Final Report
of
Edu-Right

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Date Created: January 9, 2021

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Chapter 1

Introduction

Edu-Right is a scholarship management website that intends to bridge the gap between humanitarian people with underprivileged students.

Students dropping-out from primary schools is one of the main concerning problems in Bangladesh. The primary objective of the platform is to help the children in need of financial assistance. The assets of the platform is the sponsors wishing to make a positive impact in the society. The sponsors are also capable of tracking the progress of the students they are sponsoring. As a pandemic situation is going on, student drop out has soared up a lot. They are in need of financial assistance like never before. This platform tries to provide a little solution to address this current problem.

Broadly, the system has two main users: the sponsors and the students. Besides, there is an admin access to review the applications from students.

Chapter 2

Problem Statement, Opportunities and Objectives

2.1 Problem Statement

Currently, there are different non-profit as well as business initiatives working to achieve the goal of helping underprivileged students to get education. But there are some problems in those existing systems. Most of the organizations are mainly focused on metropolitan cities whereas a few are focused on rural areas. Some of the organizations maintain their own schools which can't accommodate a good number of students. Moreover, some platforms lack the connectivity between the students and their sponsors. And in most of the systems, students don't get the opportunity to apply for scholarships by themselves.

2.2 Opportunities

- One in every five children drops out of school mainly because of poverty as per the report of The Dhaka Tribune (2017). So, there's a huge amount of students who are in need of aid.
- Having the options to apply for scholarship by the students themselves.
- Making a friendly user interface for the users.

2.3 Objectives

- Providing students the opportunity to apply for scholarships by themselves
- Students' eligibility check
- Sponsors keeping track of students' result
- Sponsors and students having the option to view corresponding users' profile
- Smooth and robust transaction functionality

Chapter 3

User Requirement Analysis (SRS Included)

3.1 Requirement Study

3.1.1 Potential Users of the System

The primary objective of the project is to develop a platform that will be focusing on helping the children in need. And assets of this system will be the humanitarian people who wish to bring a positive change in the society and nation as well.

20% of the children drop out of school mainly because of poverty. So, there's a huge amount of students who are in need of aid. This platform will act as a bridge between their needs and the goodwill of the philanthropists.

3.1.2 Methodology

For collecting data about our user requirements, procedures like analyzing the existing systems, speculations, questionnaires and interview were used.

At first, the features of the existing systems like JAAGO Foundation, Shapla Foundation were observed. That gave us a quick overview of the current scenario in the country.

The main focus of data gathering was on the surveys, where feedback regarding the current scenarios and the system features from the potential users were recorded. We set questionnaires in Google Forms due to the popularity of this platform. To get a handsome numbers

of responses, we circulated the form in different social media groups and asked our friends and relatives to put their opinions in it.

As there is a pandemic situation going on and it was not advisable to conduct any in person interviews, an online interview session was taken via Zoom to understand the Sponsor's perspective. We tried to include different categories of open ended and close ended questions and followed pyramid method to make it as close to the in-person interviews as possible. Due to the pandemic situation, we couldn't reach to the underprivileged students as we intended. For their part of the process, we had to rely on our speculations and observations.

3.1.3 Raw Data of the Survey

Our conducted survey gave us some pretty interesting and useful insights about our users and their needs.

For example, 80% of the total respondents thought that financial crisis was the most prominent cause for student dropout. An interesting fact we observed that, almost 70% of the users are not familiar with any of the existing systems working on similar sort of issues. Then again, those who are familiar with the existing systems, among them over 73% think that the existing systems are not able to meet the demand of the situation.

Then came the feedback of the features that they want to be included into our system. Over 60% of the responses asked for the features like: students directly applying for scholarships by themselves and sponsors being able to keep track of the students progress. Then, almost 55% of the responses asked for the integration of schools into the system.

All in all these feedback helped us to understand the requirements of the users better and also helped us make our system in a way that can be more effective in achieving our goals.

3.1.4 Personas and Scenarios

- **Persona 1**

  The first persona given here will demonstrate the sponsors' perspective in context to our system. The persona is given below:

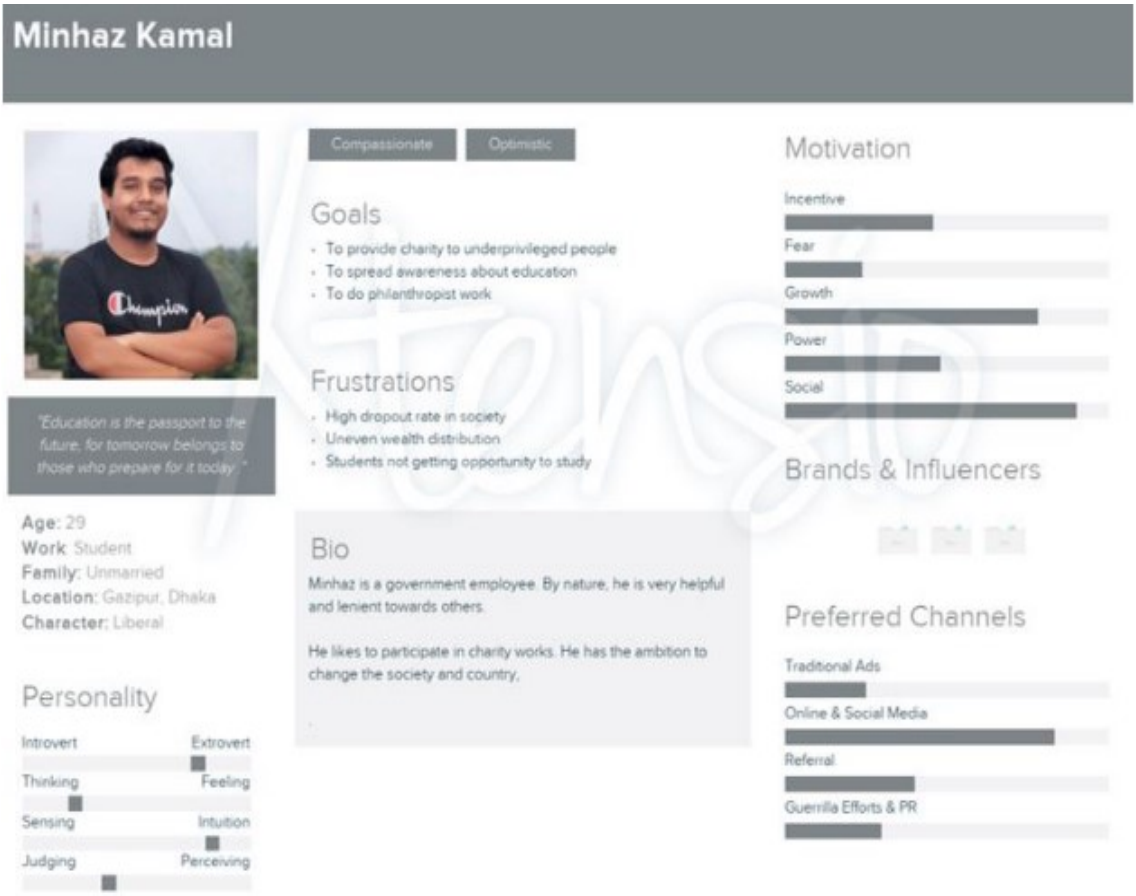

Figure 1: Persona 1

Scenario 1

Minhaz was going to a resort in Gazipur for a meeting. On his way his car broke down, luckily near a small workshop. So he went to there for help. Minhaz became very disheartened when he saw a boy aged around 10-12 was seen running around with heavy machinery on those very hands which should had books and pencils. How education has become a matter of privilege in our country. "Hi little one, come here.", Minhaz asked the boy, "Do you go to school?" "No sir, my father is rickshaw puller and is very sick for some months and I am the eldest son. I have to work here part-time and I miss my school and studies." This boy was really on the verge of dropout. Minhaz sighed thinking about the little boys future. Only a few more months then he would surely get dropped out of the school. Minhaz took out whatever he had in his pockets and gave to the boy. "Take this money and try to skip some days here whenever your exams or classes close in." Minhaz knows very well within few weeks this money will run out and the boy will again come here for work and surely very soon will be a drop out like countless others. If Minhaz had any system like ours, he could have helped more people like that boy in a more convineint and consistent way.

- **Persona 2**

  The second persona here, will demonstrate the students' perspective in context to our system. The persona is given below:

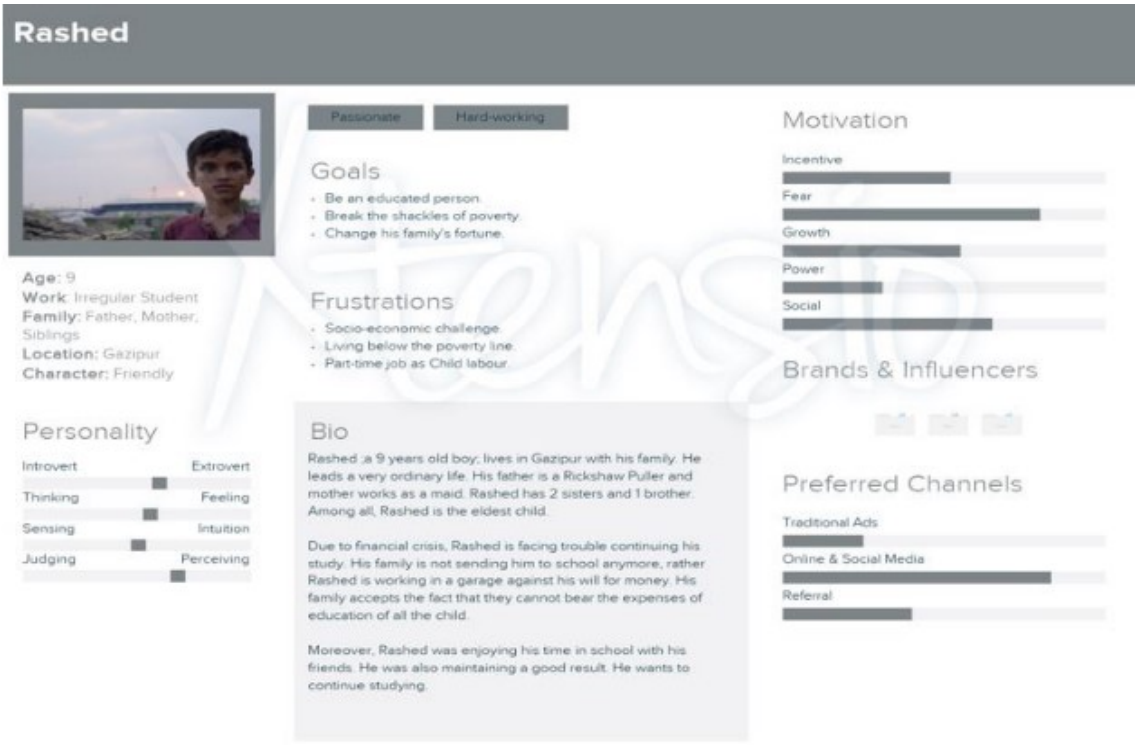

Figure 2: Persona 1

Scenario 2

Rashed is the eldest son in his family. His father pulls rickshaw for over 5 years to feed this family of 6. But for some months Rasheds father is very ill. Now they don't even get two meals a day. Finding no other way, Rashed now has to work on a small workshop near the highway. Rashed is very calm and sensible even at this very young age. He is also a quick learner. The owner of the workshop really admires these traits of him and tells him to join full time. He also offers a higher pay for it. But rashid turned downed the offer for his studies. He is very good student and wants to become an automobile engineer. The teachers always praise his sincerity and seriousness. Even they show him as an example before the rest of the school. Shy little Rashed never boasts about all these to his friends. Even in the last exam he stood 3rd in his class. Rashid has dreams that keeps him wake even in nights. He studies late at night as he misses a lot of the studies because of doing part time work. But he won't give up so easily. Rashed wants to pursue his dreams, wants to make shiny cars for this country and provide for his family in future. He wants to become the support that his family always lacked.

3.1.5 Requirements of the System

This system needs to have a simple and user-friendly interface to interact with our users. If the user-interface is complex then the users with little technological knowledge will find it difficult to use the system. That's why, we intend to keep our user-interface simple and easy to use.

Taking the feedback into consideration, we have view and update options for students' profile, sponsors' profile, verification of the students while giving scholarships, students applying for scholarships by themselves, students being able to see their sponsor's profile and sponsors being able to track their sponsored students' progress.

Students' and sponsors' profiles will allow us to identify each and every individual uniquely and operate better.

Students being able to apply for scholarships by themselves will help us reach out to more number of students. And then, the verification of students will allow us to choose the ones who are in actual need.

One other feature that users want in the system is getting notifications for after the transaction process. But due to the constraint of time, this feature is not implemented.

3.2 Overall Description

3.2.1 Product Perspective

This system stores the following information:

- **Student Details:** It includes fullname, username, email address, phone number, date of birth, school, standard and result and profile picture.
- **Sponsor Details:** It includes fullname, username, email address, phone number, date of birth and profession, education and profile picture.
- **Transaction Details:** It includes Time of transaction, student email and sponsor email.

3.2.2 Product Functions

The major Product functions are:

- Sponsors' and students' profile
- Students will be able to apply by themselves

- Sponsors will be able to track results of students
- Transaction of money from the sponsor through the system to the student

3.2.3 User Classes and Characteristics

The two main users of the system are sponsors and students. Students will get scholarship and on the other hand sponsors will be financing their scholarships.

i **Student Functions:**

- Sign up and Sign in to the system
- View and update profile
- Will be able to apply for scholarship
- Receive money
- View sponsor's profile

ii **Sponsor Functions:**

- Sign up and Sign in to the system
- View and update profile
- Send money
- Track sponsored students' progress

3.2.4 Operating Environment

Operating environment for the system is as listed below.

