SRI VENKATESHWARA GOVERNMENT POLYTECHNIC,TIRUPATI -517501

DEPARTMENT OF COMPUTER ENGINEERING

DOCUMENTATION OF SAMPLE TRY-OUT

(AP ECET MOCK TEST WEBSITE)

APPENDIX 1

SAMPLE TRY-OUT

(AP ECET Mock Test Website)

PROJECT REPORT

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2022-2023

APPENDIX 2

CERTIFICATE

This is to ceritify that this project report entitled “ SAMPLE TRY-OUT “ submitted to SRI VENKATESHWARA GOVERNMENT POLYTECHNIC,TIRUPATI is to bonafide record of work done by “_____ under my supervision from “ _____” to” _____”

MASILA MANI SENIOR LECTURER

PLACE:

DATE:

APPENDIX 3

Declaration by Author(s)

This is to declare that this report has been written by us .No part of the report is plagiarized from other sources ,All information included from other sources have been daily acknowledged. We aver that if any part of the report is found to be plagiarized ,we are shall take full responsibility for it.

PLACE

DATE

INDEX OF SAMPLE TRY-OUT

ABSTRACT

Our ECET Mock Test Website offers a comprehensive and efficient platform for aspiring engineering students to prepare for the ECET (Engineering Common Entrance Test) with confidence and precision. The website provides a seamless user experience, delivering a range of mock tests specifically designed to replicate the format, difficulty level, and subject matter of the actual ECET exam.

Through the process of abstraction, our ECET Mock Test Website distills the essence of the ECET exam into a focused and targeted preparation tool. By carefully selecting and acurating relevant content, we ensure that students can concentrate their efforts on mastering the key concepts and problem-solving techniques required for success in the exam.

With a user-friendly interface, our website allows students to navigate effortlessly through various engineering disciplines and select mock tests that align with their chosen field of study. Each mock test covers the essential topics and subtopics outlined in the ECET syllabus, providing a comprehensive review of the material.

Our platform goes beyond mere practice by offering detailed solutions and explanations for every question. This approach enables students to gain a deeper understanding of the underlying concepts and develop their problem-solving abilities effectively. Additionally, performance analytics provide students with valuable insights into their strengths and weaknesses, allowing them to focus their efforts on areas that require improvement.

In summary, our ECET Mock Test Website leverages the power of abstraction to distills the complexity of the ECET exam into a focused and efficient preparation platform. Through carefully acurated mock tests, detailed solutions, performance analytics, and supplementary resources, we empower engineering students to excel in the ECET and achieve their academic goals.

INTRODUCTION

Welcome to our ECET Mock Test Website, your ultimate platform for comprehensive and targeted preparation for the ECET (Engineering Common Entrance Test). If you are an aspiring engineering student looking to secure admission in esteemed institutions, you've come to the right place.

The ECET is a highly competitive entrance exam that evaluates your knowledge, problem-solving abilities, and aptitude in the field of engineering. We understand that preparing for such a critical examination requires rigorous practice and a deep understanding of the exam pattern and syllabus. Our ECET Mock Test Website is specifically designed to provide you with the ideal environment to refine your skills and boost your confidence.

Our team has meticulously crafted a series of mock tests that closely mirror the format, difficulty level, and subject matter of the actual ECET. By simulating the real exam conditions, we aim to familiarize you with the challenges you may encounter and equip you with the necessary strategies to excel.

Our ECET Mock Test Website offers a user-friendly interface that allows you to navigate effortlessly through different sections and subjects. You can choose from a range of engineering disciplines, including CSE,ECE,EEE. Each mock test is thoughtfully acurated to cover all the essential topics and subtopics, ensuring comprehensive coverage of the ECET syllabus.

We provide detailed solutions and explanations for every question, enabling you to understand the underlying concepts and master the problem-solving techniques required for success. Additionally, our platform offers performance analytics, allowing you to track your progress, identify your strengths and weaknesses, and focus your efforts on areas that need improvement.

Are you ready to take your ECET preparation to the next level? Embark on your journey towards success by exploring our ECET Mock Test Website today. Let us be your trusted companion as you strive to realize your engineering aspirations.

2. Project Description

The ECET Mock Test Website project aims to develop an interactive online platform that offers mock tests for the Engineering Common Entrance Test (ECET). The website will provide a simulated testing environment for aspiring engineers to prepare for the ECET examination, which is a highly competitive entrance test for admission into engineering colleges.

Key Features and Functionality:

- **User Registration and Login**:

Users can create an account by registering with their personal information and credentials. They can then log in using their credentials to access the platform.

- **Mock Test Repository**:

The website will feature a comprehensive repository of mock tests covering all subjects and topics relevant to the ECET syllabus. The mock tests will be designed to replicate the actual ECET exam format, including multiple-choice questions and time limits.

- **Subject-wise Categorization**:

The mock tests will be categorized based on subjects, allowing users to easily navigate and choose the specific subjects they want to practice. This categorization will help users focus on their weak areas and strengthen their knowledge.

- **Real-time Performance Evaluation**:

After completing each mock test, users will receive an instant assessment of their performance. They will be provided with a detailed report, including their score, time taken, and the correct/incorrect answers. This feedback will help them identify their strengths and weaknesses.

- **Progress Tracking**:

The website will maintain a comprehensive user dashboard that displays users' progress over time. It will include statistics such as overall performance, subject-wise performance, and improvement trends.

This tracking mechanism will allow users to monitor their progress and track their preparation effectively.

