**NEW SUMMIT COLLEGE**

**Tribhuwan University**

**Department of Humanities and Social Science**



A PROPOSAL REPORT

On

**“Assignment Management System”**

**Submitted to:**

Department of Humanities and Social Science

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**Submitted by:**

Ganesh Neupane(T.U Regs no:)

Abhisek Paudel(T.U Regs no:)

**ABSTRACT**

Since long time students generally used to do their homework on notebook and they submit it to teacher’s hand. But now time has changed. In this digital world, everything is getting advanced and everybody and everything in this world is needed to be upgraded. So it’ll be quite unreliable and less effective to follow same old phenomenon. The concept and methodology used in this system allows teachers and students to handle their assignments in a systematical, effective and convenient way. Moreover, it is also portable and easily accessible. Using this system, specially it can be estimated that students will be upgraded in their knowledge degrade their laziness as the increased efficiency of assignment submission due to deadline provided at required time.

**Chapter 1: Introduction**

**Assignment Management System**



* 1. **Overview**

As we all are in the modern technological field, we feel quite weird to follow ancient way for performing task. Nevertheless, they’re still worth using but new ideas and innovations for performing every daily task will be more fruitful and standard. Nowadays all paper based and place based task can be done in single instance of time through internet.

Here, what we do is to build Assignment Management System, simply, submitting an assignment through online from both point of view i.e. teacher posts the assignment, student notifies it and he/she have to submit it before deadline. Teachers check the student’s assignment and give them remarks and also give comments or suggestions if necessary.We hope it’ll be worth to some of educational institutions as it is simple to use and has no limitations.

Generally, it saves time, avoid student’s negligence and emphasize effective education. Whatever the file is shared, it is stored using SQL database. Other languages like HTML, CSS, JavaScript, Bootstrap and PHP are used to design, develop and modify the system.

**1.2 Statement of problem**

The traditional way of giving tasks to student and receiving it has several limitations:

1. Environment of excuse
2. Poor way of storing files.
3. Habits of copying

**1.3 Objectives**

1. To establish and maintain the pattern of strong education
2. To ensure the availability of the assignment at any time.
3. Reduced paper work
4. To ensure the secure and convenient way of assignment handling

**1.4 Scope**

Nevertheless, this can be taken as a small project, this will be very useful for mass amount of users.  
Many schools/organizations are willing to get such system that may help to perform task through online system.  
Overall this may create the environment of saving time and focusing and concerning students totally virtually.

As this is going to be made in lower cost and simple to use we are hoping that even small institute or organizations can afford to use our system .

**Chapter 2: Requirement Analysis**

**2.1 Literature Review**

Web-based homework management system refers to a system that is accessible from any standard internet browser, that includes password authentication, transmission of assignments to students and collection of student answers. There have been developed a lot of system however, they are hard to use, consumes a lot of memory and confusing too. There is an existing system named **Blackboard Inc**.(3) With this system, instructors can add new courses and upload course materials (including announcements, course information, staff information, and assignments) online; while students can submit information to instructors, check course calendars and grades, manage homepages, and edit their profiles online. Furthermore, instructors and students can communicate with each other via discussion board or groups.

Also, Chi~Sang et al(1999) report a reduction in the assignment submission cycle from 2~3 months weeks to 1~2 hours.

In a study focusing on the use of online assignment in a programming course Price and Peter(1997) found that students reported a decrease in assignment turnaround time from 2 weeks to 5 to 7 days.

In the above fact, generally, teachers assign the assignment and students submit it. But How can one student know that ‘Was his assignment totally correct? Needed any improvisation? Was teacher happy with him/her? We’ll be adding above mentioned extra features to develop a pattern of effective education and relationship between teachers and students.Of course, users need a simple, easy and reliable system. We have no paid entry and users can use all the features of the system just by login. Once the system is built, hope this will be going to work more than what we have expect.

**2.2 Functional Requirement**

All system is built on the basis of performing basic features. In other words, a system must do several necessary tasks which are as following:

* It should permit student to login the system for relevant tasks.
* It should check whether the students have submitted his/her assignment and in time or not.
* Teachers and students can view the assignment at any time.

**2.3 Feasibility Analysis**

**Feasibility study should be carried out to know whether the system is really feasible or not.**

It’s almost necessary to determine if users really are desiring such system. We will perform following feasibility study:

**2.3.1 Technical Feasibility**

The system will require any device where browser is goodly supported. So we can say system is feasible technically.

**2.3.2 Operational Feasibility**

This is small system for just managing the assignments which needs small amount of resources

. All smart phone and computers can meet the conditions therefore; this system is feasible in operation.

**2.3.3 Economic Feasibility**

Nowadays, the price of the smart phone and computers has been very low, while the performance has made considerable progress. And the development of this system brings a qualitative leap for working efficiency of the users which mainly includes the following aspects.

First, the operation of this system can save a lot of resources like time and space.

Second the operation of this system can greatly improve the working efficiency for schools.

Third, this system can make every assignment safer and so on. Therefore, this system is economically feasible.

**2.4 Tools and Technologies**

**2.4.1 Implementation tools**

Html, CSS and Bootstrap will be to design the system. Back end of the system is developed with PHP. For some advanced or additional features JS will be used. E.g.: Form Validation, Email Validation.

**2.4.2 Others Tools and Platforms**

**Sublime Text**:

Sublime Text Code editor is used as it is easy to use/ understand and has consumes less power to CPU.

**MySQL**:

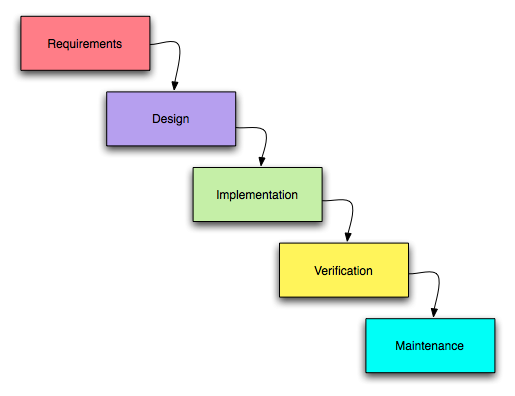
To create and record database, MySQL is used.

**Bootstrap v4.4.1 :**

Bootstrap is a compiled CSS and JavaScript, source code, which is used to make system responsive for all users in all platform.

**CHAPTER 3: METHODOLOGY**

This system can run on any devices through web and has minimal and fixed requirements. For this: We use Waterfall Model.



* **Requirements**: We analyze all needs and document what web application needs to do.
* **Design**: We choose the technology, draw figures and start designing the application.
* **Implementation** We try to solve problems and write code.
* **Testing**: where we make sure the code does what it supposed to do without breaking anything.
* **Maintenance**: We deploy the code to a production environment and provide support.

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