Avoid waste management system project.

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AN

INTERNSHIP REPORT

ON

AVOID WASTE MANAGEMENT SYSTEM

PROJECT

BY

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SYNOPSIS

The sharp increase in the amount of wastage in terms of food its makes the need for charity in terms of donation. A new internet-based application that provides a platform for donating old stuff and leftover food to all needy people / organizations. It shows the potential for avoiding the wastage of food. To handle donations and connect the donators with the nearest / appropriate needy person through a social web application. The web application handles different services such as the reviews of the searched needy person and displays their contacts and their location. The application allows users to create a profile for themselves and the information about a certain family that needs help.

This profile will be shown to donators who are looking for someone to donate to. Mainly only information is exchanged. The donators are able to post / see reviews about other people's profiles. It allows donors to directly communicate with charities when they have food or non-food items, such as paper goods and personal care items, to donate. Through the online portal, donors and charities can manage donations and generate receipts and reports.

Most food wastage applications available are mainly concerned with helping users watch their weight and food in-take and generally requires lots of information from user. The advantage of this project is the use of the simplest information of food products to monitor the inventory.

1. INTRODUCTION

1.1 OVERVIEW

This project is used to manage wastage foods in a useful way. Every day the people are wasting lots of foods. So we have to reduce that food wastage problem through online. If anyone has wastage foods they are entering their food quantity details and their address in that application and then the admin maintain the details of food donator. The donator can create the account and whenever they are having wastage food

they can login and give request to the admin. And the admin also maintain the buyer (orphanage, poor people) details too. After the admin view the donator request and give the alert message like time to come and collect the food.

The admin collect foods from donator through their nearby agent then provide to nearest orphanages or poor people. After receiving the food from the agent by admin and give alert message to that donator. If the donator needs any detail about the orphanage with helping thought they can give request to the admin and collect the orphanage details. This project is food redistribution is an enormously successful social innovation that tackles food waste and food poverty. The user's details are maintained confidential because it maintains a separate account for each user.

A colossal amount of food is wasted before it even gets to your kitchen due to misinformation about the food's expiration or sell-by date, and public perception that produce should be blemish-free. The truth is that most dates printed on perishable food are arbitrary and are the manufacturer's recommendation only, not a date at which the food has become unsafe to eat. Consumers also pick through produce to find "flawless" fruits and veggies, and stores have responded to this consumer behavior by throwing away truckloads of produce that is perfectly edible because they know they won't be able to sell it. Stores respond to what consumers want. People need to become more aware of the problem of food waste, and society in general needs to adjust to a different mentality in regards to whether or not a food is good to eat—and Just Eat It. This cultural shift will make a big difference.

1.2 SYSTEM SPECIFICATION

The system is purely developed for flexible operation reducing time in operating the system. Henceforth it is designed in a compact manner which can be easily used by the entry level user and other users. And the UI is designed in such a way that it is simple to learn

1.2.1 HARDWARE SPECIFICATION

The hardware specifications may serve as the basis for a contract for the implementation of the system and should therefore be a complete and consistent specification of the whole system.

- **Processor : Pentium IV**
- **Hard disk drive : 500 GB**
- **RAM : 2 GB**
- **Monitor : LCD Monitor**
- **Key board : 110 Keys multimedia keyboard**
- **Mouse : USB Mouse**

1.2.2 SOFTWARE SPECIFICATION

The software specification document is the specification of the system. It should include both a definition and a specification of requirements.

- **Operating System : Windows 7**
- **Front End : PHP**
- **Back – End :** MY SQL
- Server: : Apache 2.4

1.3 SOFTWARE DESCRIPTION

ABOUT THE SOFTWARE

PHP:

Hypertext Pre-processor (or simply **PHP**) is a server-side scripting language designed for web development. It was originally created by Ramus Lerdorf in 1994; the PHP reference implementation is now produced

by The PHP Group. PHP originally stood for *Personal Home Page* , but it now stands for the recursive initialize *PHP: Hypertext Pre-processor* .

PHP code may be embedded into HTML code, or it can be used in combination with various web template systems, web content management systems, and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in the web server or as a Common Gateway Interface (CGI) executable. The web server combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web page.

PHP code may also be executed with a command-line interface (CLI) and can be used to implement standalone graphical applications. The standard PHP interpreter, powered by the Zend Engine, is free software released under the PHP License. PHP has been widely ported and can be deployed on most web servers on almost every operating system and platform, free of charge.