- **Friendly Interface**:

The website will be designed to be responsive and user friendly, enabling users to access the platform seamlessly to use manipulate easily

- The ECET Mock Test Website project aims to facilitate efficient and convenient exam preparation for ECET aspirants. By providing a realistic testing experience and valuable performance feedback, the website will empower users to enhance their knowledge, confidence, and chances of success in the ECET examination

3.Computational Environment

User Registration and Authentication:

- Implement a user registration system that captures user information such as name, email, and password.
- Store user credentials securely using appropriate encryption techniques.
- Authenticate users during login to ensure only registered users can access the platform.

Mock Test Generation and Storage:

- Develop a question bank containing a wide range of ECET-related questions across various subjects.
- Randomly select questions from the question bank to generate unique mock tests for each user.
- Store the mock tests in a database, associating them with the respective user accounts for later retrieval.

Test Presentation and Timer:

- Display each mock test to the user with a user-friendly interface, presenting one question at a time.
- Implement a timer to track the time taken by the user to complete the test.
- Automatically submit the test when the time limit is reached, if applicable.

Answer Submission and Evaluation:

- Capture the user's selected answers for each question and store them for evaluation.
- Compare the user's answers with the correct answers from the question bank to determine the score.
- Calculate and display the user's score, along with the correct/incorrect answers, after test completion.

Performance Tracking and Analysis:

- Develop algorithms to analyze the user's performance based on their test results.
- Generate comprehensive reports containing the user's overall score, subject-wise performance, and improvement trends.
- Store the performance data in the user's profile for tracking and future analysis.

3.1 Software Requirements

- Web Server:

  XAMPP is suitable web server software.

- Programming Languages:
  - **HTML/CSS**: For creating the website's structure and styling.
  - **JavaScript/jquery**: For client-side interactivity and dynamic functionalities.
  - **PHP**: For server-side scripting and handling server-side logic.

- Relational Database Management System (RDBMS):
  - MySQL is used for storing user data, test questions, and performance records.
- Database Management:

  MySQL Workbench, phpMyAdmin for managing the database, creating tables, and executing queries.

- Backend Framework:

  - PHP

- MYSQL

- Frontend Frameworks and Libraries:
  - HTML
  - CSS
  - JAVASCRIPT/JQUERY
  - BOOTSTRAP

- Mock Test Generation:

Develop algorithms or scripts to randomly select questions from the question bank and generate unique mock tests for each user.

- Text Editor/IDE:

Visual Studio Code for writing and editing code, Notepad.

3.2 Hardware Requirements

The hardware Requirements are the requirements of hardware devices . Most hardware only has operating system requirements or compatibility . Without System requirements ,the project will be a failure . those are every important to all the projects not only for specified one.

- Processor – Pentium III 630MHz
- RAM -- 512MB
- Hard Disk -- 50GB
- Monitor
- Keyboard --122 Keys

3.3 operating environment

In computer software, an **operating environment** or **integrated applications environment** is the environment in which users run application software. The environment consists of a user interface provided by an **applications manager** and usually an application programming interface (API) to the applications manager.

An operating environment is *not* a full operating system, but is a form of middleware that rests between the OS and the application.

- Web Browser
- XAMPP Control panel
- Text editor/IDE

3.4 External Interface Requirements:

These requirements include user interfaces (interaction logic between software and user), screen layouts, buttons, functions on every screen, hardware interfaces (here a team describes what devices the software is created for), and other relevant particularities.

3.5 A Non-Functional Requirement

1. Reliability

The system can update its content in real time. Therefore, changes such as addition, deletion or modification can be done immediately. This ensures that the content of the system is up-to-date, reliable and can be trusted. The system will also be able to produce all related output to queries.

2.Availability

The system can operate 24 hours per week and 365 days a year. As long as the user not shut down the desktop. All the information will be keep in the database. Even though, the desktop is shut off information still exist in the database.

3. Security and Safety

In order to avoid security and safety breach occur users need to login with username and password before they access the system. In database there have record the username and password. Only registered users can access the system and use it.

4.Maintainability

The software is being developed by the web developing languages. Thus the system can be update in the coding part to maintain the system**.**

5. Portability

The system is being developed using web programming language and MySQL. Before the system release to system needs to compile without any error before the system run. Therefore, the software will be able to run on any computer with web Browser and MySQL.

6. Performance

The system performance is very fast. The processed transactions and event response time is quick. So user can do the transaction any event without feel stress on waiting.

7. Flexibility

System is working easily on the Intranet with the username and password of the user. The system has given the rights to the lecturers and the students to use the system with their username. The system can also work on other kind of technology with the little modification. System should be quite flexible to install and maintain.

8. Efficiency

System should be efficient enough to meet all kinds of requirements as required by the lecturers and students. The system should not hang or lose its efficiency in any kind of worse conditions. It should provide the correct output in all manners**.**

9.User Friendliness

System should be user friendly, so that any user can use and access the system with easiness.

3.6 Software features

1. Automation Of Planning And Scheduling

Online exam software should be capable enough to deal with the messy planning phase. It should be able to collect information from students via its online portal and set up a schedule, process student applications, generate automated admit cards, allot exams according to the subject, and mark attendance on responses.

2. Assessment Pattern Creation

Assessment pattern creation is more of a technical term used for setting up subject-wise question papers.

3. Question Bank Management

The question banks should be interactive in nature with proper multimedia support and text editors. The mode of presentation should be appealing, enough to draw the attention of individual students.

4. Configuration Of Questions

The software must be capable enough to help teachers set up multiple question patterns for any subject of their choice. Thus, including questions like multiple-choice, open-ended, quizzes, and more.

5. Assessment Of Integrated Rubrics

Rubrics are effective and efficient tools for assessing student performance.

6. Easy Approval

Online exam software must feature an automated assessment tool, making it easy for users to get the generated questions approved and corrected in a simultaneous manner.

