ONLINE COLLEGE ADMISSION MANAGEMENT SYSTEM

MINOR PROJECT REPORT

SUBMITTED IN PARTIAL FULFILMENT OF THE REQUIREMENTS FOR

THE AWARD OF THE DEGREE OF

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Information Technology

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Abstract

Online Admission System is aimed at developing an online admission application for a college. This system is an online system that can be accessed throughout the organization and outside as well with proper login provided. Our system has two type of accessing modes, administrator and user. Student management system is managed by an administrator. It is the job of the administrator to admit and monitor the whole process. When a user log in to the system. He would only view details of the student. He can't perform any changes .The system has two modules. They are User Administrator Students logging is to apply for the course by filling an applycation form provided by online. College principal/administrator logging in may also access/search information put up by the students. This college admission management system helps to make the admission process much easier and helps in maintaining database in an efficient way. In this system college admin can add the college details and the stream details. We can get the previous year's cut off marks for all the streams. College can create the cut off list for the current year and the students are expected to register on the website and apply for the desired stream. College can register admissions of new students and also remove the students who denies the admission. College can make 3 list of cut off and the final list of students can be viewed. There are 2 modules in this system namely admin (college) and user (students). Admin can add college details and cut off list, they can select students, register and remove students, and can also view the final list of students. Users (Students) can login and view the college details and cut off marks list of various streams, they can also apply to the respective college and get notification if they are selected.

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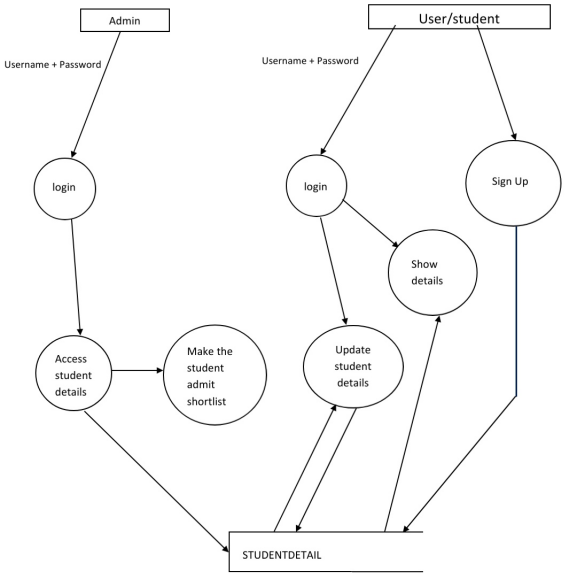

