# ONLINE EXAMINATION SYSTEM (QUIZ)

## PROJECT REPORT

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# ABSTRACT

Online examination system is a web-based examination system where examinations are given online. either through the internet or intranet using computer system. The main goal of this online examination system is to effectively evaluate the student thoroughly through a totally automated system that not only reduce the required time but also obtain fast and accurate results. This framework will help the college/Institution to assess the inquiry have different alternative with one right reply. The college/Institution can direct the online examination and report the outcome in a couple time. The examination office is in charge of the creating the inquiry paper and it would be totally secure. Online Examination framework give remotely access to understudies. It assists the inspector with reducing the work of leading exam, checking answer sheets and producing result. All these work is finished by the machine. All the information is put away on the server.

# 1 INTRODUCTION

## 1.1 Introduction

Online examinations contents providers to focus on creating effective assessment questions and focusing on exam's feedback delivery to students. In the paper we present techniques that are pertinent to the elements of assessment process: answers submission, computerized grading, and feedback after submission.

## 1.2 Background

Online Examination System is a system through which many educational institutions and all users can benefit from. Many institutions use various paper materials and pens to process the manual examination. But in this system, it provides the student information, questionnaires, and answers and automatically computes the scores. It is conducted through the website which improves accessibility for remote candidates. Today many organizations conducts online examinations worldwide successfully and issue results online. There are advantages and disadvantages in online examinations. The advantage is that it can be conducted for remote candidates and evaluation of answers can be fully automated for multiple choice. Questions can be evaluated manually or through automated system, depending on the nature of the questions and the requirements. The disadvantage is there is no method to identify whether the exact students take that exam.

## 1.3 Objectives

We are highly motivated to introduce or develop a new system namely 'Online Examination System' having the following features.

- Reduces time consumption.
- Being an integrated online examination system reduce paper work.
- Questions can have multiple options.
- The result will be shown after every quiz.
- It would enable educational institutes to perform testes quiz and create feedback forms.

## 1.4 Scope Of The Project

Scope of this project is very broad in terms of other manually taking exams. Few of them are :-

- Can be used anywhere any time as it is a web based application.
- No restriction that examiner has to be has to be present when the candidate takes the test.
- Design to facilitate administrator and user.
- Online examination is designed for educational institutes like schools, colleges and private institutes to conduct logic test for their students or employees.

## 1.5 Environment

Tools :-

- Code editor: Sublime text/ Brackets
- Server: Xammp
- Database: Mysql

### 1.6 Organization of The Project Report

The organizations of the project report are as follows: Section 2, we discuss the motivation systems of "Online Examination System" that able to clear our intention to develop our system with saving time, energy. Manually, it is very time-consuming process. Section 3 introduces requirements specification. Section 4, we discuss about the design of the system. Implementation and testing are discussed in Section 5. Section 6 introduced system requirements, hardware requirements, software requirements and user manual having all the screenshots. Limitation and future works are defined in Section 7. Finally, conclusion of the project are defined in Section 8.

### 1.7 Conclusion

The "Online Examination System" is a system that provide a interface where sign up, sign in and log in option are available. The admin can update questions, remove the user, see rank and see feedback details. A user select a quiz and start, see their exam detail sand his/her rank.

## 2 MOTIVATION

### 2.1 Introduction

The "Online Examination System"provides the student information, questionnaires, and answers and automatically computes the scores. Various paper materials and pens is use to take the manual examination,but we want to give the better examination system through this online application where there is no need of paper materials and pens.

### 2.2 Target Audience

We have some target audience to use this application. Those are....

- Those who are give online examination with accuracy and reducing those time consumption.
- Faculty those who are creating question paper for the student or we can say that online examiner.

### 2.3 Conclusion

Student can give the exam without the need of going to any physical destination. They can view the result at the same time. Thus the purpose of the application is to provide a system that saves the efforts and time of both faculty and the students.

## 3 REQUIREMENT SPECIFICATION

### 3.1 Introduction

This application is used to conduct Online Examination System (Quiz). The students can sit at individual terminals and login to write the exam in the given duration. . The questions have to be given to the students. This application will perform correction, display the result immediately and also store it in database. This application provides the administrator with a facility to add new exams. This application provides the Instructor add questions to the exam, modify questions in the exam in a particular exam. This application takes care of authentication of the administrator, Instructor as well as the student.

Figure 1: Function of feasibility study

## 3.2 Feasibility Study
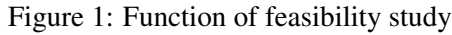
"Feasibility Study" is a test of the system according to its work ability, impact of the organization, ability to meet user needs and effective use of the resources.We can test our system by different type of the feasibility's. There are 3 types of the feasibility's which are discussed here.

### 3.2.1 Objective Of Feasibility Study

A feasibility study evaluates the project's potential for success. So before start to design and develop a system feasibility study is very much important. From the feasibility study of the project,we have identified four fundamental criteria. As a feasible project complete successfully, the project will complete successfully. The four dimensions are:

- Technical feasibility
- Economic feasibility
- Schedule feasibility

**i) Technical Feasibility :**   A study of resource availability that may affect the ability to achieve an acceptable system. This evaluation determines whether the technology needed for the proposed system is available or not. This system can be made in any language that support good user interface and easy database handling.

**ii) Economic Feasibility :**   Economic feasibility determines whether the required software is capable of generating financial gains for an organization. It involves the cost incurred on the software development team, estimated cost of hardware and software, cost of performing feasibility study, and so on. For this, it is essential to consider expenses made on purchases (such as hardware purchase) and activities required to carry out software development. In addition, it is necessary to consider the benefits that can be achieved by developing the software. Software is said to be economically feasible if it focuses on the issues listed below.A system request is economically feasible if the projected benefits of the proposed system outweigh the estimated cost involved in developing, installing and operating it. To determine economic feasibility, we ascertain the following:

- The system is economic feasible in the sense that users need not to go to real estate company.
- No special hardware is needed. So, Estimate the cost of needed equipment, the hardware that will be needed to develop the system. For example: need of a personal computer.
- Estimate the cost of purchasing the necessary software.
- Estimate the benefits that will result from the proposed system. Economic feasibility is usually answered from cost/benefit analysis. The purpose of cost estimation helps to classify what the system is going to do.

