

# Assign Platform for the Trains

*A Computer Aided Software Engineering Lab*

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**Submitted To:**

Mr. Vikas Mishra  
Assistant Professor,  
Department of Computer Science Engineering

**Submitted By:**

Aditya Sikarwar  
Ashutosh Joshi  
CS-A (2012-2016)

# 1. ABSTRACT

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“Assign Platform to the Trains” is a UG project to provide information about the trains. Present time is the era of very fast delivery of information with effectiveness and accuracy. This is the time of smartphones, tablets and smart computers which are connected to each other and information travels with the speed of light. Train plays an important role in transportation and one of the suitable way of travelling from one place to another.

Our project deals with the use of present technological aspects in the field of Computer Science to make a system to assign the platform for the trains.

## 2. Why We Chosen this Project?

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The main objective of a software is to solve the real life human problems and make the life better. From a long time, trains are an essential medium of transportation. So that's why we chosen this project to make a software for the platform assistance to the trains which is based on the current technological scenarios.

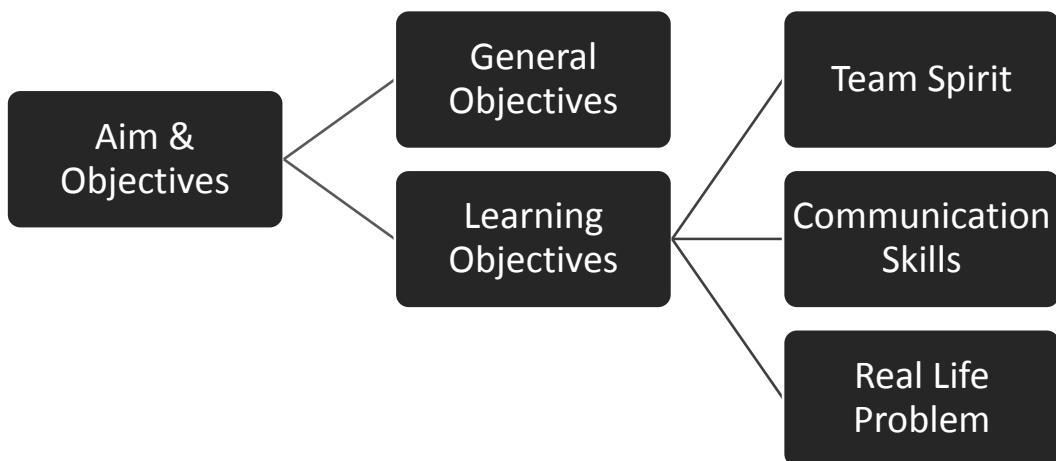
### **Reasons to select this project:**

- ✓ The project is to assign the platform for the trains and can be useful to everyone.
- ✓ The validity of the project is for a very long time period.
- ✓ Validity and scope of the project facilitate many developers to work and implement new ideas in the project.
- ✓ Non-technical people also contribute in the projects.
- ✓ Project required much and much survey, reports and interactions to make it feasible.
- ✓ The implementation of the project is going to provide knowledge and cover the major part of our studies.

### 3. Aim & Objective:

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There are two main objectives of the project.



#### 3.1 General Objective:

To develop a system to assign the platform to the trains. The User will submit its details and will get the required information about the trains.

#### 3.2 Learning objective:

Knowledge Development: The development of the system require the knowledge of the many computer languages which the developer is going to learn and it will increase the knowledge of the developer.

**3.2.1 Team Spirit:** The developer has worked in a team of two members which is helpful for developing the better interactions of ideas, work & time management, flexibility and adaptability.

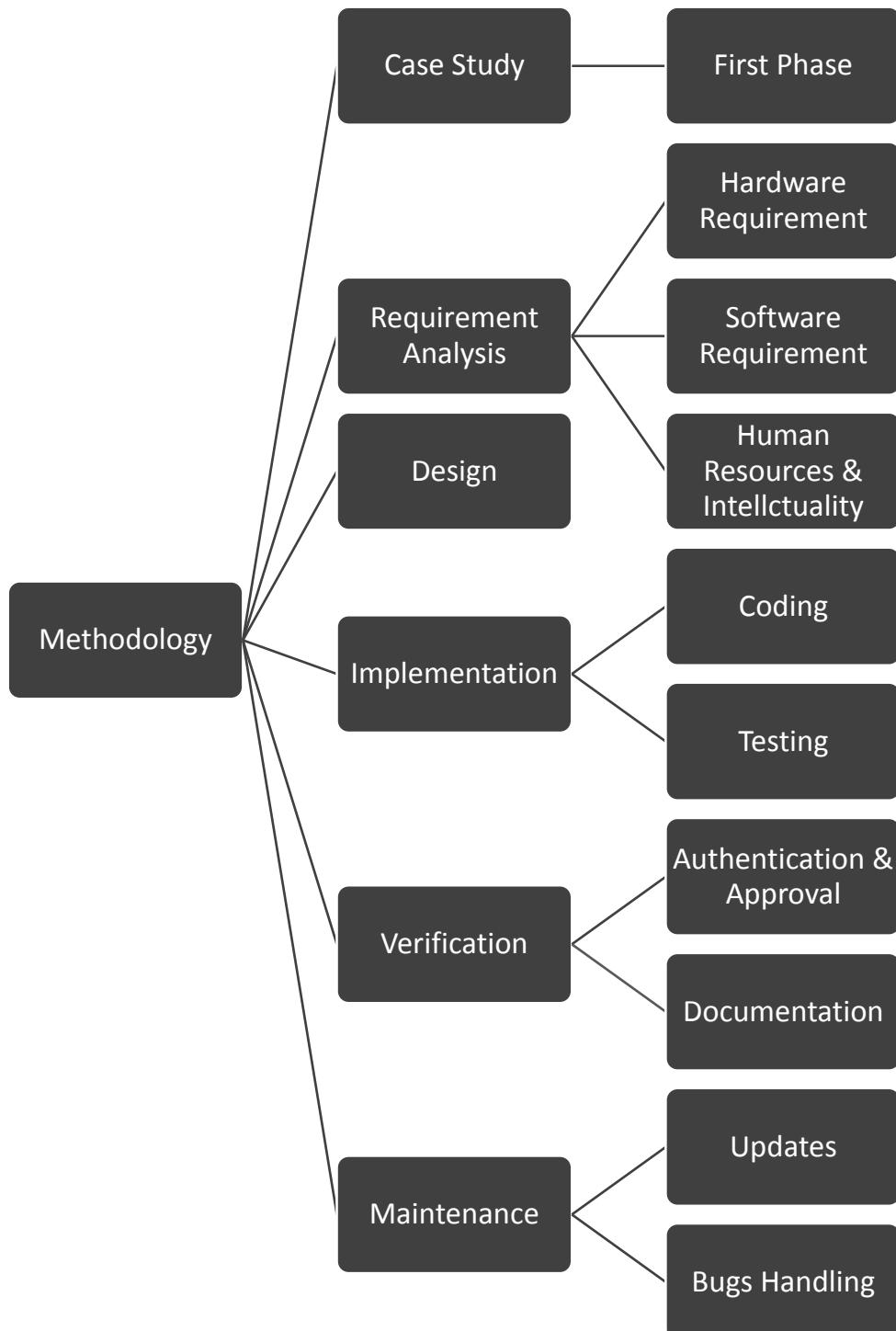
**3.2.2 Communication Skills:** The development of the project require medical help from doctors, reviews and surveys, and interaction with teachers, professors and people which is also helpful in development of communication skills.

**3.2.3 Real Life Platform:** The development of project also provide a real life platform to develop a software ranging from an idea to its final state of product. The real life platform give an experience and learn how to use opportunities.

# 4. Methodology

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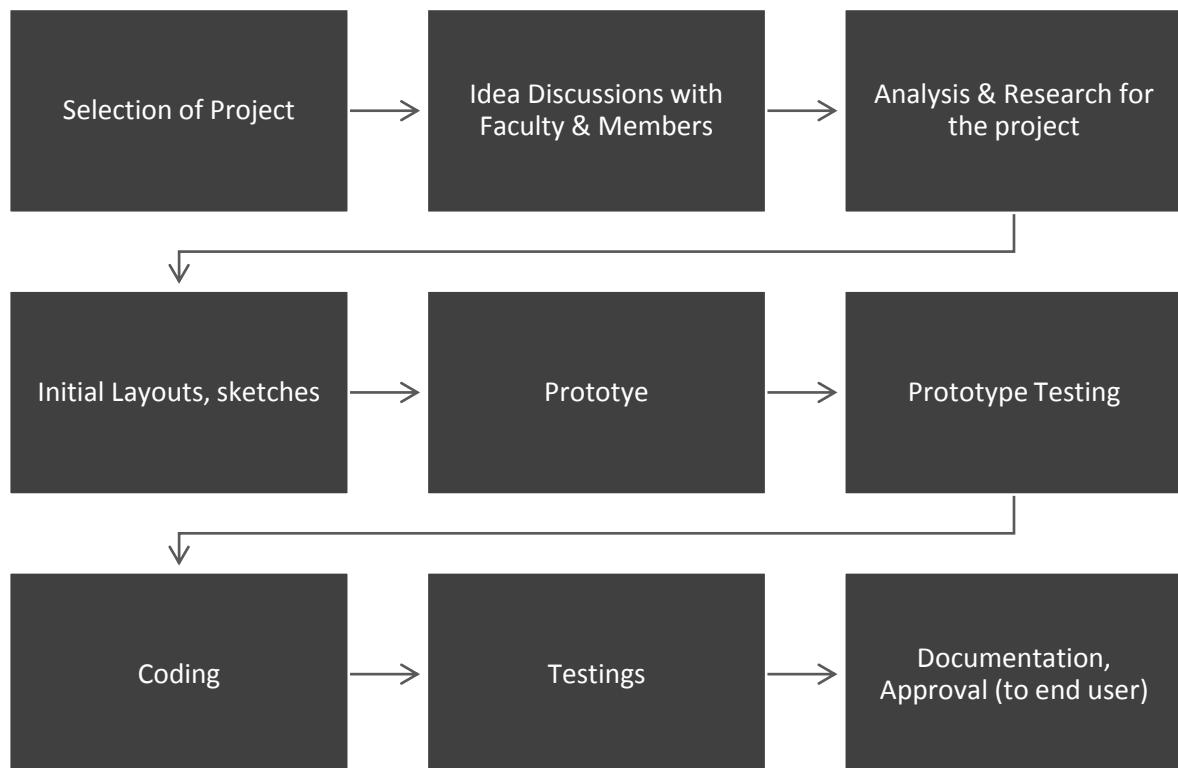
**Methodology is categorised as follow:**



**4.1 Case Study:** It is the starting step of the project. It deals with the research and analysis of the whole project and give the working strategies for the upcoming phases of the project which have mentioned. In case study we analysed the project on the basis of feasibility, time-management, requirement, final-output, effectiveness and efficiency. It is the prediction and planning phase for the flow of the project throughout the different phases. We set the plan for each and every section of the project like:

- ✓ How this section will work?
- ✓ How will be designs, sketches and layouts?
- ✓ How will we going to manage all the phases?
- ✓ What kind of contents does this software require?
- ✓ What are the ideas and thoughts of the client?
- ✓ How are we going to put the ideas and thoughts in the project?

**We had set our perspective as follows:**



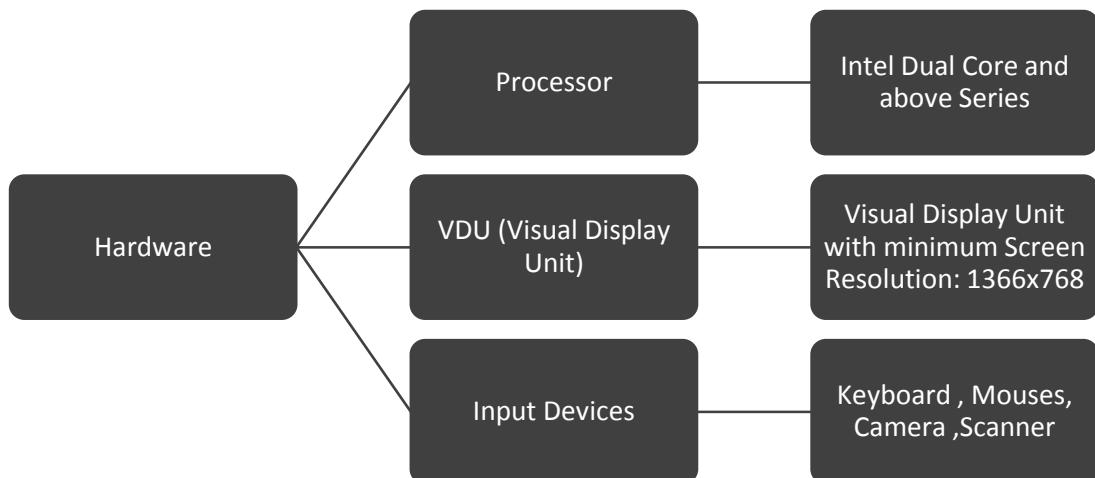
## **4.2. Requirement Analysis:**

The requirement analysis deals with resources which are going to be required for the implementation of the project. The requirement can also be fulfilled with the help of resource management. The requirements are categorised in the following categories:

