

The Four Year Relation

A

MINOR PROJECT-I REPORT

Submitted in partial fulfilment of the requirements for the degree of

BACHELOR OF TECHNOLOGY

in

COMPUTER SCIENCE & ENGINEERING

By

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CERTIFICATE

I hereby certify that the work which is being presented in the B.Tech. Minor Project-I Report entitled **The Four Year Relation**, in partial fulfilment of the requirements for the award of the degree of **Bachelor of Technology in Computer Science & Engineering** and submitted to the Department of Computer Science & Engineering, *Sagar Institute of Science & Technology (SISTec)*, Bhopal (M.P.) is an authentic record of my own work carried out during the period from July-2021 to Dec-2021 under the supervision of Prof. Rahul Dubey. The content presented in this project has not been submitted by me for the award of any other degree elsewhere.

Signature

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This is to certify that the above statement made by the candidate is correct to the best of my knowledge.

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ABSTRACT

In this project **The Four Year Relation** describes the four year of relation between Students and Hostel as we all know hostels play an important role in every student college life. The primary purpose for making this project is to solve REAL WORLD PROBLEMS. In the present scenario it has been observe that students suffer to find appropriate Hostel Rooms and to allot rooms manually is quite a long process. So, this project provides a platform which helps students to find room availability in College Hostel from any location according to their needs. Thus, The Four Year Relation will be a great outcome in future where all students find this project an efficient way to look forward for finding hostel rooms availability as per their needs. Following are the modules included in the project:

1.Admin: Admin is responsible to see the hostellers details, appointing and removing Hostel Managers and also see the person details who wants to contact us for information and their solution of their queries.

2.Manager: Manager is responsible to see room allotment of the hosteler, to check cleaning facility, to give solution of complaints, adding and removing the hosteler and also adding and removing mess.

3.Student: Student is responsible to apply for room availability, apply for mess, raise their complaints.

This project is a Web Application where all the functionalities perform as mentioned above.

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LIST OF ABBREVIATIONS

ACRONYM	FULL FORM
MS VS Code	Microsoft Visual Studio Code
PHP	Hypertext pre-processor
MySQL	My Structured Query Language
HTML	Hypertext Markup Language
CSS	Cascading Style Sheet
JS	JavaScript
GB	Gigabyte
ER-Diagram	Entity Relationship Diagram
SRS	Software Requirement Specification
UML	Unified Modelling Language

Chapter 1

Introduction

CHAPTER-1

INTRODUCTION

1.1 About Project;

- The Four Year Relation is a web application portal.
- Following are the modules included in the project:

1.1.1 Admin:

- Admin is the core module. It is responsible to see room allotment of the hosteler.
- Adding and removing the Hostel Manager, also view the enquiry by anyone who visit the website.

1.1.2 Hostel Manager:

- Hostel manager is responsible to see the room allotment request, see details of empty rooms and also responsible to vacate the rooms.
- Hostel manager see mess allotment by the students, allot the mess and vacate the mess seat when student leave hostel.
- Hostel manager is responsible to see the complaints raised by the students.

1.1.3 Student:

- Students can apply for rooms and also apply for the mess.
- Raise their complaints against any problem.

1.2 Purpose:

The primary purpose for marking this project is to solve REAL WORLD PROBLEMS. It has been observed that students suffers to find appropriate Hostel Rooms. So this project provides a platform which helps students. In the recent situation every things has gone to be digitalized and a lot of colleges uses their old methods to allot the rooms and if someone wants to book their room. So they need to went at their place and manually book the room .

It creates problem in managing their records and headache of managing the stationery too and also have a chance some one easily manipulate or change the records.

our website is good alternative of that bulky records as well as it has the functionality to manage the students and hear the complaints of students and many more functions.

This project make it way more easier for the students as well as Hostel Manager.

1.3 Interface:

➤ User Interface:

- Browser chrome latest version (supports HTML & JS).

➤ Hardware Interface:

- Windows.

1.4 Design and Implementation Constraints:

- After sign up, user should validate his/her account.
- User must have their correct username and password to enter into their online accounts to perform any action.
- The data is stored in a single database so it's prone to loss due to digital and physical calamities.
- The website requires an internet connection for all it's activity.
- The Website is available only in English.

Chapter 2

Software

And

Hardware

Requirement

CHAPTER-2

SOFTWARE AND HARDWARE REQUIREMENTS

2.1 Software Requirement

2.1.1 For Developers:

- IDE
 - MS VS code(Microsoft Visual Studio Code(latest version)).
- Programming Languages(HTML, CSS, and JS).
- Bootstrap Framework.
- MySQL.
- PHP(Hypertext Preprocessor).
- Google Chrome for testing purpose.

2.1.2 For End-User:

- Google chrome (latest version).
- Internet connectivity.

2.2 Hardware Requirement

2.2.1 For Developers:

- **Processor:** - Intel(R) Core™ i3-5005U CPU @ 2.00GHz\
- **Minimum Ram:** - 2.00GB

2.2.2 For End-user:

- Any compatible browser

Chapter 3

Problem Description

CHAPTER-3

PROBLEM DISCRPTION

Online learning is the ‘new normal’ now and it has been shown to increase day by day. Knowledge sharing and most of the things is done online in the era of 2021. It has been observed that most of the Colleges/Schools are suffering a lot as they did not have the proper system before 2020 but the problem of learning is now improving as the new learning apps and websites are upgrading and developing but In Hostels, hosteler suffers a lot as they doesn’t have a proper system for managing the allotment of rooms for each student. Before lockdown allotment of rooms is managed offline when students come to college then they provide rooms manually which is a quite long process.

So,we come with a solution and developed a website named ‘The Four year relation’ where students can easily allot a room for themselves by just sitting at their homes and in offline mode they need not to follow a long process of room allotment. However, admin can update all the facilities and room availability for the students as per their requirements.

Chapter 4

Literature Survey

CHAPTER-4

LITERATURE SURVEY

A literature survey or a literature review in a project report is that section which shows the various analyses and research made in the field of your interest and the results already published, taking into account the various parameters of the project and the extent of the project.

As current room allotment process in hostels is quite long and time – consuming process. It may lead sometimes days to allot a room for each student. To maintain different registers for availability of rooms, availability of mess, complaints registers and many more register. Hence the organization needs new method with enhanced features. Features like, rooms availability, adding and removing student. Students can complaint for any issue or ask for help (if they need something) from Hostel manager. As we keep in our mind we made our website should be user friendly. We hereby are grateful to present our project through this report. Our proposed system is web based. Which provide various User web pages (Forms) for various operations and hence interactive.

Chapter 5

Software

Requirement

Specification

CHAPTER-5

SOFTWARE REQUIREMENTS SPECIFICATION

5.1 FUNCTIONAL REQUIREMENTS

5.1.1 Actor Admin

Functional Requirements:

- Authenticate Admin
- View Enquires
- Appoints Hostel manager
- Remove Hostel manager
- View Students Details

5.1.2 Actor Manager:

Functional Requirements:

- Authenticate Manager
- View Allotment
- Allot Rooms
- Vacate Rooms
- View Profile
- Allot Mess
- Vacate Mess
- View Complaint
- View student details

5.1.3 Actor Student:

Functional Requirements:

- Authenticate Student

- View Profile
- File Complaint
- Apply for Room Allotment
- Apply for Mess Allotment

Actor Admin:-

5.1.1.1: Authenticate Admin

Description:

Authenticate the credentials and if user is already a part of system then login is successful and next screen prompts otherwise a message will be displayed 'Invalid credentials'.

Post-Condition:

Successfully logged in to the system.

Input:

- user_name[150, mandatory]
- password[20, characters, mandatory]

Output:

Successfully logged in/Invalid credentials

Processing:

The input provided is checked with the entries for the Admin in the database. If same entry is available then message displayed- "Successfully logged in" and the user is redirected to main screen.

If no such entry exist then message is displayed -"Invalid credentials".

5.1.1.2: View Enquires

Description:

This will let user to show the Enquires made by the Visitors of the website.

Pre-condition:

The authorized user must be logged in.

Input:

Click on Communicator Tab.

Output:

See the Enquires of the Visitors.

Processing:

When the user selects the communicator section and then clicks on it. The list of Enquires comes in front of him.

5.1.1.3:Appoints Manager

Description:

This will let user to appoint a Hostel manager in the system by filling information of that Manager.

Pre-condition:

The authorized user must be logged in.

Output:

Hostel manager Appoints Successfully.

Processing:

The input provided is checked with the entries in the database. If same entry is available then message is displayed as “User Already Exist” and the user is redirected back to the Add manager form.

If no such entry exist then the input provided is saved by the system and a message is displayed “Manager Added Successfully” .

5.1.1.4: Remove Manager

Description:

This will let the user to remove the hostel manager who’s already a part of the system or not any more the part of the system.

Pre-condition:

The authorized user must be logged in and the manager should exist.

Input:

Fill some manager Details and click on submit button.

Output:

Successfully removed the manager.

Processing:

The entry is updated in the system, and a message is displayed “Successfully removed”.

5.1.1.4: View Student Details

Description:

This will let the user to view the details of the Student.

Pre-condition:

The authorized user must be logged in.

Post-condition:

Successfully displayed the all students.

Input:

Select student option from navigation.

Output:

Profile displayed.

Processing:

When the user clicks or selects the students section. This fetch the details of students in the database. All student details is displayed.

If any error exists then a message is displayed “Something went wrong”.

Actor Manager:-

5.1.2.1: Authenticate Manager

Description:

Authenticate the credentials and if user is already a part of system then login is successful and next screen prompts otherwise a message will be displayed 'Invalid credentials'.

Post-Condition:

Successfully logged in to the system.

Input:

- user_name[150, mandatory]
- password[20, characters, mandatory]

Output:

Successfully logged in/Invalid credentials

Processing:

The input provided is checked with the entries for the Manager in the database. If same entry is available then message displayed- “Successfully logged in” and the user is redirected to main screen.

If no such entry exist then message is displayed -”Invalid credentials”.

5.1.2.2: View Allotment

Description:

This will let the user to view allotment.

Pre-condition:

The authorized user must be logged in.

Post-condition:

Successfully view the allotment.

Input:

Select the option allotment.

