

**Project Report**

**On**

**LU Exam Hive**

**Project Supervisor:**

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B.Sc. (Hon’s) in CSE

Session: 2017 -2020

Department of Computer Science and Engineering

Leading University, Sylhet, Bangladesh

A project paper submitted in partial fulfillment of the requirements for the degree of Bachelor of Science in Computer Science and Engineering.

**CERTIFICATION OF REPORT**

This is to certify that the work presented in this report is the outcome of the investigation carried out by the candidates under the supervision of Minhazul Haque Bhuiyan (Assistant Professor & Assistant Proctor of the Department of Computer Science & Engineering).

**Supervisor**

**…………………………………….**

**Minhazul Haque Bhuiyan**

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**Preface**

Our first and foremost gratitude is to our GOD Almighty who has been with us all along and giving us the strength to complete the Final Year Project successfully.

We like to share our sincere gratitude to our project supervisor, Minhazul Haque Bhuiyan for his continuous support towards this project.

During the work we faced many challenges due to our lack of knowledge and experience. And our supervisor helped us to get over from all the difficulties and in final compilation of our idea to a shaped sculpture. His suggestions and guidance helped us a lot to prepare this report in a well-organized manner.

We are also thankful to our whole class and most of all to our parents who have inspired us to face all the challenges and win all the hurdles in life.

The report documents of this project work performed in the course CSE-4800 & CSE-4801 “Project II/Thesis” by Mohammed Saduzzaman Sadi, Toufique Ahmed, and Mohi Uddin Pabel. Project II/Thesis counts for 6 credit points and is executed by dividing it into two parts in two semesters. In the 11th semester CSE-4800 for Project Proposal which is 3 credit and in the 12th semester CSE-4801 for the Project Submission which is also 3 credit. Total 6 credits.

The project intends to give Leading University an Online Exam Platform for teachers to take exams and students can give exams remotely.

**Supervision Agreement**

The program outlined in the project is adequate for the degree of Bachelor of Science in Computer Science and Engineering. The supplies and facilities are available and we are willing to supervise and evaluate the project work.

**Supervisor Signature**

**Minhazul Haque Bhuiyan**

Assistant Professor & Assistant Proctor

Department of Computer Science & Engineering

Leading University, Sylhet, Bangladesh.

**Students Signature**

**LU Exam Hive**

**Abstract**

The purpose of the project “LU Exam Hive” is to create a web based online examination system. The website is supported in both Desktop and Smartphone platform.

Exam questions can be created by the teachers once they are logged into their account. Question type can be chosen and number of questions is dependent on the teacher’s preference. Questions are displayed in tabular format in the dashboard. Teacher can edit or delete a question. Questions will be available for students once the teacher posts it in a publicly viewed post page that is visible for both teacher and students.

Students have to register to the website first in order to gain log in access. After log in the can see all the available questions in the post page in a tabular format with all the required information about the question. From there they have to choose their course teachers question, which can be identified by the information given on the question.

Once student selects the question, it will redirect to the answer script where they will have to fill up a little form about themselves to verify that he/she is an actual student. Then they can write or choose the answer of the questions that are available and given by the teacher. Once they are finished, they can submit the answer script.

Teacher can specify a time as a deadline for submitting the answer script. They can decide to accept the answer script or not based on the time given and there will be the exact timestamp of when the student submitted the script.

The significance and purpose of this work is to provide a user friendly and reliable web based online examination system for the teachers and students of Leading University.

# Chapter – 1

# Introduction

## 1.1 The Project

The Internet has revolutionized communications, to the extent that it is now our preferred medium of everyday communication. In almost everything we do; we use the Internet. And this happens through what is called the web or web application. It's also having a greater impact on the education systems too. Also, in recent times, the COVID-19 outbreak sent the world spinning into complete and udder chaos. Going outside was restricted and industries, offices, educational institutions were closed for a long time.

Especially educational institutions are closed till now. At that time educational institutions had to find an alternative way of taking exams and keep other educational activities running. For that, almost every institution had to teach and take exams remotely via various websites. Zoom, Classroom, and other web-based applications became more renowned. The impact is so big that every university is relying on those websites to continue academic activities.

The objective behind developing this website was to facilitate the exam system for Leading University's teachers and students so that they don't have to rely on other third-party web applications for taking exams. The website will allow teachers to take exams and students can attend and give exams remotely. The project is developed mainly with PHP programming language from scratch.

## 1.2 Website

A website (also written as web site) is a collection of web pages and related content that is identified by a common domain name and published on at least one web server. Notable examples are wikipedia.org, google.com, and amazon.com.

All publicly accessible websites collectively constitute the World Wide Web. There are also private websites that can only be accessed on a private network, such as a company's internal website for its employees.

Websites are typically dedicated to a particular topic or purpose, such as news, education, commerce, entertainment, or social networking. Hyperlinking between web pages guides the navigation of the site, which often starts with a home page.

Users can access websites on a range of devices, including desktops, laptops, tablets, and smartphones. The software application used on these devices is called a web browser.

The World Wide Web (WWW) was created in 1990 by the British CERN physicist Tim Berners-Lee. On 30 April 1993, CERN announced that the World Wide Web would be free to use for anyone. Before the introduction of the Hypertext Transfer Protocol (HTTP), other protocols such as File Transfer Protocol and the gopher protocol were used to retrieve individual files from a server. These protocols offer a simple directory structure which the user navigates and where they choose files to download. Documents were most often presented as plain text files without formatting or were encoded in word processor formats.