**iii) Schedule Feasibility :**  Schedule feasibility defines the degree to which a deadline for a strategy, plan, project or process is realistic and achievable. A project will fail if it takes too long to be completed before it is useful. Typically, this means estimating how long the system will take to develop, and if it can be completed in a given time period using some methods like payback period. Schedule feasibility is a measure of how reasonable the project timetable is based on given information the system will perform given tasks. Planning a project strategy and building a project schedule to

- Complete project within time and budget.
- Resource management system.
- Increase team productivity.
- Increase project success rate.
- Realize significant time and resource savings.

We tried to complete the software within time limit. And almost we can do it. The proposed system will easily be accessible and it will be well organized and delivered the right information in the right place.

### 3.3   Requirements Analysis

There are two modules in Requirement analysis :-

- Admin Module
- Student Module

### 3.3.1   Admin Module
- Register
- Login
- Department Entering / Modifying Details
- Student Modifying Details

**Register:**  To Be Authorized First have to be registered.

**Login:**  The Registered user can be allowed to view inner details for which he permitted.

**Department Entering / Modifying Details:**  New questions are add and delete.

**Student Modifying Details:**  This User is permitted to modify each of students details.

### 3.3.2   Student Module
- Register
- Login
- Take Exam
- See Exam Result
- See Rank
- Logout

**Register:**  To Be Authorized First have to be registered.

**Login:**  The Registered user can be allowed to view inner details for which he permitted.
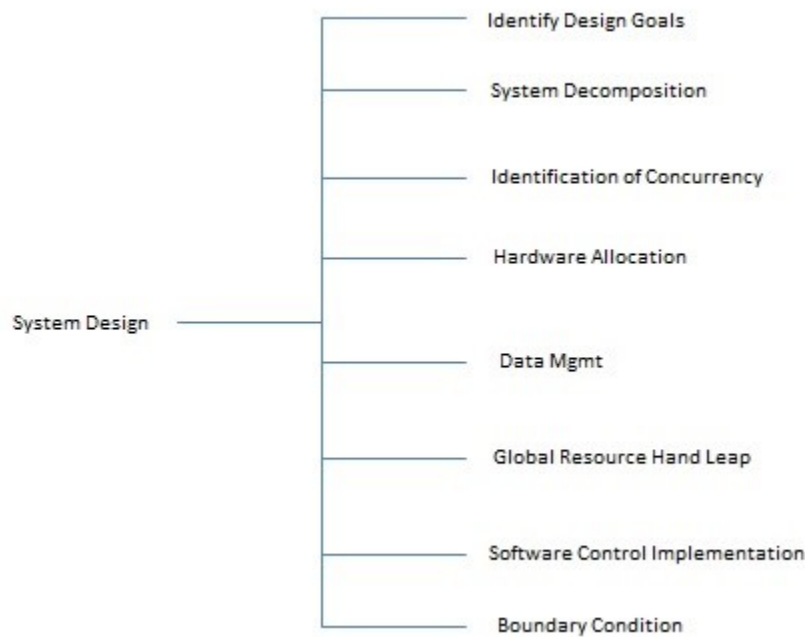
Figure 2: System Design

**Take Exam:**    The Registered Student can start the exam.

**See Exam Result:**    After completing the exam student can view his result.

**See Rank:**    Can see rank according to his/her performance.

**Logout:**    After the process of examination he turned to logout page.

### 3.4   Conclusion

Users enrolled in the platform may access the electronic details they provided and perform various functions with the on-line educational system in order to participate in the on-line examinations. Users can receive an on-line exam, having multimedia content, for the course, and they can electronically provide answers for the exam. And after Completion of their duration of exam they are provided the grade or marks secured in their examinations.

## 4   SYSTEM DESIGN

### 4.1   Introduction

System design is the phase that bridges the gap between problem domain and the existing system in a manageable way. It is the phase where the SRS document is converted into a format that can be implemented and decides how the system will operate. In this phase, the complex activity of system development is divided into several smaller sub-activities, which coordinate with each other to achieve the main objective of system development.

## 4.2 DFD

The DFD takes an input-process-output view of a system i.e. data objects flow into the software, are transformed by processing elements, and resultant data objects flow out of the software. Data objects represented by labeled arrows and transformation are represented by circles also called as bubbles. DFD is presented in a hierarchical fashion i.e. the first data flow model represents the system as a whole. Subsequent DFD refine the context diagram (level 0 DFD), providing increasing details with each subsequent level. The DFD enables the software engineer to develop models of the information domain and functional domain at the same time. As the DFD is refined into greater levels of details, the analyst performs an implicit functional decomposition of the system. At the same time, the DFD refinement results in a corresponding refinement of the data as it moves through the process that embody the applications. A context-level DFD for the system the primary external entities produce information for use by the system and consume information generated by the system. The labeled arrow represents data objects or object hierarchy.