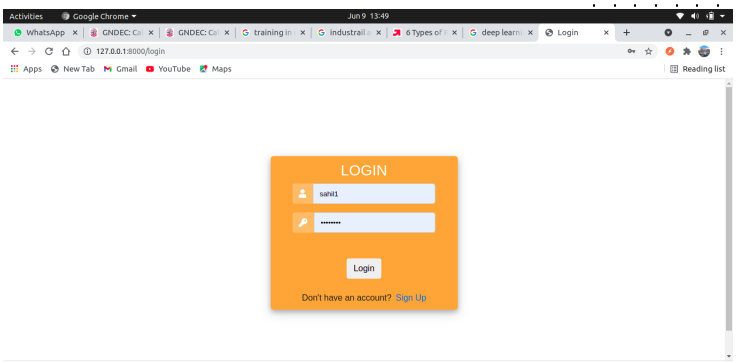

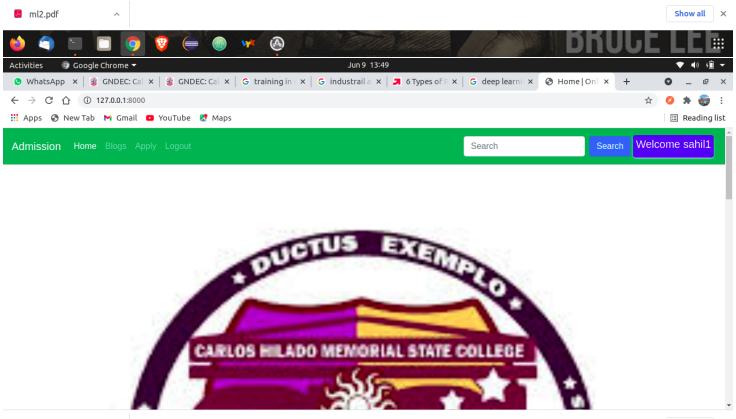

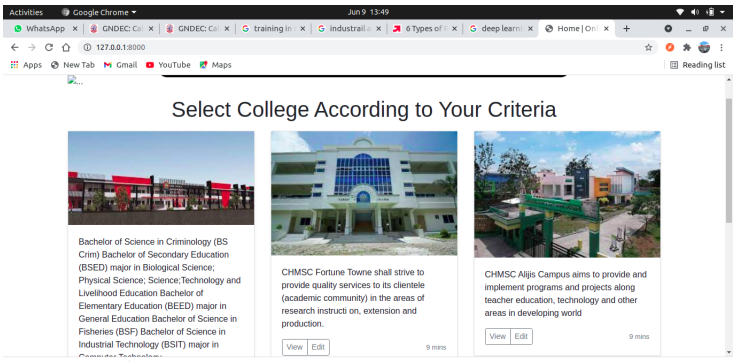

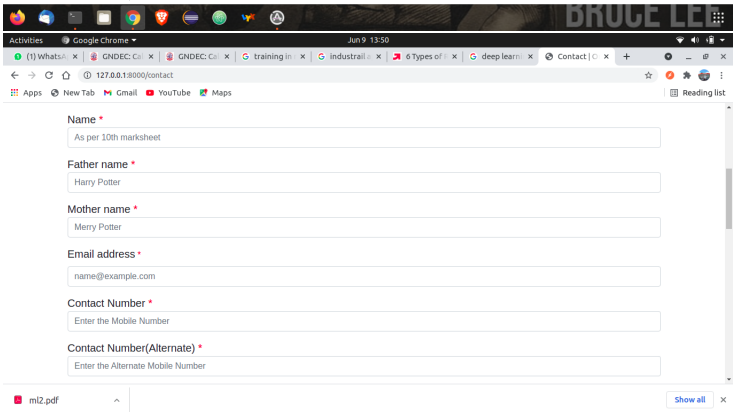

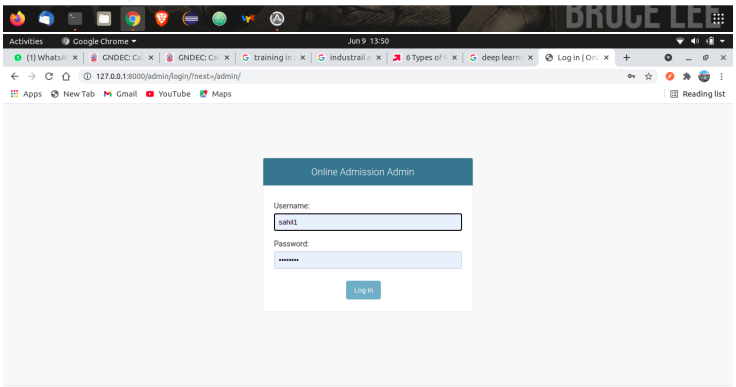

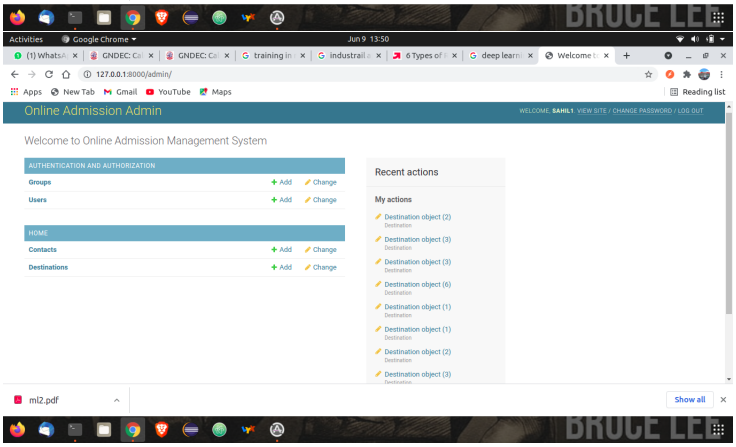

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1 Introduction

1.1 Introduction to Project Page

Traditional college admission is a hectic process, which involves students visitingoff-site campus, taking application, filling it and then submission is another hecticstory. on the day of admission, the flow of candidates is very high and it requiresboth manual processing and record keeping at the same time that makes the process lengthy and difficult to keep track of the admission status of a candidatein multiple departments. At present admission process is done manually with penand paper which is very inefficient and utilizes much efforts and time. This college admission management system helps to make the admission process much easierand helps in maintaining database in an efficient way. In this system college admin can add the college details and the stream details. We can get the previous year's cut off marks for all the streams. College can create the cut off list for the current year and the students areexpected to register on the website and apply for the desired stream. College canregister admissions of new students and also remove the students who denies the admission. College can make 3 list of cut off and the final list of students can beviewed.

1.2 Project Category (Internet based, Application or System Development, Research based, Industry Automation, Network or System Administration)

1.3 Objectives

There are some objectives, which are envisaged under the project: -

1. Practicality: The system should be stable and can be operated with average intelligence.
2. Efficiency: There should be balance amongst various factors like accuracy, comprehensiveness on one hand and response timeliness of the system on the other hand. .
3. Cost: It is desirable to aim for the system with a minimum cost subject to the condition that it must satisfy the entire requirement.
4. Security: This is very important aspect requiring rigorous designing of database including hardware reliability, fallback procedures and physical security of data.

1.4 Problem Formulation

1.5 Identification/Reorganization of Need

As the strength of the students is increasing at a tremendous speed, manual maintenance of student admission is very difficult. Hence, the need for online admission is inevitable. In case of manual system they need a lot of time, manpower etc.Here almost all work is computerized. So the accuracy is maintained. Maintaining backup is very easy. It can do with in a few minutes.