7. Multi-Language Support

Say yes to the one which supports multiple languages, making it easy for you and your students

8. Custom Test-Taking Options

This process helps educators customize test-taking methods that are suitable for individual students

. 9. Configurable Roles And Permissions

Online exam software should be able to provide proper access and set up verified roles, ensuring that individual admins and allotted teachers have full control.

10. Online Proctoring

Look for online exam software that provides proper methods of surveillance over individual students.

11. Transcript Generation

Online exam software should be able to provide transcripts via automated calculations.

12. Automated Evaluation

While going through papers submitted by individual students, teachers might be biased at times. Always look out for software involving various security stages, evaluator handling processes, and click-by-click audit mechanisms.

Final Words

Online Ecet mock test exam software is the future of academic assessments, providing various improvements over conventional methods with their automated systems and robust processing skills.

4. Feasibility study

4.1. Technical Feasibility

Building online ECET MOC test is technically feasible. The hardware and software needed are all available, it not difficult to get them. Brief I can say the necessary resources needed for the development and maintenance of the system are available. Evaluated the availability of resources such as skilled personnel, equipment, materials, and financial resources to undertake and sustain the project. I am going to use Html, java script, AJAX, JQUERY ,PHP and MYSQL database.

4.2. Operationally Feasibility

The project I am developing is operationally feasible as there is no need for users to have good knowledge in computer before using it. Evaluated the practicality, usability, and acceptance of the project by the users . I considered the user level of acceptance, willingness to adopt the new system, and potential resistance to change. The user can learn and use the system with easiness; he just needs to read the manual or tutorial from the developers.

4.3. Economic Feasibility

Besides being technically feasible, developing this system is economically feasible as well. The development of the system does not require the developers to spend a lot of money. Assessed the costs involved in developing, implementing, and operating the project, including hardware, software, infrastructure, training, maintenance, and ongoing operational expenses The tools I will be using to develop the system are not expensive and the software's are open source. All I need is time. Even the maintenance of the system will not be expensive. The system is indeed economically feasible.

5 . System Analysis

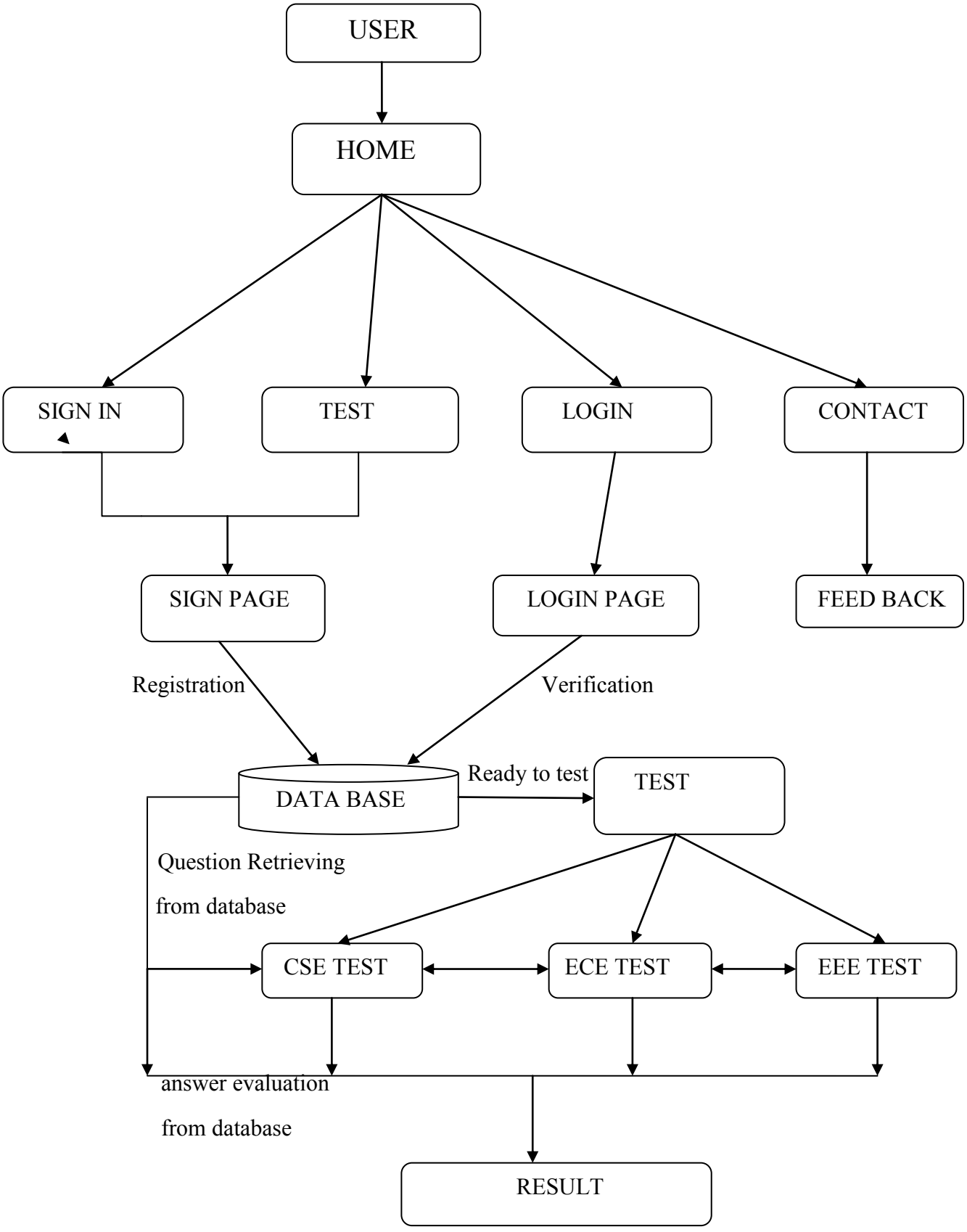
1. **Identify the Purpose and Scope**:
    - Understand the purpose of the ECET mock test project. Is it designed to help students practice for the ECET exam?
    - Determine the scope of the project. Will it cover all subjects and topics included in the ECET exam?
2. **Gather Requirements**:
    - Interview stakeholders, such as teachers, students, and administrators, to gather their requirements and expectations for the mock test system.
    - Identify the features and functionalities required in the system, such as question bank management, test generation, scoring, and performance analysis.
3. **Identify Users and Roles:**
    - Identify the different types of users who will interact with the system, such as students, teachers, and administrators.
    - Determine the roles and permissions for each user type, specifying what actions they can perform within the system.
4. **Define System Components:**
    - Identify the main components of the system, such as:
        - User interface: The interface through which users will interact with the system, including login, test selection, and result display.
        - Question bank: The repository of questions categorized by subjects and topics.
        - Test generator: The component responsible for creating customized tests based on user preferences and predefined parameters.
        - Scoring and evaluation: The module that calculates and presents the scores and feedback based on student performance.