### 4.2.1 Rules For DFD

- Fix the scope of the system by means of context diagrams.
- Organize the DFD so that the main sequence of the actions.
- Reads left to right and top to bottom.
- Identify all inputs and outputs.
- Identify and label each process internal to the system with Rounded circles.
- A process is required for all the data transformation and Transfers. Therefore, never connect a data store to a data Source or the destinations or another data store with just a Data flow arrow.
- Do not indicate hardware and ignore control information.
- Make sure the names of the processes accurately convey everything the process is done.
- There must not be unnamed process.
- Indicate external sources and destinations of the data, with Squares.
- Number each occurrence of repeated external entities.
- Identify all data flows for each process step, except simple Record retrievals.
- Label data flow on each arrow.
- Use details flow on each arrow.
- Use the details flow arrow to indicate data movements.
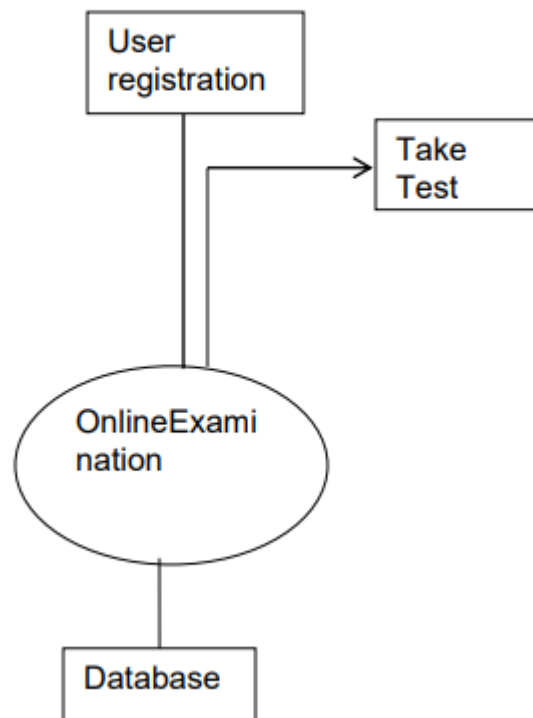
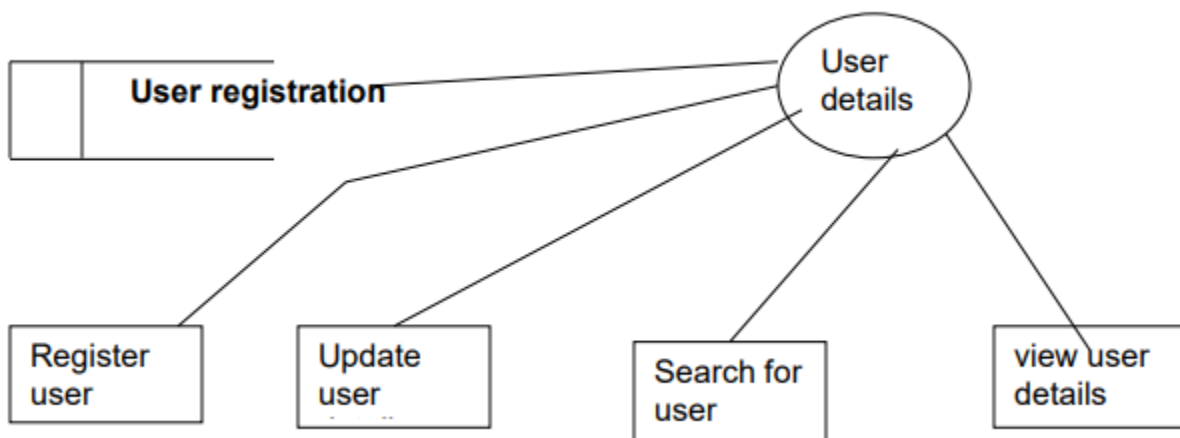**Data Flow Diagram**

Figure 3: Data Flow Diagram

**User Registration**



Figure 4: User Registration
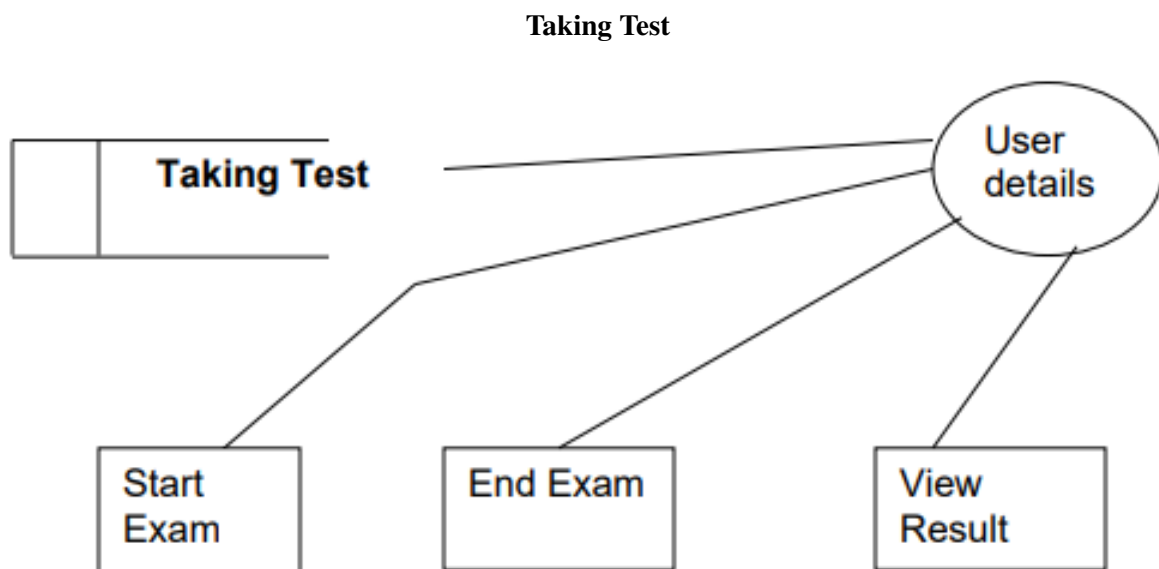
**Taking Test**



Figure 5: Taking test

Figure 6: Actor



Figure 7: Use Case

## 4.3 UML Diagrams

**Actor:**   A coherent set of roles that users of use cases play when interacting with the use cases.

**Use Case :**   A description of sequence of actions, including variants, that a system performs that yields an observable result of value of an actor. UML stands for Unified Modeling Language. UML is a language for specifying, visualizing and documenting the system. This is the step while developing any product after analysis. The goal from this is to produce a model of the entities involved in the project which later need to be built. The representation of the entities that are to be used in the product being developed need to be designed. There are various kinds of methods in software design: They are as follows:

