PEER GRADE HUB

A DESIGN PROJECT REPORT

Submitted by

KISHORE M

KISHORE M

MADHAVAN P

in partial fulfillment for the award of the degree of

BACHELOR OF ENGINEERING

in

COMPUTER SCIENCE AND ENGINEERING

K.RAMAKRISHNAN COLLEGE OF TECHNOLOGY

(An Autonomous Institution, affiliated to Anna University Chennai and Approved by AICTE, New Delhi)

SAMAYAPURAM – 621 112

NOVEMBER, 2024

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KISHORE M (811721104078)

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(AUTONOMOUS)
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BONAFIDE CERTIFICATE

Certified that this project report titled **"PEER GRADE HUB"** is the bonafide work of the students **KISHORE M (811722104078), KISHORE M (811722104079), MADHAVAN P (811722104084)** who carried out the project under my supervision. Certified further, that to the best of my knowledge the workreported here in does not form part of any other project report or dissertation on thebasis of which a degree or award was conferred on an earlier occasion on this orany other candidate.

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Submitted for the viva-voce examination held on …….

INTERNAL EXAMINER **EXTERNAL EXAMINER**

DECLARATION

We jointly declare that the project report on **"PEER GRADE HUB"** is the result of original workdone by us and best of our knowledge, similar work has not been submitted to **"ANNA UNIVERSITY CHENNAI"** for the requirement of Degree of **BACHELOR OF ENGINEERING**. This project report is submitted on the partial fulfilment of the requirement of the award of Degree of **BACHELOR OF ENGINEERING**.

Signature

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Place: Samayapuram

Date:

ACKNOWLEDGEMENT

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ABSTRACT

Grading System is an innovative online platform designed to streamline the assignment submission, peer grading, and feedback process in educational environments. It aims to simplify the way students and teachers interact with assignments and grading. Students can easily submit their assignments, engage in peer reviews, and provide detailed feedback on each other's work, promoting a deeper understanding of the subject matter. This collaborative approach helps students improve their critical thinking, communication, and analytical skills by learning from their peers' work and insights. For teachers, the platform offers tools to manage assignments, set deadlines, and track student progress with minimal effort. It is automates key tasks such as grading and feedback collection, saving teachers time and reducing the risk of human error. The system ensures fairness and transparency by providing a structured, organized peer review process that helps maintain consistency in evaluations.

The platform is also scalable, meaning it can be easily adapted to different educational institutions, ranging from schools to universities. It can handle various types of assignments and grading systems. By fostering collaboration, transparency, and efficiency, grading system enhances the learning experience for both students and teachers, creating a more engaging and effective educational environment.

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LIST OF ABBREVIATION

HTML	Hyper Text Markup Language
PHP	Hyper Text Preprocessor
LSM	Learning Management System
UML	Unified Modeling Language
DFD	Data Flow Diagram
MSDN	Microsoft Developer Network
CSS	Cascading Style Sheet
HTTP	Hyper Text Transfer Protocol
SSL	Secure Socket Layer
TLS	Transport Layer Security

CHAPTER 1

INTRODUCTION

Grading system is a modern platform designed to simplify peer grading and make learning more collaborative. It allows students to submit their assignments online and review each other's work, creating a space for shared learning and improvement. The platform encourages active participation by allowing students to provide constructive feedback, helping them learn from different perspectives. Teachers can easily create assignments, set deadlines, and monitor the grading process, ensuring everything runs smoothly. By automating much of the management work, it saves time for educators and allows them to focus more on teaching.

One of the key features of our project is its focus on promoting teamwork and critical thinking. Students not only learn by completing their assignments but also by analyzing and evaluating their peers' work. This process helps them gain a deeper understanding of the subject while building essential communication skills. The platform is designed to be user-friendly, making it accessible for both tech-savvy and non-technical users. With tools to ensure fair and unbiased grading, Peer Grade Hub helps maintain transparency and trust in the grading process. It is a valuable resource for educational institutions looking to enhance learning through collaboration and technology.

1.1 PROJECT OVERVIEW

Grading system is an online platform for students and teachers. It allows students to submit assignments and review each other's work. Teachers can create tasks, set deadlines, and manage submissions easily. The platform promotes collaboration and teamwork among students. It helps students learn by giving and receiving constructive feedback. Teachers save time with automated tools for tracking and managing tasks. It ensures fair and transparent grading for all users. It is easy to use, even for those with little technical knowledge. The platform supports learning by encouraging critical thinking and communication skills. Overall, it makes the assignment process simple, engaging, and effective for everyone.

1.2 PROBLEM STATEMENT

The traditional grading process can be time-consuming for teachers and lacks student involvement. Many students do not get detailed feedback on their work, which limits their learning. It is hard for teachers to manage assignments and track submissions manually. Peer grading is often unorganized and may not be fair or transparent. Students rarely get the chance to learn by evaluating others' work. Communication and teamwork skills are not developed in the current grading system. Manual grading can lead to errors and inconsistency in feedback. There is no easy platform to handle assignments and peer reviews in one place. Teachers and students need a solution that saves time and improves learning. Our projects aims to solve these problems by creating a collaborative and efficient peer grading platform.

1.2.1 GOALS

The goal of Peer Grade Hub is to simplify the assignment submission and peer grading process for both students and teachers. The platform aims to provide a space where students can give and receive meaningful feedback, helping them improve their understanding and skills. By automating assignment management and tracking, it saves teachers valuable time and effort. It encourages collaboration and teamwork among students, promoting critical thinking and communication skills through the peer review process. It ensures fair and transparent grading with clear guidelines and easy-to-use tools, making it accessible for all users, regardless of technical skills. The platform is designed to support teachers in delivering a better learning experience while building trust and engagement in the educational process through constructive evaluation.

1.3 OBJECTIVE OF THE PROJECT

1. Provide a user-friendly platform for online assignment submission and peer reviews.
2. Facilitate efficient peer grading to improve student learning and feedback quality.
3. Automate assignment management tasks to reduce teacher workload.
4. Promote fairness and transparency in the peer grading process.
5. Enhance student collaboration and encourage teamwork through shared evaluations.
6. Develop critical thinking and analytical skills in students by involving them in the grading process.
7. Offer real-time tracking of assignments and reviews for better organization.
8. Create a scalable and adaptable solution for various educational institutions.

1.4 SCOPE OF THE PROJECT

The scope of Peer Grade Hub is to create a platform that simplifies the process of assignment submission, peer grading, and feedback for both students and teachers. It will allow students to easily submit their assignments online and review their peers' work, fostering a collaborative learning environment. The platform will be designed to handle various types of assignments and grading criteria, making it adaptable for different educational settings. It aims to support teachers by automating tasks like grading management and progress tracking, which saves time and reduces errors. Peer Grade Hub will focus on providing an easy-to-use, fair, and transparent system that encourages students to engage in critical thinking and teamwork. The platform will be scalable, with the potential to be used by schools, colleges, and universities, providing a solution for improving the overall learning experience.

CHAPTER 2

LITERATURE SURVEY

2.1 TITLE: "CHECK THE GRADE , LOG OUT" ENGAGEMENT WITH FEEDBACK IN LEARNING MANAGEMENT SYSTEMS

AUTHORS: Winstone.N, Bourne J.E, Medland.E , Niculescu.I

YEAR: 2020

There is growing recognition that socio-constructivist representations of feedback processes, where students build their own understanding through engaging with and discussing feedback information, are more appropriate than cognitivist transmissionoriented models. In parallel, practice has developed away from hard-copy handwritten or typed feedback comments, towards the provision of e-feedback in Learning Management Systems (LMS). Through thematic analysis of activity-oriented focus groups with 33 Undergraduate students, the present study aimed to explore 1) students' experience of engaging with feedback in the LMS; 2) barriers to students' engagement; and 3) students' perceptions of the potential for technology to ameliorate these barriers. The data reveal particular barriers to engagement created by the LMS environment; grades and feedback are commonly separated spatially, limiting attention to the latter. Additionally, the distributed location of feedback from different tasks limits synthesis of feedback. Nevertheless, students perceived that the LMS environment affords opportunities for addressing such challenges, particularly in relation to the potential for a LMS tool to synthesis feedback information across modules, and to direct students to resources to develop their skills. The findings are discussed in the context of cycles of engagement with feedback, and implications for the principled use of technology in feedback processes are discussed.

2.2 TITLE: Connecting teacher and student assessment literacy with self-evaluation and peer feedback

AUTHOR: Christopher C. Deneen & Hui-Teng Hoo

YEAR:2021

Teachers' feedback literacy is a focus of increasing attention in higher education. It may be framed through intentional design decisions, inter-relational aspects of engagement and pragmatic considerations of enacted curricula. Thus, teachers' feedback literacy is connected to both the enacted curriculum and students' relationship to feedback. How these connections take shape in particular approaches to the curriculum, affecting students' roles in feedback and evaluation is not as well-understood. This paper presents findings from an intervention aimed at developing students' peer feedback and self-evaluation skills in an undergraduate business course. Peer feedback and self-evaluation are increasingly common modes of engaging students as active participants in feedback and evaluation processes. It is therefore worthwhile to under stand the ways in which these processes affect and link teacher and student feedback literacy. Data was analysed from a 14-week course aimed at developing students' competencies in self-evaluation, peer feedback and teamwork. Results are presented and discussed according to three major areas: how teacher's feedback on student engagement with feedback served as affective 'meta' scaffolding, the trajectory of students' growth in feedback literate self-evaluation, and the relationship of feedback literacy to trajectory of growth in teamwork competencies. The paper concludes with suggestions for further, crossdisciplinarity research

2.3 TITLE: Students' reflection on immediate feedback during formative assessment

AUTHOR: Purva B Hathila1, Dipika P Baria2, Chintan K Damor3, Swati Mahajan2

YEAR:2023

Providing immediate feedback to students has shown improvement in students' knowledge, understanding, and confidence as it helps in identifying lacunae and loopholes in learning process. Despite the usefulness of feedback, common complaint from students is that they usually do not receive feedback immediately in their learning process. We also face similar situation with our students in institute. The aim of this study was to find out effect of giving immediate feedback and explore the views of medical students on immediate feedback during formative assessment. Aims and Objectives: The aims of this study were to evaluate the effect of immediate feedback on the medical students' learning in medical education. Materials and Methods: The study was conducted in Department of Physiology, GMERS Medical College, Valsad on 183 students of 1st MBBS after ethical approval. Two types of modules were prepared on using "Hot Potatoes" software version Test 1 without feedback: consist of 20 MCQs and Module-2: Test 2 with feedback: consist of 20 MCQs, provide immediate feedback for each option of MCQ. Two modules were given one by one on WhatsApp group on mobile phone. Reflection writing and feedback from students were taken after that. Results: The qualitative data collected provided important information about the immediate feedback. Feedback responses of students on the questionnaire were analyzed using Likert scale. The Likert scale values were in strongly agree/agree part for Module-2 (with feedback). The students believed that immediate feedback was very helpful in clearing concepts, finding out lacunae, improvement in confidence, and self-learning. An excellent way for self-assessment and improved their deeper understanding of content areas. The students enjoyed innovative way of learning compared to conventional learning. Conclusion: Immediate feedback using this type of feedback modules should be implemented to improve students' knowledge, understanding, memory, and confidence and can be used as self-directed learning tool.

2.4 TITLE: Developing Effective Assessment Feedback: Academic buoyancy and the relational dimensions of feedback

AUTHOR: Middleton, Tristan, Millican, Richard

YEAR: 2020

This research reports on the second phase of a project exploring the effectiveness of tutor to student assessment feedback. It highlights the dynamic interaction of interpersonal and intrapersonal contexts in effective feedback processes. It proposes a holistic conceptualisation of feedback that considers the academic buoyancy and attributes of the recipient, and the relationships and opportunities for dialogue with the provider and the ramifications for practice. To explore the impact of the implementation of changes to practice suggested from phase one of the research, qualitative data were collected and from student focus groups and individual interviews within a UK undergraduate education course. Links from this phase between feedback processes, affect, tutor input and the 'Key 5' indicators of academic buoyancy emerge, revealing the importance of reciprocal relationships and dialogic interactions. This demonstrates the need to acknowledge the individuals involved and the nature of the relationships between them.

CHAPTER 3

3.1 EXISTING SYSTEM

Systems for peer grading and assignment submission often lack clear specifications and essential features, leading to inefficiency and confusion for both students and teachers. Many of these platforms have limited functionality, which can make the grading process inconsistent and difficult to track. There is often no structured way to provide feedback, and the systems do not support automated tools for assignment management, resulting in time-consuming manual work for teachers. Furthermore, these platforms do not encourage collaboration or critical thinking among students, which limits the learning experience. Overall, existing systems fall short in delivering a seamless, fair, and engaging grading process.