Output:

Allotment.

Processing:

When the user selects the allotment option in admin panel. Allotment is displayed.

If any error exists then a message is displayed “Something went wrong”.

5.1.2.3: Room Allotment

Description:

This will let the user to view the Allotment application of the Student And allot the rooms to the students.

Pre-condition:

The authorized user must be logged in and student must apply for room allotment.

Post-condition:

Successfully Allot the rooms to the students.

Input:

Select allocate rooms option from navigation and click on allocate to allocate the rooms.

Output:

Room Allocated successfully.

Processing:

When the user clicks on the allocate button. The room is allotted to students in the database.

5.1.2.4: Vacate Rooms

Description:

This will let the user to Vacate the Rooms of the student who's already a part of the system or not any more the part of the system.

Pre-condition:

The authorized user must be logged in.

Input:

Fill the room details and Click on vacate button.

Output:

Successfully Vacate the room.

Processing:

Message is displayed "Successfully Vacate the room".

5.1.2.5: View Profile

Description:

This will let the user to view the details of the user.

Pre-condition:

The authorized user must be logged in.

Post-condition:

Successfully displayed the Profile of the user.

Input:

Select Profile option from navigation.

Output:

Profile displayed.

Processing:

When the user clicks or selects the profile section. The input provided is checked with the entries in the database. User's profile is displayed.

If any error exists then a message is displayed "Something went wrong".

5.1.2.6: Mess Allotment

Description:

This will let the user to view the Allotment application of the Student And allot the Mess to the students.

Pre-condition:

The authorized user must be logged in and student must apply for mess allotment.

Post-condition:

Successfully Allot the mess to the students.

Input:

Select allocate mess option from navigation and click on allocate button to allocate the mess.

Output:

Mess Allocated successfully.

Processing:

When the user clicks on the allocate button. The mess is allotted to students in the database.

5.1.2.7: Vacate Mess

Description:

This will let the user to Vacate the Mess of the student who's already a part of the system or not any more the part of the system.

Pre-condition:

The authorized user must be logged in.

Input:

Fill the Mess details and Click on vacate button.

Output:

Successfully Vacate the room.

Processing:

Message is displayed "Successfully Vacate the mess".

5.1.2.8: View Complaint

Description:

This will let the user to view the complaint raise by students.

Pre-condition:

The authorized user must be logged in.

Post-condition:

View the complaint.

Input:

Select the option view complaint.

Output:

Complaints of students

Processing:

When the user selects the complaint section and then clicks on it. The list of complaints comes in front of him. Selecting one complaint will show the detailed view of that complaint.

5.1.2.9: View Student Details

Description:

This will let the user to view the details of the Student.

Pre-condition:

The authorized user must be logged in.

Post-condition:

Successfully displayed the all students.

Input:

Select student option from navigation.

Output:

Profile displayed.

Processing:

When the user clicks or selects the students section. This fetch the details of students in the database. All student details is displayed.

If any error exists then a message is displayed “Something went wrong”.

Actor student:

5.1.3.1: Authenticate Student

Description:

Authenticate the credentials and if user is already a part of system then login is successful and next screen prompts otherwise a message will be displayed '

Invalid credentials'.

Post-Condition:

Successfully logged in to the system.

Input:

- Rollno[150, mandatory]
- password[20, characters, mandatory]

Output:

Successfully logged in/Invaild credentials

Processing:

The input provided is checked with the entries for the Manager in the database. If same entry is available then message displayed- “Successfully logged in” and the user is redirected to main screen.

If no such entry exist then message is displayed -”Invalid credentials”.

5.1.3.2: View Profile

Description:

This will let the user to view the details of the user.

Pre-condition:

The authorized user must be logged in.

Post-condition:

Successfully displayed the Profile of the user.

Input:

Select Profile option from navigation.

Output:

Profile displayed.

Processing:

When the user clicks or selects the profile section. The input provided is checked with the entries in the database. User’s profile is displayed.

If any error exists then a message is displayed “Something went wrong”.

5.1.3.3: File Complaint

Description:

This will let the user to file complaint.

Pre-condition:

The authorized user must be logged in.

Post-condition:

Successfully filed the complaint.

Input:

Select the option complaint on complaint page.

Output:

Filed Complaint

Processing:

When the user selects the complaint section and then clicks on file complaint. An editable form is displayed. After editing the desired information user submit the details. The input provided is saved in the database. The message is displayed “Successfully filed the complaint”.

If any error exists then a message is displayed “Something went wrong”.

5.1.3.4: Apply for Room Allotment

Description:

This will let the user to fill the room allotment application.

Pre-condition:

The authorized user must be logged in and student can't apply for room allotment before.

Post-condition:

Successfully submit the Allotment application to the manager.

Input:

Select Hostels option from navigation and fill the details and click on submit for allotment of the rooms.

Output:

Application submitted successfully.

Processing:

When the user clicks on the submit button. The application is send to manager for approval.

5.1.3.5: Apply for mess Allotment

Description:

This will let the user to fill the mess allotment application.

Pre-condition:

The authorized user must be logged in and student can't apply for mess allotment before.

Post-condition:

Successfully submit the mess allotment application to the manager.

Input:

Select Mess option from navigation and fill the details and click on submit for allotment of the mess.

Output:

Application submitted successfully.

Processing:

When the user clicks on the submit button. The application is send to manager for approval.

5.2 NON-FUNCTIONAL REQUIREMENT:

5.2.1 Adaptability

5.2.2 Correctness

5.2.3 Flexibility

5.2.4 Maintainability

5.2.5 Reliability

5.2.6 User friendly Interface

5.2.1: Adaptability

There can be changes in the details stored in the database about Student, Admin, Room Allotment and their content.

5.2.2: Correctness

The details stored in the database or in the view sections of our software should be same as entered by the actors.

5.2.3: Flexibility

If need arises in future, software can be modified to change the requirements.

5.2.4: Maintainability

Software can be easily repaired and modified if a fault occurs.

5.2.5: Reliability

No matter how many Admin or Student logged into the system, system must give the correct results at every point.

5.2.6: User Friendly Interface

Any user technical and non-technical also use this website without any problem.

Chapter 6

Software

Design

CHAPTER-6

SOFTWARE DESIGN

6.1 Table Structure

6.1.1 Student Signup Table:-

ATTRIBUTE	DATATYPE
Student_id	varchar(255)
Fname	varchar(255)
Lname	varchar(255)
Mob_no	varchar(255)
Dept	varchar(255)
Year_of_study	varchar(255)
Pwd	Longtext
Hostel_id	int(10)
Room_id	int(10)
Mess_id	int(10)
Mess_card_id	int(10)

Purpose:-

- Student_id -Primary key refers to the Student sign up table.

- b. Fname - Contains the first name of the Student.
- c. Lname - Contains the last name of the Student.
- d. Mob_no - only one single phone number.
- e. Dept - Department of the student.
- f. Year_of_study - Refers to the student current year of study.
- g. Pwd – password for account.
- h. Hostel_id – foreign key constraint refers to the table hostel.
- i. Room_id– foreign key constraint refers to the table room.
- j. Mess_id– foreign key constraint refers to the table mess.
- k. Mess_card_id– foreign key constraint refers to the table mess_allocation.

6.1.2 Application Table:-

ATTRIBUTE	DATATYPE
Application_id	int(100)
Student_id	varchar(255)
Hostel_id	int(10)
Application_status	tinyint(1)
Room_No	int(10)
Message	varchar(255)

Purpose:-

- a. Application_id – primary key refers to the current student which is auto increment.

- b. Student_id -Foreign key refers to the Student sign up table.
- c. Hostel_id – Foreign key constraint refers to the table hostel.
- d. Application_status – Refers to the application is approved or not.
- e. Room_No- Refers to the Room no. from room table.
- f. Message- To display the student message.

6.1.3 Application mess table:-

ATTRIBUTE	DATATYPE
Application_id	int(100)
Student_id	varchar(255)
Mess_id	int(10)
Application_status	tinyint(1)
Mess_card_No	int(10)
Message	varchar(255)

Purpose:-

- a. Application_id- primary key refers to the current student which is auto increment.
- b. Student_id- Foreign key refers to the Student sign up table.
- c. Mess_id- foreign key constraint refers to the table mess.
- d. Application_status – Refers to the application is approved or not.
- e. Mess_card_No – Refers to the application mess table.
- f. Message- Refers to the application mess table to display the student message

6.1.4 Contact us Table:-

ATTRIBUTE	DATATYPE
Id	int(11)
Name	varchar(50)
Phone	bigint(10)
Message	varchar(250)

Purpose:-

- a. Id- primary key refers to the contact table and it is auto incremented.
- b. Name:- store the name of the visitor who want to contact.
- c. Phone:- for storing the phone number.
- d. Message:- refers to the contact table to display the visitor message.

6.1.5 Hostel table:-

ATTRIBUTE	DATATYPE
Hostel_id	int(10)
Hostel_name	varchar(255)
Current_no_of_rooms	int(15)
No_of_rooms	int(15)
No_of_students	int(10)

Purpose:-

- a. Hostel_id- primary key refers to the table hostel.
- b. Hostel_name- refers to the Hostel name of table hostel
- c. Current_no_of_rooms- total number of occupy rooms.
- d. No_of_rooms- total numbers of available rooms.
- e. No_of_students- numbers of students in a hostel.

6.1.6 Hostel manager Table:-

ATTRIBUTE	DATATYPE
Hostel_man_id	int(10)
Username	varchar(255)
Fname	varchar(255)
Lname	varchar(255)
Mob_no	varchar(255)
Hostel_id	int(10)
Mess_id	int(10)
Pwd	Longtext
Lsadmin	tinyint(1)

Purpose:-

- a. Hostel_man_id- primary key refers the Hostel manager table.

- b.** Username- user name for manager to login
- c.** Fname- first name of hostel manager
- d.** Lname- last name of hostel manager
- e.** Mob_no- mobile no. of hostel manager.
- f.** Hostel_id- foreign key refers to the table hostel.
- g.** Mess_id- foreign key refers to the table mess.
- h.** Pwd- it,s mandatory for login as manager.
- i.** Lsadmin- person is manager or not.

