



Project Report
On
“Student Association Fund Management System”

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Student Association Fund Management System

(In the partial fulfillment of the requirement this project is submitted for the project of “First Year Second Semester” In the department of Computer Science & Engineering)

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Student Declaration:

I am **Md Sharifuzzaman Shajib**, Student of Bachelor of Engineering in the department Computer Science & Engineering at Bangabandhu Sheikh Mujibur Rahman Science & Technology University. Here determined by me that the work presented in this project entitled “Student Association Fund Management System” is bonafide and correct to the best of my knowledge in the partial fulfillment of the requirements for the project of First year Second semester, is an authentic record of my own work carried out under the supervision of **Dr. Mrinal Kanti Baowaly, Assistant Professor** Department of Computer Science & Engineering, Bangabandhu Sheikh Mujibur Rahman Science & Technology University.

Statement Of Originity:

The work presented does not infringe any patented work and has not been submitted to any other university or anywhere else for the award of any degree or any professional graduation

Signature of the Candidate

Date:

Signature of the Supervisor

Date:

Abstract:

“Student Association Fund Management System” is a simple structured programming language based project. Each association has a treasurer who controls all the accounts of the association. My project is basically for him. With this system he can easily control the accounts. It is a system through which a student can get bank-like facilities like taking loans and depositing money. My Project is basically written with C language. It is a simple application but the maintenance of this project is really cool. Here in the starting page there is user login page, here a default user has to be logged in. Then the home page will appear. There we can see some function of the application. They are Add new Id, Update information, for transaction, Check the details etc. This is a very user friendly and mostly beautiful interface based application where a specific admin can easily managed his/her association's fund.

Acknowledgement:

First of all, I would like to express my gratitude of Almighty Allah to enabling me to complete this report on “Student Association Fund Management System”.

Successfully completion of any type of project requires helps from a number of person. I have also taken help from different people for the preparation of this report. Now there is a little effort to show my deep gratitude to that helpful person.

I convey my sincere gratitude to my Academic Supervisor Dr. Mrinal Kanti Baowaly, Assistant Professor of the Department of Computer Science & Engineering, Bangabandhu Sheikh Mujibur Rahman Science & Technology University. Without his kind direction and proper guidance this study would have been a little success. In every phase of the project his supervision and guidance shaped this report to be completed perfectly.

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Chapter One

Introduction & Overview

“Student Association Fund Management” is an application, which is developed aimed to assist the association to maintained their fund easily. Student gets help from this association by this project easily for their financial problem.

1.1 Introduction

The name of my project is “Student Association Fund Management System”. It is a desktop application. Fund Management System is a simple yet powerful one joint integrated platform that manage the entire operations of fund management of an Association. By this project an admin can easily maintained their fund very easily.

It enables the user to store, modify, manipulate and retrieve information using select menus of the students of an Association. Student Association Fund Management System is also a utilitarian tool which enables the user to access all the opened ID fro details like as date of birth, hometown, phone-number, student id no etc. And student can get loan very easily from his/her association.

1.2 Background

Now-a-days most of the student poor students faced a critical financial problem, we see around us. For this critical problem a few numbers of student life could be destroyed. In this situation if he get some loan from somewhere, they can continue their study. And an association can offer such benefits. But when this category of student is huge, then it is very critical to maintain this account. My application is helpful in this situation. Admin can maintain hole account very easily by using my application. It is very user frankly and easy to use.

1.3 Motivational and Aim

My goal is to assist the association who are taking it as one of their association. As we know manage account who get loan is very difficult sometimes. So if there have an application like my project, then the association can managed the transaction very easily. I have developed a system using structured programming language. Which is C programming language.

1.4 Objectives

The major objectives of the project:

- Smooth UI so that easy to be understand.
- Can keep a lots of student details
- We can able to transaction.
- Student details can be added, edited and can be delated.

1.5 Organization of the Report

Here in the report you will find the literature review , methodology, where you will find model here used, implementation, features and discussion , conclusion and future scope and reference too.

Chapter Two

Literature Review

There is some similar type website, bank and booth where almost same type of task can be done. But the complete and offline fund management system is my application.