- Analytics and reporting: The functionality to analyze student performance, generate reports, and provide insights to teachers and administrators.

5. **Determine System Interactions**:
    - Identify how the system components interact with each other. For example:
        - User interface communicates with the question bank to display questions and options.
        - Test generator accesses the question bank to select questions for a test.
        - Scoring and evaluation module receives user responses from the user interface to calculate scores.
6. **Analyze Data Management**:
    - Determine how user data, including login credentials, test results, and performance metrics, will be stored and managed securely.
    - Identify any data privacy and security requirements that need to be addressed.
7. **Consider Integration and Deployment**:
    - Identify any external systems or services that need to be integrated, such as user authentication systems or email notifications.
    - Determine the deployment strategy for the system, whether it will be a web application, mobile app, or a combination of both.
8. **Create System Models**:
    - Create system diagrams, such as use case diagrams, entity-relationship diagrams, and flowcharts, to visualize the system components, interactions, and data flow.
9. **Validate and Refine Requirements**:
    - Review the system analysis with stakeholders to ensure all requirements have been captured accurately.
    - Incorporate feedback and make any necessary refinements to the system analysis

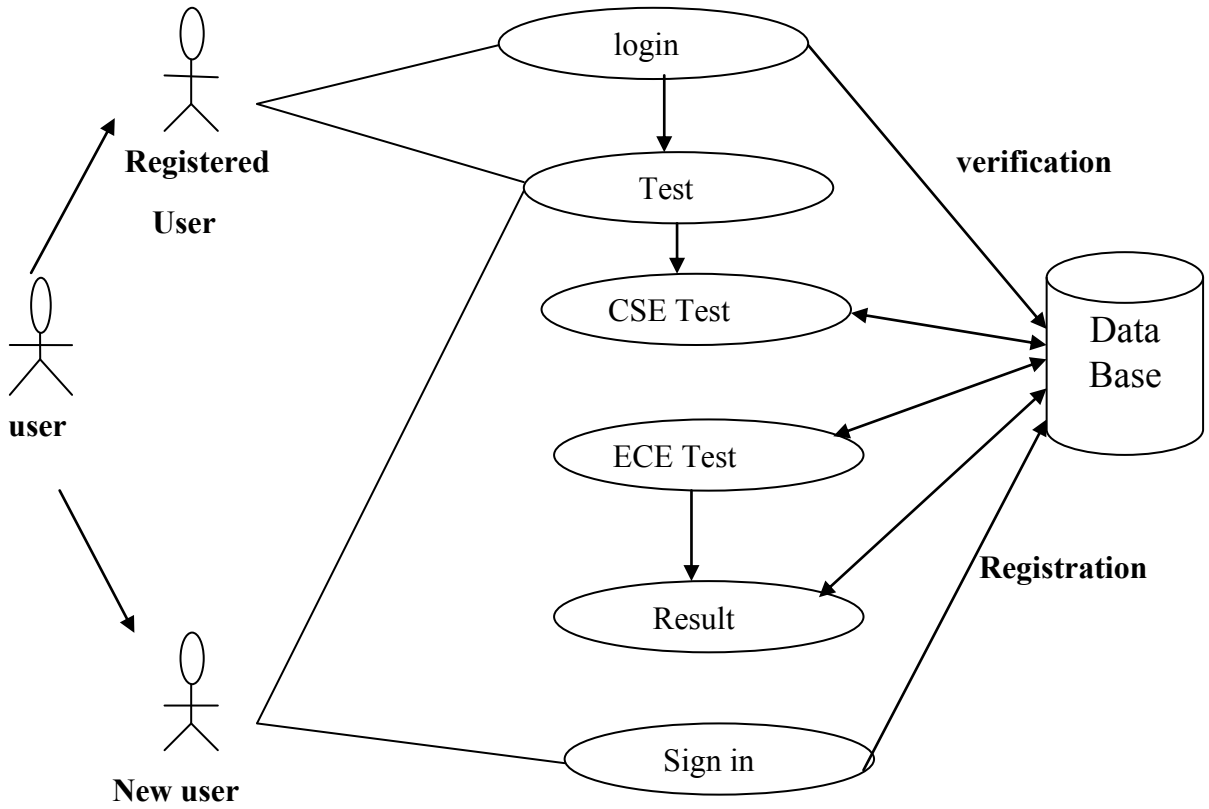
6 System Designs

6.1 Data Flow Diagrams



6.2 UML Diagram

UML Diagrams are used to design visualizing model for your project. It is pre planned activity by the team to get an idea about how your project works .Below we have given a use case diagram which include actors and use cases user and data base manager acts as an Actors an login ,test ,result ,sign in are use cases which a user can access .



