A

Project Report on "Hostel Management System"



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TABLE OF CONTENTS

<u>S. No</u>	<u>Content</u>	Pg. No
1.	Aim of the project	3
2.	Project description • Objective	3
3.	Technologies used	4
4.	Analysis of the project	4
5.	Schema	5
6.	ER diagram	6-7
7.	SQL Query with output snapshots	8-12
8.	Summary	12

1.Aim of the project:

To design and develop hostel management system using DBMS and MySQL.

2.Project Description:

The hostel management system is web-based software to provide college students accommodation to the university hostel more efficiently. This project also keeps details of the hostellers and applied students. It is headed by Warden. He will be the administrator. This document is intended to minimize human works and make hostel allocation an easier job for students and hostel authorities by providing online application for hostel, automatically select the students from the waiting list and mess calculation, complaint registration, noticeboard etc. etc. Students will get approval notification in their mails. Hostellers can view notice board, hostel fee and mess menu by login into the online system.

There are a lot of drawbacks in keeping and maintaining a hostel. Especially with a manual system. Since most hostels are being run by only one hostel manager, the number of students in a room are sometimes not known by the officer. He has to go room by room to ensure that a room is occupied or not. Sometimes people may be owing in the hostel and they are saved on papers or huge notebooks, and sometimes receipts. If the books should go missing or stolen, one would never be able to know if a student is owing or not. Room allocation also becomes a problem as the officer might not know which rooms are available or not. And some hostels have a lot of rooms or have mare stores and it would be very tedious to go through all stores in search of a free room for an applicant. Also the officer might not know the number of students in a room or know if a room is full or not

2.1 Objective:

The main objective of this project is to implement an online web application of Hostel Management which replicates all the functionalities of an offline version.

The prior advantages of this project are:

- Reduced paperwork
- Increased ease of management
- Quick data retrieval

And, a lot of management services have now shifted to online mode due to its increased trend in usage and convenience. Hence, this project is also an initiative towards helping students and management staff reduce their complexity in this work.

3.Technologies Used:

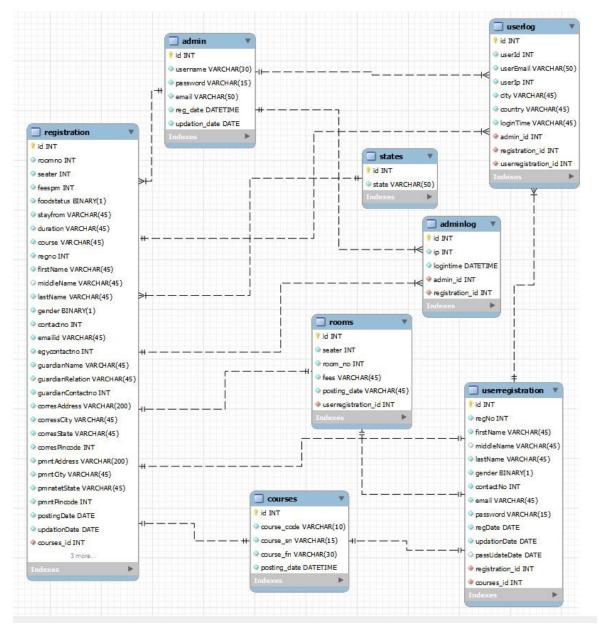
- MySQL for database management.
- HTML, CSS, JavaScript for webpage implementation.
- PHP for backend data integration services.

4. Analysis of the project:

- ightarrow The UI of this project is made using HTML and CSS while the backend services are provided by PHP and MySQL programmed databases.
- → This project's users are registered with any of the two distinct levels Admin and Student.
- → The admins have complete control over the webpage and the students can login/register to the webpage and view their information like their allotted rooms, amount of fees due etc.,
- → There will be 8 tables in the main schema of this project. They are: admin, adminlog, courses, registration, rooms, states, userlog and userregistration.
- ightarrow All these tables are connected properly with required relationships for proper and efficient data management.

5.Schema:

The schema of project is named with hostel and consists of 8 tables mentioned above consisting of necessary attributes to store data. The skeleton structure mentioned herewith explains how each table is connected and what attributes they consist of.