- Operating system: Windows
- Database: MySQL
- HTML, CSS, Javascript, Bootstrap, PHP

3.2.5 Design and Implementation Constraints

- Due to the limitation of time, notification feature was not implemented
- Due to lack of resources, the website will not be hosted on a live server
- Due to lack of resources, there will be limited number of transaction options

3.2.6 Assumptions and Dependencies

To handle the transaction process, payment gateway was used. But this creates a dependency on the payment gateway. If any sort of internet/server connection failure occurs during the transaction then that can create discrepancies in the process of transaction.

3.3 External Interface Requirements

3.3.1 Hardware Interfaces

Windows, Browser that supports HTML, CSS, Javascript, Bootstrap, PHP

3.3.2 Software Interfaces

Following are the software used for the system

- Operating system - Windows Operating System
- Database - MySQL
- Web Server - Apache
- Text editor for HTML, CSS, Javascript, PHP
- API - SSL Commerce trial payment gateway

3.3.3 Communications Interfaces

This project supports all types of web browsers and uses the services of email to communicate.

3.4 System Features

3.4.1 Transaction of Money

Description and Priority

Transaction of money is a must have feature of the project. So, it's in 1 position of the system's priority list.
Benefit - 9

Stimulus/Response Sequences

The whole transaction process is stimulated by the sponsor sending money to the system and then the students will be on the responsive side receiving the money.
Sponsors will first login to their account in the system. Then they will use a payment gateway to send money to the system. Then the money will be redirected to the student.

Functional Requirements

Transaction process will require payment gateway and API for the sponsors to be able to send the money. Then, the students will be able to receive the money.

3.4.2 Sponsored Students' Progress

Description and Priority

Sponsor will be able to track his sponsored student's progress. This will ensure proper accountability on the students' part.
Benefit - 7

Stimulus/Response Sequences

The students will update their results time to time. Then, the sponsors will be able to view the progress of the students that they have sponsored. This feature will make the students more responsible towards their studies and their sponsor.

Functional Requirements

The students' performance records will be stored in database. The sponsor can view their sponsored students' profile and the corresponding records will be there.

3.4.3 Students' & Sponsors' Profile

Description and Priority

Each user (both the students and sponsors) of the system will have their personal profile. They will be able sign in and off the system. Then they will be able to view and update their profile.
Benefit - 5

Stimulus/Response Sequences

When a user signs up for the first time, their profile will be created. For students, when they sign up, a request for scholarship will be generated which will be reviewed by the admin.

Functional Requirements

For having profiles, users first need to register into the system, then they will sign in to view their profile. After registering, their information will be stores in corresponding table of database. In the event of any failure or invalid input, an error message will be shown.

3.5 Other Nonfunctional Requirements

3.5.1 Performance Requirements

The user interface needs to be very friendly and responsive as the system could be used by people of different backgrounds.

3.5.2 Safety Requirements

Extensive damage to a wide portion of the database due to catastrophic failure, such as a disk crash could destroy a good portion of data. For that a recovery method should be taken which will restore a copy of the database.

3.5.3 Security Requirements

Database security should be ensured so that data of one entity doesn't get accessed by another entity. Transaction information should also be secured so intruders can't get access to any sensitive data. While registering, user should be authenticated by sending an OTP to their email address.

3.5.4 Software Quality Attributes

Simplicity : The user interfaces should be simple and friendly to use.
Availability : The system should always be available.
Correctness : The sponsor and student should be properly linked and the money transaction has to be accurate.
Usability : Any person with basic English knowledge should be able to operate.

3.6 Other Requirements

The system requires it to be hosted in a live server for reach-ability but due to lack of resources it is hosted on local server.
To increase the robustness of the system, it's needed to integrate all available payment options like bKash, Nogod, Rocket, VISA card, MasterCard etc. The student receiving money is not quite possible due to lack of resources.

Chapter 4

Feasibility Analysis

4.1 Technical Feasibility

Currently the system :

- Implemented as a web application developed by using powerful and flexible programming languages.
- Has a Relational Database System for handling the records.

All these are accomplished by using any open source frameworks and some existing APIs that are in use today. Which means there is no technically out of bound situation expected here.

4.2 Economical Feasibility

- Simple and easy to maintain at the initial stage.
- Dealing with the records of the sponsors, students, schools are very sensitive. So, system analysts are needed.
- No specialized hardware needed for the organization to maintain at the initial stage.
- Hosting the website will bear some cost.
- Hosting of the database is needed and it will bear some cost as well.

So we basically have to spend on developing the system, using databases and hosting the website and also to recruit system analysts for the safety, security and maintenance.

4.3 Operational Feasibility

In operational aspects:

- Users with a minimum level of technical knowledge can use the system as it will have a simple, user-friendly interface.
- The system will create a bridge between the humanitarian people and the underprivileged students. So, it has its uses.
- The user experience won't differ much from the existing system. So users will be able to adapt easily.

So operationally the system is also very much feasible .

4.4 Flow Chart of the Existing System

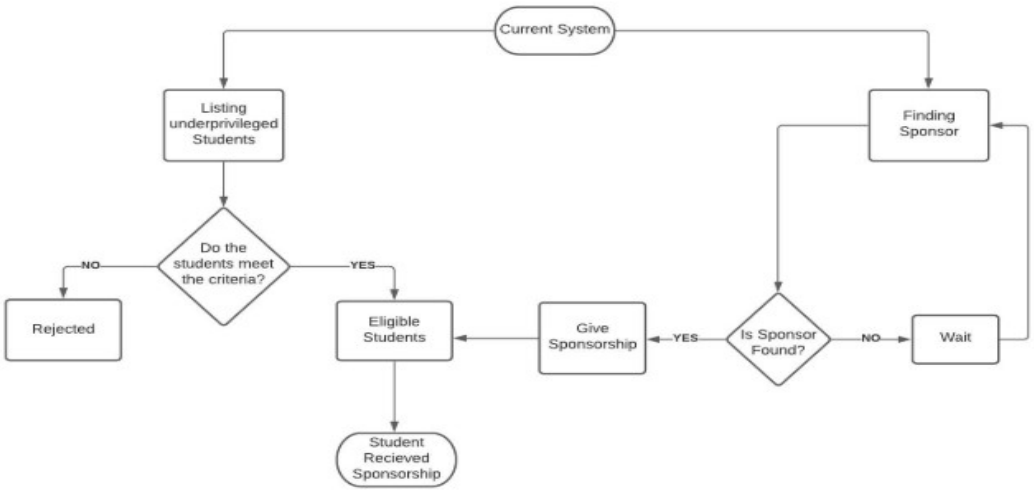

Figure 3: Flow Chart - Existing System

Most of the systems are doing two major tasks-listing underprivileged students and finding sponsors for them. For the students, it is checked whether they are eligible for the scholarship or not. For the sponsors,it is checked whether sponsorship is found or not. If a student becomes eligible and a sponsorship is found, then the student will be given a scholarship. If a student becomes ineligible, he/she will be rejected and if sponsorship is not found,he/she needs to keep waiting.

Chapter 5

Project Timeline

5.1 Gantt Chart

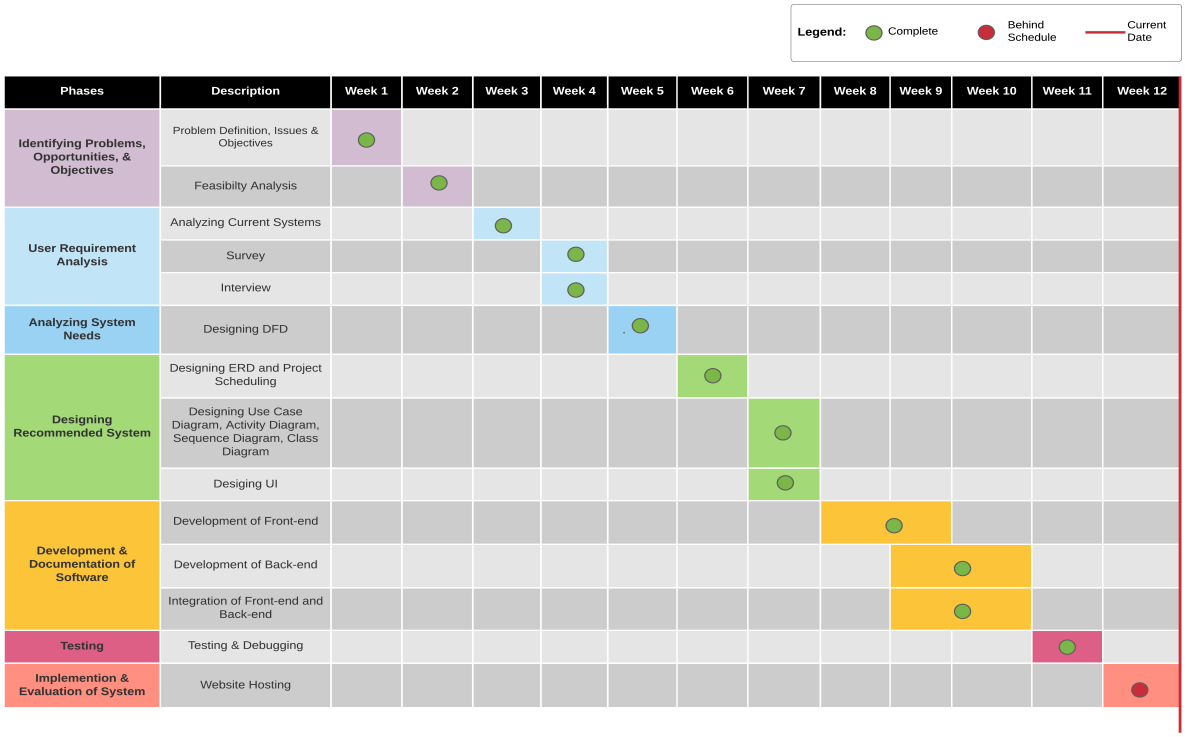

Figure 4: Gantt Chart

For better view: Gantt Chart

The whole timeline of 12 weeks is divided into 7 phases of SDLC. In week 1, the problem definition, issues and objectives were set. In week 2, the system's feasibility was analyzed.

Then for the second phase, in week 3 current systems were analyzed and in the following week surveys and interviews were conducted. Then in week 5 DFDs were designed. The ERD and project scheduling was done in the 6th week. Then in week 7, UML diagrams and UI was designed. Then came the Development and Documentation phase where in week 8 frontend development took place. In week 9 work was done on both the frontend and the backend and their integration. Week 11 was spent on testing and debugging the system. Then finally week 12 was scheduled for website deployment but unfortunately the task was not finished.

5.2 PERT Chart

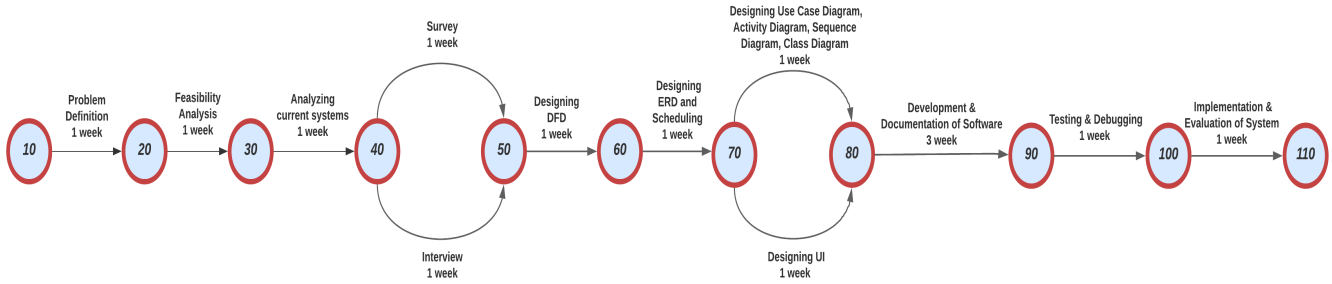

Figure 5: PERT Chart

For better view: PERT Chart

The sequence of tasks for the system is basically demonstrated by the given PERT chart. Firstly, the problem definition took 1 week. After that feasibility analysis took 1 week then in the next week current systems were analyzed. Then, surveys and interviews were conducted simultaneously for 1 week. Then, Designing DFD and project scheduling both took 1 week each. After these, designing of UI and UML took 1 week. Then the development phase needed 3 weeks. Then 1 week for Testing phase and finally implementation of the system requires 1 week.

