Summer Training Report

ON

FEE MANAGEMENT SYSTEM

A Project Report Submitted in Partial Fulfilment
of the requirements for the award of

BACHELOR OF ENGINEERING
IN
COMPUTER SCIENCE AND ENGINEERING

Submitted by

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ABSTRACT

The purpose of this study was to develop a Fee Management System to assist in the management of Fees which ease the process of doing this job than earlier pen and paper-based management. So the development of a software application - **'FEE MANAGEMENT SYSTEM'** produces the automation in the organizations serving the purpose.

The application is made of two parts: The Front end and the Back end. The front end is the visual part of the application that the user interacts with and the back end, which contains all the code and the database that drives the application.

This project consists of three modules: **Administrator**, **Accountant** and **User**. All of their work can be executed through user interface. The Administrator will manage and monitor the whole working of the application. The Accountant will manage the record of the fees of the students. And the Students can check their fees status and can ask queries effectively.

This application helps to manage the student's fee effectively by an accountant.

CHAPTER-1

INTRODUCION

1.1 PROPOSED SYSTEM

In this project we are going to explain about **Fee Management System.** This project have facility to opening login accounts for administrator (DBA), accountants and students, adding and viewing fee details and personal details. We also have facilities like. Personal Information's of accountant and students are also stored.

The proposed system is a computerized one. This has greater accuracy and efficiency. This takes only limited time for calculation.

The proposed system can be used to maintain efficiently the FEE DETAILS. In larger organizations employees are large. At that time also the proposed system is useful and helpful. The system includes users Administrator level.

In this project we have a admin login feature, we have to fill the admin and password then we enter to home page, The home page facility show all the total number of students and accountants. we have a number of options like add new student, remove student, update student, add new accountant, update accountant remove accountant and also a facility to see queries and feedback given by the students and by the accountants.

Admin can choose any option from the above listed features.

1.2 DATA DICTIONARY

Data dictionary is the collection of complete data is used in some process. It can also to be called the whole databases that are used in the project. Data is stored in different data bases. Database is a collection of different table and tables further are collection of records in which each record is made up of primary unit called fields' data fields are the entity where the information can be stored and accessed as and when required.

Variable Name	Purpose	Associated With
Admin	Indicate admin for login.	Database
Username	Indicate user ID for login	Database
Password	Indicate password for login	Database
Roll No	Unique ID of student	Database
Name	Used to store student/teacher name	Database
Branch	Stream of student	Database
Semester	Semester of student	Database
Subject	Indicate subject a teacher is teaching	Database
Contact	Used to store student phoneno	Database
Id	Id of teacher	Database
Date	Indicate date of attendance	Database

1.3 ADVANTAGES OF SYSTEM

- Proposed system enables Organize to find out the particular student's Fee.
- This system also helps to know about the total Fee and to update the fee status.
- This system has feature to search student's personal information.
- In this system we also store student's record and delete operation also occurs.
- This system gives the feature to student to send query to the admin or an accountant.
- Students or teachers can see their personal details and edit the basic details.
- Teachers can update the Fee and can add student.
- Students can view student, update student and can remove student.
- All the records of a student can be stored at one location.
- Students and accountant can give the Feedback to the admin about there work.
- More security and reduction of hacking due to security measures.
- Updating of data is easy in computerized system.

1.4 LIMITATIONS OF THE PROJECT

- The proper Networking is not given to the project.

- Online Fees cannot be deposited by the students (no payment gateway)
- The image of the student is not stored along with their data.
- The student Id is will not be generated by the computer.

1.5 EXISTING SYSTEM

The existing system work manually. The existing system has got lot of intricacies within itself and need lot of human effort and paper works. All above the data need to be maintained on ledgers and maintaining this is a tedious and risky process. As the transaction's increases, so the data too. So the task of maintaining them increases exponentially. To view a data may need lot of paper to be searched.

Some of the negative aspects of the existing system are as follows:

1) **Time Consuming:**

   Lot of time is consumed in the organisation, whenever we add attendance, view attendance or while maintain record on a hard copy. More time is consumed while calculating fees.

2) **Reliability:**

   The existing system is not fully reliable because hard copy is difficult to maintain and if our data is damaged or lost it is permanently lost because there is no backup for the data.

3) **Manpower:**

   In the existing project manpower is fully used. Several employees need to manage this system.

4) **Less Accurate:**

   This system is not fully accurate, because sometimes it creates a problem in working, then the calculation process also gives us wrong results.

- **To overcome all these drawbacks, the proposed system has been suggested.**

1.6 PROBLEMS

The system provides the facility of updating student fee's accounts, viewing accounts, calculating fees and also providing facility to store student information and providing secure, cheaper and quicker way of maintaining student's information and their fees.

In this system we can easily add students and store their fees. This project is also helpful to save a lot of student information and also provide facility to update this information and also delete facility. This system is also helpful to check if a student paid their fees on time or not.

We have given the facility of storing accountant's information and also facility to view them and update them and delete them.

We have also provided a facility for asking an query by the student to the accountant and to the admin. Students can see there query and even the reply of these queries sent by the accountant or admin respectively. The Feedback can also be given by the student and by the accountant.

This system turns out to be a very suitable one for any type of organisation which requires an efficient and secure method for maintaining students records and there fee details. It provides centralized information transfer system with any number of client systems, to cater to any number of users. The project gives the user an easy-to-use graphical interface that can be easily used by a novice.

My project can run on administrative level as well as on server site. We can make a link with networking to use this on a network.

1.7 SYSTEM REQUIREMENTS

Product Definition

The project is mainly about mainting student's fees as well as student's information. This project is made for any organise to manage fees and the details of the students.

The main features of this package are:

- Opening of login accounts for Accountants and studnets.
- Viewing fees and details of students.
- Checking of fees to shortlist the students.
- Deletion of a login account, either of Accountant or student.

- Add new Accountant.
- Storing information of students.
- Storing details of students.
- Checking for any previous records at any time.
- Asking for the Query directly to Accountant or the Admin by the QUERY facility.
- Giving the feedback about there jobs or about software.

Processing Environment:

The programming language and development tools are the critical factors in the functioning of the developed system, so proper attention has to be paid while selecting these tools. Following are the minimum requirements for installation and making use of the software package:

Hardware requirements:

- **Processor** : Pentium
- **RAM** : 512MB required
- **HARD DISK** : 1GB required

Software requirements:

- JDK 1.5
- Eclipse

Database:

- MYSQL

JAVA

JAVA being the platform independent language to generate the user-friendly Software system is used as Front-end system and MYSQL as Back-end database system, this will facilitate user in operating the system successfully.

A platform is the hardware or software environment in which a program runs. We've already mentioned some of the most popular platforms like Windows 2000/XP, Linux, Solaris, and Mac

OS. Most platforms can be described as a combination of the operating system and hardware. The Java platform differs from most other platforms in that it's a software-only platform that runs on top of other hardware-based platforms.

The Java platform has two components:

- The Java Virtual Machine (Java VM) .
- The Java Application Programming Interface (Java API) .

1.8 ABOUT JAVA

Platform Independent:

The concept of Write-once-run-anywhere (known as the Platform independent) is one of the important key feature of java language that makes java as the most powerful language. Not even a single language is idle to this feature, but java is closer to this feature. The programs written on one platform can run on any platform provided the platform must have the JVM.

Simple:

There are various features that make the java as a simple language. Programs are easy to write and debug because java does not use the pointers explicitly. It is much harder to write the java programs that can crash the system but we cannot say about the other programming languages. Java provides the bug free system due to the strong memory management. It also has the automatic memory allocation and de-allocation system.

Object Oriented:

To be an Object-Oriented language, any language must follow at least the four characteristics.

- **Inheritance:**
  It is the process of creating the new classes and using the behavior of the existing classes by extending them just to reuse the existing code and adding the additional features as needed.

- **Encapsulation:**

  It is the mechanism of combining the information and providing the abstraction.
- **Polymorphism:**

  As the name suggest one name multiple form, Polymorphism is the way of providing the different functionality by the functions having the same name based on the signatures of the methods.
- **Dynamic binding:**

  Sometimes we don't have the knowledge of objects about their specific types while writing our code. It is the way of providing the maximum functionality to a program about the specific type at runtime.

As the languages like Objective C, C++ fulfills the above four characteristics, yet they are not fully object-oriented languages because they are structured as well as object oriented languages. But in case of java, it is a fully Object-Oriented language because object is at the outer most level of data structure in java. No stand-alone methods, constants, and variables are there in java. Everything in java is object even the primitive data types can also be converted into object by using the wrapper class.

Robust:

Java has the strong memory allocation and automatic garbage collection mechanism. It provides the powerful exception handling and type checking mechanism as compare to other programming languages. Compiler checks the program whether there any error and interpreter checks any run time error and makes the system secure from crash. All of the above features makes the java language robust.

Distributed:

The widely used protocols like HTTP and FTP are developed in java. Internet programmers can call functions on these protocols and can get access the files from any remote machine on the internet rather than writing codes on their local system.

Portable:

The feature Write-once-run-anywhere makes the java language portable provided that the system must have interpreter for the JVM. Java also have the standard data size irrespective of operating system or the processor. These features make the java as a portable language.

Dynamic:

While executing the java program the user can get the required files dynamically from a local drive or from a computer thousands of miles away from the user just by connecting with the Internet.

Secure:

Java does not use memory pointers explicitly. All the programs in java are run under an area known as the sand box. Security manager determines the accessibility options of a class like reading and writing a file to the local disk. Java uses the public key encryption system to allow the java applications to transmit over the internet in the secure encrypted form. The byte code Verifier checks the classes after loading.

Performance:

Java uses native code usage, and lightweight process called threads. In the beginning interpretation of byte code resulted the performance slow but the advance version of JVM uses the adaptive and just in time compilation technique that improves the performance.

Multithreaded:

Java is also a multithreaded programming language. Multithreading means a single program having different threads executing independently at the same time. Multiple threads execute instructions according to the program code in a process or a program. Multithreading works the similar way as multiple processes run on one computer. Multithreading programming is a very interesting concept in Java. In multithreaded programs not even a single thread disturbs the execution of other thread. Threads are obtained from the pool of

available ready to run threads and they run on the system CPUs. This is how Multithreading works in Java which you will soon come to know in details in later chapters.

Interpreted:

we all know that Java is an interpreted language as well. With an interpreted language such as Java, programs run directly from the source code.
The interpreter program reads the source code and translates it on the fly into computations. Thus, Java as an interpreted language depends on an interpreter program.
The versatility of being **platform independent** makes Java to outshine from other languages. The source code to be written and distributed is platform independent.
Another advantage of Java as an interpreted language is its error debugging quality. Due to this any error occurring in the program gets traced. This is how it is different to work with Java.

Architecture Neutral:

The term architectural neutral seems to be weird, but yes Java is an architectural neutral language as well. The growing popularity of networks makes developers think distributed. In the world of network, it is essential that the applications must be able to migrate easily to different computer systems. Not only to computer systems but to a wide variety of hardware

architecture and operating system architectures as well. The Java compiler does this by generating byte code instructions, to be easily interpreted on any machine and to be easily translated into native machine code on the fly. The compiler generates an architecture-neutral object file format to enable a Java application to execute anywhere on the network and then the compiled code is executed on many processors, given the presence of the Java runtime system. Hence Java was designed to support applications on network. This feature of Java has thrived the programming language.