1.6 Existing System

Today in colleges student details are entered manually. The student details in separate records are tedious task. Referring to all these records and updating is needed. There is a chance for more manual errors.

1. When the student comes in college.
2. First of all, he/she takes admission form from reception.
3. Fills it and submits it into office.
4. Filled form is first checked with documents like merit list an details came fromuniversity and verified by an official person , if there is any mistake then it is corrected.
5. At the time of submission of it the fees is deposited by the candidate.
6. At the time of submission of admission form admission no. is assigned to the candidate by the institute.
7. Candidate gets the receipt of fees deposition. Disadvantages of Present System:- 1. Require much man power i.e. much efforts, much cost and hard to operate and maintain. 2. Since, all the work is done in papers so it is very hard to locate a particular student record when it is required.

1.7 Proposed System

The main goal of the system is to automate the process carried out in the organization with improved performance and realize the vision of paperless admission. Some of the goals of the system are listed below:

1. Manage large number of student details.
2. Manage all details of student who registered for the course Create student accounts and maintain the data's effectively.
3. View all the details of the students.
4. Reduce the work load in interview the students for selection Activities like updating, modification, deletion of records should be easier.

1.8 Unique Features of the System

The aim of the proposed system is to address the limitations of the current system. The requirements for the system have been gathered from the defects recorded in the past and also based on the feedback from users of previous metrics tools. Following are the objectives of the proposed system:

1. Reach to geographically scattered students.One of the important objectives of the admission system is communicate with all the students scattered geographically.

2. Reducing time in activities.Reduce the time taken process the applications of students, admitting a student, conducting the online examination, verify student marks, and send call letters to selected students.

3. Centralized data handling. Transfer the data smoothly to all the departments involved and handle the data centralized way.

4. Paperless admission with reduced manpower.

5. Reduce the manpower needed to perform all the admission and administration task by reducing the paper works needed.

6. Cost cutting. Reduce the cost involved in the admission process.

7. Operational efficiency. Improve the operational efficiency by improving the quality of the process.

2 Requirement Analysis and System Specification

This phase define the requirement of the software i.e. it defines the tools and equipments which are used for the development of the software.. Following are the hardware and software requirements for

building this Application:

2.1.1 Hardware Interface:

Processor - Pentium IV 2 GHz above

RAM - 512 MB

Hard Disk Drive - 20 GB

2.1.2 Software Interface:

Operating System - Windows

Programming languages - Python

Documentation - Latex.

Interface - DJango

2.1 Feasibility Study (Technical, Economical, Operational)

ECONOMIC FEASIBILITY Economic analysis is most frequently used for evaluation of the effectiveness of the system. More commonly knows as cost/benefit analysis the procedure is to determine the benefit

and saving that are expected from a system and compare them with costs, decisions is made to design and implement the system. This part of feasibility study gives the top management the economic

justification for the new system. This is an important input to the management the management, because very often the top management does not like to get confounded by the various technicalities that bound

to be associated with a project of this kind. A simple economic analysis that gives the actual comparison of costs and benefits is much more meaningful in such cases. It is economically feasible, it will only

require a single operator to operate the system, who is responsible for entering the data into the database via a user interface provided to him, who can also able to show all the data in html tabular form so to

provide information regarding the students who are either taken admission or to take admission, since it requires only a single person to operate the whole system thus reduces the cost to operate the system.

In the system, the organization is most satisfied by economic feasibility.Because, if the organization implements this system, it need not require anyadditional hardware resources as well as it will be saving

lot of time.

TECHNICAL FEASIBILITY Technical feasibility centers on the existing manual system of the testmanagement process and to what extent it can support the system.According to feasibility analysis procedure

the technical feasibility of thesystem is analyzed and the technical requirements such as software facilities,procedure, inputs are identified. It is also one of the important phases of thesystem development activities.It is technically feasible, since the whole system is designed into the latest technologies like PHP and SQL Server which are the most recent technologies to develop web based systems and design databases. The system offers greater levels of user friendliness combined with greaterprocessing speed. Therefore, the cost of maintenance can be reduced. Since, processing speed is very high and the work is reduced in the maintenance point of view management convince that the project is operationally feasible.

OPERATIONAL FEASIBILITY It is Operational feasible, since the system is providing a attractive user interface to theoperator/end user, so he feel very easy to work onto it. Response to operator/end user is very fast and very good.Since, as we mentioned above that it requires much less amount of cost, it uses computer work so it is very fast to operate and it is very easy for user to work on it.

2.2 Software Requirement Specification Document

1. FUNCTIONAL REQUIREMENT- The functionalities that a developer must incorporate into software to accomplish use cases are referred to as functional requirements. These functions will be built in such a way that vendor independent system-to-system communication is possible.

2. PERFORMANCE REQUIREMENT-If the system is not connected, it must not add more than two seconds to the time it takes to accomplish an action. There must be no more than a ten-second delay in the logging of researcher data to the research centre. The speed with which directives are provided to the system will be affected by the efficiency of the software code.