Chapter 6

Data Flow Diagrams

6.1 Context Diagram [Revised]

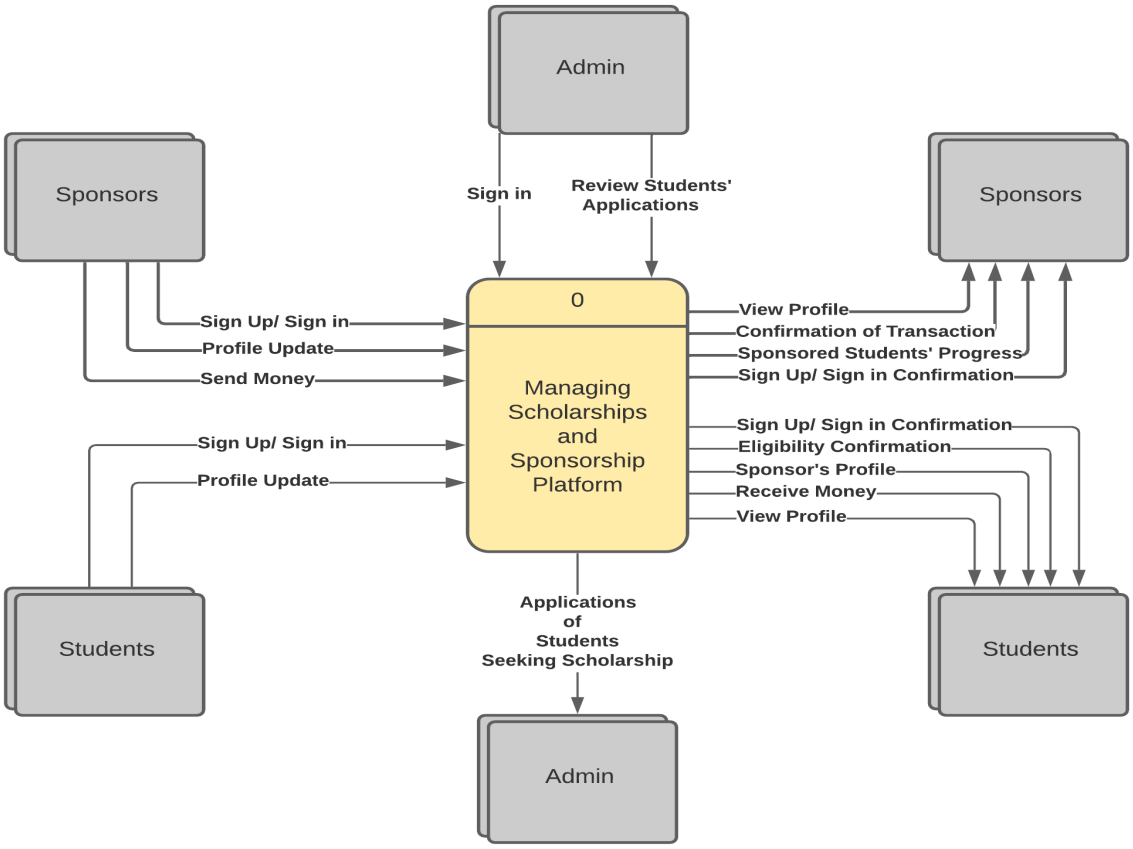

Figure 6: Context Diagram

For better view: Context Diagram

The system has three entities: sponsors, students and admins. The whole system process is denoted by 0. Both the sponsors can sign up/sign in to the system and update their own profiles through the process 0. Then the sponsors can send money. From the process 0 meaning the system, the sponsors and students can view their own profiles and will receive sign up confirmation. Then sponsors will get the transaction confirmation and the sponsored students progress report from the system. The students will receive eligibility confirmation and money from the system. Finally the admin can sign into the system and review the applications from the students.

6.2 Diagram 0 [Revised]

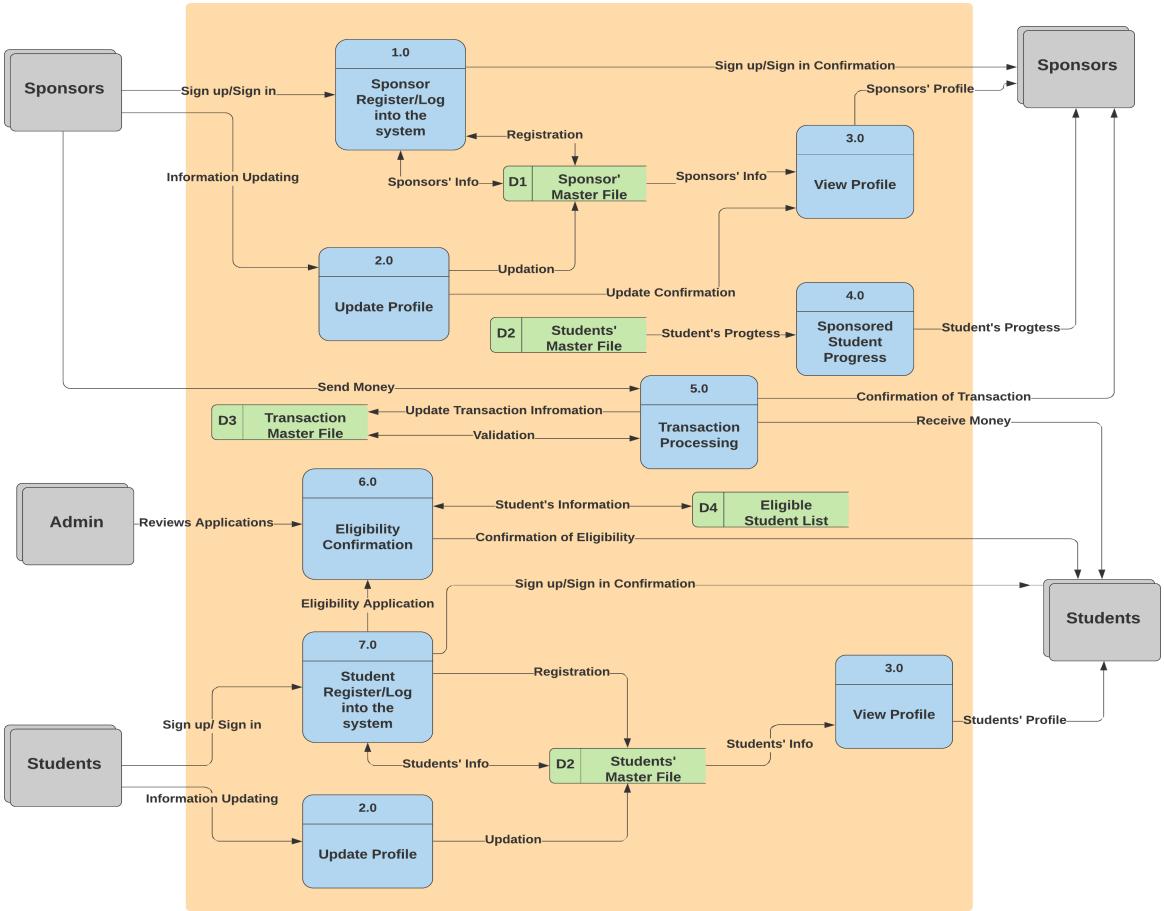

Figure 7: Diagram 0

For better view: Diagram 0

The sponsors will have the option of signing up or in to the system through the process 1.0. In case of sign up, registration will happen and the data will be stored in datastore D1. Then, in case of sign in it will retrieve info from datastore D1 for validation. And finally a confirmation will be sent to the sponsor. The students will also have the option of sign up and sign in for which they will go through process 7.0 and use datastore D2. Both the sponsors and the students can update their profiles through process 2.0 and view their profiles through 3.0. For sponsors these processes will interact with D1 and student will interact with D2. The sponsors will be able to view the sponsored students progression through process 4.0 with the help of datastore D2. The sponsors can send money though process 5.0 and from that the student will be able to receive the money and the data will be stored in D3. Finally, the admin will review the students' applications through process 6.0 and store the data in D4 and confirmation will be sent to the students.

6.3 Diagram 1

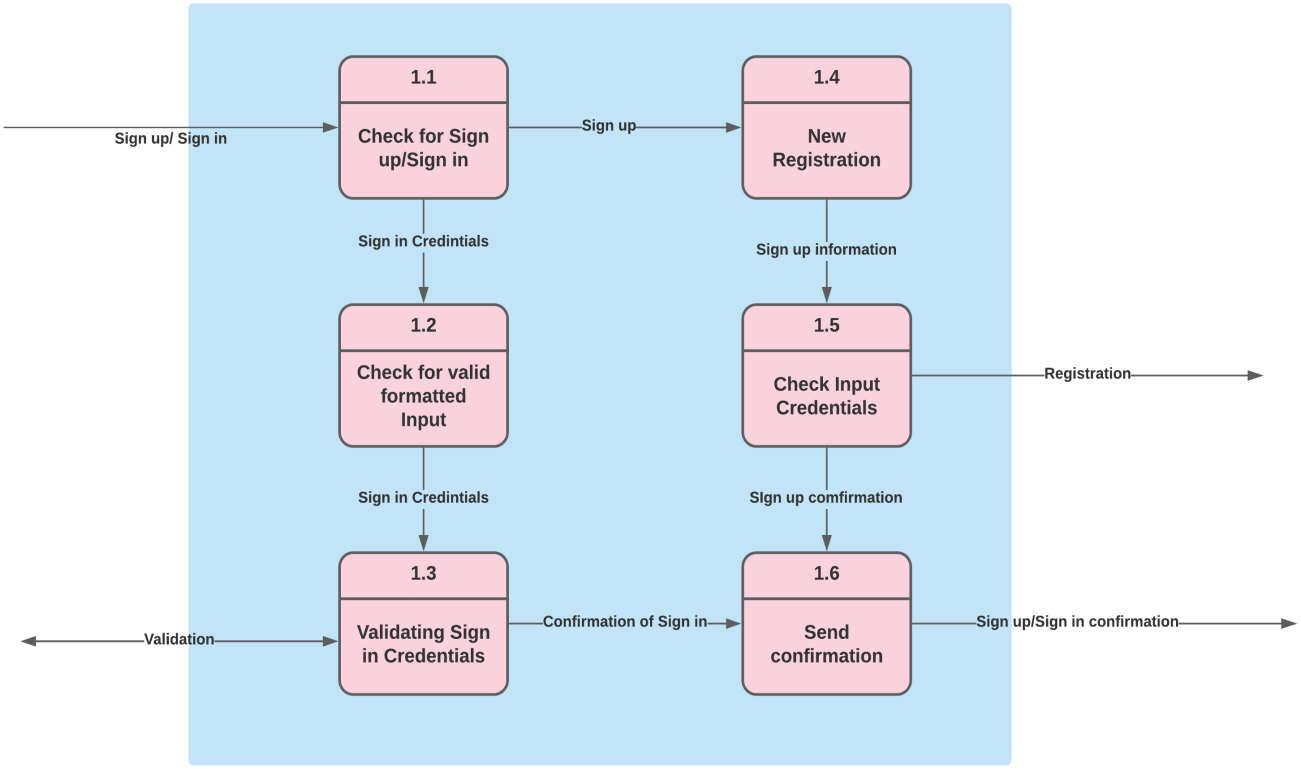

Figure 8: Diagram 1

For better view: Diagram 1

This diagram(Diagram 1) points out how sign up/sign in process is done. At first at 1.1,it will be checked that whether it is a sign up process or sign in process. If it is a sign in process, sign in credentials needs to be given by users and then it goes to 1.2 for checking the validity of input format. Then it goes to 1.3 for validating sign in credentials from the database. Then a confirmation will come at 1.6 and sign in process will be ended. Then again if the process is a sign up process,it will go from 1.1 to 1.4 directly for new registration. Then after giving all the information, input credentials will be checked at 1.5. Here, it will be ensured that all the input data is in required format. After that,it will reach at 1.6 where confirmation is given. Thus sign up will also be confirmed.

6.4 Diagram 2

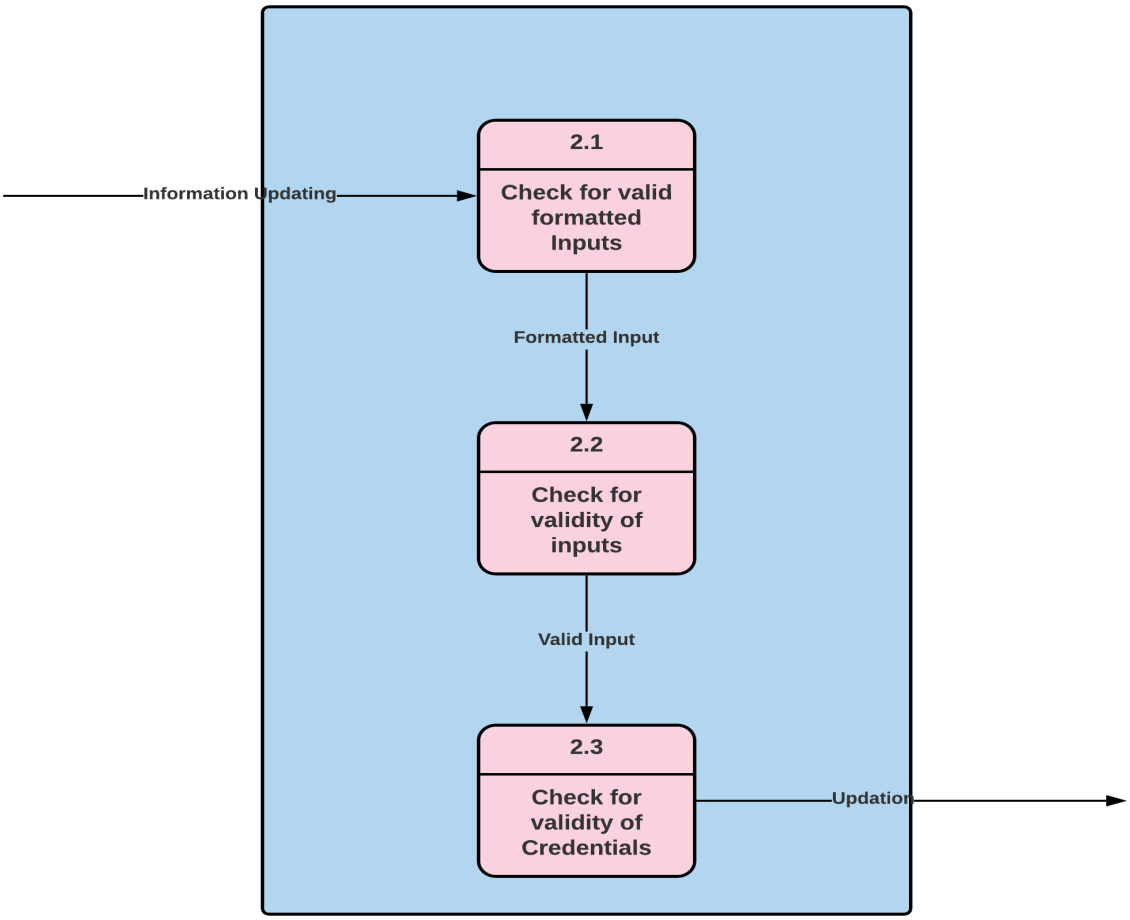

Figure 9: Diagram 2

For better view: Diagram 2

This diagram (Diagram 2) shows the updation process. When a user tries to update his information, at first it will be checked at 2.1 that whether the formatted input is valid or not. For example,it is not possible to write 'a' or 'b' while updating date of birth. So after 2.1, it will go to 2.2 to check the validity of inputs. Suppose the date is written 30.02.2020. Though the format is alright, the input is not valid. After this, it will go to 2.3 to check for validity of credentials. It means password is needed while updating info in order to verify. Thus updation process is completed.