- Use case Diagram
- Sequence Diagram ONLINE EXAMINATION 11
- Collaboration Diagram
- Activity Diagram
- State chat Diagram

## 4.4 Use Case Diagram

A Use case is a description of set of sequence of actions. Graphically it is rendered as an ellipse with solid line including only its name. Use case diagram is a behavioral diagram that shows a set of use cases and actors and their relationship. It is an association between the use cases and actors. An actor represents a real-world object. Primary Actor – Sender, Secondary Actor Receiver.
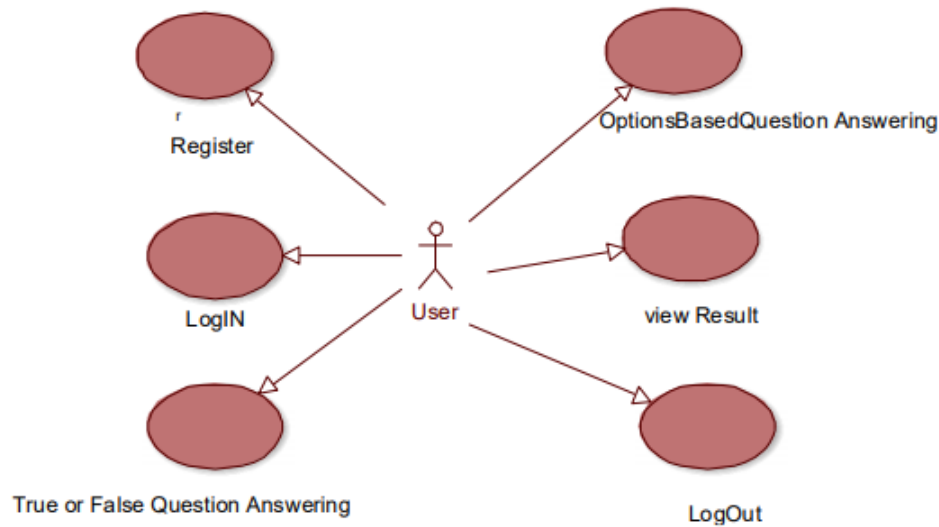
9

Figure 8: Use Case Diagram

## 4.5   ER Diagram

The Entity-Relationship (ER) model was originally proposed by Peter in 1976 [Chen76] as a way to unify the network and relational database views. Simply stated the ER model is a conceptual data model that views the real world as entities and relationships. A basic component of the model is the Entity-Relationship diagram which is used to visually represents data objects. Since Chen wrote his paper the model has been extended and today it is commonly used for database design for the database designer, the utility of the ER model is:

- It maps well to the relational model. The constructs used in the ER model can easily be transformed into relational tables.

- It is simple and easy to understand with a minimum of training. Therefore, the model can be used by the database designer to communicate the design to the end user.

- In addition, the model can be used as a design plan by the database developer to implement a data model in a specific database management software.
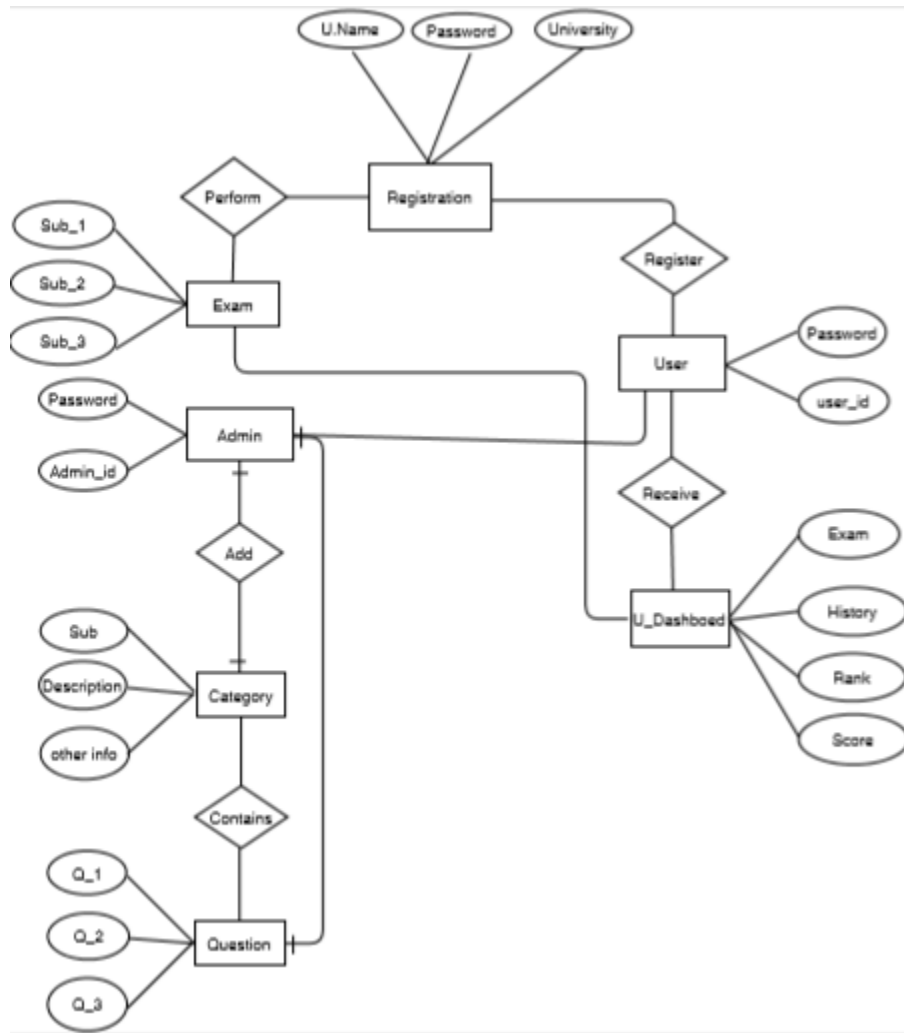
Figure 9: E-R Diagram

## 4.6 Conclusion

It's worth noting that a design system is not an end project, but more of an on-going process that is always open to changes and iteration. A well-constructed design system will save software teams a lot of time in the long run, and the consistency gains make the time and effort dedicated to the process of building the design system a successful investment.

