A Project Report On

**THE HOSTEL MONK: FIND YOUR BEST HOSTEL TO STAY**

Submitted in fulfilment for the Award of degree in

**DIPLOMA IN COMPUTER ENGINNERING**

[Batch 2019 – 2022]

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**ABSTRACT**

These Project is all about the Hostel management System.

In our system we will be providing service to our students were then can choose their own hostel and over system good play roal in planning the perfect hostel.

There are other facilities provided to Students like free WIFI, Breakfast, Lunch, Dinner along with that the students can be provided AC Rooms and NON AC RoomS, BED etc...

Student can only see about your profile in website and get the review about that own Hostel And if they are interested about that then they can contact us.

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# Chapter : 1 Introduction

### 1.1 Project at Glance

These Project is all about the find your best hostel to stay.

In our system we will be providing service to our students were then can choose their own hostel and over system planning the perfect choose the hostel.

There are other facilities provided to Students like free WIFI, Breakfast, Lunch, Dinner along with that the students can be provided AC Rooms and NON AC Rooms, BED etc...

Student can only see about your profile in website and get the review about that own Hostel And if they are interested about that then they can contact us.

### 1.2 Purpose

find your best hostel to stay allows the user of the system access all the details such as location, packages, etc.

The main purpose is find hostels and students booking packages etc.

### 1.3 Scope

* This system allows secure registration and profile management facilities for hostel.
* They can choose their best hostel, as well as there are other facilities provided to students like Free WIFI, Breakfast, Lunch, Dinner along with that student can be provided AC Rooms, NON AC Rooms, etc…….

### 1.4 Technical Description

**1.4.1 Front End**

**PHP**

Hypertext preprocessor is an open source server side programming language. It is widely used to open sources general-purpose scripting language that is especially suited for web development and can be embedded into HTML,PHP can be embedded into HTML.PHP can be written as scripts that reside on the server and may produce HTML output that downloads to the web browser . Alternatively, PHP can be embedded within HTML pages that are then saved with .php file extension.

Hypertext Pre Processor. A script language and interpreter that is freely available and used primarily on linux Web servers.PHP is an alternative to Microsoft&#39;s Active Server Page(ASP) technology. As with ASP, the PHP script is embedded within a Web page along with its HTML. Before the page is sent to a user that has requested it, the Web server calls PHP to interpret and perform the operations called for in the PHP script.

**Advantages of PHP**

Cost

Easy to use

Html support

Cross platform

Speed

PHP is compatible with three lending server :

Microsoft internet information server and Netscape enterprise server

Microsoft’s personal web server

SQL server and Omni server application server2.Android

**Java Script**

JavaScript is a script language – a system of programming codes, created by Netscape, that can be embedded into the HTML of a web page to add Functionality. JavaScript should not be confused with the java programming language. In general, script language such as JavaScript are easier and faster to code than more structured language such as Java and C++

Java is an object oriented programming (OOP) language created by Sun Microsystems. JavaScript was created by Netscape and is a distant cousin of java with some similar programming structures. But JavaScript contains a much smaller and simpler set of commands. JavaScript must be placed inside an HTML document read by a Web browser to function.

**HTML**

* Hyper Text Mark-up Language
* HTML describes the structure of web pages using markup.
* HTML element are the building blocks of HTML pages.
* HTML element are represented by tags.

**CSS**

* Cascading style sheets
* It describes how HTML elements are to be displayed on screen.
* CSS saves a lot of work.
* It can control layout of multiple web pages all at once.

#### 1.3.2 Back End: MYSQL

**MySQL**

• MYSQL is a simple, yet powerful open source software relational database management system that uses SQL, Because it is open source, anyone can download MYSQL and tailor it to their needs in accordance with the general public license.

MYSQL is noted mainly for its speed, reliability and flexibility.

**Advantages of MySQL**

It is a Relational Database Management System

Freely Available(open source)

Speed

Ease of Use

Support Client-Server Architecture

Works with Windows and Linux Operating System

**Apache**

Apache is an open-source (source code is freely available and can be shared) HTTP Web server software. It is currently the most popular web server on the Net. It is usually run on Unix operating system versions like Linux or BSD, but it can also be run on Windows .It is a full-featured server with many powerful adds-on freely available. Apache’s major competitor is Microsoft’s Is.

One of the world’s most popular Web Server programs, built by a team of open source programmers and is still used and preferred because of its outstanding performance, great security features and a price tag that is well.

**Chapter : 2 System Analysis**

## 2.1 Study of current system :

* In current website customer can choice their own hostel.
* In current system students do online find hostel .
* In current website provides different different hostels in their own website..

## 2.2 Weakness of current system :

* In present system student cannot find hostel in the big city.
* In present system students confused which hostel I find?.
* In present system students cannot update or add new details in their hostel..

## 2.3 Introduction of new system :

* This website is Hostel Monk: best hostel to stay website that provide new and different facilities for students.
* There are many different facilities like AC Rooms, NON AC Rooms,Free WIFI our hostel.
* And also provide EMI payment system.
* This system display attractive Hostels Ideas.
* This system provide same social media links.
* no need to go outside for a any trip booking.
* New system is more reliable.
* Easy to use.
* User friendly.

Page

## 2.4 Hardware and Software Requirement :-

##### Hardware requirement

* Computer
* Mobile
* Tablet

##### Software requirement

##### Server side

* Windows or Higher OS
* Microsoft Dreamweaver 8 or any editor
* MYSQL
* Apache Server

##### Client side

 Browser

## 2.5 Project Model :

System models are used to understand or represent the System.

There are following types of Software Life Cycle Model:

* Classical Waterfall Model
* Iterative Waterfall Model
* Prototype Model
* Evolutionary Model
* Spiral Model

Here, In Our Case study the following

###### Iterative model



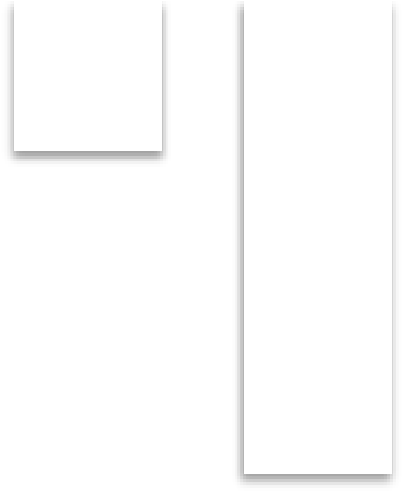
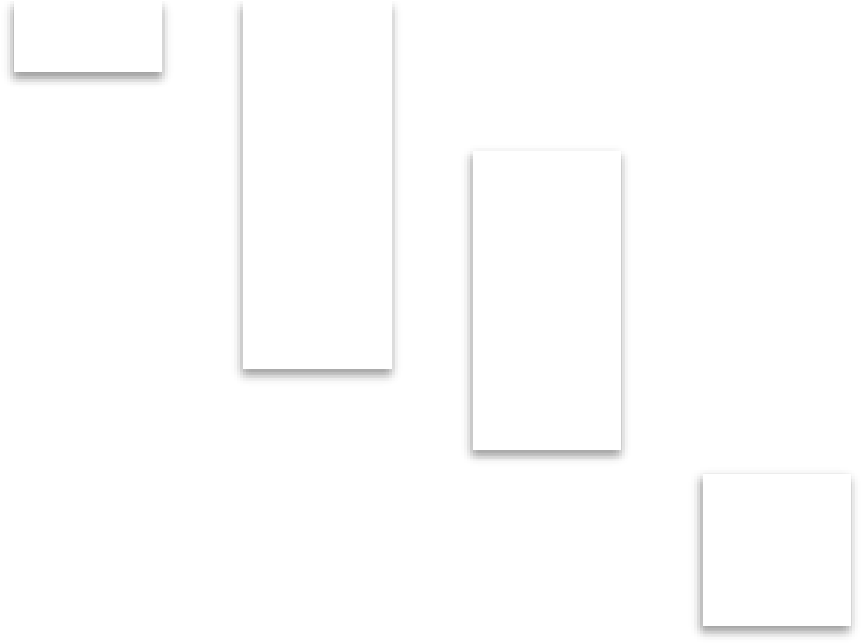
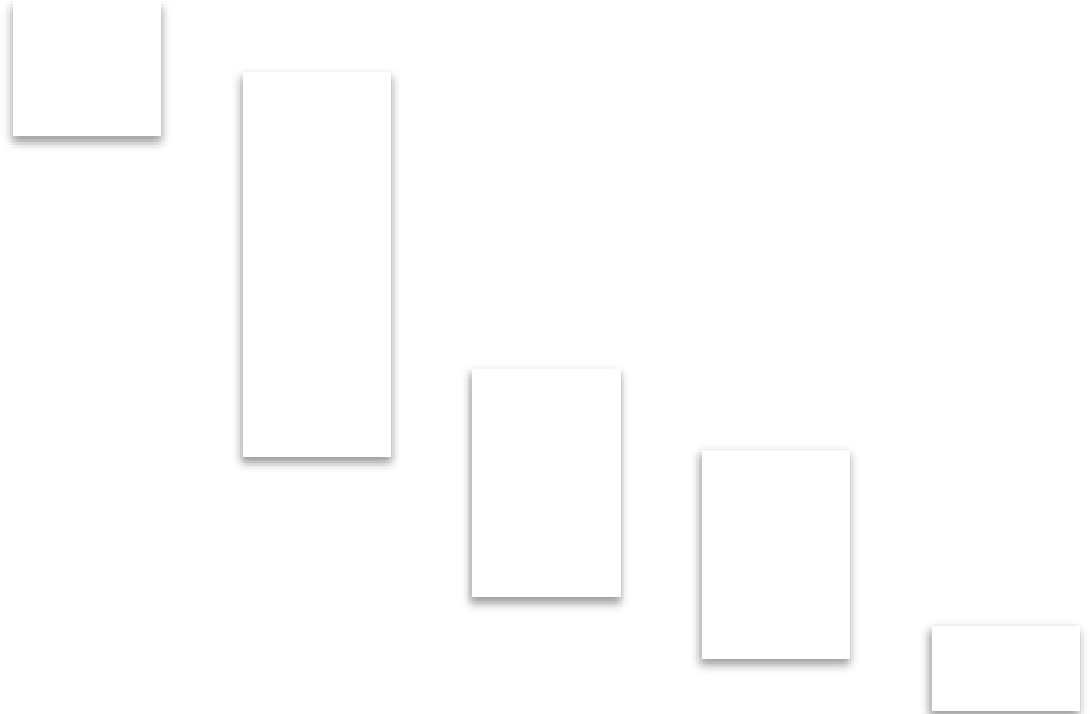
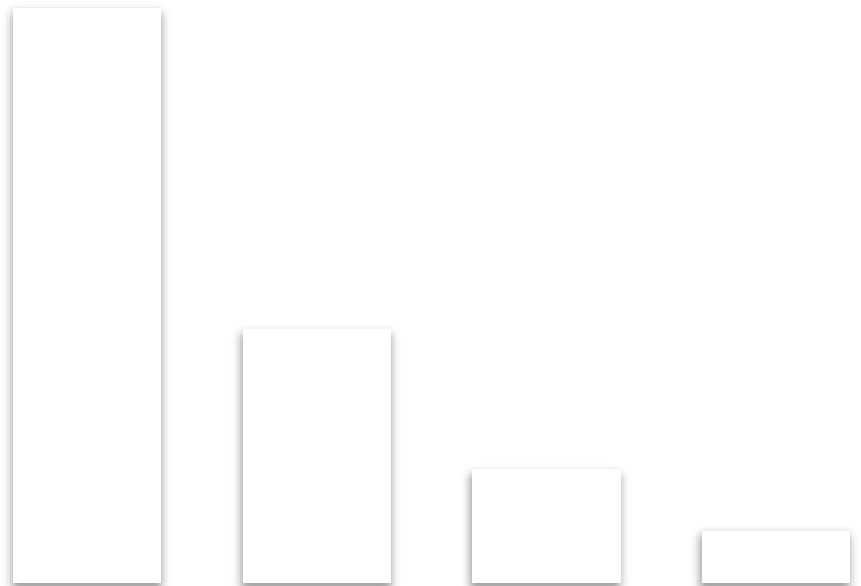
* An iterative life cycle model does not attempt to start with a full specification of requirement.
* Instead, development begins by specifying and implementing just part of software which can then be reviewed in order to identify further requirement. This processes then repeated, Producing a new version of the software for each cycle of the model.