7. System Implementation

After Establishing a connection Via interet or Intranet , the proposed system can work with client . The database was designed by Xampp ,which consists of several tables designed to select a unique identifier primary key for all database tables as question no to retrieve all the questions form database to browser.before going to test an user has to login if he/she is already sign in if not .He/she must sign in to the website and get ready to write the test.

Implementation is the stage where the theoretical design is turned into a working system. The most crucial stage in achieving a new successful system and in giving confidence on the new system for the users that it will work efficiently and effectively.The system can be implemented only after thorough testing is done and if it is found to work according to the specification.It involves careful planning, investigation of the current system and its constraints on implementation, design of methods to achieve the change over and an evaluation of change over methods a part from planning. Two major tasks of preparing the implementation are education and training of the users and

Testing of the system.The more complex the system being implemented, the more involved will be the systems analysis and design effort required just for implementation.The implementation phase comprises of several activities. The required hardware and software acquisition is carried out. The system may require some software to be developed. For this, programs are written and tested. The user then changes over to his new fully tested system and the old system is discontinued.

By using a Xampp apache server it is very flexible to the admin to save the user data into database and verification of user to the login. In the proposed system ,two data inserted .first data represents the question data consists of question no, no.of options given ,correct answer. While the other contains such as question no ,correct answer selected by user and sudent response .

The program proposed is characterized by its ability the examination and display the result immediately after the examination has completed .after

completing the system implementation ,we list the key benefits of the proposed program:

- The program consists of professional interface from the start of the examination to the end .Instructions for supporting the student during the test ,such as Switching between questions,knowing the time and remaining questions .
- An examination time countdown is used to complete the examination immediately after completion
- The program can save the answers of the student to each question and save the final degree .

A s coming to the instructions that user has to follow:

Before writing a test an user has to know the basic instructions of the exam system that he/she is going to attend such as AP ECET is an examination of duration 3 hours i.e 180 mins , No of questions that the user has to attempt is 200 questions .

- Main instruction that there is no negative marking in APECET examinations.

8. System Testing

System Testing is a process where a scheduled type of testing is done to know the draw backs in the system and to rectify them . There are several techniques to test a module .

8.1 Unit Testing

Unit testing is a software development process in which a smallest testable parts of an application called units ,are individually scrutinized for proper operation .

Unit testing is done on a unit as according to our project there are different units which are developed in different cases such as homepage , login, sign in, database connectivity, all the test pages,result. After developing all these pages they should tested individually ,individual testing may result in

- Fast error or bugs identification & recovery
- Improve quality and performance.
- Reduces software complexity.

8.2 Integration Testing

Integration Testing is a software testing in which individuals software modules are combined and tested as group . Integration testing is conducted to evaluate the compliance of he system or component with specified functional requirements . it is after unit testing and before system testing . According sample try out all the web pages like homepage ,login in ,sign in page are integrated and tested as a single module. These are the usage of integration i.e

- It catches all the errors when several modules are working together.
- Easy to know the functionality of the system.

8.3 System testing

System testing is done only after completion of after integration testing as there are different stages in system testing. There are different benefits in using a system testing i.e,

- Improve quality.
- Error reduction.
- Cost saving.
- Customer satisfaction.
- Increases software performance.

Maintenance and environment:

AS the number of computer based systems, grieve libraries of computer software began to expand. In house developed projects produced tones of thousand soft program source statements. Software products purchased from the outside added hundreds of thousands of new statements. A dark cloud appeared on the horizon.

All of these programs, all of those source statements-had to be corrected when false were detected, modified as user requirements changed, or adapted to new hardware that was purchased.

These activities were collectively called software Maintenance. The maintenance phase focuses on change that is associated with error correction, adaptations required as the software's environment evolves, and changes due to enhancements brought about by changing customer requirements.

Four types of changes are encountered during the maintenance phase.

Correction Adaptation Enhancement Prevention Correction:

Even with the best quality assurance activities is lightly that the customer will uncover defects in the software. Corrective maintenance changes the software to correct defects .Maintenance is a set of software Engineering activities that occur after software has been delivered to the customer and put into operation. Software configuration management is a set of tracking and control activities that began when a software project begins and terminates only when the software is taken out of the operation. We may define maintenance by describing four activities that are undertaken after a program is released for use

:Corrective Maintenance Adaptive Maintenance Perfective Maintenance or Enhancement Preventive Maintenance or reengineering Only about 20 percent of all maintenance work are spent "fixing mistakes". The remaining 80 percent are spent adapting existing systems to changes in their external environment, making enhancements requested by users, and reengineering an application for use.

ADAPTATION:

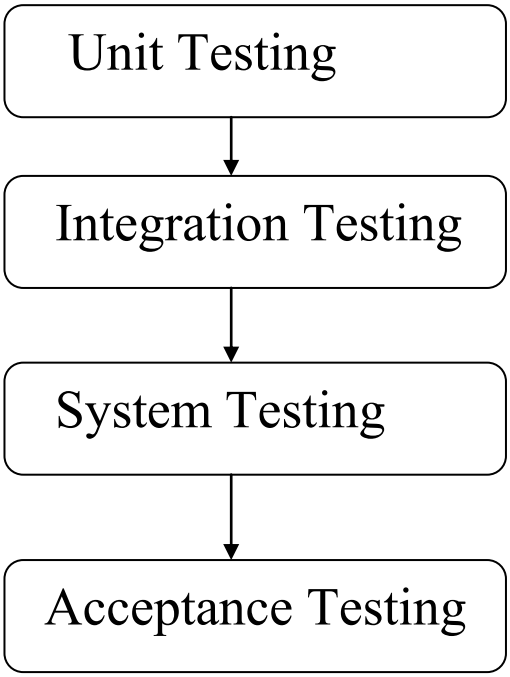
Over time, the original environment for which the software was developed is likely to change. Adaptive maintenance results in modification to the software to accommodate change to its external environment.