3. MAINTAINABILITY REQUIREMENT-The system is as simple to use as feasible, with all capabilities accessible.

4. SECURITY REQUIREMENT-Because the system is meant to run on a network like the internet, there are security concerns connected with utilising it. When evaluating the system, the user must ensure that intruders, such as hacker attempts and third-party invasions, are prevented from gaining access.

5. LOOK AND FEEL REQUIREMENT-Modularity is incorporated into the system's architecture.

2.3 Validation

Validation means observing the behavior of the system. The verification and validation means that will ensure that the output of a phase is consistent with its input and that the output of the phase is consistent with the overall requirements of the system. The 'College Alumni' system performed validation by verifying the output of each phase. This is done to ensure that it is consistent with the required output. If not we apply certain mechanisms for repairing and thereby achieved the requirement.

2.4 Expected hurdles

2.5 SDLC Model to be used

WATERFALL MODEL

The Waterfall Model was the first Process Model to be introduced. It is also referred to as a linear-sequential life cycle model. It is very simple to understand and use. In a waterfall model, each phase must be completed before the next phase can begin and there is no overlapping in the phases.

The Waterfall model is the earliest SDLC approach that was used for software development.

The waterfall Model illustrates the software development process in a linear sequential flow. This means that any phase in the development process begins only if the previous phase is complete. In this waterfall model, the phases do not overlap.

3 System Design

The design phase focuses on the detailed implementation for the system recommendation in the feasibility study. The design phase is a translation from a program-oriented-document to user-oriented-document. The design activity begins when the required document for the software to be developed is available. This may be SRS for the complete system, in case of waterfall model is being followed or the requirement for the next iteration, if the iterative enhancement is being followed or the requirement for the prototype if the prototyping is being followed. Design is essentially the bridge between requirement specification and the final solution for satisfying the requirements. The term "design" is used in two ways, when used as a verb it represents the process the designing while it represents the result of design process. The goal of design process is to produce some order, which can be later used to build that system. The produced model is called the design of the system. The design of the system is essentially a blueprint or a plan for solution for the system. Here we consider a system to be asset of components which clearly defines the behavior that interacts with each other in a fixed define manner. A component of a system can be3 considered as a system with its own components. In a software system a component is a software module. The design process for software system has two levels, Top level and logical design. In top level, it is indicated that how the modules should be integrated. Logical design expands the system design to contain more detailed description of processing logic and data structures.

3.1 Design Approach (Function oriented or Object oriented)

3.2 Detail Design

INPUT DESIGN The input design is the link between the information system and the user. It comprises the developing specification and procedures for data preparation and those steps are necessary to put transaction data into a usable form for processing data entry. The activity of putting data into the computer for processing can be achieved by inspecting the computer to read data from a written or printed document or it can occur by having people keying the data directly into the system. The design of input focuses on controlling the amount of input required, controlling errors, avoiding delay, avoiding extra steps and keeping the process simple. The system needs the data regarding the asset items, depreciation rates, asset transfer, physical verification for various validation, checking, calculation and report generation.. The error raising method is also included in the software, which helps to raise error message while wrong entry of input is done. So in input design the following things are considered.

- What data should be given as input?
- How the data should be arranged or coded?
- Methods for preparing input validations and steps to follow when error occur

- The samples of screen layout are given in the appendix.

OUTPUT DESIGN Computer output is the most important and direct information source to the user. Output design is a process that involves designing necessary outputs in the form of reports that should be given to the users according to the requirements. Efficient, intelligible output design should improve the system's relationship with the user and help in decision making. Since the reports are directing referred by the management for taking decisions and to draw conclusions they must be designed with almost care and the details in the reports must be simple, descriptive and clear to the user. So while designing output the following things are to be considered.

- Determine what information to present
- Arrange the presentation of information in an acceptable format
- Decide how to distribute the output to intended receipts Depending on the nature and future use of output required, they can be displayed on the monitor for immediate need and for obtaining the hardcopy.

The options for the output reports are given in the appendix.

3.3 System Design using various structured analysis and design tools such as: DFD's, Data Dictionary, Structured charts, Flowcharts or UML

3.4 User Interface Design

3.5 Database Design

Database Design

The overall objective in the development of database technology has been to treat data as an organizational resource and as an integrated whole. DBMS allow data to be protected and organized separately

from other resources. Database is an integrated collection of data. The most significant form of data as seen by the programmers is data as stored on the direct access storage devices. This is the difference

between logical and physical data. Database files are the key source of information into the system. It is the process of designing database files, which are the key source of information to the system. The

files should be properly designed and planned for collection, accumulation, editing and retrieving the required information. The organization of data in database aims to achieve three major objectives: -

- Data integration.
- Data integrity.
- Data independence.

The proposed system stores the information relevant for processing in the MS SQL SERVER database. This database contains tables, where each table corresponds to one particular type of information. Each

piece of information in table is called a field or column. A table also contains records, which is a set of fields. All records in a table have the same set of fields with different information. There are primary

key fields that uniquely identify a record in a table. There are also fields that contain primary key from another table called foreign keys.