6.1.7 mess allocation Table:-

ATTRIBUTE	DATATYPE
Mess_card_id	int(10)
Mess_id	int(10)
Mess_card_No	int(10)
Allocated	tinyint(1)

purpose:-

- a.** Mess_card_id- primary key refers to the mess allocation table which is auto incremented.
- b.** Mess_id- foreign key refers to the mess table.
- c.** Mess_card_No- give number to the every student.
- d.** Allocated- check weather it is allocated or not.

6.1.8 payment Table:-

ATTRIBUTE	DATATYPE
Student_id	Varchar(25)
Amount	int(10)
Status	tinyint(1)

Purpose:-

- a. Student_id- foreign key refers to the student table.
- b. Status – fees is paid or not.
- c. Amount- amount of fee

6.1.9 room Table:-

ATTRIBUTE	DATATYPE
Room_id	int(10)
Hostel_id	int(10)
Room_No	int(10)
Allocated	tinyint(1)

Purpose:-

- a. Room_id- this is a primary key refers to the room table which is auto increment
- b. Hostel_id- this is the foreign key refers to the hostel table.
- c. Room_no. – refers to the room number of each room.
- d. Alloacted- indicates the room is occupied or vacate.

6.1.10 complaint Table

ATTRIBUTE	DATATYPE
id	Int(Auto increment)
Student_id	Varchar(255) foreign key
Status	Tinyint
Message	Varchar(255)

Purpose:-

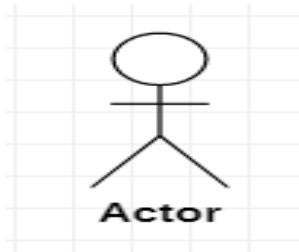
- a. id- this is a primary key refers to the complaint table which is auto increment
- b. Student_id- this is the foreign key refers to the student table.
- c. message – refers to the complaint sent by student.
- d. status- indicates the complaint is solved or not.

6.2 Use Case Diagram

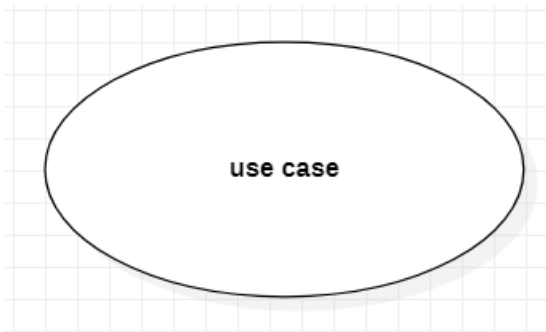
6.2.1 Description

Use Case diagram is the graphical representation that specifies the functions or activities that the external user performs. In RSMS, it specifies the user functionalities in a graphical manner.

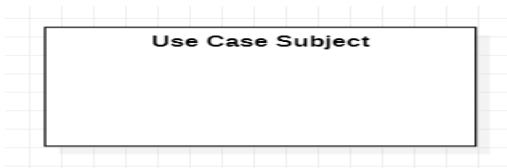
6.2.2 Notation Used



1:- It represents the actors that are the end users who will use the system.

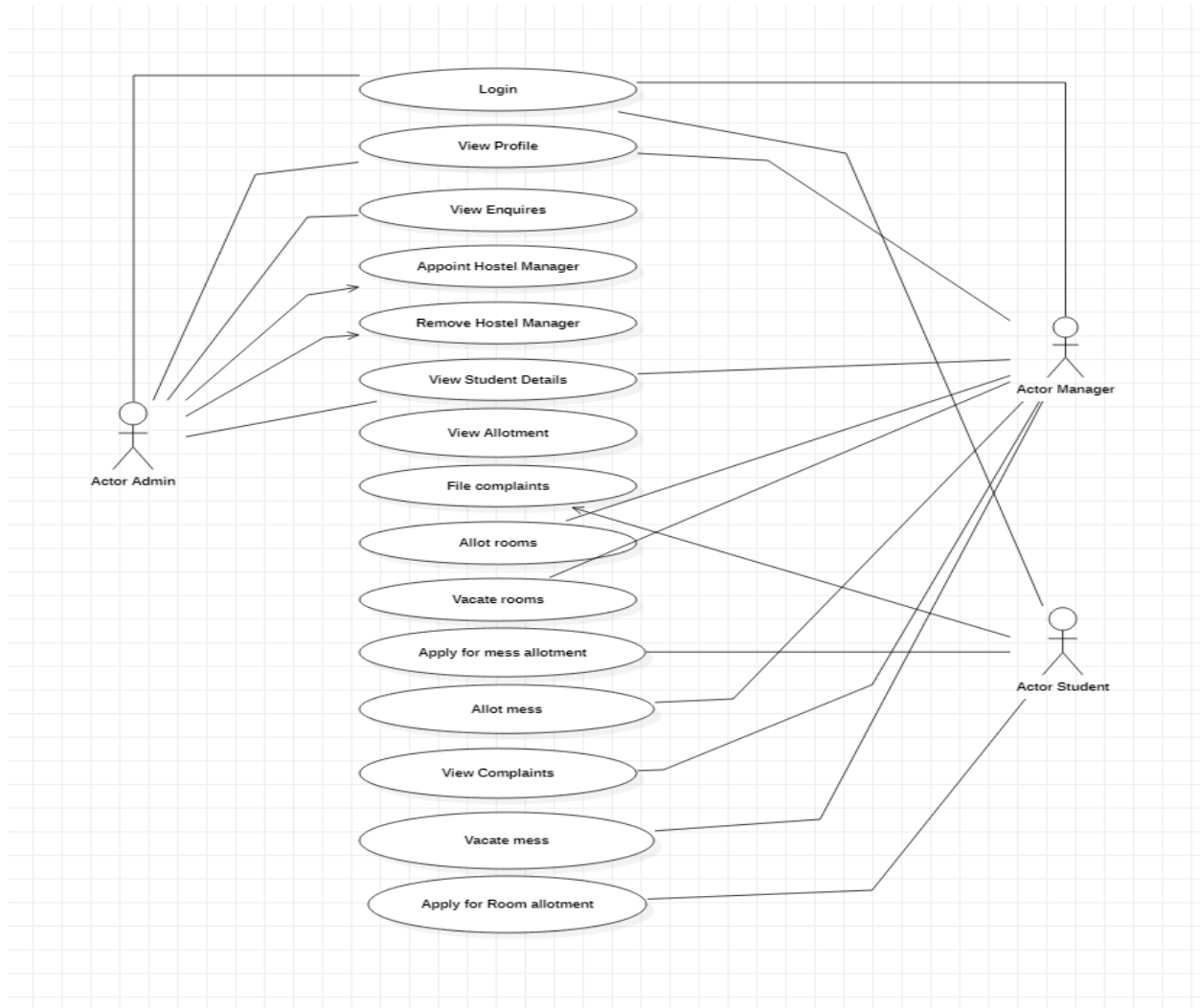


2:- It represents the functionalities/activities of the system.



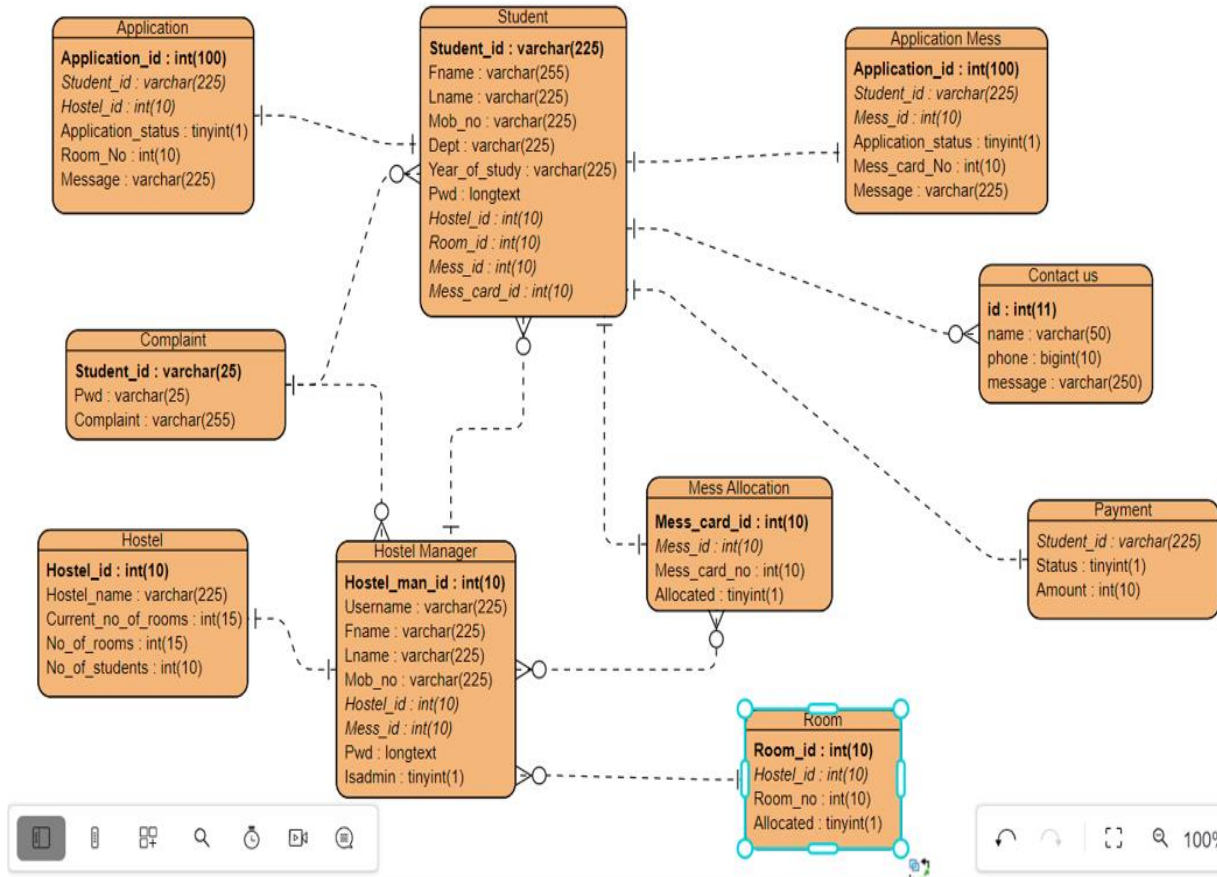
3:- represents the boundary of the system that is the complete environment inside which the system works.