* The phases of iterative life cycle model are as follows:
  1. A requirement phase
  2. A analyse phase
  3. A design phase
  4. An implementation
  5. A test phase
  6. A review

###### Advantages of iterative model :-

* Generated working software quickly and early during the software life cycle.
* More flexible-less costly to change scope and requirements.
* Easier to test and debug during a small iteration.
* Easier to manage risk because risky PCs are identified and handle during it’s iteration.
* Each iteration is an easily manage milestone.

### 2.6 Implementation Status :



0

%

10

%

%

20

%

30

%

40

%

50

%

60

70

%

%

80

90

%

100

%

june

july

August

September

October

design

planing

analysis

project overview

**Chapter - 3 System Design**

### 3.1 Use – case Diagram :

* Use Cases are structured outline or templates for description of user requirements.
* Use case diagram are graphical representation that may be a decomposed into further levels of abstraction.
* Use case diagram graphically represent what happen if any actor is interact with a system.
* The purpose of use case diagram is to capture the dynamic aspect of a system.

###### System :

Draw your system's boundaries using a rectangle that contains use cases. Place actors outside the system's boundaries.



###### UseCase :

Draw use cases using ovals. Label the ovals with verbs that represent the system's functions.



###### Actors :

Actors are the users of a system. When one system is the actor of another system, label the actor system with the actor stereotype.

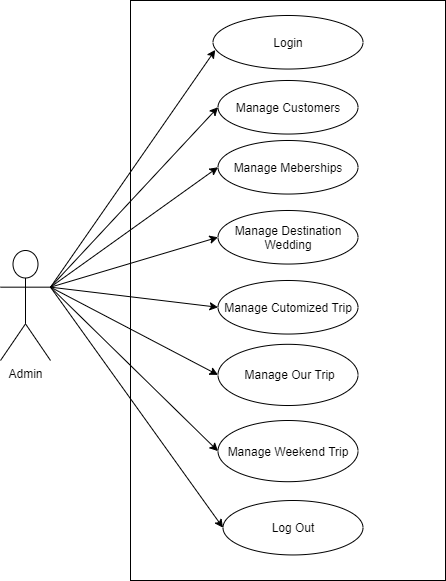


###### Relationships :

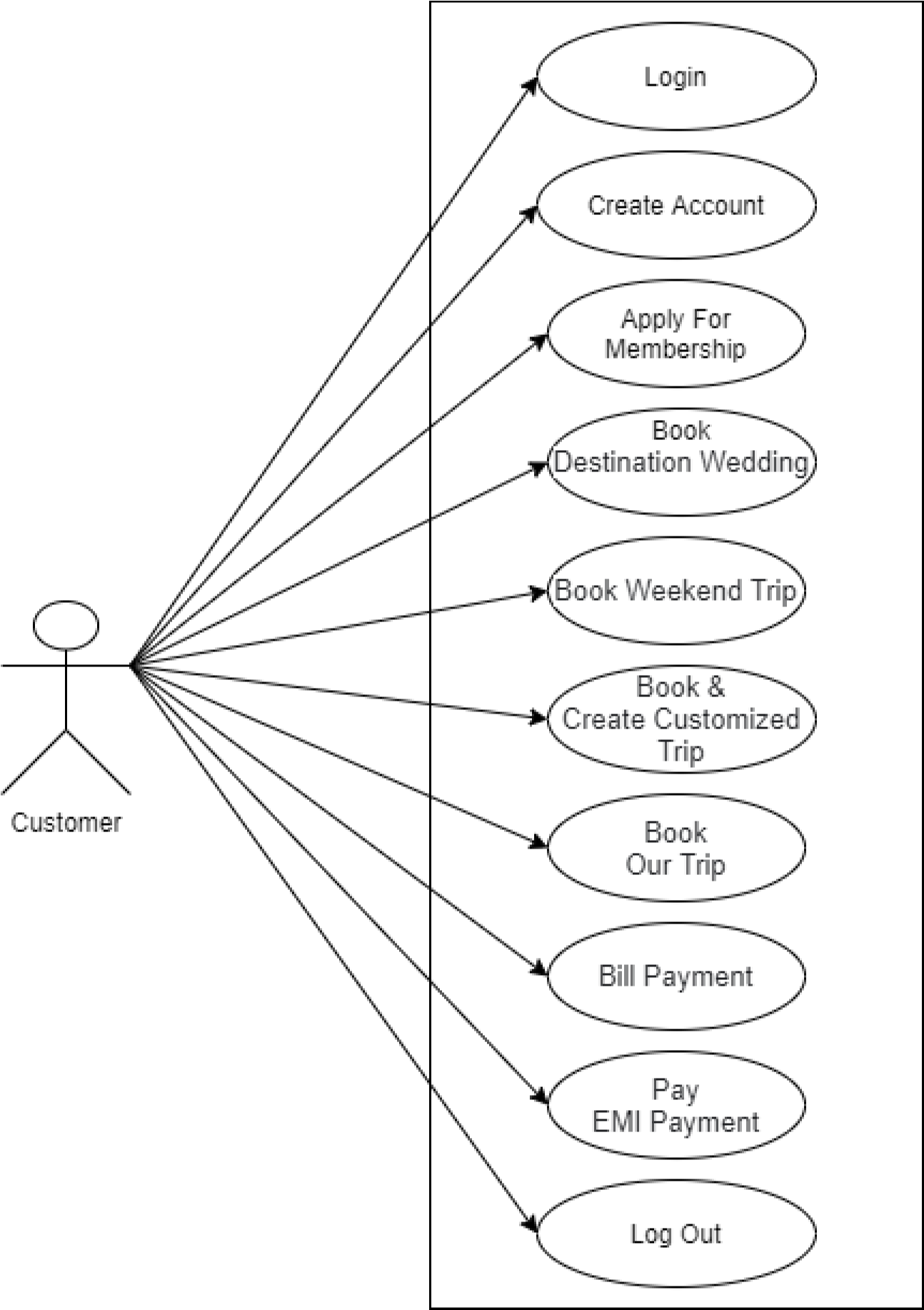
Illustrate relationships between an actor and a use case with a simple line. For relationships among use cases, use arrows labelled either "uses" or "extends." A "uses" relationship indicates that one use case is needed by another in order to perform a task. An "extends" relationship indicates alternative options under a certain use case.



