MINI PROJECT REPORT ON

High Fidelity Prototyping Of Student Information Management System

BACHELOR OF ENGINEERING (Computer Engineering)

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INTRODUCTION

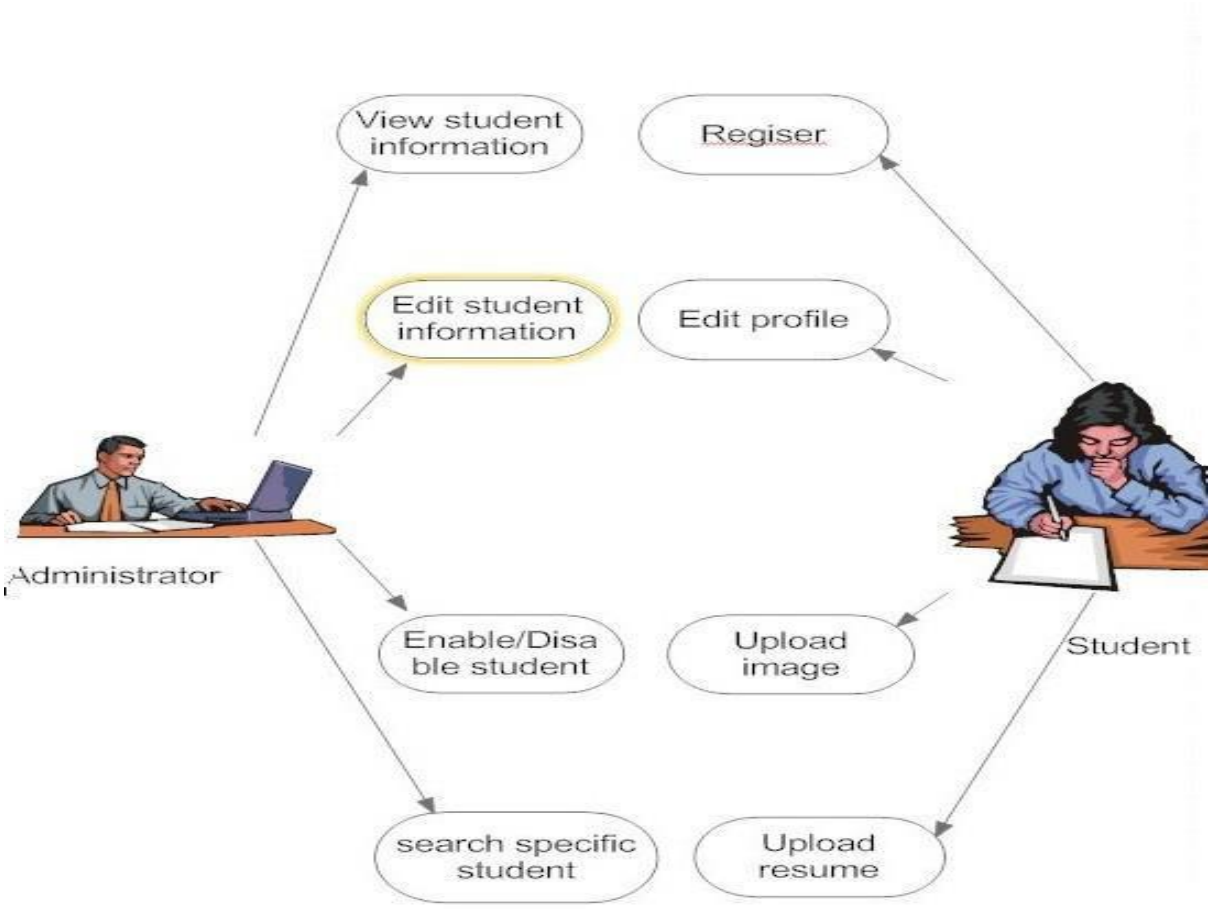
Student Information Management System can be used by education institutes to maintain the records of students easily. Achieving this objectiveis difficult using a manual system as the information is scattered, can be redundant, and collecting relevant information may be very time-consuming.All these problems are solved using this project.

MOTIVATION

The motivation behind creating a high fidelity prototype of a student management system comes from the fact that high fidelity prototypes,
Are computer-based and usually allows a realistic user interaction. High fidelity prototypes take you as close as possible to a true representation of the user interface.

SCOPE OF PROJECT

This project mainly aims to help the administrative authorities as well as the students by creating a place to maintain info properly as follows:



OVERALL DESCRIPTION

Design Principles

Design principles is a guide to a way user interface should be presenter to users. It doesn't tell the designers how to design the interface or the website but it tells the designers what he needs to put in mind when making this designs in order to make it better, not for themselves but the end-users. Design principles also helps the designer in making decisions.

