# **COSC 12043**

# Object Oriented Programming

(Academic Year **2019/2020**)

# Project Report "School Management System" Group No.09

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# Introduction

We have developed an OOP-based system for a school management system, as group No.09.

School management systems become an integral a part of the upper education system. We create it for to make the works easier to management system for the principal and teachers. The executive aspects of such systems could include class rosters and therefore the ability to record students' grades. With relevance the teaching aspects, however, it might include Servant details, Tenders information and treasury information as well.

#### This project "School Management

System" provides us a simple interface for maintenance of student information. It can be used by educational institutes or colleges to maintain the records of students easily. Achieving this objective is difficult using a manual system as the information is scattered, can be redundant and collecting relevant information may be very time consuming. All these problems are solved using this project.

Throughout the project the focus has been on presenting information in an easy and intelligible manner. The project is very useful for those who want

to know about School Management Systems and want to develop program based on the same concept.

The project provides facilities like registration and profile creation of students thus reducing paperwork and automating the record generation process in an educational institution.

# Acknowledgement

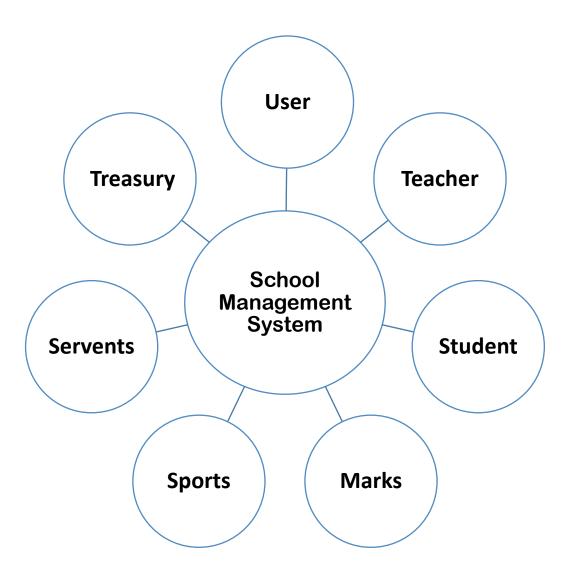
We take this opportunity to express our sincere gratitude to all those who helped us in various capacities in undertaking this project and devising the report.

We are privileged to express our sense of gratitude to our respected **Dr. B.M.Thosini Kumarika** whose unparalleled knowledge, moral and judgment along with know-how, was an immense support in completing the project.

We take this opportunity also to thank our friends and contemporaries for their co-operation and compliance.

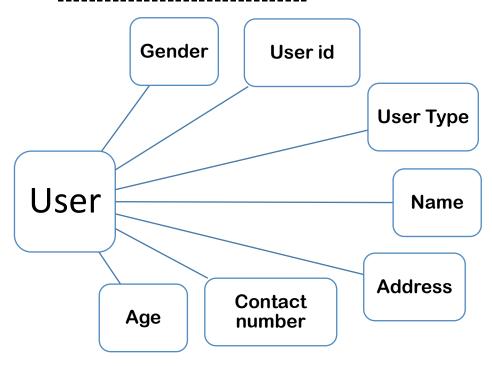
# Classes and their attributes and methods

Here is an overview of the classes included in our system.



This is our basic class plan and we have improved this design with several classes, methods, attributes and some applications of OOP concepts. Those things will be discussed further.

# Class 01 - User Class



User class represents the users of the system. Teacher, Student, Servant are some users of the proposed system.

User class has following structure:

class User{

#### Properties:

```
private String userType;
```

private Integer userId;

private String name;

private String address;

private String contactNumber;

private Integer age;

private String gender;

private String username;

private String password;

#### Behaviors:

}

```
public HashMap<String, String> createProfile(){}

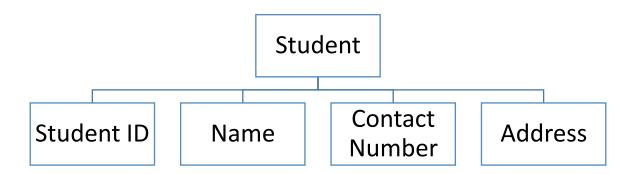
public boolean login(){}

public void viewProfile(User user){}

public void editProfile(User user){}
```

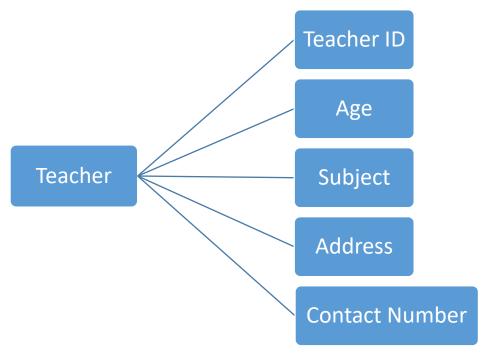
- All these attributes and methods are inherited by child classes. Firstly, user must create a profile.
- In order to log in to the system user has to give correct username and password.
- If the username and password are incorrect, they cannot log in to the system. After login to the system, they can view their profile.
- Then if they want, they can update their details in the update profile section.