Chapter 7

UML Diagrams

7.1 Use Case Diagram [Revised]

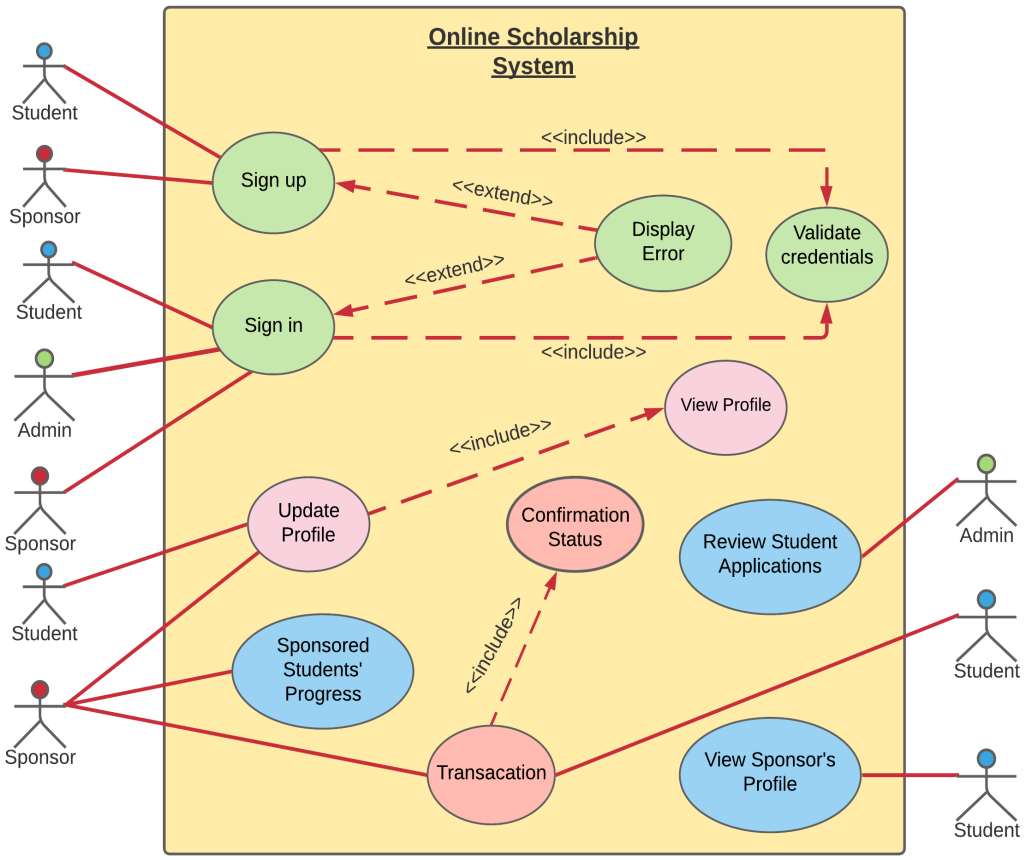

Figure 10: Use Case Diagram

For better view: Use Case Diagram

The system basically has 3 actors: Sponsors, Students and Admins. Both the sponsors and students have access to the "Sign up" and "Sign in" use case and they have an include relationship with another use case "Validate credentials" and an extend relationship with use case "Display Error". Then Admin has access to the "Sign in" and "Review Students Application" use case. Use case "Update Profile" has an include relationship with "View Profile" and both the sponsors and students can act on it. The sponsors can see the "Sponsored students progression" and the students can "View Sponsor's Profile". Then, there is the "Transaction" use case which has an include relationship with "Confirmation Status" and for this one sponsor is the primary and the student is the secondary actor.

7.2 Activity Diagram

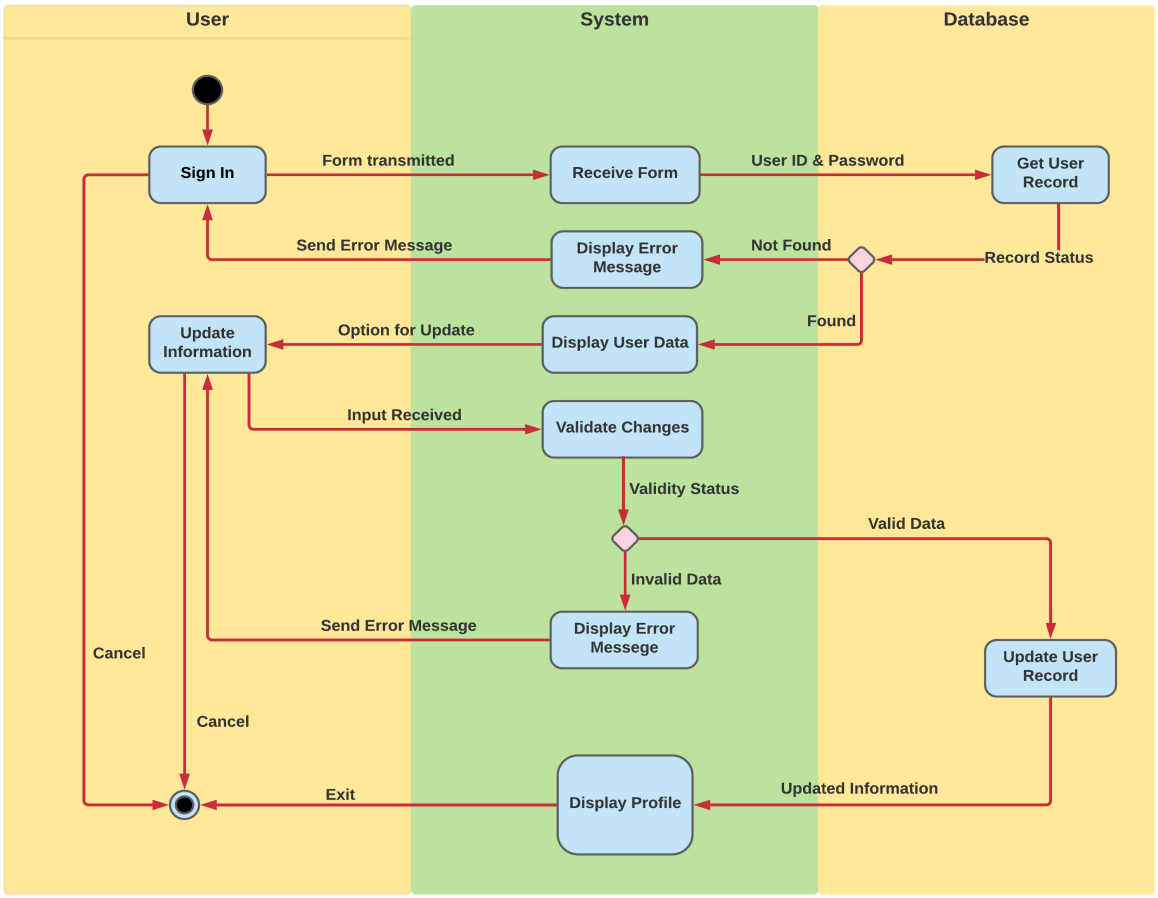

Figure 11: Activity Diagram - Update Profile

For better view: Activity Diagram

This is the Activity Diagram for Update Profile process. As we can see, the diagram is divided into three swim lanes: User side, the system and the database. The user first signs into the system and his credentials get checked. If the credentials are mismatched user is shown an error message. Otherwise, user is shown his personal data. Then user may go for update profile option and provide the updated input. The inputs go through a validation check. If there is any discrepancy, the inputs are discarded and user is shown an error message. If that's not the case, the corresponding records get updated and user is shown his profile. The user may choose to exit then.

7.3 Sequence Diagram

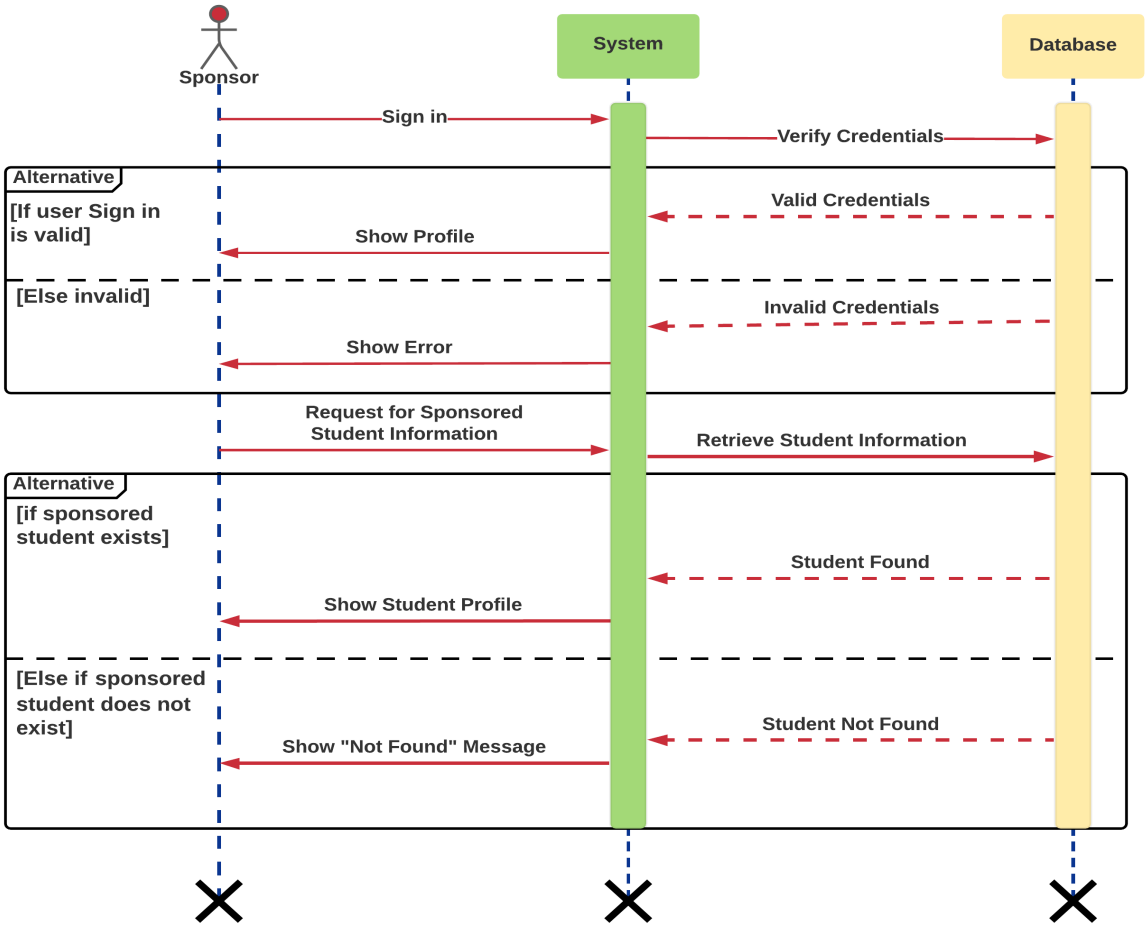

Figure 12: Sequence Diagram - Sponsor Viewing Sponsored Students' Progress

For better view: Sequence Diagram

This Sequence Diagram illustrates the successions of interactions when sponsor tries to view sponsored students' result.
The sponsor first has to sign into the system. The system then verifies the credentials with the help of database. The database may generate two different types of response. If the system finds the credentials are valid then sponsor is shown his personal profile. If not, the system shows an error message to the sponsor.
After signing in, sponsor wants to view the sponsored students information. The system tries to access related information from the database. Here again, the database has two types of responses depending on the scenarios. If there's any sponsored student exists against that particular sponsor, the sponsor is shown those student profiles. From the student profile, the sponsor can find the result along with other information of the student. On the contrary, if no student is sponsored by that sponsor, he is shown a "No Student Found" message.

7.4 Class Diagram [Revised]

In the class diagram, there are 7 classes. The Admin has an association relationship with Pre-student as he reviews the application of the students. The Request class has composition relationship with Student. If a student is eligible for scholarship but he is not yet provided with any scholarship, then there is a request generated for him. So, one student can at most have one request. Then, the Pending class also has a composition relationship with Sponsor. If a Sponsor provides money but there is no request, then the Pending comes in. So, without the existence of Sponsor class, Pending class can't exist. Finally, the Transaction class has composition relationship with both Sponsor and Student. For a transaction to happen, both sponsor and student is needed. One student can only receive one scholarship but one sponsor may sponsor many students.