1.8 ABOUT JDK:

The **Java Development Kit** (**JDK**) is a Sun Microsystems product aimed at Java developers. Since the introduction of Java, it has been by far the most widely used Java SDK. On 17 November 2006, Sun announced that it would be released under the GNU General Public License (GPL), thus making it free software. This happened in large part on 8 May 2007[1] and the source code was contributed to the OpenJDK.

The primary components of the JDK are a selection of programming tools, including:

- **java** – The loader for Java applications. This tool is an interpreter and can interpret the class files generated by the javac compiler. Now a single launcher is used for both development and deployment. The old deployment launcher, jre, is no longer provided with Sun JDK.
- **javac** – The compiler, which converts source code into Java bytecode
- **jar** – The archiver, which packages related class libraries into a single JAR file. This tool also helps manage JAR files.
- **javadoc** – The documentation generator, which automatically generates documentation from source code comments
- **jdb** – The debugger
- **javap** – The class file disassembler
- **appletviewer** – This tool can be used to run and debug Java applets without a web browser.
- **javah** – The C header and stub generator, used to write native methods
- **extcheck** – This utility can detect JAR-file conflicts.
- **apt** – The annotation processing tool
- **jhat** – (Experimental) Java heap analysis tool
- **jstack** – (Experimental) This utility prints Java stack traces of Java threads.
- **jstat** – (Experimental) Java Virtual Machine statistics monitoring tool

- **jstatd** – (Experimental) jstat daemon
- **jinfo** – (Experimental) This utility gets configuration information from a running Java process or crash dump.
- **jmap** – (Experimental) This utility outputs the memory map for Java and can print shared object memory maps or heap memory details of a given process or core dump.
- **idlj** – The IDL-to-Java compiler. This utility generates Java bindings from a given IDL file.
- **policy tool** – The policy creation and management tool, which can determine policy for a Java runtime, specifying which permissions are available for code from various sources
- **VisualVM** – visual tool integrating several command line JDK tools and lightweight performance and memory profiling capabilities

The JDK also comes with a complete Java Runtime Environment, usually called a private runtime. It consists of a **Java Virtual Machine** and all of the class libraries that will be present in the production environment, as well as additional libraries only useful to developers, such as the **internationalization** libraries and the **IDL** libraries.

Also included are a wide selection of example programs demonstrating the use of almost all portions of the Java API.

CHAPTER-2

IMPLEMENTATION

2.1 FEASIBILITY REPORT

Understanding Feasibility

Feasibility study means the analysis of problem to determine if It can be solved effectively. In other words it is the study of the possibilities of the proposed system it studies the work ability, impact on the organization ability to meet user's need and efficient use of resources.

- **Three aspects in which the system has to be feasible are:-**

ECONOMICAL FEASIBILITY:

The economical analysis checks for the high investment incurred on the system. It evaluates development & implementing charges for the proposed project. The S/W used for the development is easily available at minimal cost & the database applied is freely available hence it results in low cost implementation.

TECHNICAL FEASIBILITY:

This aspect concentrates on the concept of using Computer Meaning, "Mechanization" of human works. Thus the automated solution leads to the need for a technical feasibility study.
The focus on the platform used database management & users for that S/W.
The proposed system doesn't require an in depth technical knowledge as the system development is simple and easy to understand. The S/W used makes the system user friendly (GUI). The result obtained should be true in the real time conditions.

BEHAVIOURAL FEASIBILITY:

Behavioral feasibility deals with the runtime performance of the S/W the proposed system must score higher than the present in the behavioral study. The S/W should have end user in mind when the system is designed while designing s/w the programmer should be aware of the conditions user's Knowledge input, output, calculations etc.

The s/w contains only a minimum no. of bugs. Care should be also taken to avoid non-working features.

2.2 SYSTEM DESIGN

Designing is the most important phase of the software development. It requires a careful planning and thinking on the part of the system designer. Designing software means to plan how the various parts of the software are going to achieve the desired goal. It should be done with utmost care because if the phase contains any error then it will affect the performance of the system, as a result it may take more processing time, more response time, extra workload, etc.

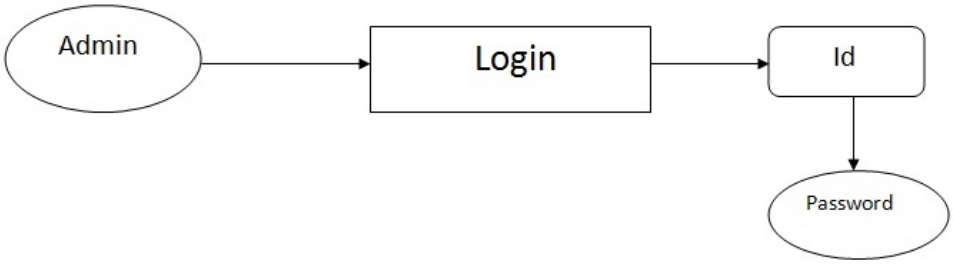
Software design sits at the technical kernel of the software engineering process and is applied regardless of the software process model that is used. After the software requirements have been analyzed and specified, software design is first of the following technical activities- Designing, coding and testing that is required and verifying the system. Each activity transforms the information in such a manner that ultimately results in validated computer software. This project deals with managing the network giving on click information about the connectivity and service status of the clients.

The system design covers the following:

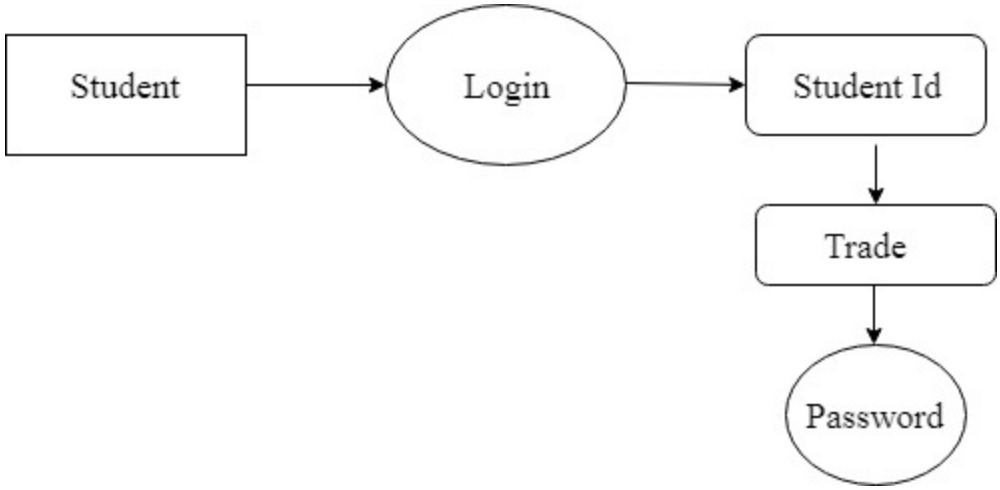
- Reviews the current physical system- its data flow, file content, volumes and frequencies.
- Prepare output specifications- that is determining the format, content and the frequency of the reports, including terminal specifications.
- Prepare input specifications- format, content and most of the input functions.
- Specifies the implementation plan.
- Prepares a logical design walkthrough of the information flow, output, input, controls and implementation plan.
- Reviews benefits, costs and system constraints.

