**Naaya Aayam Multi-Disciplinary Institute**

**&**

**University of Northampton**

**Assignment of**

Group Project (L5)

On

**The Design And Development Of Course Management**

**Submitted To:**

Department Of Computing

**Submitted By:**

The Team BSSS

**Signed and Approved By:**

**Acknowledgment**

First up all I would like to thanks all the teachers and the staffs of both the universities for providing us with the wonderful platform for us to gain the knowledge. I also personally like to thank our teacher Suresh Gautam for his time and effort to make us able to stand in this stage of our life. Similarly, I also would like to thank my parents for guiding me in every step of my life and bringing me into this stage.

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| **Course: BSc Computing(SE)** | | **Year: L5** | | **CSY2027** |
| **Group Project** | **Title:** The Design and Development of a Course Management Software System | | | |
| **Student Names**   1. Bibek Singh 2. Bijay Chaudhary 3. Rohit Acharya 4. Subin Chaulagain | | | **Tutor:**  **Suresh Gautam** | |

**Allocated Tasks:**

Project Manager: Rohit Acharya

Elicitation Findings: Bibek, Subin

Documentation: Bijay,Rohit

System Design: Bibek,Subin

Prototype Functionality: Bijay,Rohit

Testing: Bibek,Subin

**Abstract**

Woodland university is an high ranked and great place to gain up the education. Having a great platform and good and experienced lecturers, this university is ranked one of the best among others. Accordingly, this institution has decided to alteration in their system and would like to acquire the digital receipts that perform every managerial activities that is being conducted in daily basis. So as to make a dream come true, we managed a series of tasks assigned by each of the members and also interviewed the concerned clients as well.

The basic plans were formulated amongst us and then made a detail layout of the working standard accordingly, the first task we made is taking up the interview session with our clients and gathering the information that is to be required so as to develop the project. The clients for this projects were:

|  |  |
| --- | --- |
| **Clients** | **Brief Introductory** |
| Dr Simon White | He is an course leader for the department of Computing |
| Dr Adam Blake | He is an course administrator and also the support team of department of computing |
| Dr Raj Singh | He is an senior lecturer as well as the module leader and personal tutor in department of computing |
| Dr Mark Wiiliam | He is an existing students persuading the degree of computing in that particular university. |

Before starting up the project we decide with the basic formulation about the functionality that is to be required in this assessment, the former layout along with the selection of the programming language was fixed up. After that we took a bit step forward and before moving along to the interview session we first divided the task amongst the four of us, for that each two of us were assigned for a particular task. For the report session, we decided to formulate the report by Bijay and Rohit similarly for the development part Bibek and Subin were assigned.

Next, we formulated the functionality for the project and their significances were arranged according to their precedence orders. Accordingly we performed each task respectively and as an result of this we are very eager and happy to present you all with this project.

Talking in brief about this project, this project being used up by the students enrolled in the university so due that reason we have included the following functionalities:

1. Slate page including all the lectures slides alongside the information’s for the assessment dates and the platform of its submission.
2. Also this has functionality for teachers where they can upload and create the documents and also the assignments as per the timing of the university.
3. It also has the details for other various sectors.

It also has the ER- diagrams and necessary diagrams included. For the implementation of this, we used PHP as a core programming language alongside we are also going to use the SQL server. We also performed the testing process alongside the implementation process for this prototype projects.

As a conclusion, we can say that it has been a good experience working with this project.

**Introduction:**

The main motive for this project is to know the formal requirement engineering processes and the steps that is to be followed during its development.

**Project Background:**

We have to develop an online course management software using an object oriented concept, for that we have been given a certain backgrounds that we need to implement. The lists of them are mentioned below:

|  |
| --- |
| Student Record |
| Staff Record |
| Course Record |
| Module Management |
| Assignment management |
| Attendance Record |
| Personal tutor management |
| Timetable Management |
| Diary Management |
| Report Generation management |

Including up all the features and functionalities we are to develop a course management system software. Here for each functionality, there should be the property of creating, Amend, Archive, Display, Assign the details required for the course computing.

**Aims And Objectives:**

1. To create a page for students logged-in in the system.
2. To create a page for teachers logged-in in the system.
3. To add different Areas which have been given in project brief such as student records, staff records, course records and so on.
4. To add functionalities or options in each Area like create, Amend, Archive, Display, Assign.
5. To add extra functionalities like add, delete personal and so on.
6. To implement the computerized system rather than the paper based functionality.
7. To make a new way of learning standard for the students living at distant places.

**Development Methodology:**

The development methodology used for this project is the Azile methodology , the brief description on it is mentioned below:

**Azile Methodology:**

The Agile programming advancement strategy is one of the easiest and successful cycles to transform a dream for a business need into programming arrangements. Flexible could be a term utilized to delineate programming headway moves toward that utilize ceaseless organizing, learning, enhancement, bunch joint exertion, transformative turn of occasions, and early transport.

It is additionally a preparing that propels ceaseless accentuation of change and testing all through the item enhancement lifecycle of the undertaking. Within the Spry show, both turn of occasions and testing works out are synchronous, not typical for the Waterfall show.

**Requirement Engineering:**

Requirement engineering refers to the tools and techniques that are applied in manufacturing the software before its final development phase and its utilization. It is regarded as one of the core part of engineering because without its use one cannot dream of the software that fulfills all the desires of every user in the society.

Since the world is composed of variant peoples with various religions, caste and the cultures in the similar manner one requirements from a single person might not as fruitful as possible because along with the variant of peoples in the society the views and thoughts of each one of them differs from each other’s. So for that reason also the requirements are to be taken up among their clients and made accordingly for the betterment of the company and stand along in these competitive markets.

We can also relate it as a manner or rules developed in the software so that the associative person has its proper documentation for that particular software. Here, the process of prompting desires are agreement set of requirement engineering that serves the basics development for the software.

The other main importance is that it will talk about the real world problem faced upon by the user in others developed software and want themselves an upgraded one including the particular features that they wish to acquire up in the software. So for that reason also the requirement engineering is the foremost and most important for any software developers.

Requirement engineering is broadly divided into the following categories and the steps:

1. Elicitation Activities
2. Interview Plans
3. Interview Findings
4. Other Problem Domain Research.

**Elicitation Activities:**

The medium of collection of the requirements from its clients by a company is referred to as the elicitation activities. The requirement gathering can be with anyone it may be the user or the stakeholders.

It may be through any means and mediums, it may be the general meetings or other mediums. The main target is to collect all the pre-requisites for software.

**Interview plans**

This technique refers to the mediums that the company uses to collect the requirements from its clients. There are various means and mediums available that the developer can collect the information’s. it might be the internet or any other mediums.

Here the plan is made up by the developer and then implemented accordingly. The information collected are properly documented and filed for its future purpose.

**Interview Findings:**

Here, during the interview session the developers finds out certain requirements that the clients wishes to be included in the software. the client also gets the clear concept about that software and thus the developed software will be more fruitful and useful for its use in the upcoming days.