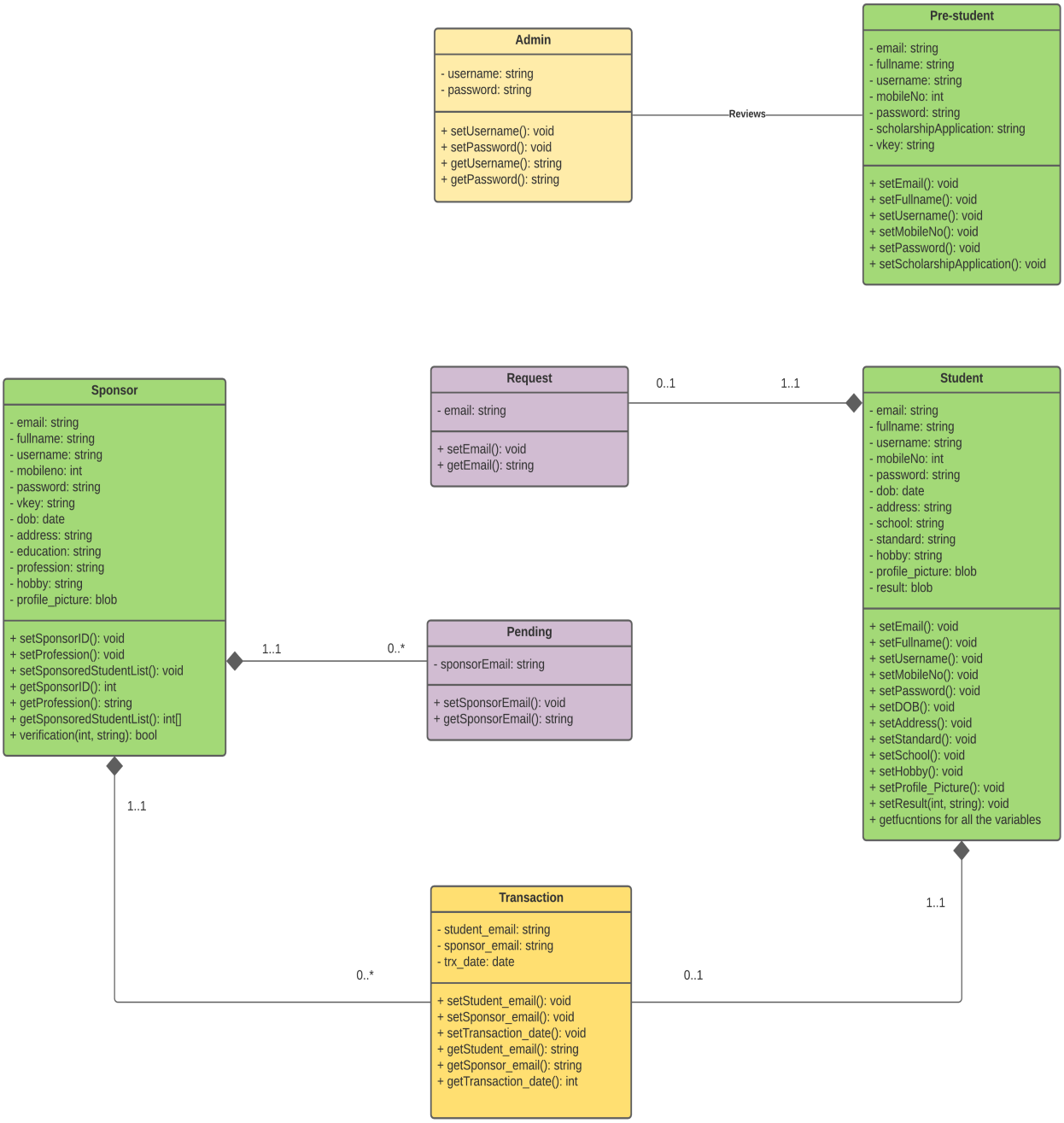

Figure 13: Class Diagram

For better view: Class Diagram

7.5 ER Diagram [Revised]

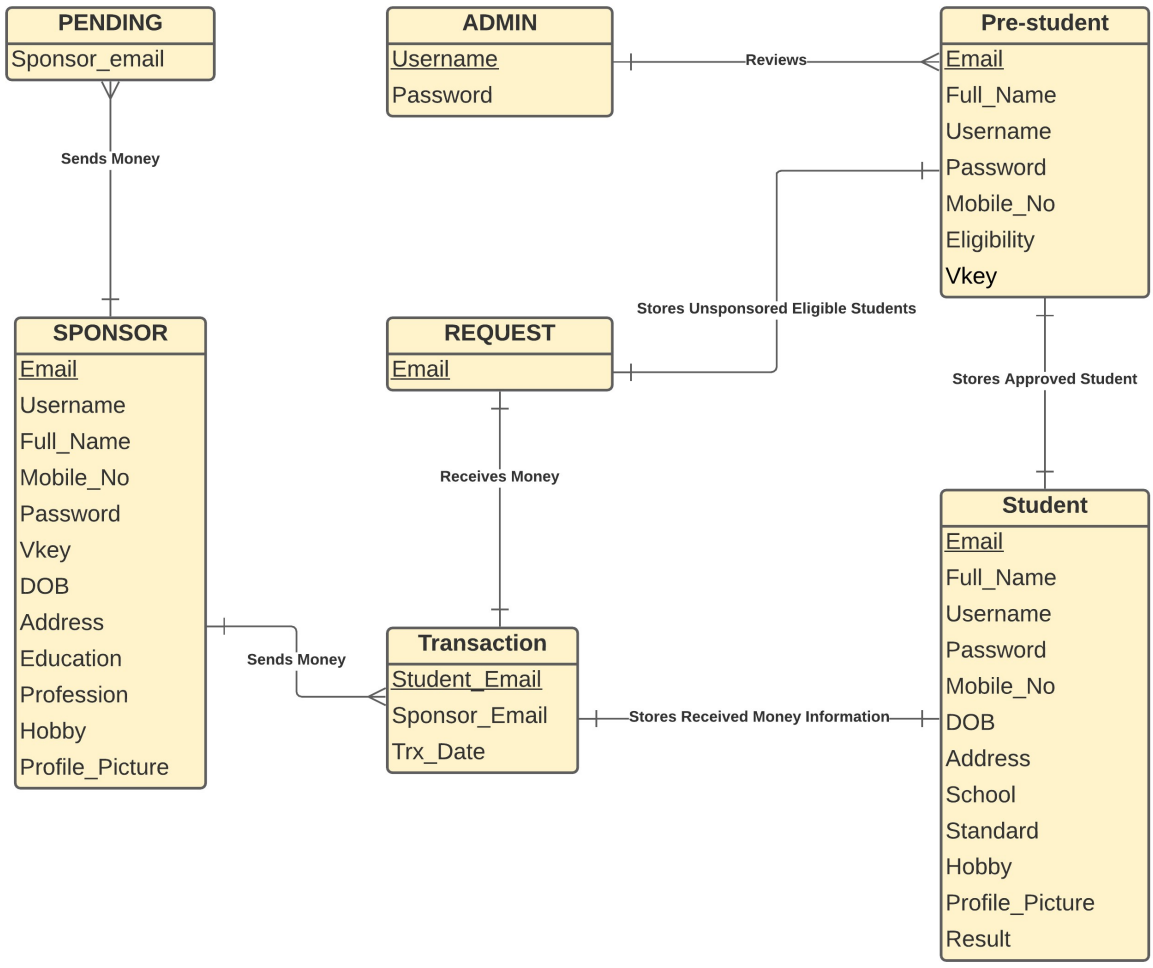

Figure 14: ER Diagram

For better view: ER Diagram

Different entities like Admin,Student,Pre-student,Sponsor,Request, Transaction, Pending are incorporating here. When a student applies at first, all information about him/her is stored in Pre-Student entity. Admin entity stores information about admins and reviews Pre-student. After being reviewed by Admin,verified records from Pre-student goes to Student entity. A request entity is there to store all the unsponsored eligible records. Then again a Sponsor entity is kept to keep all the records of the sponsors. When a sponsor sends money,it is handled by Transaction entity where all the records of transaction are stored. Then finally this Transaction reaches to its due place,to students. A Pending entity is present to keep track of extra money.

Chapter 8

Prototypes

Prototype is an early sample, model, or release of a product built to test a concept or process. It is a quite a popularly used term in contexts like semantics, design, electronics, and software programming.

There are different kinds of prototypes such as: Patched-up, Nonoperational, First of a series.

This system had a non operational prototype. The front-end was developed and shown as a prototype for this system. Though it was not recommended to go for nonoperational prototyping, because of the shortage of time the system prototyped nonoperationally.

8.1 Home Page

A user-friendly interface nowadays is a must have feature. And the whole user experience starts with the homepage.

The home page of the system divided into 4 subsections: Home, About us, Sponsorship, Scholarship. The users will be able to use the sections according to their need and also gather information about the system. The admin can also go to the admin login page from the homepage.

The following figures show all the subsections of the website's homepage.

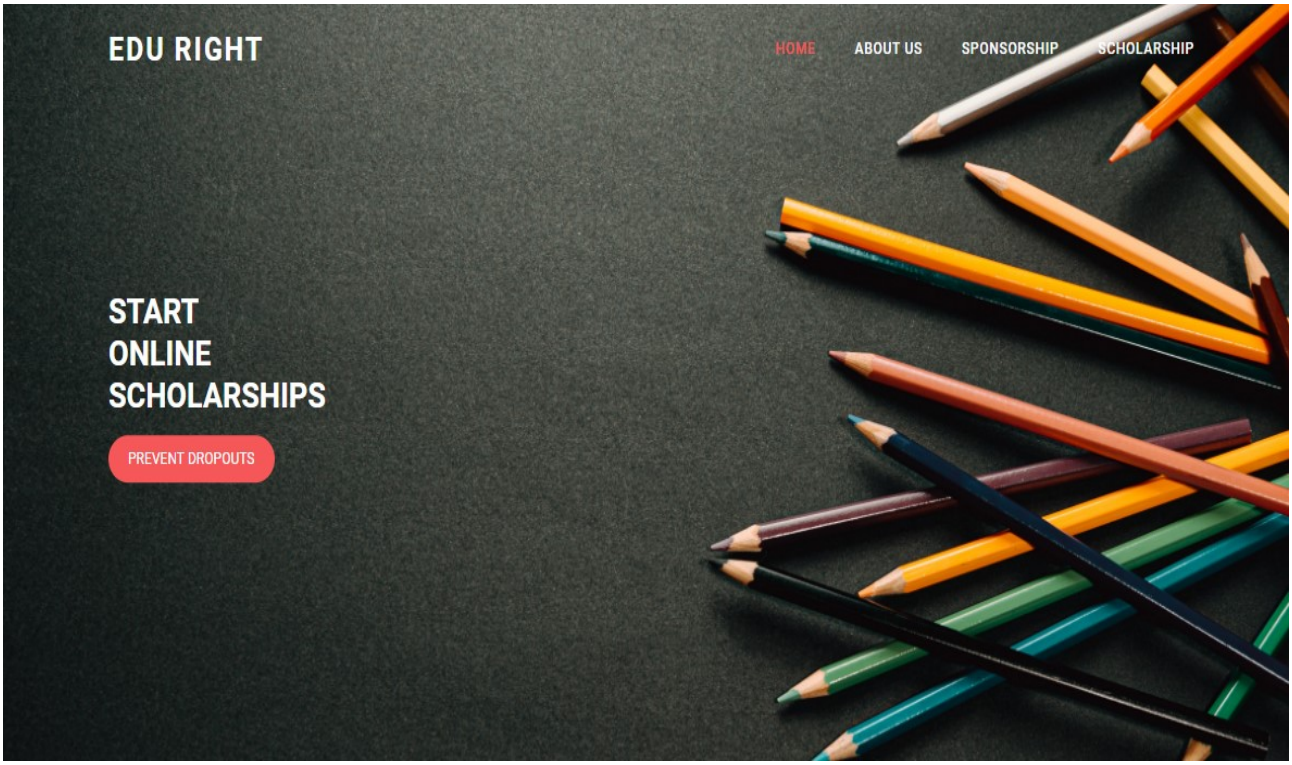

Figure 15: Home Page - intro

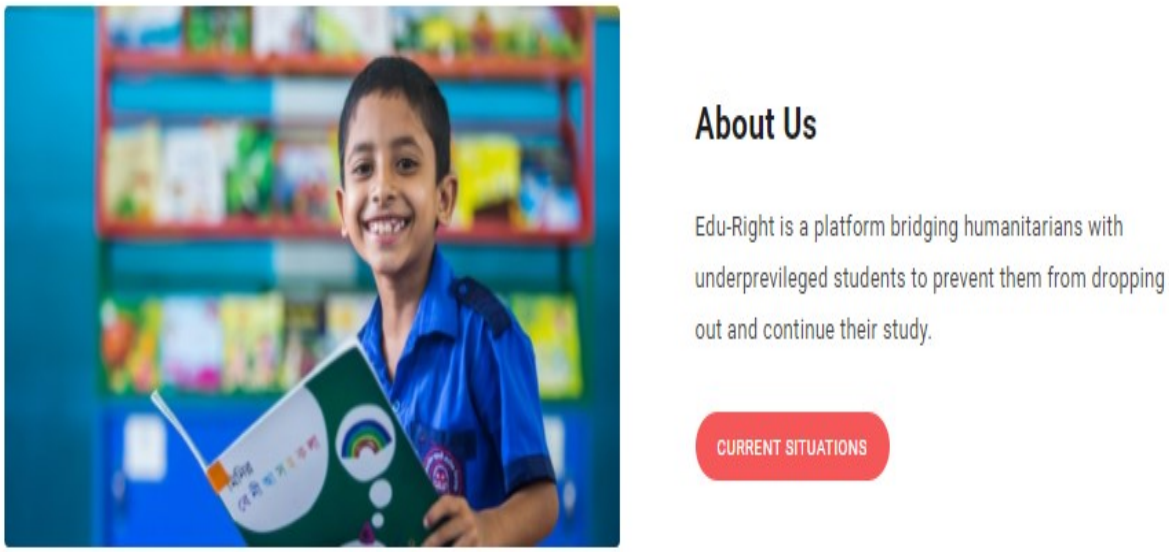

Figure 16: Home Page - About Us

SIGN UP TO SPONSOR AN UNDERPRIVILEGED STUDENT

Today's children are the leaders of tomorrow and education is the only key to shape them for leading our nation and making sustainable development. But sadly, many students of Bangladesh drop out from schools even before completing their primary educatoin. As of the report of The Dhaka Tribune, one in every five children drops out of school mainly because of poverty. Edu-Right aims to lower this number by forming bridge between humanitarian people and underprivileged students. We match you to sponsor a student and pay for his education, food and clothing by provinding 1000 (one thousand) BDT monthly. As a sponsor, you can ask your sponsored student to show his/her progress from time to time. To make a significant contribution, we need to reach to as many people as possible. So, please share our view with others and be part of making a better educated Bangladesh.