Match Expectation

Common conventions or UI patterns are the earlier expectation or experiences of most websites audience. The expectation of the audience before the use a particular websites tend to make them stay and want to explore more about the websites. In this context, the high fidelity prototype have a cause to match the user expectation for the fact that they are expecting a tourism website design in a gaming principles.

Functional Minimalism

"Everything should be made as simple as possible, but no simpler." Albert Einstein.

This principles addresses the fact that some websites provide with users many options in a sense that they often get detracted from the functions of the websites and this in a way reduces the usability of the website by consuming the user aim with choices. This can by reduce when some steps are taken during the design such as;

- Keep way from irrelevant features
- Render some composite tasks into achievable sub-tasks
- Reduce some features instead of the experience of the user

Cognitive Load

When designing an interactive websites it's advisable to consider the work though thinking which is often needed to complete a particular task. Making a complex interactive websites is generally not advisable in this context because our

audience will not want to perform a complex tasks like thinking just to explore a websites. We need to understand how much concentration the task requires to complete it and create a user interface that reduces cognitive load as much as possible. A good way to reduce the amount of 'thinking work' the user has to do is to focus on what the computer is good at and build a system that uses the computers skills to the best of its abilities. Remember that computer are good at:

- Recalling affairs
- Checking of affairs
- Checking similarities or differences between things
- Sighting/spotting errors in spellings

Consistency

Consistency which is a way of design the user interface of a website to have same similarity across the entire website in looks and behaviors. Keeping to a good consistency, most users often learn fast or rapidly, this can be attained by re-enforcing in one part of the system their prior experiences from another. Books are a perfect example of consistency – if you were to open a book and find the table of contents in the middle and the index at the front, you would be confused. You wouldn't know how to navigate the book because the design breaks the rules that you have learned. The same process works on the Web.

TECHNOLOGICAL OVERVIEW

PHP:

PHP is a general-purpose scripting language that is especially suited to server side web development where PHP generally runs on a web server. PHP code is embedded into the HTML source document. Any PHP code in arequested file is executed by the PHP runtime, usually to create dynamic web page content. It can also be used for command-line scripting and client-side GUI applications.

MYSQL:

MySQL MySQL is a relational database management system (RDBMS) thatruns as a server providing multi-user access to a number of databases. MySQL is a popular choice of database for use in web applications and is an open source product.

XAMPP:

XAMPP is a small and light Apache distribution containing the most common web development technologies in a single package. Its contents, small size, and portability make it the ideal tool for students developing and testing applications in PHP and
MySQL.

FEATURES:

The website provides following

ADMINISTRATOR:

>Login/logout

>view student info

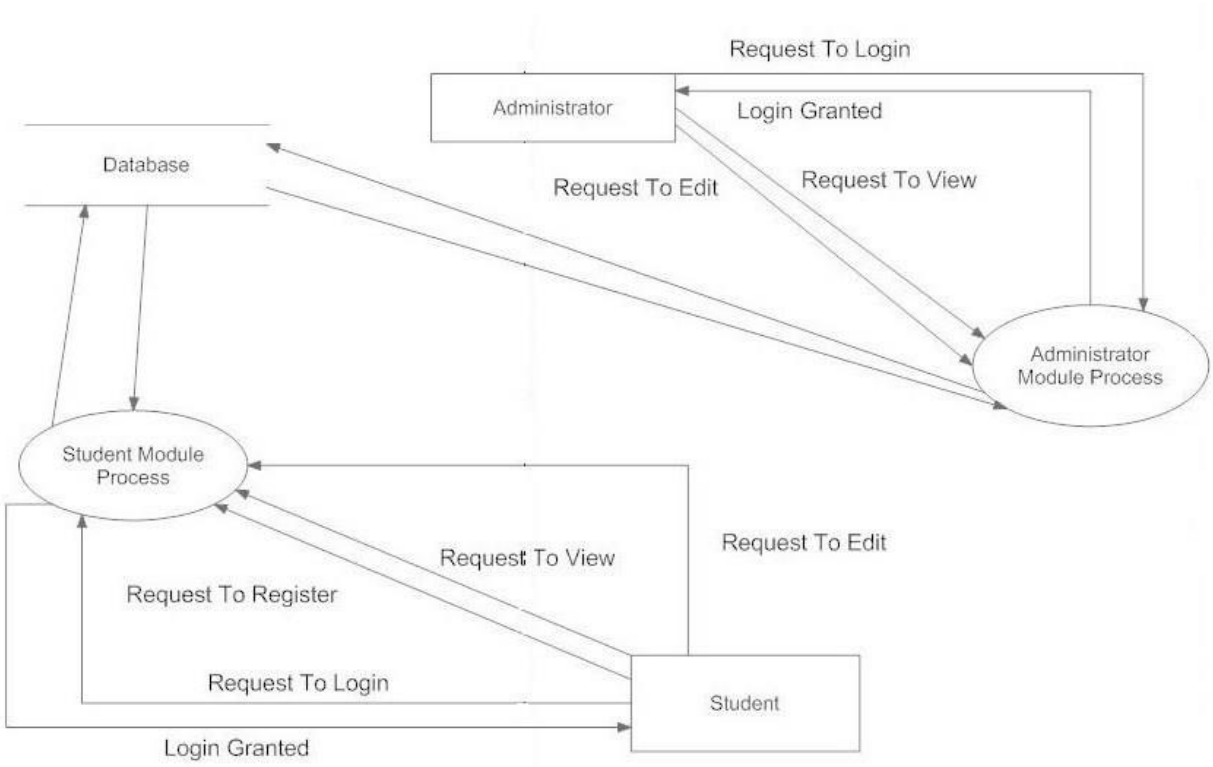
>edit student info

>search

>Login/logout student

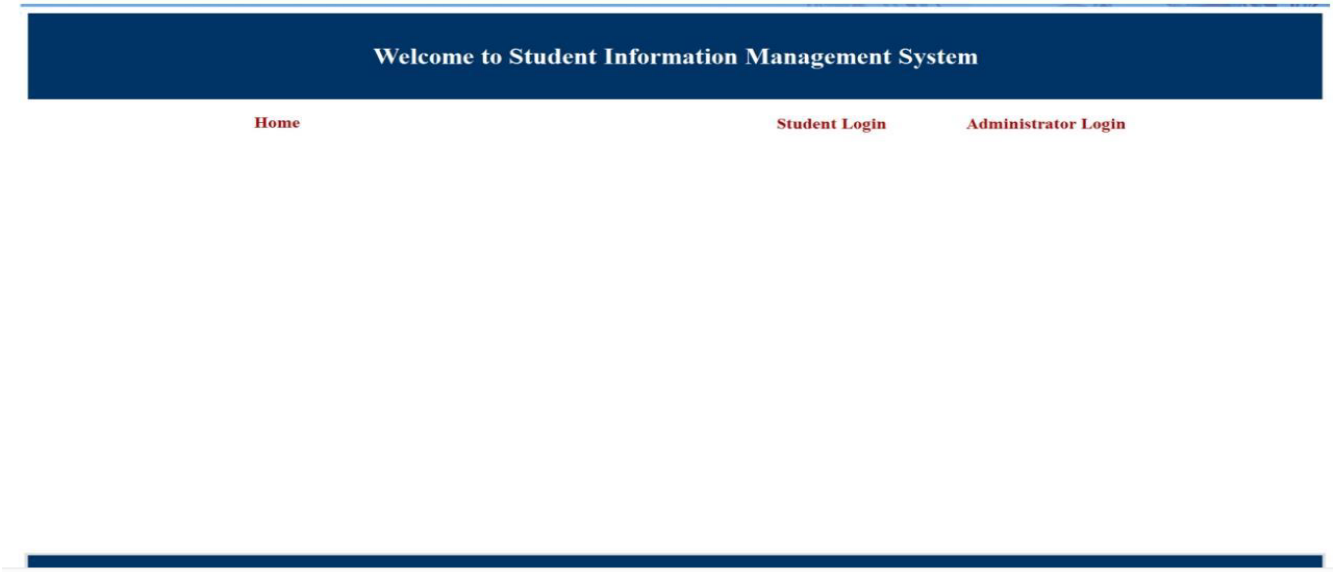
>view profile>edit profile

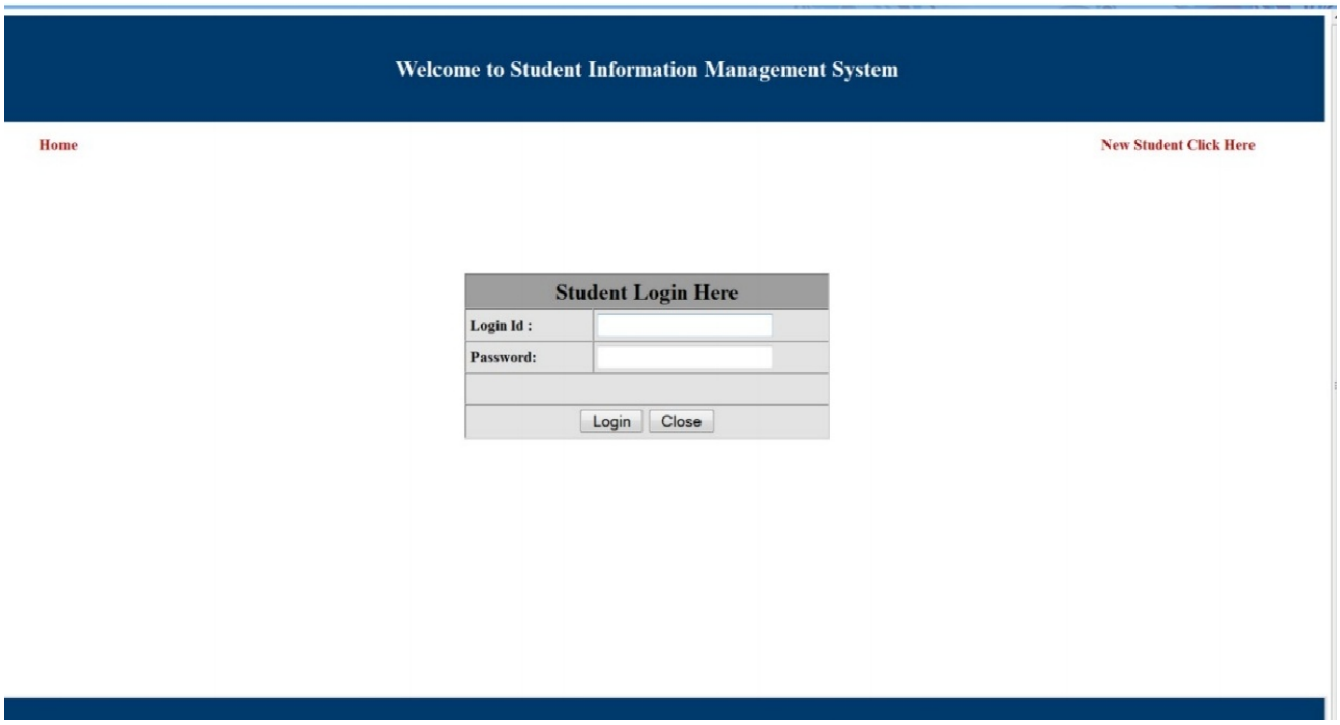
DATAFLOW DIAGRAM



Data Flow Diagram

SNAPSHOTS


Welcome to Student Information Management System