The PHP language evolved without a written formal specification or standard until 2014, with the original implementation acting as the *de facto* standard which other implementations aimed to follow. Since 2014 work has gone on to create a formal PHP specification. Early PHP was not intended to be a new programming language, and grew organically, with Lerdorf noting in retrospect: "I don't know how to stop it, there was never any intent to write a programming language I have absolutely no idea how to write a programming language, I just kept adding the next logical step on the way. A development team began to form and, after months of work and beta testing, officially released PHP/FI 2 in November 1997.

The fact that PHP was not originally designed, but instead was developed organically has led to inconsistent naming of functions and inconsistent ordering of their parameters. In some cases, the function names were chosen to match the lower-level libraries which PHP was "wrapping" while in some very early versions of PHP the length of the function names was used internally as a hash function, so names were chosen to improve the distribution of hash values.

PHP 3 AND 4

Hypertext Pre-processor . Afterwards, public testing of PHP 3 began, and the official launch came in June 1998. Suraski and Gutmans then started a new rewrite of PHP's core, producing the Zend Engine in 1999. They also founded Zend Technologies in Ramat Gan, Israel.

On May 22, 2000, PHP 4, powered by the Zend Engine 1.0, was released. As of August 2008 this branch reached version 4.4.9. PHP 4 is no longer under development nor will any security updates be released.

PHP 5

On July 14, 2004, PHP 5 was released, powered by the new Zend Engine II. PHP 5 included new features such as improved support for object-oriented programming, the PHP Data Objects (PDO) extension (which defines a lightweight and consistent interface for accessing databases), and numerous performance enhancements. In 2008, PHP 5 became the only stable version under development. Late static binding had been missing from PHP and was added in version 5.3.

Over time, PHP interpreters became available on most existing 32-bit and 64-bit operating systems, either by building them from the PHP source code, or by using pre-built binaries. For the PHP versions 5.3 and 5.4, the only available Microsoft Windows binary distributions were 32-bit x86 builds, requiring Windows 32-bit compatibility mode while using Internet Information Services (IIS) on a 64-bit Windows platform. PHP version 5.5 made the 64-bit x86-64 builds available for Microsoft Windows.

MYSQL

MySQL is written in C and C++. Its SQL parser is written in, but it uses a home-brewed lexical analyser. MySQL works on many system platforms, including , i5/OS, IRIX, Linux, macOS, Microsoft-Windows, NetBSD, NovellNetWare, OpenBSD, OpenSolaris, OS/2 Warp, QNX, Oracle Solaris, Sym-

bian, SunOS, SCO Open Server, SCO UnixWare, Sanos and Tru64. A port of MySQL to OpenVMS also exists. The MySQL server software itself and the client libraries use dual-licensing distribution. They are offered under GPL version, or a proprietary license. Support can be obtained from the official manual. Free support additionally is available in different IRC channels and forums. Oracle offers paid support via its MySQL Enterprise products. They differ in the scope of services and in price. Additionally, a number of third party organisations exist to provide support and services, including Maria DB and Percona.

MySQL has received positive reviews, and reviewers noticed it "performs extremely well in the average case" and that the "developer interfaces are there, and the documentation (not to mention feedback in the real world via Web sites and the like) is very, very good". It has also been tested to be a "fast, stable and true multi-user, multi-threaded sql database server".

History

MySQL was created by a Swedish company, MySQL AB, founded by David Axmark, Allan Larsson and Michael "Monty" Widenius. Original development of MySQL by Widenius and Axmark began in 1994. The first version of MySQL appeared on 23 May 1995. It was initially created for personal usage from mSQL based on the low-level language ISAM, which the creators considered too slow and inflexible. They created a new SQL interface, while keeping the same API as mSQL. By keeping the API consistent with the mSQL system, many developers were able to use MySQL instead of the (proprietarily licensed) mSQL antecedent

Milestones

Additional milestones in MySQL development included:

- First internal release on 23 May 1995
- Version 3.19: End of 1996, from www.tcx.se
- Version 3.20: January 1997
- Windows version was released on 8 January 1998 for Windows 95 and NT
- Version 3.21: production release 1998, from www.mysql.com
- Version 3.22: alpha, beta from 1998
- Version 3.23: beta from June 2000, production release 22 January 2001
- Version 4.0: beta from August 2002, production release March 2003 (unions).
- Version 4.01: beta from August 2003, Jyotiadopts MySQL for database tracking
- Version 4.1: beta from June 2004, production release October 2004 (R-trees and B-trees, sub queries, prepared statements).