2.1 Bangladesh Bank

Bangladesh Bank have a banking system which have a lots of account, they managed hole account very easily. They offer a variety of facilities to their user. Such as transaction, loan, deposit, etc. Where user can get facilities very easily.

2.2 Website

Fiver.com is a most popular website for freelancing. In which No One can get loan but get money by doing work. Sometimes a user can make a deposit.

Chapter Three

Methodology

The term methodology means the techniques and produces adopted by concluding a project study. It outlines how the data will be collected.

3.1 Fact Finding Techniques

It shows how data will be collected from the users of the system. The data collecting techniques to be used include: I prefer this method because it gives more information from various interviews and offers greater flexibility as the opportunity to restructure questions is there, especially in case of unstructured interview. It is preferred because it will provide a closer contact between the users and developer hence dispelling the probability of the completed system being rejected by user.

3.1.1 Observation

It will use this technique to collect information about how the current system operates and its processes. This involves systematically watching and recording the behavior and characteristics of operations and processes. It gives more detailed and context related information and can adapt to events as they occur, however, the method may be time consuming.

3.1.2 Interviews

I will conduct an oral interview whereby I will interview the user, the customers and the end users means the users too to get deeper insight of how the system is going to work. I prefer this method because it gives more information from various interviews and offer greater flexibility as

the opportunity to restructure question is there, especially in case of unstructured interview.

3.1.3 Secondary Data Collect

This is data I will collect from the internet and different applications. It will then compare with the primary data and a final decision and conclusion.

3.2 System Development

3.2.1 Feasibility Study

I will carry out a study to gain an understanding of the students' current system and problems experienced in this system through interviews, observations, participations eye. I will use obtain data to determine the validity of the system being proposed.

3.2.2 Requirement Analysis

At the stage , I will gather information about the user needs and work with the easiest option the can simply handle or deal with. I will gather such as software like programming language to use, database model and hardware need such as laptop, printer.

3.2.3 Design

At the stage I will make an overall design of the system architecture and physical design which includes user interface and database design. The output of third stage is the design specification which used in the next stage of implementation.

3.2.4 Coding / Implementation

At this stage I will begin coding as per the design specification. The output of this step is one or more product components built according to a pre-defined coding standard and debugger, tested and integrated to satisfy the system architecture requirements.

3.2.5 Testing

At the stage , I will ensure both individual and integrated whole are methodology verified to ensure they are error free and satisfy customer requirements.

3.2.6 Installation

It is done once the product has been tested and certified as fit for use. The system is prepared for the customer. I will upload it in the right platform.

Chapter Four

Implementation & Features

It is the process of putting the proposed system in operation. Some of the activities undertaken by the analyst are training personnel who will use the system. There is also provision of user manual and help page for efficient use of the system.

4.1 Coding

Coding is the construction of the actual system using specific language. For the application, I have used structured programming language for the development.

4.2 Testing

Testing is the process of verifying and validating the system for the performance with specification and meeting the student requirements.

4.3 Feature Details

Figure 4.1 is the starting page of the website. Here a person can see all the products with various categories. From here he/she can see the products details and can add the product to the cart.

4.3.1 Start Page

Here is the start page of my project called “ Student Association Fund Management System” . It is shown in figure 4.1. If we press the

password then we will enter our user login page. Otherwise showed Password wrong!