# Class 02 - Student Class



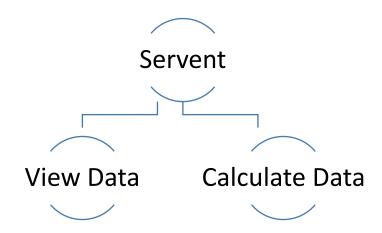
- The student class has four properties namely Student ID, Name, Contact number, Address.
- All these properties have respective methods to get and set object values. Used ArrayList for collection framework.
- Use exception handling to avoid from the exceptions occurs when run time.
- The purpose of this class is to maintain student details.
- All these attributes and methods are inherited by child classes.
- Use exception handling to avoid from the exceptions occurs when run time.

# Class 03 - Teacher Class



- The teacher class has four properties namely Teacher ID, Name, Contact number, Address.
- All these properties have respective methods to get and set object values. Used ArrayList for collection framework.
- Use exception handling to avoid from the exceptions occurs when run time.
- The purpose of this class is to maintain student details.
- All these attributes and methods are inherited by child classes.
- Use exception handling to avoid from the exceptions occurs when run time.

# Class 04 - Servant Class



- This class is designed to retain details of school workers and calculate their monthly salary.
- This required the names, age, daily salary, allowances, etc. of the employees employed as data.
- There are two methods in servant class.

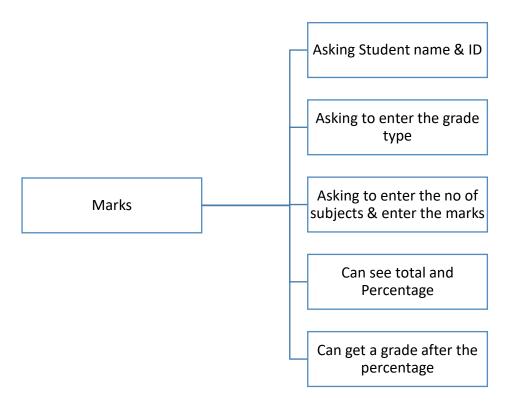
#### 1) Salary

- When calculate salary you should enter occupation, working hours and over time hours. (Salary())
- Then you can calculate salary according to the relevant job.
- Use exception handling to avoid from the exceptions occurs when run time.
- Used ArrayList for collection framework.

#### 2) View Data

- In this method you can enter employee id and then can view his data.(Name, age and occupation)
- Use exception handling to avoid from the exceptions occurs when run time.
- Used ArrayList for collection framework.

# Class 05 - Marks Class



In this class a teacher can add the student subjects and marks of students. Finally can see the total of the marks and percentage. There are a 4 types of grade.

#### They are:

- ➤ Grade 1 to 5:
- > Grade 6 to 9;
- > Grade 10 & 11;
- > Grade 12 & 13;

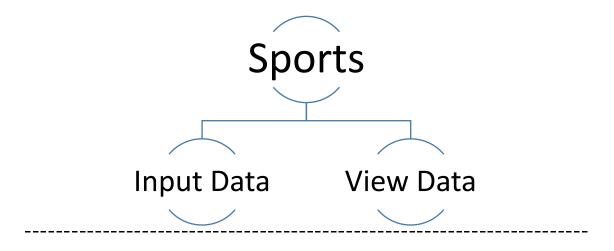
It's easy to accesses the student marks by dividing the grades. For this class there were used arraies for the ender the number of subjects and if else statement.

Accessing array elements using the for loop
Initialize the array
Ask the user to enter the Array Size
Taking input from user
Function that returns the average of an array.

These are some of statement in my class

# Class 06 - Sports Class

- This sports class is designed to collect data related to each sport.
- Accordingly, the coaches, teachers in charge and training dates and times related to each sport are collected as data.
- •There are two main methods used here.
  - 1) Input data
- What is done here is to add a new set of information to the system.
- Where the ArrayList concept is applied.
- Here you can enter information related to a new sport and view it.
- Use exception handling to avoid from the exceptions occurs when run time.
  - 2) View data
- Here is what happens Display information related to the games currently included in the system.
- When the number related to the sport is entered, the name of the sport, the coach, the instructor, the date and time of training are displayed.
- Use exception handling to avoid from the exceptions occurs when run time.