6.ER Diagram:

An Entity-Relationship (ER) diagram is a pictorial representation of aschema / database. Entity Relationship Diagram is used in modern database software Engineering to illustrate logical structure of database.

It is relational schema database modelling method used to model a system and approach. This approach commonly used in database design. The diagram created using this method is called ER-diagram.

The ER-Diagram depicts the various relationships among entities, considering each object as entity. The ER-Diagram is the notation that is used to conduct the data modelling activity.

 \succ Entity is represented as Rectangle \rightarrow



An Entity may be any object, class, person or place in ER diagram.

 \succ Attribute is represented as Circle \rightarrow



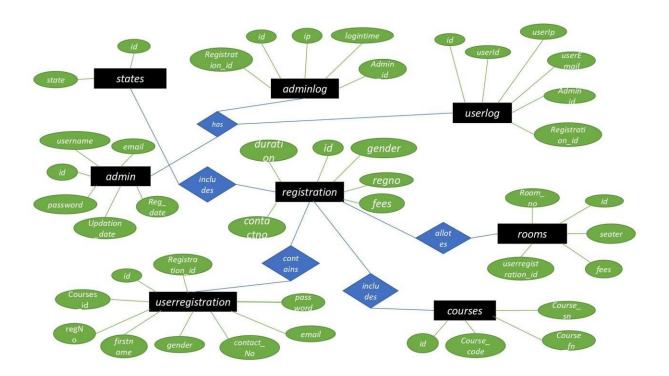
The Attribute is used to describe the property of an entity.

 \succ Relationship is represented as Diamond \rightarrow



A Relationship is used to describe the relationship between entities.

The following picture explains about all the entities, the way they are related along with their attributes.

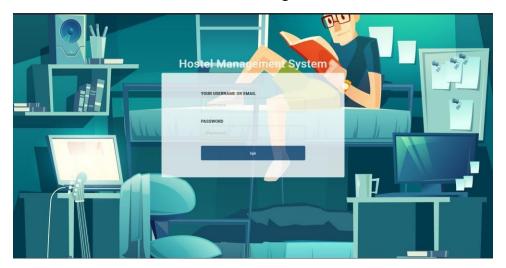


This ER diagram explains the total 8 entities and their inter-relationships along with their own attributes.

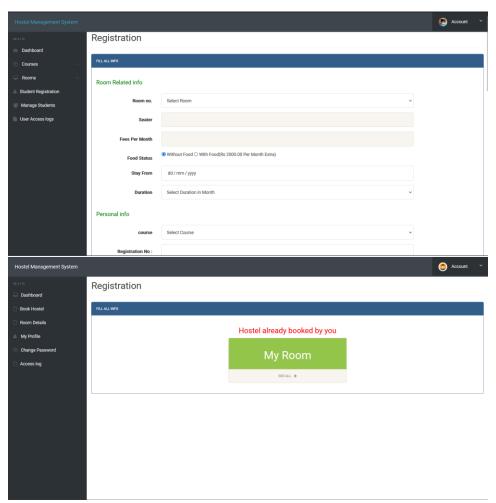
S. No	Relationship	Cardinality Ratio
1.	Admin - adminlog, userlog	1 - n
2.	States – registration	1 - 1
3.	Registration – userregistration	1 - 1
4.	Registration – courses	1 – n
5.	Registration - rooms	1 - 1

