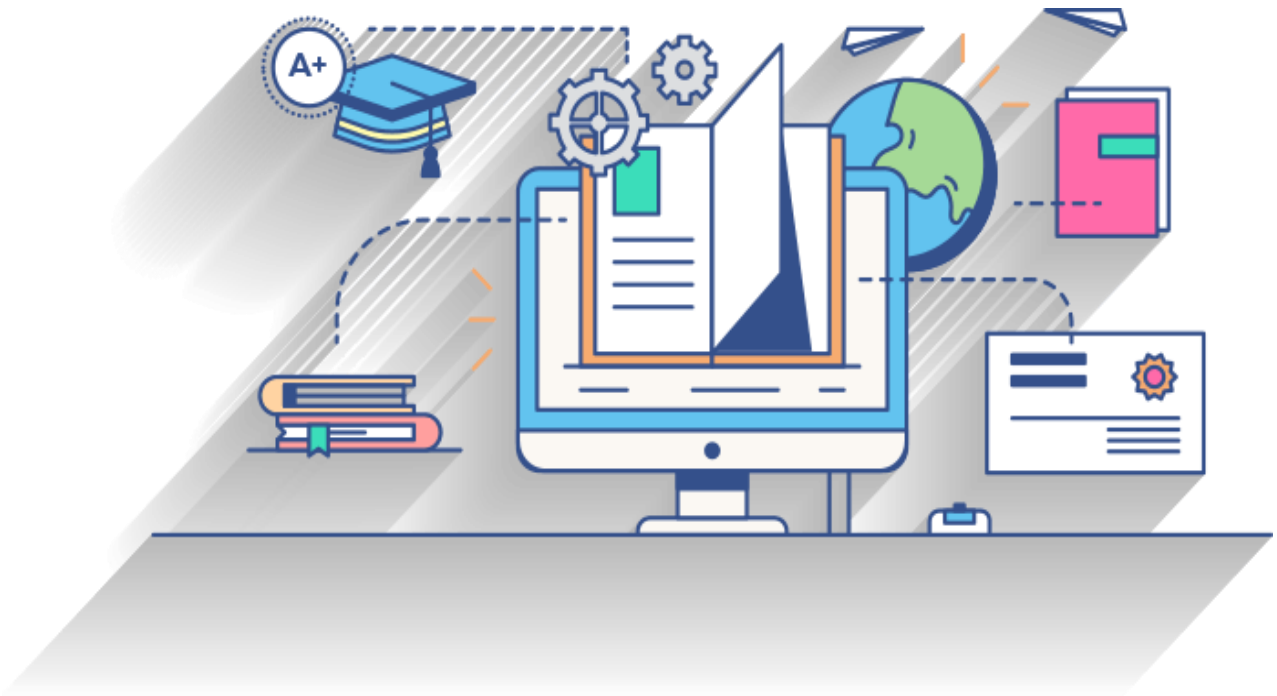


School Management System



- DEVELOPED BY MEHAK NIZAMANI.
- 21SW030.

