A MINI PROJECT REPORT

On

Group Creators

Submitted by

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To
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Declaration

We hereby declare that the work which is being presented in the Mini Project "**Group Creator",** in partial fulfillment of the requirements for Mini-Project LAB, is an authentic record of our own work carried under the supervision of **Pankaj kapoor, TT. Professor, GLA University, Mathura**.

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CERTIFICATE

This is to certify that the project entitled ***"Group Creator"*** *carried out in Mini Project – I Lab is a bonafide work done by* ***Ayush Arya (161500156), Baldev (161500168), Bharat Badmera (161500170)and Dheeraj Raikwar (161500198)*** *and is submitted in partial fulfillment of the requirements for the award of the degree Bachelor of Technology (Computer Science & Engineering).*

Signature of Supervisor:

Name of Supervisor: Mr. Pankaj Kapoor

Date: 11/04/2019

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Our heartiest thanks to ***Dr. (Prof). Anand Singh Jalal,*** *Head of Dept., Department of CEA for providing us with an encouraging platform to develop this project, which thus helped us in shaping our abilities towards a constructive goal.*

We owe special debt of gratitude to Mr. ***Pankaj kapoor,*** *TT. Professor Department of CEA, for his constant support and guidance throughout the course of our work. His sincerity, thoroughness and perseverance have been a constant source of inspiration for us. He has showered us with all his extensively experienced ideas and insightful comments at virtually all stages of the project & has also taught us about the latest industry-oriented technologies.*

We also do not like to miss the opportunity to acknowledge the contribution of all faculty members of the department for their kind guidance and cooperation during the development of our project. Last but not the least, we acknowledge our friends for their contribution in the completion of the project.

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Abstract

In this project we can create a group for project as per our choice and technology by registration on our website. In this website, user need to first login to the application by their roll number and user name after that user can registered their name and send request to another person as per their technology choice for creating group so that user can easily find out correct person for their project technology. For making this application we are using HTML, CSS and Java script for front end and for backend we are using PHP and data base using MySQL.

In this we create our group in minimum days. By the help of this project we can make group as per our interest. As we know very well some student has not there group they want to make group with other mates those have same interest. In this we will not face the problem like unknown team members and different types of technology use by the team members and so on. Generally we try to approach our known people for group but with help of this group we can approach other mates. In this we will give our best with happiness.

Developing system on a topic like "Group Creator" has much scope. It is an automated computerized system that will provide online group create and counseling to all types of students. It will be proved effective and efficient in reducing the problems and errors that are faced in the manual system.

It will be a web based online Group Creator system, an online website in which the students can get information about the students who are interested on particular technology according to their academics. They will register themselves and according to their profile they can sent the request to the students and they can accept their requests.

Chapter 1

Introduction

1.1 Motivation and Overview

In this we create our group in minimum days. By the help of this project we can make group as per our interest. As we know very well some student has not there group they want to make group with other mates those have same interest. In this we will not face the problem like unknown team members and different types of technology use by the team members and so on. Generally we try to approach our known people for group but with help of this group we can approach other mates. In this we will give our best with happiness.
Student chooses the technology on which technology they want to make their projects. In this student can login and register on our website and their User name and password are their University roll. In this admin can handle the student login, registration and student. In this student can change their password. In this student can sent request and accept the request of the student. In this we are using PHP for back end and HTML, CSS and Bootstrap for front end.

1.1.1EXISTING SYSTEM:

The effectiveness of the website is that this website gives all the information related to diff-diff student who is interested on particular technology for creating the mini project groups.

1.1.2 PROPOSED SYSTEM:

The proposed system is made better and more efficient than existing system by keeping in mind all the drawbacks of the present system.

The primary aim is to provide proper information about student technology. The website provides a friendly user-interface and it reduces our work by handling the all information related mini project groups. This system keeps all the information on our website “Group Creators”.

1.2 Objective: The objective of this project is to maintain the record of the mini projects group and students record information like name of the students, student roll number, project technology, group id etc.

Chapter 2

Software Requirement Analysis

2.1 Define the problem:

The software can manage the information about the students. The help of this system "Group Creator" we can save and see the information related to our mini project groups like name of the students, technology etc.

2.2 Introduction:

In this project we can create a group for project as per our choice and technology by registration on our website. In this website, user need to first login to the application by their roll number and user name after that user can registered their name and send request to another person as per their technology choice for creating group so that user can easily find out correct person for their project technology. For making this application we are using HTML, CSS and Java script for front end and for backend we are using PHP and data base using MySQL.

2.2.1.1 Purpose:

In this we create our group in minimum days. By the help of this project we can make group as per our interest. As we know very well some student has not there group they want to make group with other mates those have same interest. In this we will not face the problem like unknown team members and different types of technology use by the team members and so on. Generally we try to approach our known people for group but with help of this group we can approach other mates. In this we will give our best with happiness.

2.2.1.2 Scope:

Developing system on a topic like "Group Creators" has much scope. It is an automated computerized system that will provide online group create and counseling to all types of students. It will be proved effective and efficient in reducing the problems and errors that are faced in the manual system.

It will be a web based online Group Creator system, an online website in which the students can get information about the students who are interested on particular technology according to their academics. They will register themselves and according to their profile they can sent the request to the students and they can accept their requests.

2.2.1.3 Overview:

In this project we can create a group for project as per our choice and technology by registration on our website. In this website, user need to first login to the application by their roll number and user name after that user can registered their name and send request to another person as per their technology choice for creating group so that user can easily find out correct person for their project technology. For making this application we are using HTML, CSS and Java script for front end and for backend we are using PHP and data base using MySQL.

2.2.2. General Description:

The our website "Group Creator" is generally used for guide the students for creating their mini project groups. It is very simple to learn and easy to use. Our website have all the details of particular students.