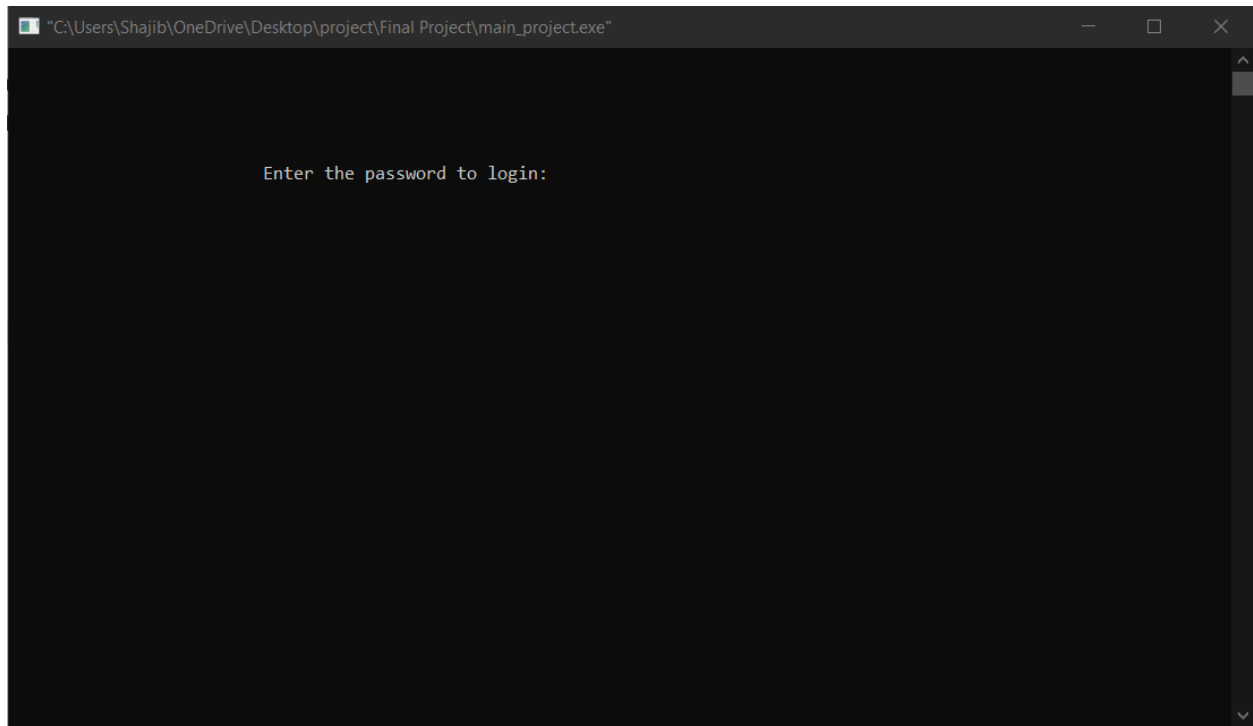


Fig 4.1: Start Page

4.3.2 User Login Page

Here is the user login page. There is a default user in our project. The user can log in into the project by providing password.