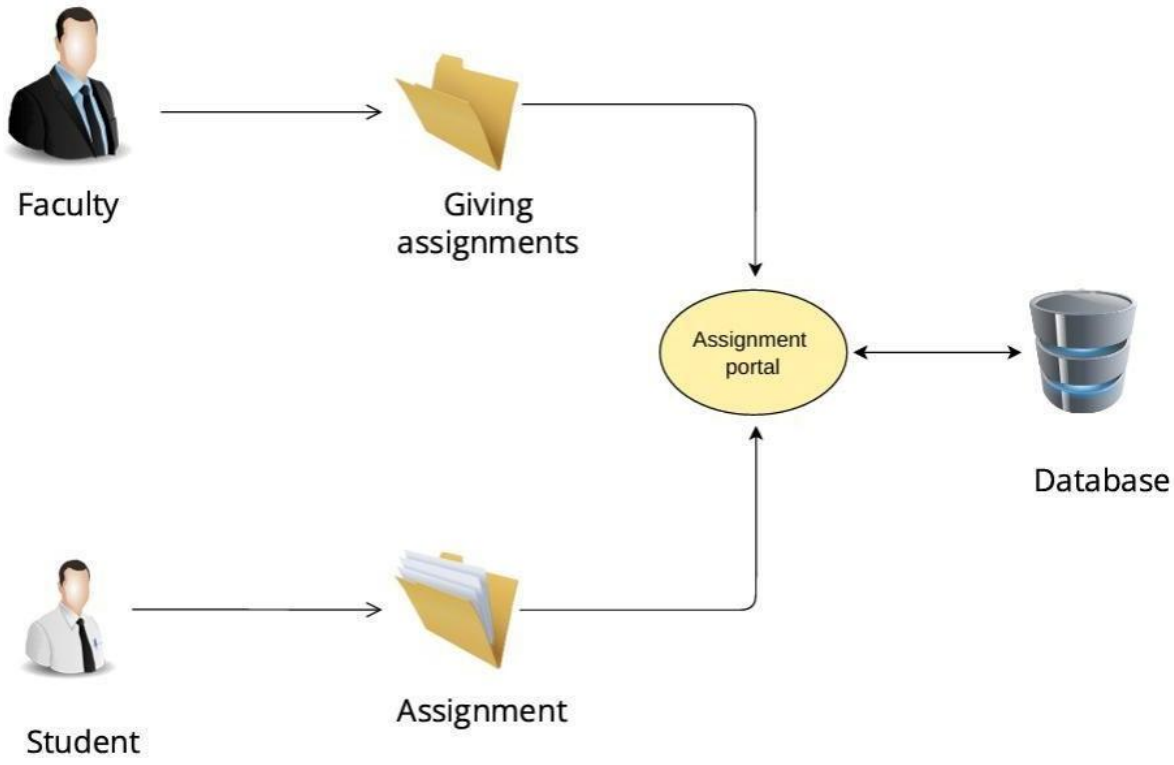

Fig 3.1 Existing System

CHAPTER 4

4.1 PROPOSED SYSTEM

Peer Grade Hub aims to overcome the limitations of existing peer grading and assignment submission platforms by introducing key features that streamline the process and improve user experience. It provides an automated solution for assignment management, feedback, and tracking, which saves time for teachers and ensures consistency in grading. The platform focuses on clear, structured peer reviews that foster meaningful collaboration and communication between students. With an intuitive user interface, Peer Grade Hub is easy for both students and teachers to navigate. The system offers real-time progress tracking and ensures transparency throughout the grading process, promoting trust among users. Designed to be scalable, the system can adapt to various educational institutions and assignment types, providing a reliable solution for improving the learning experience.

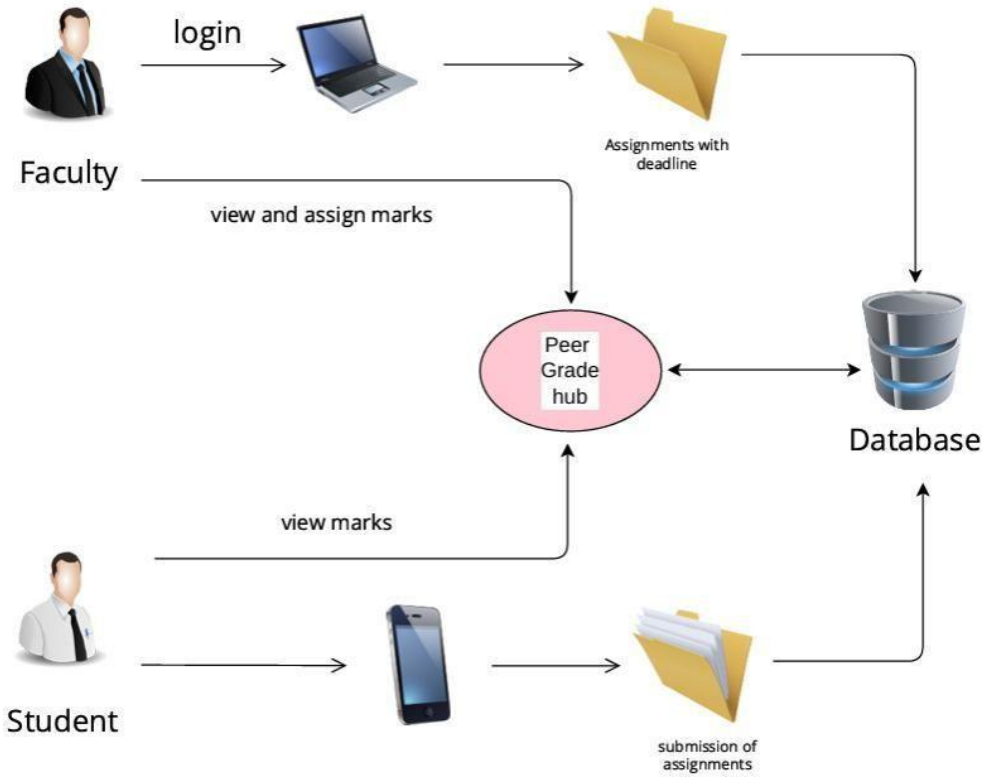

Fig 4.1 Proposed System Architecture

CHAPTER 5

5.1 DATA FLOW DIAGRAM

The Data Flow Diagram (DFD) for Peer Grade Hub shows how data moves through the platform to manage assignments and reviews. The main processes include User Login, Assignment Submission, Peer Review, and Grading. Students and faculty log in by entering their credentials, which are verified against the user database. Once logged in, students can submit assignments with details like the title and deadline, which are stored in the assignment database.

Students can also review peers' submissions, providing feedback and scores that are saved in the review database. Faculty use the platform to grade assignments, with the grades recorded in the grades database. Administrators manage users, monitor activity, and generate reports. The DFD shows how these processes and data stores work together to ensure smooth assignment handling and collaboration on the platform.