6.3.3 Use case Diagram



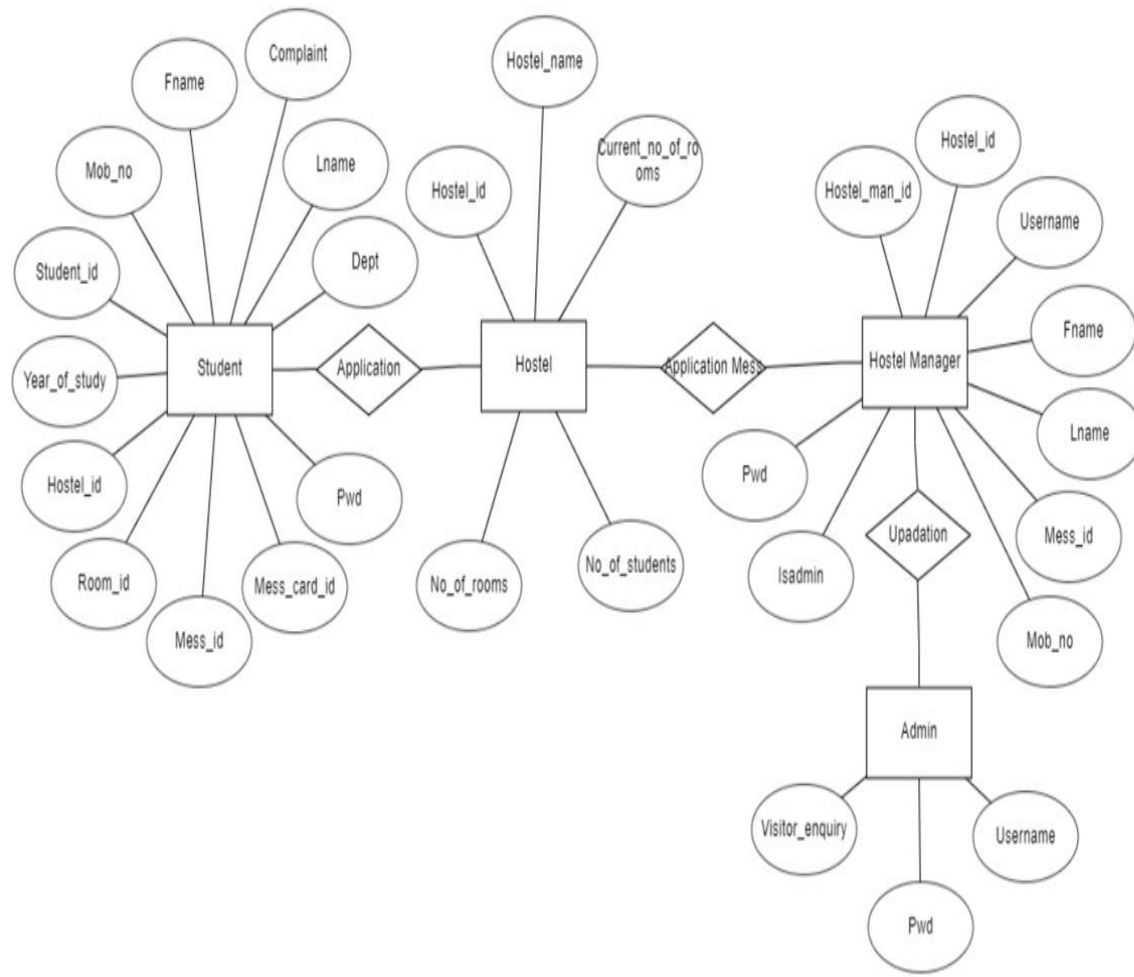
1.1 figure use case diagram

6.3.4 Class Diagram



1.2 figure class diagram

6.3.4 ER Diagram



1.3 figure ER diagram

Chapter 7

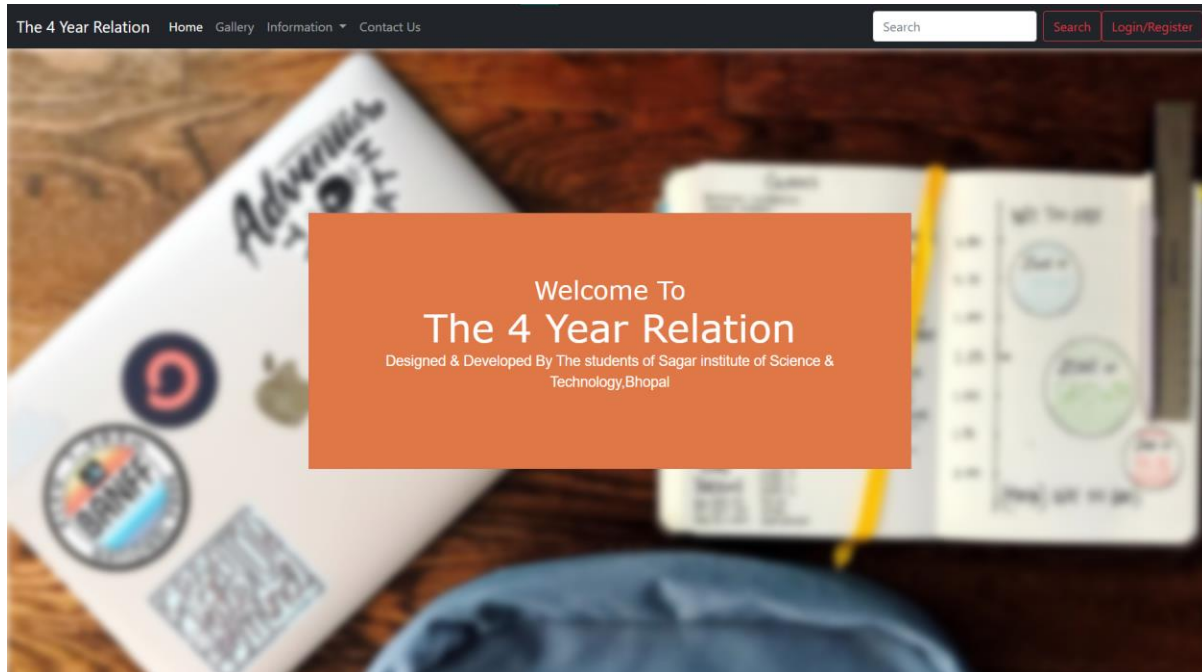
Output

Screen

CHAPTER-7

OUTPUT SCREEN

1. Welcome page...



2. Welcome page Continue....

Hostels – Home Away from Home

Choosing a Hostel is also about choosing a new home. We ensure that students dwell in a healthy environment that helps them to grow and learn without any obstacle.

HOSTEL-That blessed word, which opens the adolescent heart to the most perfect glimpse of the outside world, and helps to carry it thither, as on a bird's wings. At SISTec, we provide the best of Hostel facilities for both boys and girls who come from far-off places. There are three hostels in the campus, two for boys and one for girls to accommodate more than 500 students. Each room is spacious enough to accommodate three students and they have been provided with bed, tables and chairs, cupboards, shoe racks and bookshelves. There is a great emphasis on cleanliness in the hostels. The availability of daily newspapers in all the three hostels keeps the students attuned to the day-to-day happenings. Wi Fi is also being provided so that students can access the internet.

College has Hostel in the Campus has separate hostels for boys and girls with all modern facilities and attached mess. The hostel mess serves fresh and hygienic food. You will be provided with facilities like 24x7 Library, 24x7 electricity, internet, music room, and common room with TV & cable facility, room for indoor games and a reading room, with a collection of national/international newspapers, magazines, etc. The hostels' houses have a fully equipped gym and separate courts for Volleyball, BasketBall, and Badminton and separate grounds for football and cricket lovers. The concerned and highly-experienced staff looks after the Hostel assets and ensures that the hostel remains responsive all the time.

Facilities at Hostels



24X7 Power Supply

Keeping students's requirements in mind, college provides quality residence (offering above average necessities) for their living comforts.



Free Wi-fi Internet Service

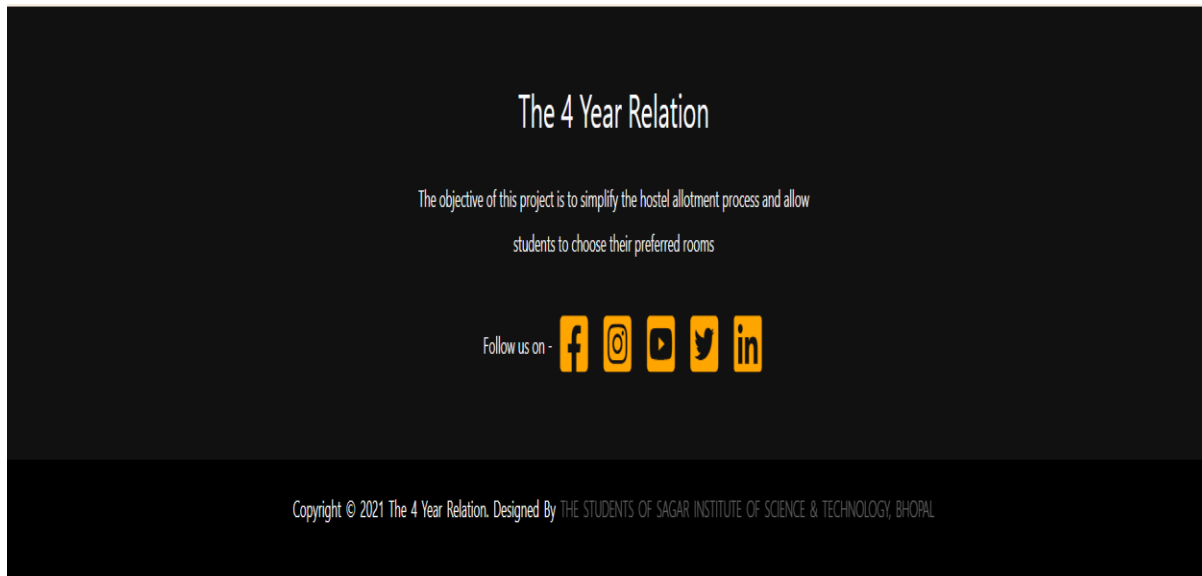
Internet is the need of today's education, college provides 60 Mbps net speed across campus to the students for endless performance