## 1.3 Web Project

A web project is the process of developing and creating a Web site, activities in a network which are aimed at a pre-defined goal. The network can be both accessible for everyone, as in the Internet, or only for certain people, as an intranet. The goal of Web projects is the transfer of static and dynamic content - both directly to end users, as well as indirectly through means of various kinds of interfaces. Web projects are based on TCP/IP (Transfer Control Protocol/Internet Protocol) technology and concern the transfer of static and dynamic content.

## 1.4 Highlights of Web Project

A Web project involves many aspects, including programming and the accompanying software development, Web business, Web server and network administration, hosting, graphics/design, the development and administration of databases, construction of interfaces, project management and quality assurance, and much more.

Programming for a web project may be accomplished using one or more markup languages (such as HTML, CSS, XML), scripting languages (JavaScript, Perl, PHP for example).

When hosting a Web project, the primary objectives include the provision of the necessary hardware and software infrastructure, and an assurance that the highest possible levels of availability and reliability are offered. Graphic/Web design for Web projects must offer a high quality of use for persons interacting with the website. Agile project management methods (e.g., Scrum) are used for the management of modern Web projects in order to respond to changes in customer requirements and constraints as the project progresses. The project manager is responsible for the efficient and result-oriented programming of the Web project.

## 1.5 Problem Definition

The project is to anticipate the impact of using the traditional web-based online examination systems for our university. All the systems that are used to continue the academic activities, especially during this pandemic, are third party programs that have both advantages and disadvantages. Also, most of them, especially programs that used to take exams, have many limitations. As a result, faculty members have to use different web applications to teach the students and take exams.

## 1.6 Project Contribution

The main contribution of the project is to present an extensive understanding of how to bring about the examination system remotely through a web platform. Now a web platform is supported in almost all kinds of devices that can access the web. However, the goal of this project is to construct a website for devices that are helpful for online exams like laptops, tablets, and smartphones. The final prototype covers the basic design and functionalities of LU Exam Hive like generating questions, posting them, process of student giving exam and retrieving the result.

# Chapter – 2

# Background

## 2.1 Primary Focus

The modern education system has been favored a lot by web technologies. Now educational institutions making automated systems that easy to maintain and bring flexibility to the infrastructure. As for taking exams, almost all educational institutions were following the traditional method of taking exams at the exam hall which they should. But in the recent time when the COVID 19 started spreading out and institutions has to close unexpectedly. We had no choice but to stay at home and institutions started their academic activities online like taking classes and tests. They were using various web apps and websites that make the work easy for them. But these various web apps or websites were different from each other. Some have many features, some have less, some are very complex, some are so simple that they missed out on a lot of things. And most lot of them require money for to use their advanced features.

We came up with the idea of creating a web-based online examination system for our final year project that is for our university which would not have any kind of special requirement or anything that makes taking an exam online inflexible for the teachers. Our main focus is to create a web-based online examination system for our university, so the teachers do not have to depend on other third-party websites to take exams. And we believe as Leading University is one of the most prestigious university in Sylhet and in whole Bangladesh, we should have our own online platform for teachers and students to take part in exams. And the recent time had shown us how things could change at any time. So, it's always good to have an alternative way of taking exams for the university. And the most efficient, reliable way would be through websites or web-based online examination system.

## 2.2 Prerequisites and Key Reasons

Our proposed project, the "LU Exam Hive," is essentially an online examination system for Leading University. And the core reasons are:

* Leading University does not have its online examination system.
* The sudden pandemic occurrence made us realize we need an online solution for taking exams remotely.
* Other third-party solutions are inflexible for a lot of reasons.
* Leading University could have their own solution.
* Leading University teachers do not have to rely on third-party solutions.

The prerequisites would be to have a better understanding of how the web works. Then plan a solution for the whole scenario. Then construct a design of the solution. Then to put this on the web and provide it its required functionalities. Implement with the markup, programming language, creating database, and all other necessary things that require to full fill the project. And the most important thing is to make sure that we can do it.

## 2.3 Execution Plan

First up, we have to acquire the essential knowledge of the fundamentals like the required programs, programming languages, and other necessary things to build the project. The Scrum approach would be followed to execute the project. The Scrum approach is a general Agile method and its focus on managing iterative development rather than specific agile practice.

Three phases of Scrum:

* The initial phase, the planning where the objectives for the project and software architecture design are established.
* Followed by a series of sprint cycles, where each cycle develops an increment of the system.
* The last phase, the project closure phase wraps up the project, completes required documentation such as system help frames and user manuals.

It is expected to conclude the project in time, within a number of sprint cycles. The project work will be conducted by our project supervisor 'Minhazul Haque Bhuiyan'. Supervisor would be reported, after the development of a major increment of the project.

## 2.4 Expected Outcome

As we proceed throughout the final year project, obviously we need to set the goal of what we want to achieve. The proposed project LU Exam Hive is an online examination platform. And as we stated in the project proposal, the desired outcome of the project would be to; provide a fully functional web-based online examination system for Leading University. It will have three types of users. 1. Teacher, 2. Student, 3. Admin.

Primarily as of our plan, the users will have the following functionalities:

1. Teacher:

* Login and logout.
* Create questions and make them available for students.
* A dashboard to manage questions, and other functionalities.
* Edit the question before making them available for students.
* See the answer script of students and mark them.

1. Student: