Hall Management System

A project for maintenance and management of Hall and its students.

Course Name : CSE - 2112 (Object Oriented Programming)

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Requirement Analysis :

The purpose of this software is to maintain and manage the hall and its students. In this software some major information of a student will be stored in the sign up process.

The main purpose is to find out the students information easily and the students get the hall notice as well as important notice of the hall through the software. Also students get the seat availability of the hall, get the food menu of the hall dining, and get notified of the programme schedule etc.

The intended users of our software are the students who are allotted the hall and the hall supervisors.

Some of the key options and features of our platform may include:

Features:

1. **Search functionality:** The platform will include a search function where supervisors and students can search for
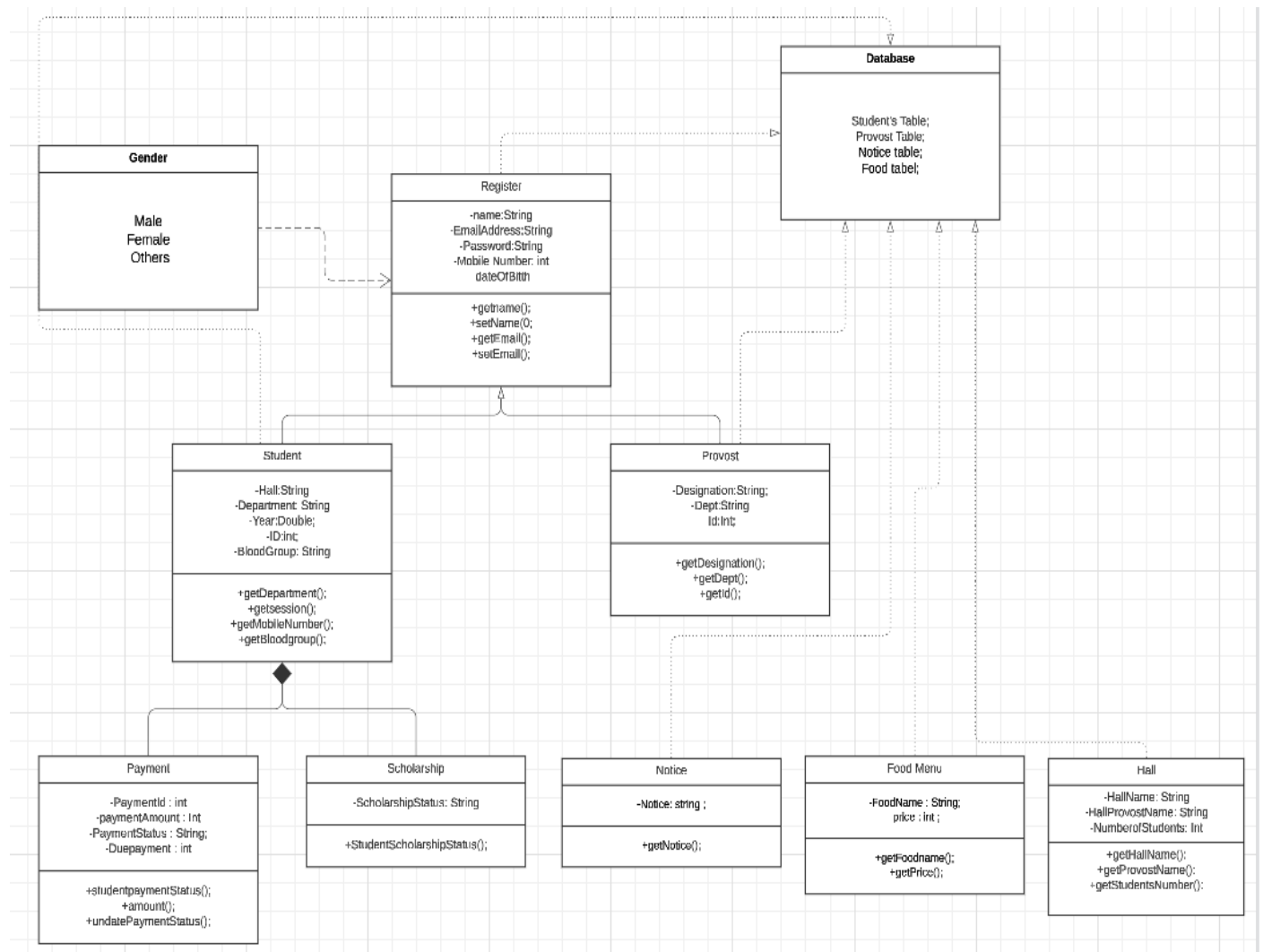
students' information according to their name, room number, mobile number etc . This will help students to easily get the information of other students.