## 5   SYSTEM IMPLEMENTATION

### 5.1   Introduction

Implementation is the process that actually yields the lowest-level system elements in the system hierarchy (system breakdown structure). System elements are made, bought, or reused. Production involves the hardware fabrication processes of forming, removing, joining, and finishing, the software realization processes of coding and testing, or the operational procedures development processes for operators' roles. If implementation involves a production process, a manufacturing system which uses the established technical and management processes may be required. The purpose of the implementation process is to design and create (or fabricate) a system element conforming to that element's design properties and/or requirements. The element is constructed employing appropriate technologies and industry practices. This process bridges the system definition processes and the integration process. Figure 1 portrays how the outputs of system definition relate to system implementation, which produces the implemented (system) elements required to produce aggregates.

### 5.2   Front-End Implementation

The website's front end is everything you see and can interact with using a browser. So, creating this visual part is called front-end development. You could even say that designers creating user interfaces and planning experiences are also front-end developers, as they are working in collaboration on the same part of the project. To create the front end, engineers use the combination of HTML (for basic page structure and content), CSS (for visual editing), and JavaScript (for making websites interactive). The same set of tools is used to create progressive web apps that look and feel like a native one but are created with the use of front-end technologies. There's more about that in the linked article.

#### 5.2.1   Languages Used for front-end implementation

- HTML
- CSS
- Bootstrap
- JavaScript

**About Html:**  HTML, which stands for Hyper Text Markup Language, is the predominant markup language for web pages. It provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists etc. as well as for links, quotes, and other items. It allows images and objects to be embedded and can be used to create interactive forms. It is written in the form of HTML elements consisting of "tags" surrounded by angle brackets within the web page content. It can include or can load scripts in languages such as JavaScript which affect the behavior of HTML processors like Web browsers; and Cascading Style Sheets (CSS) to define the appearance and layout of text and other material. The W3C, maintainer of both HTML and CSS standards, encourages the use of CSS over explicit presentational markup. Hyper Text Markup Language (HTML) is the encoding scheme used to create and format a web document. A user need not be an expert programmer to make use of HTML for creating hypertext documents that can be put on the internet. Most graphical e-mail clients allow the use of a subset of HTML (often ill-defined) to provide formatting and semantic markup not available with plain text. This may include typographic information like colored headings, emphasized and quoted text, inline images and diagrams. Many such clients include both a GUI editor for composing HTML e-mail messages and a rendering engine for displaying them. Use of HTML in e-mail is controversial because of compatibility issues, because it can help disguise phishing attacks, because it can confuse spam filters and because the message size is larger than plain text.

**Naming Convention:**  The most common filename extension for files containing HTML is (.html). A common abbreviation of this is .html, which originated because some early operating systems and file systems, such as DOS and FAT, limited file extensions to three letters.

**Html Application:** An HTML Application is a Microsoft Windows application that uses HTML and Dynamic HTML in a browser to provide the application's graphical interface. A regular HTML file is confined to the security model of the web browser, communicating only to web servers and manipulating only webpage objects and site cookies. An HTA runs as a fully trusted application and therefore has more privileges, like creation/editing/removal of files and Windows Registry entries. Because they operate outside the browser's security model, HTAs cannot be executed via HTTP, but must be downloaded (just like an EXE file) and executed from local file system.

**About CSS:** CSS is used to control the style of a web document in a simple and easy way. CSS is the acronym for "Cascading Style Sheet". This tutorial covers both the versions CSS1,CSS2 and CSS3, and gives a complete understanding of CSS.

**About JavaScript:** JavaScript is an object-oriented scripting language used to enable programmatic access to objects within both the client application and other applications. It is primarily used in the form of client-side JavaScript, implemented as an integrated component of the web browser, allowing the development of enhanced user interfaces and dynamic websites. JavaScript is a dialect of the ECMAScript standard and is characterized as a dynamic, weakly typed, prototype-based language with first-class functions. JavaScript was influenced by many languages and was designed to look like Java, but to be easier for non-programmers to work with.

**Prototype Based:** JavaScript uses prototypes instead of classes for inheritance. It is possible to simulate many class-based features with prototypes in JavaScript. Functions double as object constructors along with their typical role. Prefixing a function call with new creates a new object and calls that function with its local this keyword bound to that object for that invocation. The constructor's prototype property determines the object used for the new object's internal prototype. JavaScript's built-in constructors, such as Array, also have prototypes that can be modified. Unlike many object-oriented languages, there is no distinction between a function definition and a method definition. Rather, the distinction occurs during function calling; a function can be called as a method. When a function is called as a method of an object, the function's local this keyword is bound to that object for that invocation.

**Usage:** The primary use of JavaScript is to write functions that are embedded in or included from HTML pages and interact with the Document Object Model (DOM) of the page. Because JavaScript code can run locally in a user's browser (rather than on a remote server) it can respond to user actions quickly, making an application feel more responsive. Furthermore, JavaScript code can detect user actions which HTML alone cannot, such as individual keystrokes. Applications such as Gmail take advantage of this: much of the user-interface logic is written in JavaScript, and JavaScript dispatches requests for information (such as the content of an email message) to the server. The wider trend of Ajax programming similarly exploits this strength. A JavaScript engine (also known as JavaScript interpreter or JavaScript implementation) is an interpreter that interprets JavaScript source code and executes the script accordingly. The first JavaScript engine was created by Brendan Each at Netscape Communications Corporation, for the Netscape Navigator web browser. A web browser is by far the most common host environment for JavaScript. Web browsers typically use the public API to create "host objects" responsible for reflecting the DOM into JavaScript.