3.5.1 ER Diagrams

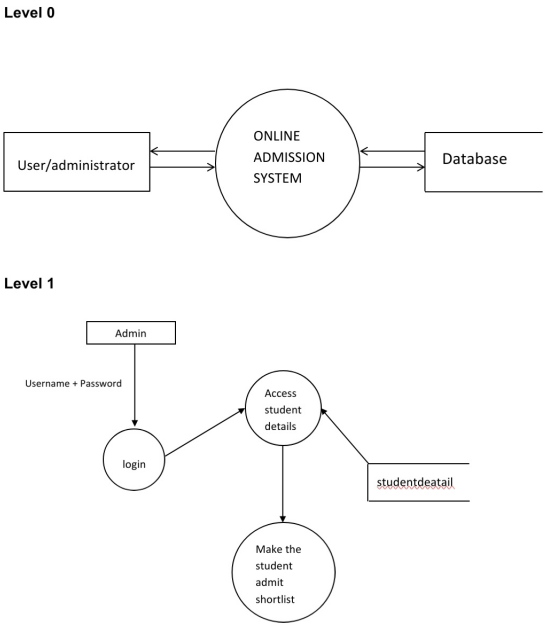
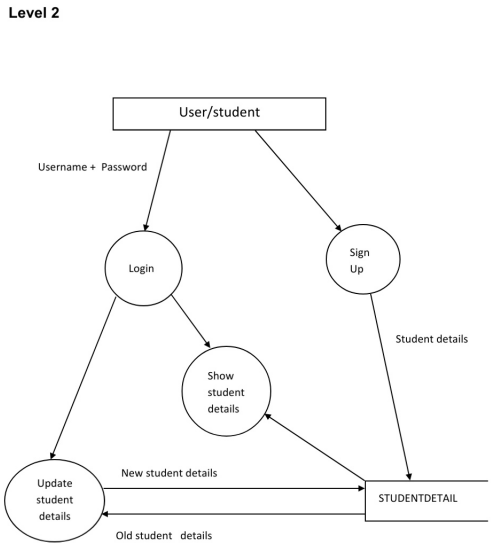


Figure 1:



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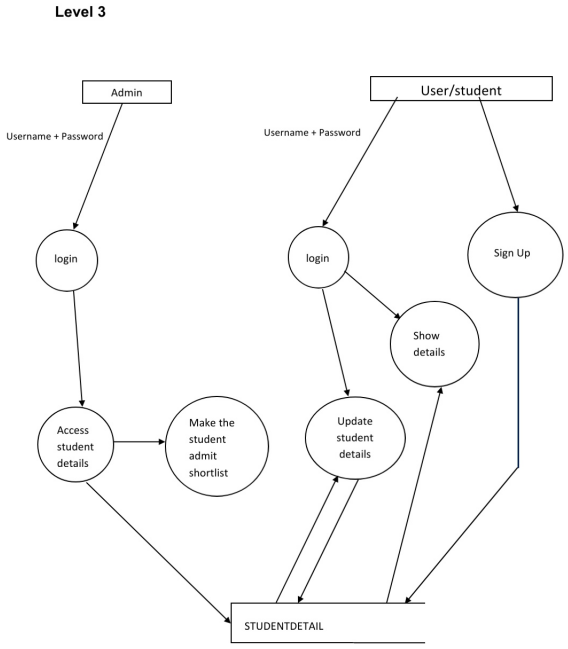


Figure 3:

3.5.2 Normalization

Normalization is a technique of separating redundant fields and braking up a large table in to a smaller one. It is also used to avoid insertion, deletion and updating anomalies. All the tables have been normalized up to the third normal form. In short the rules for each of the three normal forms are as below. • First normal form

A relation is said to be in 1NF if all the under lying domain of attributes contain simple individualvalues. • Second normal form The 2NF is based on the concept of full functional dependency. A relation said to be in 2NF if and only if it is in 1NF and every non-key attribute is fully functionally dependent on candidate key of the table. • Third normal form The 3NF is based on the concept of transitive dependency. A relation in 2NF is said to be in 3NF if every non-key attribute is non-transitively

3.6 Methodology

System design is the solution to the creation of a new system. This phase is composed of several systems. This phase focuses on the detailed implementation of the feasible system. It emphasis on translating design specifications to performance specification. System design has two phases of development logical and physical design. During logical design phase the analyst describes inputs (sources), out puts (destinations), databases (data sores) and procedures (data flows) all in a format that meats the uses requirements. The analyst also specifies the user needs and at a level that virtually determines the information flow into and out of the system and the data resources. Here the logical design is done through data flow diagrams and database design. The physical design is followed by physical design or coding. Physical design produces the working system by defining the design specifications, which tell the programmers exactly what the candidate system must do. The programmers write the necessary programs that accept input from the user, perform necessary processing on accepted data through call and produce the required report on a hard copy or display it on the screen.

