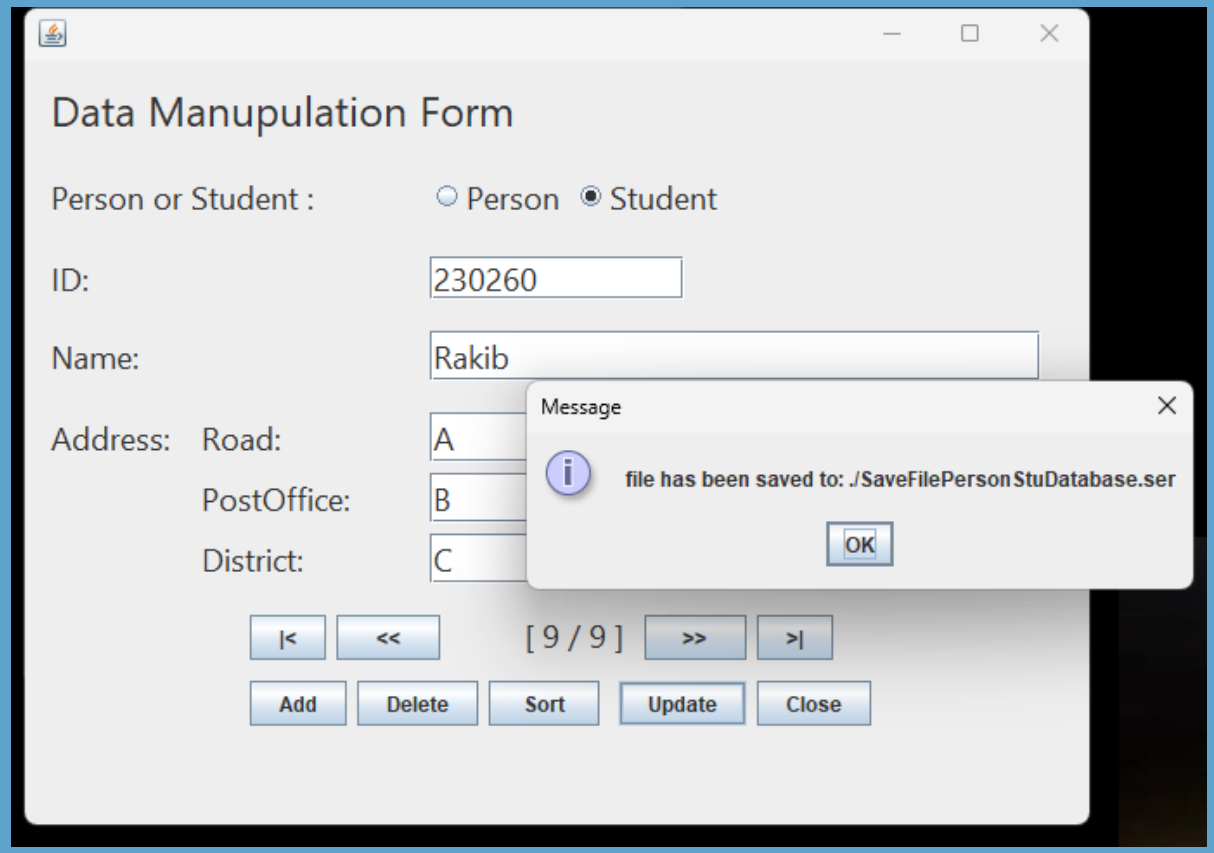
Project Demonstration





Project Demonstration

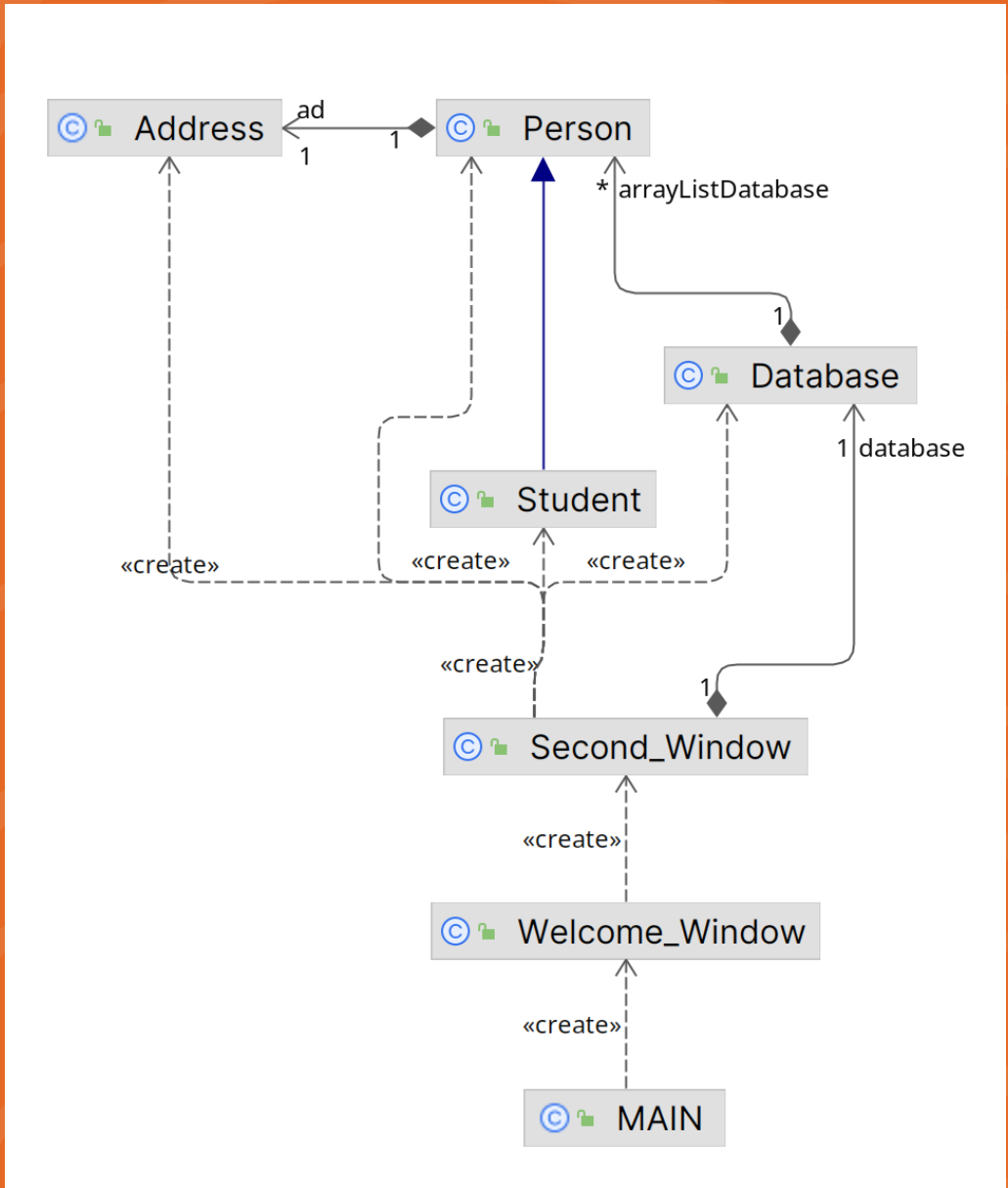




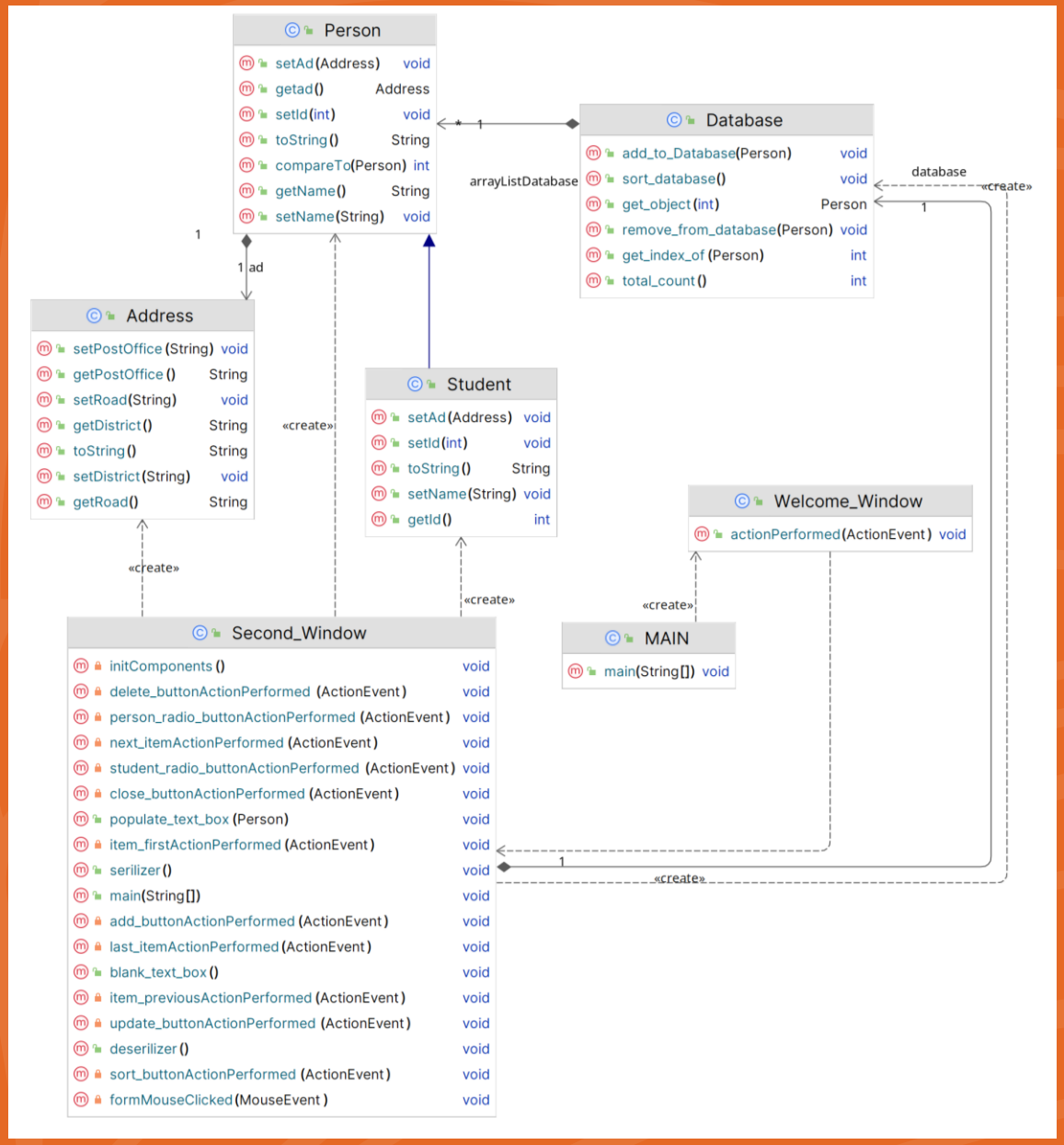
Step by Step Procedure

- Raugh Drawing of UI Interface to determine necessary Swing components
- Drawing UML Class Diagram according to requirement
- Writing Basic Classes (Address, Person, Student, Database, …) as running back-end side
- Drag and Drop GUI Components to design User Interface (UI)
- Defining instructions(code) for GUI components in respective code blocks
- Implement ActionListener Interface
- Implement Serialization and Deserialization
- Testing and Bug Fixing
- Export to executable JAR file