## 5.3 Back-End Implementation

Putting functionality in the browser has the same advantages that putting functionality in any other user interface does, as opposed to just showing static forms: you get to interact with the user in real-time, instead of waiting for the user to fill out the form, submit it to the server, and wait for a full-page response. Some examples of this:

- Validating fields as the user types them.
- Providing real-time display and updates of dashboard data, widgets or graphs.
- Providing real-time control of and access to server functionality.
- Allowing for other modes of interaction, such as machine to machine.

### 5.3.1 Languages Used for back-end implementation

- PHP
- MYSQL

**PHP:** Hypertext Preprocessor, is a widely used, general-purpose scripting language that was originally designed for web development, to produce dynamic web pages. It can be embedded into HTML and generally runs on a web server, which needs to be configured to process PHP code and create web page content from it. It can be deployed on most web servers and on almost every operating system and platform free of charge. PHP was originally created by Rasmus Lead off in 1995 and has been in continuous development ever since. The main implementation of PHP is now produced by The PHP Group and serves as the de facto standard for PHP as there is no formal specification is free software released under the PHP ONLINE EXAMINATION 27 License, which is incompatible with the GNU General Public License (GPL) because of restrictions on the use of the term PHP PHP has evolved to include a command line interface capability and can also be used in standalone graphical applications.

**Usage:** PHP is a general-purpose scripting language that is especially suited for web development. PHP generally runs on a web server. Any PHP code in a requested file is executed by the PHP run time, usually to create dynamic web page content. It can also be used for command-line scripting and client-side GUI applications. PHP can be deployed on most web servers, many operating systems and platforms, and can be used with many relational database management systems. It is available free of charge, and the PHP Group provides the complete source code for users to build, customize and extend for their own use. PHP primarily acts as a filter, taking input from a file or stream containing text and/or PHP instructions and outputs another stream of data; most commonly the output will be HTML. Since PHP 4, the PHP parser compiles input to produce byte code for processing by the Zend Engine, giving improved performance over its interpreter predecessor Originally designed to create dynamic web pages, PHP now focuses mainly on server-side scripting, and it is similar to other server-side scripting languages that provide dynamic content from a web server to a client, such as Microsoft's Active Server Pages, Sun Micro systems' Java Server Pages and model. PHP has also attracted the development of many frameworks that provide building blocks and a design structure to promote rapid application development (RAD). Some of these include CakePHP, Symfony, CodeIgniter, and Zend Framework, offering features similar to other web application frameworks.

**About MySQL:** MySQL Introduction There are a large number of database management systems currently available, some commercial and some free. Some of them : Oracle, Microsoft Access, Mysql and PostgreSQL. These database systems are powerful, feature-rich software, capable of organizing and searching millions of records at very high speeds. Understanding Databases, Records, and Primary Keys Every Database is composed of one or more tables. These Tables, which structure data into rows and columns, Impose organization on the data. ONLINE The records in a table(below) are not arranged in any particular order. To make it easy to identify a specific record, therefore, it becomes necessary standing Relationships and Foreign Keys(RDBMS) You already know that a single database can hold multiple tables. In a Relational database management system(RDBMS), these tables can be linked to each other by one or more common fields, called foreign keys. What is Database administrator(DBA)? Database administrator is the super user of database, he has unrestricted rights and privileges to access database, grant permission to other database users. What is Database user(DBU)? Database user is the person who uses the database in a restricted privileges, provided by database administrator. Download MySQL Database If you have installed PHP's WAMP or XAMPP server, then mysql database already exists. if you don't have then download mysql database from here http://www.mysql.com

### 5.3.2 Back-end tasks: (Database tables Screenshot and the features that gives output from database)

### 5.4 Conclusion

Online examinations are an important method of evaluating the success potential of students. This research effort the individuals under consideration were students who would be enrolling in computer courses or

Figure 10: Admin Table



Figure 11: Answer Table



Figure 12: Feedback Table



Figure 13: History Table

+ Options

| qid | option | optionid |
|---|---|---|
| 5fa2371e5919a | try | 5fa2371e59208 |
| 5fa2371e5919a | tries | 5fa2371e5920a |
| 5fa2371e5919a | tried | 5fa2371e5920b |
| 5fa2371e5919a | is trying | 5fa2371e5920c |
| 5fa2371e5bf70 | is having | 5fa2371e5bfef |
| 5fa2371e5bf70 | having | 5fa2371e5bff1 |
| 5fa2371e5bf70 | have | 5fa2371e5bff2 |
| 5fa2371e5bf70 | has | 5fa2371e5bff3 |
| 5fa23c0cc3569 | playing | 5fa23c0cc3a27 |
| 5fa23c0cc3569 | play | 5fa23c0cc3a2a |
| 5fa23c0cc3569 | am playing | 5fa23c0cc3a2b |
| 5fa23c0cc3569 | am play | 5fa23c0cc3a2c |
| 5fa23c0cc4f4f | will cleaned | 5fa23c0cc564a |
| 5fa23c0cc4f4f | is cleaning | 5fa23c0cc564c |
| 5fa23c0cc4f4f | cleans | 5fa23c0cc564c |
| 5fa23c0cc4f4f | clean | 5fa23c0cc564d |
| 5fa23c0cc6bf3 | comes | 5fa23c0cc6edd |
| 5fa23c0cc6bf3 | come | 5fa23c0cc6ede |
| 5fa23c0cc6bf3 | came | 5fa23c0cc6edf |
| 5fa23c0cc6bf3 | are coming | 5fa23c0cc6ee0 |
| 5fa23c0cc7de2 | cry | 5fa23c0cc81a2 |
| 5fa23c0cc7de2 | cries | 5fa23c0cc81a4 |
| 5fa23c0cc7de2 | cried | 5fa23c0cc81a5 |
| 5fa23c0cc7de2 | are crying | 5fa23c0cc81a6 |
| 5fa23c0cc9387 | It snows | 5fa23c0cc9598 |