2. SYSTEM STUDY

The analysis of the system is done at two different stages, where the first stage deals with existing system and the limitations inherent in it. In the second stage, the users are queried for their additional requirements to be incorporated in the proposed system. The features of the proposed system are outlined in comparison with the existing system. External design of software involves conceiving, planning and specifying external observable characteristics of software product. These characteristics include user displays, report format, functional requirements and high-level process structures for the product.

Internal design involves conceiving, planning and specifying internal structures and processing details of the software product. The goals of the internal design are to specify internal structure and processing details to record design decisions and indicate why certain alternatives and trade off.

2.1 EXISTING SYSTEM

In existing system if anyone have extra food because of any function or in their home it will be become waste because instantly there is no way to share with anyone if they are having lots of food. Even if they want to

give that extra food to any orphanage or poor people they don't have time or don't have an idea about that , so that we have create a application for sponsor that extra food to poor people or nearby orphanage.

The disadvantages of current system are:

1. **Not User Friendly:** The existing system is not user friendly because the retrieval of data is very slow and data is not maintained efficiently.
2. **Difficulty in report generating:** Require more calculations to generate the report. It is generated at the end of the session.
3. **Manual control** : All calculations to generate report are done manually, so there is greater chance of errors.
4. **Lots of paperwork** : Existing system requires lot of paper work. Loss of even a single register or record leads to difficult situation because all the papers are needed to generate the reports.
5. **Time consuming** : Every work is done manually so cannot generate report in the middle of the session or as per the requirement because it is very time consuming.

2.2 PROPOSED SYSTEM

In proposed system we are reduce that food wastage using this web application. This project is food redistribution is an enormously successful social innovation that tackles food waste and food poverty. The admin collect foods from donator through their nearby agent then provide to nearest orphanages or poor people. After receiving the food from the agent by admin and give alert message to that donator through this way we can reduce food wastage problem.

2.2.1 ADVANTAGES OF PROPOSED SYSTEM

The main objective of the proposed system is to reduce the manpower and time consumption and make the system more user friendly, efficient, accurate and fast processing.

- Providing the secured login, only the administrator may use it, so it may not suffer from the loss of details.
- It also helps the user to update the entries or to modify them whenever necessary.
- Data retrieval is easy and accuracy
- Reduce the manpower involved in manually preparing the reports.
- Updation and modification can be done easily.

3. SYSTEM DESIGN AND DEVELOPMENT

3.1 PROBLEM DEFINITION

Avoid food waste system in present days is manually maintained in registers and the cards are manually seen and verified, to distribute food for respective card holder. Maintaining these records are heavy and insecure where the records can be damaged, altered and malpractice. Thus, the problem is that the data is open and not centralized. As software, food distribution system has overcome all these problems where the data is completely secured and centralized, where the distribution happens properly and the remaining supplies can also be easily verified. Thus, keeping the data centralized and the interface made available to all the users makes it easy and reliable to all the distributers and the government. Food distribution software helps to maintain the accounts of the firm along with sales in a details and clear picture. Helps easy flow of work. No need of any paper work will be involved into the system; every aspect will be saved in the software clearly.

3.2. INPUT DESIGN

The input design is the process of converting the user-oriented inputs in to the computer-based format. For providing a good input design for the application easy data input and selection features are adopted. The

input design requirements are user friendliness and consistent format. The input from comprises of Module form, which play a major role in the project that screens the unauthorized user entering into the website.

The system takes input from the users, processes it and produces an output. Input design is link that ties the information system into the world of its users. The system should be user-friendly to gain appropriate information to the user.

The project gives the low time consumption to make the sensitive application made simple. When applying the project it provides the low man power attrition with the reasonable output. The amount of fund that the company can spend into the research and development of the system is limited. The expenditures must be justified. Thus, the developed system as well within the budget and this was achieved because most of the technologies used are freely available. Only the customized products had to be purchased. In this system mainly used to protect the system and files giving file path input option.