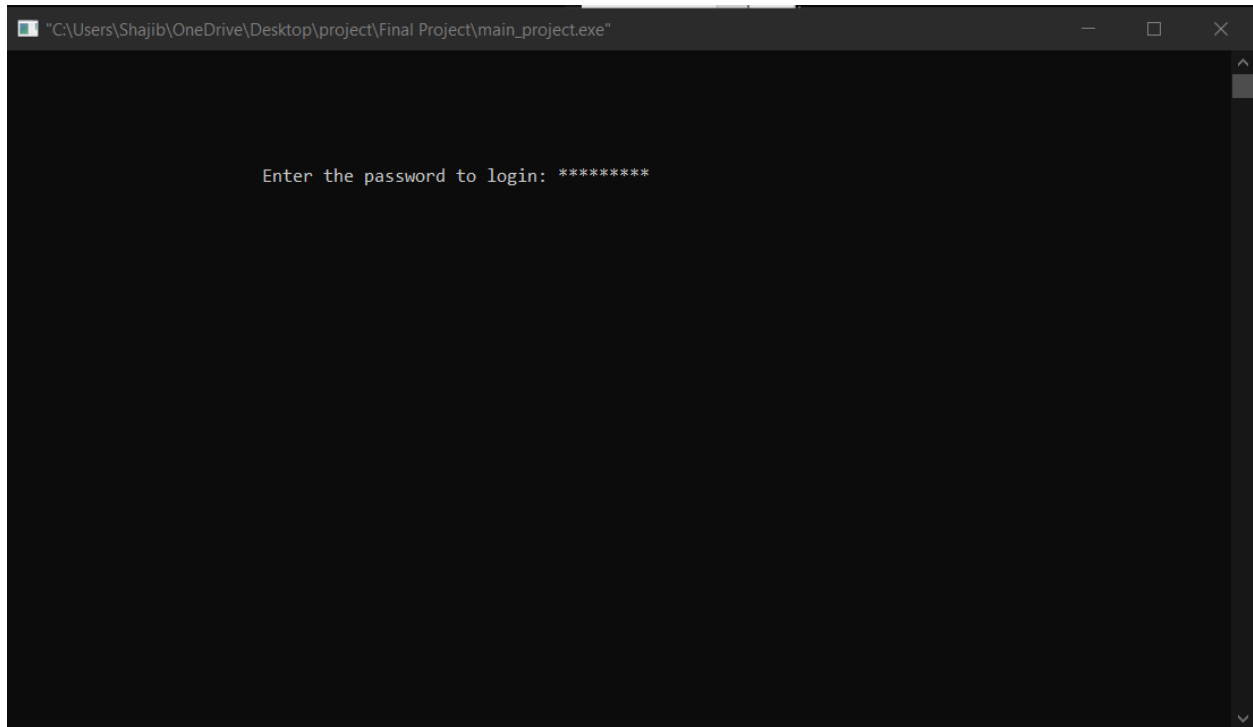


Fig 4.2 : User Login Page

4.3.3 Home Page

This is the home page of our project. There are some functions here such as add new ID, For Transaction, View Student list etc.

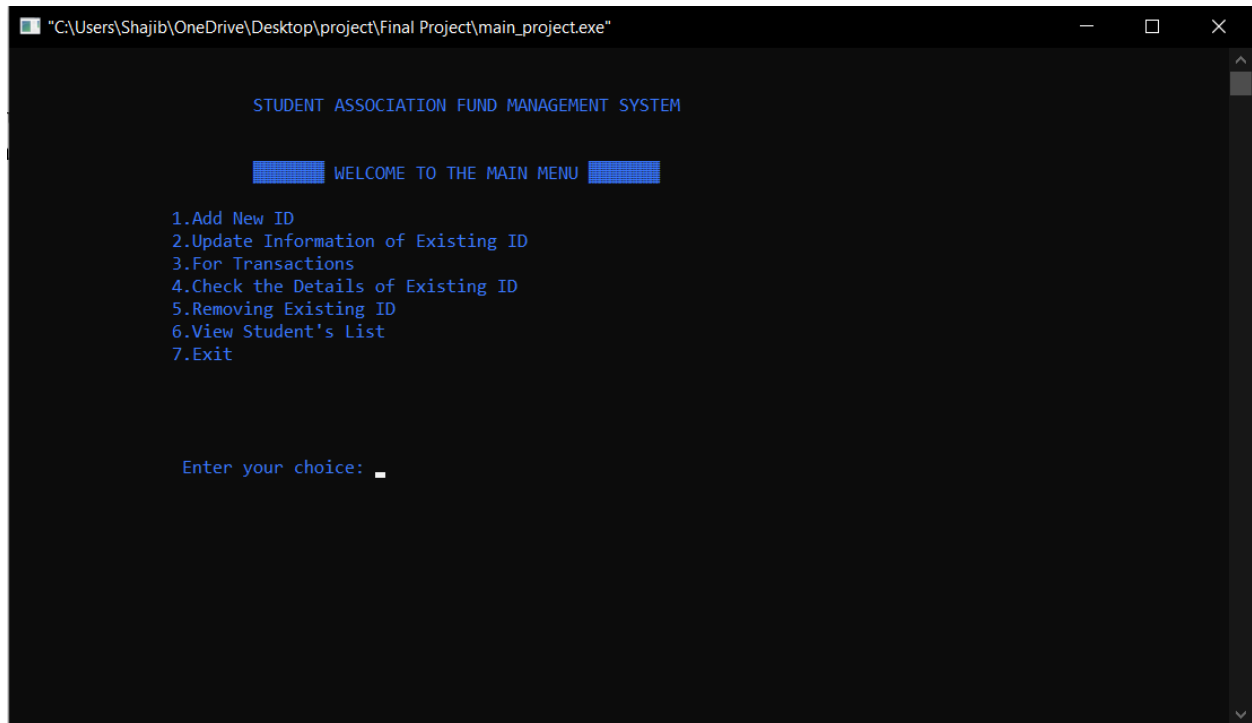


Fig 4.3 : Home Page

4.3.4 View Students Lists

Here is the window where the user can see all the Students that are already added in this project. This includes name, phone number, address etc.