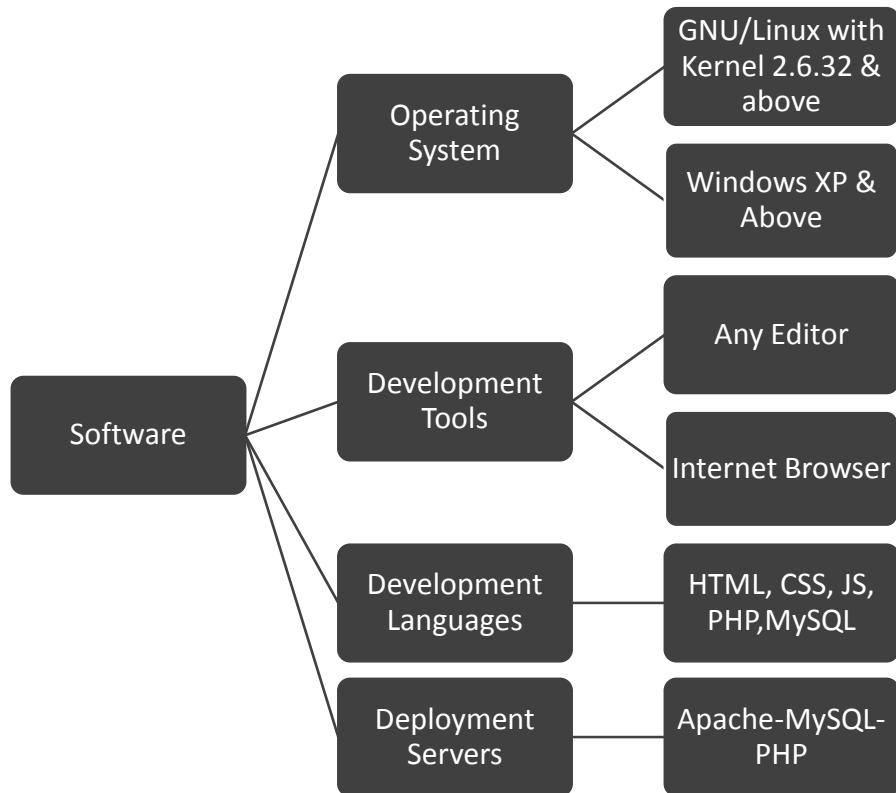
**4.2.1. Hardware Requirement:** This section deals with the requirement of the hardware aspects of the current time gadgets to implement and use the project and making it live.

### ***For Development:***

***A computer with the following hardware can be used for development:***



#### **4.2.2. Software Requirement:**



#### **4.2.3. Human Resources and Intellectuality:**

This section deals with the programmers and developers. We have categorised the knowledge of any developers into three categories:

**Front End Designers:** HTML ,CSS ,JavaScript

**Backend Designers:** GNU/Linux, PHP, MySQL

**Graphic Designers:** Vector Graphics, Photoshop and Illustrator

**4.3 Design:** Design consist the diagrams, flowcharts and sketches to represent the idea behind the project. Design makes the project alive and give the clear understanding of the project. We have layouts, sketches as follows:

LOGO

## LOGIN PAGE

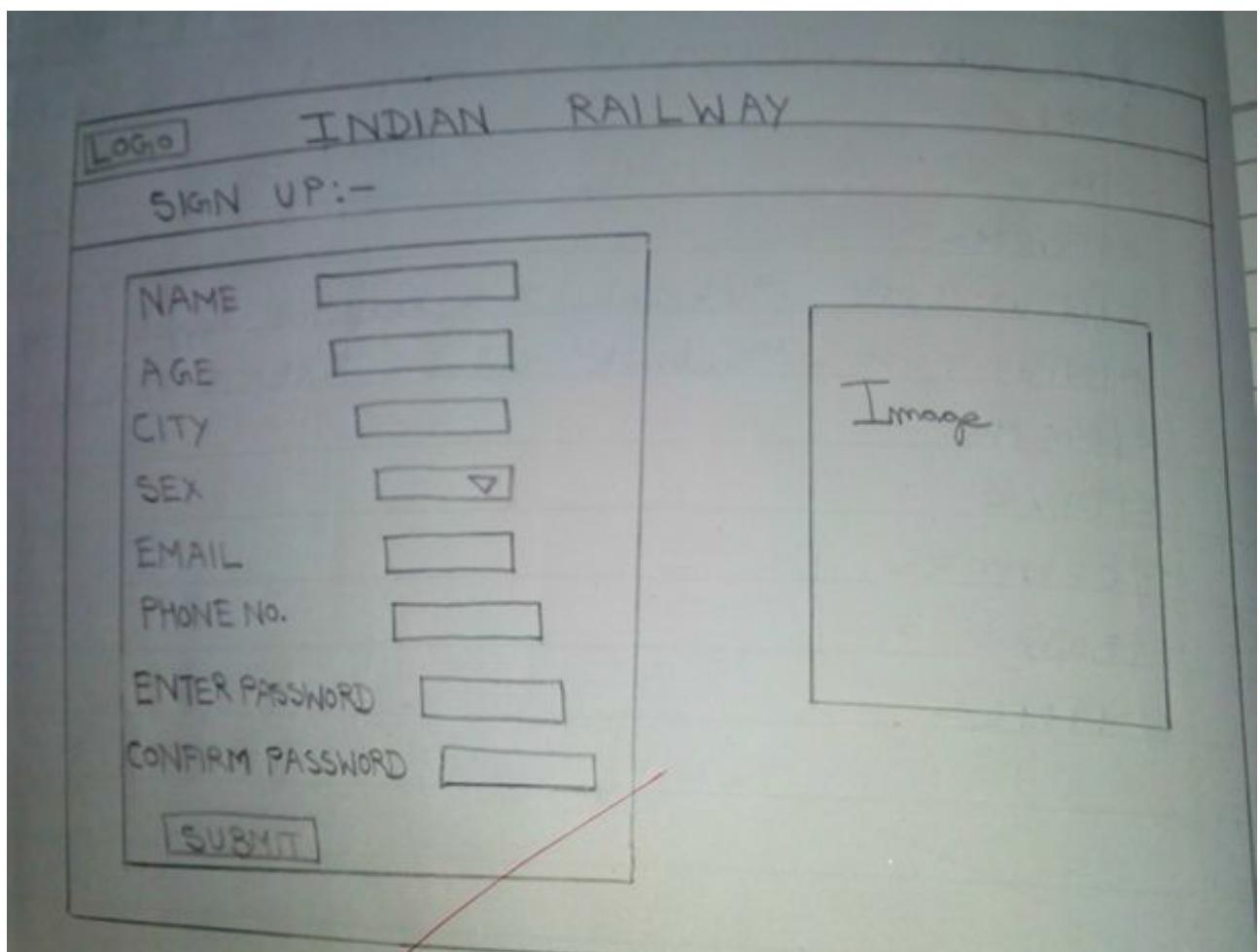