UML Class Diagram



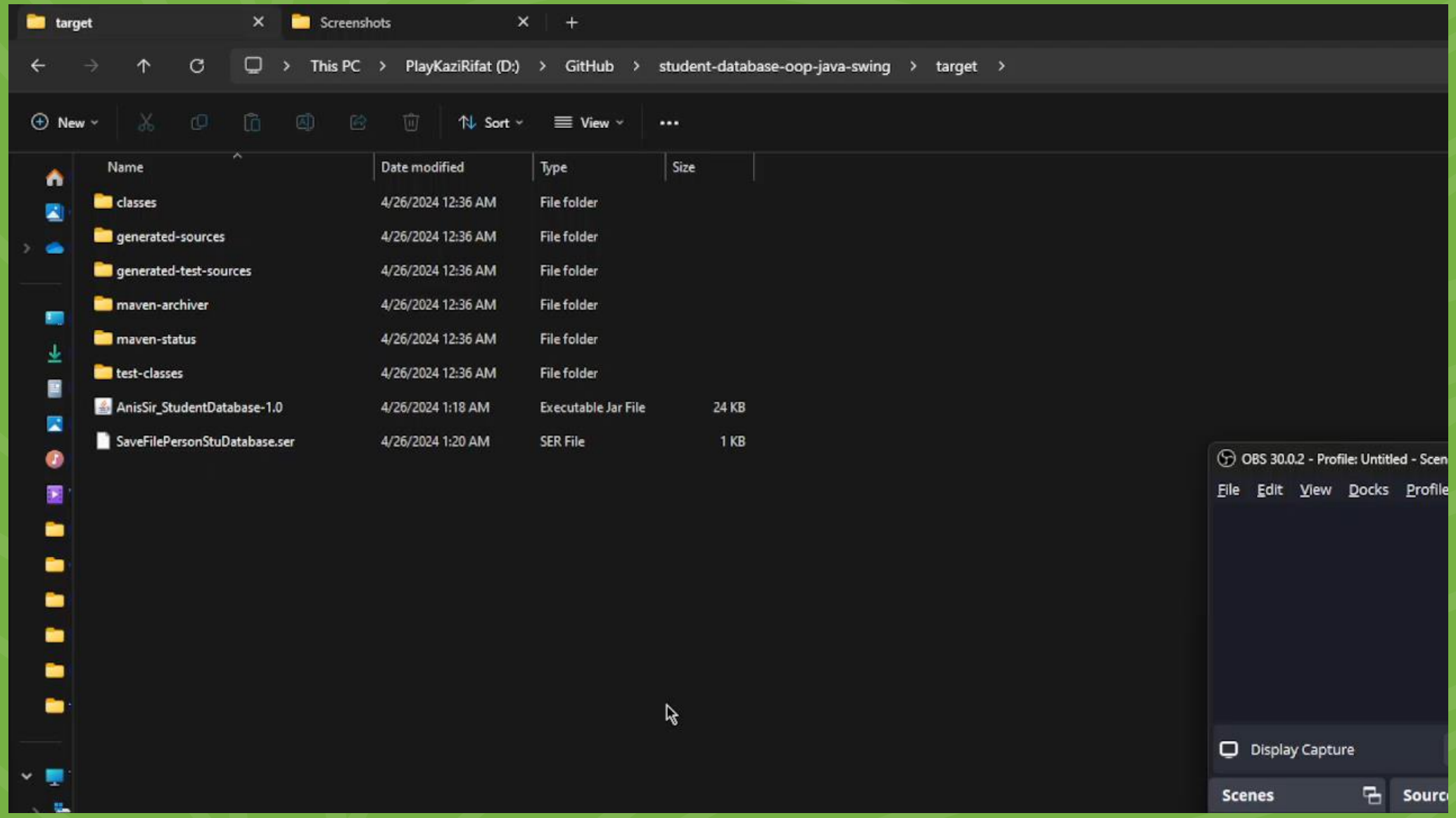
UML Class Diagram (methods only)



Essential Swing Components

- JFrame: JFrame represents a window on the screen and holds all the other GUI components.
- JLabel: JLabel displays a text or image on the screen.
- JButton: Jbutton is a clickable button that triggers an action when pressed.
- JMenuBar: JMenuBar is a horizontal bar that holds multiple JMenu objects and appears at the top of the JFrame by default.
- JMenu: An individual menu within a menu bar. It holds a list of menu items.
- JRadioButton: A button that represents selection of one option from a set of choices.
- JTextField: JTextField is a component used in Java Swing to allow users to input or edit a single line of text.

Project Demonstration (Video)



Questions & answers

Thank you very much