4 Implementation, Testing, and Maintenance

INTRODUCTION TO IMPLEMENTATION: It is one of the main modules of the project development stage. All the work done as earlier comes near to end when I am going to implementing the project. I

tried my best to fulfill all the requirements of Online Courier Management System. However, implementation can be taken finalize the testing procedure. But if we implement the project there is not any

standardized procedure to check the testing while implementation give us chance to test if there is any problem, it can be taken remedies so we can finalize the project, using implementation and reviewing

techniques. So far, this project is concerned; it is free from errors and can be implemented very effectively.

TESTING: Testing is a dynamic method for verification and validation, where the system to be tested is executed and behavior of the system is observed. Due to this, testing observes the failures of the

system, for which the presence of faults can be deduced. However, separate activities have to be performed to identify the faults and then remove them. There are two approaches to testing, functional and

structural. In functional testing, the internal logic of the system under testing is not considered and the test cases are decided for the specifications or the requirements. It is often called black-box testing. In

structural testing, the test cases are decided entirely on the internal logic of the program on module being tested. The external specifications are not considered. Mutation testing is another approach for

structural testing that created mutants of the original program. The testing criterion is to kill all the mutants by having the mutant generate a different output from the original program. Unit testing is used to test

a module and the focus are combined into sub-systems which are then tested. The goal here is to test the system design. Structural testing can be used for unit testing, while at higher level mostly functional

testing is used. During the test case, execution phase the test cases are executed and various reports are produced for evaluating testing. The main output of the execution phase is the test log, the test summary

report and the error report. Testing is the major control measure used during software development. Its basic function is to detect errors in the software. During requirement analysis and design, the output is a

document that is usually textual and no executable. After the coding phase, computer programs are available that can be executed for testing purpose. This implies that testing not only has to uncover errors

introduced during coding, but also errors introduced during previous phase. Thus the goal of testing is to uncover the requirements, design and coding errors in the programs.

MAINTAINANCE:-

Maintenance is a provision, which includes both the improvement of system functions and the correction of faults which arise during the operating of system. Maintenance activity may require the continuing

involvement of a large proportion of computer resources. When we install the software, chances arise in

two ways

(I) As a part of normal running system where errors are found, user may ask for improvement or external requirements change.

(II) As a result of specific investigation and review of system performance

4.1 Introduction to Languages, IDE's, Tools and Technologies used for Implementation

PYTHON

Python is an interpreted, object-oriented, high-level programming language with dynamic semantics. Its high-level built in data structures, combined with dynamic typing and dynamic binding, make it very

attractive for Rapid Application Development, as well as for use as a scripting or glue language to connect existing components together. Python's simple, easy to learn syntax emphasizes readability and

therefore reduces the cost of program maintenance. Python supports modules and packages, which encourages program modularity and code reuse. The Python interpreter and the extensive standard library

are available in source or binary form without charge for all major platforms, and can be freely distributed.

Often, programmers fall in love with Python because of the increased productivity it provides. Since there is no compilation step, the edit-test-debug cycle is incredibly fast. Debugging Python programs is

easy: a bug or bad input will never cause a segmentation fault. Instead, when the interpreter discovers an error, it raises an exception. When the program doesn't catch the exception, the interpreter prints a

stack trace. A source level debugger allows inspection of local and global variables, evaluation of arbitrary expressions, setting breakpoints, stepping through the code a line at a time, and so on. The

debugger is written in Python itself, testifying to Python's introspective power. On the other hand, often the quickest way to debug a program is to add a few print statements to the source: the fast edit-test-

debug cycle makes this simple approach very effective.

DJANGO

Django is a high-level Python Web framework that encourages rapid development and clean, pragmatic design. Built by experienced developers, it takes care of much of the hassle of Web development, so

you can focus on writing your app without needing to reinvent the wheel.

MySQL

The MySQLi Extension (MySQL Improved) is a relational database driver used in the PHP programming language to provide an interface with MySQL databases. There are three main API options when

considering connecting to a MySQL database server:

- PHP's MySQL Extension
- PHP's MySQLi Extension

• PHP Data Objects (PDO) The PHP code consists of a core, with optional extensions to the core functionality.

PHP's MySQL-related extensions, such as the MySQLi extension, and the MySQL extension, are implemented using the PHP extension framework. An extension typically exposes an API to the

PHP programmer, to allow its facilities to be used programmatically. However, some extensions which use the PHP extension framework do not expose an API to the PHP programmer. MySQLi is an

improved version of the older PHP MySQL driver, offering various benefits. The developers of the PHP programming language recommend using MySQLi when dealing with MySQL server versions 4.1.3

and newer (takes advantage of new functionality).

HTML

The HyperText Markup Language, or HTML is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets and

scripting languages such as JavaScript.

CSS

CSS (Cascading Style Sheets) is a declarative language that controls how webpages look in the browser. The browser applies CSS style declarations to selected elements to display them properly. A style

declaration contains the properties and their values, which determine how a webpage looks.

4.2 Coding standards of Language used

Coding standars are:-

Safe: It can be used without causing harm.

Secure: It can't be hacked.

Reliable: It functions as it should, every time. Testable: It can be tested at the code level.

Maintainable: It can be maintained, even as your codebase grows.

Portable: It works the same in every environment.