➢ DATA FLOW DIAGRAM: -

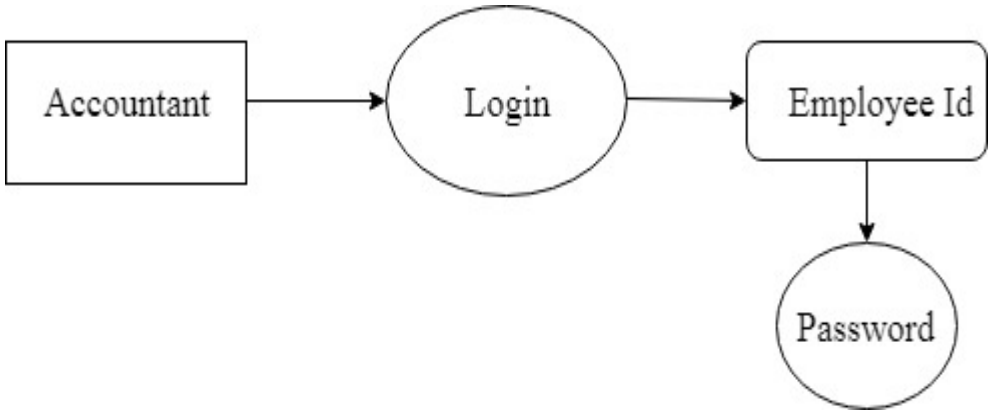
1. ADMIN LOGIN



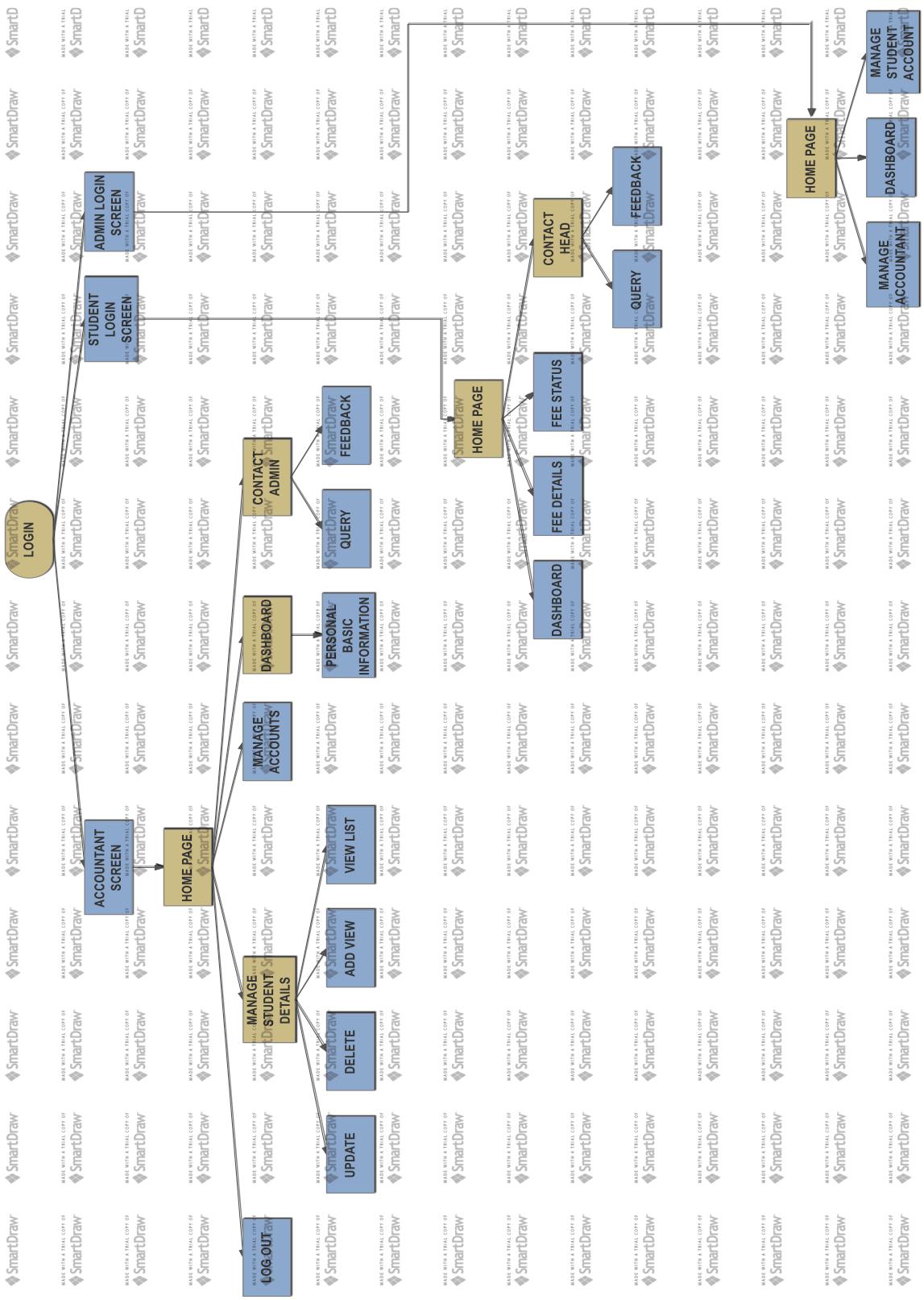
2. STUDENT LOGIN



3. ACCOUNTANT LOGIN

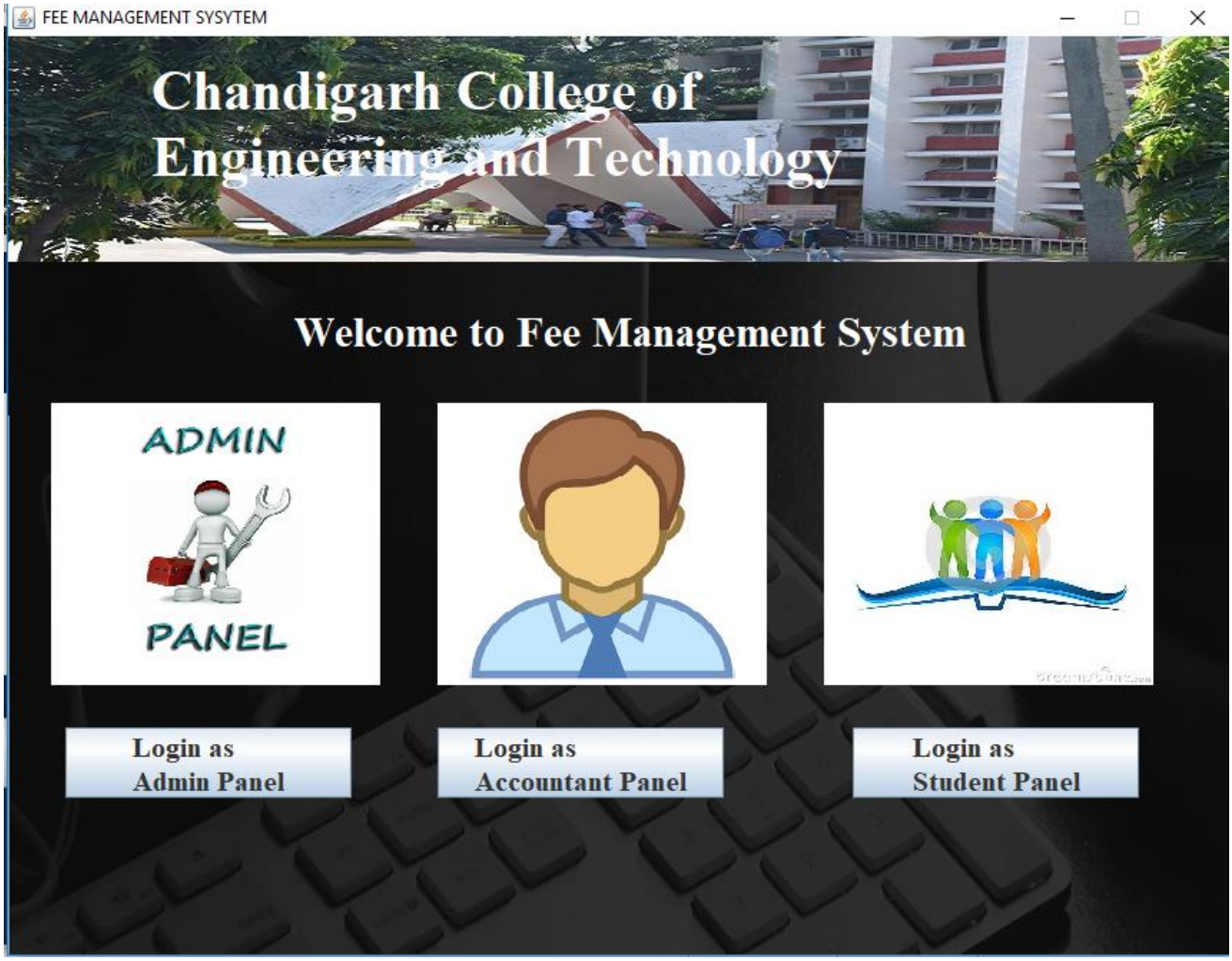


4. FLOW CHART

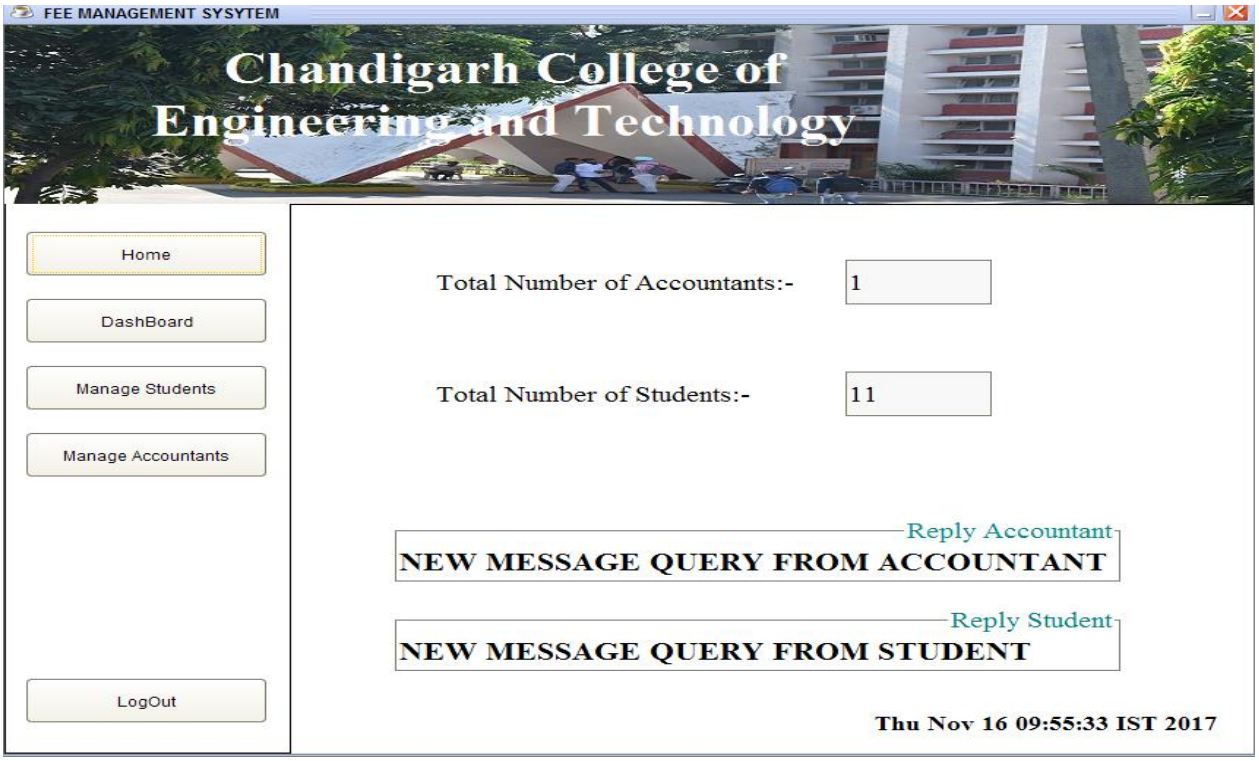

LOGIN
ACCOUNTANT SCREEN
STUDENT LOGIN SCREEN
ADMIN LOGIN SCREEN
HOME PAGE
MANAGE STUDENT DETAILS
ADD VIEW
VIEW LIST
DELETE
UPDATE
MANAGE ACCOUNTS
DASHBOARD
CONTACT ADMIN
FEEDBACK
QUERY
PERSONAL BASIC INFORMATION
LOG OUT
HOME PAGE
DASHBOARD
FEE DETAILS
FEE STATUS
CONTACT HEAD
FEEDBACK
QUERY
HOME PAGE
MANAGE ACCOUNTANT
DASHBOARD
MANAGE STUDENT ACCOUNT