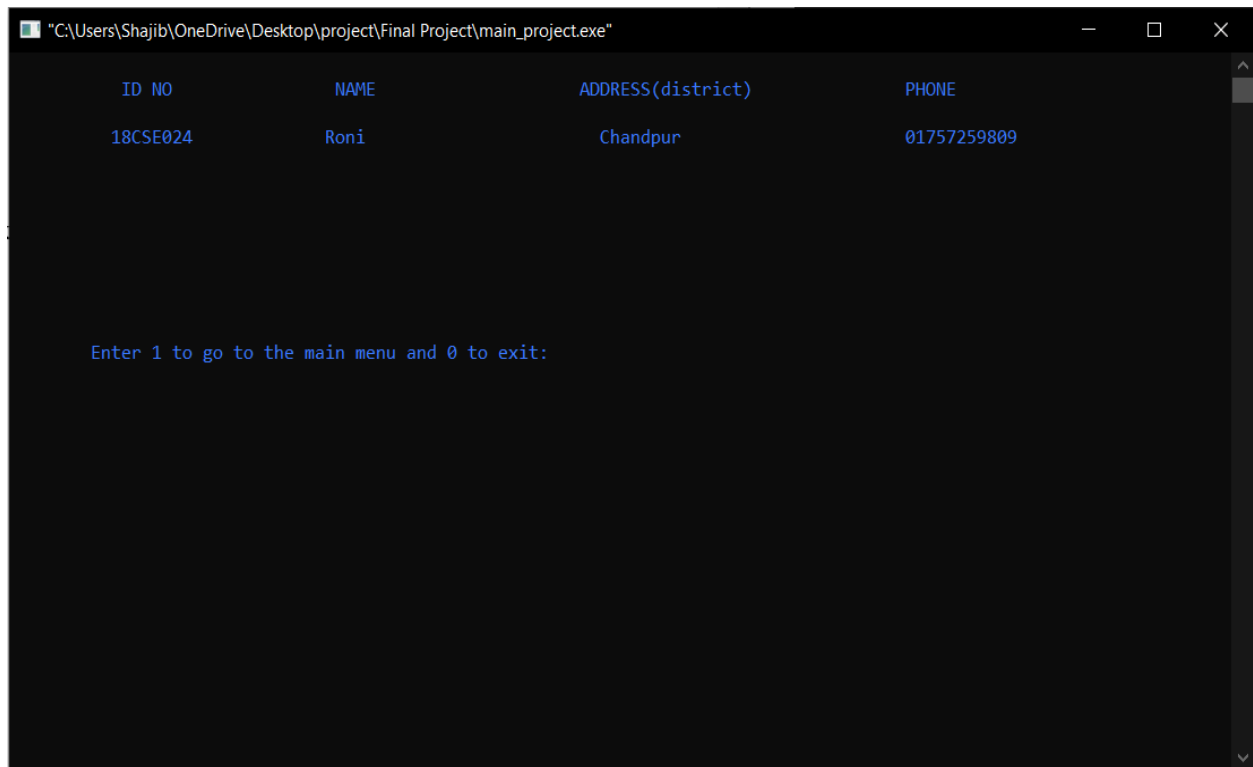


Fig 4.4 : view student list

4.3.5 Update Information of existing ID

This is the page where a student details can be edited that is already added in this project. To edit this there need to follow some criteria