7.OUTPUTS

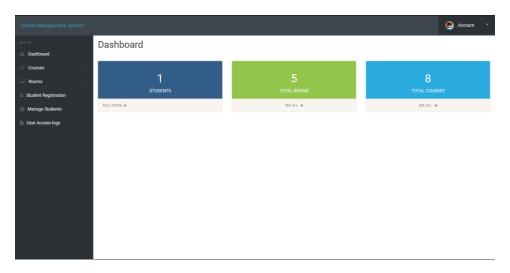
Main Page



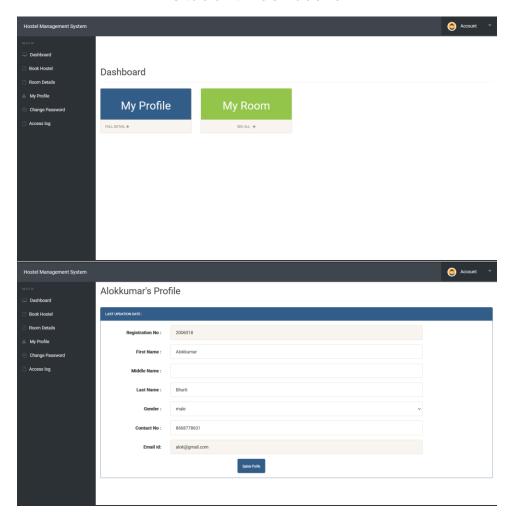
Student Registration



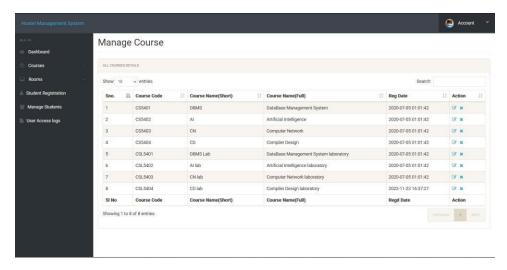
Admin Dashboard



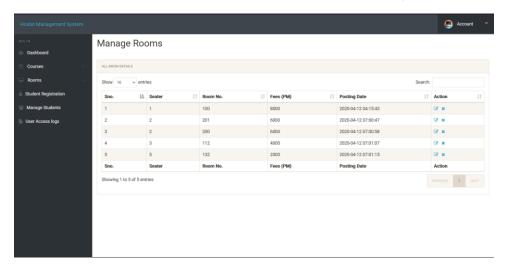
Student Dashboard



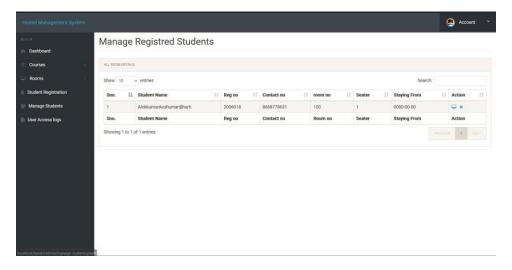
Command: select * from courses;



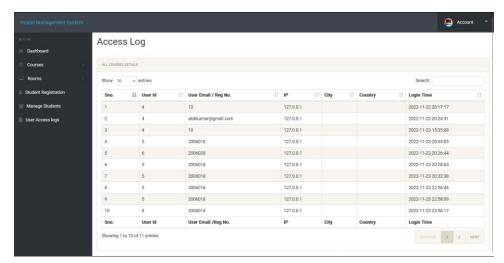
Command: select * from rooms;



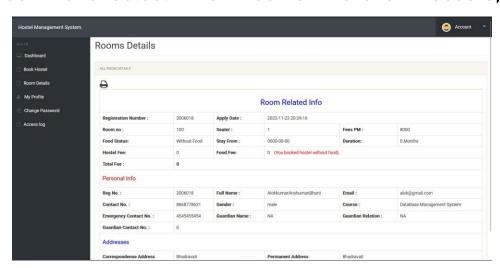
Command: select * from userregistration;



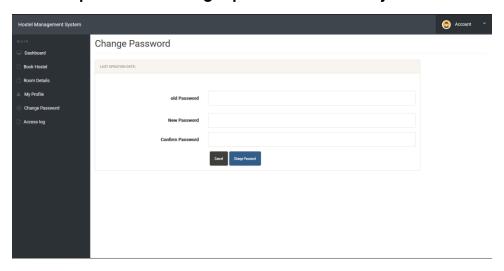
Command: select * from userlog;



Command: select * from rooms where id = 2006018;



Option to change password of any user



Summary:

- Although this project lacks several functionalities, this minimalistic version can be used for hostel data management to the current level.
- The next version of this webpage will be developed using Node.js as it promises better security and more features and is also more famous these days.
- More functionalities will be added to this page like the hostel provides internet to the students and tracks their data usage and anonymous network traffic through separate network log and APIs like GlassWire etc.,
- The user interface of this webpage will be upgraded in the future using famous JavaScript libraries like React.js or Angular.js



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Submitted to:

Respected Bhaskar Mondal Sir

THANK YOU