5.2 STUDENT LOGIN

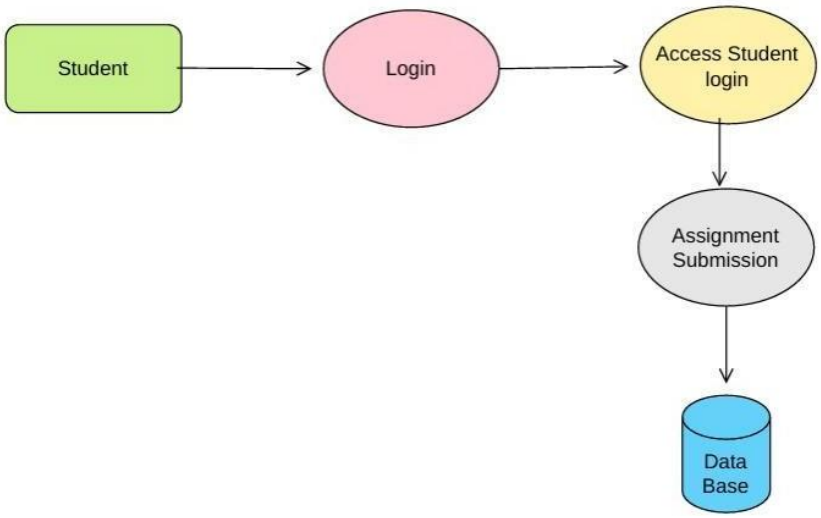

Fig 5.1 Student login

5.3 FACULTY LOGIN

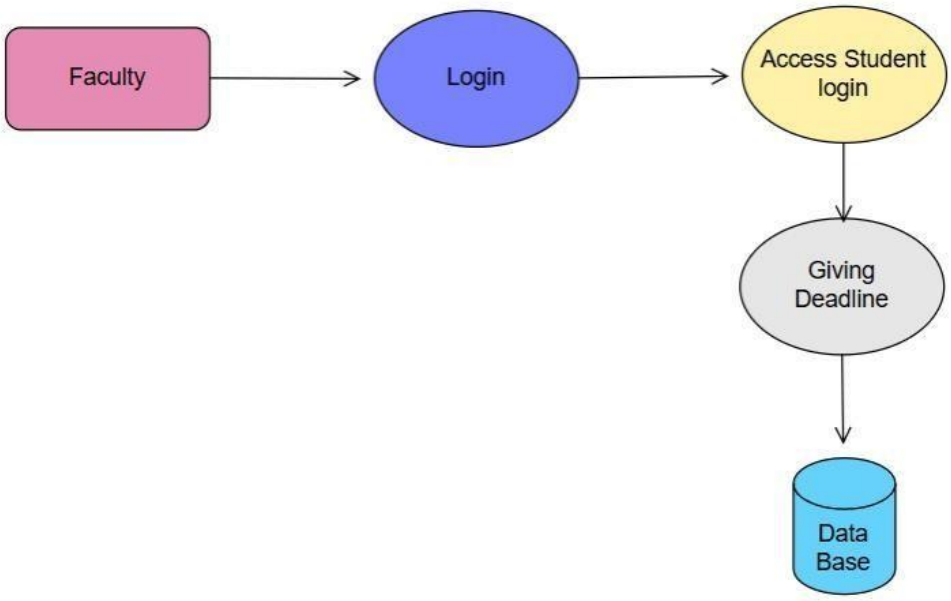

Fig 5.2 faculty login

5.4 ADMIN LOGIN

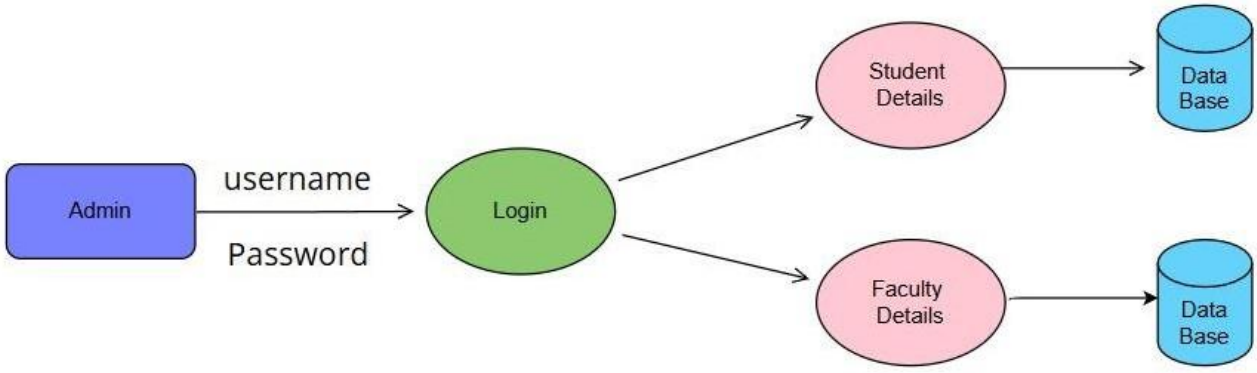

Fig 5.3 Admin Login

5.5 SYSTEM ARCHITECTURE

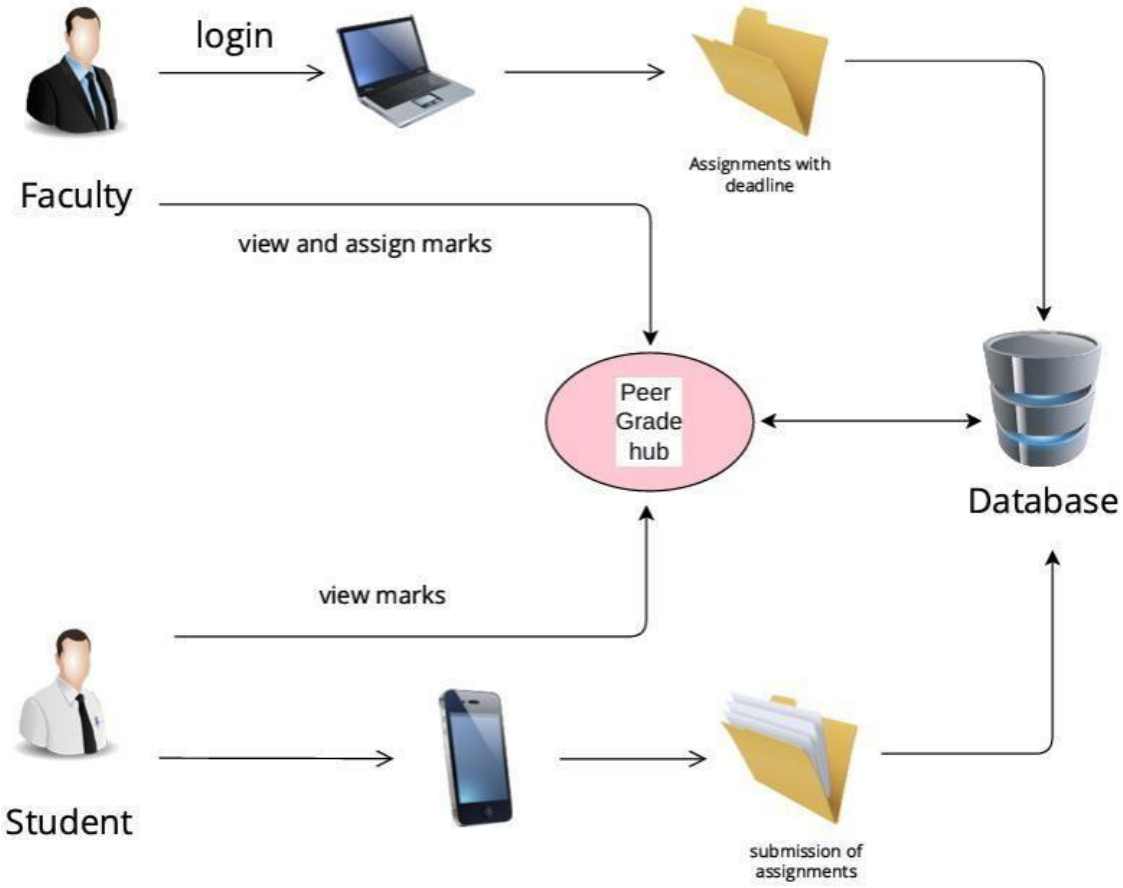

Fig 5.4 System architecture

The system architecture demonstrates the interaction between faculty, students, the PeerGradeHub platform, and the database. Faculty members log into the system through a computer interface to upload assignments with deadlines, view submissions, and assign marks. These assignments are stored and managed in the database.

Students access the system using their devices to submit assignments and view their marks. PeerGradeHub acts as the central hub, connecting the faculty and students to the database, ensuring seamless data exchange and efficient assignment management.

5.6 UML DIAGRAM:

UML (Unified Modeling Language) diagrams are essential tools for visually representing the structure and behavior of Collaborative Assignment Submission & Review Platform.A Use Case Diagram illustrates how users interact with the system. Faculty members upload assignments, set deadlines, and assign marks, while students submit their work and view their grades. The system communicates with a database to store and retrieve information. The Class Diagram defines the system's main components, such as users (faculty and students), assignments, and submissions, and shows their relationships, like faculty assigning tasks and students submitting them.

The Activity Diagram captures the workflow, such as faculty uploading assignments, students submitting them, and grades being updated in the database for students to view. The Sequence Diagram focuses on the sequence of interactions, such as a student logging in, uploading an assignment, and the system saving it to the database. Finally, the State Diagram represents the stages an assignment goes through, from creation to submission, grading, and feedback. These diagrams simplify system design and help communicate its functionality effectively.

5.7 USE CASE DIAGRAM

The diagram shows how students and faculty can interact with an online assignment system. Students can log in, see their assigned tasks, submit their completed work, and view their grades and feedback. Faculty members can log in, assign tasks to students, set deadlines, view submitted assignments, grade them, and provide feedback. Both students and faculty can log out when they are done.

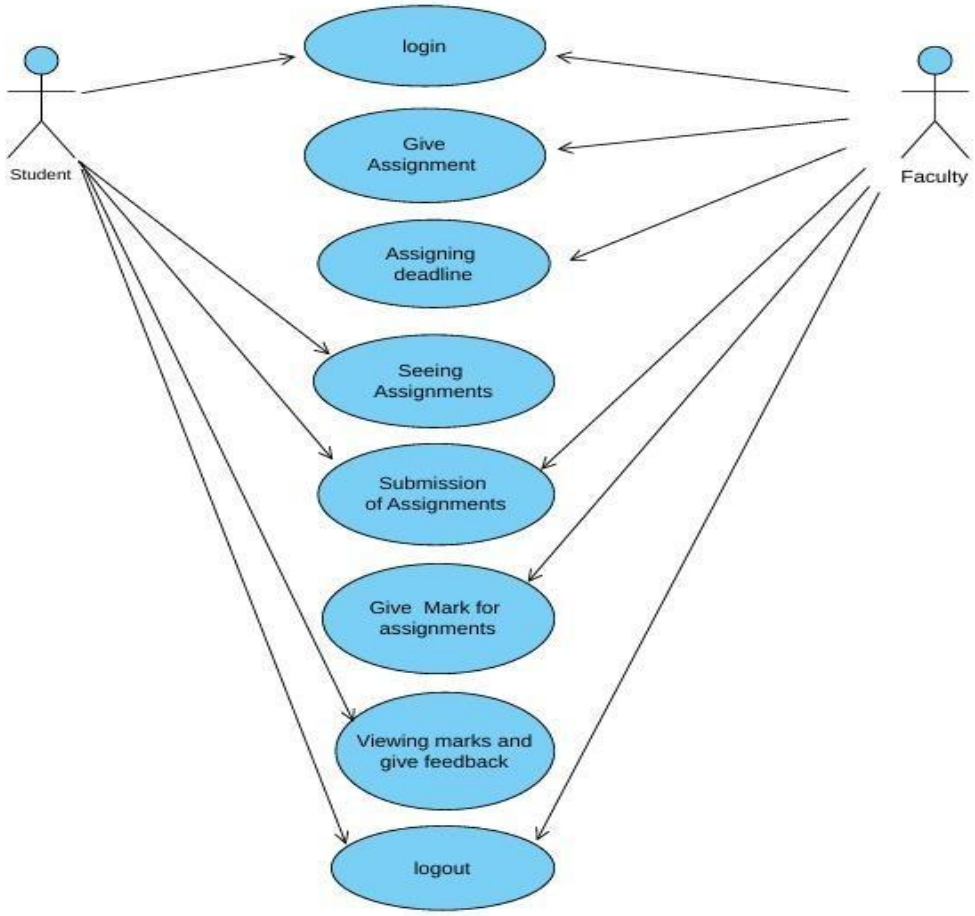

Fig 5.5 Use case Diagram

5.8 ACTIVITY DIAGRAM

An activity diagram illustrates the flow of an online assignment system. It starts with either a student or a faculty member logging in. Once logged in, a faculty member can assign tasks with deadlines. Students can then submit their completed assignments. After submission, faculty members can review the assignments, provide marks, and offer feedback. Students can then log in to view their marks and feedback. Finally, both students and faculty can log out of the system when they are finished.

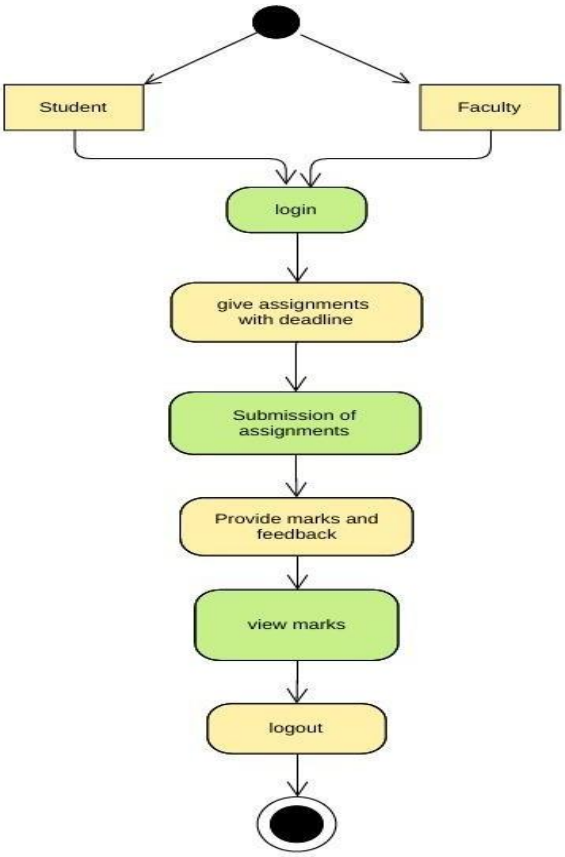

Fig 5.6 Activity Diagram

5.9 SEQUENCE DIAGRAM

This sequence diagram illustrates the interaction between a faculty member, a student, a peer grading hub, and a database in an online assignment system. First, the faculty member logs in and assigns tasks to the student. Then, the student logs in, checks the assignments, and submits their completed work. The peer grading hub verifies the submission and sends it to the database. A f-rward, the faculty member reviews the submitted assignments and provides marks and feedback. The student can then log in to view their marks and feedback. Finally, both the faculty member and the student can log out of the system.

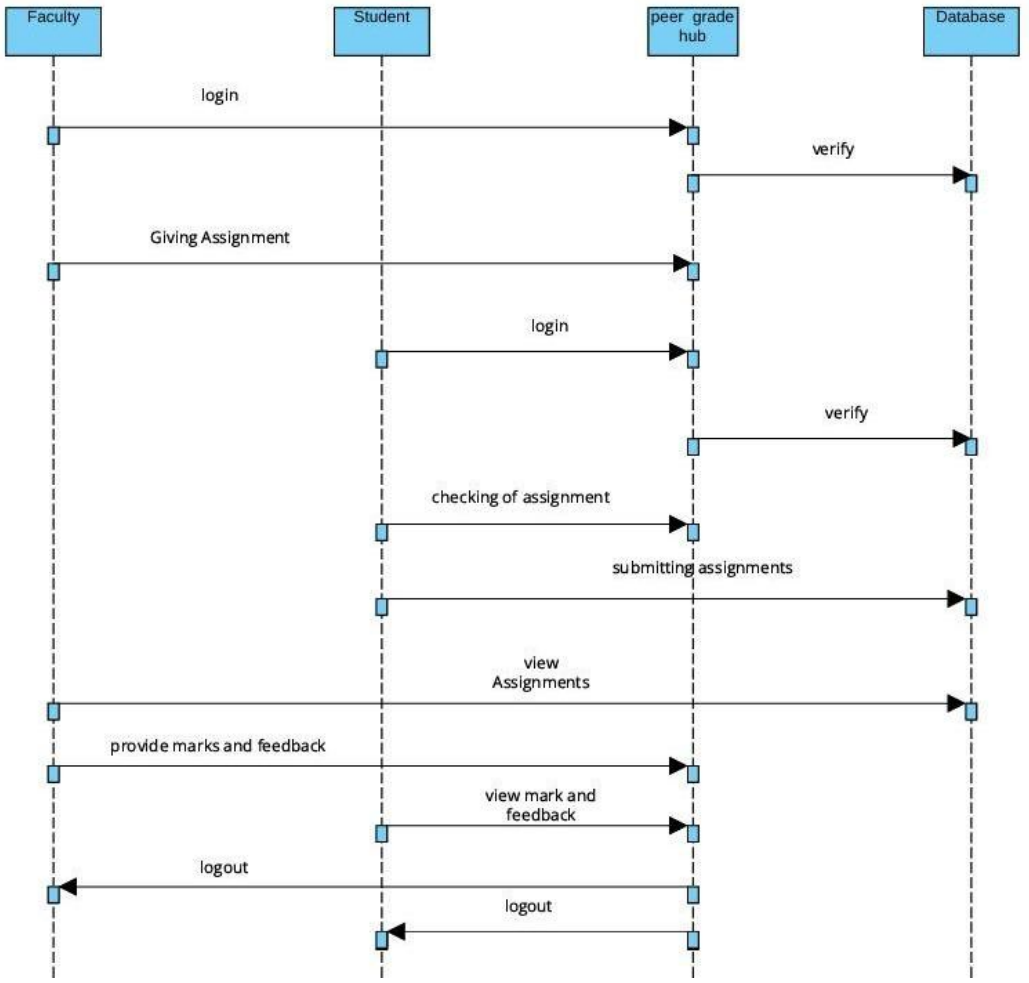

Fig 5.7 Sequence Diagram

5.10 DATABASE DESIGN:

The data in the system has to be stored and retrieved from database. Designing the database is part of system design. Data elements and data structures to be stored have been identified at analysis stage. They are structured and put together to design the data storage and retrieval system. A database is a collection of interrelated data stored with minimum redundancy to serve many users quickly and efficiently. The general objective is to make database access easy, quick, inexpensive and flexible for the user. Relationships are established between the data items and unnecessary data items are removed. Normalization is done to get an internal consistency of data and to have minimum redundancy and maximum stability. This ensures minimizing data storage required, minimizing chances of data inconsistencies and optimizing for updates.