3.3 OUTPUT DESIGN

Output design is the key tool to evaluate the performance and success of any software. The output was done so that the results processing could be communicated to the used in a hard copy format. System output is the most important one and it is direct source obtained from the system, which is used help in decision making. Efficient and intelligible output design improves the user. In this system major output are softcopies from the CRT display, such that the designing of output was done with great care in order to satisfy the user's requirement

3.4 DATABASE DESIGN

User Login

Fieldname	Data type	Description
Uname	Varchar(15)	User name
Upass	Varchar(15)	User password

Donor

Primary key: did

Fieldname	Data type	Description
Did	Int(15)	Donor id
Dname	Varchar(30)	Donor name
Pswd	Varchar(10)	Password
Add	Varchar(30)	Address
Mobile	Int(20)	Mobile number
Emid	Varchar(20)	Email id

Booking

Primary key: Bid

Fieldname	Data type	Description
Bid	Int(10)	Booking id
Bname	Varchar(25)	Booking name
Mobile	Int(20)	Mobile number

Fieldname	Data type	Description
Emid	Varchar(20)	Email id
Date	Date	Date
Totmem	Int(3)	Total members

EMPLOYEEDETAIL

Primary key: Eid

Fieldname	Data type	Description
Eid	Int(4)	Employee id
Ename	Varchar(20)	Employee name
Add	Varchar(30)	Address
Mobile	Int(10)	Mobile number
Email	Varchar(30)	Email id
Doj	Date	Date of joining
Sal	Int(10)	Basic Salary

APPROVAL

Field_name	Data_type	Description
approval id	Int	Approval id
Approved by	Varchar	Approved by
Visitor id	Int	Visitor id and name
Purpose	Varchat	Purpose

VISITOR

Field_name	Data_type	Description
visitor id	Int	Person id
Person name	Varchar	Person name
Contact_no	Int	Contact number
Address	Varchar	Address

3.5.1 MODULES

The system analysis is the first phase of the software development life cycle for the study and analysis with the functionality. The set of activities, carried out by the analyst, designers and users to develop and implement a system. The systems that are present in the nature follow common life cycle pattern. Initially a system is analysed, designed and made operational by the efforts of system analysis. After successful operation or a number of users, the system becomes less and less effective by change in the environment. So, these changes have to be incorporated in to the system by minor modifications. So, the general activities

from the life cycle of the system are given below:

- Selection and identification of the system to be studied
- Preliminary study
- Defining the system
- Design and development of the system
- Implementation of the system

3.5.1 MODULE DESCRIPTION

The system should be designed in such a way that only authorized people should be allowed to access some particular modules. Nobody in the system can have access to modify data in the database. The history of every modification done in the system or in database can be maintained for the reference. The admin and the management interface should be consistent so that the user can handle the application with ease and speed. The application should user friendly and efficient to use. The system should be designed in such a way that everything should be transparent and can be viewed by management and administrator even a small thing happening inside the college campus. The modules are as follows:

In this project consist of the different types of module.

The modules are:

1. Donator Module
2. Agent Module
3. Admin Module

ADMIN MODULE

In admin module, the administrator maintains the agent details as well as the donator details. The administrator collects the food from the agent. The administrator gives the orphanage details directly to the donator.

DONATOR MODULE

In donator module, the donator gives the wastage of food to the orphanage. The donator gives the request to the admin for the purpose of to collect the wastage food. The donator views the orphanage details and agent details.

AGENT MODULE

In Agent module, the agent maintains the orphanage details. It can also maintain the donator details. The agent gives the request to the admin for collect the food from the donator. After collect the food the agent gives the alert message for the donator.

SYSTEM TESTING AND IMPLEMENTATION

4.1PURPOSE

The purpose of **Prepare for System Implementation** is to take all possible steps to ensure that the upcoming system deployment and transition occurs smoothly, efficiently, and flawlessly. The purpose of**System Implementation** can be summarized as making the new system available to a prepared set of users. Positioning on-going support and maintenance of the system within the Performing Organization.

At a finer level of detail, deploying the system consists of executing all steps necessary to educate the Consumers on the use of the new system, placing the newly developed system into production, confirming that all data required at the start of operations is available and accurate, and validating that business functions that interact with the system are functioning properly. The system has been tested with sample data, changes are made accordingly and run parallel with the existing system to find out the discrepancies.

4.2 IMPLEMENTATION PLAN

Implementation is the stage, which is crucial in the life cycle of the new system designed. Implementation means converting a new or revised system design into an operational one. This is the stage of the project where different implementation can be done. In this project "Licence provider for software projects and prodects" implementation includes all **those activities that take place to convert from the old system to the new one. The implementation phases of this project are construction, operation and the installation lies on the new system. The most crucial and very important stage in achieving a new successful system and is giving confidence on the new system that it will work efficiently and effectively.**

There are several activities involved while implementing a project

Planning careful for the implementation

Design of the methods to achieve the model.