###### Use case Diagram for admin

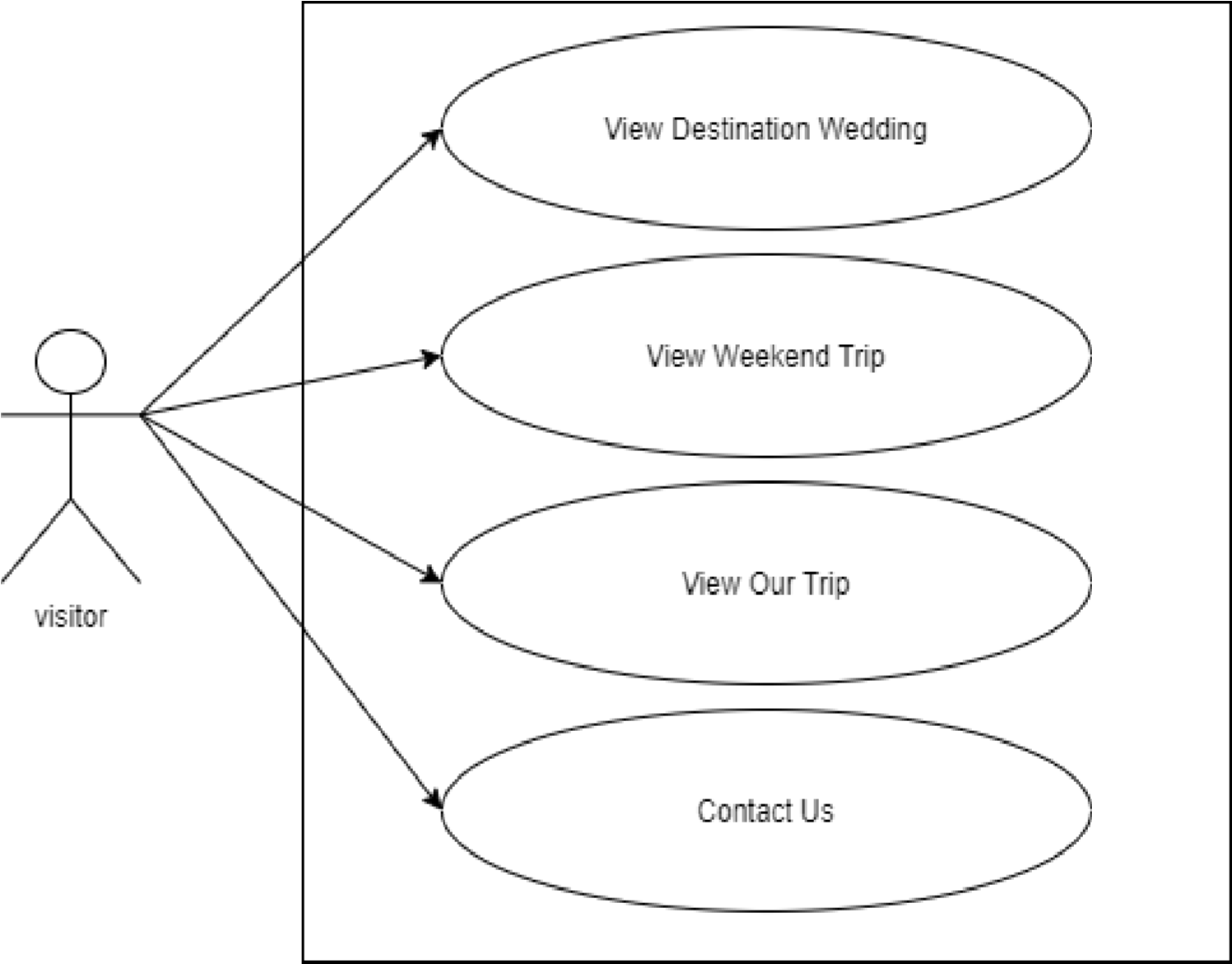


######  Use case for customer



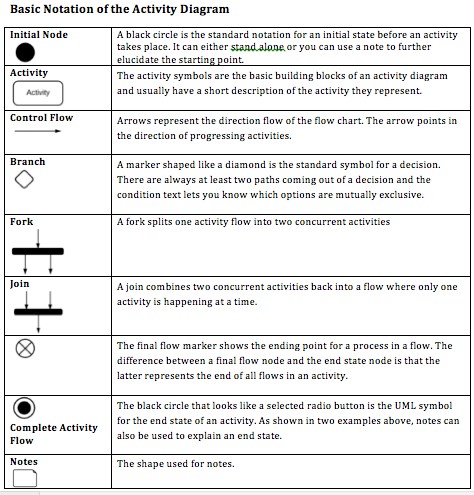
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###### Use case for visitor

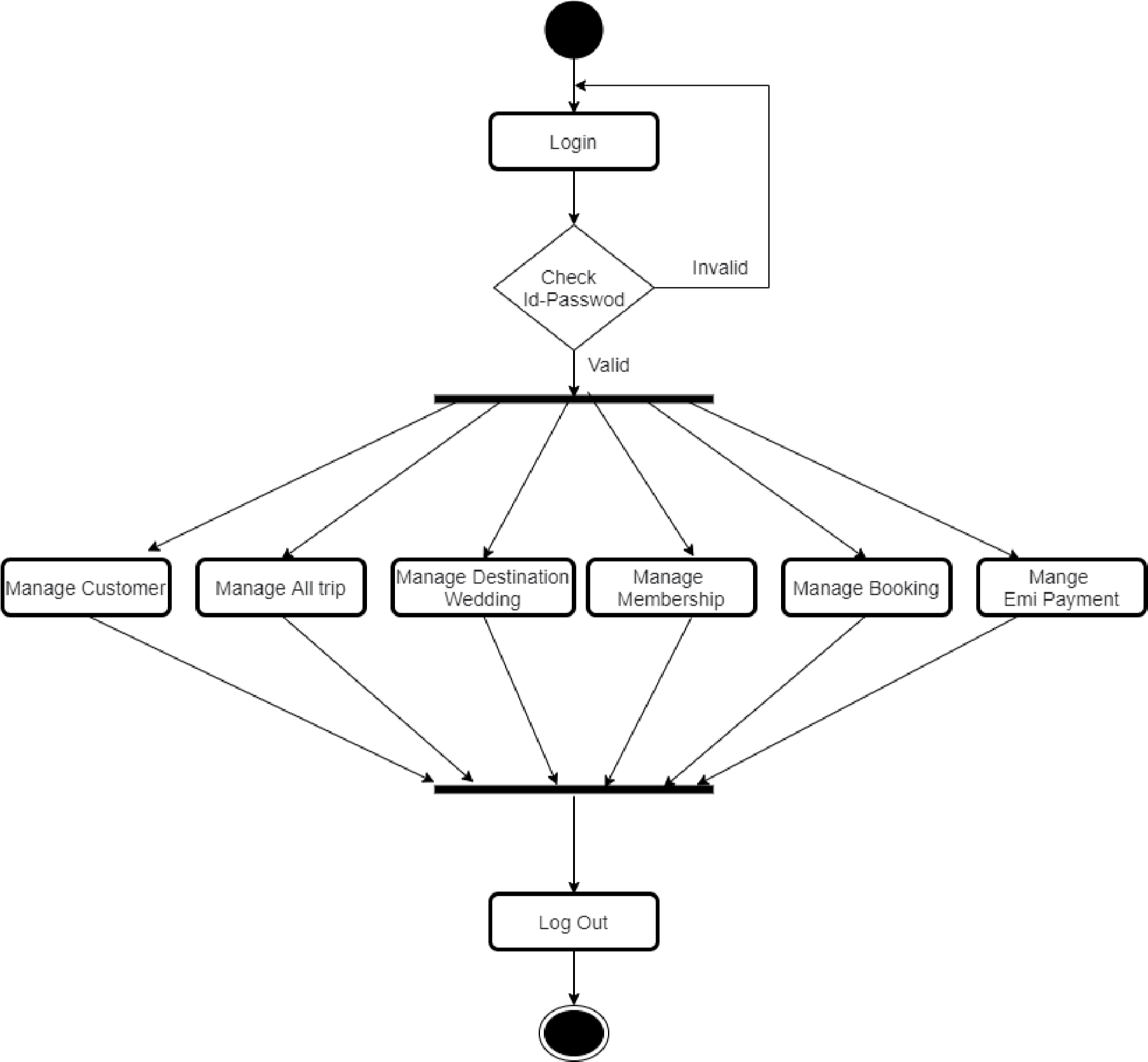


### 3.2 Activity Diagram

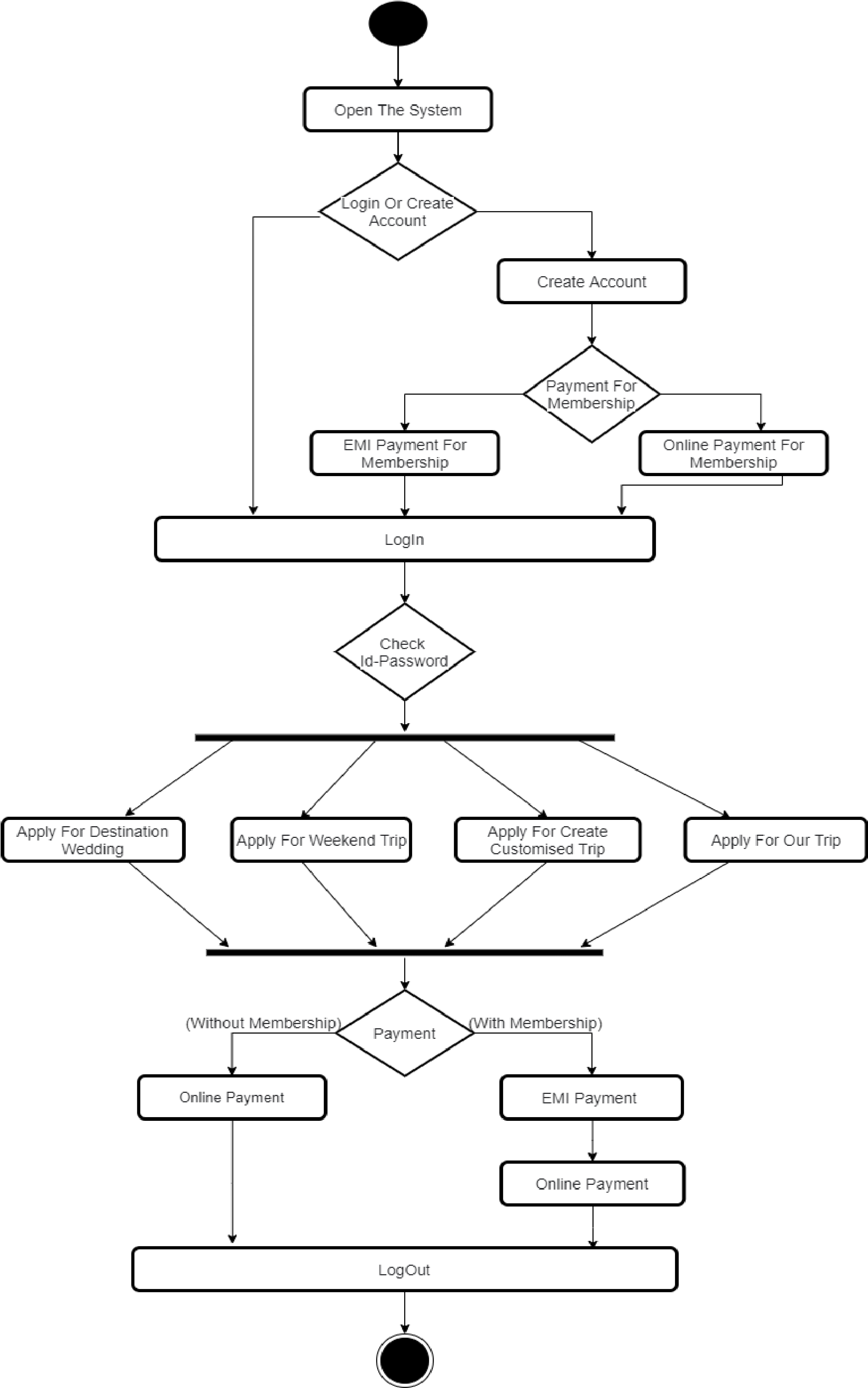
* Activity diagrams are a kind of behaviour diagram.
* Activity modelling means to describe sequencing and conditions of actions.