2.2.2.1 Product Perspective:

- It helps to make group for the project, it can also show details of the faculty technology wise, student can send request and accept .
- It increases operational efficiency
- It avoids paper work.
- It is simple to learn and easy to use.
- It increases the security.
- It is portable.

2.2.2.2 User Characteristics:

The users of the system are students, teachers and the administrators who maintain the system. The users are assumed to have basic knowledge of the computers and Internet browsing. The administrators of the system to have more knowledge of the internals of the system and is able to rectify the small problems that may arise due to disk crashes, power failures and other catastrophes to maintain the system. The proper user interface, user's manual, online help and the guide to install and maintain the system must be sufficient to educate the users on how to use the system without any problems

2.2.2.3 Assumption and Dependencies

The users have sufficient knowledge of computers. The student's computer should have Internet connection and Internet server capabilities. The users know the English language, as the user interface will be provided in English. The product can access the university student database

2.2.2.5 Functioning:

The Online Group Creator Management System this website is used to maintain and manage the information of the students and their groups .This software help the students to easy access the information of student's .This website is also helpful for the administrator because he can easily bring changes to the records of the students.

2.2.3. Specific Requirements:

2.2.3.1 External Interface Requirements

This section provides a detailed description of all inputs and output from the system. It also gives a description of the hardware and, software and communication interface and provide basic prototype of the user interface

2.2.3.1.1 User Interfaces:

All pages of the system are following a consistent theme and clear structure. The occurrence of errors should be minimized through the use of checkboxes, radio buttons and scroll down in order to reduce the amount of text input from user. JavaScript implement in HTML in order to provide a Data Check before submission. HTML Tables to display information to give a clear structure that easy to understand by user. Error message should be located beside the error input which clearly highlight and tell user how to solve it. If system error, it should provide the contact methods. The page should display the project process in different color to clearly reflect the various states that student done. Each level of user will have its own interface and privilege to manage and modify the project information such as supervisor able to monitor/manage his student progress and make comment on it, student can change his detail, view the progress, submit project idea. The System should provide a feedback form for all users to give comments or asking questions. It should provide a FAQ to minimize the workload of system administrator

2.2.3.1.2 Hardware Interfaces

1.4GB s

Pace required for a typical live system with 1000-2000 events.

2. Recommended minimum CPU – Pentium 4, 3.2GHz

Server Side

The web application will be hosted on one of the departments' window servers and connecting to one of the school Oracle Database server. The web server is listening on the web standard port, port 80.

Client Side

The system is a web based application; clients are requiring using a modern web browser such as Mozilla Firebox 1.5, Internet Explorer 6 and Enable Cookies. The computer must have an Internet connection in order to be able to access the system.

2.2.3.1.3 Software Interface:

We will write our server-side scripts in PHP as we can reuse most of our knowledge from writing PHP programs on the desktop and in this we use the Atom. We will also make use of Xampp software for database. In Xampp we use MySQL to store Database.

PHP

Hypertext Preprocessor (or simply **PHP**) is a general-purpose programming language originally designed for web development. It was originally created by Rasmus Lerdorf in 1994;[5] the PHP reference implementation is now produced by The PHP Group.[6] PHP originally stood for *Personal Home Page*,[5] but it now stands for the recursive initialism *PHP: Hypertext Preprocessor*.[7]

PHP code may be executed with a command line interface (CLI), embedded into HTML code, or it can be used in combination with various web template systems, web content management systems, and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in a web server or as a Common Gateway Interface (CGI) executable. The web server combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web page. PHP can be used for many programming tasks outside of the web context, such as standalone graphical applications[8] and robotic drone control[9].

MySQL:

MySQL-MySQL is free and open-source software under the terms of the GNU General Public License, and is also available under a variety of proprietary licenses. MySQL was owned and sponsored by the Swedish company MySQL AB, which was bought by Sun Microsystems (now Oracle Corporation).[8] In 2010, when Oracle acquired Sun, Widenius forked the open-source MySQL project to create MariaDB.

MySQL is a component of the LAMP web application software stack (and others), which is an acronym for *Linux*, *Apache*, *MySQL*, *Perl*/*PHP*/*Python*. MySQL is used by many database-driven web applications, including Drupal, Joomla, phpBB, and WordPress. MySQL is also used by many popular websites, including Google[9][10] (though not for searches).

GitHub

GitHub is a web-based hosting service for version control using Git. It is mostly used for computer code. It offers all of the distributed version control and source code management (SCM) functionality of Git as well as adding its own features.

It provides access control and several collaboration features such as bug tracking, feature requests, task management, and wikis for every project.[3]

GitHub offers plans for enterprise, team, pro and free accounts[4] which are commonly used to host open-source software projects.[5] As of January 2019, GitHub offers unlimited private repositories to all plans, including free accounts.[6]

As of June 2018, GitHub reports having over 28 million users[7] and 57 million repositories[8] (including 28 million public repositories[9]), making it the largest host of source code in the world.[10]