4.3 Project Scheduling using various tools such as PERT, GANTT charts, Open PROJ etc.

4.4 Testing Techniques and Test Plans

FUNCTIONAL TESTING

This testing phase includes checking the functionality of the system we have developed. This may include checking the overall functionality and to check the each module one by one. In functional testing the

structure of the program is not considered. The basis for deciding the test cases in this is the requirement or the specification of the program or the module. For the entire system the test cases are designed

from the requirement specification document for the system. Test cases are given for testing against requirements of the unit being tested. The unit modifies a test databases for the integrity of the databases

after the operation. Test cases based on experience such as testing for boundary conditions minimum, maximum and off by one boundary.

PERFORMANCE TESTING:

When a program is tested, the actual output is compared with the expected output. When there is a discrepancy, the sequence of instructions must be traced to determine the problem. The process is facilitated

by breaking the program down into self-contained portions, each of which can be checked at certain key points. The idea is to compare program values against desk-calculated values to isolate the problem.

4.5 User Interface Representation (of Respective Project)

System design is the solution to the creation of a new system. This phase is composed of several systems. This phase focuses on the detailed implementation of the feasible system. It emphasis on translating design specifications to performance specification. System design has two phases of development logical and physical design. During logical design phase the analyst describes inputs (sources), out puts (destinations), databases (data sores) and procedures (data flows) all in a format that meats the uses requirements. The analyst also specifies the user needs and at a level that virtually determines the information flow into and out of the system and the data resources. Here the logical design is done through data flow diagrams and database design. The physical design is followed by physical design or coding. Physical design produces the working system by defining the design specifications, which tell the programmers exactly what the candidate system must do. The programmers write the necessary programs that accept input from the user, perform necessary processing on accepted data through call and produce the required report on a hard copy or display it on the screen.

4.5.1 Brief Description of Various Modules of the system

A software system is always divided into several sub systems that makes it easier for the development. A software system that is structured into several subsystems makes it easy for the development and testing. The different subsystems are known as the modules and the process of dividing an entire system into subsystems is known as modularization or decomposition. A system cannot be decomposed into several subsystems in any way. There must some logical barrier, which facilitates the separation of each module. The separation must be simple but yet must be effective so that the development is not affected. The system under consideration has been divided into several modules taking in consideration the above-mentioned criteria.

The different modules are

1.user module

2..administrator module

4.6 Snapshots of system with brief detail of each

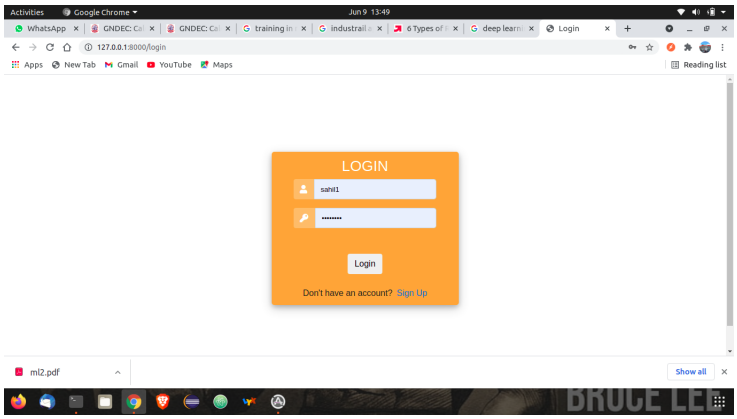


Figure 4:

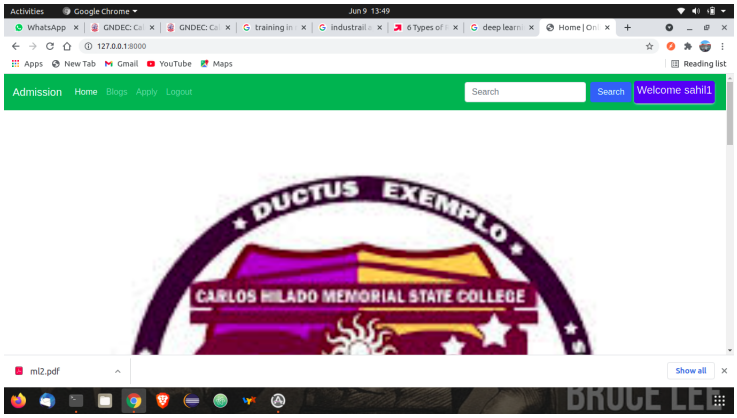
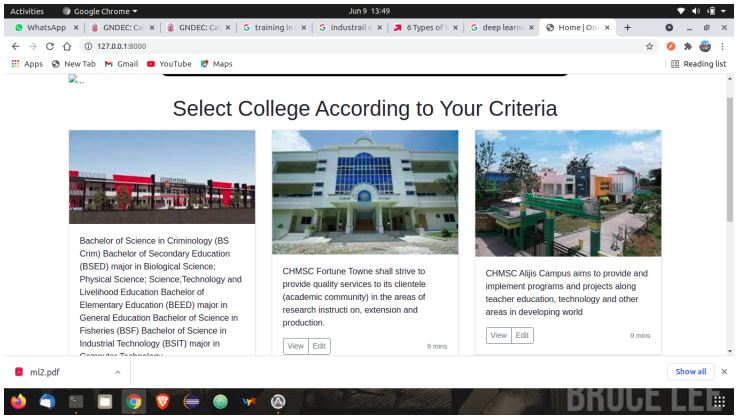