Checking for the current domain availablity, creation of the webpage and retreival of the content made easy in this project. The implementation phase of software development is concerned with translating design specification into source code. The baby care website can be check the ip and mac address of the system. After entering the input, to store the values are windows registry The implementation is to be done step by step since testing with dummy data will not always reveal the faults. Precautions should betaken so that any error if occurres should not totally make the process to a halt. Such a testing should be taken. The system can be fully established if it does not create any error during the testing period.

An analysis of web caching and prefetching focus on the retreival of the webpage and the nature of this system content. After entering the link in the address bar, the system checks for the link in the internet through the connection. After establishing the connection the webpage with the content will be display and that page will be automatically saved in the sytem folder. The implementation of the webpage creation wizard involes multiple task to be included in the website, like including the content, formatting the text, tab creation, inserting images, creating links and selecting the templates.all these process are tested and implemented successfully.

4.2SYSTEM MAINTENANCE

All system is dynamic and subjects to constantly changing requirements. Effort must be devoted to adapting them and design must be flexible specified so that such changes can be easily implemented. This activity is called system maintains. It includes improvement of system functions and correction of errors. We may define system maintenance by describing four activities that are undertaken after a program is released for use.

- **Corrective Maintenance:** The first maintenance activity occurs since it is unreasonable to assume that system testing will uncover all errors in a large software system. The process of including the diagnosis and correction of one or more errors is called Corrective maintenance.
- **Adaptive Maintenance:** This activity that contributes to the definition of maintenance occurs since rapid change is encounter in every aspect of computing. Therefore, adaptive maintenance modifies software to properly interface with the changing environment.
- **Perfective Maintenance:** This activity involves recommendations for new capabilities modifications to the existing functions and general enhancements when the software is used to satisfy these requests, perfective maintenance is performed.
- **Preventive Maintenance:** This activity occurs when software is changed to improve further maintainability and reliability.

4.3TESTING METHODOLOGIES

The most important phase in system development life cycle is system testing. The number and nature of errors in a newly designed system depends on the system specifications and the

time frame given for the design. A newly designed system should have all the subsystems working together, but in reality each subsystems work independently. During this phase, all the subsystems are gathered into one pool and tested to determine whether it meets the user requirements.

Testing is done at two levels -Testing of individual modules and testing the entire system. During the system testing, the system is used experimentally to ensure that the software will run according to the specifications and in the way the user expects. Each test case is designed with the intent of finding errors in the way the system will process it. Testing plays a very critical role in determining the reliability and efficiency of software and hence is a very important stage in software development. Software testing is done at different levels. They are the unit testing and system testing which comprises of integration testing and acceptance testing.

Test objectives

- All field entries must work properly.
- Pages must be activated from the identified link.
- The entry screen, messages and responses must not be delayed.

Features to be tested

- Verify that the entries are of the correct format
- No duplicate entries should be allowed
- All links should take the user to the correct page.

UNIT TESTING

Unit testing involves the design of test cases that validate the internal program logic is functioning properly, and that program inputs produce valid outputs. **It check any text box contain empty or invalid text. This condition was tested successfully by pressing enter key without entering any character. For example, name, user type, file key, password etc., would not accept empty text box. In this Project, Unit testing test each module contain has field name, User name, User Type, Mobile no, password etc., would not accept empty text box and details given mandatory. Each and every module is tested individually by mandatory details and fields. The modules are admin module, user registration module.**

INTEGRATION TESTING

Software integration testing is the incremental integration testing of two or more integrated software components on a single platform to produce failures caused by interface defects. All modules are combined and tested as whole. For example, link from module to module and carrying of session attribute from one module to other. Thus, in the integration testing step, cover all uncover error. In this project integration testing test the each component in an each module by giving inputs and the modules contain a forms are checked it combined with other modules. **The administrator and customer modules are combined and tested for its integration. The user module and admin modules are integrated by requesting and granting permission. The two modules are combined and tested.**

VALIDATION TESTING

Validation tests can be defined in many ways, but a simple definition is that validation succeeds when software functions in a manner that can be reasonable excepted by client. In validation testing the user give the input are tested as valid or invalid before it is store in database. In this project, the validation testing is carried out in the login form and registration form. The first name and last name fields accept only the character type data and the phone number field accepts only numeric type data. The form is checked where the mandatory fields are not allowed to be emptily submitted. If any of the field is empty the message box

displays that the fields should not be empty. The user, name should be entered only in alphabets. If the user types other then the alphabets the error message will be displayed. For example,

email id, mobile no would not accept invalid format.