5.11 STUDENT LOGIN:

Field Name	Data Type	Description
Name	Varchar	Name of the student
Branch	Varchar	Branch of the student
Userid	Int	Userid of the student
Password	Varchar	Password to use

5.2 FACULTY LOGIN:

Field Name	Data Type	Description
Name	Varchar	Name of the faculty
Branch	Varchar	Branch of the faculty
Userid	Int	Userid of the faculty
Password	Varchar	Password to use

CHAPTER 6
SYSTEM REQUIREMENTS

6.1 HARDWARE REQUIREMENTS

- Operating system : Windows 10
- Coding Language : HTML AND PHP
- Tool : VS CODE
- Database : MySQL

6.2 SOFTWARE REQUIREMENTS

- System : Intel core i5
- Hard Disk : 51 GB
- Monitor : 15 VGA Color
- Mouse : Logitech
- Ram : 8GB

6.3 HARDWARE DISCRIPTION

6.3.1 WINDOW 10

Windows 10 is a major release of Microsoft's Windows NT operating system.It is the direct successor Windows 10 was made available for download via MSDNand TechNet, as a free upgrade for retail copies of Windows 8 and Windows 8.1 users via the Windows Store, and to Windows 7 users via Windows 10 receives new builds on an ongoing basis, which are available at no additional cost to users, in addition to additional test builds of Windows 10, which are available to Windows Insiders. Devices in enterprise environments can receive these updates at a slower pace, or use long-term support milestones that only receive critical updates, such as security patches, over their ten-year lifespan of extended support In June 2021.

6.3.2 HTML

HTML, or Hyper Text Markup Language, is the standard markup language used to create web pages. It's a combination of Hypertext, which defines the link between web pages, and Markup language, which is used to define the text document within tags to structure web pages. This language is used to annotate text so that machines can understand and manipulate it accordingly. HTML is human-readable and uses tags to define what manipulation has to be done on the text.

6.4 HTML AND FRONT END DEVELOPMENT

Hyper Text Markup Language (HTML) is the basic scripting language used by web browsers to render pages on the world wide web.

The important features of HTML:

HTML (HyperText Markup Language) is a markup language used to structure and organize content on the web. It employs tags and attributes to define elements and their relationships within a document. A key feature of HTML is hypertext, which enables the creation of hyperlinks, allowing users to navigate seamlessly between documents or within a single document. HTML is platform-independent, ensuring content can be displayed across various devices and operating systems with a web browser.

HTML documents follow a defined structure, comprising a head section for metadata and external resource links, and a body section for the main visible content. It also supports embedding multimedia elements like images, audio, and video using tags such as <img>, <audio>, and <video>. With form elements like <form>, <input>, and <textarea>, HTML facilitates user data input and server submission. Accessibility features, including alt attributes for images and ARIA roles, ensure usability for individuals with disabilities.

HTML integrates seamlessly with CSS for styling and JavaScript for interactivity, allowing developers to create dynamic and visually appealing web pages. It continuously evolves under the stewardship of the World Wide Web Consortium (W3C) and the Web Hypertext Application Technology Working Group (WHATWG), ensuring adherence to modern web standards.

6.4.1 VISUAL STUDIO CODE

Visual Studio Code is a lightweight but powerful source code editor which runs on your desktop and is available for Windows, macOS and Linux. It comes with built-in support for JavaScript, TypeScript and Node.js and has a rich ecosystem of extensions for other languages and runtimes (such as C++, C#, Java, Python, PHP, Go, .NET).

6.5 HTML CODE DESCRIPTION

6.5.1. HTML Structure:

The HTML code structures a webpage designed for a Hostel Management App. It begins with the Document Type Declaration (<!DOCTYPE html>), which specifies the type and version of HTML being used. The html tag serves as the root of the document, encompassing all the content. The head section contains metadata and references to external resources like CSS and JavaScript files, essential for styling and functionality. The body section houses the visible content of the page, including navigation bars, forms, and various interactive elements that define the user interface.

6.5.2. CSS Styling:

The CSS styles define the visual appearance of various elements on the webpage, including the navbar, forms, buttons, and alerts, ensuring a cohesive and user-friendly design. The navbar is styled to create an attractive and functional navigation bar at the top of the page. A functionality bar, containing buttons for accessing different features, is also styled to align with the overall design. Input forms, used for tasks such as rating food and checking availability, are visually enhanced to improve usability. Additionally, alerts displayed on the page are styled to ensure they are prominent and easily noticeable.

6.6 HTTP

HTTP (Hypertext Transfer Protocol) is the foundation of data communication on the World Wide Web. It is a protocol that governs how data is transmitted between a client (such as a web browser) and a server.

Purpose:

The primary purpose of HTTP is to enable communication between clients and servers, facilitating the exchange of various types of data, such as text, images, and multimedia content. Operating as a request response protocol, HTTP functions by having clients send requests to servers, which in turn respond with the requested resources. Each HTTP transaction is composed of a request message from the client and a corresponding response message from the server.

Methods:

HTTP defines several methods (also known as verbs) that indicate the desired action to be performed on a resource. Common methods include GET (retrieve data), POST (submit data), PUT (update data), DELETE (remove data), and more.

Status Codes:

HTTP status codes are included in response messages to indicate the outcome of a request. Status codes are categorized into five classes, ranging from informational responses (1xx) to successful responses (2xx), redirection (3xx), client errors (4xx), and server errors (5xx).

CHAPTER 7

CONCLUSION

Peer Grade Hub serves as an efficient and collaborative platform designed to streamline the process of assignment submission and peer review. By allowing students to submit their work, review peers' assignments, and receive constructive feedback, the platform fosters an interactive learning environment. Instructors can easily manage assignments, set deadlines, grade submissions, and provide feedback, all in one place. This structure not only simplifies the grading process but also encourages students to engage with each other's work, promoting learning through feedback and collaboration.

The platform's admin features ensure that the system runs smoothly by providing tools for user management and platform settings. With a focus on usability and collaboration, Peer Grade Hub enhances the overall educational experience for both students and instructors. By leveraging technology, it creates a more organized and efficient approach to assignment management, peer evaluations, and grading. Ultimately, the platform aims to support an interactive, fair, and transparent system that benefits both learners and educators.

FUTURE WORK

Several key enhancements could further improve the platform's functionality and user experience. One important area for growth is the integration of automated grading tools for objective assignments, such as quizzes or multiple-choice questions. This would help instructors save time and focus more on providing personalized feedback for subjective assignments. Additionally, the platform could introduce analytics features that track student progress, peer review quality, and assignment completion rates, providing both students and instructors with valuable insights to improve learning outcomes.

APPENDIX A

Index.html

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <link href="https://cdn.jsdelivr.net/npm/bootstrap@5.0.0/dist/css/bootstrap.min.css"
rel="stylesheet"
    integrity="sha384-
wEmeIV1mKuiNpC+IOBjI7aAzPcEZeedi5yW5f2yOq55WWLwNGmvvx4Um1vskeMj0"
crossorigin="anonymous">
  <title>PEER GRADE HUB</title>
</head>
<body>
  <nav class="navbar navbar-light bg-light">
    <div class="container">
      <div class="container-fluid">
        <span class="navbar-brand mb-0 h1">PEER GRADE HUB</span>
      </div>
    </div>
  </nav>
  <br><br>
  <div class="container">
    <div class="row justify-content-md-center">
      <div class="card" style="width: 30rem;">
        <div class="card-body">
          <h5 class="card-title" style="text-align: center;">Assignment Monitoring
System</h5><br><br>
          <h5 class="card-title text-center" >Login User</h5><br>
          <center>
```

```
          <a href="student_login.php" class="btn btn-success text-center">Student
Login</a><br><br>
          <a href="teacher_login.php" class="btn btn-primary text-center">Faculty Login</a>
        </center>
        <br><br>
       </div>
      </div>
    </div>
  </div>
  <script src="https://cdn.jsdelivr.net/npm/bootstrap@5.0.0/dist/js/bootstrap.bundle.min.js"
    integrity="sha384-
p34f1UUtsS3wqzfto5wAAmdvj+osOnFyQFpp4Ua3gs/ZVWx6oOypYoCJhGGScy+8"
    crossorigin="anonymous"></script>
  <script src="https://cdn.jsdelivr.net/npm/@popperjs/core@2.9.2/dist/umd/popper.min.js"
    integrity="sha384-
IQsoLXl5PILFhosVNubq5LC7Qb9DXgDA9i+tQ8Zj3iwWAwPtgFTxbJ8NT4GN1R8p"
    crossorigin="anonymous"></script>
  <script src="https://cdn.jsdelivr.net/npm/bootstrap@5.0.0/dist/js/bootstrap.min.js"
    integrity="sha384-
lpyLfhYuitXl2zRZ5Bn2fqnhNAKOAaM/0Kr9laMspuaMiZfGmfwRNFh8HlMy49eQ"
    crossorigin="anonymous"></script>
</body>
</html>
```

S_dashboard.php

```
<?php
session_start();
if (isset($_SESSION['id'])) {
    require_once 'conn.php';
    $conn = new mysqli($hm, $un, $pw, $db);
    if ($conn->connect_error) die($conn->connect_error);

    $q = "SELECT * FROM assi";
    $res = $conn->query($q);
    $sr = 1;
    $arr = $res->fetch_all(MYSQLI_ASSOC);
?>
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <link href="https://cdn.jsdelivr.net/npm/bootstrap@5.0.0/dist/css/bootstrap.min.css"
rel="stylesheet" crossorigin="anonymous">
  <title>Student Dashboard</title>
</head>
<body>
  <nav class="navbar navbar-light bg-light">
    <div class="container-fluid">
      <h1 class="navbar-brand"  >
        PEER GRADE HUB
     </h1>
      <span class="navbar-text">
      <svg xmlns="http://www.w3.org/2000/svg" width="16" height="16" fill="currentColor"
class="bi bi-person-square" viewBox="0 0 16 16">
```

```
  <path d="M11 6a3 3 0 1 1-6 0 3 3 0 0 1 6 0z"/>
  <path d="M2 0a2 2 0 0 0-2 2v12a2 2 0 0 0 2 2h12a2 2 0 0 0 2-2V2a2 2 0 0 0-2-2H2zm12 1a1 1 0 0 1 1 1v12a1 1 0 0 1-1 1v-1c0-1-1-4-6-4s-6 3-6 4v1a1 1 0 0 1-1-1V2a1 1 0 0 1 1-1h12z"/>
</svg><?php echo "  ".$_SESSION['name']." "?><br><br><a href="logout.php" class="btn btn-danger" style="color:white">Logout</a>
      </span>
    </div>
  </nav>
  <br>
  </body>
<body>
  <div class="container">
    <h1>Assignments</h1>
    <hr>
    <div class="table-responsive">
      <table class="table">
        <thead class="table-dark">
          <th scope="col">Sr No</th>
          <th scope="col">Assignment</th>
          <th scope="col">Subject</th>
          <th scope="col">Action</th>
          <th scope="col">Marks Obtained</th>
        </thead>
        <tbody>
          <?php
          foreach ($arr as $a) {
             if ($a['year'] == $_SESSION['year']) {
                        $qMarks = "SELECT marks FROM marks WHERE u_id = " .
          $_SESSION['id'] . " AND aid = " . $a['aid'];
              $resMarks = $conn->query($qMarks);
              $marks = $resMarks->num_rows > 0 ? $resMarks->fetch_assoc()['marks'] : 'Not Graded';
          ?>
```

```
        <tr>
                <td><?php echo $sr ?></td>
                <td><?php echo $a['assignment'] ?></td>
                <td><?php echo $a['subject'] ?></td>
                <td>
                  <?php
                  $word = $_SESSION['id'];
                  $s_ar = explode(',', $a['record']);
                  $uni = false;
                  foreach ($s_ar as $arr) {
                     if ($arr == $word) {
                        $uni = true;
                        break;
                     }
                  }
                  if ($uni) {
                     echo '<div class="alert alert-primary" role="alert">Assignment Successfully
Submitted</div>';
                  } else {
                     echo "<a href='assignment_upload.php?aid=" . $a['aid'] . "' class='btn btn-
success'>Add Attachment</a>";
                  }
                  ?>
                </td>
                <td><?php echo $marks ?></td>
              </tr>
        <?php
              $sr++;
           }
        }
        ?>
      </tbody>
    </table>
```

```
    </div>
  </div>
</body>
</html>
<?php
} else {
    header('location:index.html');
}
?>
```

T_dashboard.php