Home
Student Login
Administrator Login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New Student Click Here
Student Login Here
Login Id :
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Welcome to Student Information Management System

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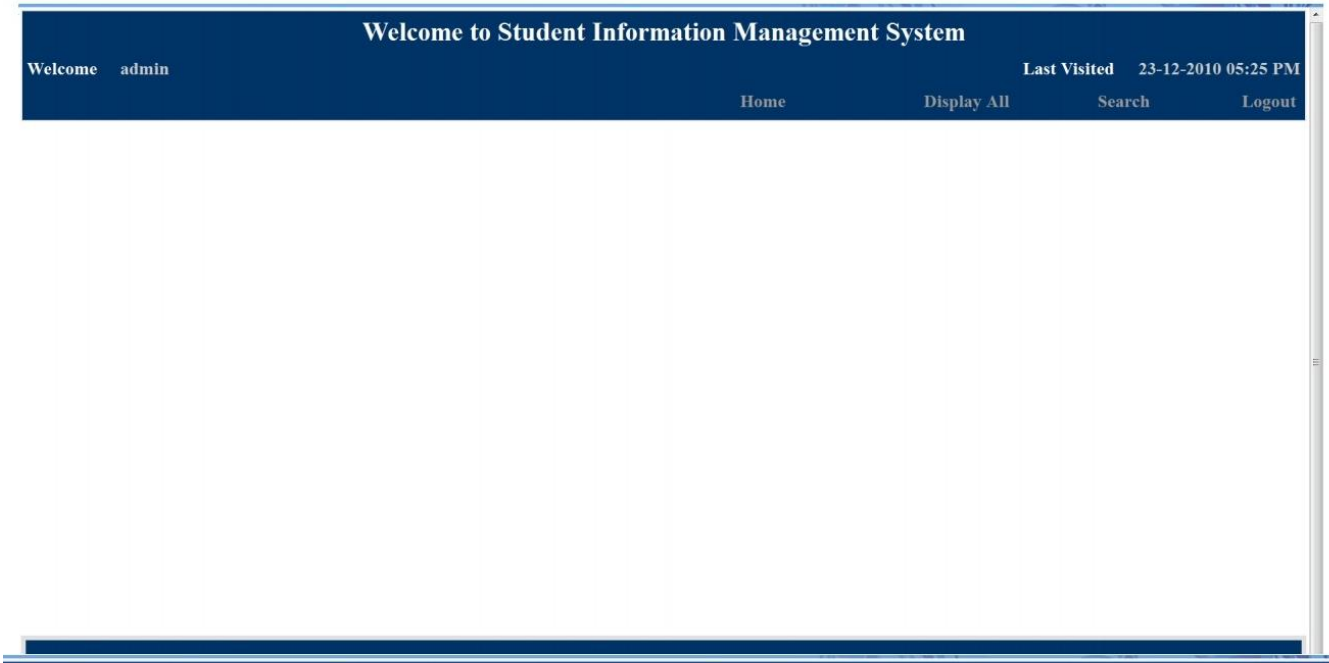