Our GitHub Link

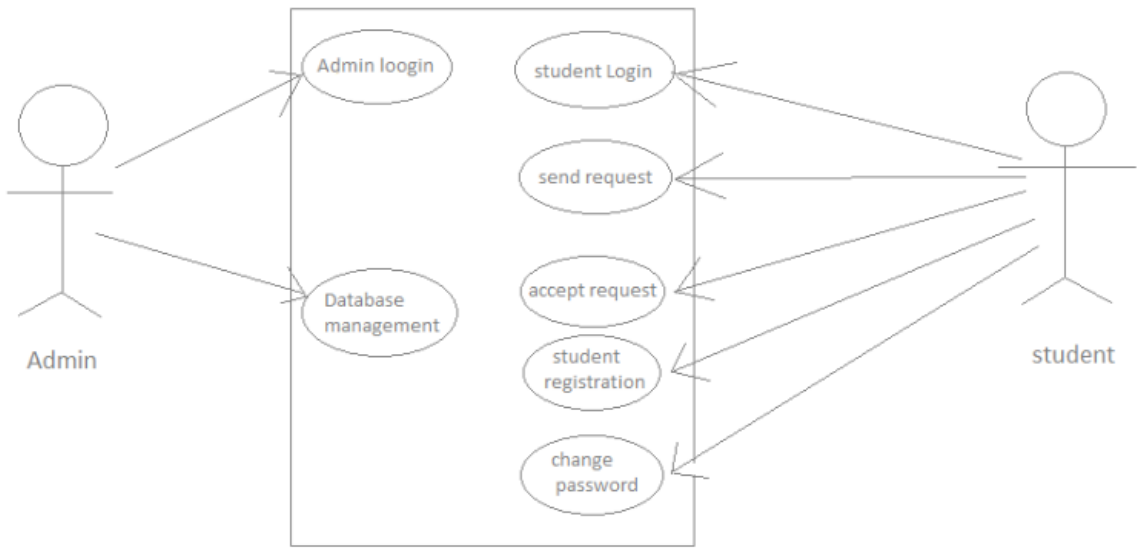
1. https://github.com/ayusharya/GroupCreators
2. https://github.com/bharatbadmera/GroupCreators
3. https://github.com/baldevsharma/GroupCreators

Chapter 3

Software design

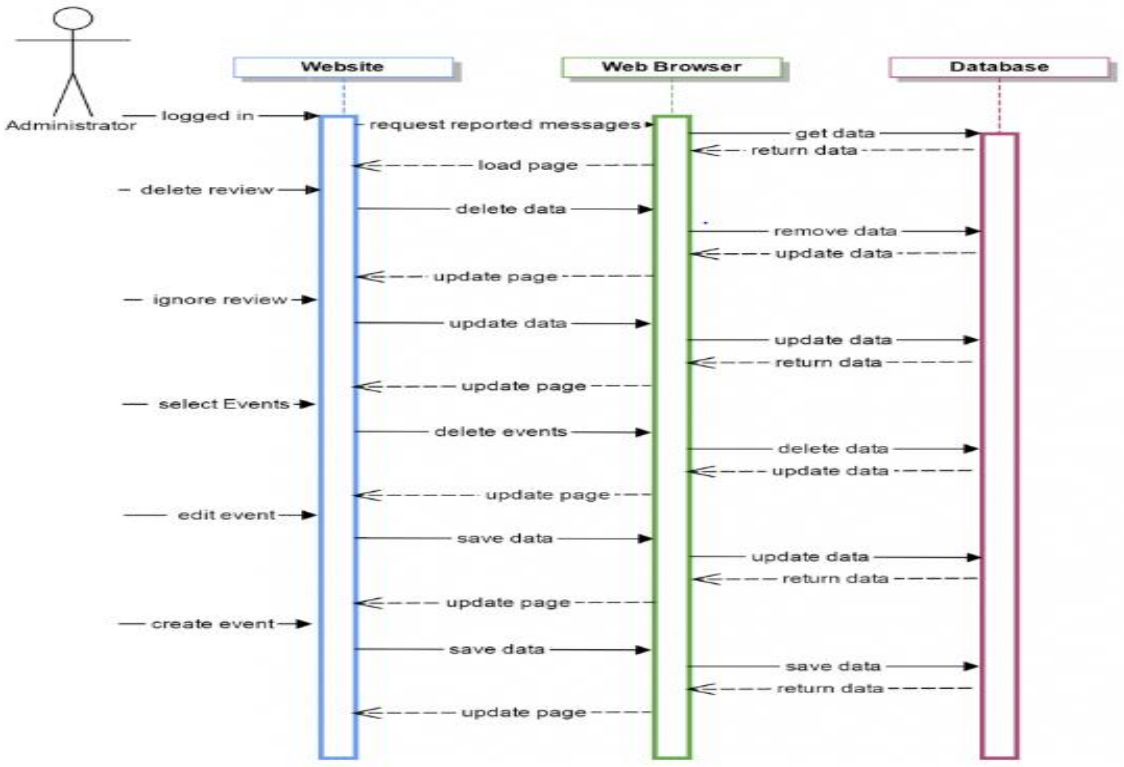
3.1 Use case diagram

In this use case diagram there are three modules Admin and Student Users. Admin can manage the Group creator website in this Admin manage the database entity's. Student can login, registration, send the request and accept or reject the request and can change the password.