```
<?php
session_start();
if(isset($_SESSION['tid']))
{
?>
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <link href="https://cdn.jsdelivr.net/npm/bootstrap@5.0.0/dist/css/bootstrap.min.css"
rel="stylesheet"
    integrity="sha384-
wEmeIV1mKuiNpC+IOBjI7aAzPcEZeedi5yW5f2yOq55WWLwNGmvvx4Um1vskeMj0"
crossorigin="anonymous">
  <title>Teacher Dashboard</title>
</head>
<body>
  <nav class="navbar navbar-light bg-light">
    <div class="container-fluid">
```

```
    <h1 class="navbar-brand"  >
      PEER GRADE HUB


</h1>
    <span class="navbar-text">
    <svg xmlns="http://www.w3.org/2000/svg" width="16" height="16" fill="currentColor"
class="bi bi-person-square" viewBox="0 0 16 16">
  <path d="M11 6a3 3 0 1 1-6 0 3 3 0 0 1 6 0z"/>
  <path d="M2 0a2 2 0 0 0-2 2v12a2 2 0 0 0 2 2h12a2 2 0 0 0 2-2V2a2 2 0 0 0-2-2H2zm12 1a1 1
0 0 1 1 1v12a1 1 0 0 1-1 1v-1c0-1-1-4-6-4s-6 3-6 4v1a1 1 0 0 1-1-1V2a1 1 0 0 1 1-1h12z"/>
</svg><?php echo "  ".$_SESSION['tname']." "?><br><br><a href="logout.php" class="btn btn-
danger" style="color:white">Logout</a>
    </span>
   </div>
  </nav>
  <br>
  <div class="container">
  <nav class="navbar navbar-light border" style="background-color: #e3f2fd;" >
  <!-- Navbar content -->
  <ul class="nav nav-pills ">
    <li class="nav-item p-2">
      <a class="nav-link active" aria-current="page" href="t_dashboard.php">Assignment</a>
    </li>
    <li class="nav-item p-2">
      <a class="nav-link" href="create_assignment.php">New Assignment</a>
    </li>
    <li class="nav-item p-2">
      <a class="nav-link" href="allstud.php">All Student</a>
    </li>
    <li class="nav-item p-2">
      <a class="nav-link" href="addstud.php" >Add Student</a>
    </li>
  </ul>
```

```
</nav>
<br>
<h1>
   All Assignments
  </h1>
  <hr>
  <div class="table-responsive">
  <table class="table">
     <thead class="table-dark">
       <th scope="col">Sr No</th>
       <th scope="col">Assignment</th>
       <th scope="col">Year</th>
       <th scope="col">Subject</th>
       <th scope="col">Action</th>
     </thead>
     <tbody>
       <?php
            require_once 'conn.php';
            $conn=new mysqli($hm,$un,$pw,$db);
            if($conn->connect_error)die($conn->connect_error);
            $q="select * from assi";
            $res=$conn->query($q);
            $sr=1;
            $arr=$res->fetch_all(MYSQLI_ASSOC);
            foreach($arr as $a)
            {
         ?>
       <tr>
         <td><?php echo $sr?></td>
         <td><?php echo $a['assignment']?></td>
         <td><?php echo $a['year']?></td>
         <td><?php echo $a['subject']?> </td>
         <td>
```

```
            <a href='submissions.php?aid=<?php echo $a['aid']; ?>&aname=<?php echo
$a['assignment']?>&sub=<?php echo $a['subject']?>' class='btn btn-success'>View
Submissions</a>
              </td>
            </tr>
            <?php
            $sr++;
          }
            ?>
          </tbody>
        </table>
      </div>
    </div>
    <div>
      <script src="https://cdn.jsdelivr.net/npm/bootstrap@5.0.0/dist/js/bootstrap.bundle.min.js"
        integrity="sha384-
p34f1UUtsS3wqzfto5wAAmdvj+osOnFyQFpp4Ua3gs/ZVWx6oOypYoCJhGGScy+8"
        crossorigin="anonymous"></script>
      <script src="https://cdn.jsdelivr.net/npm/@popperjs/core@2.9.2/dist/umd/popper.min.js"
        integrity="sha384-
IQsoLXl5PILFhosVNubq5LC7Qb9DXgDA9i+tQ8Zj3iwWAwPtgFTxbJ8NT4GN1R8p"
        crossorigin="anonymous"></script>
      <script src="https://cdn.jsdelivr.net/npm/bootstrap@5.0.0/dist/js/bootstrap.min.js"
        integrity="sha384-
lpyLfhYuitXl2zRZ5Bn2fqnhNAKOAaM/0Kr9laMspuaMiZfGmfwRNFh8HlMy49eQ"
        crossorigin="anonymous"></script>
    </div>
</body>
</html>
<?php }
else
{
  header('location:index.html');
```

```
}
?>
```

Assignment-upload.php

```
<?php
session_start();
$aname='';
$sub='';
$aid='';
$year='';
$rec='';
if(isset($_SESSION['id']))
{
   if(isset($_GET['aid']))
   {
      require_once 'conn.php';
      $conn=new mysqli($hm,$un,$pw,$db);
      $aid=$_GET['aid'];
      if($conn->connect_error)die($conn->connect_error);
      $q="select * from assi where aid='$aid'";
      $res=$conn->query($q);
      $arr=$res->fetch_array(MYSQLI_ASSOC);
      // print_r($arr);
      $aname=$arr['assignment'];
      $sub=$arr['subject'];
      $aid=$arr['aid'];
      $year=$arr['year'];
      $rec=$arr['record'];
      $word=$_SESSION['id'];
      $s_ar = explode(',', $arr['record']);
      $uni=false;
```

```
        foreach($s_ar as $arr)
        {
          if($arr ==$word)
          {
     $uni=true;
            break;
          }
        }
       if($uni or $year!=$_SESSION['year'])
       {
          header('location:s_dashboard.php');
       }
       else
       {
?>
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <link href="https://cdn.jsdelivr.net/npm/bootstrap@5.0.0/dist/css/bootstrap.min.css"
rel="stylesheet"
    integrity="sha384-
wEmeIV1mKuiNpC+IOBjI7aAzPcEZeedi5yW5f2yOq55WWLwNGmvvx4Um1vskeMj0"
crossorigin="anonymous">
  <title>Student Dashboard</title>
</head>
<body>
  <nav class="navbar navbar-light bg-light">
    <div class="container-fluid">
      <h1 class="navbar-brand"  >
       PEER GRADE HUB
```

```
</h1>
    <span class="navbar-text">
    <svg xmlns="http://www.w3.org/2000/svg" width="16" height="16" fill="currentColor"
class="bi bi-person-square" viewBox="0 0 16 16">
  <path d="M11 6a3 3 0 1 1-6 0 3 3 0 0 1 6 0z"/>
  <path d="M2 0a2 2 0 0 0-2 2v12a2 2 0 0 0 2 2h12a2 2 0 0 0 2-2V2a2 2 0 0 0-2-2H2zm12 1a1 1
0 0 1 1 1v12a1 1 0 0 1-1 1v-1c0-1-1-4-6-4s-6 3-6 4v1a1 1 0 0 1-1-1V2a1 1 0 0 1 1-1h12z"/>
</svg><?php echo "  ".$_SESSION['name']." "?><br><br><a href="logout.php" class="btn btn-
danger" style="color:white">Logout</a>
    </span>
   </div>
  </nav>
  <div class="container">
   <br>
      <div class="row justify-content-md-center">
   <div class="card" style="width: 40rem;">
      <div class="card-body">
      <div class="alert alert-primary">
         <h5 class="card-title">Assignment : <?php echo $aname;?></h5>
         <h5 class="card-title">Subject : <?php echo $sub;?></h5>
         <hr>
         <div class="alert alert-danger" role="alert">
          Note : File size must be less than 50MB , Dont Reload the tab after submitting
          (Format : ".pdf")
         </div>
      </div>
        <hr>
        <form method="POST" action='uploadass.php' enctype="multipart/form-data">
          <div class="row mb-3">
            <label for="inputEmail3" class="col-sm-4 col-form-label">Add atachment <sup
style='color:red'>*</sup></label>
            <div class="input-group">
            <input type="file" class="form-control" id="inputGroupFile04" aria-
```

```
describedby="inputGroupFileAddon04" name='assigf' aria-label="Upload" required>
          </div>
         </div>
         <div class="row mb-3">
          <label for="inputPassword3" class="col-sm-2 col-form-label" >Comment</label>
          <div class="col-sm-10">
             <textarea  id="" cols="30" rows="10"class="form-control" id="inputPassword3"
name="comm"></textarea>
          </div>
          <input type="hidden" name="aid" value=<?php echo $aid; ?> readonly>
          <input type="hidden" name="rec" readonly value=<?php echo $rec; ?> >
         </div>
         <div class="d-grid gap-2">
          <button type="submit" class="btn btn-primary" name="upload">Submit</button>
         </div>
        </form>
        <br><br>
       </div>
      </div>
    </div>
  </div>
    <script src="https://cdn.jsdelivr.net/npm/bootstrap@5.0.0/dist/js/bootstrap.bundle.min.js"
      integrity="sha384-
p34f1UUtsS3wqzfto5wAAmdvj+osOnFyQFpp4Ua3gs/ZVWx6oOypYoCJhGGScy+8"
      crossorigin="anonymous"></script>
    <script src="https://cdn.jsdelivr.net/npm/@popperjs/core@2.9.2/dist/umd/popper.min.js"
      integrity="sha384-
IQsoLXl5PILFhosVNubq5LC7Qb9DXgDA9i+tQ8Zj3iwWAwPtgFTxbJ8NT4GN1R8p"
      crossorigin="anonymous"></script>
    <script src="https://cdn.jsdelivr.net/npm/bootstrap@5.0.0/dist/js/bootstrap.min.js"
      integrity="sha384-
lpyLfhYuitXl2zRZ5Bn2fqnhNAKOAaM/0Kr9laMspuaMiZfGmfwRNFh8HlMy49eQ"
      crossorigin="anonymous"></script>
```

```
  </div>
</body>
</html>
<?php
}
}
else
{
    header('location:s_dashboard.php');
}
}
else
{
  header('location:index.html');
}
?>
```

Submission.php

```
<?php
session_start();
if (isset($_SESSION['tid']) && isset($_GET['aid'])) {
    $aid = $_GET['aid'];
    $aneme = $_GET['aname'];
    $sub = $_GET['sub'];
?>
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta http-equiv="X-UA-Compatible" content="IE=edge">
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <link href="https://cdn.jsdelivr.net/npm/bootstrap@5.0.0/dist/css/bootstrap.min.css"
```

```
rel="stylesheet"
    integrity="sha384-
wEmeIV1mKuiNpC+IOBjI7aAzPcEZeedi5yW5f2yOq55WWLwNGmvvx4Um1vskeMj0"
crossorigin="anonymous">
  <title>Teacher Dashboard</title>
</head>
<body>
  <nav class="navbar navbar-light bg-light">
    <div class="container-fluid">
      <h1 class="navbar-brand">
        PEER GRADE HUB
      </h1>
      <span class="navbar-text">
        <svg xmlns="http://www.w3.org/2000/svg" width="16" height="16" fill="currentColor"
class="bi bi-person-square"
          viewBox="0 0 16 16">
          <path d="M11 6a3 3 0 1 1-6 0 3 3 0 0 1 6 0z" />
          <path
            d="M2 0a2 2 0 0 0-2 2v12a2 2 0 0 0 2 2h12a2 2 0 0 0 2-2V2a2 2 0 0 0-2-2H2zm12 1a1 1
0 0 1 1 1v12a1 1 0 0 1-1 1v-1c0-1-1-4-6-4s-6 3-6 4v1a1 1 0 0 1-1-1V2a1 1 0 0 1 1-1h12z" />
        </svg>
        <?php echo "  ".$_SESSION['tname']." "?><br><br><a href="logout.php" class="btn btn-
danger"
          style="color:white">Logout</a>
      </span></div></nav>
  <br>
  <div class="container">
    <nav class="navbar navbar-light border" style="background-color: #e3f2fd;">
      <!-- Navbar content -->
      <ul class="nav nav-pills ">
        <li class="nav-item p-2">
          <a class="nav-link active" aria-current="page" href="t_dashboard.php">Assignment</a>
        </li>
```

```
    <li class="nav-item p-2">
      <a class="nav-link" href="create_assignment.php">New Assignment</a>
    </li>
    <li class="nav-item p-2">
      <a class="nav-link" href="allstud.php">All Student</a>
    </li>
    <li class="nav-item p-2">
      <a class="nav-link" href="addstud.php">Add Student</a>
   </li>
  </ul>
</nav>
<br>
<div class="row justify-content-md-center">
  <div class="card">
    <div class="card-body">
      <div class="alert alert-primary">
        <h1>
         Assignment : <?php echo $aneme?>
        </h1>
        <h5 class="card-title">
          Subject :<?php echo $sub?>
        </h5>
      </div>
    </div>
    <div class="row row-cols-1 row-cols-md-5 g-4">
    <?php
        require_once 'conn.php';
        $conn = new mysqli($hm, $un, $pw, $db);
        if ($conn->connect_error) die($conn->connect_error);
        $q = "SELECT * FROM subdetail WHERE aid=$aid";
        $res = $conn->query($q);
        $arr = $res->fetch_all(MYSQLI_ASSOC);
        foreach ($arr as $a) {?>
```