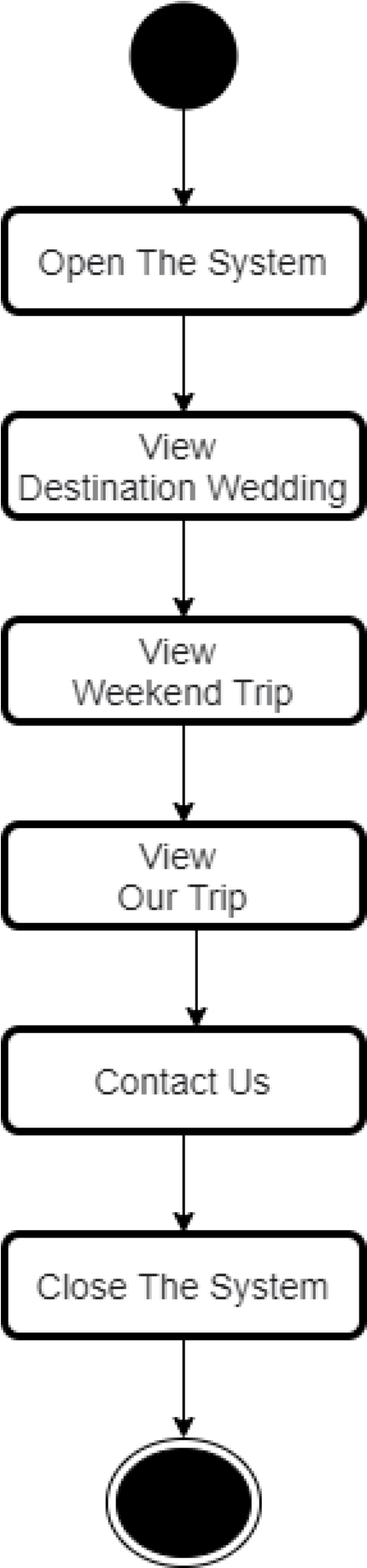
###### Activity-Admin



###### Activity-customer

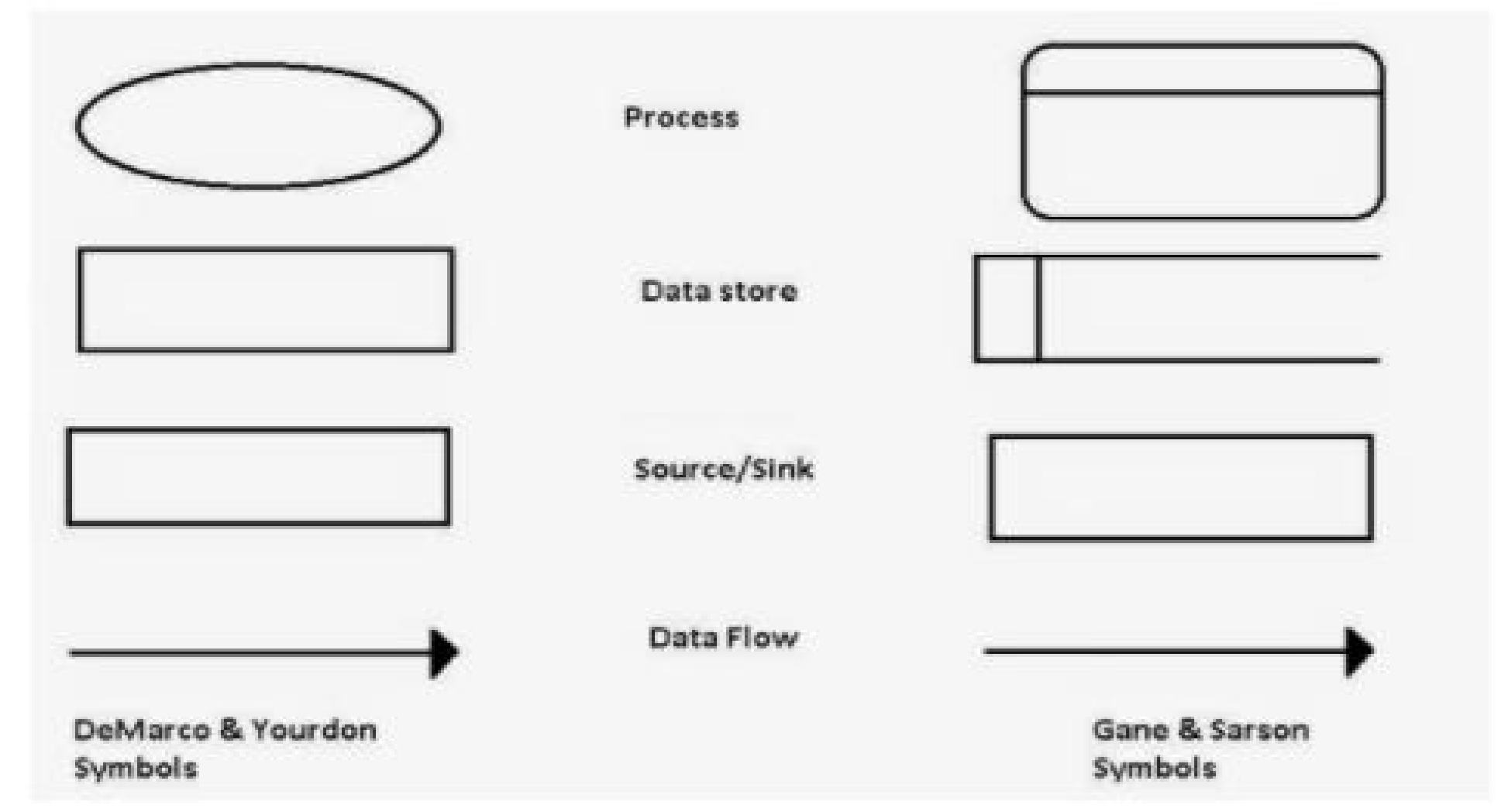


###### Activity-visitor



### 3.3 Data Flow Diagram

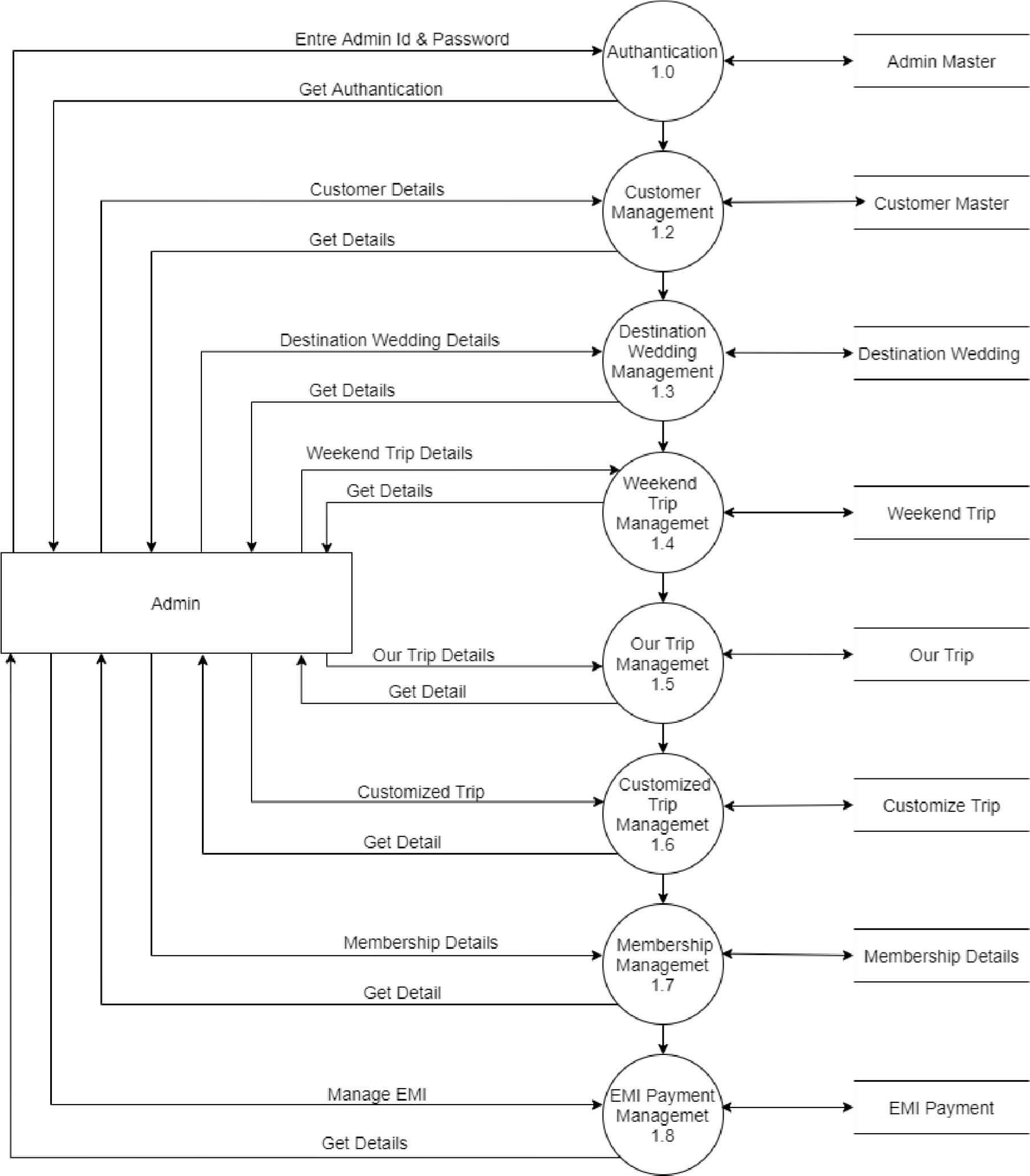
* Data flow diagrams illustrate how data is processed by a system in terms of inputs and outputs.
* It shows the flow of data from external entities into the system, shows how the data moved from one process to another, as well as its logical storage.