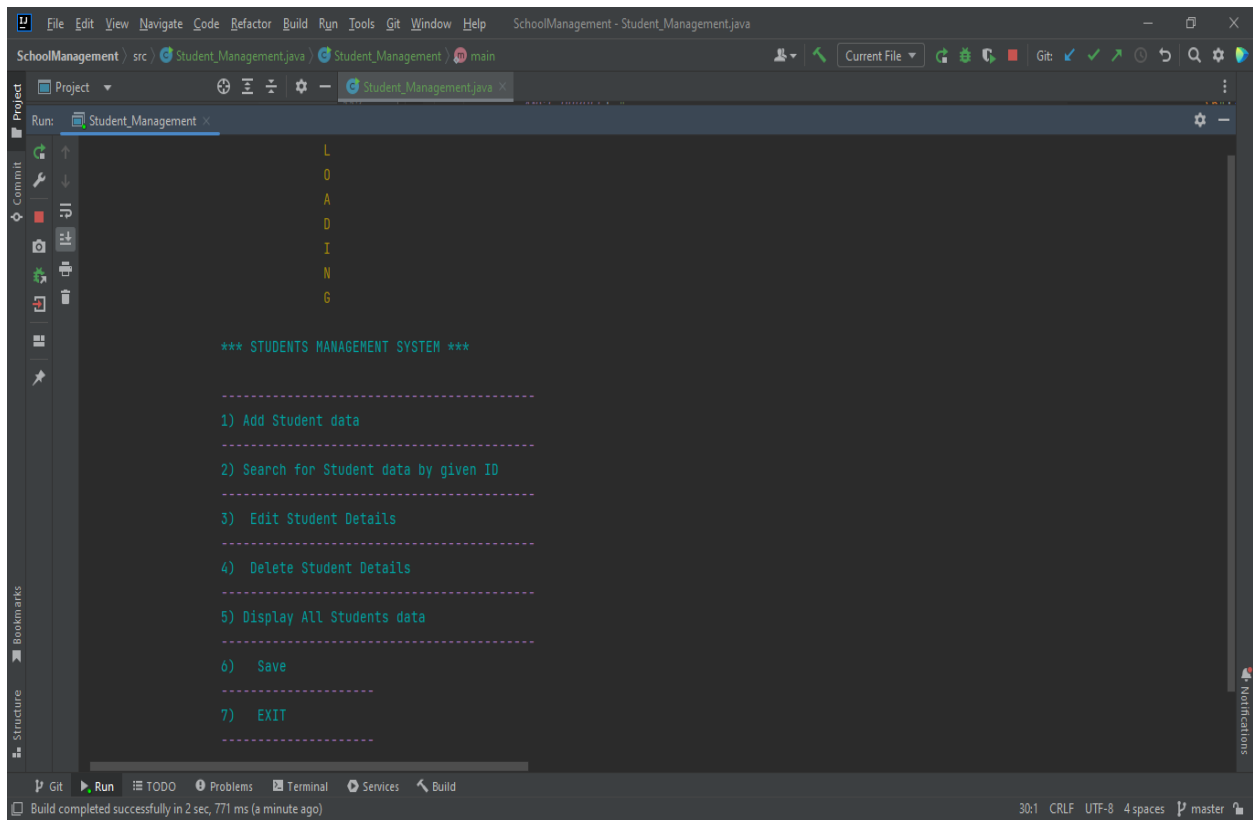
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Features



This mini software project has many nice features. It has an attractive menu, easy control, and an aesthetic theme.

The main menu of this application has seven options :

Add Student data

Search for Student data by giving ID

Edit Student Details

Delete Student Details

Display All Student's data

Save

EXIT

These can be accessed by choosing the respective numbers which are mentioned.

Working

In the project some files are imported:

import java.io.*:- It import's the input and output functions, and more are used in file operations like open close save, etc...

import java.io. Serializable:- Java provides a mechanism called object serialization where an object can be represented as a sequence of bytes that includes the object's data, information about the object's type, and the types of data stored in the object.

import java.util.ArrayList: Java ArrayList class uses a dynamic array for storing the elements. It is like an array, but there is no size limit. We can add or remove elements anytime.

import java.util.Scanner: import to read input from the Keyboard.

import java. lang.Thread: The Thread class is defined in the package java. lang, which needs to be imported so that our classes are aware of its definition.

import java. lang.Exception: Java provides Java. lang.Exception class for handling the exceptions which inherit the properties and methods of Object and Throwable class.

I have changed the color of the output by using ANSI_Color codes:

In **ANSI_COLORNAME** we have to write the name to which we have given the particular ANSI code. for e.g public static final String ANSI_BLACK = "\u001B[30m";

The **ANSI_RESET** code turns off all ANSI attributes set so far, which should return the console to its defaults.

(The generic term ANSI (American National Standards Institute) is used for **8-bit character sets**. These character sets contain the unchanged ASCII character set. In addition, they contain further characters from 128 to 255, which differ in the various ANSI character sets)

The project has 4 classes:

The first class contains attributes, a constructor, and a toString method. The Serializable is an interface that is used to override the toString method so that all the Attributes can be cast into String and stored as a string.

The Second class extends the Thread in which 2 colors are Declared and has a run method which has a try and catch and Thread. sleep method in try.

The third class is a Simple class which has only one display method and The Object of the employee is passed as an argument in that method.

The fourth is the Main class that has the Main method (spam)
, As it has the object of Thread extended class, Object of 3rd class, and object of ArrayList.

The filling is Done in try-catch

And there are loops and condition and switch cases to flow further the main Activities of programs.

Most of the Activities, methods and filling are in a try-catch method Which is used in Exception handling, in the try Block There is some functionality and in the catch, the method is Is exception handler to handle that coming exception.

This is the whole working process of the project.

About Developer

Myself Mehak Nizamani, I am a Front-End web developer, I am Student of Mehran University of Engineering and Technology Jamshoro Sindh Pakistan.

STUDENT MANAGEMENT SYSTEM project is my 2nd` s semester project.

Lets be connect 😊

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