```
        <div class="col">
          <div class="card h-100">
            <img src="https://png.pngtree.com/png-clipart/20190705/original/pngtree-vector-assignment-icon-png-image_4276060.jpg" class="card-img-top" alt="...">
            <div class="card-body">
              <h5 class="card-title"><?php echo $a['u_name']?></h5>
              <p class="card-text"><?php echo $a['comm']?></p>
              <a href="drive/<?php echo $a['u_id'].'_'.$a['aid'].'.'.$a['ext'];?>" class="btn btn-success">View Assignment</a>
              <!-- Form to provide marks -->
              <form method="POST" action="mark_assignment.php">
                <div class="mt-2">
                  <label for="marks" class="form-label">Enter Marks</label>
                  <input type="number" class="form-control" id="marks" name="marks" min="0" required>
                  <input type="hidden" name="u_id" value="<?php echo $a['u_id']; ?>">
                  <input type="hidden" name="aid" value="<?php echo $aid; ?>">
                </div>
                <button type="submit" class="btn btn-primary mt-2">Submit Marks</button>
              </form>
            </div>
            <div class="card-footer">
              <small class="text-muted"><?php echo $a['time']?></small>
            </div>  </div> </div>
        <?php } ?>  </div>
    </div>   <br>
  </div>
</body>
</html>
<?php
} else {
    header('location:index.html'); }
?>
```

APPENDIX B

SCREENSHOTS

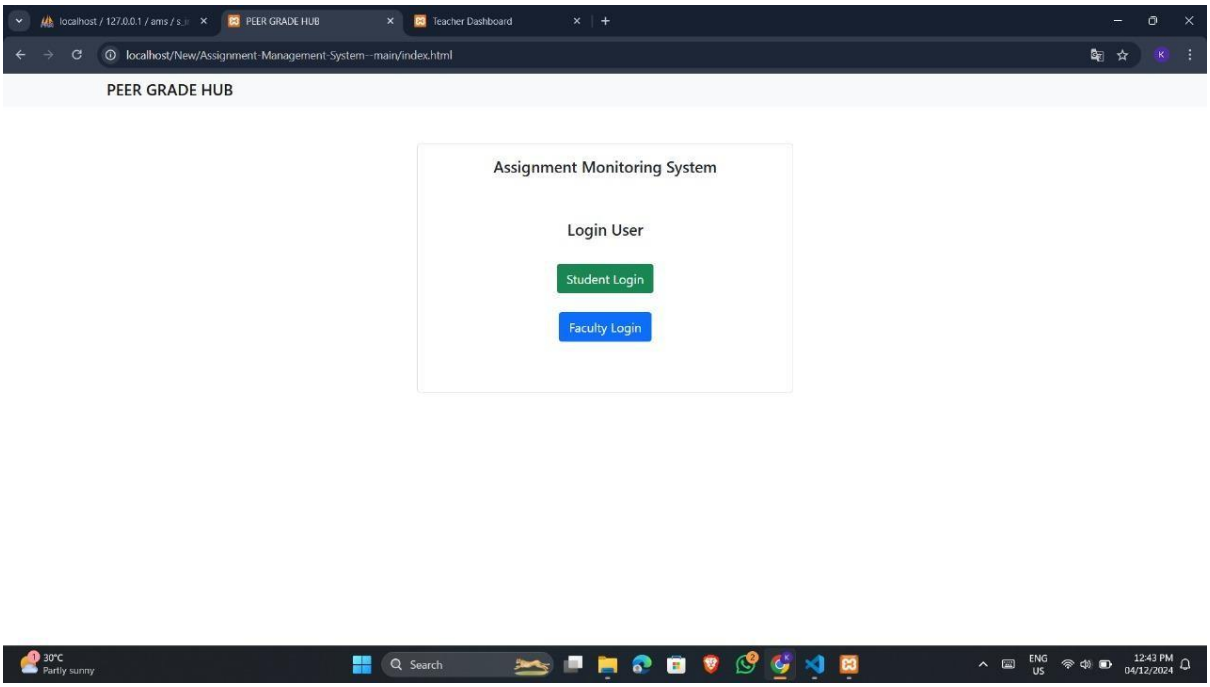

Fig no : B.1 Execution (output)

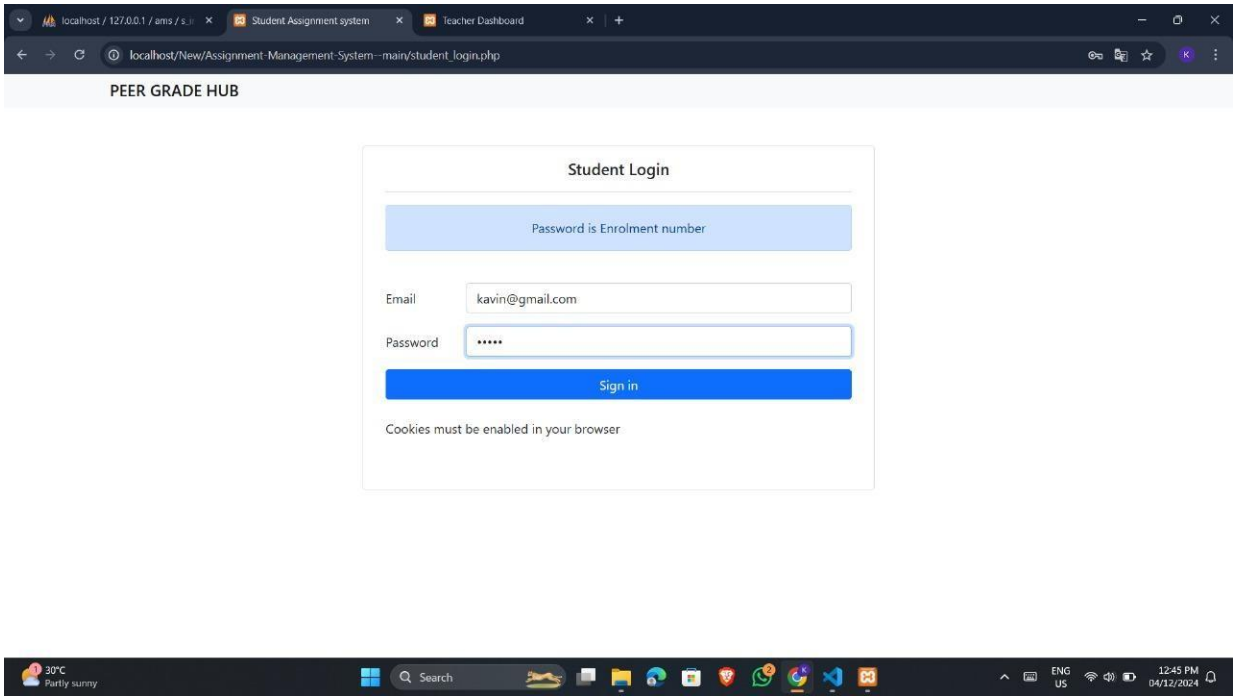

Fig no : B.2 Execution (output)

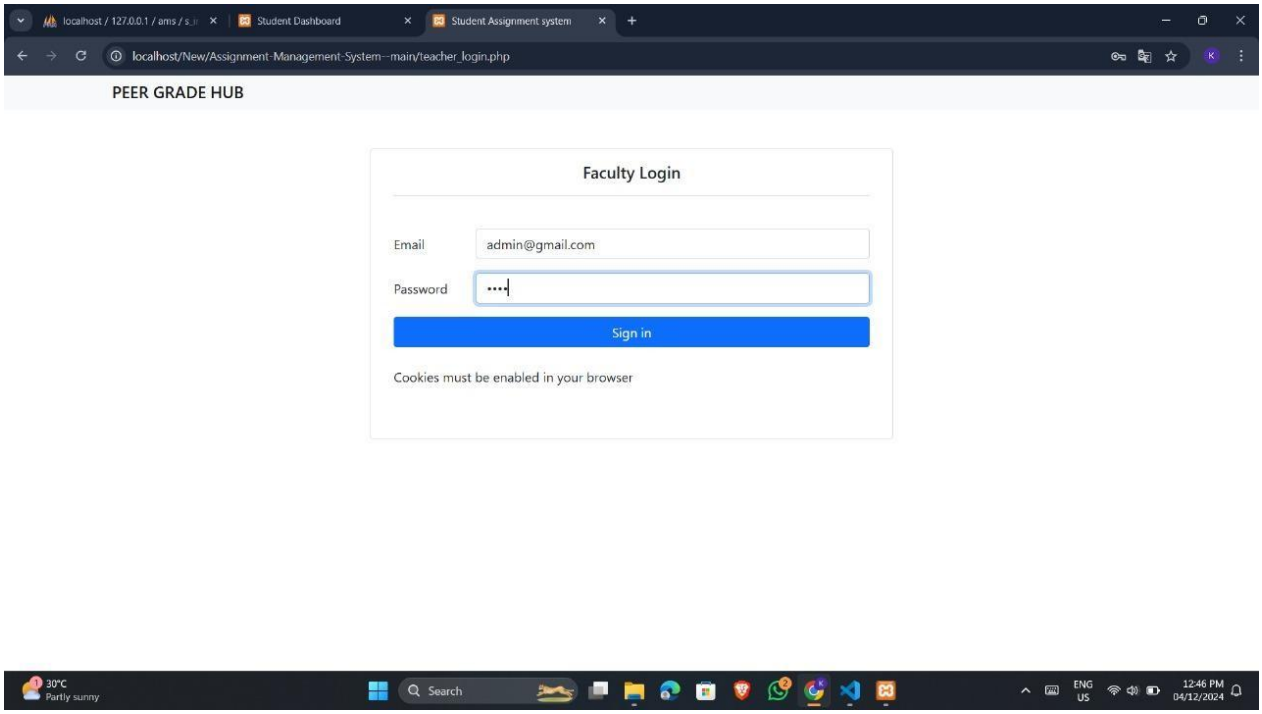

