

NATIONAL INSTITUTE OF TECHNOLOGY, PUDUCHERRY

(An institute of National importance under MHRD, Govt. of India)

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PROJECT PHASE – II 06 February 2018

ONLINE HOSTEL MANAGEMENT OF NITPY

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Project Guide:

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ONLINE HOSTEL MANAGEMENT OF NITPY

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OBJECTIVE

An online hostel management system for accessing various services required within hostels, ease of accessibility of services, high efficiency and reducing inconsistency and data loss

ABSTRACT

Today in the era of Digitalization, there is growing essence of reducing paper work, maintain security, highly efficient management via efficient user-friendly interface applications and centralized accessibility of the resources to avoid data redundancy, data inconsistency high cost over manual input, manual error and high wastage of papers. Large increase of strength of students enrolling every year lead to the rise in the accommodation further rises the issue of their management.

In the existing time, it is done manually leading to the inconsistency, redundancy and sometime loss of data and important information. The organized way of managing the Hostel may lead to reduction in inconsistency and ease in the way of access the data require for the management.

The "Online Hostel Management" system is web-based application to provide ease of managing student's accommodation to the hostel efficiently. This project also keeps details of the hostellers and applied students. Students can register their complaints. It maintains the student list for allotment can see the notice and mess menu and can have different logins for warden/hotel assistant, student and chief warden/administration and overall reduction in human effort and inconsistency and increases the comfort level and serves as a step to the digital world

FEATURES

The web-based development module on Online Hostel Management System focuses on five perspectives - hostellers, wardens, Chief Wardens, Security and administration. There are 10 features will be illustrated by our system:

System Feature 1: Separate Login for Warden, hostellers, Chief **F.1** Warden, Security and administration

4.9.1 Description and Priority

> Separate the list of User into three categories: student, faculties and administration each having separate area of concern. Each of them must have the separate accessibility based on their Responsibilities. Priority: A A A A A

F.2 System Feature 2: Allocation of Students

4.1.1 **Description and Priority**

> Students are allotted based on the availability of Room and allotted student can again can be re-allotted in the hostel after a semester or two. The room allocation data can also contain the information about the room accessories like cots, tables, chairs etc.

Priority: 公公公公公

F.3 System Feature 3: Giving Mess feedback

4.5.1 **Description and Priority**

> Mess feedback system is for giving the feedback to the mess based on various Criteria

> and then taking the cumulative average of the responses and display it to the wardens/ chief warden for further actions **Priority:** ☆ ☆ ☆ ☆

F.4 System Feature 4: Accessing Mess Menu

4.6.1 Description and Priority

> Students can see the mess menu and any changes of mess menu can be displayed immediately

Priority:. 公 公 公 公 公

F.5 System Feature 5: Displaying the Notices

4.7.1 **Description and Priority**

> Wardens/Chief wardens draft the notice which can be displayed to all users/hostellers/ particular user via this module. **Priority:** なななな

F.6 System Feature 6: Accessing Sick room/Common rooms

4.2.1 Description and Priority

Student can access the sick room/common room by registering online along with the durations which willO again be verified by security while providing key of the rooms.

Priority: 公 公 公

F.7 System Feature 7: Accessing Visitor Room

4.4.1 Description and Priority

Visitor Room can be accessed by student in case of any visitor visits or can be accessed by warden/chief warden for any chief visitor visiting the hostel. **Priority:** ななな

F.8 System Feature 8: Accessing Medicine and Sport accessories

4.3.1 Description and Priority

Student gets the details of the medicines available and sport accessories that are accessible and available and can register if required.

Priority: 対 対 な

F.9 System Feature 9: Collecting of Grievance and complaint

4.8.1 Description and Priority

Student fill the grievance form and submitted form will be displayed to warden/Chief warden for further actions.

Priority: ☆ ☆ ☆ ☆

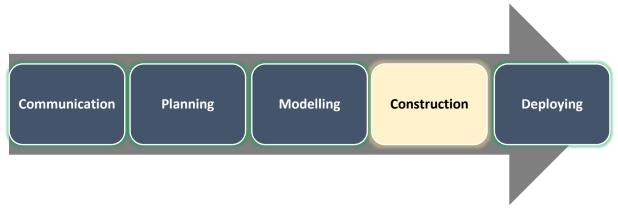
F.10 System Feature 10: Attendance, Entry and Exit System

4.10.1 Description and Priority

On each entry and exit of the hostel the response would be recorded and attendance will be calculated leading to spontaneous attendance of students. The entry and exit will be verified by wardens and security staffs

Priority: \(\forall \

WORK PROGRESS



Our Project progress can be stated as follows:

- Completion of Requirement Gathering from various sources.
- Completion of making of a Specification Report based on the finalized Requirement.
- Completion of the Use-case and other blueprints.
- Completion of Dataflow diagram and choosing the development environment based on requirement.
- Development of Basic UI (Skeleton UI).
- Completion of User Repository System, Mess Feedback and Menu System and Room Allocation system with both front-end and back-end.

GOAL FOR NEXT REVIEW

- Completion of all the above specified feature by developing all the required module.
- Preform Alpha Testing and Interface testing followed by Creation of a Test Report.

CONCLUSION

The goal of this project is to develop a responsive, scalable, efficient and user- friendly website for managing all the hostels in National Institute of Technology, Puducherry. We went through the various recent technologies and recent trend in Web Development and chooses the best which meet the Requirement. Finally, we decided to develop the website with less overhead and a scalable and reliable Website through MEAN Stack.

REFERENCES

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