2.3 OUTPUT DESIGN

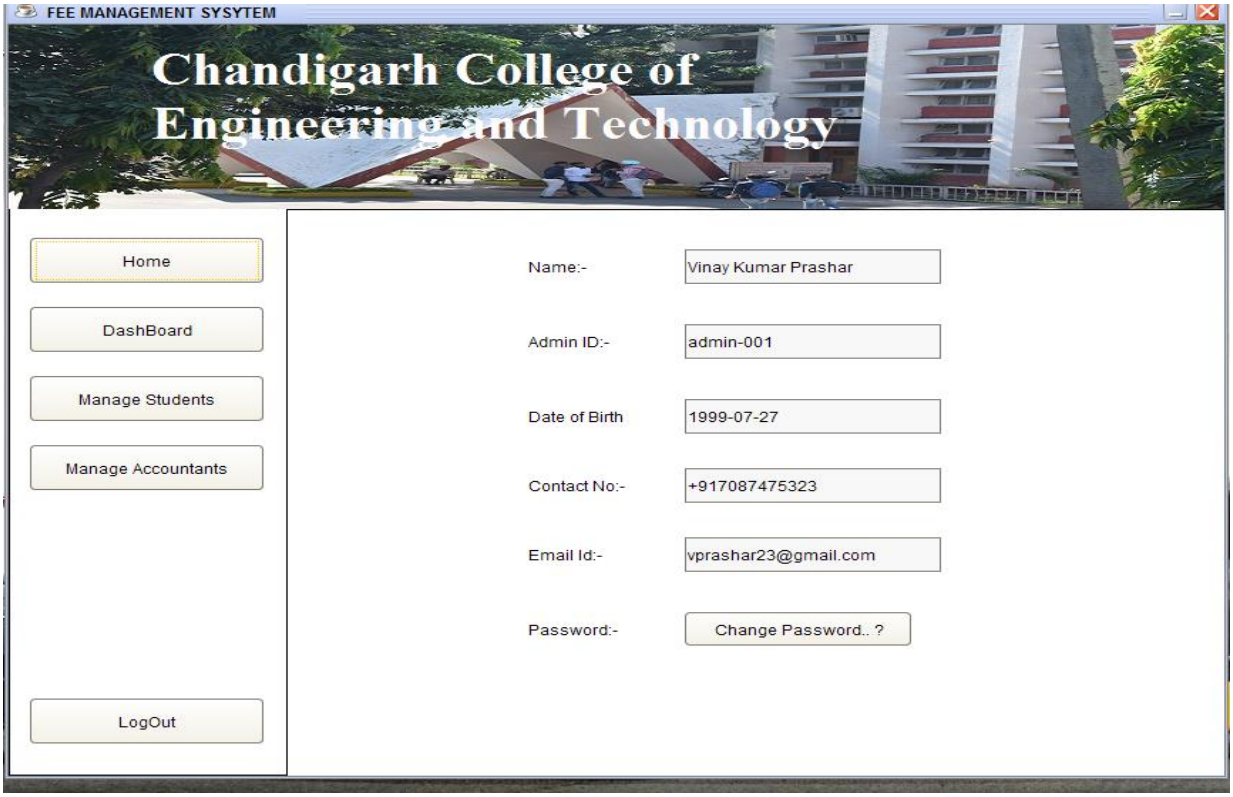
This is the important and direct source of the information to the user. Efficient, intelligible output design should improve the system's relationships with the user and help in decision making. The output devices to consider depend on factors such as compatibility of the device with the system, response time requirements, expected print quality and number of the copies needed. The task of output preparation is critical, requiring skills and ability to align user requirements with the capabilities of the system in operation.