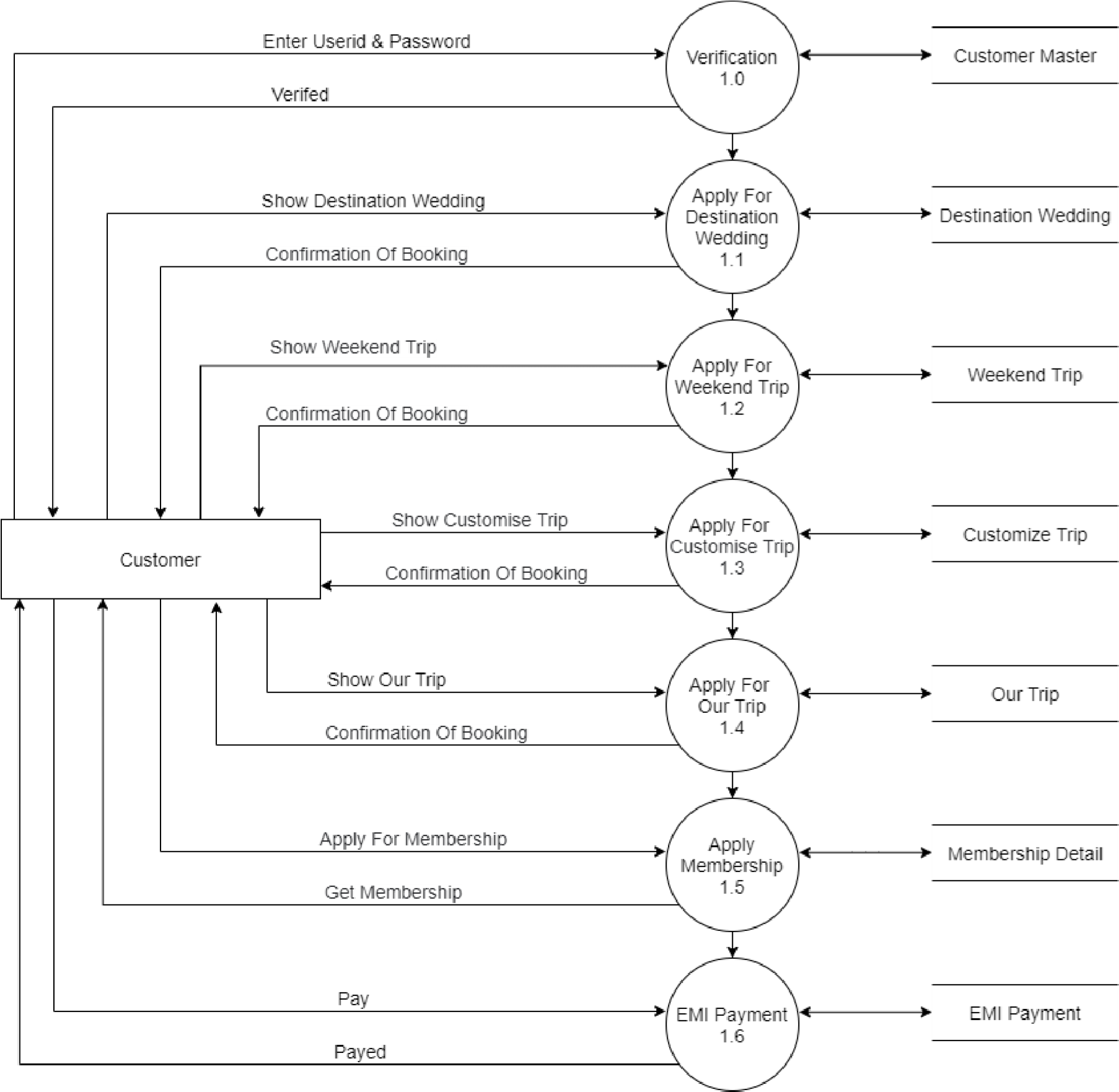
###### Level 0



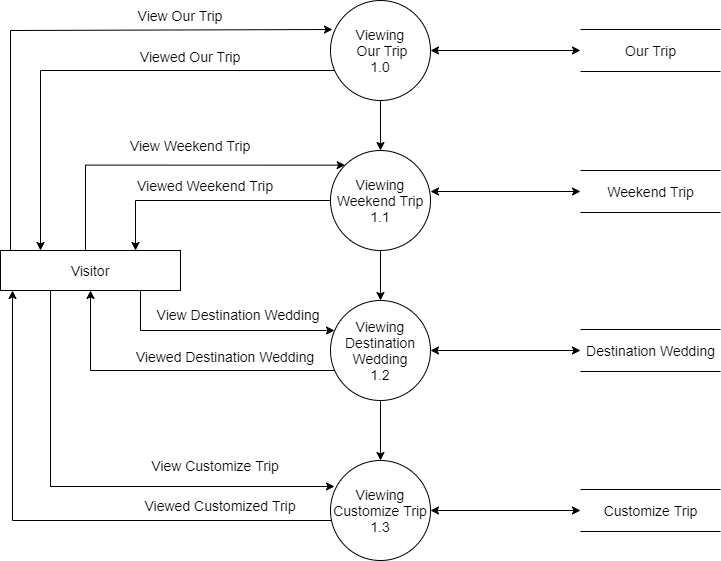
###### Admin Level 1



###### Customer Level 1



###### Visitor Level 1



### 3.4 Data Dictionary :

 A data dictionary is a central storehouse of information about the system’s data. An analyst uses data dictionary to collect, document and organize specific fact about the system, including the contents of data flow, data stores, entities and process

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **TABLE NAME: Student master** | | | |  |  |
| **No.** | **Field**  **Name** | **Data Type** | **Length**  **/Value** | **Constraints** | **Description** |
| 1. | S\_id | Int | 15 | Primary Key | Student id |
| 2. | S\_name | Varchar | 30 | Not null | Name of Student |
| 3. | S\_email | Varchar | 20 | Not null | Student Email |
| 4. | S\_pwd | Varchar | 40 | Not null | Password of Student Account |
| 5. | S\_address | Varchar | 30 | Not null | Student address |
| 6. | C\_contact1 | Int | 10 | Not null | Student Contact Number |
| 7. | C\_contact2 | Int | 10 | Not null | Student Contact Number |
| 8. | C\_city | Varchar | 20 | Not null | Student City |
| 9. | C\_country | Varchar | 20 | Not null | Student Country |
| 10. | C\_block | Boolen | - | Not null | Block the Student |
| 11. | C\_query | Varchar | 30 | Null | Query of Student |
| 12. | C\_age | Int | 5 | Not null | Student age |
| 13. | C\_feedback | Varchar | 30 | Not null | Feedback of Students |
| 14. | C\_blood group | Varchar | 10 | Not null | Students blood group |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **TABLE NAME: Admin** | | | |  |  |
| **No.** | **Field**  **Name** | **Data Type** | **Length**  **/Value** | **Constraints** | **Description** |
| 1. | A\_id | Int | 10 | Primary Key | Admin id |
| 2. | A\_name | Varcha  r | 30 | Not null | Admin name |
| 3. | A\_pwd | Varcha  r | 10 | Not null | Password of Admin Account |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **TABLE Name: Hostel Master** | | | |  |  |
| **No.** | **Field**  **Name** | **Data Type** | **Length**  **/Value** | **Constraints** | **Description** |
| 1. | H\_id | Int | 10 | Foreign key | Student id |
| 2. | H\_city | Varchar | 20 | Not null | Student city |
| 3. | H\_person | Int | 10 | Not null | How much persons in one room |
| 4. | H\_select hostel | Varchar | 30 | Not null | Student’s select hostels |
| 5. | H\_date\_time | Date Time | 8 | Not null | Hostel joining date |
| 6. | H\_day | Varchar | 20 | Not null | Day of hostel joining |
| 7. | H\_contact no | Varchar | 50 | Not null | Stuents contact no |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **TABLE NAME: Duration** | | | |  |  |
| **No.** | **Field**  **Name** | **Data Type** | **Length**  **/Value** | **Constraints** | **Description** |
| 1. | S\_id | Int | 10 | Foreign key | Student id |
| 2. | M\_query | Varchar | 30 | null | Query of Duration |
| 3. | M\_payment | Int | 20 | Not null | Payment for duration |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **TABLE NAME: EMI Payment** | | | |  |  |
| **No.** | **Field**  **Name** | **Data Type** | **Length**  **/Value** | **Constraints** | **Description** |
| 1. | S\_id | Int | 10 | Foreign key | Student id |
| 2. | E\_date | Date time | 30 | Not null | EMI date |
| 3. | E\_payment | Int | 20 | Not null | EMI Payment |