Figure 5:



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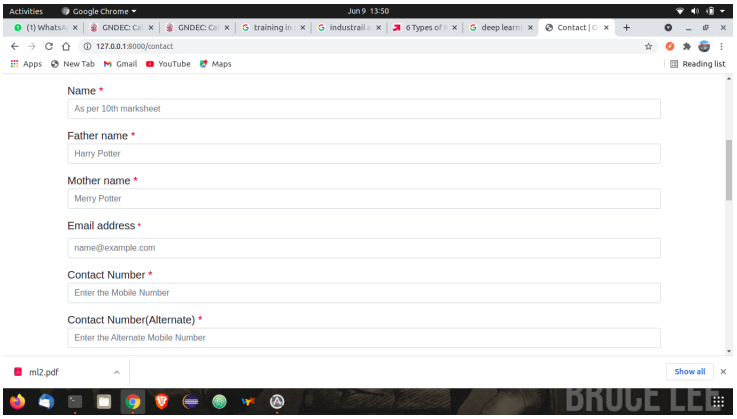

Figure 7:

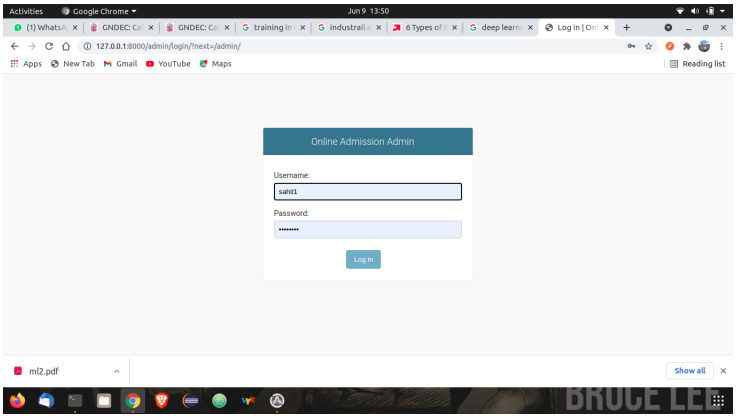

Figure 8:

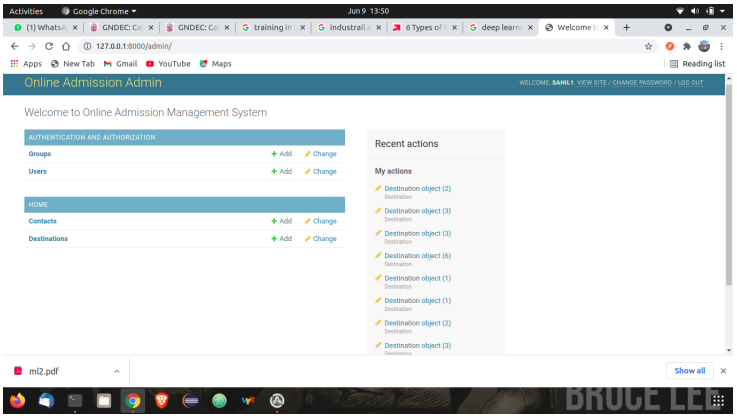

Figure 9:

4.7 Back Ends Representation (Database to be used)

4.7.1 Snapshots of Database Tables with brief description

5 Conclusion and Future Scope

CONCLUSION This system, being the first We have created in PHP, has proven more difficult than originally imagined. While it may sound simple to fill out a few forms and process the information, much

more is involved in the selection of applicants than this. Every time progress was made and features were added, ideas for additional features or methods to improve the usability of the system made

themselves apparent. Furthermore, adding one feature meant that another required feature was now possible, and balancing completing these required features with the ideas for improvement as well as

remembering everything that had to be done was a project in itself. Debugging can sometimes be a relatively straight forward process, or rather finding out what you must debug can be. Since so many parts

of the admissions system are integrated into one another, if an error occurs on one page, it may be a display error, for example; it may be the information is not correctly read from the database; or even that

the information is not correctly stored in the database initially, and all three must be checked on each occasion. This slows down the process and can be frustrating if the apparent cause of a problem is not

obvious at first. Language used must besimple and easy to understand and compatibility is paramount. If this system were not designed as an entirely web based application, it would not have been possible

torecreate its current state of portability. Overall, the system performs well, and while it does not include all of the features that may have been desired, it lives up to initial expectations. The majority of

features that are included work flawlessly and the errors that do exist are minor or graphical.

FUTURE SCOPE The future scope of this project is very broad Few of them are: This can be implemented in less time for proper admission process This can be accessed anytime anywhere, since it is a

web application provided only an internet connection. The user had not need to travel a long distance for the admission and his/her time is also saved as a result of this automated system

References/Bibliography

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