ENHANCEMENT:

As software is used, the customer/user will recognize additional functions that will provide benefit. Perceptive maintenance extends the software beyond its original function requirements.

PREVENTION :

Computer software deteriorates due to change, and because of this, preventive maintenance, often called software re engineering, must be conducted to enable the software to serve the needs of its end users. In essence, preventive maintenance makes changes to computer programs so that they can be more easily corrected, adapted, and enhanced.



9 Sample Source Code :

9.1 Homepage Source code

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title>Mock Test Website</title>
    <link rel="stylesheet" href="homepage.css">
</head>
<body>

    <div class="header">

        <div class="header_nav">
            <img src="logo.jpeg" alt="">
            <p>SAMPLE TRY-OUT</p>
        </div>
            <ul class="nav">
                <li ><a href="HOMEPAGE.HTML">Home</a></li>
                <li ><a href="sign_in_student.html">Tests</a></li>
                <li ><a href="contact.html">Contact</a></li>
                <li ><a href="login.html">login</a></li>
```

```
            <li ><a href="sign_in_student.html">signup</a></li>

          </ul></div>

        <div class="content">

          <h1>Welcome to ECET Mock Test Website</h1>

          <p>Mock tests are arranged to give students a feel of the real exam. For most of the students about to take a major exam for the first time in their lives, mock tests provide a trial run. Being placed in the same situation and feeling the same amount of pressure before the actual competative exam will inculcate some self-analytical capacity and confidence in the student. Infact Mock Test helps in reducing pre-exam nervousness, as the candidate has already appeared for a version of the exam before, on the final day he will be more relaxed.</p>

          <h2>"PRACTICE MAKES MAN PERFECT"</h2>

       <button    class="header__btn">

           <a   href="sign_in_student.html">LET'S PRACTICE</a>

</button> </div>

<section class="features">

      <div class="container">

        <h2 class="features__title">Features</h2>

        <div class="features__grid">

          <div class="features__item">

            <img src="image2.png" alt="" id="flogo">

            <h3 class="features__item-title">Expertly Written Questions</h3>

            <p class="features__item-text">Our team of experts writes every question with care and precision to provide the most accurate and reliable results.</p>

          </div>

          <div class="features__item">

            <img src="image1.png" alt="" id="flogo">

            <h3 class="features__item-title">Realistic Testing Environment</h3>
```

```
            <p class="features__item-text">Our timed tests simulate the real testing environment to help you feel comfortable and confident on test day.</p>

          </div>

          <div class="features__item">

            <img src="image3.png" alt="" id="flogo">

            <h3 class="features__item-title">Track Your Progress</h3>

            <p class="features__item-text">Our detailed reports and analytics allow you to track your progress and identify areas where you need to improve.</p>

          </div>

        </div>

      </div>

  </section>

  <section class="cta">

    <div class="container">

      <h2 class="cta__title">Ready to Get Started?</h2>

      <p class="cta__subtitle">Sign up for free and start testing today!</p>

      <a href="sign_in_student.html" class="cta__btn">Sign Up Now</a>

    </div>

  </section><footer class="footer">

    <div class="container">

      <p class="footer__text">&copy; 2023 Mock Test Website. All rights reserved.</p> </div>

  </footer>

</body>

</html>
```

9.2 Sign in page Source Code

```
<!DOCTYPE html>
<html lang="en">
  <head>
    <title>Sign Up</title>
    <link rel="stylesheet" href="style.css" />
    <link
      href="https://fonts.googleapis.com/css2?family=Roboto:wght@300&display=swap"
      rel="stylesheet"/>
<style>
.lin{
width:80px;
    height: 40px;
    background-color:white;
    box-shadow:10px  white;
    border-radius: 5px;
   margin-left: 45%;
align:center;
}
</style>

<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.6.0/jquery.min.js"></script>
```

```
<script>
$(document).ready(function()
{
$(".mn").click(function(){
$(".mn").css("border-color","black");
})
$(".mn1").click(function(){
$(".mn1").css("border-color","black");
})
$(".mn2").click(function(){
$(".mn2").css("border-color","black");
})
$(".mn3").click(function(){
$(".mn3").css("border-color","black");
})
$(".mn4").click(function(){
$(".mn4").css("border-color","black");
})
$(".mn5").click(function(){
$(".mn5").css("border-color","black");
})
$(".mn6").click(function(){
$(".mn6").css("border-color","black");
```

```
})

});

</script>

 </head>

 <body>

   <div class="signup-box">

    <h1>Sign Up</h1>

      <h4>It's free and only takes a minute</h4>

       <form  name="myform"  action="insert_student.php" method="post"  >

          <label>Name</label>

          <input type="text"  class="mn"placeholder="Enter Student name"  name="name" required><br>

          <label>student ID</label>

          <input type="username" class="mn1" placeholder=" Enter your Diploma HallTicket Number"  name="student_id" required>

          <label>College Name</label>

          <input type="text"  class="mn2"placeholder="Enter your college name" name="college_name" required>

          <label>Course</label>

          <input type="text" class="mn3" placeholder=" Enter your department name" name="course" required>

          <label>Email</label>

          <input type="e-mail" class="mn4"placeholder="Enter your e-mail ID" name="e-mail" required>