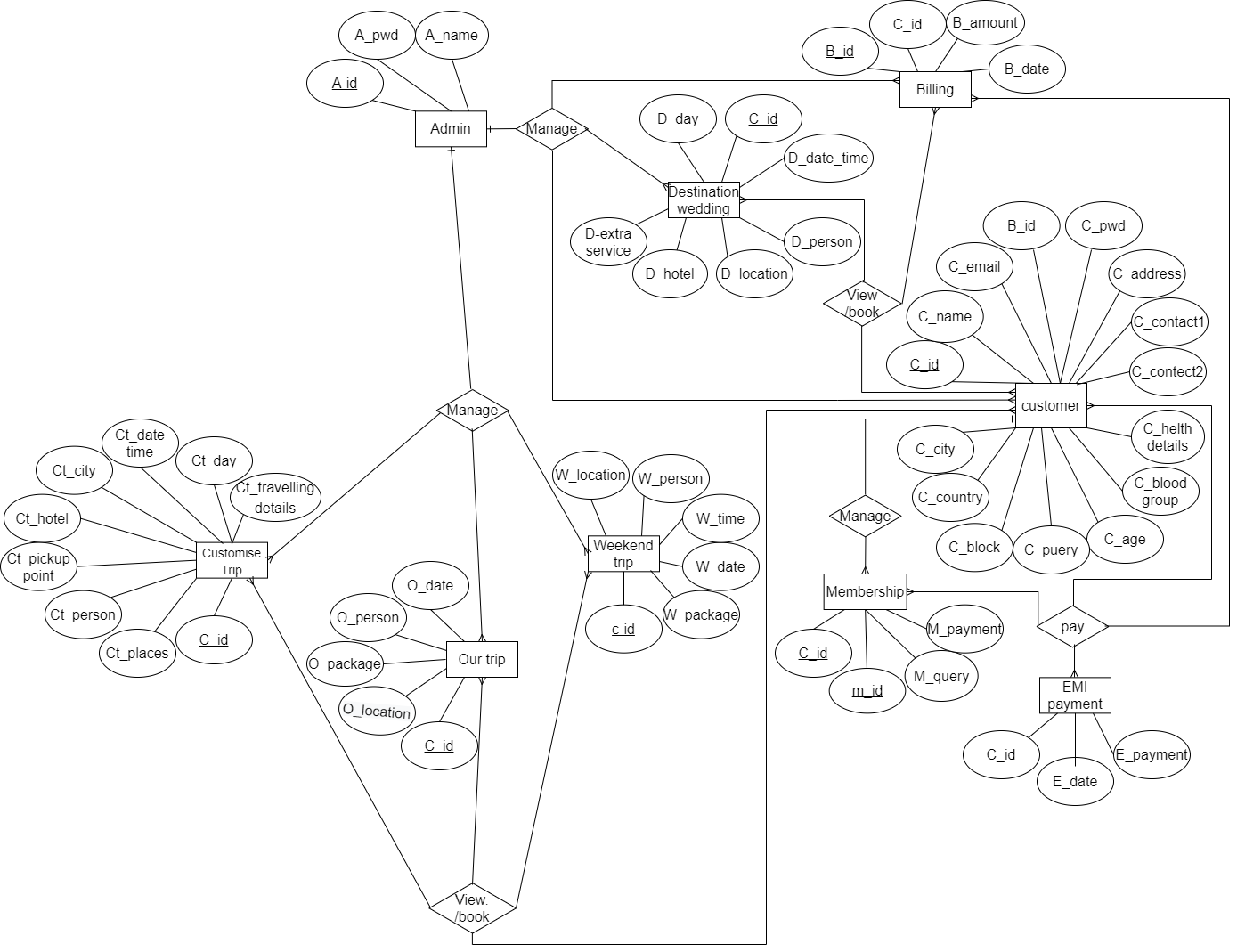
|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **TABLE NAME: Billing** | | |  |  |  |
| **No.** | **Field**  **Name** | **Data Type** | **Length**  **/Value** | **Constraints** | **Description** |
| 1. | S\_id | Int | 10 | Foreign key | Student id |
| 2. | B\_id | Int | 10 | primary key | Bill id |
| 3. | B\_amount | varchar | 20 | Not null | Bill amount |
| 4. | B\_date\_time | Date time | 30 | Not null | Bill created date |

### 3.5 ER Diagram :

* An Entity Relationship (ER) Diagram is a type of flowchart that illustrates how “entities” such as people, objects or concepts relate to each other within a system.
* ER Diagrams are most often used to design or debug relational databases in the fields of software engineering, business information systems, education and research.

**Uses of entity-relationship diagrams :**

1. Database design
2. Database troubleshooting
3. Business information systems
4. Business process re-engineering (BPR)
5. Education
6. Research



**Chapter : 4 Project Management**

## 4.1 Glimpse Of Project :

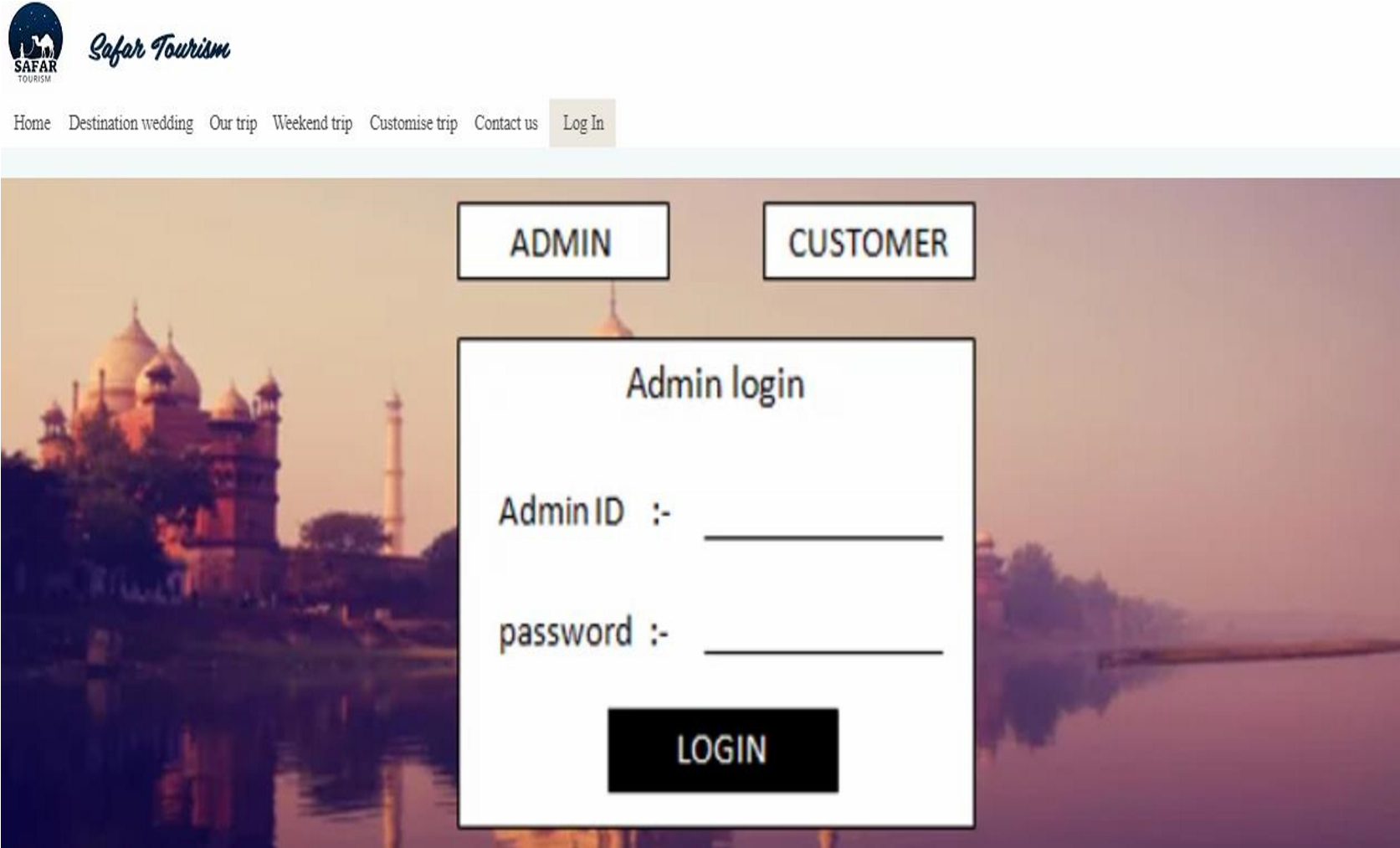
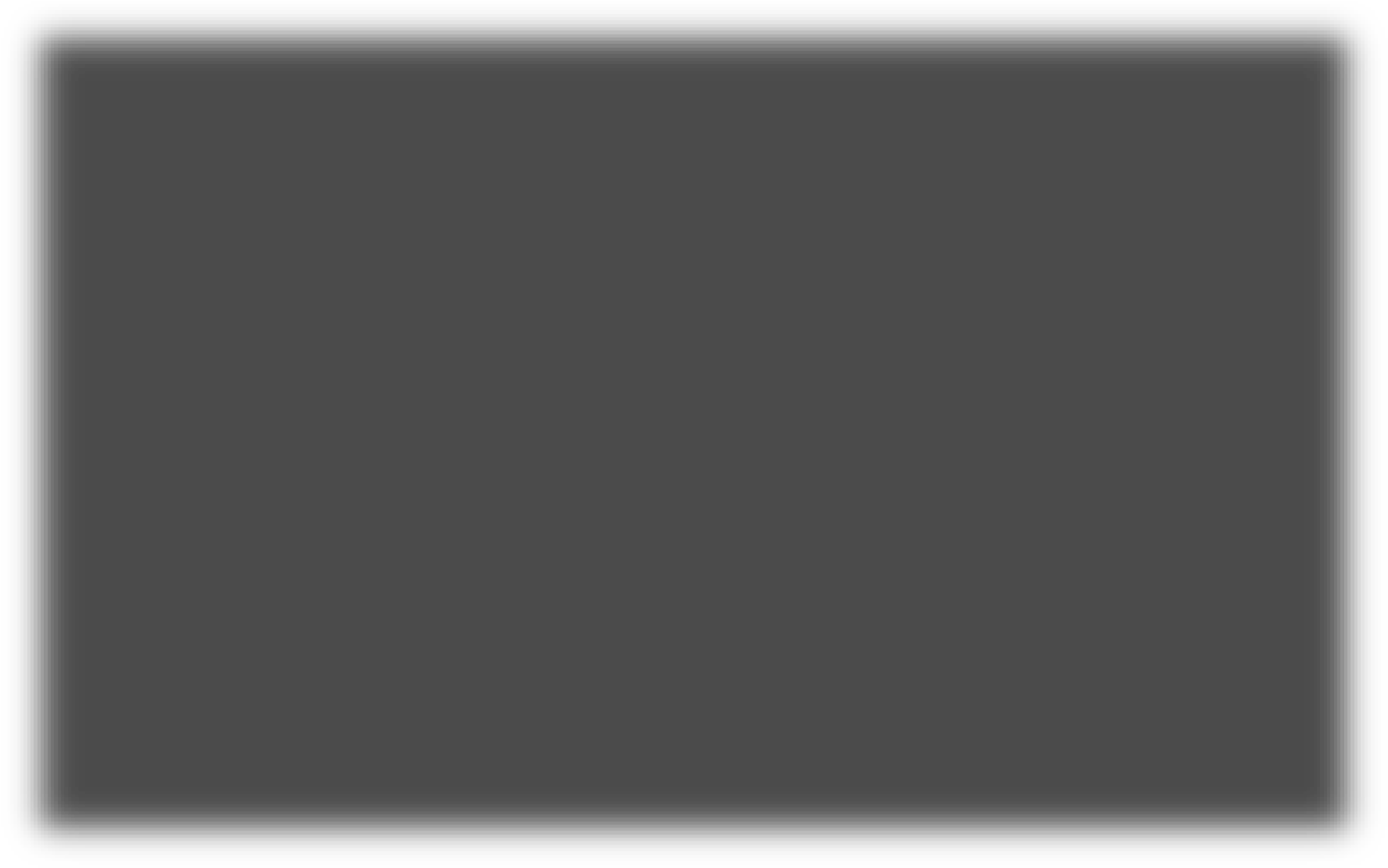
##### Home page

