Jordan University of Science and Technology
Faculty of Computer and Information Technology
Department of Software Engineering
SE440 – Projects Management

Online School Management System

Prepared by: -

Name	ID	Section#
Mo'men Zeyad Al-Jarrah	20120171006	2
Esraa Talal Alzoubi	20130171019	3
Yehya Mohammad Mubaideen	20102171058	2
Tasneem Naim Almomani	20122174011	4

Instructor	Dr.Yousef Khasawneh
Course	Projects Management ** SE 440 **
Date	30-04-2016

Table of Contents

• Introduction

OVERVIEW

United Nations Educational, Scientific and Cultural Organization (UNESCO, 2001) argues that education gives power to people: becoming more proactive and gain control over their lives. Basic education is one of the keys to empowerment, both for individuals and groups. It is the primary vehicle by which economically and socially marginalized adults and children can lift themselves out of poverty and obtain the means to participate fully in their communities.

Usually systems are built for improvements and solving particular problems that organizations face. Schools are one of the most important organizations that build up a well-developed and strong community in the world. Even though they're very reliable systems they still lack convenience, organization and modernization which cannot be done manually. Therefore, the idea of an electronic system has been introduced.

Information and Communications Technology (ICT) have been integrated in education in many developing and developed countries alike, In Jordan most schools have computer labs and the level of exposure to PCs and smartphones for the young ones is as high, with most being Internet connected, but the use of ICT in Jordanian schools is still lagging behind, the problem lies in how we are using all those resources. In a managerial perspective it is but nonsense to have that much ratio to actual usage.

The use of IS provides innovative ways to complement the traditional student-teacher interactions, to optimize resource usage, sharing, collaboration, improve the performance of students as well as raising morale for teachers and students. Therefore, the development of OSMS has high priority and hence relevance.

1.1 Scope

The system organizes the processes done in any typical school electronically. It is a web based service that helps in managing the schools' system.
For example, this system introduces the process of registering students, uploading student's marks, accessing schedules, students and employees' attendance.

1.2 Mission

Our mission is to inspire an academic, creative and flexible learning environment and ensure that students will be able to comfortably participate in an increasingly technological society and to provide support and training to all faculty and staff so that they are equipped with adequate preparation and support to perform their responsibilities and continue their jobs, enabling them to realize their full potential.

1.3 Glossary

OSMS	Online School Management System
SOW	Statement of Work
WBS	Work Breakdown Schedule

• Project Charter

2.1 Vision

To be number one amongst all other teams

2.2 Objectives and Benefits

1. We aim to develop Online School Management System (OSMS) which is an information system to managing schools, automate and simplify all administrative processes of a school. Furthermore, it helps in centralization of data at the directorate level by connecting schools and making Student, Teacher and other information available at their fingertips, which will help improve organizing and managing school processes. In addition to helping school staff, students, and administrators do their jobs easily and efficiently

2. Achieve a strong reliable E-system that satisfies students.

Key benefits to having OSMS software:

a. The main objective of the software is to facilitate the Principals, Headmasters and teachers to easily implement, track and monitor all activities of students of their school and that of the school itself, thus allowing them to focus on their core aspect of *delivering quality education*.

b. *Fast & effective service* for administration purpose.

c. The software has been intended as a mechanism to *track a student's progress* right from when he is admitted.

d. *Intuitive, comprehensive software that is hosted online and automates most processes*.

e. *Improved reporting*: Much of the inefficiency in operational work stems from improper reporting, with OSMS this possibility is eliminated as reporting follows a template system, allowing various members to access information seamlessly.

f. Data quality: As compared with manual record-keeping or other traditional approaches, OSMS

improves the underlying processes & structure resulting in *better decisions to be reached*.
g. *Lower cost of operations*: OSMS eliminates time delays, reduces cost of operations such as manual data integrity checks and per student monitoring.
h. Business analytics: Having high-quality data allows management and other staff to use the dashboards / graphs to arrive at *better business decisions*.
i. Improved data access: Controlling data access properly is always a challenge in organizations, this challenge is overcome with the use of *advanced user management and access control*.

j. Regulatory compliance: Having OSMS in control means schools will *comply better with regulations and laws*.
k. Reduced complexity: OSMS reduces the complexity of educational businesses and introduces a neatly designed system of workflows that *makes the entire organization more efficient*.

2.3 Risks

1. The lack of experience of some programming languages, team members would like to learn.
2. Possible in some schools there is not sufficient computers.
3. Users don't understand the software engineering process
4. technology is new for users
5. System could be hacked easily
6. Lack of time management which might lead to a delay of the submission
7. Some of team members may misunderstand the requirements, which will lead to wrong work which is a waste of time
8. When testing the code, the system might break down

2.4 Constraints

The project is a university project: so there is no material cost. And to minimize operational costs open source platform has been chosen, most of these are Web based technologies and services for free and meet the World Wide Web Consortium (W3C) specifications.