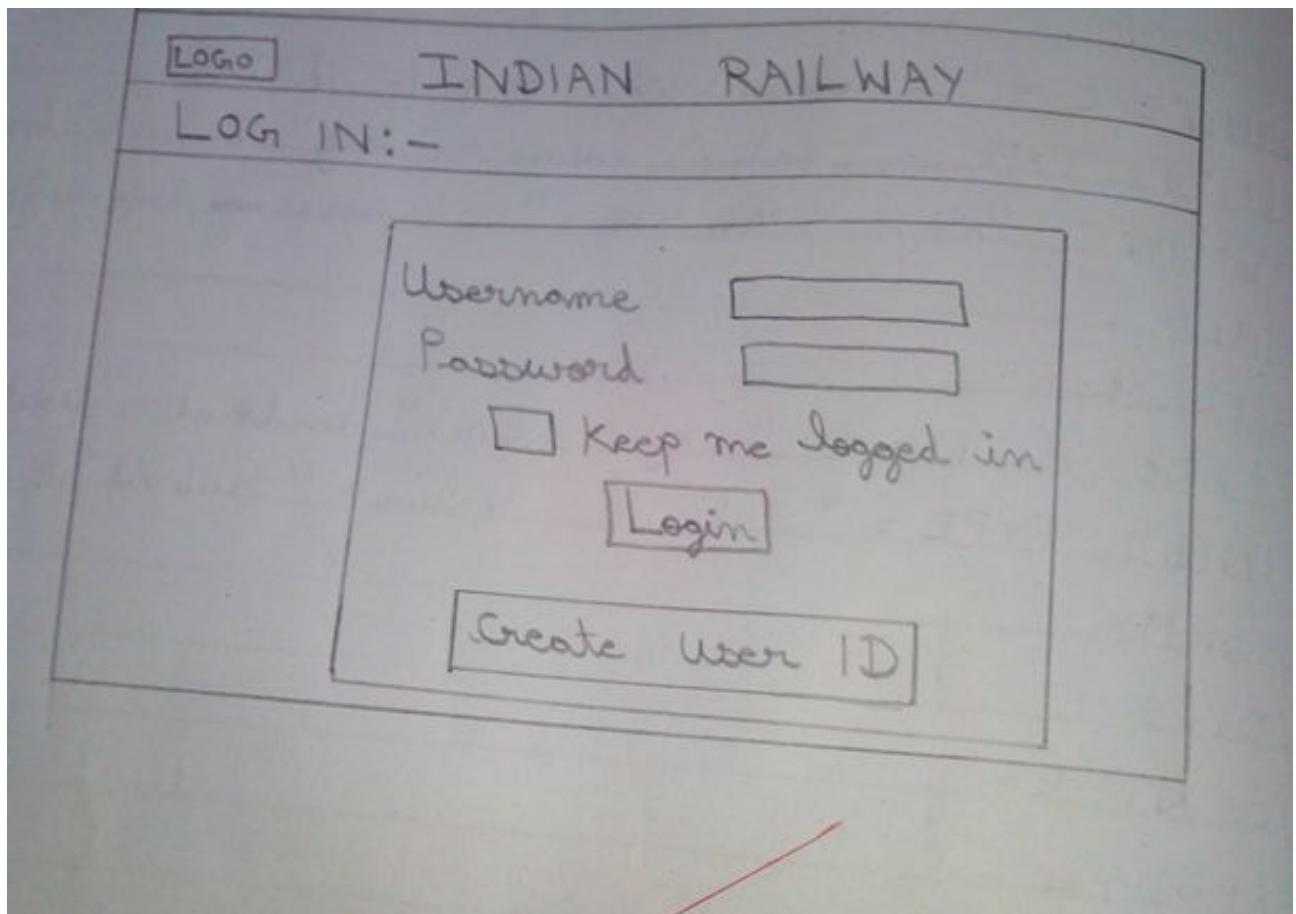
• USER