          <label>Username</label>
```

```
        <input type="text"  class="mn5"placeholder="Enter Username" name="username" required>

        <label>Password</label>

        <input type="password"  class="mn6" placeholder="Enter 8 digit password" name="password" required><br><br><br>

        <input type="submit" value="SUBMIT" />

      </form><br><br><br>

    <p class="aa">

      By clicking the submit button,you agree to our <br />

    <a href="terms_conditions.html" class="a">Terms and Condition</a>and<a href="terms_conditions.html" class="a">Privacy Policy</a>

    </a></p>

<table><tr>

        <td> <button class="lin"><a href="HOMEPAGE.HTML">HOME</a></button></td><td>        

                 </td>

<td><button class="lin"><a href="terms_conditions.html">NEXT</a></button></td></tr>

</table> </div>

<p class="para-2">

    Already have an account? <a href="login.html">Login here</a>

    <!--

  </p class="para-3">

</body>
```

```
</html>
```

9.3 Log in Page Source Code

```
      <!DOCTYPE html>
<html lang="en">
  <head>
    <title>Login </title>
    <link rel="stylesheet" href="style.css" />
    <link
      href="https://fonts.googleapis.com/css2?family=Roboto:wght@300&display=swap"
      rel="stylesheet  />
<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.6.0/jquery.min.js"></script>
<script>
$(document).ready(function()
{
$("#mn").click(function(){
$("#mn").css("border-color","black");
})
$("#mn1").click(function(){
$("#mn1").css("border-color","black");
})
$("#mn2").click(function(){
$("#mn2").css("border-color","black");
})
```

```
});

</script>  </head>

  <body>

<div class="login-box">

   <h1>Login</h1>

<form  action="login_action1.php" method="POST">

        <label>STUDENT ID</label>

<input type="username" id="mn2" placeholder="Enter Diploma Hall Ticket Number" name="id" required>

        <label>Email</label>

      <input type="email" id="mn" placeholder="Enter Mail Id Ex:abc12@gmail.com " name="username"  required>

      <label>Password</label>

      <input type="password" id="mn1" placeholder=" Enter 8 digit code " name="password" required><br><br>

        <input type="submit" value="LOGIN" style="background-color:green;color:white;" />

     </form>

    <p> By clicking the submit button,you agree to our <br /><a href="terms_conditions.html">Terms and Condition</a> and <a href="terms_conditions.html">Privacy Policy</a>

     </p>

   </div>

   <p class="para-2"> Not have an account? <a href="sign_in_student.html">Sign Up Here</a>

   </p>

</body></html>
```

9.4 Test.html

```
  <!DOCTYPE html>
<html>
<head>


<link rel="stylesheet" href="grid.css">
<style>
.mn{


  background:url('background.png');
  background-size:contain;
}
.img{
border-radius:50%;
}
</style>
</head>
<body class="mn">
 <div class="header">
```

```
    <div class="header_nav">
      <img src="logo1.jpeg" alt="">
      <p> SAMPLE TRY-OUT</p>
    </div>
        <ul class="nav">
            <li ><a href="homepage.html">Home</a></li>
            <li ><a id="home">Tests</a></li>
            <li ><a href="contact.html">Contact</a></li>
            <li ><a href="login.html">login</a></li>
            <li ><a href="signup.html">signup</a></li>
        </ul>

      </div>
      <div class="content">
       <div class="grid-test">
 <section class="subjects">
        <h2 class="Text" align="center">Select a Subject</h2><br><br><br>
<table>
<tr><td>
          