2. **Notification Board:** The platform will help the students to get notified of the programme schedule, seat availability and other hall event notices.
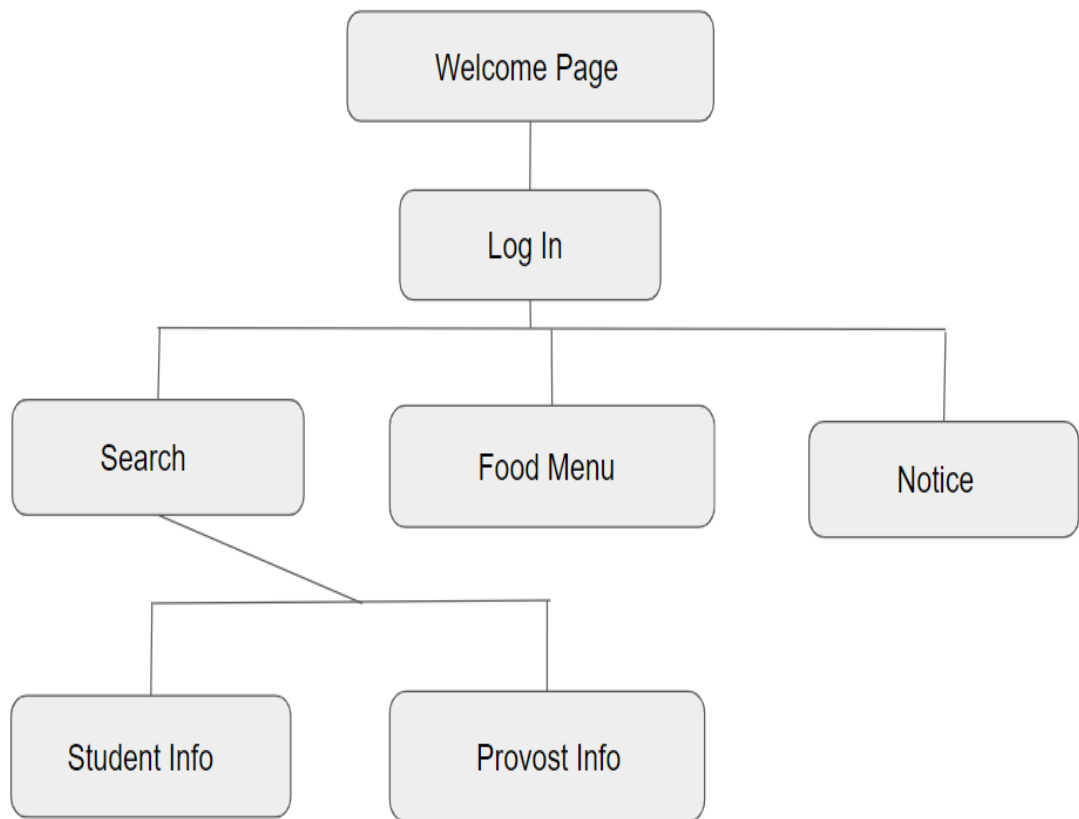3. **Food Menu:** The platform will help the students to get the food menu everyday through the sections and also they can give complaints in the complaint box belonging to the sections.

Overall, the purpose of our software is to provide a streamlined and efficient way to maintain and manage the hall students. By using this software the students face less sufferings in their hall life.

UML System Design :

Database

Student's Table;
Provost Table;
Notice table;
Food tabel;

Gender

Male
Female
Others

Register

-name:String
-EmailAddress:String
-Password:String
-Mobile Number: int
dateOfBitth

+getname();
+setName(0;
+getEmail();
+setEmail();

Student

-Hall:String
-Department: String
-Year:Double;
-ID:int;
-BloodGroup: String

+getDepartment();
+getsession();
+getMobileNumber();
+getBloodgroup();

Provost

-Designation:String;
-Dept:String
Id:Int;

+getDesignation();
+getDept();
+getId();

Payment

-PaymentId : int
-paymentAmount : int
-PaymentStatus : String;
-Duepayment : int

+studentpaymentStatus();
+amount();
+undatePaymentStatus();

Scholarship

-ScholarshipStatus: String

+StudentScholarshipStatus();

Notice

-Notice: string ;

+getNotice();

Food Menu

-FoodName : String;
price : int ;

+getFoodname();
+getPrice();

Hall

-HallName: String
-HallProvostName: String
-NumberofStudents: Int

+getHallName();
+getProvostName();
+getStudentsNumber();

UX System Design :

USER CASE Diagram :