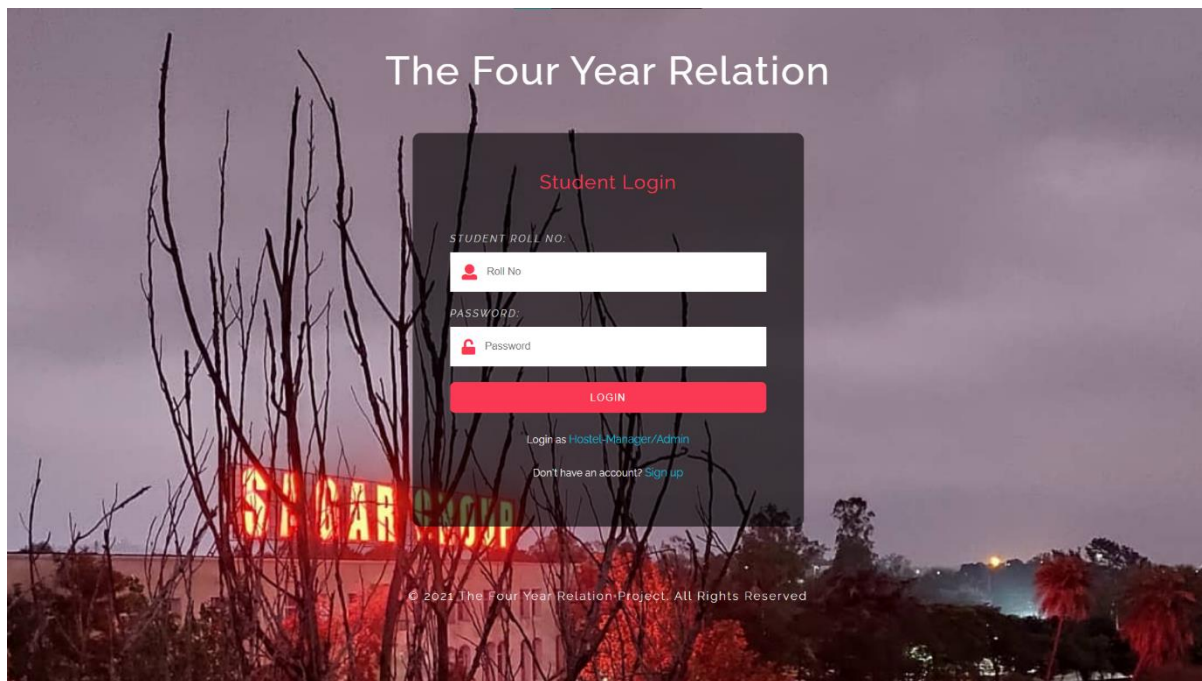
Well Furnished Common rooms

entertainment is essential in life, college always supports and pays attention to the students in having fun

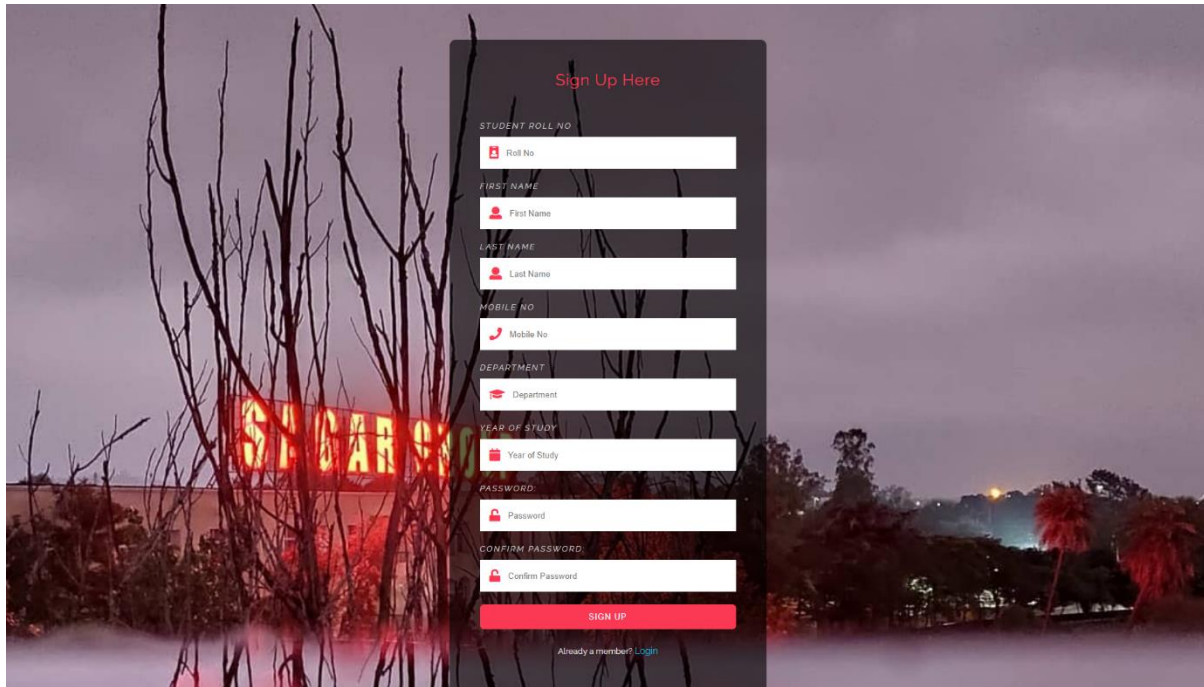
3. Welcome Page End...



4. Student/Admin/Hostel-Manager Login page...



5. Student Registration Page...

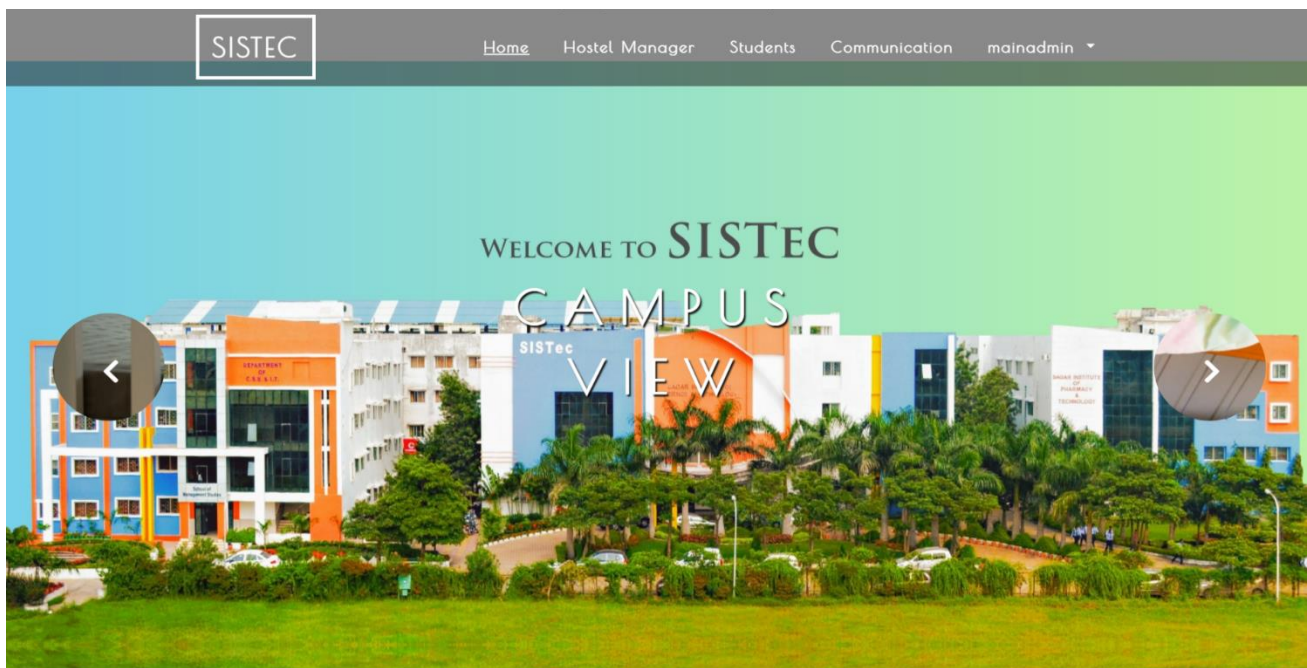


The image shows a student registration form overlaid on a background image of a building at night. The form is titled "Sign Up Here" in red. It contains the following fields:

- STUDENT ROLL NO: Roll No
- FIRST NAME: First Name
- LAST NAME: Last Name
- MOBILE NO: Mobile No
- DEPARTMENT: Department
- YEAR OF STUDY: Year of Study
- PASSWORD: Password
- CONFIRM PASSWORD: Confirm Password

Below the fields is a red "SIGN UP" button. At the bottom, there is a link: "Already a member? [Login](#)".