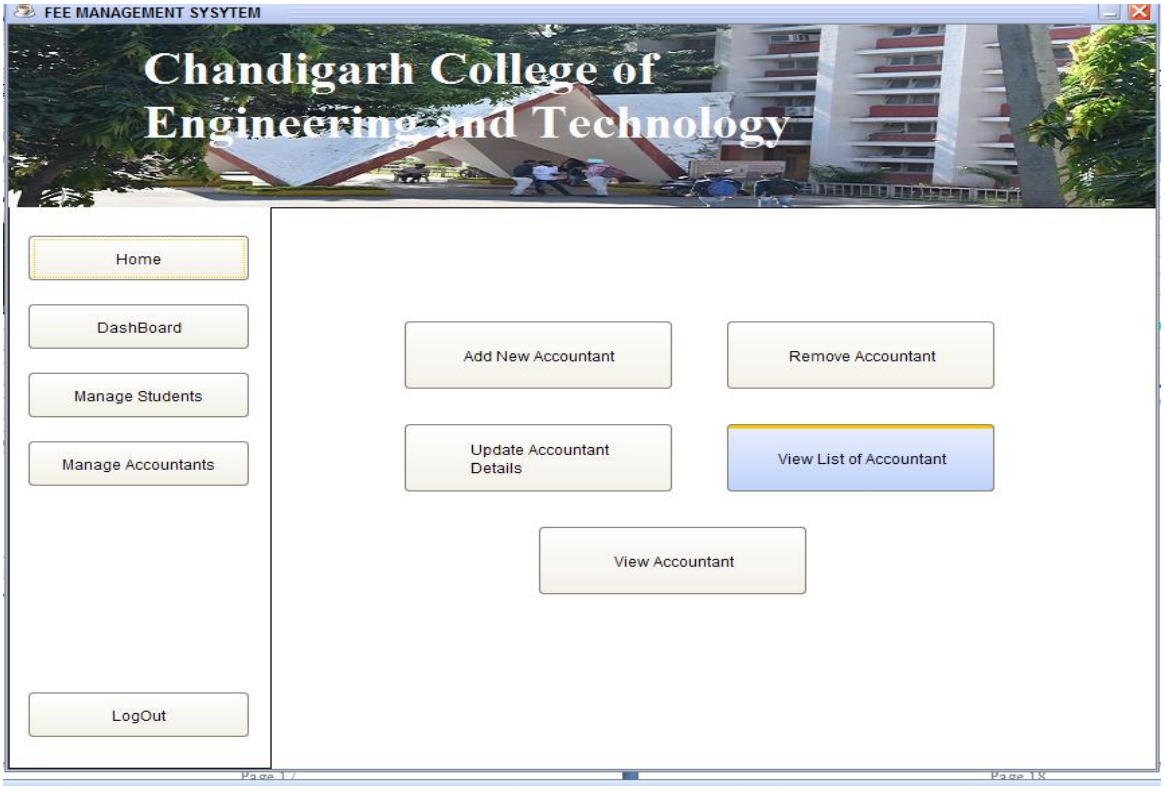
Welcome Page



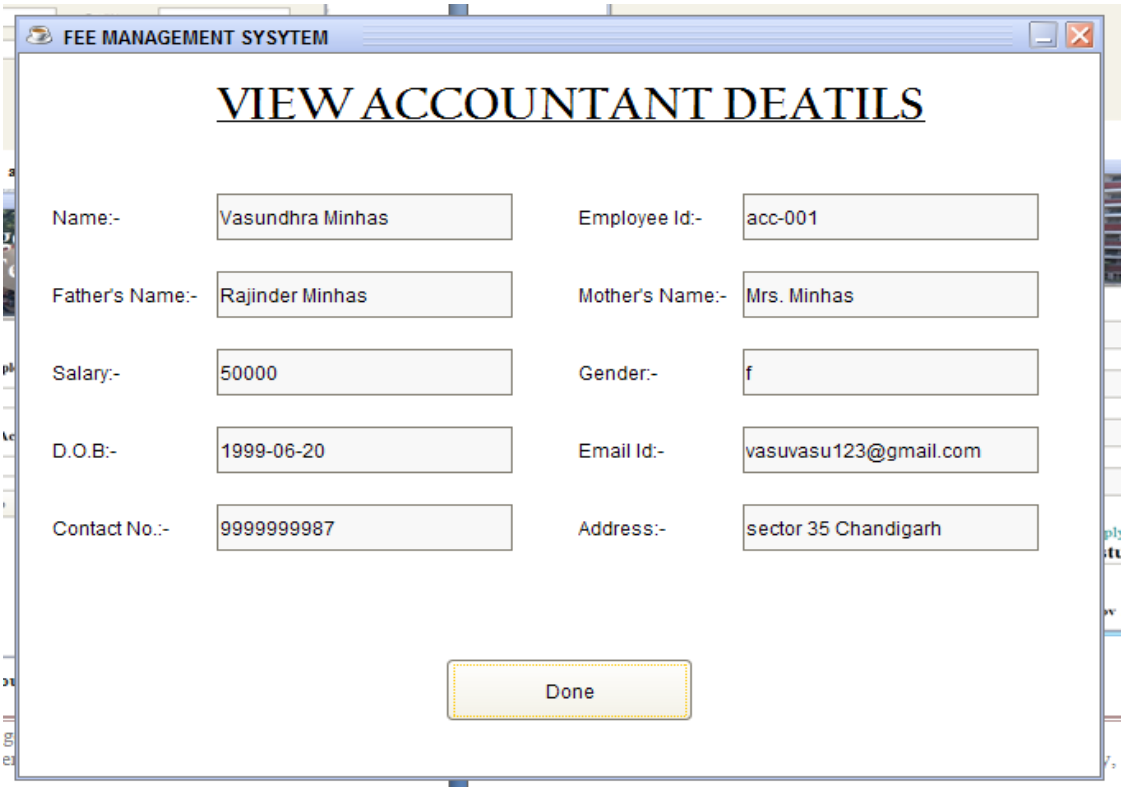
Home Page Admin



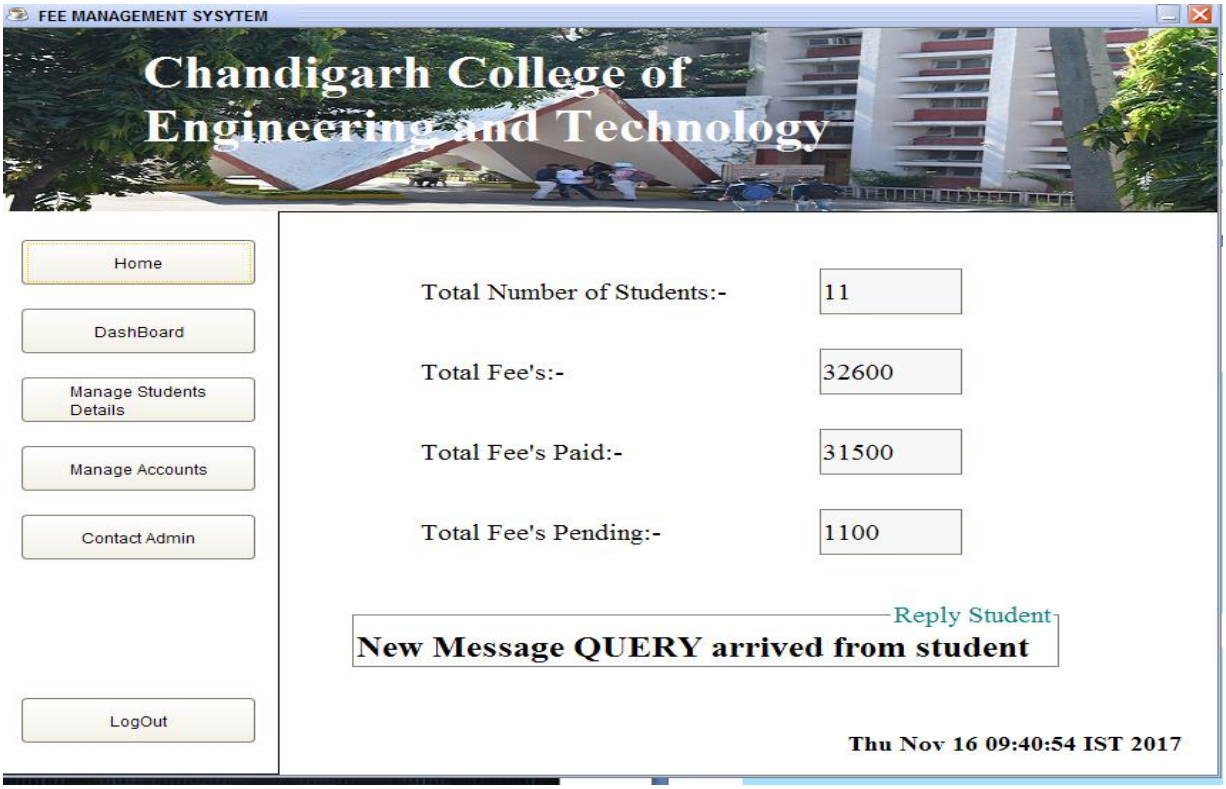
Dashboard Admin



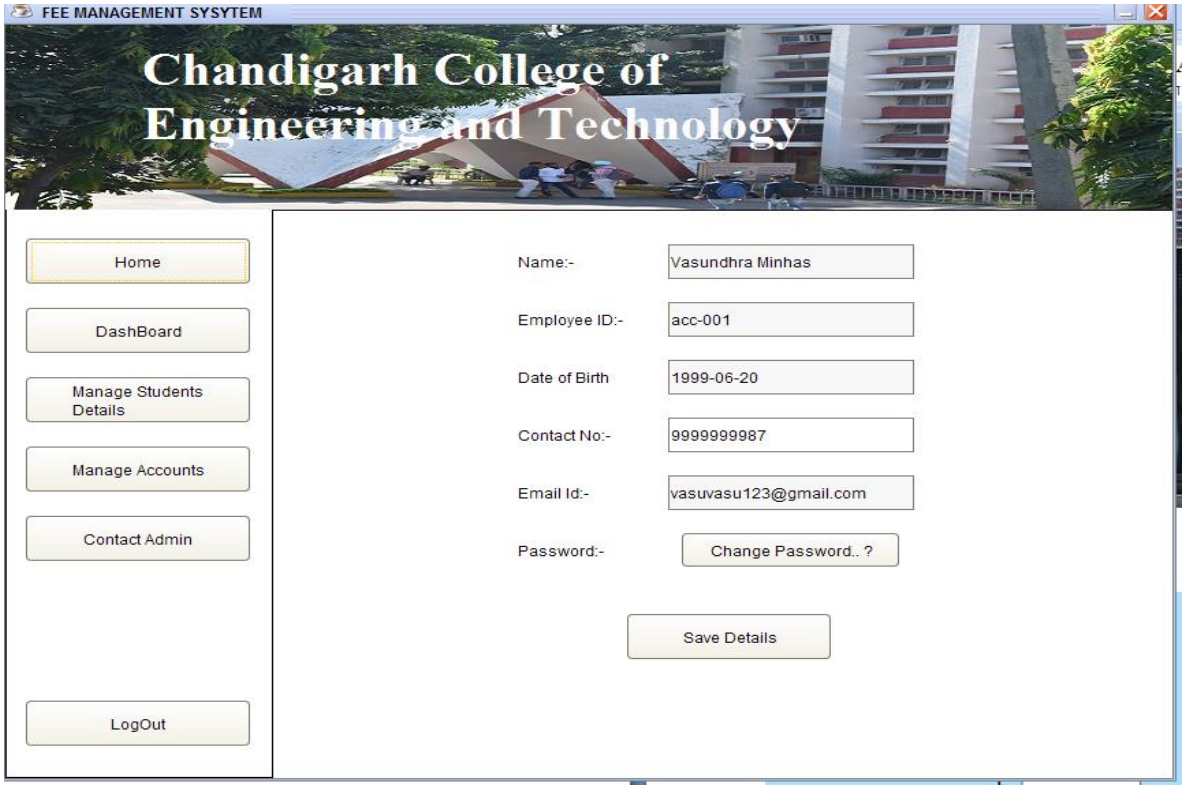
Manage Accountant (Admin)