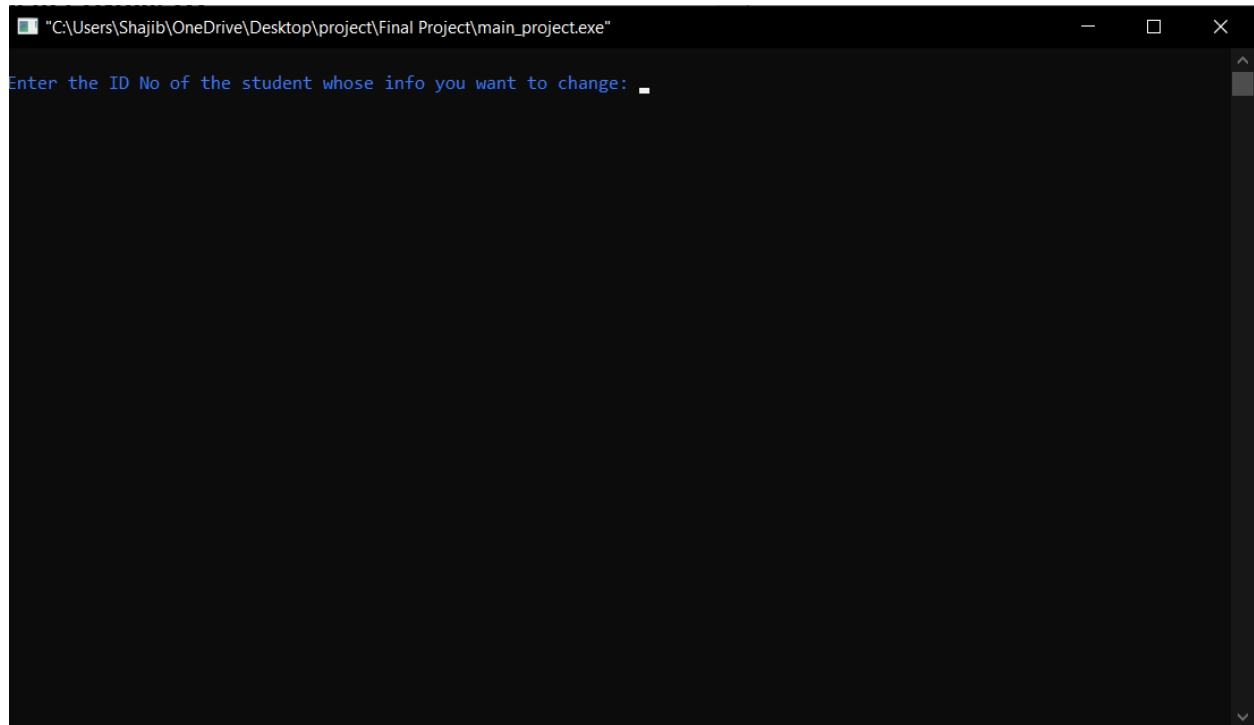


Fig 4.5 : Edit Function

4.3.6 Check The Details Of Existing ID

Herein this page the user can search for a specific students he need to read or manage. This is a essential feature to the user.