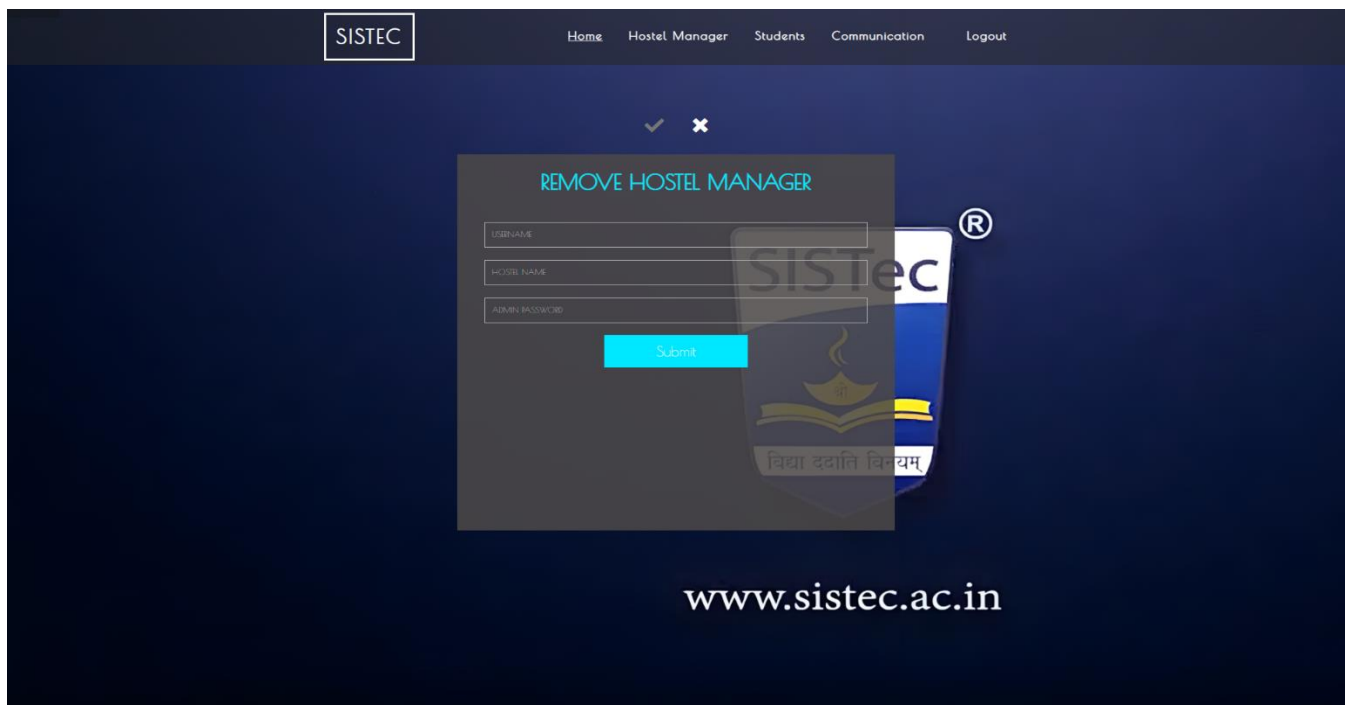
6. Admin dashboard page...



7. Hostel Manger Appoint and remove...



The screenshot displays the SISTec website interface. At the top, a dark navigation bar contains the SISTec logo and links for Home, Hostel Manager, Students, Communication, and Logout. The main content area features a central modal window titled "APPOINT HOSTEL MANAGER". This modal contains several input fields: USERNAME, FIRST NAME, LAST NAME, MOBILE NO, HOSTEL NAME, HOSTEL MANAGER'S PASSWORD, and CONFIRM HOSTEL MANAGER'S PASSWORD. A blue "Submit" button is positioned at the bottom of the form. The background of the website is dark blue, and the SISTec logo is visible on the right side. The URL "www.sistec.ac.in" is displayed at the bottom of the page.



The screenshot displays the SISTec website interface, similar to the previous one. The navigation bar and background are consistent. The central modal window is titled "REMOVE HOSTEL MANAGER". It contains three input fields: USERNAME, HOSTEL NAME, and ADMIN PASSWORD. A blue "Submit" button is located at the bottom of the form. The SISTec logo is visible on the right side, and the URL "www.sistec.ac.in" is shown at the bottom of the page.

8. Admin Profile...



9. Manager Dashboard...



10.Application received for Rooms allotment...

SISTEC

[Home](#) [Allocate Room](#) [Allocate Mess](#) [Rooms](#) [Mess](#) [1](#)

Search

Applications Received

Student Name	Roll No	Hostel	Message
Empty			

Allocate

11.Application received for mess allotment...

[Home](#) [Allocate Room](#) [Allocate Mess](#) [Rooms](#) [Mess](#) [1](#)

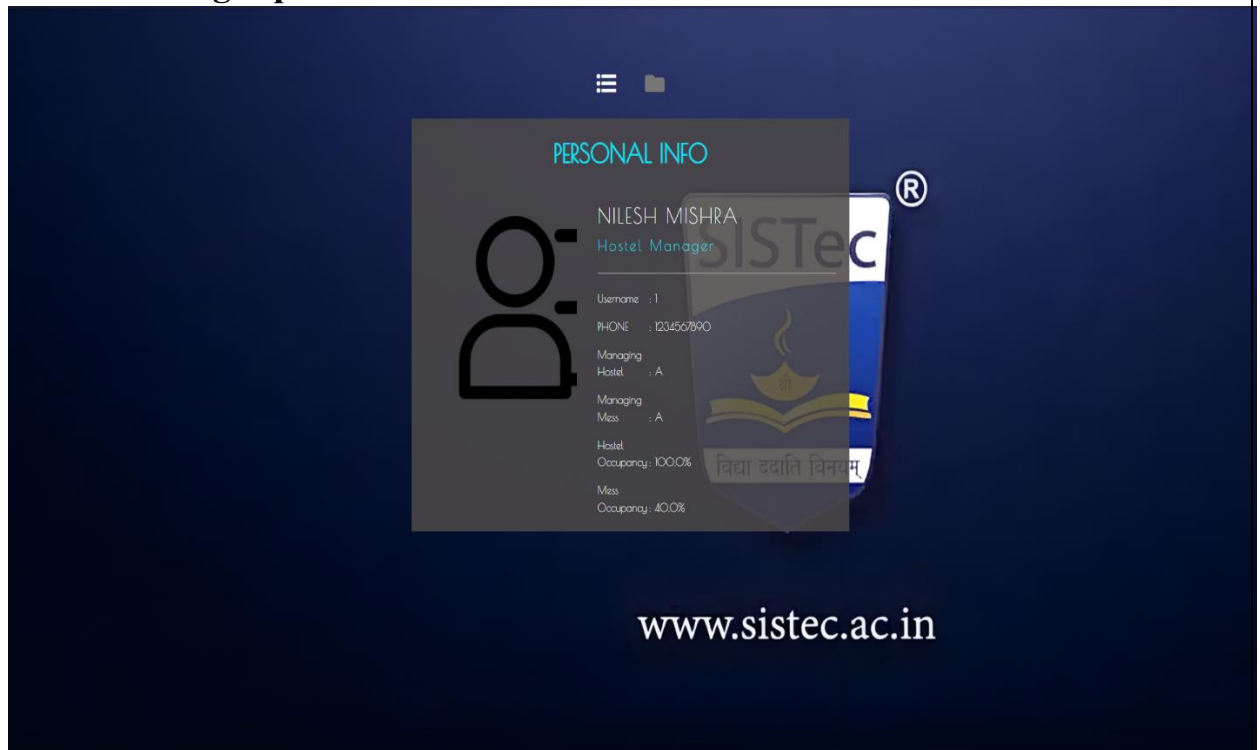
Search

Applications Received

Student Name	Roll No	Mess	Message
mayank shah	9575	A	

Allocate

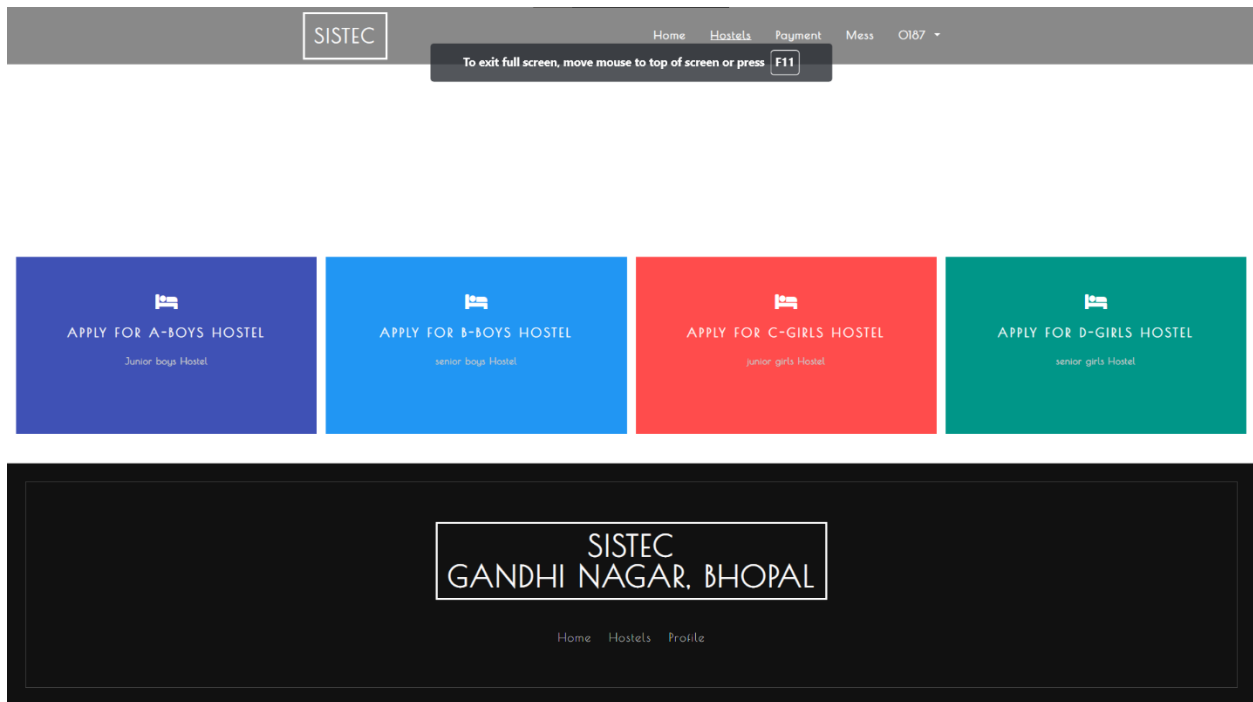
12. Hostel Manager profile...