Image

• ADMIN

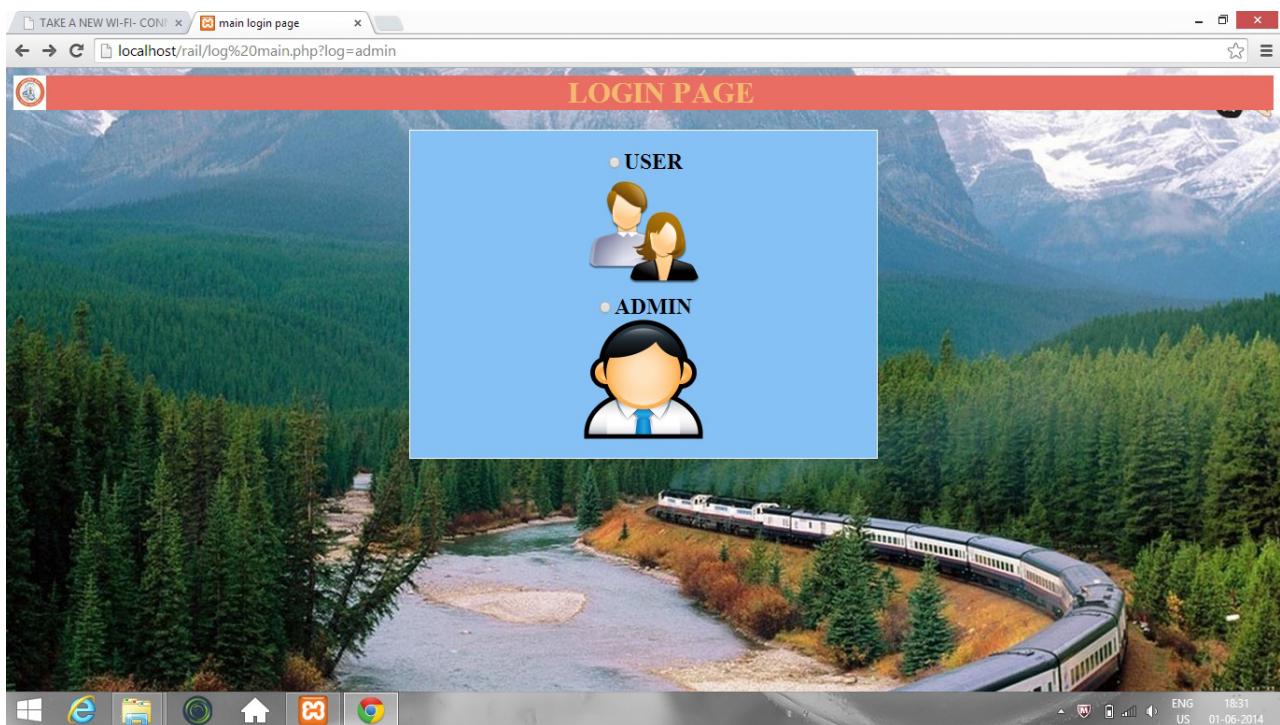
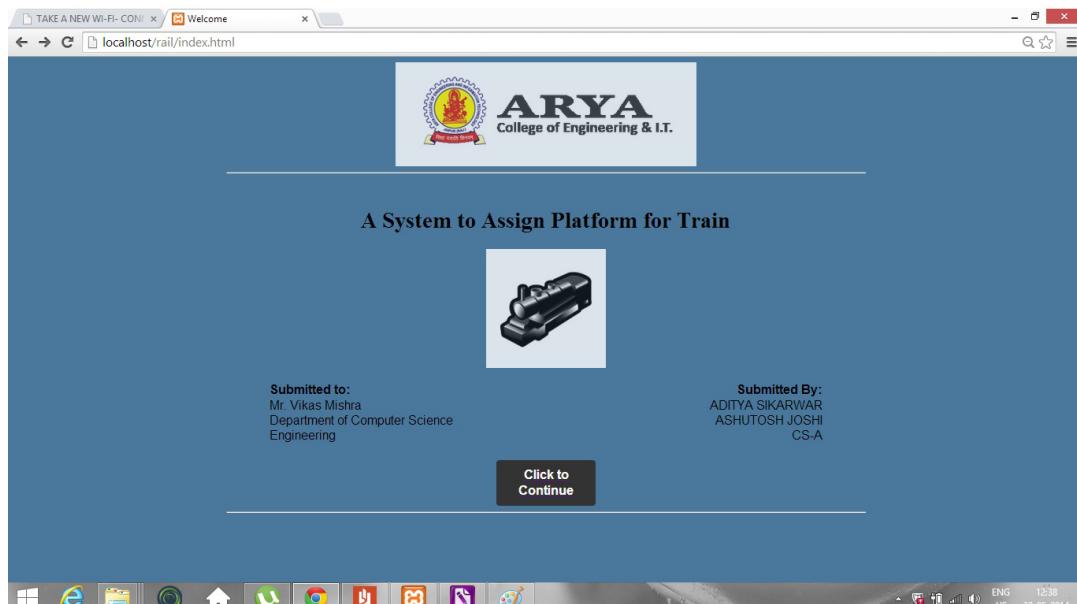
Image

SUBMIT



**4.4 Implementation:** It is the part of project which deals with coding and testing of the project. We have done our coding part and tested it on many platforms also including mobile based platforms. This phase also used for increasing efficiency and interactions of our coding. We've used many interaction methods like image compression, removes blocks of codes and make the things user friendly.

### Short Recap of Project:



TAKE A NEW WI-FI- CON sign up

localhost/rail/sign.php

## INDIAN RAILWAY

### SIGN UP:-

USERNAME

NAME

AGE

CITY

SEX  MALE

EMAIL

PHONE NO.

ENTER PASSWORD

CONFIRM PASSWORD



Windows taskbar icons: File Explorer, Internet Explorer, File Manager, Control Panel, Home, Task View, Google Chrome, File Manager, Task View, File Manager, Paint.