Your Donation Matters.

HELP US BUILD A BETTER FUTURE

Scholarship per student: 1000 BDT/month

START SPONSORING NOW

Already a Sponsor? Log in Here

Figure 17: Home Page - Sponsorship

APPLY TO AVAIL SCHOLARSHIP

Are you/your child facing difficulties to continue school? Then you can apply for a scholarship. Please note, to be eligible you need to fulfill some criteria. Details are given in the sign up form. Orphan children and children having disable parents will be prioritized.

MAKE YOUR DREAM COME TRUE

APPLY FOR SCHOLARSHIP

Already a Registered Student? Log in Here

Figure 18: Home Page - Scholarship

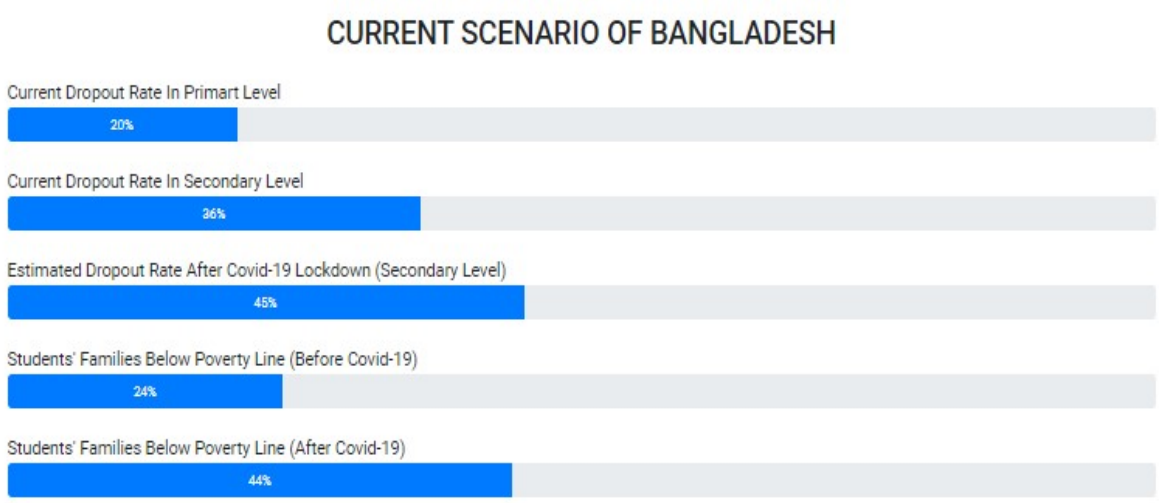

Figure 19: Home Page - Current Scenario

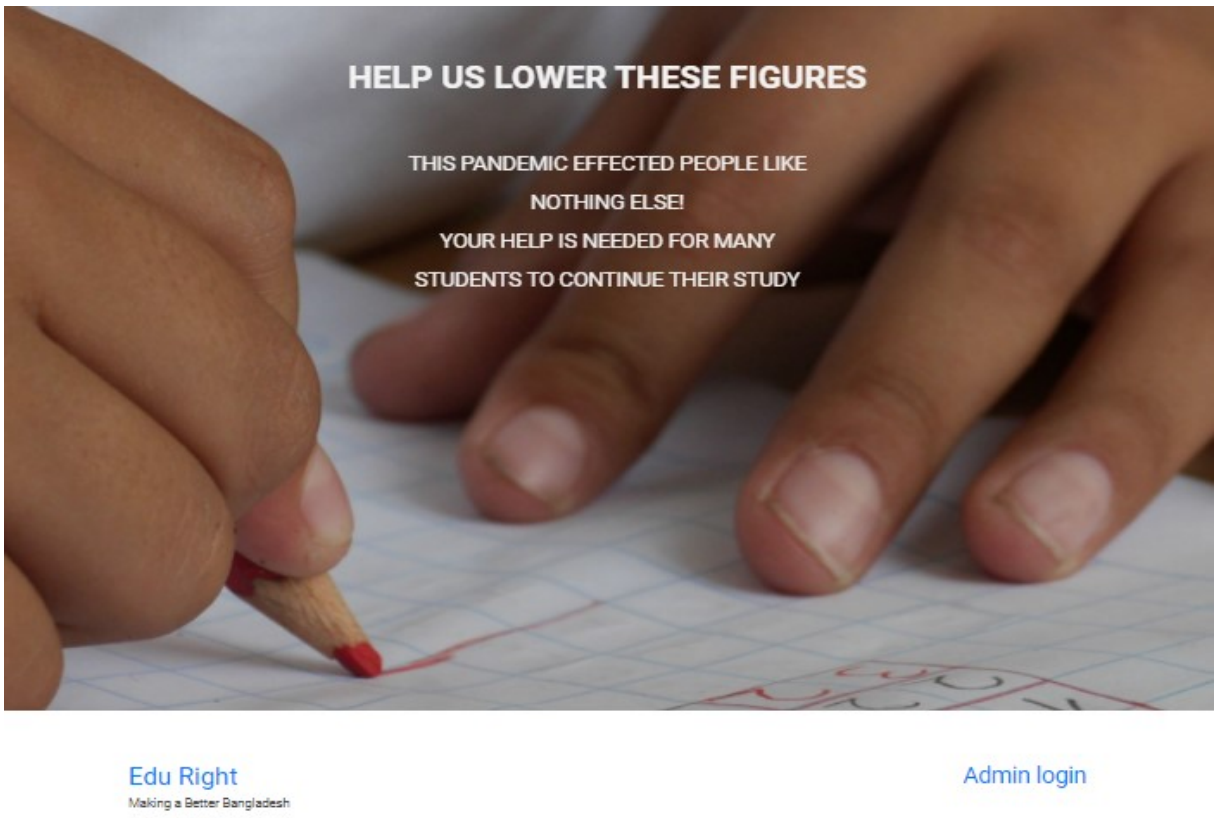

Figure 20: Home Page - Footer

8.2 Sign Up

These are the sign up pages for the sponsors and students respectively. They both ask the users to provide different information about them to finish their sign up.

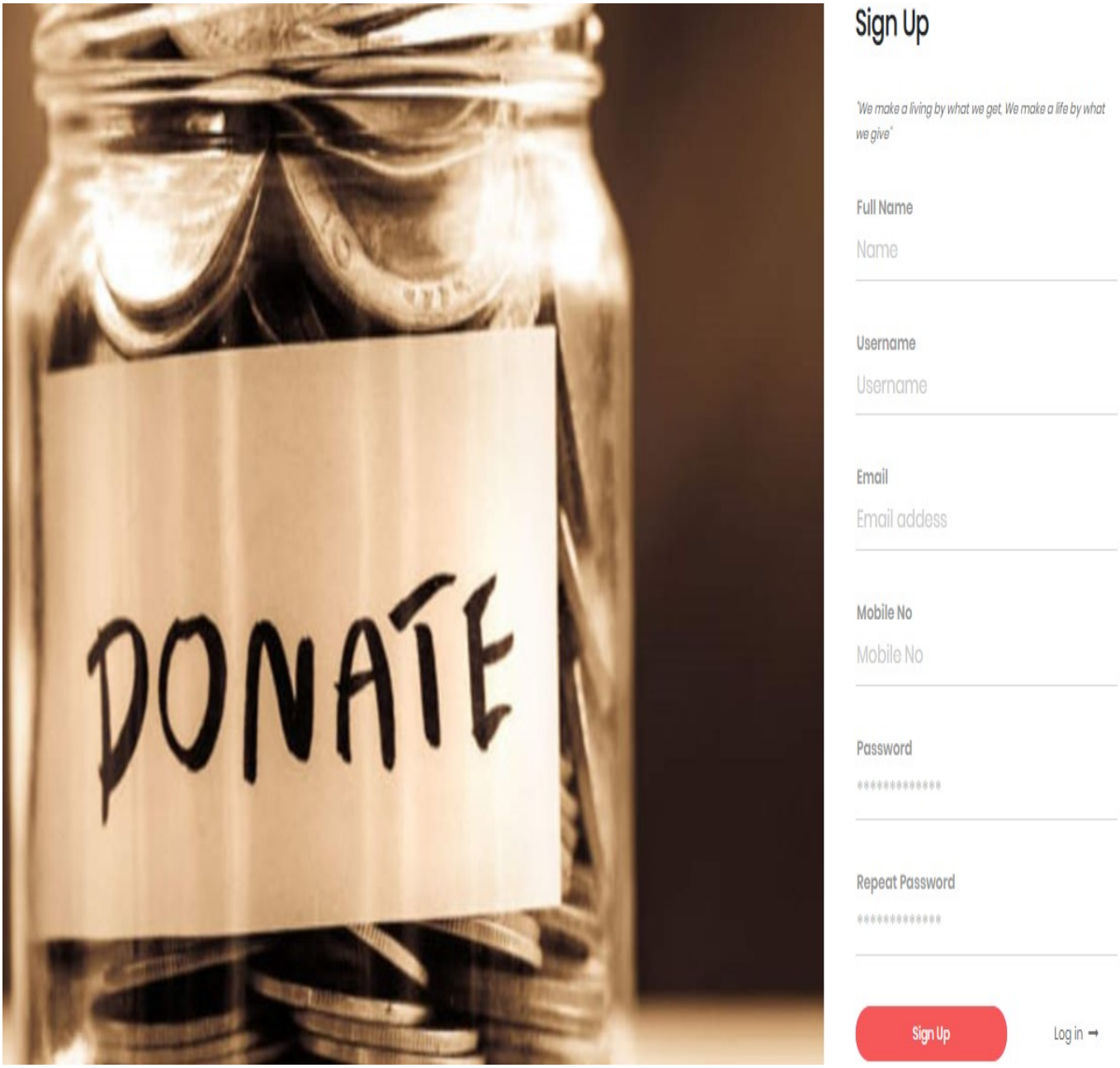

Figure 21: Sponsor Sign Up

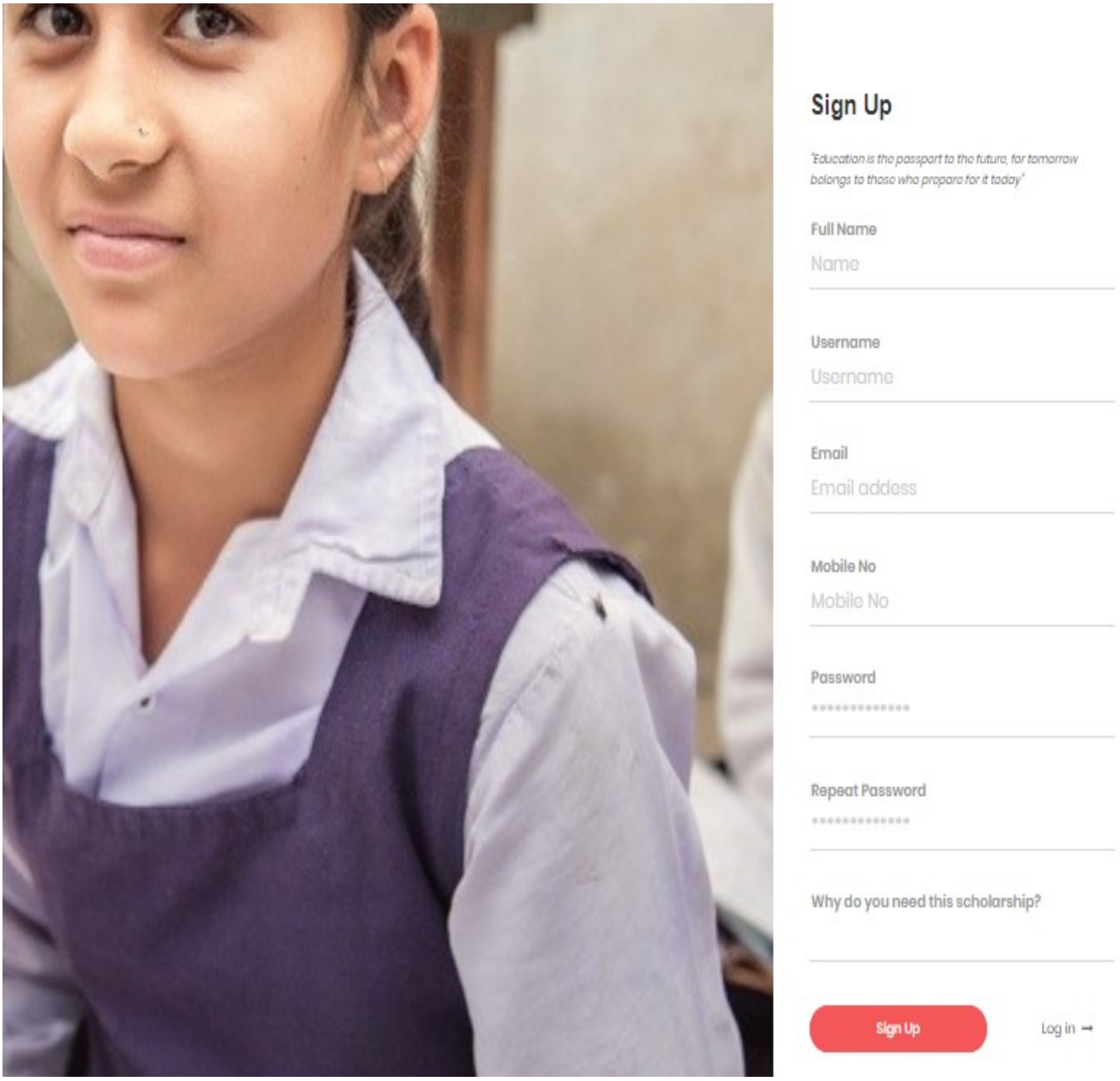

Figure 22: Student Sign Up

8.3 Log in

The following are the log in pages. First one is for the sponsors and the next one is for the students. They provide their credentials for validation through these pages.