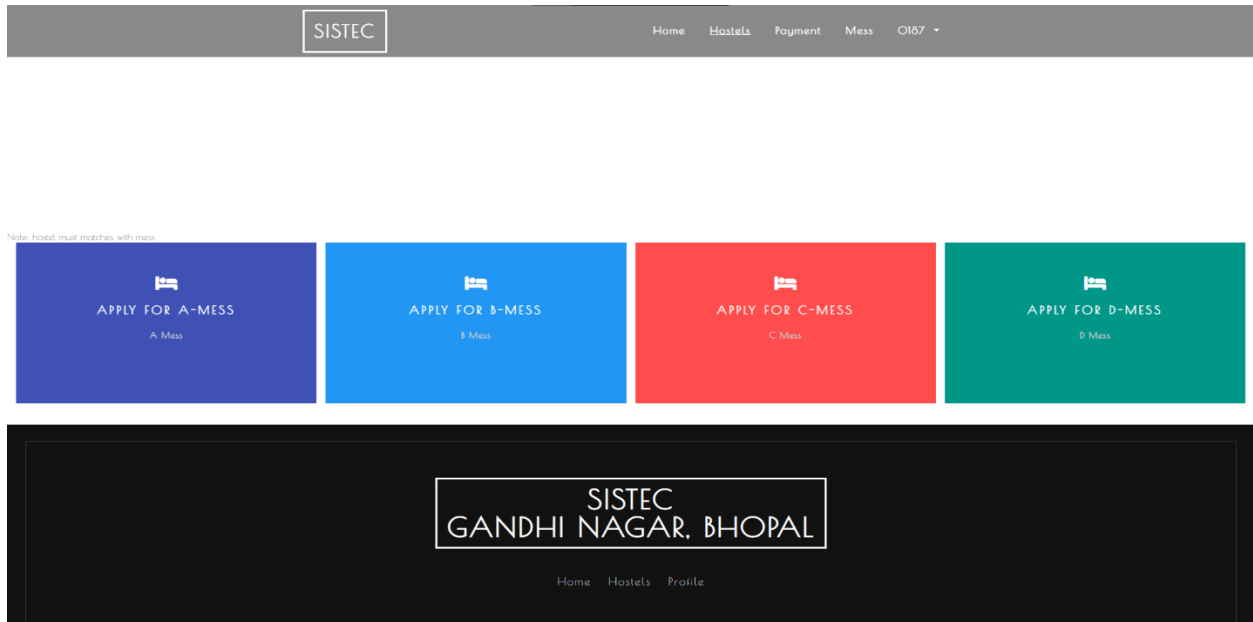
13. Student dashboard page...



14. Student Register for Hostel...



15. Student register for mess...



16.Student Pay fee first...

SISTEC

[Home](#) [Hostels](#) [Payment](#) [Mess](#) [OI&7](#) ▾

Payment Form

SISTEC
GANDHI NAGAR, BHOPAL

17.Student profile...

SISTEC

[Home](#) [Hostels](#) [Payment](#) [Mess](#) [Logout](#)

☰

📁

✉

PERSONAL INFO

MOHIT MODI

Student

Roll No

: OI&7

PHONE

: 123456

DPT

: CSE

YEAR OF STUDY

: 4th



विद्या ददाति विनयम्

www.sistec.ac.in

Chapter 8

Deployment

CHAPTER-8

DEPLOYMENT

8.1 INTRODUCTION

This chapter describes how to deploy the project on a fresh machine. It includes Installation steps & snapshots of pre-required software's like XAMPP . XAMPP is a short form for Cross-Platform, Apache, MySQL, PHP, and Perl. XAMPP is a popular cross-platform web server that allows programmers to write and test their code on a local webserver. It includes MariaDB, Apache HTTP Server, and interpreters for PHP and Perl, among other computer languages

8.2 Installation of XAMPP Server

8.2.1 Download XAMPP Server

XAMPP is a release made available by the non-profit project Apache Friends. Versions with PHP 5.5, 5.6, or 7 are available for download on the Apache Friends website.

8.2.2 Run .exe file

Once the software bundle has been downloaded, you can start the installation by double clicking on the file with the ending .exe

8.2.3 Deactivate any antivirus software

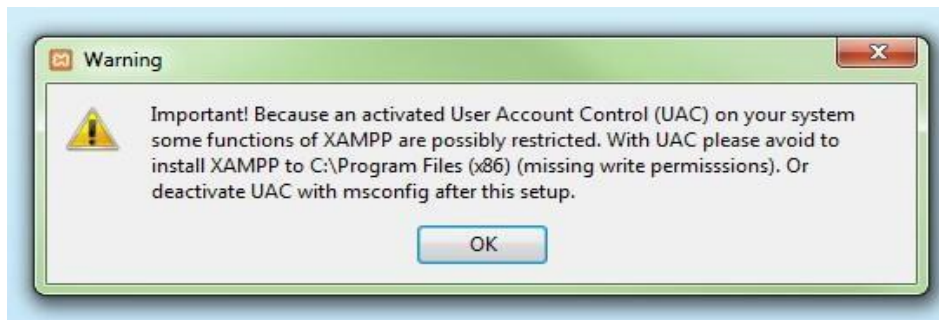
Since an active antivirus program can negatively affect the installation process, it's recommended to temporarily pause any antivirus software until all XAMPP components have successfully been installed.



8.2.4 Deactivate UAC



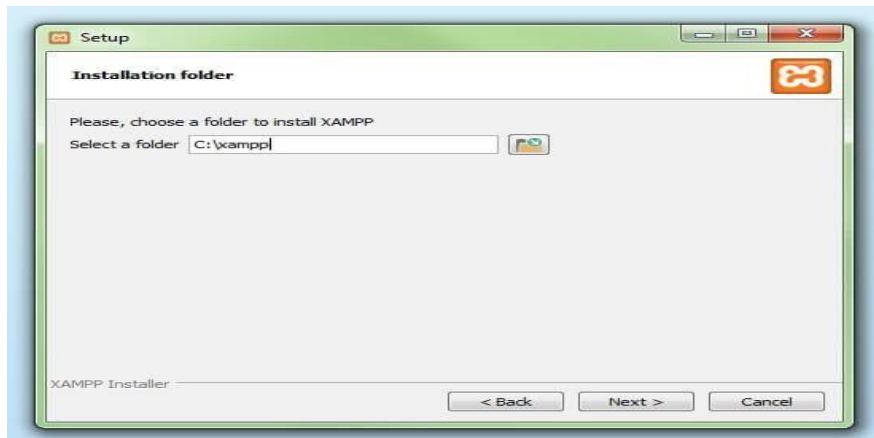
User Account Control (UAC) can interfere with the XAMPP installation because it limits writing access to the C: drive, so we recommend you deactivate this too for the duration of the installation process. To find out how to turn off your UAC, head to the Microsoft Windows support pages.



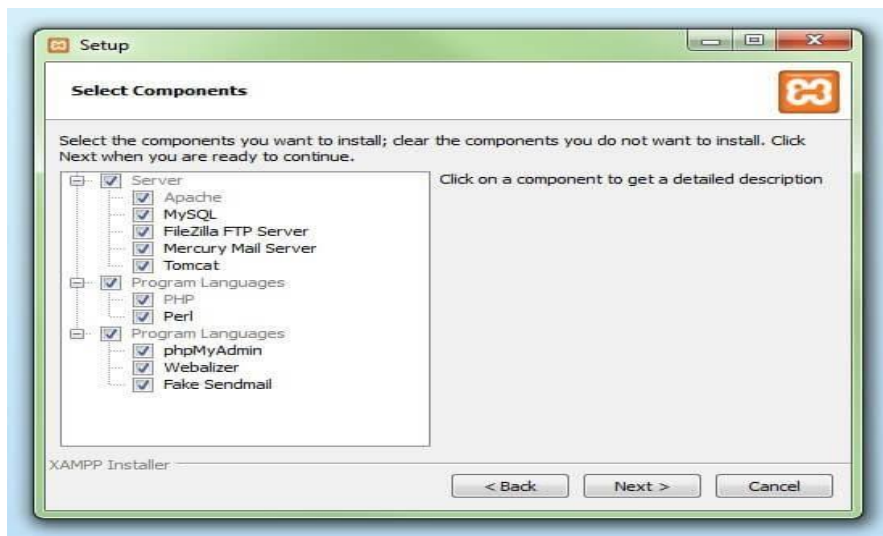
8.2.5 Start the setup wizard

After you've opened the .exe file (after deactivating your antivirus program(s) and taken note of the User Account Control, the start screen of the XAMPP setup wizard should appear automatically. Click on 'Next' to configure the installation settings

8.2.6 choose software component



Under ‘Select Components’, you have the option to exclude individual components of the XAMPP software bundle from the installation. But for a full local test server, we recommend you install using the standard setup and all available components. After making your choice, click ‘Next’.



8.2.7 Choose the installation directory

In this next step, you have the chance to choose where you’d like the XAMPP software packet to be installed. If you opt for the standard setup, then a folder with the name XAMPP will be created under C:\ for you. After you’ve chosen a location, click ‘Next’.