Figure 14: Option Table

+ Options

| eid | qid | qns | choice | sn |
|---|---|---|---|---|
| 5fa23b1c0041f | 5fa23c0cc3569 | I am play tennis every Sunday morning. | 4 | 1 |
| 5fa23b1c0041f | 5fa23c0cc4f4f | Jun-Sik cleans his teeth before breakfast every mo... | 4 | 2 |
| 5fa23b1c0041f | 5fa23c0cc6bf3 | How many students in your class ..... from Korea? | 4 | 3 |
| 5fa23b1c0041f | 5fa23c0cc7de2 | Babies ..... when they are hungry. | 4 | 4 |
| 5fa23b1c0041f | 5fa23c0cc9387 | It is snow many times every winter in Frankfurt. | 4 | 5 |
| 5fa25f831f9b5 | 5fa260bbbdff3 | Set of programs which consist of full set of docum... | 4 | 1 |
| 5fa25f831f9b5 | 5fa260bbd5c08 | Program which is used to control system performanc... | 4 | 2 |
| 5fa25f831f9b5 | 5fa260bbda3f0 | Process is | 4 | 3 |
| 5fa25f831f9b5 | 5fa260bbdd85d | Load address for the first word of the program is ... | 4 | 4 |
| 5fa25f831f9b5 | 5fa260bbe01b3 | What is memory in Computer? | 4 | 5 |

Figure 15: Questions Table

Figure 16: Quiz Table



Figure 17: Rank Table

Technologies Registrations. A prototype of a web-based placement examination system is described from the standpoint of the research effort, end user, and software development.

# 6   USER MANUAL

## 6.1   Introduction

Online examinations are an important method of evaluating the success potential of students. This research effort the individuals under consideration were students who would be enrolling in computer courses or Technologies Registrations. A prototype of a web-based placement examination system is described from the standpoint of the research effort, end user, and software development. In this section we are going to describe system specification and user manual for both user and admin.

## 6.2   System Specifications

### 6.2.1   Hardware Requirements:-

- Pentium-IV(Processor).
- 256 MB Ram.



Figure 18: User Table

| S.N. | Topic | Total question | Marks | Time limit | |
|------|-------|----------------|-------|------------|---|
| 1 | Fghjk | 3 | 6 | 5 min | Start |
| 2 | Web Design 1 | 5 | 10 | 10 min | Start |

Figure 19: Admin Interface

| S.N. | Name | Gender | College | Email | Mobile | |
|------|------|--------|---------|-------|--------|---|
| 1 | Mahmudul | M | BUBT | m@m.com | 1234567890 | 🗑 |
| 2 | Nnnnn | F | BUBT | n@n.com | 1234567890 | 🗑 |
| 3 | Ooo | M | BUBT | o@o.com | 1234567890 | 🗑 |

Figure 20: Admin Interface

- 512 KB Cache Memory.
- Hard disk 10 GB.
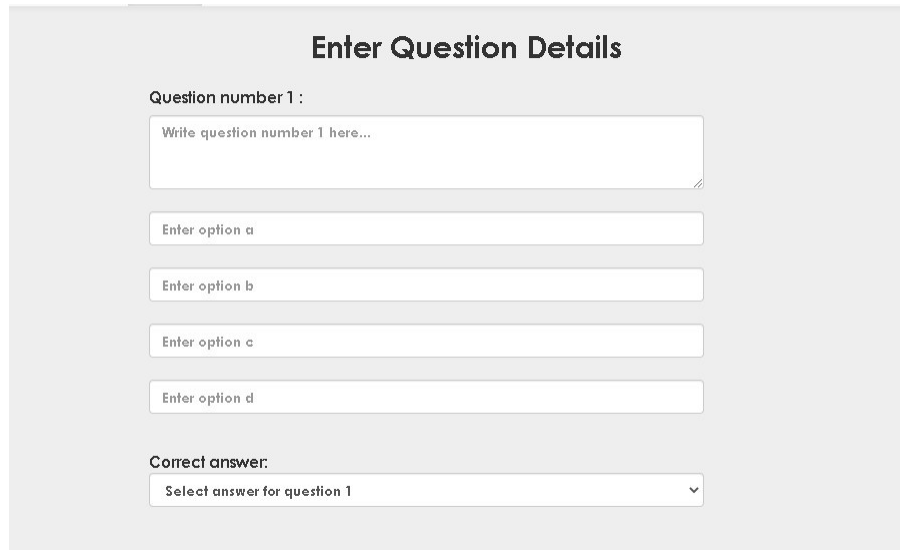
### 6.2.2 Software Requirements :-

- Operating System: Windows.
- Web-Technology: PHP.
- Front-End: HTML, CSS and JAVASCRIPT.
- Back-End: MySQL.
- Web Server: Apache SERVER.

## 6.3 Admin modules

Admin module allows system administrator to set up back-end of the system and perform basic system configuration, mainly definition of predefined drop-down fields, definition of classes time schedule, etc. All the new packages and promo bundles as well as new prices and price types for classes, new subjects offered, etc. are defined here.

Part of the admin set up is users management which allows users to be set up with definable access level/roles, access to a single or multiple branches. Admin can also set up overall system security settings such as required password strength, inactive session time out, inactive accounts lock out, password reset period, etc. Important part of security is audit log – any changes in the system are logged here – so it's easy to check who changed/removed what, at what time, what was the original value and what is the new value set.