2.5 Milestones

NO.	TASK	DUE DATE
1	Select the project manager and form project team	29/2/2016
2	Project Charter Signed/Approved	12/3/2016
3	Project Plan Approval	22/3/2016
4	Verify & Validate User Requirements	7/4/2016
5	Ready to implement	13/4/2016
6	New production process ready for testing	26/4/2016
7	Development complete	30/4/2016

• SOW

3.1 Purpose

To create robust online system capable to make all the process in the school easier and reduce the amount of the work which assigned to the staffs.

3.2 Scope

The system organizes the processes done in any typical school electronically. It is a web based service that helps in managing the schools' system.
For example, this system introduces the process of registering students, uploading student's marks, accessing schedules, students and employees' attendance

3.3 Operating Environment

The system is web-based and will be hosted by web server on the. The website can be viewed by any web browser from desktop or mobile.

3.4 Period of Performance

Start at 14/2/2016 must be delivered at 30/4/2016 finished at 28/4/2016.
Approximately 90 hour

3.5 Meeting Schedules

#	What	When	Who
1	Determine the Scope of the Project.	18-2 Thursday	All Team
2	Start the beginning of the project	6-3 Sunday	All Team
3	Start the work on the process diagrams, ER Diagram, DFD, Gant Chart, Project Charter and Requirements	15-3 Tuesday	All Team
4	sure that team members did their work as specified	24-3 Thursday	All Team
5	Make sure that team members did their work as specified, discuss problems, and collect all work in the two documents.	31-3 Thursday	All Team Except yehya
6	Discussed works done by each team member	19-4 Thursday	All Team Except: Samer "Drop Out" Tasneem "Death Case"
7	Finalize documents and add meeting minutes document and Evaluation document	28-4 Thursday	All Team

3.6 Applicable Standards

1. For this project we will use php, html and JavaScript programming language for website implementation
2. Programmer work 2-3 hours daily on implementation.
3. At the end of working day, the work done shall be saved.

3.7 Resources

1. Hardware: Laptops, Smartphone's
2. Human resources: It needs a team that consist of analysts, programmers, and designers.
3. Software: server to hold the database and web server, Reusable software components a Partial-experience component is being used in building the website.

• Project Organization

4.1 Stakeholders

1. Ministry of Education officials
2. IT Administrators
3. Students
4. Parents of students
5. Teachers
6. Administrative staff:

- Principals
- Managers
- Directorate

4.2 Project Manager

Esraa Al Zoubi.

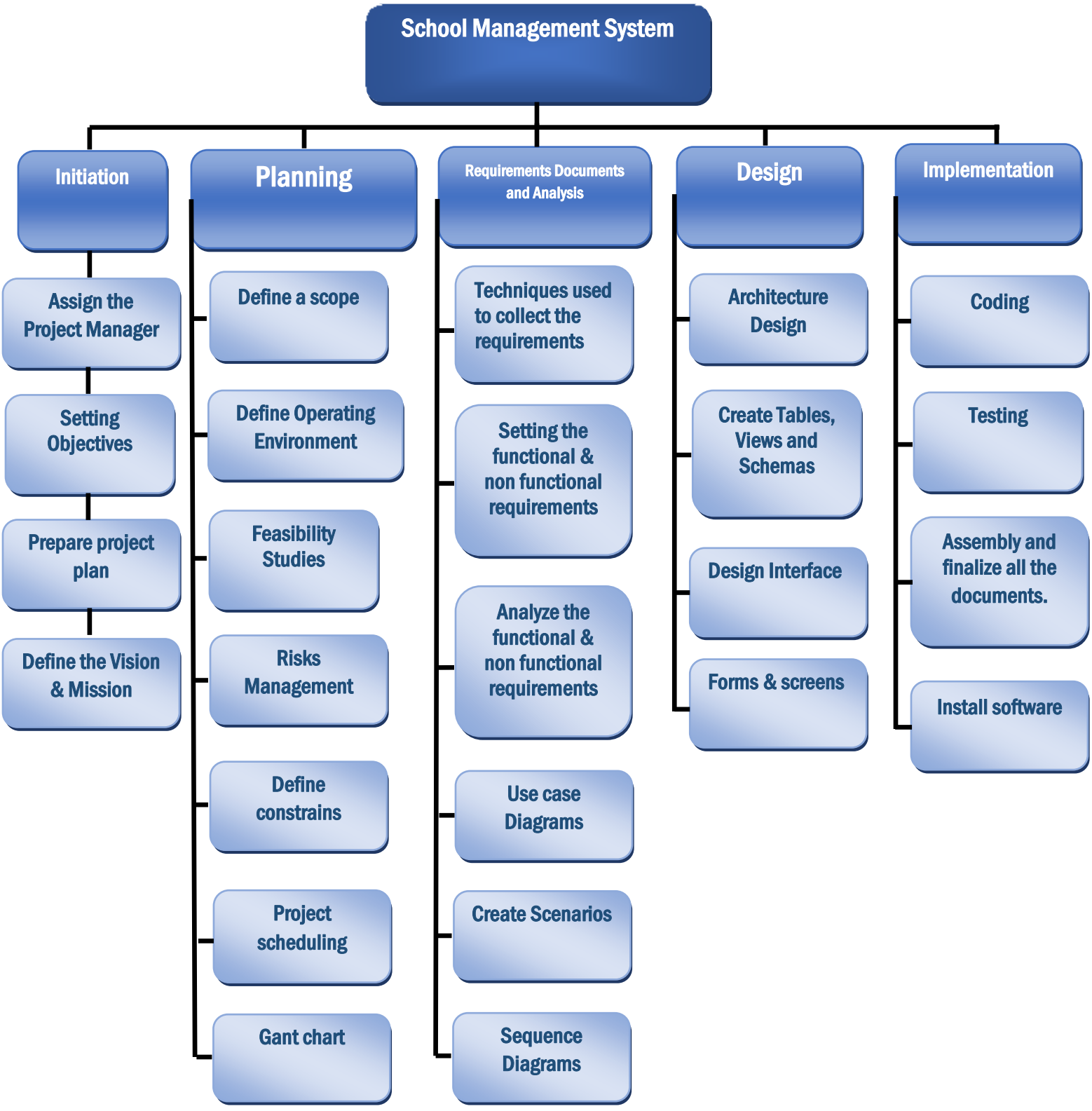
4.3 Sponsor

The project team members.

4.4 Team Members.

1. Esraa Al Zoubi. 2. Mo'men Al Jarrah 3. Tasneem Al Momani.
4. Yahia Mubaideen. 5. Samer Raed (Dropped out of the course).

• WBS

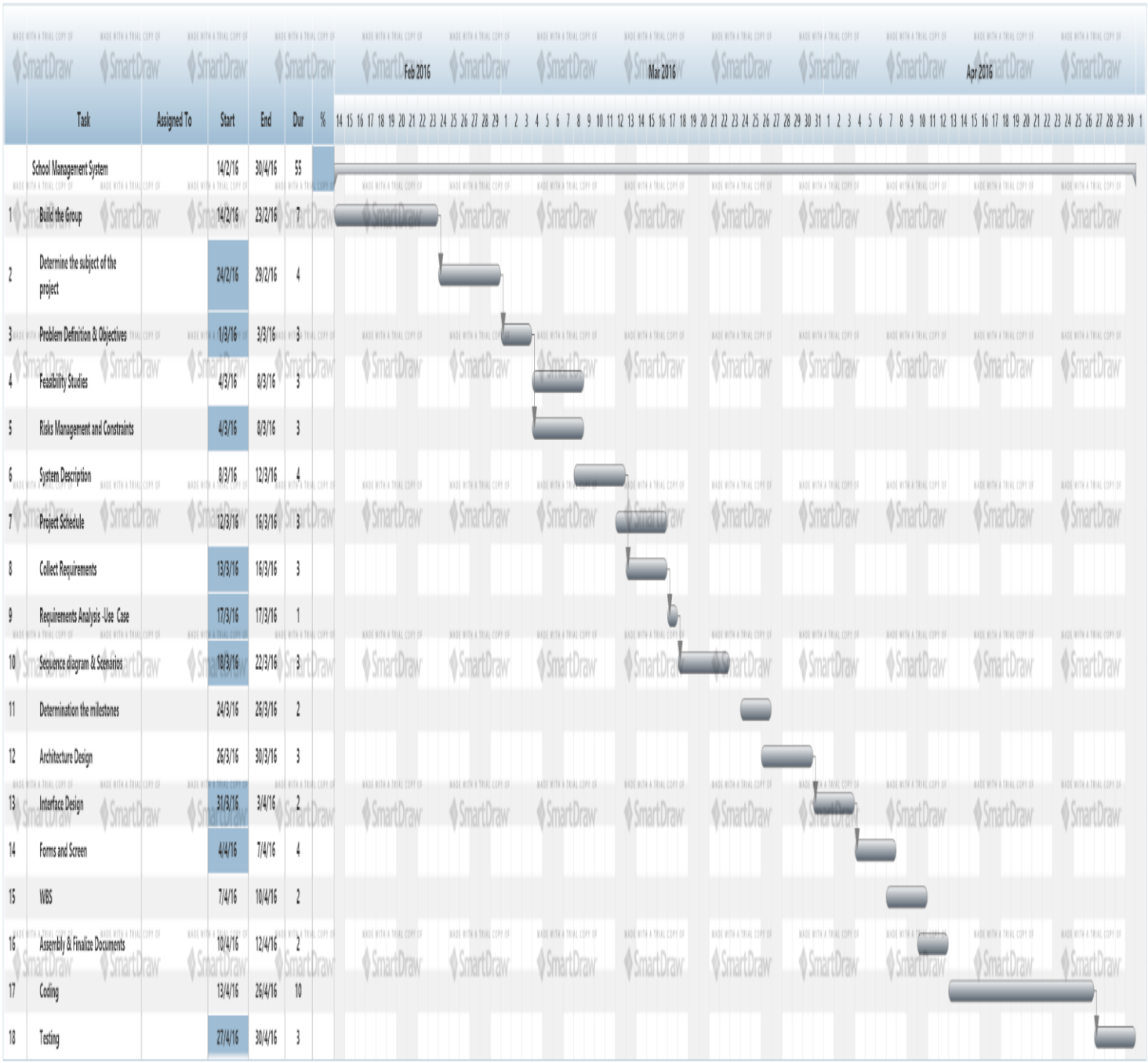

School Management System
Initiation
Assign the Project Manager
Setting Objectives
Prepare project plan
Define the Vision & Mission
Planning
Define a scope
Define Operating Environment
Feasibility Studies
Risks Management
Define constrains
Project scheduling
Gant chart
Requirements Documents and Analysis
Techniques used to collect the requirements
Setting the functional & non functional requirements
Analyze the functional & non functional requirements
Use case Diagrams
Create Scenarios
Sequence Diagrams
Design
Architecture Design
Create Tables, Views and Schemas
Design Interface
Forms & screens
Implementation
Coding
Testing
Assembly and finalize all the documents.
Install software

• Project Schedule

Project Schedule

Task	Assigned to	Duration
Build The group.	Mo'men	12/2/2016 - 23/2/2016
Determine the subject of the project	Tasneem	24/2/2016 - 29/2/2016
Problem Definition and Objectives	Essra'	1/3/2016 - 3/3/2016
Feasibility Studies	Mo'men	4/3/2016 - 8/3/2016
Risk Management And Constrains	Yahya & Tasneem	8/3/2016 - 12/3/2016
System Description & Current syst.	Essra' & Yahya	12/3/2016 - 16/3/2016
Project Schedule	Mo'men	17/3/2016 - 17/3/2016
Collect Requirements	Tasneem	18/3/2016 - 22/3/2016
Requirements Analysis _ Use Case	Mo'men	24/3/2016 - 26/3/2016
Sequence Diagram ad Scenarios	Essra'	26/3/2016 - 30/3/2016
Determination the milestones	Essra'	31/3/2016 - 3/4/2016
Architecture Design	Tasneem	4/4/2016 - 7/4/2016
Interface Design	Yahya	7/4/2016 - 10/4/2016
Forms and Screens	Yahya	4/4/2016 - 7/4/2016
Work Breakdown Schedule	Mo'men	7/4/2016 - 10/4/2016
Assembly and Finalize Documents	Mo'men	10/4/2016 - 12/4/2016
Coding	Yahya	13/4/2016 - 26/4/2016
Testing	Yahya	27/4/2016 - 30/4/2016

• Gantt chart



	Task	Assigned To	Start	End	Dur	%
	School Management System		14/2/16	30/4/16	55	
1	Build the Group		14/2/16	23/2/16	7	
2	Determine the subject of the project		24/2/16	29/2/16	4	
3	Problem Definition & Objectives		1/3/16	3/3/16	3	
4	Feasibility Studies		4/3/16	8/3/16	3	
5	Risks Management and Constraints		4/3/16	8/3/16	3	
6	System Description		8/3/16	12/3/16	4	
7	Project Schedule		12/3/16	16/3/16	3	
8	Collect Requirements		13/3/16	16/3/16	3	
9	Requirements Analysis -Use Case		17/3/16	17/3/16	1	
10	Sequence diagram & Scenarios		18/3/16	22/3/16	3	
11	Determination the milestones		24/3/16	26/3/16	2	
12	Architecture Design		26/3/16	30/3/16	3	
13	Interface Design		31/3/16	3/4/16	2	
14	Forms and Screen		4/4/16	7/4/16	4	
15	WBS		7/4/16	10/4/16	2	
16	Assembly & Finalize Documents		10/4/16	12/4/16	2	
17	Coding		13/4/16	26/4/16	10	
18	Testing		27/4/16	30/4/16	3	