8.2.7 installation process

Once all the aforementioned preferences have been decided, click to start the installation. The setup wizard will unpack and install the selected components and save them to the designated directory. This process can take several minutes in total. You can follow the progress of this installation by keeping an eye on the green loading bar in the middle of the screen



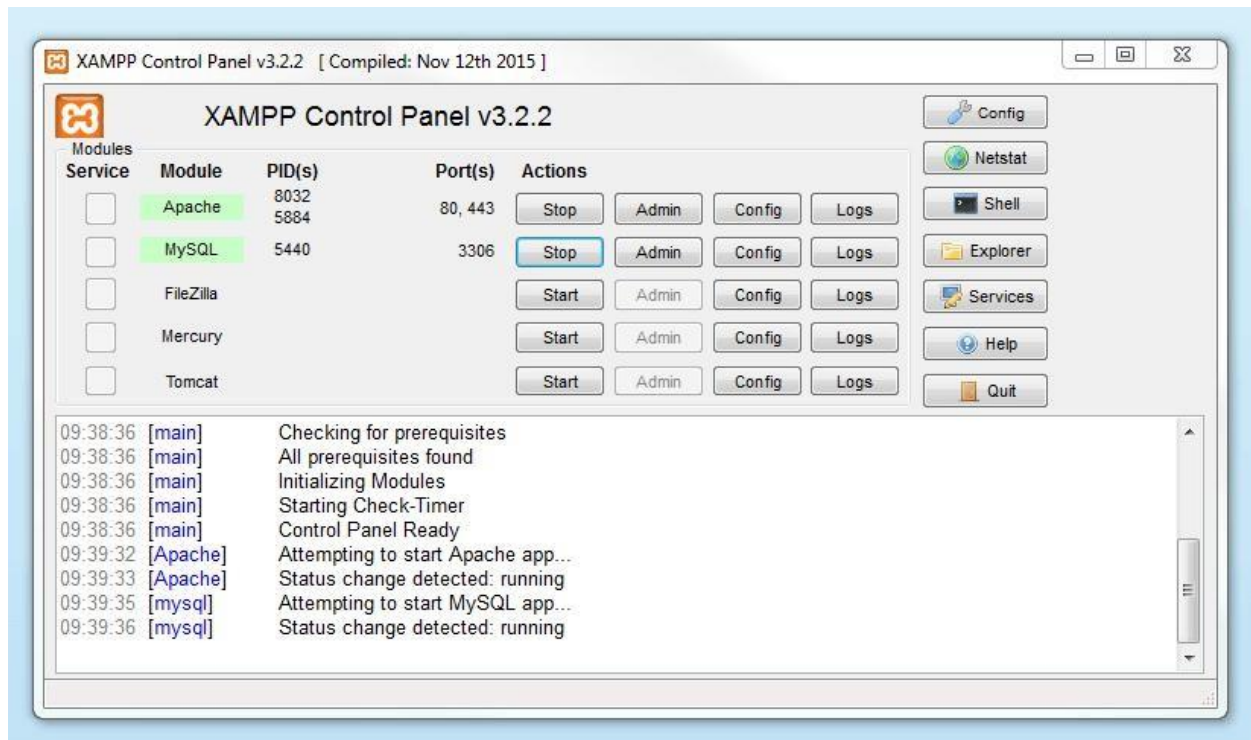
8.2.8 complete installation

Once all the components are unpacked and installed, you can close the setup wizard by clicking on 'Finish'. Click to tick the corresponding check box and open the XAMPP Control Panel once the installation process is finished



8.2 Starting modules

Individual modules can be started or stopped on the XAMPP Control Panel through the corresponding buttons under ‘Actions’. You can see which modules have been started because their names are highlighted green under the ‘Module’ title.



8.4 Deploy project on XAMPP Server

Okay so here is the most interesting step. Locate the directory where you installed your XAMPP application. and then go to “.../XAMPP/htdocs/“. Extract the project zip file in htdocs folder. Next, import minor_project_db.sql file to your phpmyadmin , which came after extraction of zip file.

Finally, project can be executed by typing following url in browser :localhost/minor_project/index1.php

REFERENCE

<https://www.w3schools.com/php/>

https://www.w3schools.com/bootstrap/bootstrap_ver.asp

<https://www.w3schools.com/w3css/default.asp>

<https://www.w3schools.com/sql/default.asp>

<https://www.w3schools.com/css/default.asp>

<https://www.w3schools.com/html/default.asp>

<https://www.geeksforgeeks.org/css-tutorials/>

<https://www.geeksforgeeks.org/web-development/?ref=lbp>

<https://www.geeksforgeeks.org/bootstrap-tutorials/?ref=lbp>

<https://www.geeksforgeeks.org/php-tutorials/?ref=lbp>

PROJECT SUMMARY

About Project

Title of the project	<i>The Four Year Relation</i>
Semester	<i>5th</i>
Members	<i>Aryan Shah , Mohit modi, Gunjan Khilwani, , Harshita Soni</i>
Team Leader	<i>Aryan Shah</i>
Describe role of every member in the project	<i>Frontend: Mohit, Harshita Backend: Aryan, Gunjan Documentation: Gunjan, Harshita, Aryan</i>
What is the motivation for selecting this project?	<i>The primary purpose for making this project is to solve REAL WORLD PROBLEMS. This project provides a platform which helps students to find room availability in College Hostel from any location according to their needs.</i>
Project Type (Desktop Application, Web Application, Mobile App, Web)	<i>Web Application</i>

Tools & Technologies

Programming language used	<i>Html, CSS, Javascript, PHP</i>
Compiler used (with version)	
IDE used (with version)	<i>Sublime text 4 (version: build 4113) , MS VS Code (version: 1.56)</i>
Front End Technologies (with version, wherever Applicable)	<i>Html 5, CSS 3, Bootstrap Framework 5.1.1 , Javascript</i>

Back End Technologies (with version, wherever applicable)	<i>PHP (version 7.3)</i>
Database used (with version)	<i>MySQL(1.2.12) and PHP my admin</i>

Software Design& Coding

Is prototype of the software developed?	<i>No</i>
SDLC model followed (Waterfall, Agile, Spiral etc.)	<i>Agile Model</i>
Why above SDLC model is followed?	<i>Agile model has a set of guidelines that are: small, highly motivated project team and supports changing requirements. We need both guidelines to develop our project.</i>
Justify that the SDLC model mentioned above is followed in the project.	<i>We are the team of four members. Since, we didn't exactly know all the functionalities or the functionalities were frequently changing, we use Agile model, so that we could make desired changes whenever needed.</i>
Software Design approach followed (Functional or Object Oriented)	
Name the diagrams developed (according to the Design approach followed)	<i>Use Case diagram, Table Structures, class diagram and Er Diagram</i>
In case Object Oriented approach is followed, which of the OOPS principles are covered in design?	

No. of Tiers (example 3-tier)	
Total no. of front end pages	23
Total no. of tables in database	12
Database is in which Normal Form?	2NF
Are the entries in database encrypted?	Yes(password are encrypted)
Front end validations applied (Yes / No)	Yes
Session management done (in case of web applications)	Yes
Is application browser compatible (in case of web applications)	Yes
Exception handling done (Yes / No)	Yes
Commenting done in code (Yes / No)	Yes
Naming convention followed (Yes / No)	Yes
What difficulties faced during deployment of project?	<i>We didn't exactly know all the functionalities and the functionalities were frequently changing this thing made the project little bit complex for us</i>
Total no. of Use-cases	1
Give titles of Use-cases	<i>The four year relation</i>

Project Requirements

MVC architecture followed (Yes / No)	
If yes, write the name of MVC architecture followed (MVC-1, MVC-2)	
Design Pattern used (Yes / No)	
If yes, write the name of Design Pattern used	
Interface type (CLI / GUI)	<i>GUI</i>
No. of Actors	<i>3</i>
Name of Actors	<i>Admin, Manager, Student</i>
Total no. of Functional Requirements	<i>19</i>
List few important non- Functional Requirements	<i>Correctness, Flexibility, Reliability and Maintainability.</i>

Testing

Which testing is performed? (Manual or Automation)	<i>Manual</i>
Is Beta testing done for this project?	<i>No</i>

Write project narrative covering above mentioned points

The title of project is THE FOUR YEAR RELATION This project provides a platform which helps students to find room availability in College Hostel from any location according to their needs. This is a web application which runs on any browser we make this website with the help of sublime text editor and Microsoft vs code IDE which supports HTML, CSS, JS, Php programming languages and MySQL for database. This project follows the Agile SDLC model because we didn't exactly know the functional requirement, we use Agile model, so that we could make desired changes whenever needed. We applied the frontend validations also and for security purpose the database password entry is encrypted, for better understanding of project we made a class diagram, use case diagram, ER Diagram and also done the commenting in code exception handling and session management also. The interface is GUI based and we have 3 actors in our project which is Admin, hostel manager, student. We gave 19 functional dependencies according to the role of actors. We also done the manual testing on different compatible browser with latest version of it.

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(0537CS191019)
Mohit Modi
(0187CS191091)
Gunjan Khilwani
(0187CS191058)
Harshita Soni
(0537CS191063)

(Prof. Rahul Dubey sir)

APPENDIX-1

GLOSSARY OF TERMS

(In alphabetical order)

A

ASD Agile Software Development. An approach to software development under which requirements and solutions evolve through the collaborative effort of self-organizing and small highly motivated team. It advocates continual improvement and encourages rapid and flexible response to change.

C

CD Class Diagram. A class diagram in the unified modeling language is a type of static structure diagram that describe the structure of a system by showing the system's classes, their attributes, operations, and the relationships among objects.

CSS Cascading Style Sheets. CSS describes how HTML elements are to be displayed on screen, paper, or in other media. It can control the layout of multiple web pages all at once.

E

ERD Entity Relationship Diagram. ERD is a diagram that displays the relationship of entity sets stored in a database. ERD help to explain the logical structure of databases. ER Diagrams are created on the basic concepts: entities, attributes and relationships.

F

FR Functional Requirements. FR are the working characteristics of a product. These are based on how end users will use the product.

G

GHz Gigahertz. A computer's processor clock speed determines how quickly the central processing unit (CPU) can retrieve and interpret instructions. This helps your computer complete more tasks by getting them done faster.

GUI The graphical user interface, is a type of user interface that allows users to interact with electronic devices through graphical icons and visual indicators such as secondary notation, instead of text-based user interfaces, typed command labels or text navigation. GUIs were introduced in

reaction to the perceived steep learning curve of command-line interfaces (CLIs), which require commands to be typed on a computer keyboard.

GB Gigabyte. The gigabyte is a multiple of the unit byte for digital information. One gigabyte is one billion bytes.

H

HTML Hypertext Markup Language. HTML is formatting system for displaying material retrieved over the Internet. Each retrieval unit is known as a Web page, and such pages frequently contain hypertext links that allow related pages to be retrieved.

I

IDE An Integrated Development Environment (IDE) is a software suite that consolidates the basic tools developers need to write and test software.

M

MVC Model View Controller is a software design pattern commonly used for developing user interfaces that divides the related program logic into three interconnected elements. This is done to separate internal representation of information from the ways information is presented to and accepted from the user.

N

NFR Non-Functional Requirements. NFRs define system attributes such as security, reliability, performance, maintainability, scalability etc.

O

OOP Object Oriented Programming. OOP is a computer programming model that organizes software design around data, or objects, rather than functions and logic.

U

UML Unified Modelling Language. It is a general purpose modelling language. It's not a programming language, it is rather a visual language. UML is linked with object oriented design and analysis. UML makes the use of elements and forms associations between them to form diagrams.