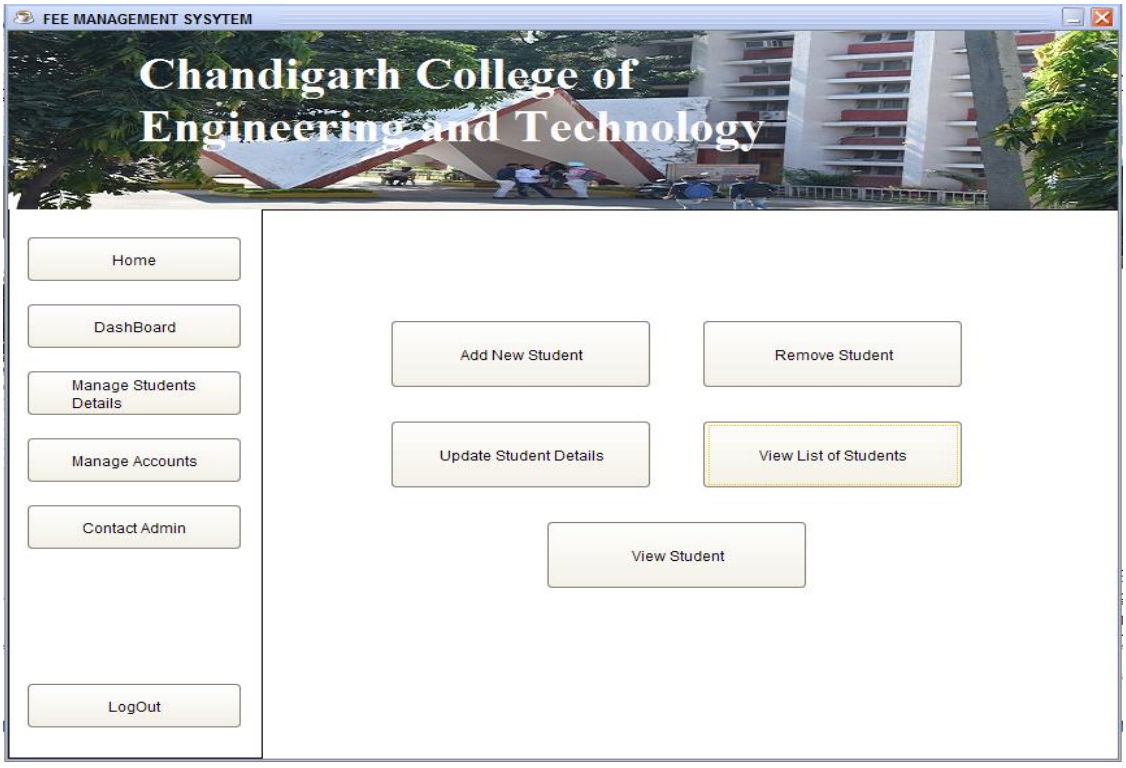
View Accountant



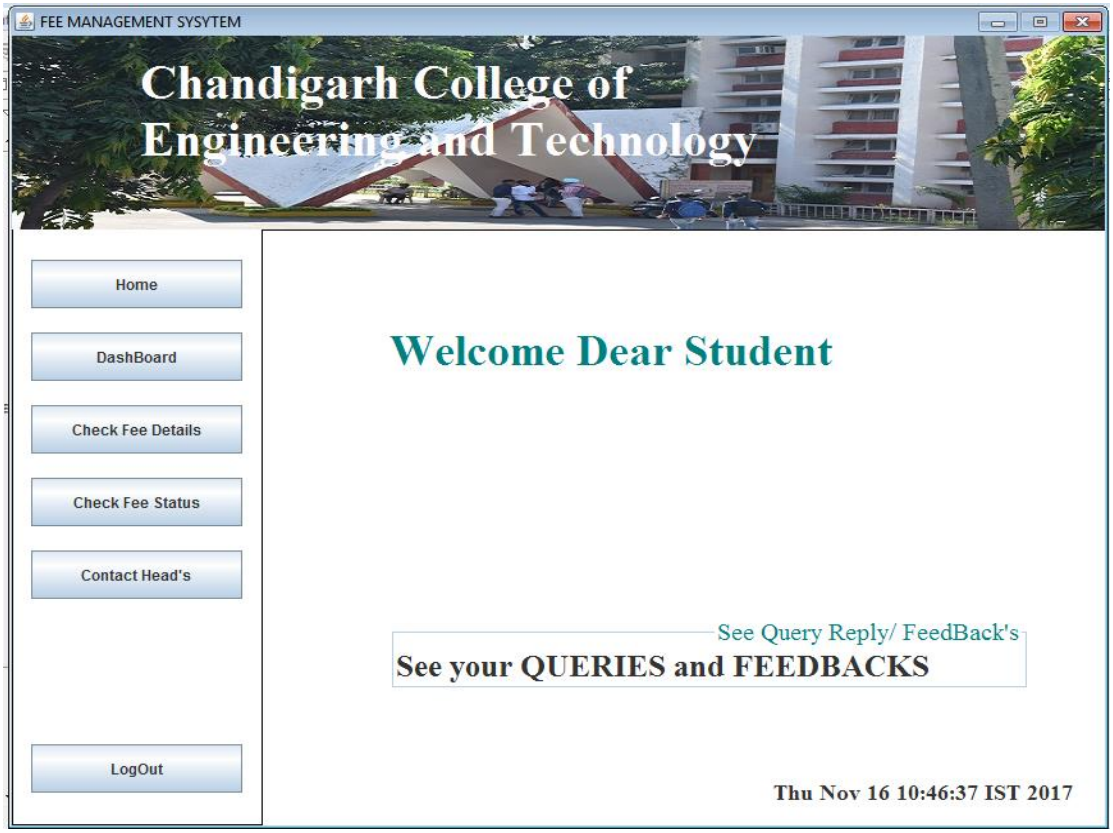
Home Screen Accountant



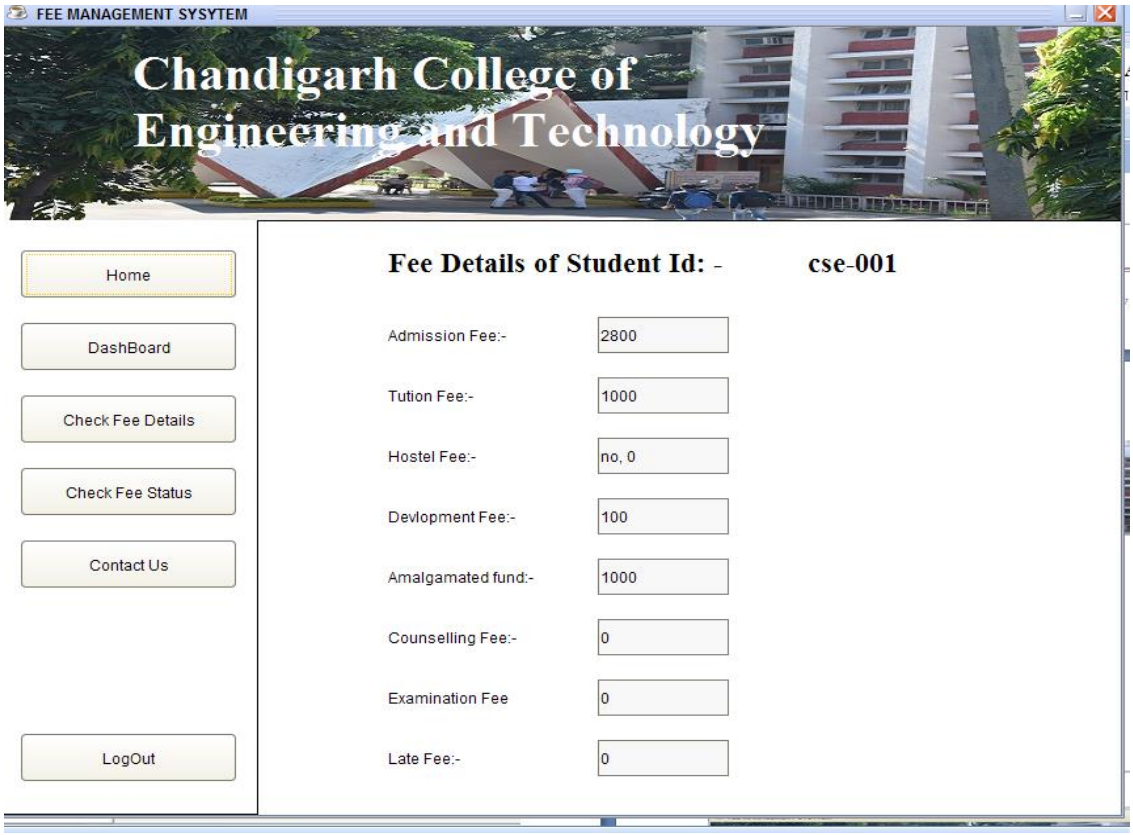
DashBoard Accountant



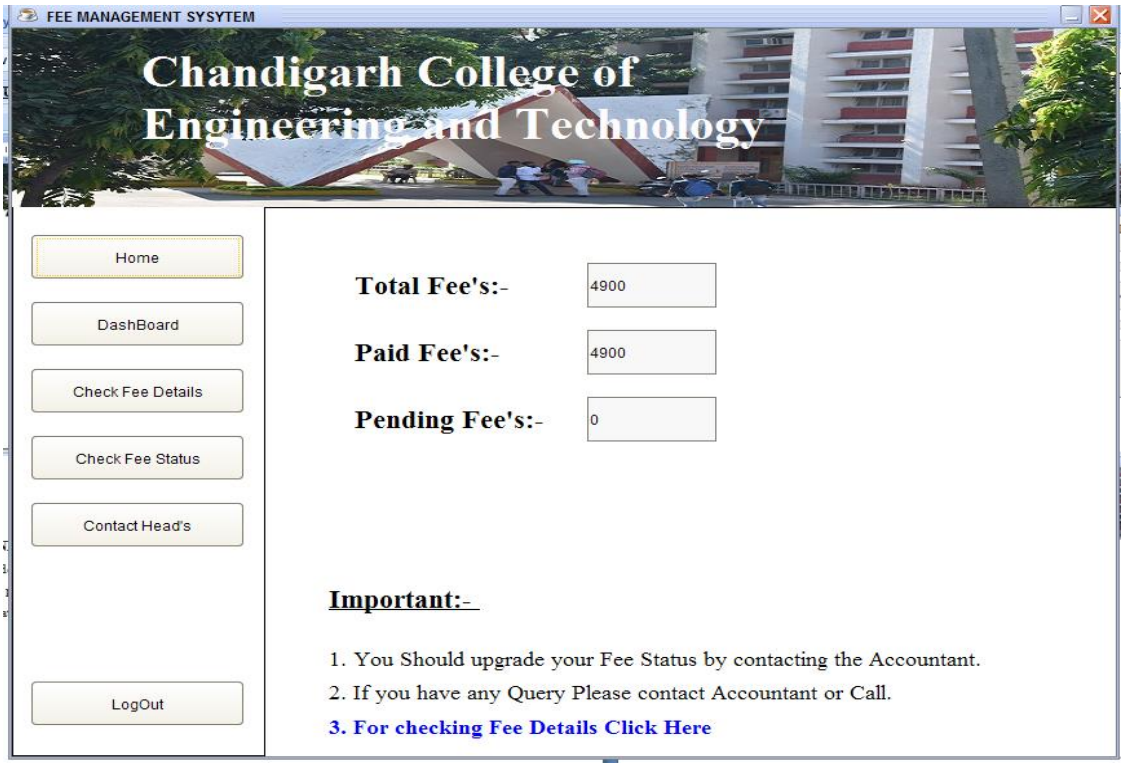
Manage Students Details(Information)



Home Student



Fee Details Student

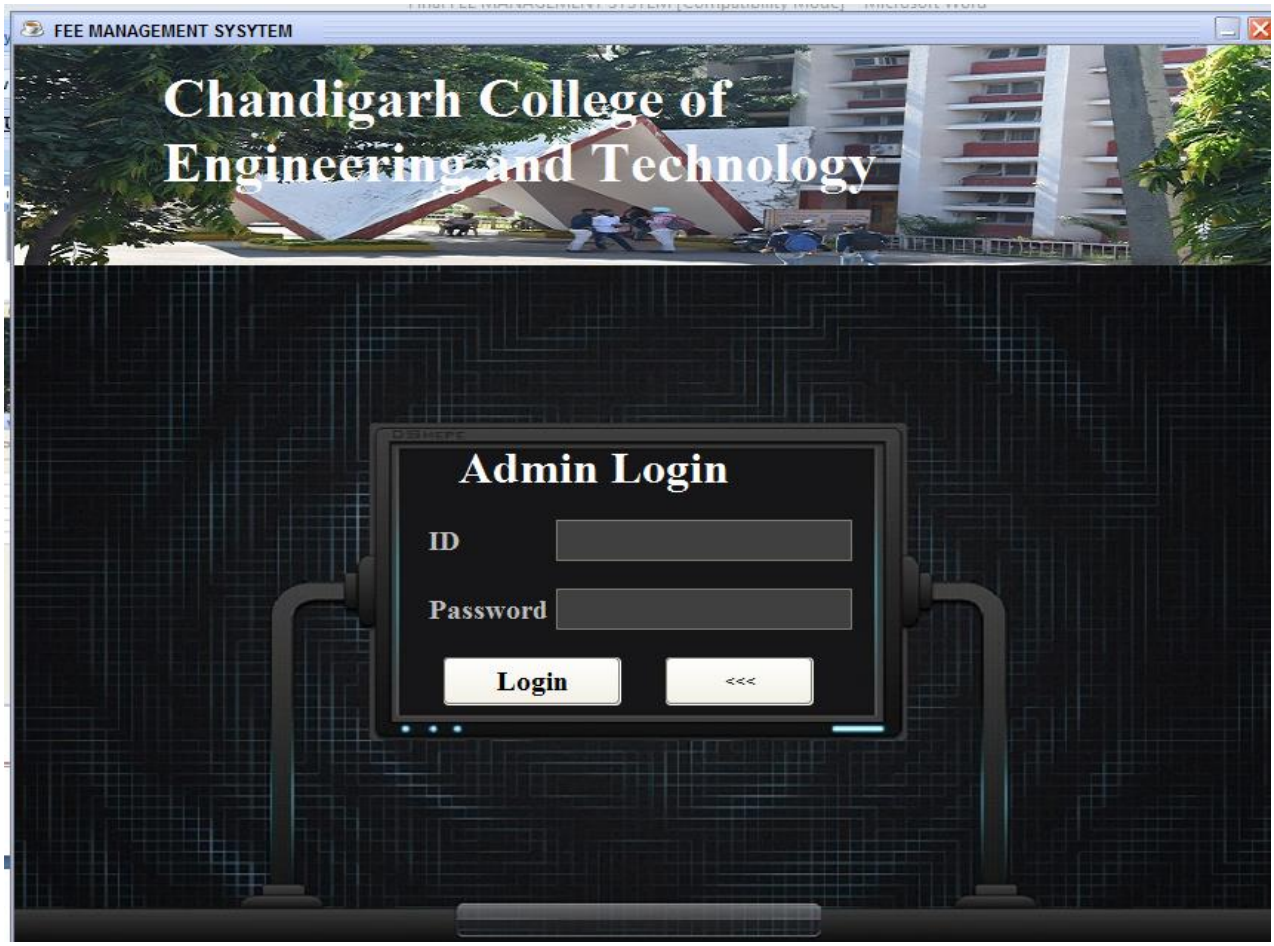


Fee Status Student

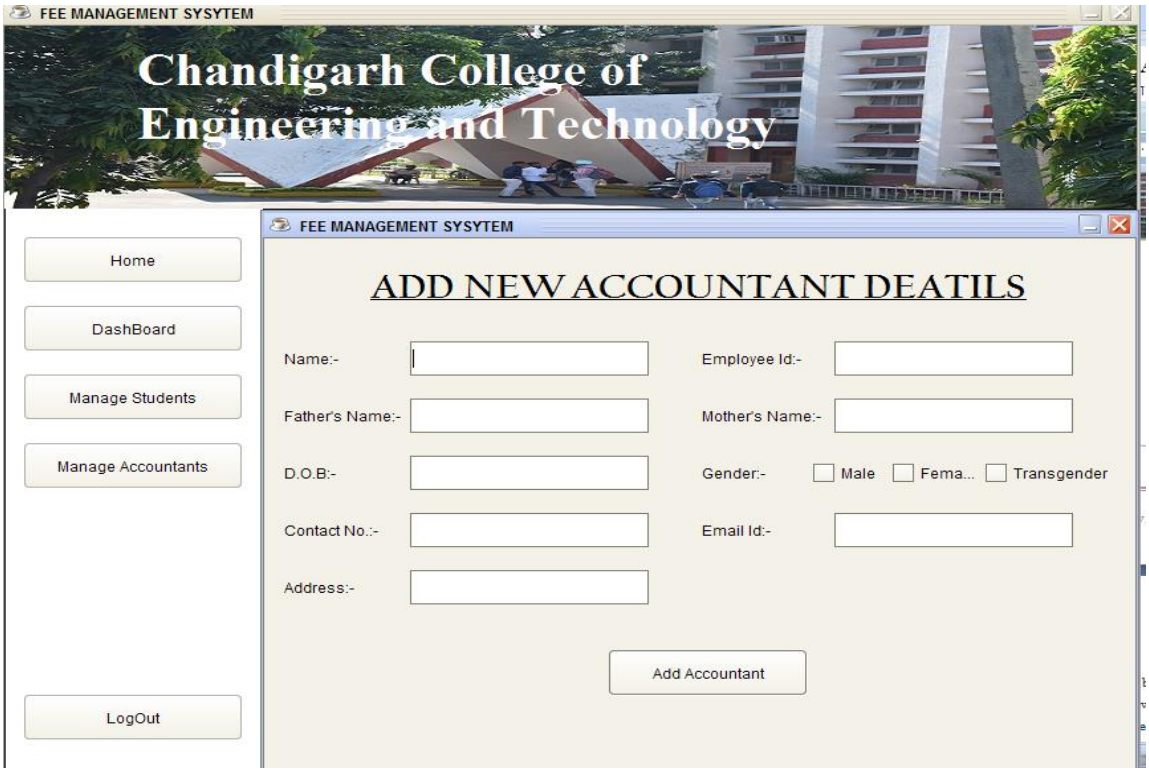
2.4 INPUT DESIGN

Input design is a process of converting user-originated inputs to a computer based format in the system design phase, the expanded data flow diagram, identifies the logical data flow, data stores, sources and destinations. After input data are identified, appropriate input media is selected for processing.