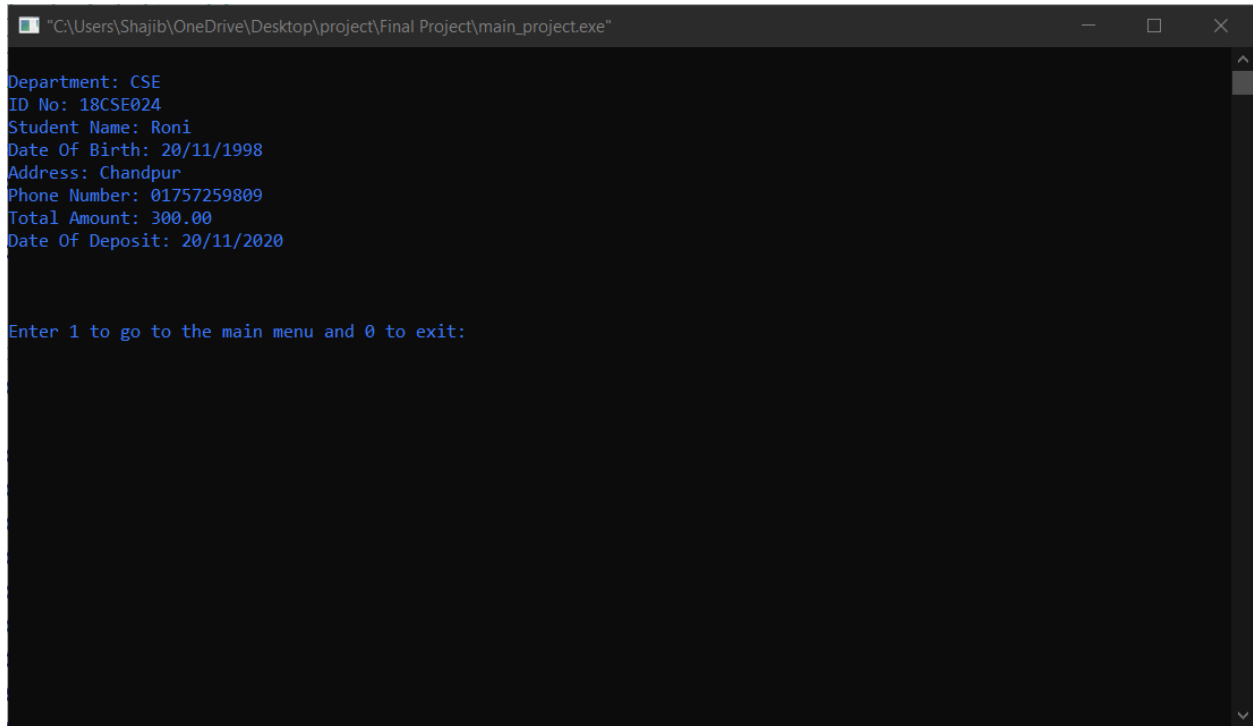


Fig 4.6 : Search Page

4.3.7 Removing Existing ID

A user can delete specific student if there is no need of that student. If the student is unnecessary and useless then the user can delete it.

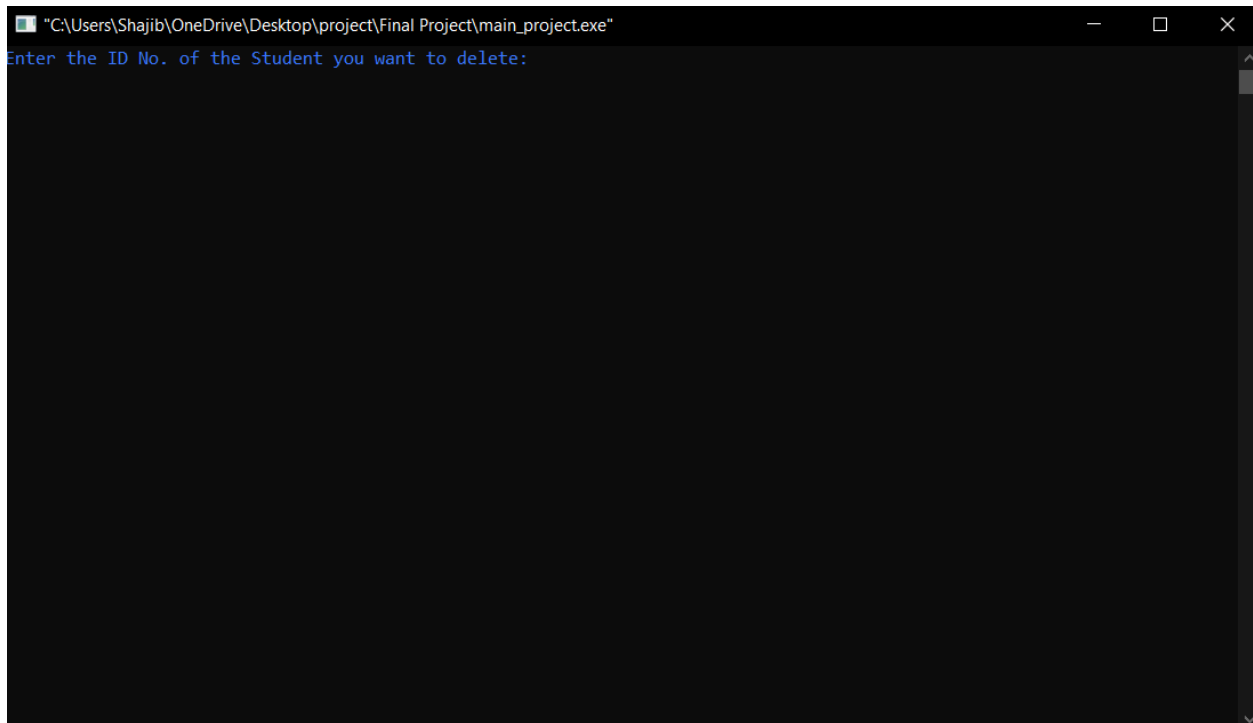


Fig 4.7 : Removing Existing ID

4.3.8 Exit Menu

There also be an exit menu in this project. If the user want to exit from the project then here is the solution.