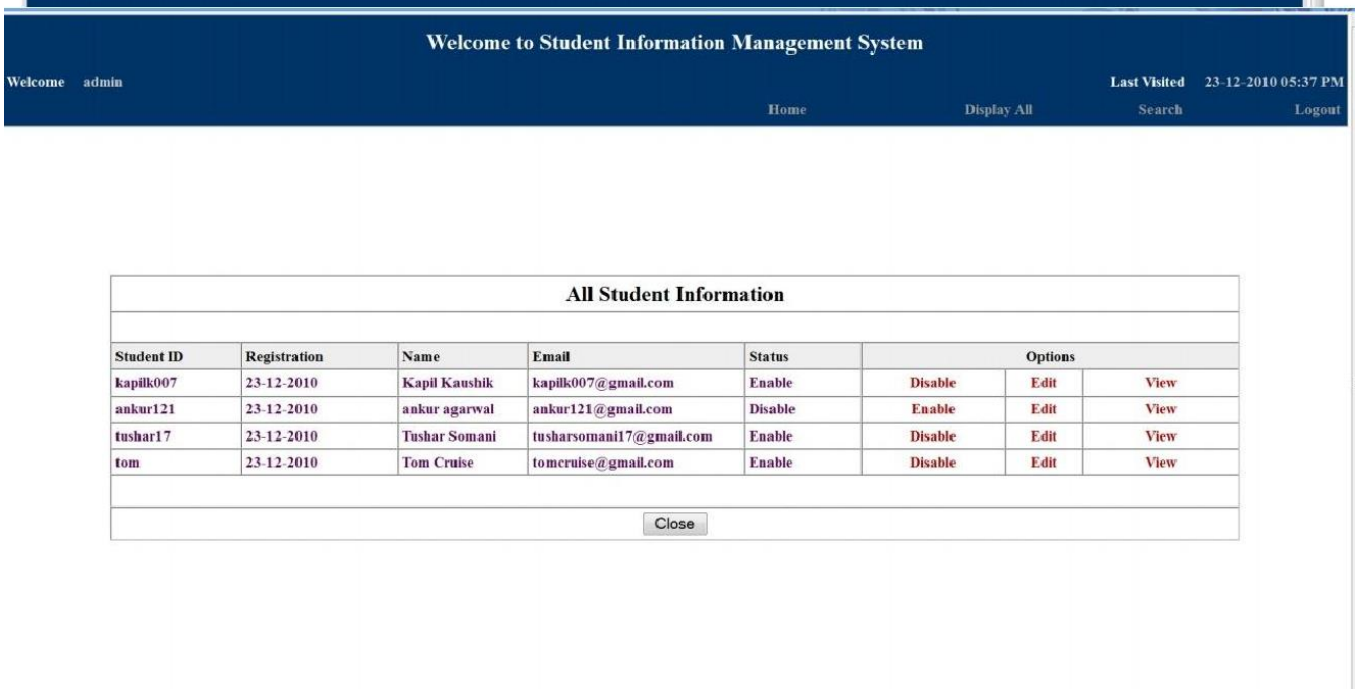

FUTURE SCOPE:

- ♣ The Student Information Management System(SIMS) can beenhanced to include some other functionality like marks, attendance management.
- ♣ Talent management of students based on their performanceevaluation can be added.
- ♣ Social networking can also be added wherein students caninteract with each other.

- Online class functionality can be added.
- Can evolve as an online institution.
- Functionality of chat and messages can be added.
- Online exam functionality can be added.
- Online resume builder functionality can also be added.

CONCLUSION

Thus, we implemented a high fidelity prototyping of a student information management system and gained knowledge of the various prototyping phases and the need for this.