Fig no : B.3 Execution (output)

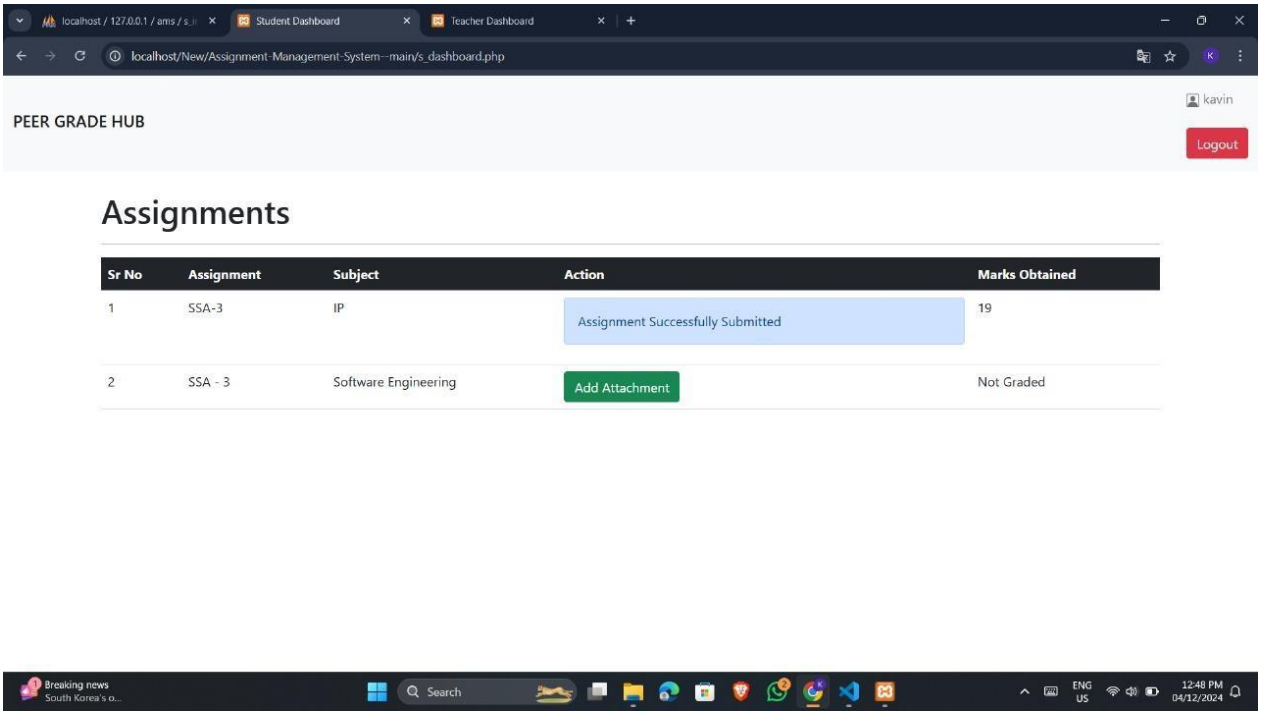

Fig no : B.4 Execution (output)

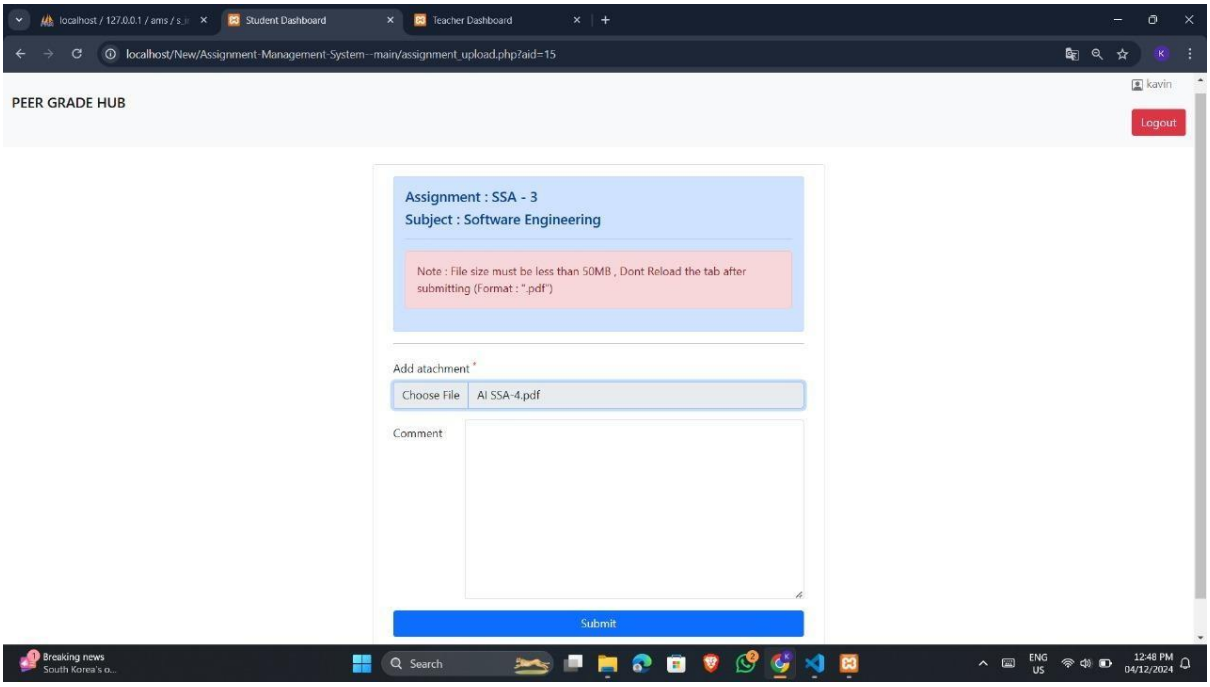

Fig no : B.5 Execution (output)

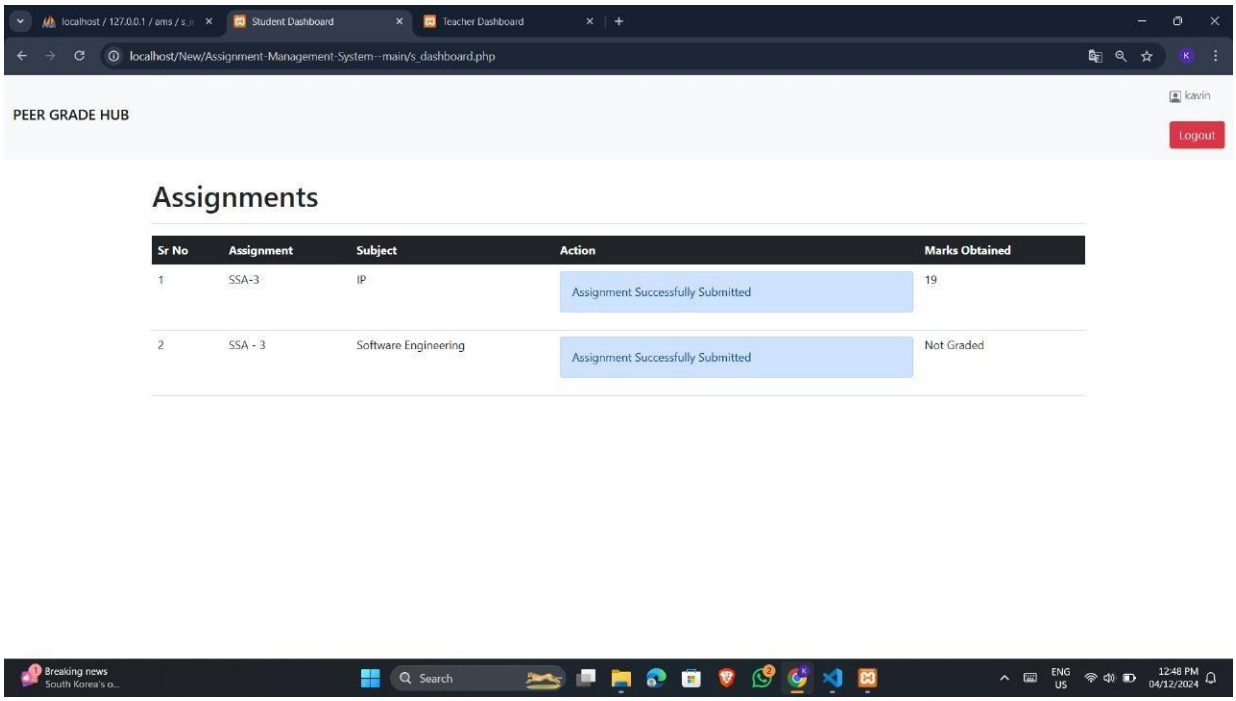

Fig no : B.6 Execution (output)

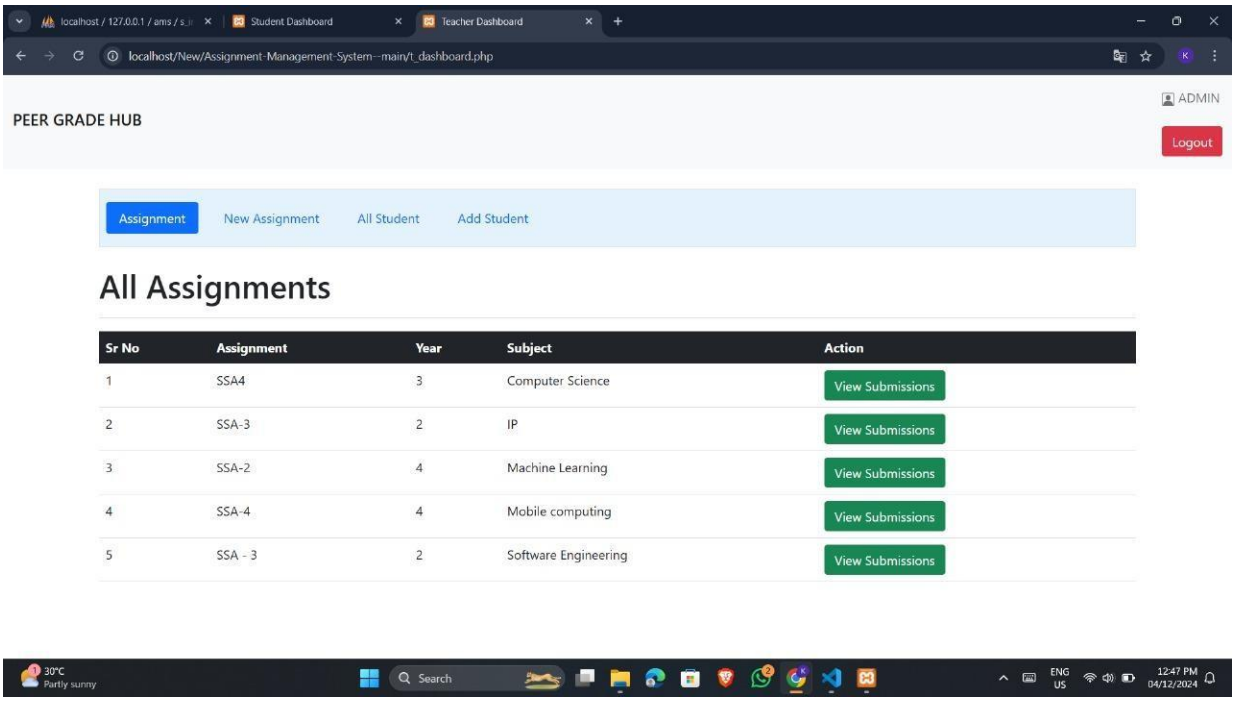

Fig no : B.7 Execution (output)

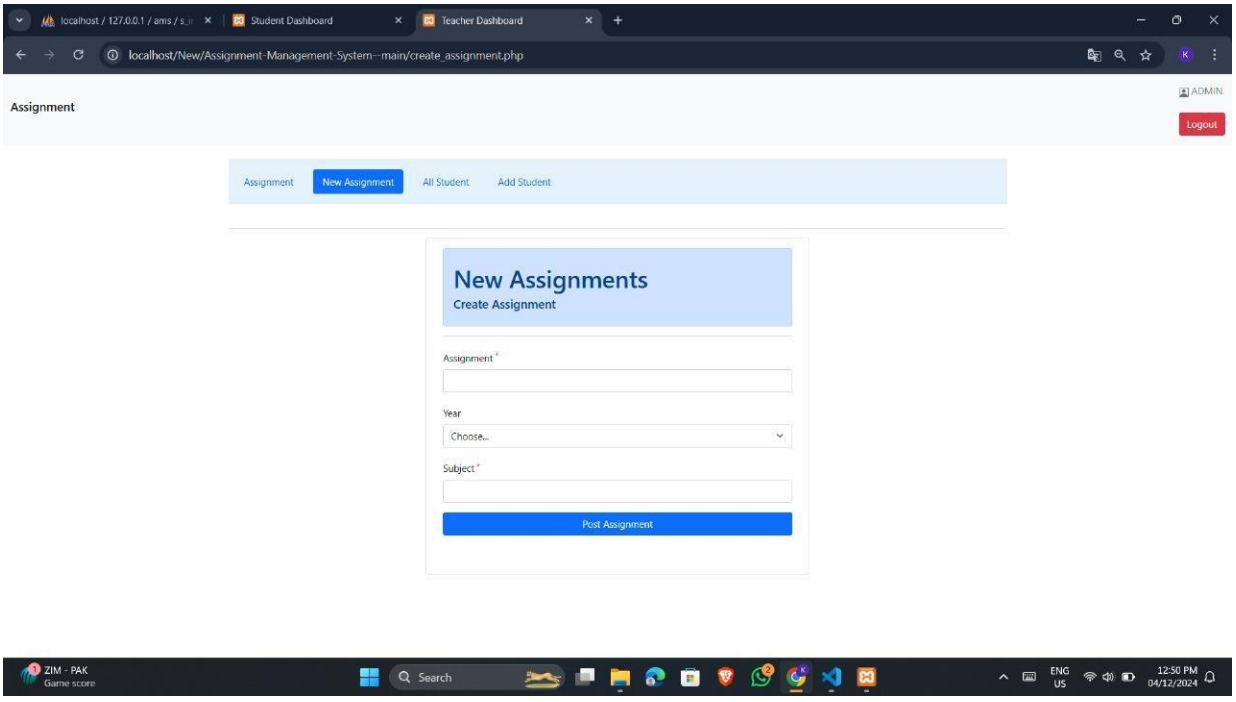

Fig no : B.8 Execution (output)

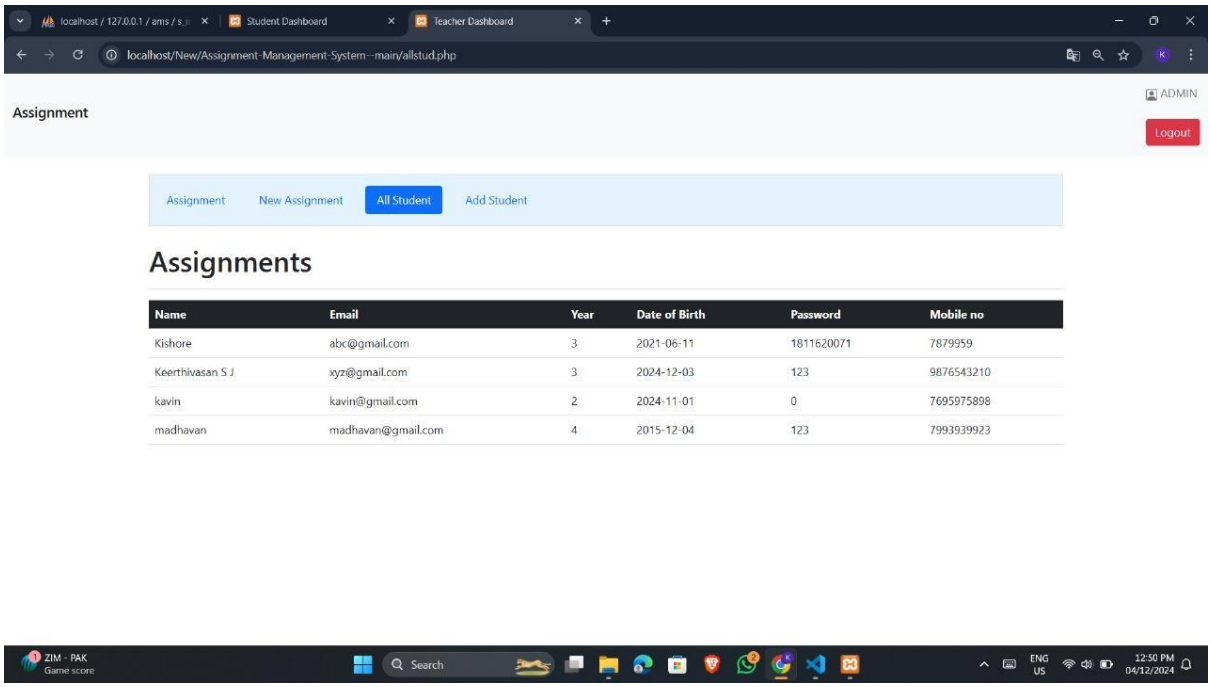

Fig no : B.9 Execution (output)

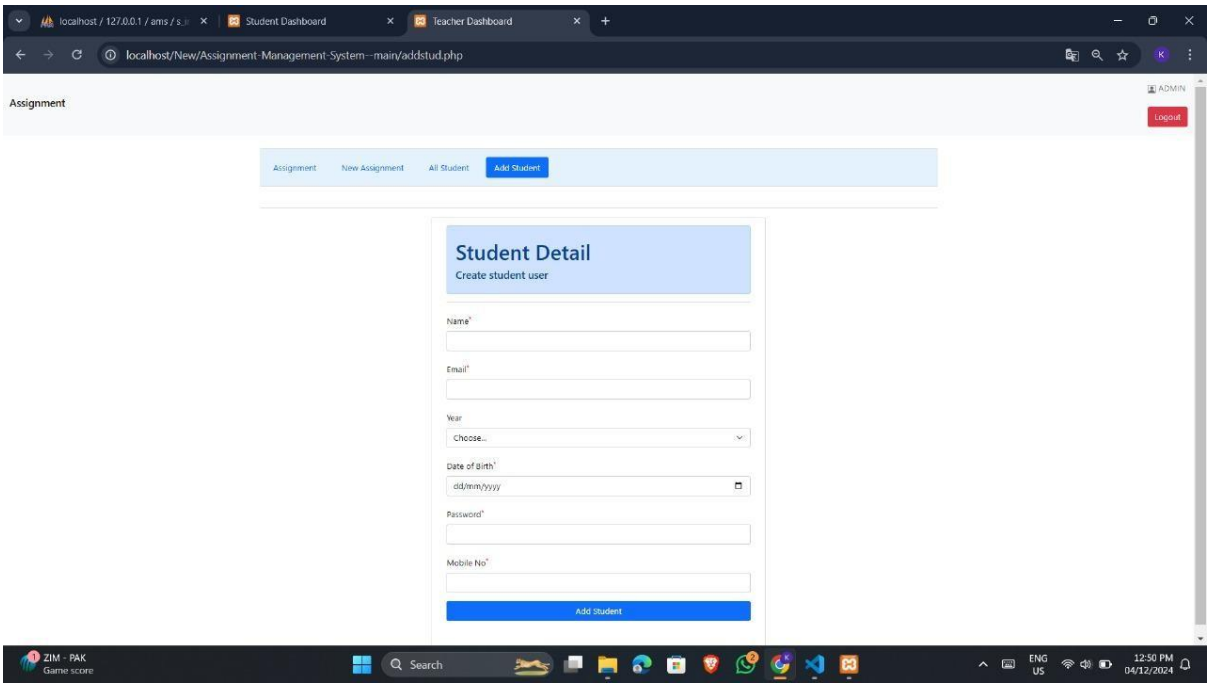

Fig no : B.10 Execution (output)

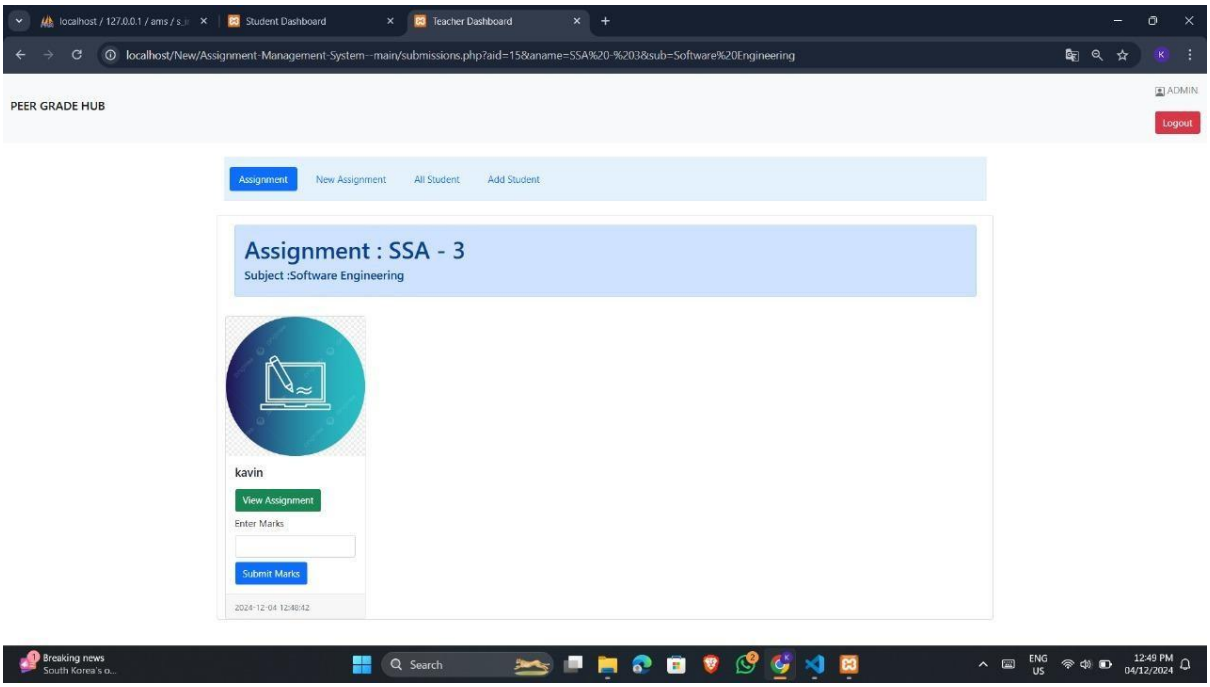

Fig no : B.11 Execution (output)

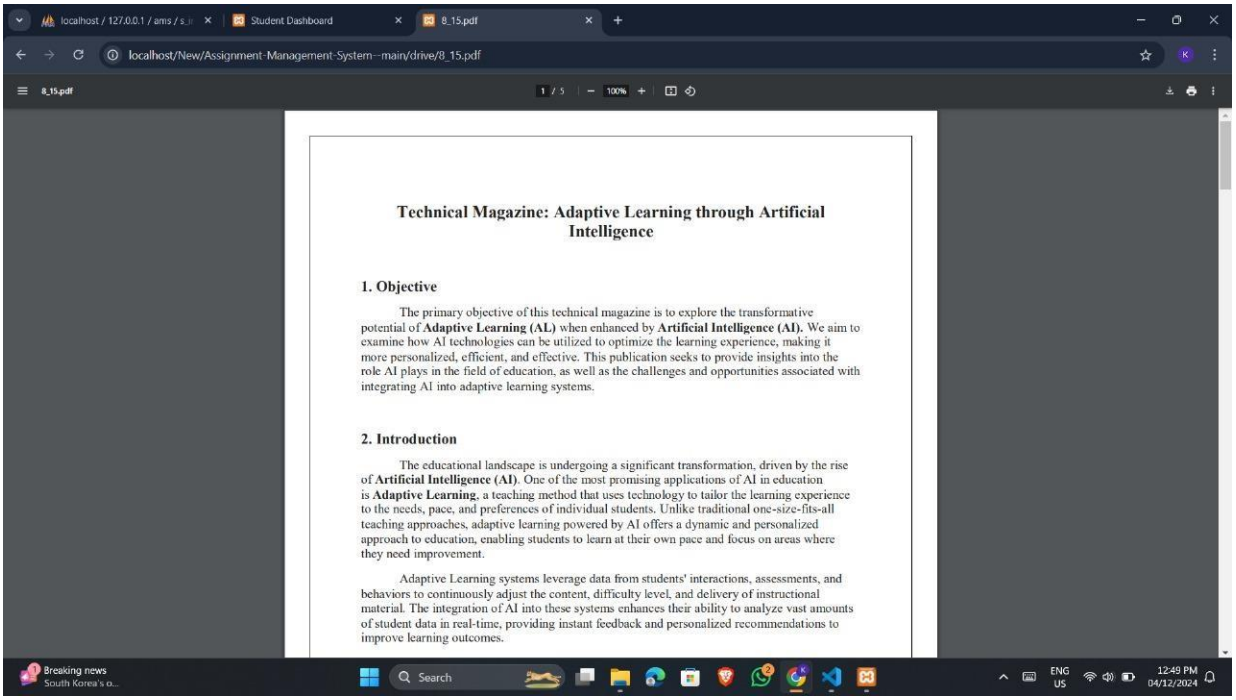

Fig no : B.12 Execution (output)

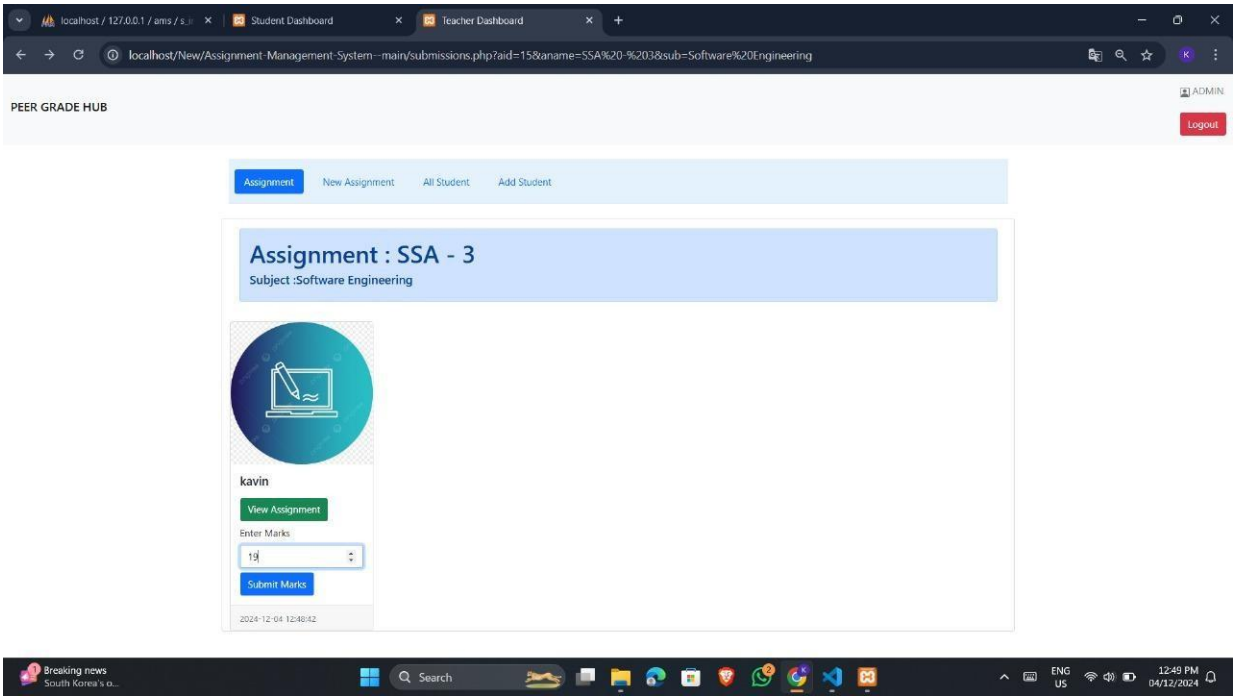

Fig no : B.13 Execution (output)

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