A home page is generally the main page of website. Customers and visitors can view different pages from the home page. home page to attract users to create an account.

###### Admin Login Page :

Once admin can logged in, admin can create or modify trips, add new features etc.

and also



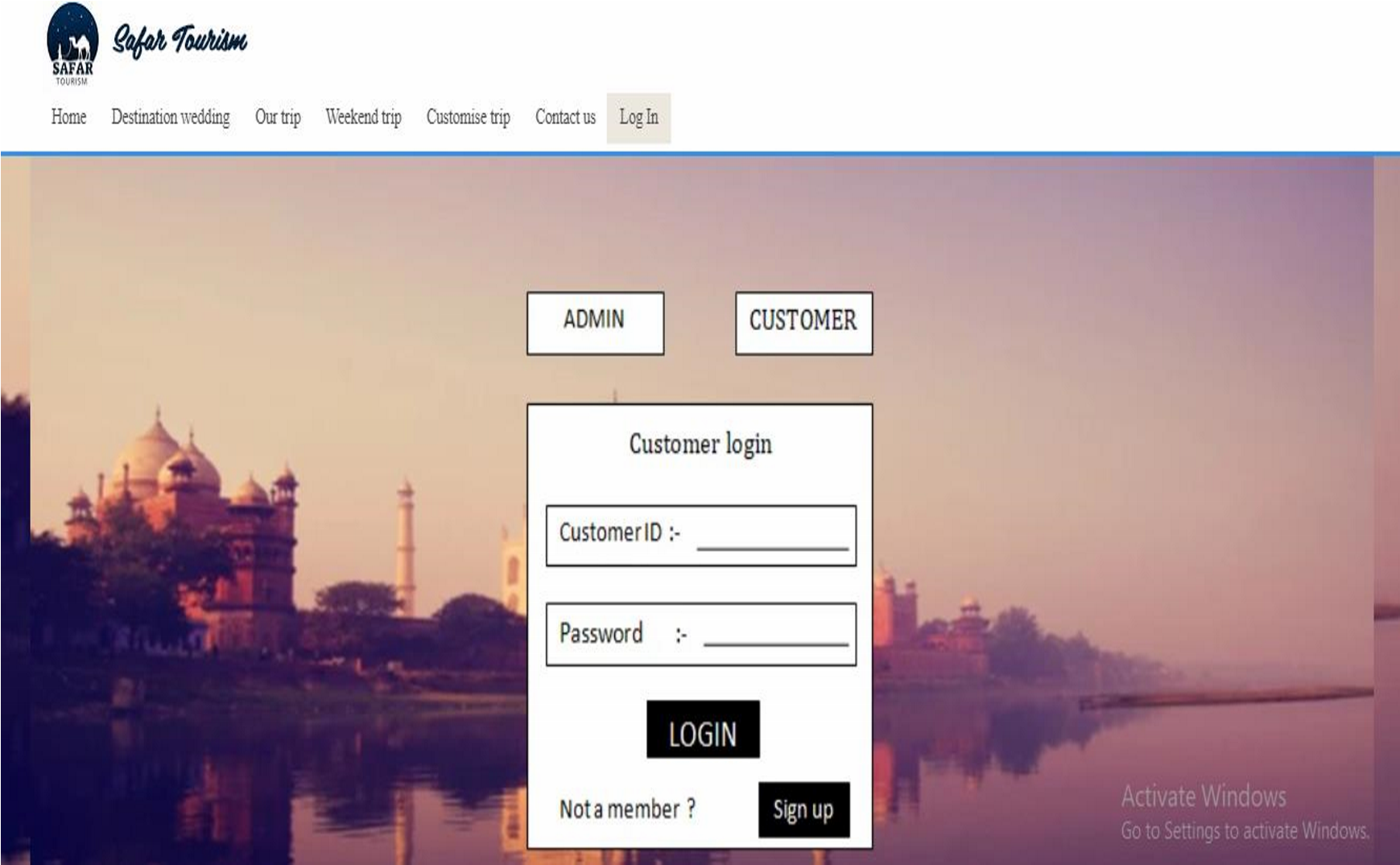
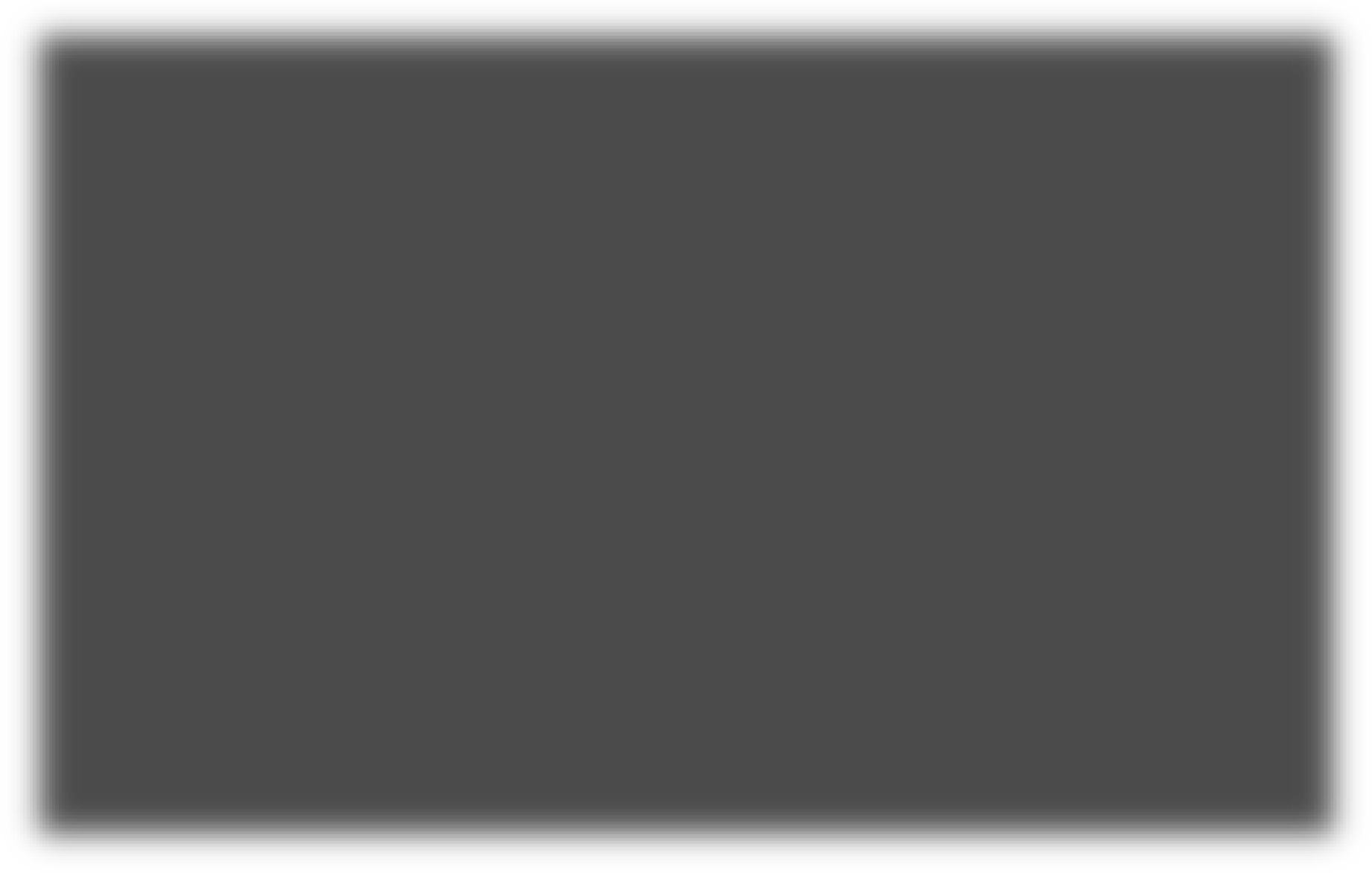
manage customers.