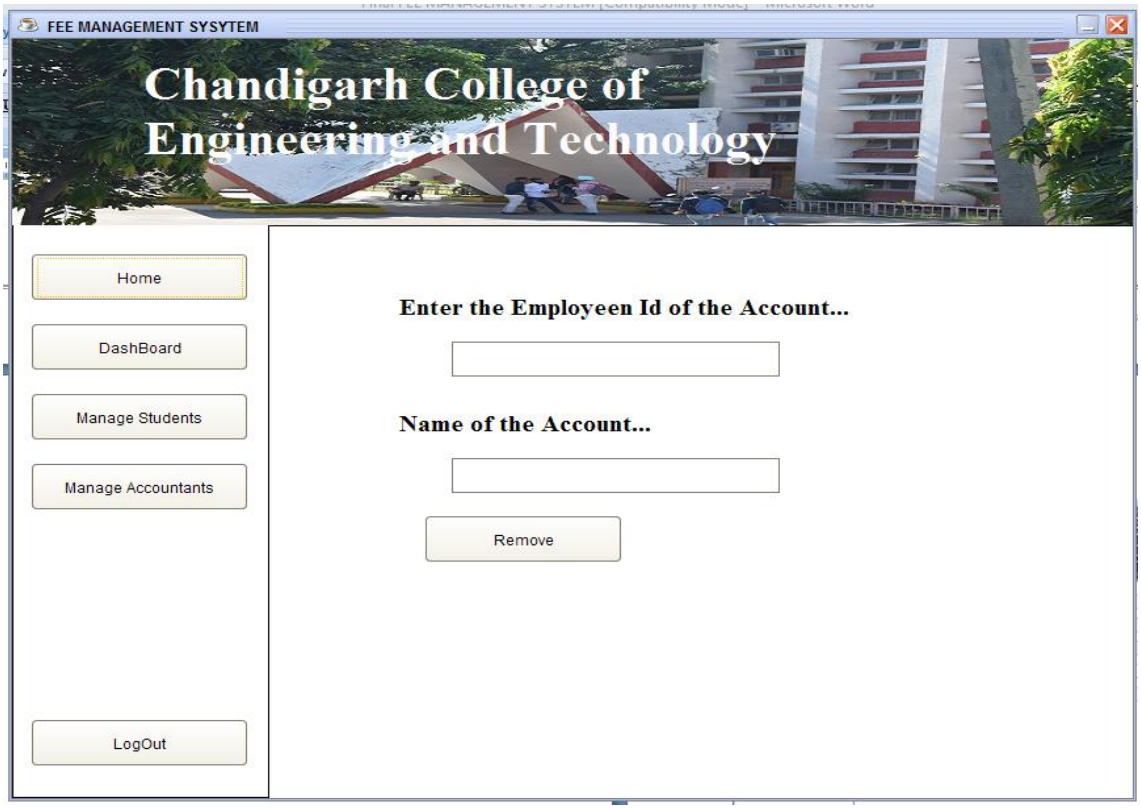
Input Designs in Project: -



Admin Login

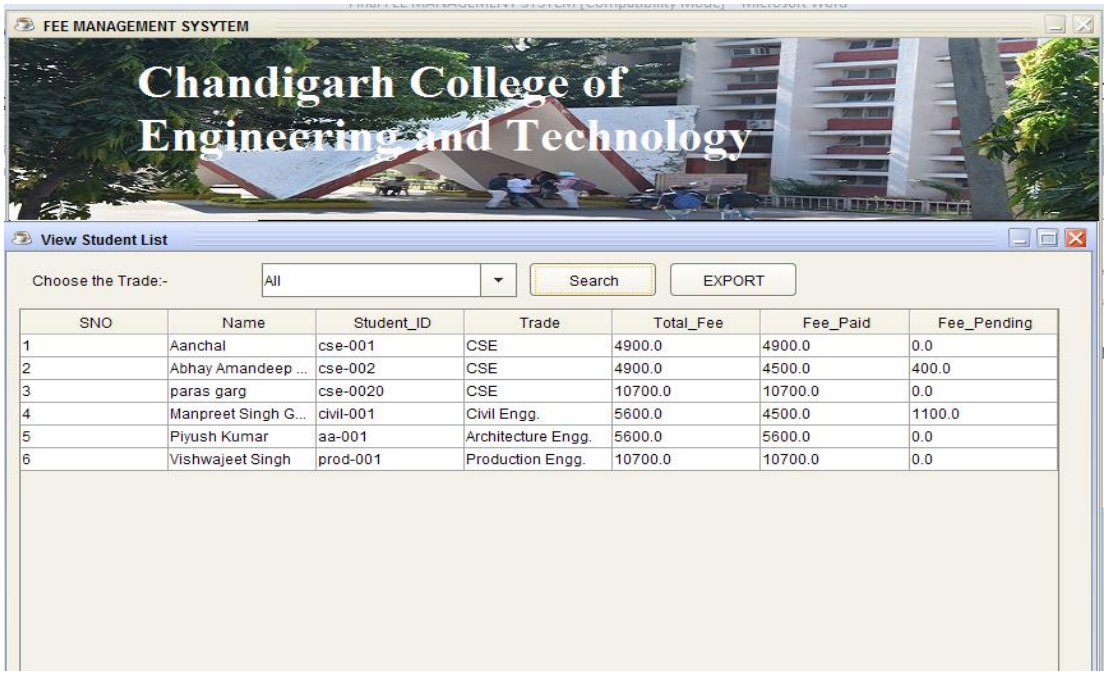


Add new accountant



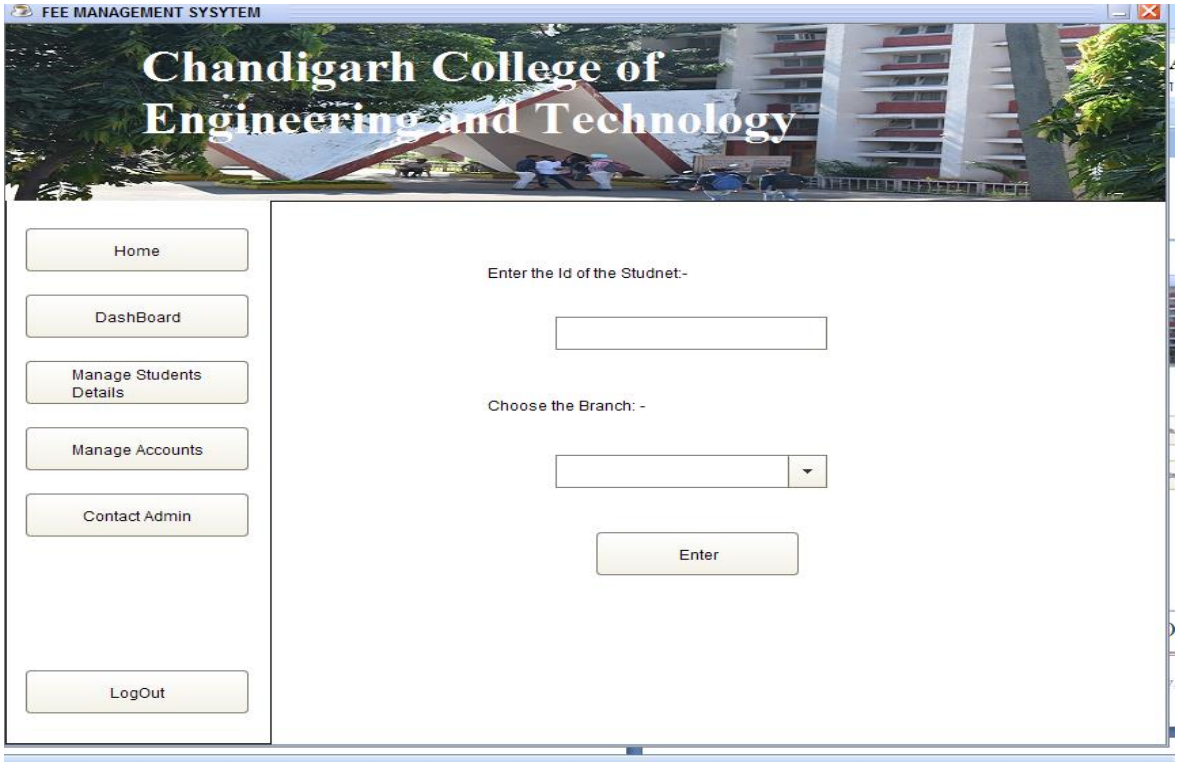
Remove Accountant (Delete)

Accountant Login

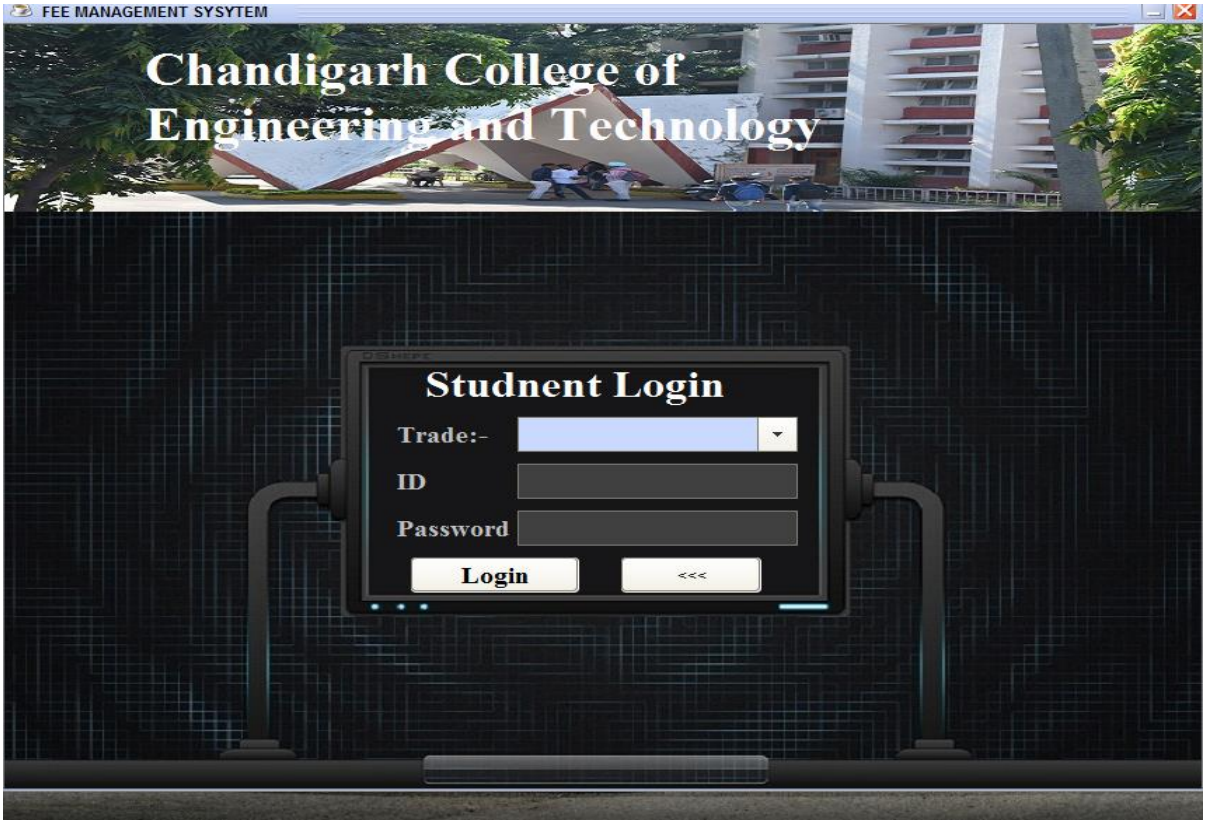


SNO	Name	Student_ID	Trade	Total_Fee	Fee_Paid	Fee_Pending
1	Aanchal	cse-001	CSE	4900.0	4900.0	0.0
2	Abhay Amandeep ...	cse-002	CSE	4900.0	4500.0	400.0
3	paras garg	cse-0020	CSE	10700.0	10700.0	0.0
4	Manpreet Singh G...	civil-001	Civil Engg.	5600.0	4500.0	1100.0
5	Piyush Kumar	aa-001	Architecture Engg.	5600.0	5600.0	0.0
6	Vishwajeet Singh	prod-001	Production Engg.	10700.0	10700.0	0.0