System tray: ENG US 12:40 30-05-2014

-FI- CON log in

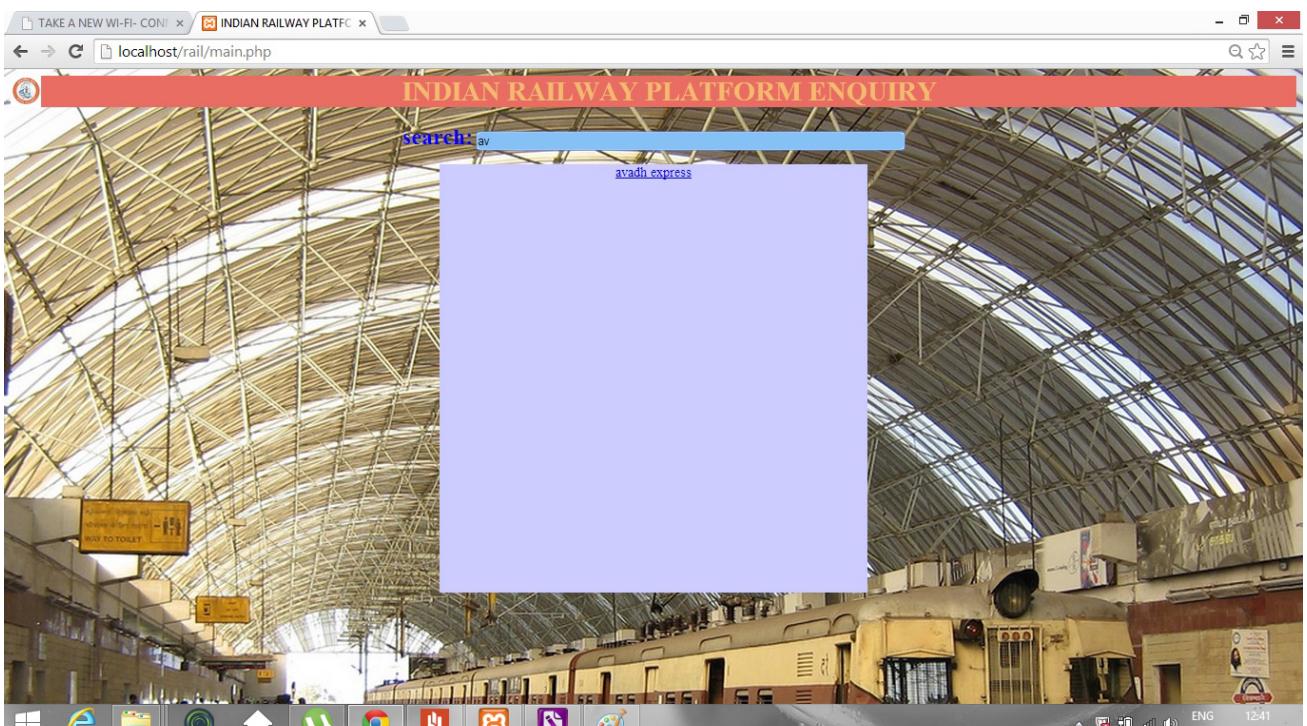
localhost/rail/login.php?

## INDIAN RAILWAY

Username:

Password:

keep me logged in



The screenshot shows a web browser window titled "INDIAN RAILWAY PLATFC" with the URL "localhost/rail/result.php?train\_no=17777&train\_name=rr%20exp&station=agra&stop=2&time=14.00". The main content area is titled "PLATFORM DETAILS" and contains a table with the following data:

Train No	Train Name	Station	Platform	Time
17777	rr exp	agra	2	14.00

Below the table is the Indian Railways logo, which is circular with the text "भारतीय रेल" and "INDIAN RAILWAYS" around the perimeter and a central emblem.

The browser's taskbar shows various icons, and the system tray indicates the date as 01-06-2014 and the time as 19:29.

So these are the some still from the project.

Implemented project info here:

We had coded the project in Brackets Editor.

Project can be cloned from our github repositories.

4.5 Verification: It is the part in which project is verified from the respective authorities under which we are making the project. The Project has been developed under the guidance of Mr. Vikas Mishra.

**4.5.1: Approval:** The Project has been submitted for the verification and final output is in approval phase.

**4.5.2: Documentation:** A short documentation will be added with the project to provide information to the future developers and reviewer.

**4.6 Maintenance:** The project is maintained and updated by us under the guidance of Mr.Vikas Mishra. To increase the effectiveness and efficiency of the project we always welcome the review and suggestion at the featured profile. User can get connect with us there and provide us a valuable feedback.

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