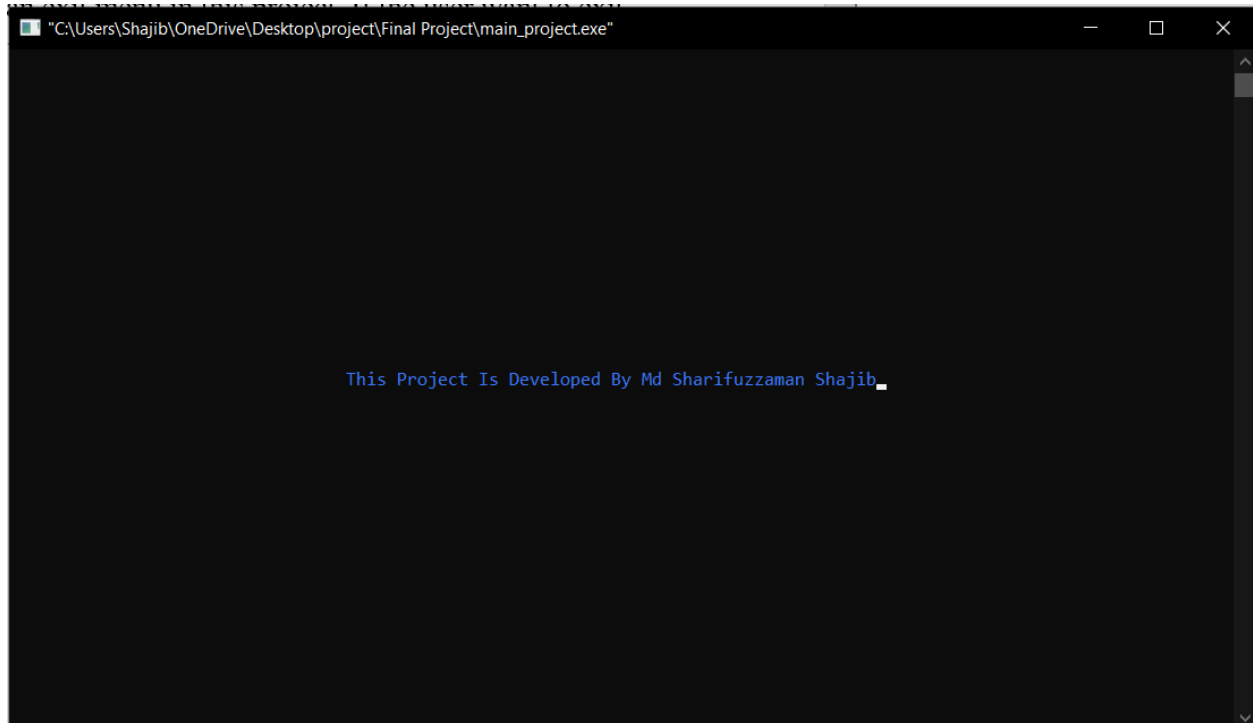


Fig 4.8 : Exit Menu

Chapter Five

Conclusion

The application is shortly developed in the environment code blocks using structured programming language. The association who wants to give help for a poor student, but it is very difficult to recorded all details of student. Then this application will be a very helpfulplatform to them. This is a simple application but has a familiar interface. It is very easy to use. The people with minimum knowledge can run and operate with the project.

Chapter Six

Future Scope

6.1 Future Scope

There are some limitations that can be solved in the future. This is developed using c programming language. It can be developed using more high level language. This will be done I think. The user interface is not so good. This can be solved in the future. Again, as it the age of digital development, most of the people use smart phone. So an android application can be very effective. It will be also in my consideration.

Reference: www.bd.org