###### Customer login page :

will be able to view and book trips.

The customer will be able to

login to the login page using the customer ID password. Then he



###### Destination Wedding page:

customer can book the package.

In

destination

wedding

page

customers

and

visitors

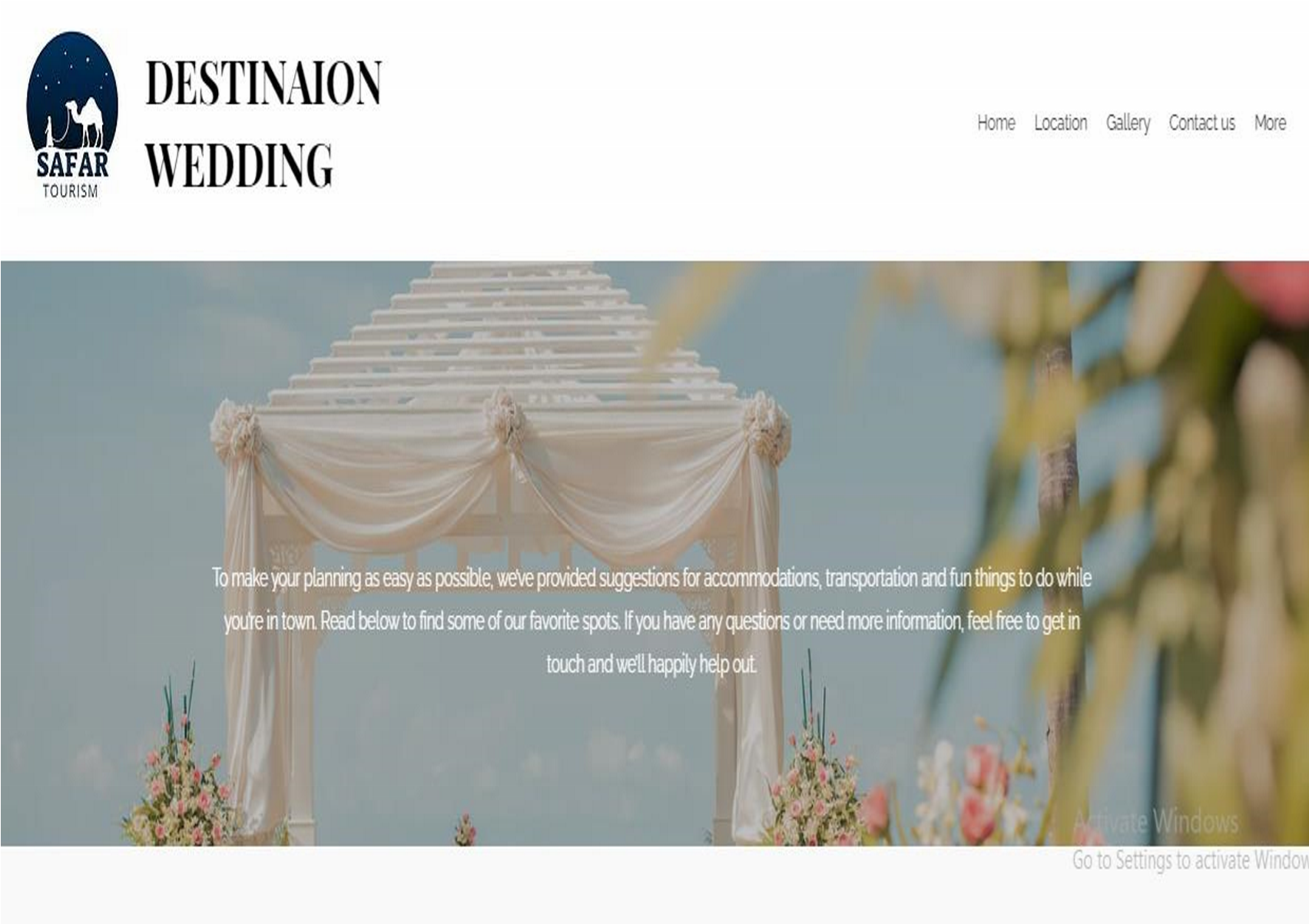
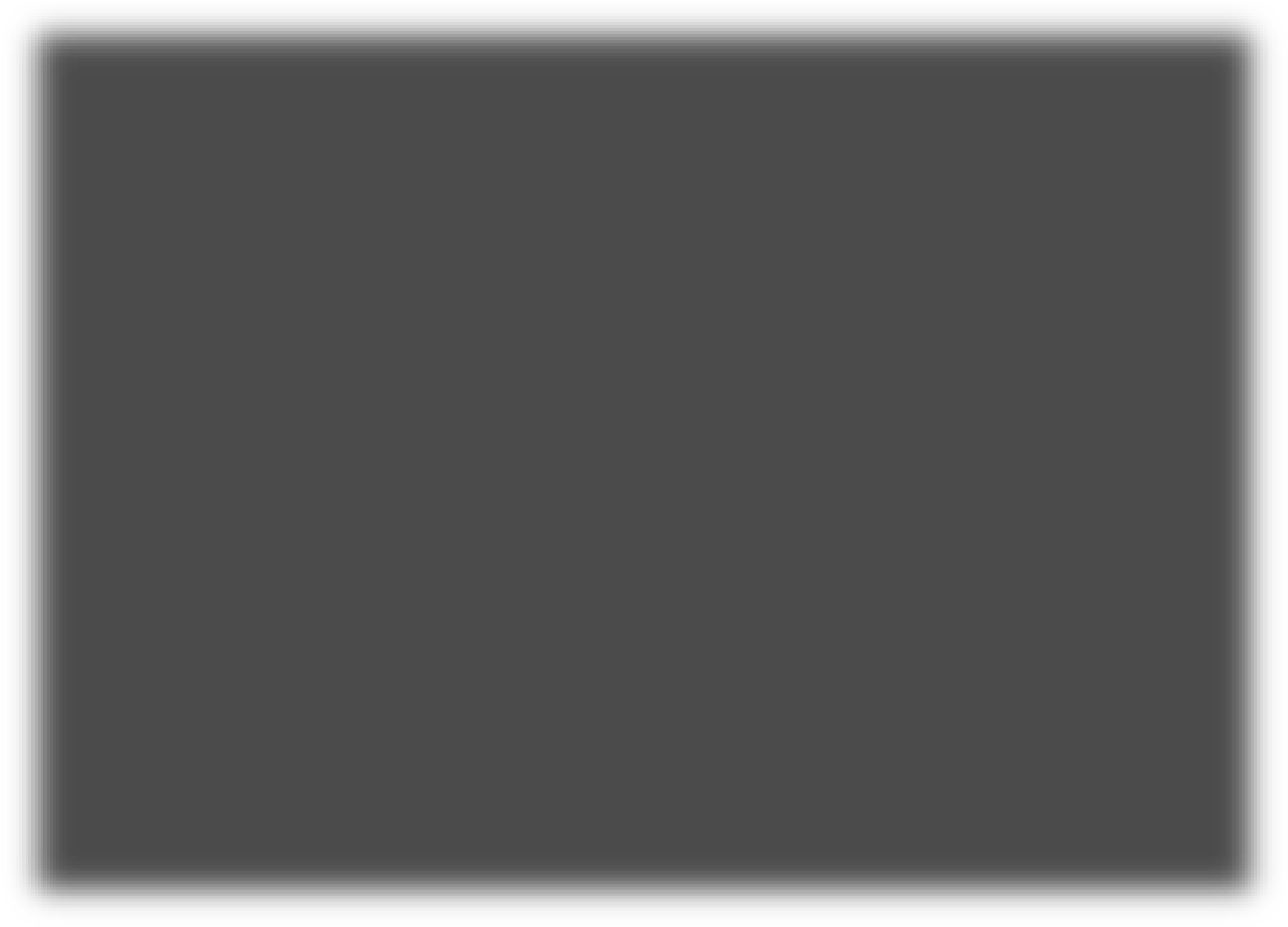
view

beautiful

locations.

And

the



**Conclusion**

* At the completion of the project we can conclude that it was very self– improving experience. Personally, instead of we learned many new things. We have also gained valuable experience of developing a well-defined web application.
* During these period we have completely tried to study the present systems and given our best in our new system for overcoming the lacking of earlier systems. Because of it we learned skills like teamwork, working with time bound.
* We hope that web applications develop by us shall satisfy requirements of the users. And also for the development purpose modules developed in this project can be helpful.

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