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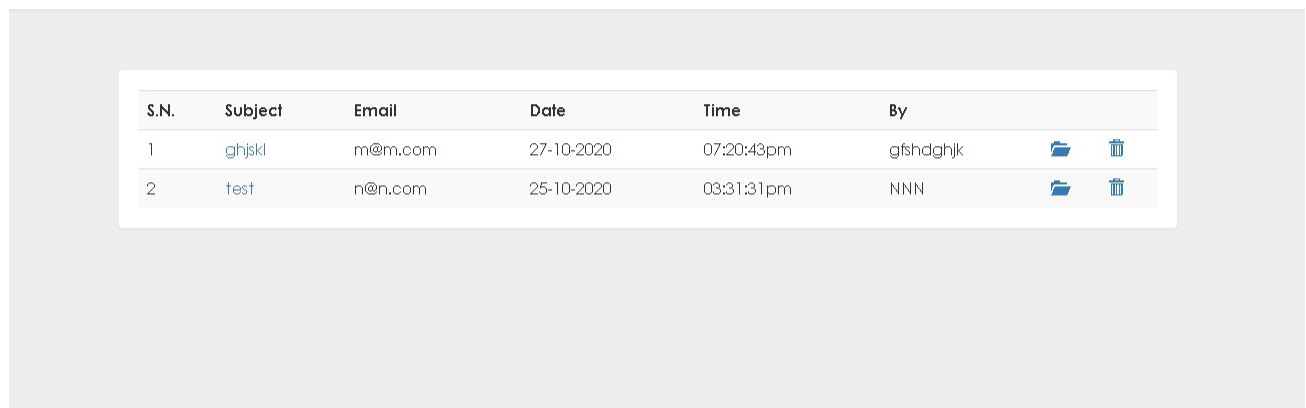
Figure 21: Admin Interface
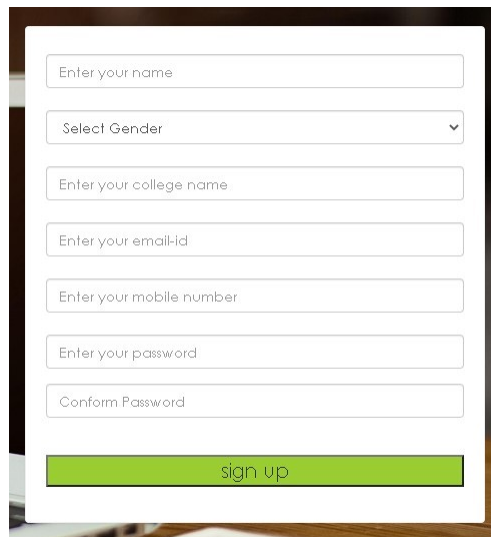


Figure 22: Admin Interface

## 6.4   User modules

The user module allows users to register, log in, and log out. Users benefit from being able to sign on because this associates content they create with their account and allows various permissions to be set for their roles.

The user module supports user roles, which can be set up with fine-grained permissions allowing each role to do only what the administrator permits. Each user is assigned one or more roles. By default there are three roles: anonymous (a user who has not logged in) and authenticated (a user who is registered), and administrator (a signed in user who will be assigned site administrator permissions).

## 6.5   Conclusion

This project is developed in such way that both user and admin can use is easily and the package is designed in such a way that future modifications can be done easily.
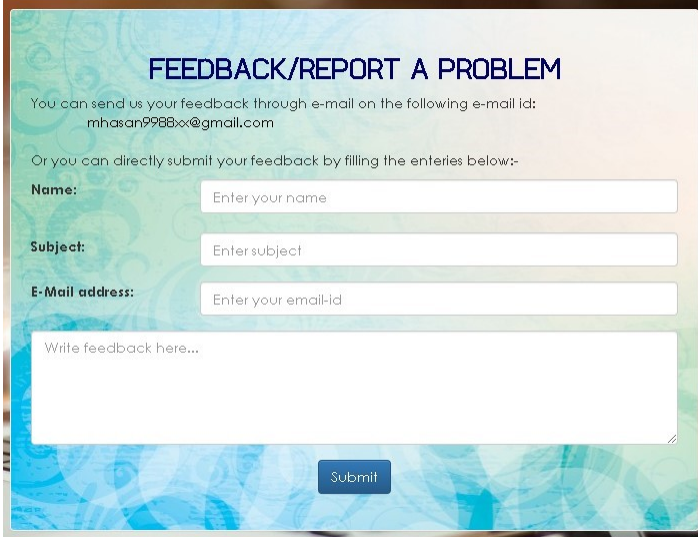
Figure 23: User Interface



Figure 24: User Interface



Figure 25: User Interface

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Figure 26: User Interface

## 7  LIMITATION AND FUTURE WORK

### 7.1  Introduction

Due to lack of web developing knowledge our project have some limitations both front-end and back end side, as well as database design and user experience. We tried our best to maintain the quality. In future this project can be upgraded and modified. And this web site could be more useful for users.

### 7.2  Limitations

Currently we do not have search option for both user and admin. We do not have negative marking for quiz. We do not have time limitation as well as some other important feature. These are the main limitation of our project. We hope this limitation can be removed in future up gradation.

### 7.3  Future Enhancements

This application avoids the manual work and the problems concern with it. It is an easy way to obtain the information regarding the different scheduled examinations information that are Currently issued. Well I and my team members have worked hard in order to present an improved website better than the existing one's regarding the information about the various activities. Still ,we found out that the project can be done in a better way. Primarily, when we request information about a particular schedules it just shows the exam date and platform. So, after getting the information we can get access to the online exam. The enhancement that we can add the searching option. We can directly search to the particular student details from this site.

### 7.4  Conclusion

Although we have some limitation in this project but it can be removed in next time. We have some great future enhancement idea that we described above. After removing these limitation and implementing future work our project can be a great useful project for online skill test system and online exam.

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# 8 CONCLUSION

## 8.1 Introduction

In this chapter we are going to do the conclusion of our whole project. We tried and worked hard to make it more efficient.

## 8.2 Conclusion

The package was designed in such a way that future modifications can be done easily. The following conclusions can be deduced from the development of the project.

- Automation of the entire system improves the efficiency
- It provides a friendly graphical user interface which proves to be better when compared to the existing system.
- It gives appropriate access to the authorized users depending on their permissions.
- It effectively overcomes the delay in communications.
- Updating of information becomes so easier.
- System security, data security and reliability are the striking features.
- The System has adequate scope for modification in future if it is necessary.