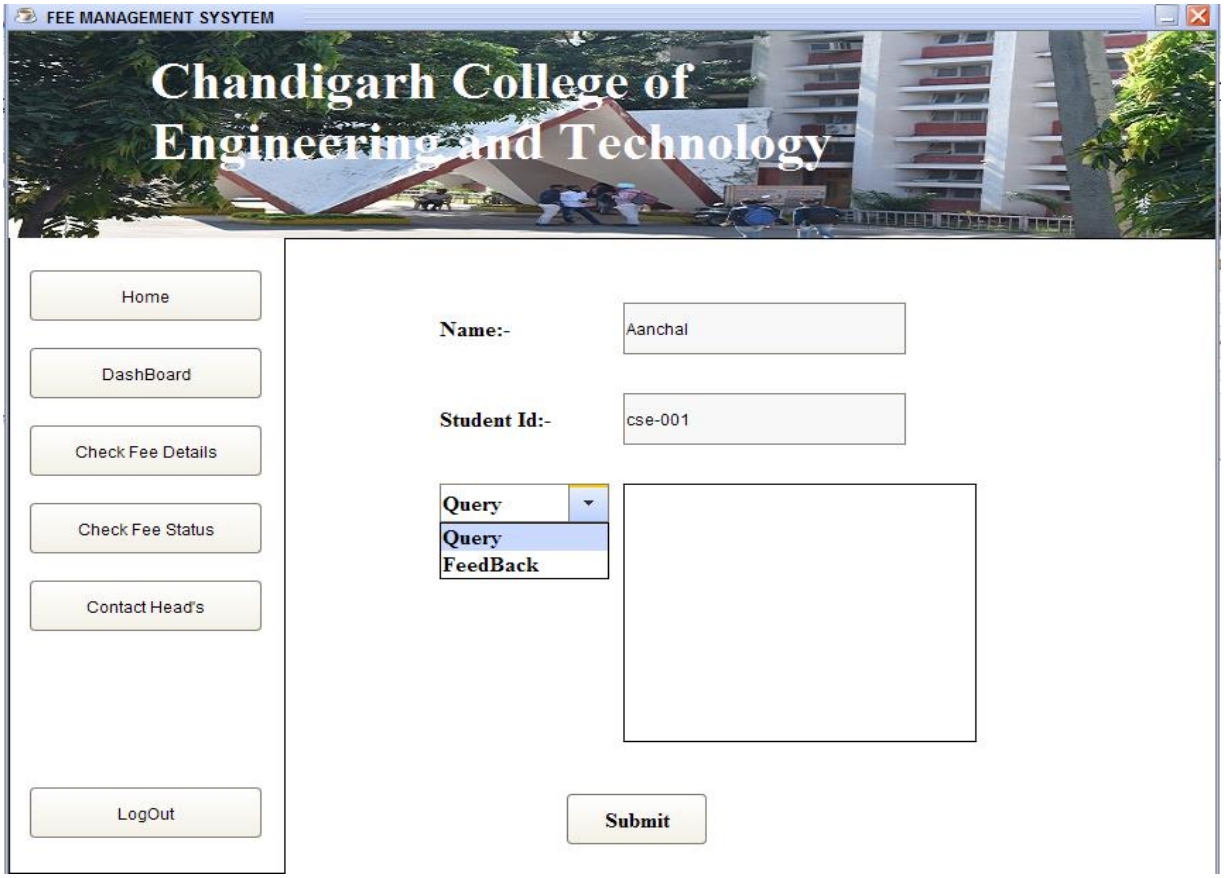
View All Students in List



Manage the Account of the Particular Student



Student Login



Contact Head's (Student)

2.5 FILE DESIGN

Database design is the process of producing a detailed data model of a database. This logical data model contains all the needed logical and physical design choices and physical storage parameters needed to generate a design in a Data Definition Language, which can then be used to create a database. A fully attributed data model contains detailed attributes for each entity.

DATABASE TABLES:

Table: AdminLogin

Field Name	Data Type	Constrains	Description
Admin	Varchar		This is a unique & not null column entire table
Password	Varchar		Password to Login

Table: Accountant Login

Field Name	Data Type	Constrains	Description
EmployeeID	Varchar	Primary key	This is a unique & not null column entire table
Name	Varchar		Name of Accountant
Contact	Varchar		Contact Number of Accountant
Email	Varchar		Email of Accountant
Password	Varchar		Password for login

Table : Student Login

Field Name	Data Type	Constrains	Description
Name	Varchar		Name of Student

StudentID	Varchar	Primary Key	Student Id for student to login
Password	Varchar		Password for login
Branch	Varchar		Branch of Student in which he/she Study.

Table : Student Information

Field Name	Data Type	Constrains	Description
Student ID	Integer	Primary Key	It is serial no. which is given to a student
Name	Varchar		Name of student
Branch	Varchar		Stream of student
Semester	Integer		Semester of student
Contact	Varchar		Phone no of student

Table : Query

Field Name	Data Type	Constrains	Description
Student ID	Varchar	Primary Key	ID used to identify the student
Query	Varchar		Problem of Student

Query Time	Time Stamp		Time at which student has entered a query
Status	Integer(1)		To check whether the query is read or not.

Database Tables: -

Resultset 1

sno	Name	id	password	dob	contactno	emailid
1	Vinay Kumar Prashar	admin-001	tatasky000	1999-07-27	+917087475323	vprashar23@gmail.com
2	Vivek Kumar Shukla	admin-002	tatasky000	1999-10-14	+917696842323	vivek.kshukla14@gmail.com

Admin Table

Resultset 1

sno	employeeid	name	ge...	fathername	mothername	password	emailid	contactno	dob	address	doj	salary
1	acc-001	Vasundhra Minhas	f	Rajinder Minhas	Mrs. Minhas	sukhe123	vasuvasu123@gmail.com	9999999987	1999-06-20	sector 35 ...	2015-08-04	50000

Accountant's Table

Resultset 1

sno	studentid	name	gen...	fathername	mothername	bran...	sem...	password	doa	dob	contactno	email	address	qualification
1	cse-001	Aanchal	f	abc	abcd	CSE	5	1234	2015-08-04	1999-06-20	9999991888	abcdancal@gmail.com	chandigarh, India	10th pass
2	cse-002	Abhay Aman...	m	aaaa	aaaa	CSE	5	sardarji	2015-08-02	1999-05-16	9911221111	abhaysingh@gmail.com	Chandigarh	10th Pass
6	cse-0020	paras garg	m	vinay kumar...	aunty ji	CSE	1	cse-0020	2017-10-21	1999-04-10	9898989898	parasc@gmail.com	ludhiana, punjab	10th Pass

View Student's Table Branch wise

studentid	Hosteler	AdmissionFee	TuitionFee	HostelFee	DevelopmentFee	Amalgamated...	CounselingFee	ExamFee	LateFee	amount	feepaid	balance
cse-001	no	2800	1000	0	100	1000	0	0	0	4900	4900	0
cse-002	no	3300	500	0	100	1000	0	0	0	4900	4500	400
cse-0020	Yes	2900	500	5100	100	1000	300	700	100	10700	10700	0

View Student's Fee Branch Wise

sno	employeeid	query	querytime	status
1	acc-001	hellooo	2017-11-14 10:14:15	1

Query Table (Accountant)

sno	studentid	query	reply	replytime	status
1	cse-001	i am getting problm	okay!!	2017-11-03 22:45:35	0
2	cse-001	hellooooooo .. ?????	yes, how can we help you???	2017-11-07 19:11:12	0
3	cse-001	helloooo	hyy	2017-11-14 10:17:25	0

Query Table Reply (Student)

sno	employeeid	query	reply	replytime	status
1	acc-001	hellooo	yes	2017-11-16 09:13:14	0

Query Table Reply (Accountant)

sno	studentid	feedback	feedbacktime	status
1	cse-001	helloo this is really good !!!!	2017-11-07 19:10:46	1

FeedBack Table(Student)

CHAPTER-4

CONCLUSION

This chapter provides me an opportunity to do self-introspection of what value I have added to my knowledge and skill set and to the project.

4.1 CONCLUSION

This project developed, incorporated all the activities involved in the browsing centre.

It provides all necessary information to the management as well as the customer with the use of this system; the user can simply sit in front of the system and monitor all the activities without any physical movement of the file. Management can service the customers request best in time.

The system provides quickly and valuable information. These modules have been integrated for effective use of the management for future forecasting and for the current need.

We Have Not Given Authority To Any Person To Use this System For Personal or Commercial Use.

4.2 FUTURE SCOPE

The future scope of this project depends on whether the organization wants to undergo to be in automation or not. As almost every people must be having their work using the computer and having internet access. So this project can be easily implemented there. The computerized enhancement in this project made it eco-friendly. The project has several features like:

- **Secure access**: in this project, the separate account access is provided to admin and the Manager separately. Manager cannot access Admin details without their permission except the admin.

- **Easy to modify:** This Application provides facility to admin so that they can easily modify the Item details according to their needs. It provides access add any information according to their needs.

Here are every chances of reusability of the codes in other environment even in different platform. Also is present features can be enhanced by some simple modifications in the codes so as to reuse it in the changing scenario. In future there can be enhancement in more utilities, getting more information about its members. In future we can easily change the database of the project which is necessary because the me access does not contain large amount of data. In tis the admin panel is most important the admin. The admin can change the update information according to the company rule. The project code is easily reused in any other application

In the future more software companies will hire this system because now a days the need for the speed in the day-to-day life has become essential. As competition increases, companies by considering old version, they develop more efficient versions for individual success.

- We can also convert this project in Hibernate. Hibernate is a framework. It storage large amount of database.
- In future we can add more details of the student's such as there images, there classes schedule.
- We can also add the facility to provide regular updates through messages(by using Networking).
- We can add a mode of **online payment** using **payment gateway.**
- **We can convert this system into Android Application.**

4.3 BIBLOGRAPHY

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    - www.w3schools.com
    - http://www.tutorialspoint.com/java/index.htm

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    - OCJP Certified Programmer for Java
    - Learn Java in Eassy Steps
    - Complete reference Java