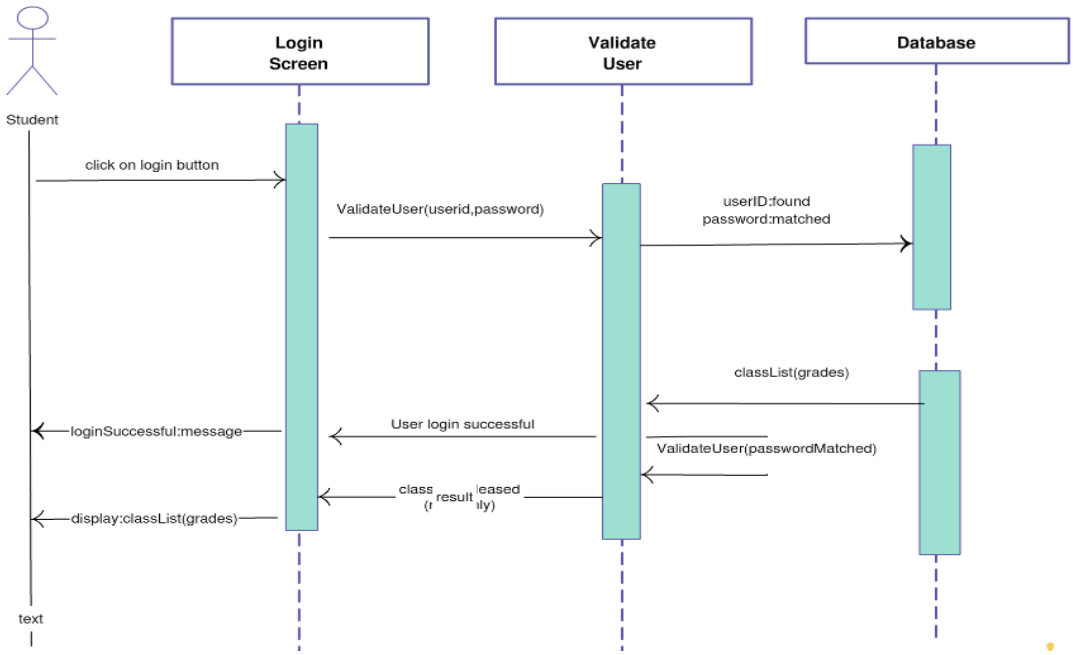


3.2 Sequence Diagrams

Sequence Diagram for Admin:-

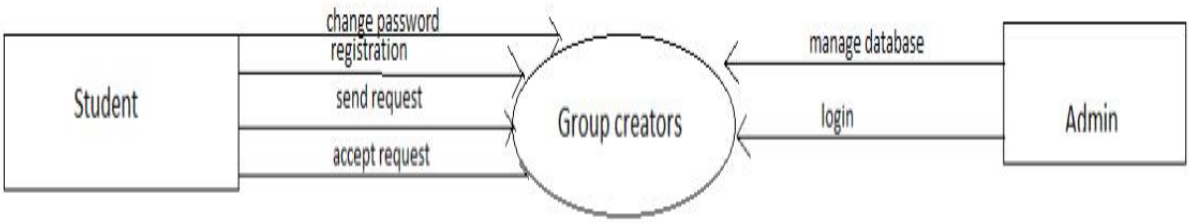


Sequence Diagram for Student:-

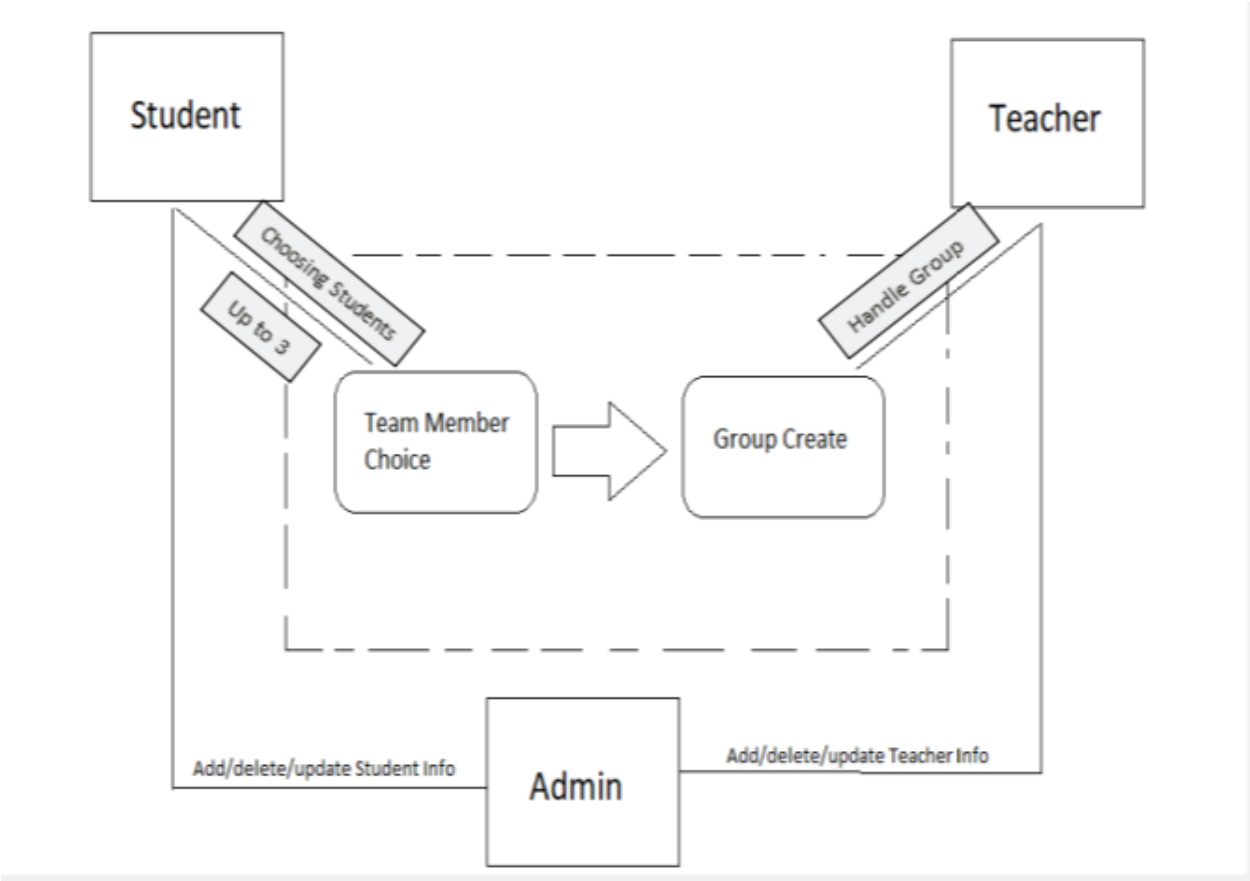


3.3 Data Flow Diagrams (DFD)

Zero level DFD:-



One level DFD:-



3.5 Database Design:

List of student information

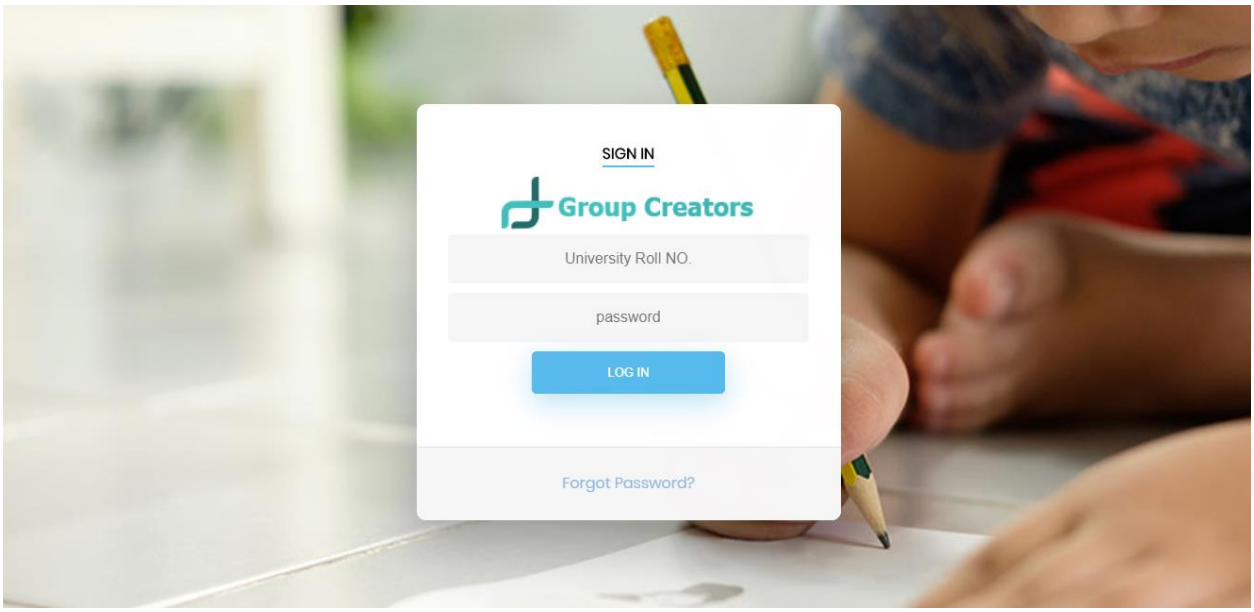
