**CHAPTER 5**

**MODULES IN HOSTEL MANAGEMENT SYSTEM**

**Admin:**

Admin can login to the software using the Username and password provided by the developers. After login he can register students and employees. He has to update the data of all the participants of the system i.e., Students and employees. He can Insert, update and as well as delete records from the system.

**Student:**

This module is pertaining to the residents of the hostel. It holds the data of the students residing in the hostel eg. Name,Address,USN,RoomNo & Phone. The complete information of a particular student can be obtained from referring to this module.

**FEE Payment (Insert):**

This module is necessary to hold the information related to the Fees of the residents of the hostel. It has fields for Name,total fees, amount paid,mode of payment and balance amount remaining to be paid by every individual student. The individual student details can be accessed by providing unique USN.

**Employee:**

This module is related to the employees of the hostel. It holds the data of the employees like Name, Age, Eid, Designation & Salary. The complete information of a particular employee can be obtained by the unique employee ID.

**Salary Payment(Insert & Update):**

This module is necessary to hold the information related to the salary of the employees of the hostel. It has fields for Name,Eid,total salary, amount paid and balance amount remaining to be paid for every individual employee. The individual employee details can be accessed by providing unique Eid.

**Update Log:**

This is a special module that triggers when update operation is initiated. The Data updated and the time.

**Triggers:**

Triggers are mainly applied on the table which will executed automatically when insertion, deletion or update is done on the database.

In our project we have applied trigger on the student table, which inserts the time and date of any update to the student details

**Stored procedure:**

Stored procedure is mainly applied on the database, where procedure will execute as soon as we call in the program.

In our project the stored procedure is applied on the register table to retrieve the data.