# Class 07 - Treasury Class

# **class Treasury**





#### Calculate Income

- void facilitiesServiceCharge()
- void donations()
- void incomeFromEvents()
- void Tenders()
- public String toString()

# Calculate Expenditure

- void serventSalaries()
- void libraryBooksAndStationary()
- void repairs()
- void Others()
- public String toString()



Calculate balance



- The purpose of this class is to count the balance of the school treasury.
- Declare some data fields as private to increase the security of these data fields.
- Use inheritance by extending the parent class to two child classes.
- Used scanner in land package to get user inputs to calculations. The scanner variable is defined in the abstract class. Hence both the Income and Expenditure classes can use the scanner variable via inheritance.
- Incomes from canteen and bookshop are calculating according to the month. The user should enter the number of the month. The payments must be made before 15 in the month.
- The toString method has used to give and useful output.

•	There are two types of servants. Permanent and temporary. Both are calculated to the servant's salary.

# SchoolManagement System

User

```
public String getName() {
```

```
public Integer getAge() {
public void setAge(Integer age) {
public String getGender() {
public String getUsername() {
public void setUsername(String username) {
public String getUserType() {
```

```
public void setUserType(String userType) {
   this.userType = userType;
public HashMap<String, String> getMap() {
public void setMap(HashMap<String, String> map) {
public boolean login() {
```

```
public void viewProfile(User user) {
public void editProfile(User user) {
```

```
System.out.println("Your Profile updated");
System.out.println("Address: " + user.address);
System.out.println("Enter Age: ");
user.setAge(age);
```

```
System.out.println("Your Profile updated");
System.out.println("Enter Address: ");
address = sc.next();
user.setAddress(address);
```

#### Teacher

```
import java.util.ArrayList;
import java.util.List; import
java.util.Scanner; import
java.util.HashMap;
public class Teacher extends
                                User{
    String teacherID;
    String subject;
    public Teacher(){
    public Teacher(String teacherID, String subject) {
         this.teacherID = teacherID;
         this.subject = subject;
    public Teacher(Integer userId, String name, String address, String
contactNumber, Integer age, String gender, String username, String password, String
userType, String teacherID, String subject) {
         super(userId, name, address, contactNumber, age, gender, username,
password, userType);
         this.teacherID = teacherID;
         this.subject = subject;
    public Teacher(String username, String password, String teacherID, String
subject) {
        super(username password).
```

```
public void setTeacherID(String teacherID) {
public String getSubject() {
public void setName(String name) {
   super.setName(name);
public String getAddress() {
```

```
public void setContactNumber(String contactNumber) {
    super.setContactNumber(contactNumber);
public void setGender(String gender) {
public String getUsername() {
public String getPassword() {
public String getUserType() {
public void setUserType(String userType) {
```

```
public HashMap<String, String> getMap() {
    return super.getMap();
@Override
public void setMap(HashMap<String, String> map) {
    super.setMap(map);
@Override
public HashMap<String, String> createProfile() {
    Scanner sc = new Scanner(System.in);
    super.createProfile();
    System.out.println("Enter Teacher ID: ");
    this.teacherID = sc.next();
    System.out.println("Enter Subject: ");
    this.subject = sc.next();
@Override
public boolean login() {
    return super.login();
@Override
public void viewProfile(User user) {
    super.viewProfile(user);
```

#### Student

```
import java.util.ArrayList;
import java.util.List; import
java.util.Scanner; import
java.util.HashMap;

public class Student extends User{

String studentID;
```

```
public Student(String studentID/*String subject*/) {
contactNumber, Integer age, String gender, String username, String password,
String userType, String studentID, String subject) {
    public String getStudentID() {
    public void setStudentID(String studentID) {
String userType) {
    public List<Student> addStudents() {
         super.setUserId(userId);
```

```
public String getName() {
public void setName(String name) {
   super.setName(name);
public String getAddress() {
   super.setContactNumber(contactNumber);
public Integer getAge() {
public void setAge(Integer age) {
public String getGender() {
public void setUsername(String username) {
```

```
public void setPassword(String password) {
public String getUserType() {
    return super.getUserType();
public void setUserType(String userType) {
public HashMap<String, String> getMap() {
    super.setMap(map);
public boolean login() {
```

}

#### Servant

```
Servant() {
public void Salary() {
```

```
public void ViewData(){
     Scanner sun = new Scanner(System.in);
          name.add(1, "S.M.Murali");
name.add(2, "N.K.Saman");
          age.add(2,30);
```

```
}
```

#### Treasury

```
void facilitiesServiceCharge() {
        facilitiesAndServiceCharge = students*ChargePerStudent;
        System.out.println("Donations from local organizations");
localOrganizations;
    void incomeFromEvents() {
        int incomeFromExibition = scan.nextInt();
```

```
int incomeFromeRaffle = scan.nextInt();
        int incomeFromConcert = scan.nextInt();
incomeFromConcert+incomeFromExibition+incomeFromeRaffle;
   void Tenders() {
            int canteen = month*MonthlyIncomeFromCanteen;
   public String toString(){
   void serventSalaries(){
```

```
int temporyServents = scan.nextInt();
    void libraryBooksAndStationary() {
        System.out.println("Enter the total expenditure of library books");
        int AmountOfPens = scan.nextInt();
        int AmountOfPaper = scan.nextInt();
        int AmountOfBooks = scan.nextInt();
paper*AmountOfPaper + book*AmountOfBooks +AmountOfOthers;
   void repairs(){
        System.out.println("Enter the cost of repair of desks and chairs ");
        int costofPaints = scan.nextInt();
    void Others() {
        int cleaningEquipments = scan.nextInt();
        System.out.println("Enter the Cost of vehicle fuel");
```

#### Marks

```
import java.util.Scanner;
import java.util.*;
public class Marks {
    // Recursively computes average of a[]
    static double findTotal(int a[], int i, int n) {
          // Last element if
          (i == n - 1)
               return a[i];
         // When index is 0, divide sum computed so
         // far by n. if (i
          ==0)
               return ((a[i] + findTotal(a, i + 1, n)) / n);
         // Compute sum
         return (a[i] + findTotal(a, i + 1, n));
    // Function that returns the average of an array. static
     double findPercentage(int a[], int n) {
         return findTotal(a, 0, n);
     // Main driver method
```

#### Sport

```
public class Sports {
    public int x, y;
    public String w1, w2, w3, w4, w5;

Sports() {
        System.out.println("Enter Number 1 for Input New Data:");
        System.out.println("Enter Number 2 for View Data:");
    }

public void ID() {
    }

public void VD() {
        System.out.println("Enter the ID number of the sport(THE ID NUMBER IS BEGIN FROM 000)");
    }
```

#### Main

```
teacher1.createProfile();
                    teacher2.createProfile();
                    teacher3.createProfile();
                    teacherDetails.add(teacher2);
teacher.getSubject());
                } else if (user.getUserType().equals("Student")) {
                    student1.createProfile();
                    student2.createProfile();
                    student3.createProfile();
                    Student.add(student3);
                        System.out.println("Name : " + student.getName());
student.getStudentID());
```

```
student.getContactNumber());
CalculateExpenditure();
                    CalculateIncomeObj.Tenders();
                    CalculateExpenditureObj.serventSalaries();
                    CalculateExpenditureObj.libraryBooksAndStationary();
```

```
CalculateExpenditureObj.CostOfRepair + CalculateExpenditureObj.others;
                    int Balance = TotalIncome - TotalExpendeture;
                    Pdate.add("friday");
                            coach.add(w2);
                            teacher.add(w3);
                            Pdate.add(w4);
                            System.out.println("Practice Date: " + w4);
                            System.out.println("Practice Time: " + w5);
```

```
ob2.VD();
} else if (user.getUserType().equals("Arshana")) {
   Scanner subjects = new Scanner(System.in);
   System.out.println("Enter the student name ");
    int Grade10and11 = 3;
    int Grade12and13 = 4;
   System.out.println("3. Grade10and11");
```

```
choice = Grade10and11;
    sub[i] = subjects.next();
Marks marks = new Marks();
double avg = marks.findPercentage(arr, n);
```

# **Challenges & Solutions**

There were various errors came up while developing the program. To correct them, we refer some additional books as well as additional programs and lecture notes.

We were correct some errors by discussing with all the team members and changing some points in our system.

#### **Teamwork**

- PS/2019/279 Arshana Sagadevan Developing Marks class
- PS/2019/051 Pitipanage Malaka Dilshan Developing Treasury class
- PS/2019/181 Sashini Udyani Jayawardhana Developing User class
- PS/2019/233 Daluwakgodage Dulakshi Anuradha Developing Servant class and Sports class
- PS/2019/195 Wathsala wimansani Ranasingha Developing Student class and Teacher class