Column Name	Data Type	Key Constraints
Student_id	int	Primary key not null
Student_name	char	Not null
Student_section	char	Not null
Student_Technology	char	Not null
School_roll number	int	Not null

Chapter 4

Implementation and User-Interface

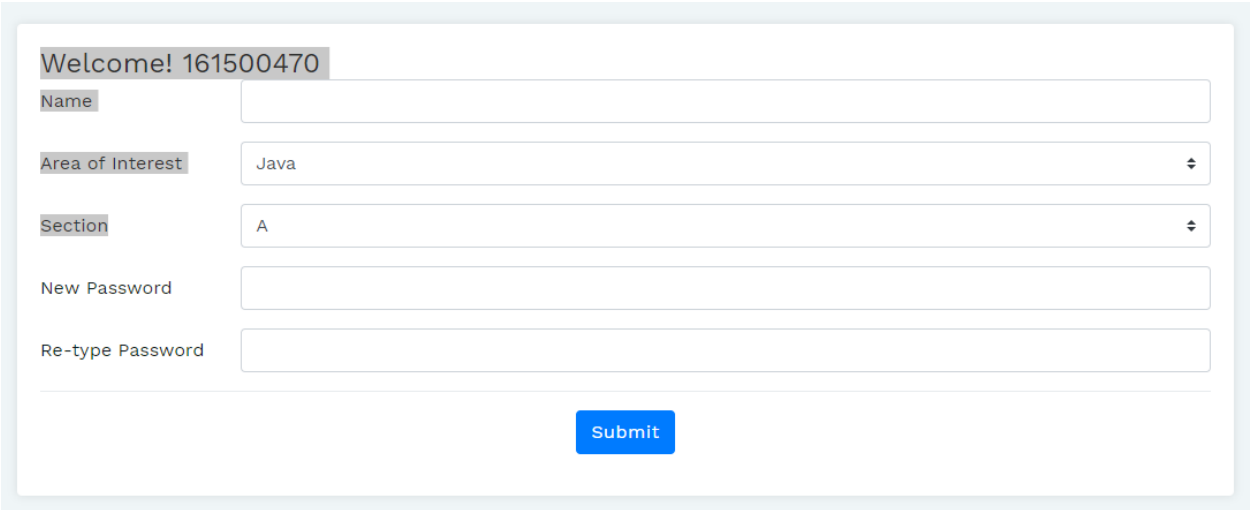
Login Page

In this student can login on our website. In this user name is their roll number and password their roll number.