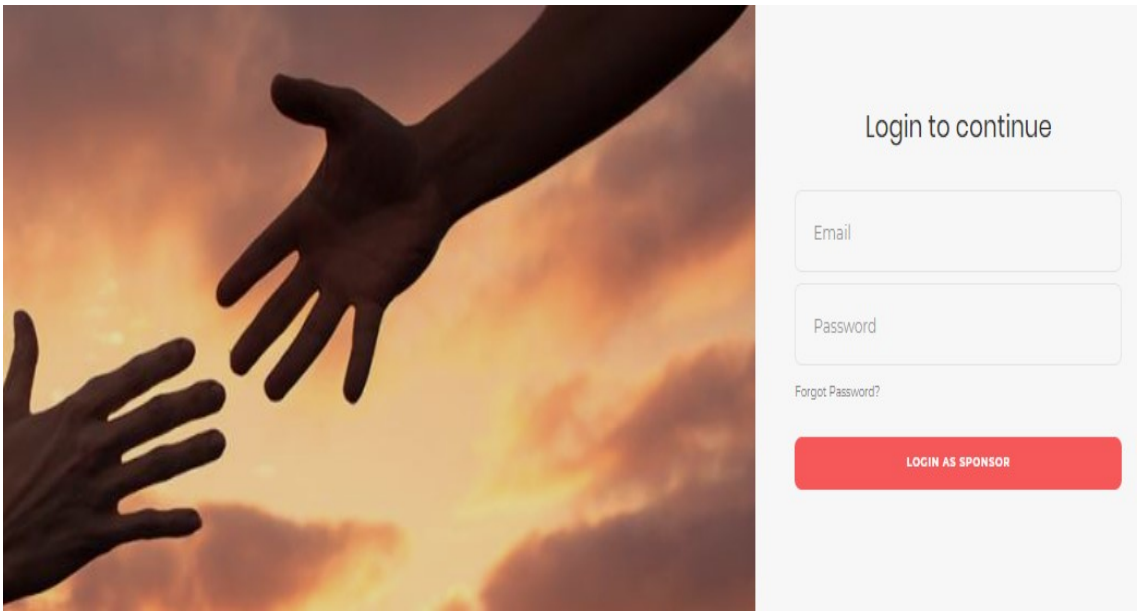

Figure 23: Sponsor Log in

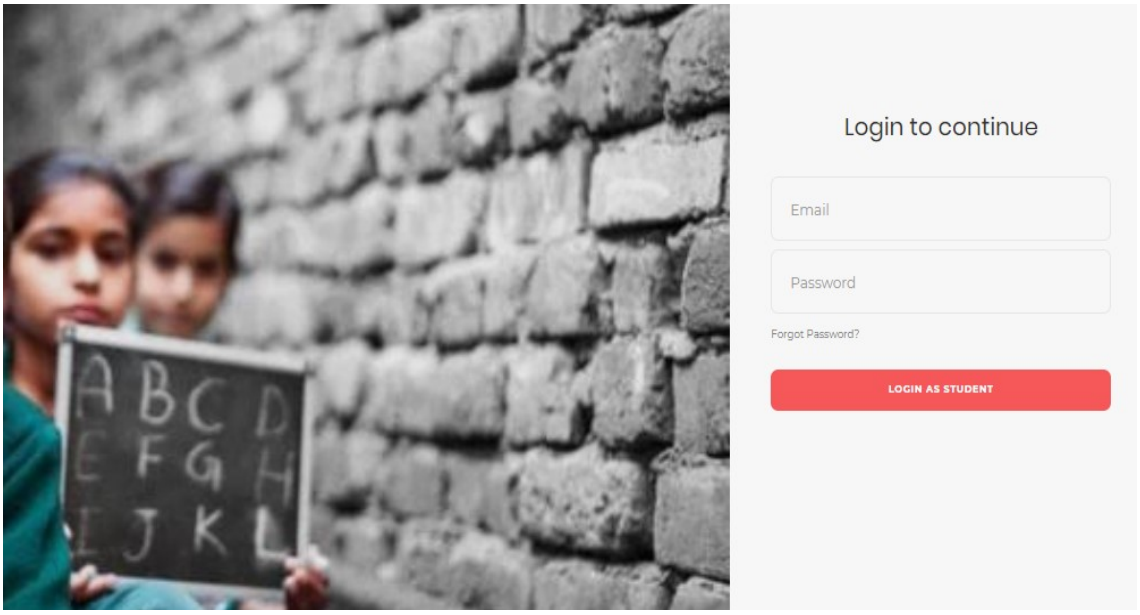

Figure 24: Student Log in

8.4 View Profile

This is how the sponsors' profiles look like. This page displays all the necessary information of the sponsors. There are 4 different buttons : Update profile, Send Money, Sponsored Students, Logout.

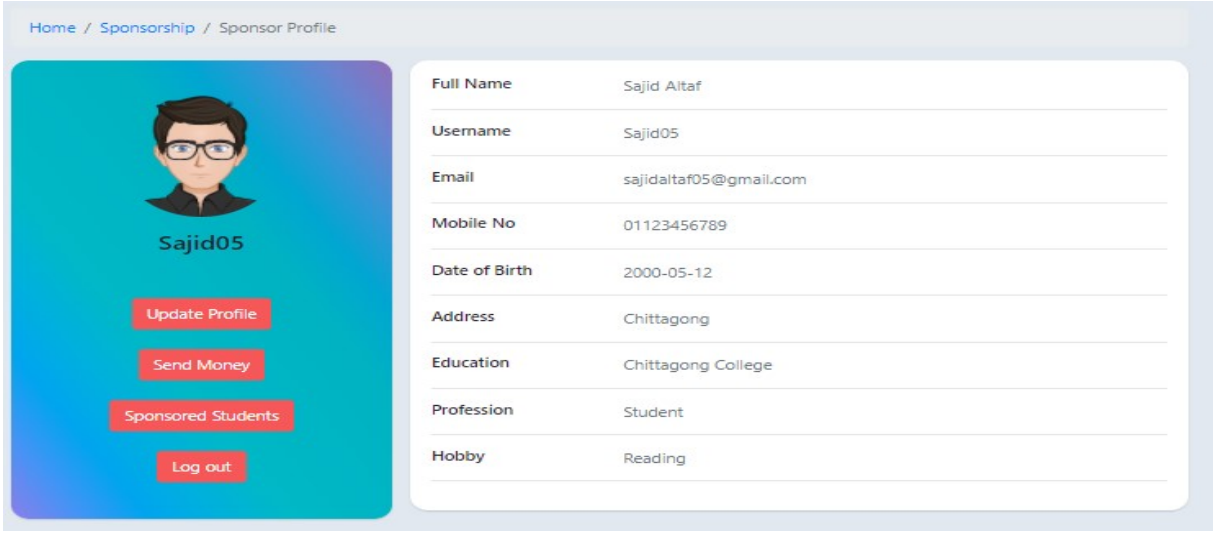

Figure 25: Sponsor Profile

Now, the student's profile as shown in the figure display all the necessary information from the student. Then 3 of buttons: Update profile, View Sponsor profile and logout provide students the necessary functionalities.

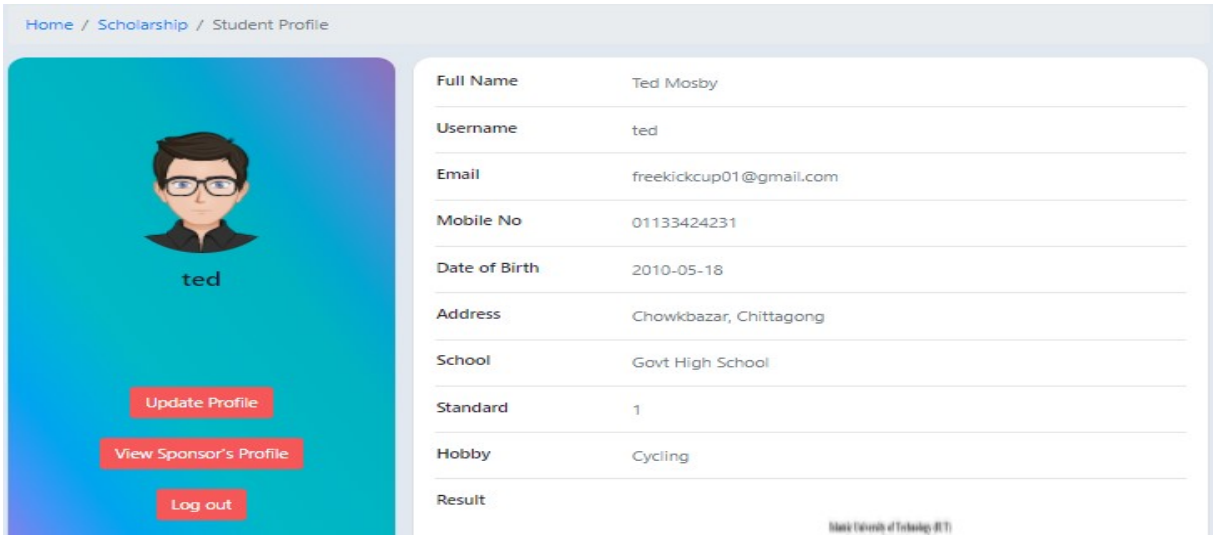

Figure 26: Student Profile

8.5 Update Profile

Sponsors can update their own information the following page and save the changes by clicking onto the "Save Changes" button.

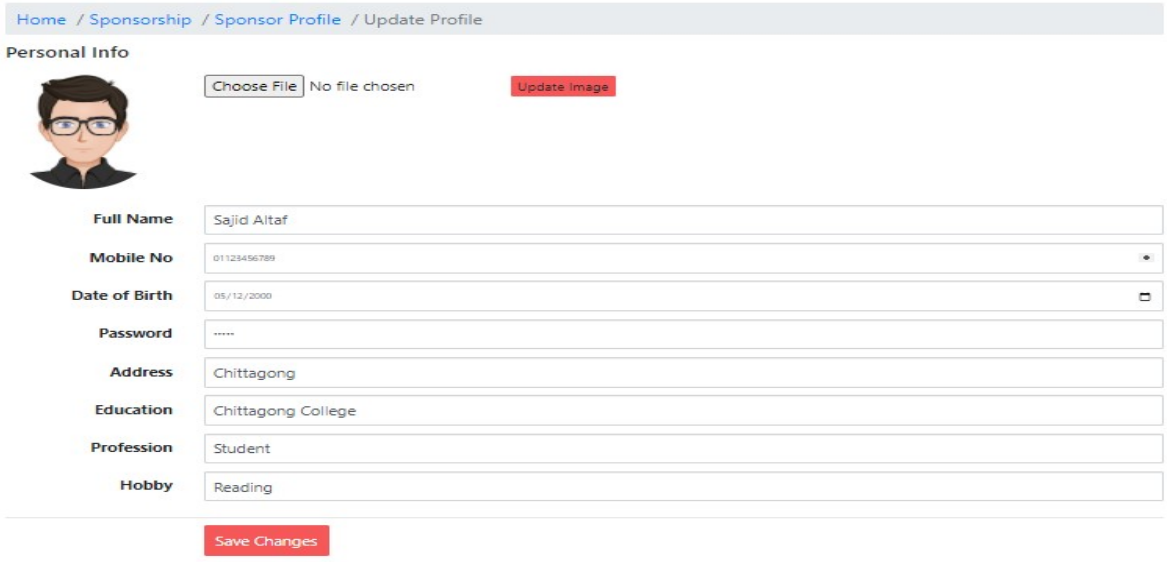

Figure 27: Update Sponsor Profile

Now, students can also update their profile and their "Update profile" pages looks like this. Here, the students can update their information and result.