CODE TESTING

This examines the logic of the program. To follow this test, cases are developed such that every path of the program is tested. It is a fact that a slight change in the logic may lead to incorrect result. The project has to be developed in such a way that it can be usable at any environment and at any type of input and system design. All depends upon the coding developed in the program and makes this phase an important one.

SYSTEM TESTING

System testing ensures that the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. An example of system testing is the configuration oriented system integration test. System testing is based on process descriptions and flows, emphasizing pre-driven process links and integration points. In this project whether the entire system is working is not are tested and whether the specified path ADO OLEDB connection is correct are tested.

FUNCTION TESTING

It is based on the system's functional requirements. Function testing is worked and performed in a carefully controlled situation. It can actually begin before the entire system is constructed. It compares the system's actual performance with its requirements, so the test cases for function testing are developed from the requirements document. In this project test the form actions are correctly perform with the functions. It also tests the performance the project and system.

ACCEPTANCE TESTING

‘ Acceptance Testing is done to verify the readiness of the system for the implementation. Acceptance testing begins when the system is complete. Its purpose is to provide the end user with the confidence that the system is ready for use. In this project Acceptance testing is included to demonstrate that the implemented system satisfies its requirements.

NAVIGATION TESTING

The links in the web application are tested for its correct navigation and to make sure that it jumps to the correct destination and opens in the correct window. The links in the web application navigates correctly to other pages and displays the content correctly.

WEBSITE TESTING

Web testing is the name given to software testing that focuses on web applications. Complete testing of a web-based system before going live can help address issues before the system is revealed to the public. Issues such as the security of the web application, the basic functionality of the site, its accessibility to handicapped users and fully able users, as well as readiness for expected traffic and number of users and the ability to survive a massive spike in user traffic, both of which are related to load testing. The testing is done in this project and tested for its functionality in the multiple web browsers. The website links are also tested for its functionality whether the links takes to correct pages.

PERFORMANCE TESTING

Performance testing is address the non-functional requirements set by the customers such as how well the calculation is done, the speed of response to user commands, accuracy of the result, and accessibility of the data are checked against the customer's performance prescriptions. Performance testing is designed and provided to the customer in general testing performed to determine how a system performs in terms of responsiveness and stability under a particular workload. It can also serve to investigate measure, validate or verify other quality attributes of the system, such as scalability, reliability and resource usage. Performance

testing it which strives to build performance into the implementation, design and architecture of a system. The system is performed under various environments and it works as required.

5. CONCLUSION AND FUTURE ENHANCEMENT

5.1CONCLUSION

Since the frontend screen is done using php. This project is capable of storing baby information from his/her birth to 6 years growth. It is easily to track the relations of hostel and homes they have taken food they are given by using the friendly interface of the system. The system supports different platforms and different languages. The release of new software with added feature and the fast growth of technology will surely force the system to impose some changes. With considerable supervision and modifications, this system can be replaced that is further establishment can be incorporated with minimum modifications.

The system can work in local or distributed manner. It means that the system can be used on local machines for management of one school or can be located on one server and clients from different parents can connect to the server and obtain requested information. The system can be easily extended by introducing new modules. An example of such, future work is evaluation questions module that can be used to evaluate student by teacher, and output the statistics of the evaluation.

5.2FUTURE ENHANCEMENT

It can be changed and it can be updated according to the needs of the user in future. The drawback is that there is no online interaction, in future we can develop it. The coding pattern is kept as dynamic as possible with minimum amount of static values to make it easier for future extensions. As the current system is expected to add more functionality and dependency according to requirement changes and technology, proper coding standards and working platform have been kept in mind to produce a quality product. One enhancement is that we can make this application in more than one language as well. Adding Fees management is also one option for enhancement.

In future the project when the theoretical design is turned out into a working system. Thus, it can be considered to be the most critical stage in achieving a successful new system and in giving the user, confidence that the new system will work and be effective. Thus, the application aims in protecting the software piracy from one customer to another and provides gain to the company which is developing the product. It involves careful planning, investigation of the existing system and it's constraints on implementation, designing of methods to achieve changeover and evaluation of changeover methods. It is the phase that focuses on user training, site preparation and file conversion for installing a candidate system. The important factor that should be considered here is that the conversion should not disrupt the functioning of the organization.

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APPENDICES

DATAFLOW DIAGRAM

Donor

SYSTEM FLOW DIAGRAM

ENTITY RELATIONSHIP DIAGRAM