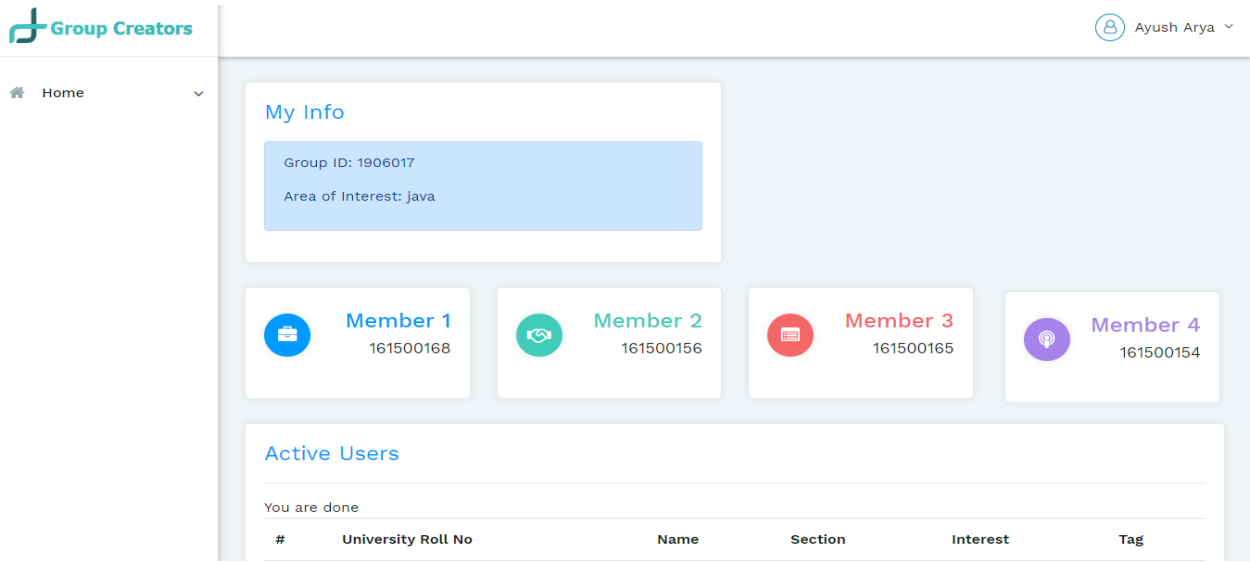
Registration Page

In this student can register on our website and choose the technology for the mini project group.



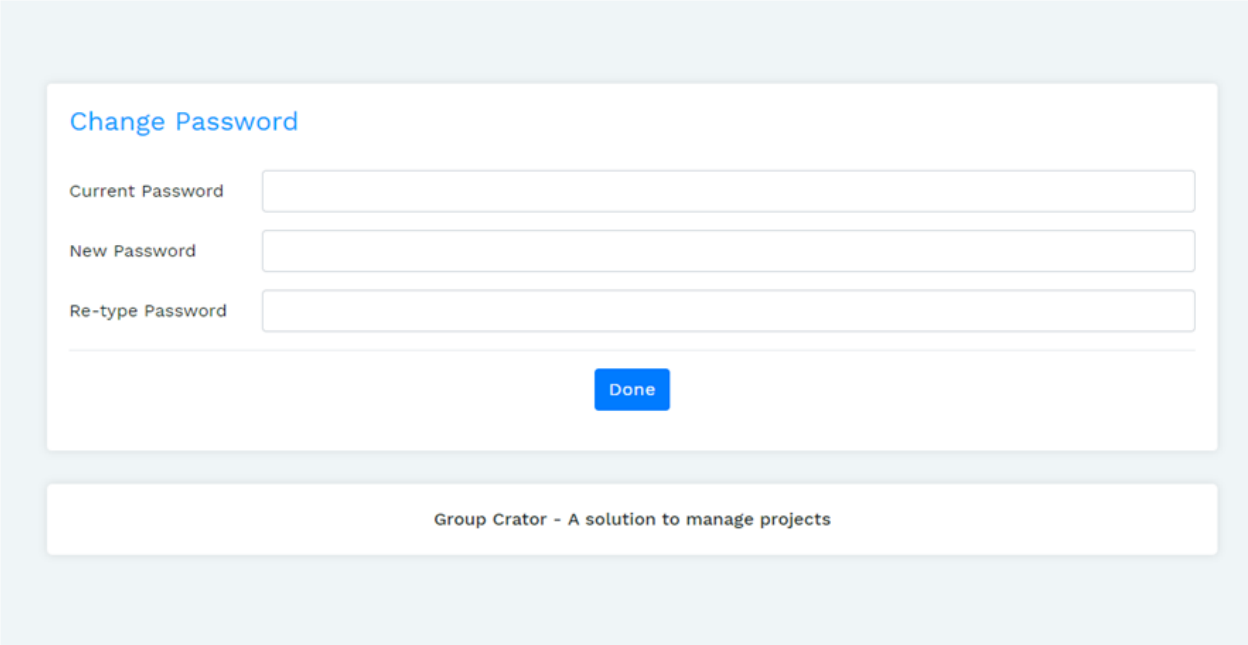
Home Page

This is our home page in which we can see the students who are interested on particular technology and also see the our group partners.

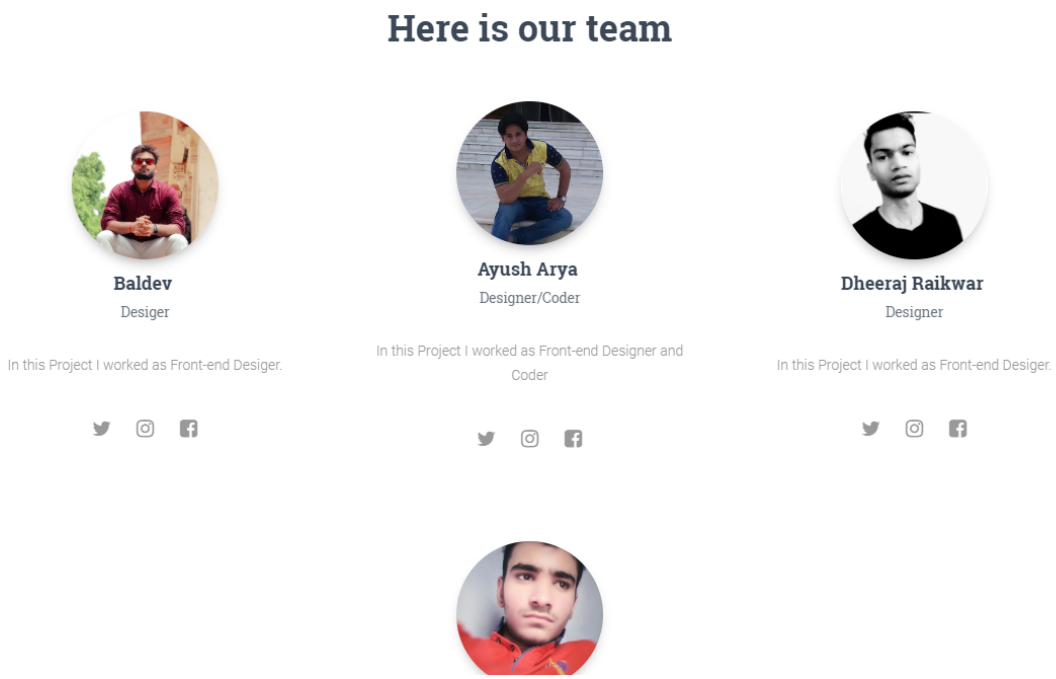


Change password

In this student can change their password.



About Us



Chapter 5

References

- https://www.youtube.com
- https://www.wikipedia.org/
- http://www.w3school.com
- https://stackoverflow.com/
- https://quora.com/
- https://www.php.com/

Chapter 6

Testing

6.1 **Theory of Testing**

Software Testing is evaluation of the software against requirements gathered from users and system specifications. Testing is conducted at the phase level in software development life cycle or at module level in program code.

Black-box testing

It is carried out to test functionality of the program. It is also called 'Behavioral' testing. The tester in this case, has a set of input values and respective desired results. On providing input, if the output matches with the desired results, the program is tested 'ok', and problematic otherwise.

White-box testing

It is conducted to test program and its implementation, in order to improve code efficiency or structure. It is also known as 'Structural' testing. In this testing method, the design and structure of the code are known to the tester. Programmers of the code conduct this test on the code.

Manual Vs Automated Testing

Testing can either be done manually or using an automated testing tool:

 Manual - This testing is performed without taking help of automated testing tools. The software tester prepares test cases for different sections and levels of the code, executes the tests and reports the result to the manager.

Manual testing is time and resource consuming. The tester needs to confirm whether or not right test cases are used. Major portion of testing involves manual testing.

 Automated- This testing is a testing procedure done with aid of automated testing tools. The limitations with manual testing can be overcome using automated test tools.

CAR-DOC Testing

A test needs to check if a webpage can be opened in Internet Explorer. This can be easily done with manual testing. But to check if the web-server can take the load of 1 million users, it is quite impossible to test manually.

There are software and hardware tools which helps tester in conducting load testing, stress testing, regression testing.

Testing Levels

Testing itself may be defined at various levels of SDLC. The testing process runs parallel to software development. Before jumping on the next stage, a stage is tested, validated and verified.

Testing separately is done just to make sure that there are no hidden bugs or issues left in the software. Software is tested on various levels -

Unit Testing

While coding, the programmer performs some tests on that unit of program to know if it is error free. Testing is performed under white-box testing approach. Unit testing helps developers decide that individual units of the program are working as per requirement and are error free.

Integration Testing

Even if the units of software are working fine individually, there is a need to find out if the units if integrated together would also work without errors. For example, argument passing and data updation etc.

System Testing

The software is compiled as product and then it is tested as a whole. This can be accomplished using one or more of the following tests:

 Functionality testing - Tests all functionalities of the software against the requirement.

 Performance testing - This test proves how efficient the software is. It tests the effectiveness and average time taken by the software to do desired task. Performance testing is done by means of load testing and stress testing where the software is put under high user and data load under various environment conditions.

CAR-DOC Testing

 Security & Portability - These tests are done when the software is meant to work on various platforms and accessed by number of persons.

Acceptance Testing

When the software is ready to hand over to the customer it has to go through last phase of testing where it is tested for user-interaction and response. This is important because even if the software matches all user requirements and if user does not like the way it appears or works, it may be rejected.

 Alpha testing - The team of developer themselves perform alpha testing by using the system as if it is being used in work environment. They try to find out how user would react to some action in software and how the system should respond to inputs.

 Beta testing - After the software is tested internally, it is handed over to the users to use it under their production environment only for testing purpose. This is not as yet the delivered product. Developers expect that users at this stage will bring minute problems, which were skipped to attend.

Chapter 7

Appendices

Code Template:

Home Page

```
<!-- login.html to index.html -->
<!-- 192.168.43.24/two -->
<html lang="en" dir="ltr">
  <head>
    <meta charset="utf-8">
    <title>Log In</title>
  </head>
  <body>
    <html><body><div class="wrapper fadeInDown">
  <div id="formContent">
    <!-- Tabs Titles -->
    <h2 class="active"> Sign In </h2>
    <!-- Icon -->
    <div class="fadeIn first">
      <img src="vendors/images/temp2.png" id="icon" alt="User Icon" />
    </div>
    <!-- Login Form -->
    <form action="startSession.php" method="post" >
     <input type="int" id="login" class="fadeIn second" name="username" placeholder="University Roll NO." required>
```

```
    <input type="password" id="password" class="fadeIn third" name="password" placeholder="password" required>

    <input type="submit" class="fadeIn fourth" name="submit" value="Log In">

   </form>

   <!-- Remind Passowrd -->

  </div>

</div>

</body>

<style>

@import url('https://fonts.googleapis.com/css?family=Poppins');

/* BASIC */

body {

  font-family: "Poppins", sans-serif;

  height: 100vh;

  background-image:url("image/background.jpg");

  background-size:cover;

background-attachment:fixed;

}

a {

  color: #92badd;

  display:inline-block;

  text-decoration: none;

  font-weight: 400;

}
```

```
h2 {
  text-align: center;
  font-size: 16px;
  font-weight: 600;
  text-transform: uppercase;
  display:inline-block;
  margin: 40px 8px 10px 8px;
  color: #cccccc;
}
/* STRUCTURE */
.wrapper {
  display: flex;
  align-items: center;
  flex-direction: column;
  justify-content: center;
  width: 100%;
  min-height: 100%;
  padding: 20px;
}
#formContent {
  -webkit-border-radius: 10px 10px 10px 10px;
  border-radius: 10px 10px 10px 10px;
  background: #fff;
  padding: 30px;
  width: 90%;
```

```
  max-width: 450px;
  position: relative;
  padding: 0px;
  -webkit-box-shadow: 0 30px 60px 0 rgba(0,0,0,0.3);
  box-shadow: 0 30px 60px 0 rgba(0,0,0,0.3);
  text-align: center;
}
#formFooter {
  background-color: #f6f6f6;
  border-top: 1px solid #dce8f1;
  padding: 25px;
  text-align: center;
  -webkit-border-radius: 0 0 10px 10px;
  border-radius: 0 0 10px 10px;
}
/* TABS */
h2.inactive {
  color: #cccccc;
}
h2.active {
  color: #0d0d0d;
  border-bottom: 2px solid #5fbae9;
}
/* FORM TYPOGRAPHY*/
```

```
input[type=button], input[type=submit], input[type=reset]  {
  background-color: #56baed;
  border: none;
  color: white;
  padding: 15px 80px;
  text-align: center;
  text-decoration: none;
  display: inline-block;
  text-transform: uppercase;
  font-size: 13px;
  -webkit-box-shadow: 0 10px 30px 0 rgba(95,186,233,0.4);
  box-shadow: 0 10px 30px 0 rgba(95,186,233,0.4);
  -webkit-border-radius: 5px 5px 5px 5px;
  border-radius: 5px 5px 5px 5px;
  margin: 5px 20px 40px 20px;
  -webkit-transition: all 0.3s ease-in-out;
  -moz-transition: all 0.3s ease-in-out;
  -ms-transition: all 0.3s ease-in-out;
  -o-transition: all 0.3s ease-in-out;
  transition: all 0.3s ease-in-out;
}
input[type=button]:hover, input[type=submit]:hover, input[type=reset]:hover  {
  background-color: #39ace7;
}
```

```
input[type=button]:active, input[type=submit]:active, input[type=reset]:active  {
  -moz-transform: scale(0.95);
  -webkit-transform: scale(0.95);
  -o-transform: scale(0.95);
  -ms-transform: scale(0.95);
  transform: scale(0.95);
}
input[type=text],input[type=int],input[type=password] {
  background-color: #f6f6f6;
  border: none;
  color: #0d0d0d;
  padding: 15px 32px;
  text-align: center;
  text-decoration: none;
  display: inline-block;
  font-size: 16px;
  margin: 5px;
  width: 85%;
  border: 2px solid #f6f6f6;
  -webkit-transition: all 0.5s ease-in-out;
  -moz-transition: all 0.5s ease-in-out;
  -ms-transition: all 0.5s ease-in-out;
  -o-transition: all 0.5s ease-in-out;
  transition: all 0.5s ease-in-out;
  -webkit-border-radius: 5px 5px 5px 5px;
```

```
  border-radius: 5px 5px 5px 5px;
}
input[type=text]:focus,input[type=int]:focus,input[type=password]:focus {
  background-color: #fff;
  border-bottom: 2px solid #5fbae9;
}
input[type=text]:placeholder,input[type=int]:placeholder,input[type=password]:
placeholder {
  color: #cccccc;
}
/* ANIMATIONS */
/* Simple CSS3 Fade-in-down Animation */
.fadeInDown {
  -webkit-animation-name: fadeInDown;
  animation-name: fadeInDown;
  -webkit-animation-duration: 1s;
  animation-duration: 1s;
  -webkit-animation-fill-mode: both;
  animation-fill-mode: both;
}
@-webkit-keyframes fadeInDown {
  0% {
    opacity: 0;
    -webkit-transform: translate3d(0, -100%, 0);
    transform: translate3d(0, -100%, 0);
```

```
  }
  100% {
    opacity: 1;
    -webkit-transform: none;
    transform: none;
  }
}
@keyframes fadeInDown {
  0% {
    opacity: 0;
    -webkit-transform: translate3d(0, -100%, 0);
    transform: translate3d(0, -100%, 0);
  }
  100% {
    opacity: 1;
    -webkit-transform: none;
    transform: none;
  }
}
/* Simple CSS3 Fade-in Animation */
@-webkit-keyframes fadeIn { from { opacity:0; } to { opacity:1; } }
@-moz-keyframes fadeIn { from { opacity:0; } to { opacity:1; } }
@keyframes fadeIn { from { opacity:0; } to { opacity:1; } }
.fadeIn {
  opacity:0;
```

```
  -webkit-animation:fadeIn ease-in 1;
  -moz-animation:fadeIn ease-in 1;
  animation:fadeIn ease-in 1;
  -webkit-animation-fill-mode:forwards;
  -moz-animation-fill-mode:forwards;
  animation-fill-mode:forwards;
  -webkit-animation-duration:1s;
  -moz-animation-duration:1s;
  animation-duration:1s;
}
.fadeIn.first {
  -webkit-animation-delay: 0.4s;
  -moz-animation-delay: 0.4s;
  animation-delay: 0.4s;
}
.fadeIn.second {
  -webkit-animation-delay: 0.6s;
  -moz-animation-delay: 0.6s;
  animation-delay: 0.6s;
}
.fadeIn.third {
  -webkit-animation-delay: 0.8s;
  -moz-animation-delay: 0.8s;
  animation-delay: 0.8s;
}
```

```
.fadeIn.fourth {
  -webkit-animation-delay: 1s;
  -moz-animation-delay: 1s;
  animation-delay: 1s;
}
/* Simple CSS3 Fade-in Animation */
.underlineHover:after {
  display: block;
  left: 0;
  bottom: -10px;
  width: 0;
  height: 2px;
  background-color: #56baed;
  content: "";
  transition: width 0.2s;
}
.underlineHover:hover {
  color: #0d0d0d;
}
.underlineHover:hover:after{
  width: 100%;
}
/* OTHERS */

*:focus {
```

```
    outline: none;
}
#icon {
  width:60%;
}
* {
  box-sizing: border-box;
}
</style>
</html>
```