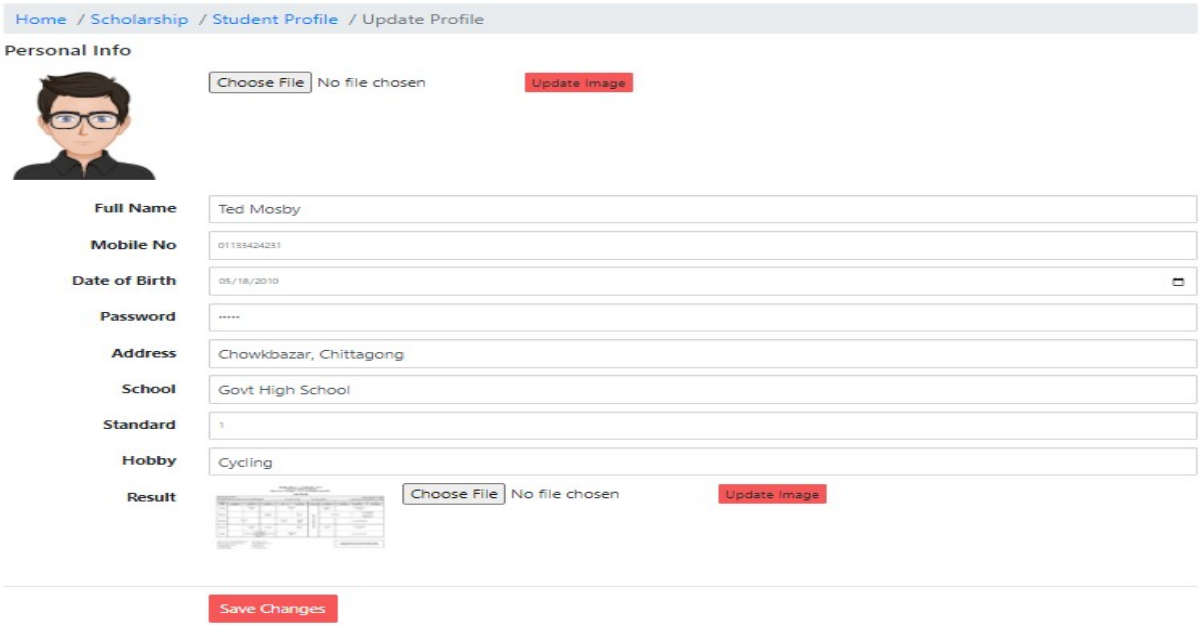

Figure 28: Update Student Profile

8.6 Sponsor Viewing Sponsored Student

The sponsors can keep track of the students that they have sponsored with the following page which contains information about the students.

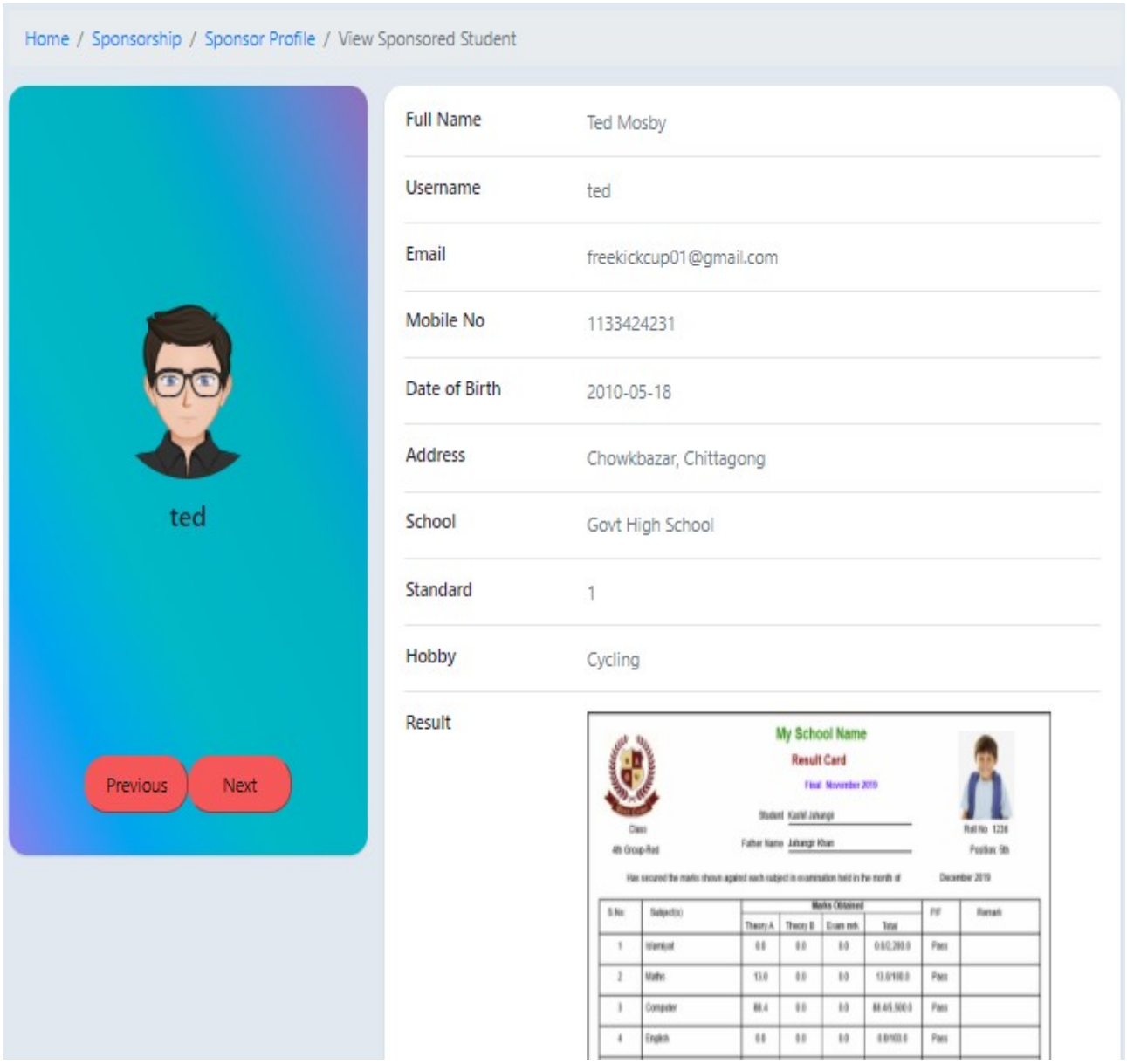

Figure 29: Student Profile - Sponsor's Perspective

8.7 Student Viewing Sponsor Profile

The students can view their sponsor's profile through the following page and get to know about their sponsor.

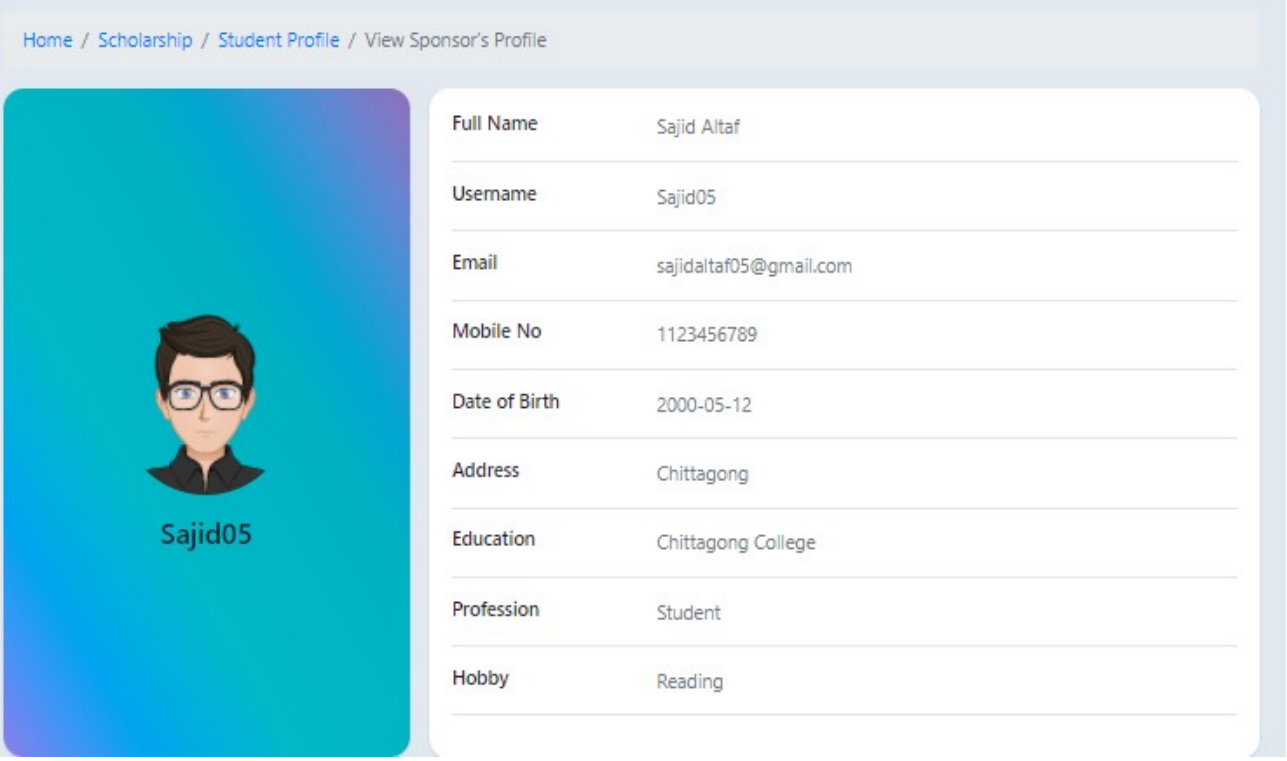

Figure 30: Sponsor Profile - Student's Perspective

8.8 Admin Log in

Admins can login by providing their credentials through the following page.

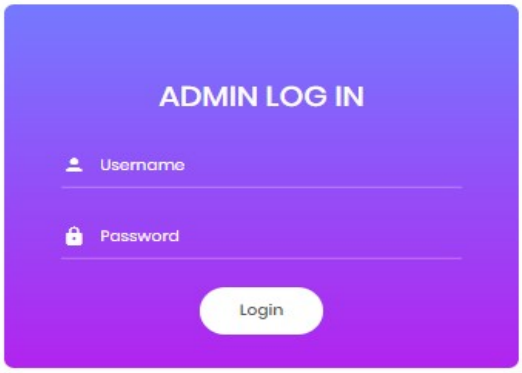

Figure 31: Admin Login

8.9 Admin Review

This is the admin review page where the admin can review the students application and approve or reject the students based on the criteria set for the scholarship.

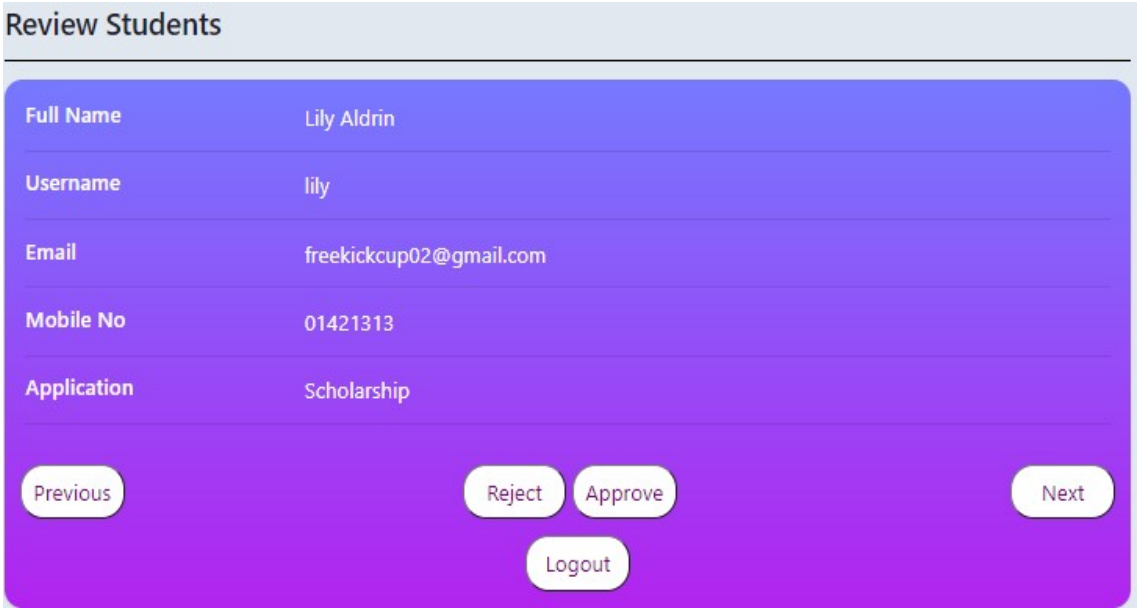

Figure 32: Admin Review

Chapter 9

Conclusion and Future work

9.1 Future work

There are some works that still needed to be done:

- Deploying the website
- Student receiving money from the system
- Solid eligibility check
- Sponsors and students receiving notifications about transaction process

9.2 Conclusion

The system is intended to bridge the gap between the humanitarians and the students in need. It is developed in a way that makes the process of student sponsorship easier and more convenient. It also has features to ensure that the user requirements are full-filled. The next most important thing is to gain the trust of the users and make them feel secured. And then hopefully, the system will be able to achieve its ultimate goal of contributing in bringing down the numbers of student dropout.

References

- **Slides:**
  - Project Proposal
  - User Requirement Analysis
  - Data Flow Diagram
  - ER Diagram & Project Scheduling
  - UML Diagrams
  - Final Presentation
- **Reports:**
  - Project Proposal
  - Feasibility Study Report
  - Requirement Analysis Report
  - Software Requirement Specification
- **Survey:**
  - Survey Form
  - Survey Responses
- **Interview:**
  - Interview Questionnaire
  - Interview Video
- **Project:**
  - JiraSoftware Link
  - GitHub Link