        </td>
```

<td>

          </td>

<td><img src="cse1.jpeg" width="120" height="120" align="center" class="img">   </td>

<td><img src="ece1.jpeg" width="120" height="120" align="center" class="img">   </td>

<td><img src="eee1.jpeg" width="120" height="120" align="center" class="img">   </td></tr></table>

<img src=" ">CSE MOCK TEST

ECE MOCK TEST

EEE MOCK TEST

</section>

<h2 style="color:darkblue;">   IMPORTANT INSTRUCTION FOR AP ECET MOCK TEST</h2>

<ul type="disc">

   1. There are some important instructions which the canditates must keep in ind while appearing for the AP ECET 2023 or AP ECET 2023 mock test.

   2. The total duration of the exam will 180 mins,i.e 3 hours.

   3.The timer will be set on the server by itself,The examination would stop when the timer reaches zero and the exmination will stop all by itself.

QUICK LOOK AT THE MRKING SCHEME OF AP ECET 2023

   1.Before the candidates takes any AP ECET 2023 Mock tests, the candidate must at least go through the AP ECET 2023 marking scheme quickly so that they know about the minute details of the examination.

   2.There will be 4 sections in the AP ECET 2023 examination.

<ol type="1">

   1. Math section carries 50 Marks

   2. Physics section will carry 25 Marks

   3. Chemistry carries 25 Marks

   4. fourth section will carry 100 Marks (Branch selected by candidates)

   3. There will be a total of 200 questions which have to be attempted in 180 mins.

   4. The question paper will be available only in English

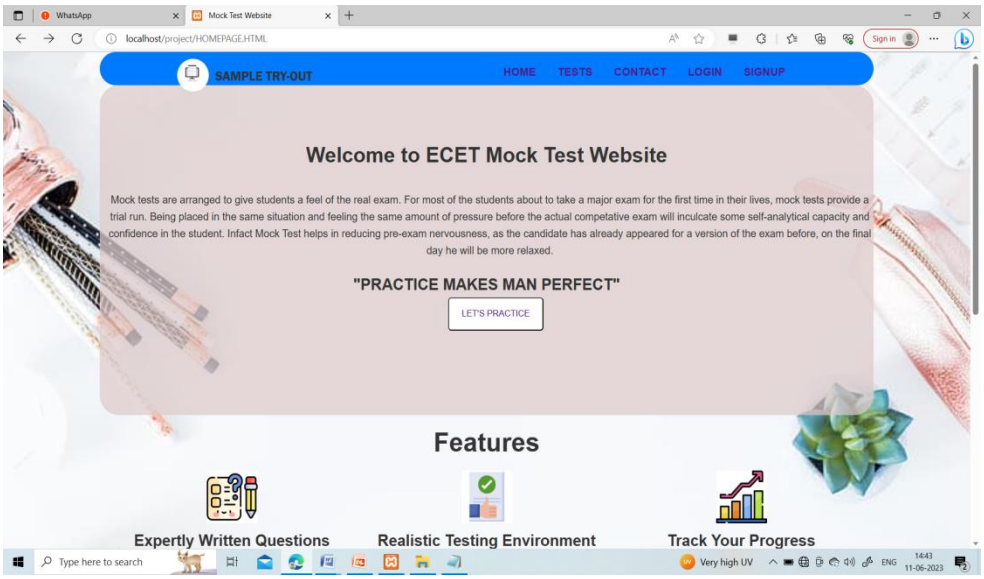
   5. Each question will have 4 options and the candidates will have to mark the most appropriate response among them.

<B>   6. DO NOT CLOSE THE WINDOW OR REFRESH THE WINDOW IN THE MIDDLE OF THE EXAMINATION

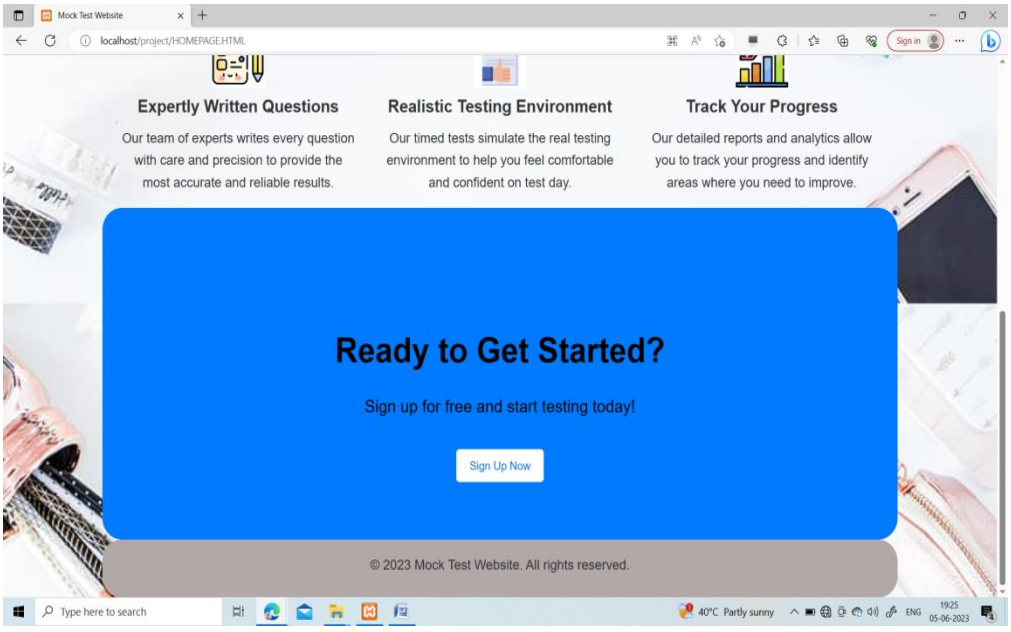
</body>

</html>

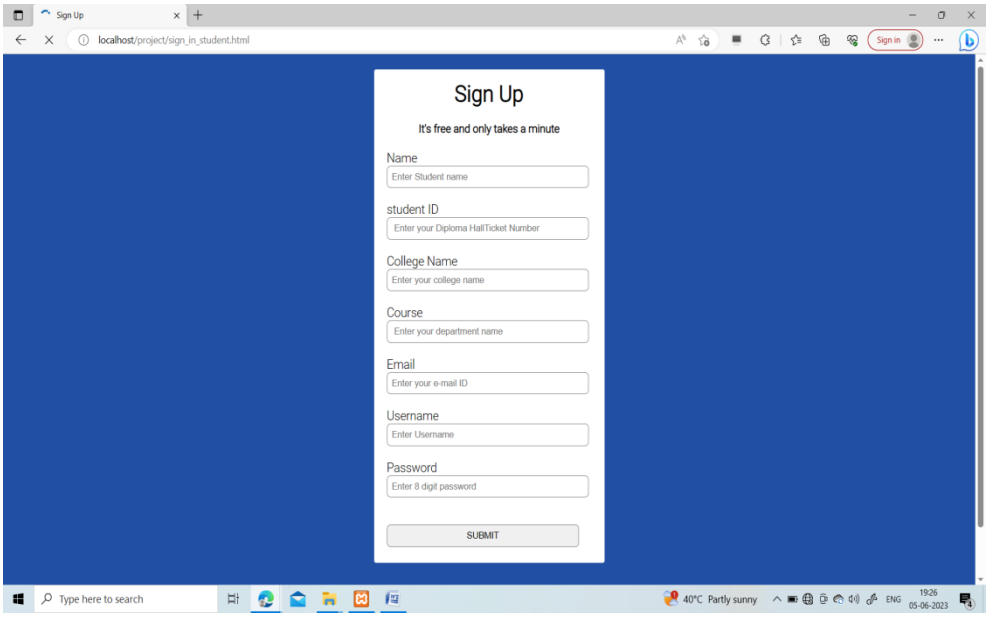
10 Screen Layouts



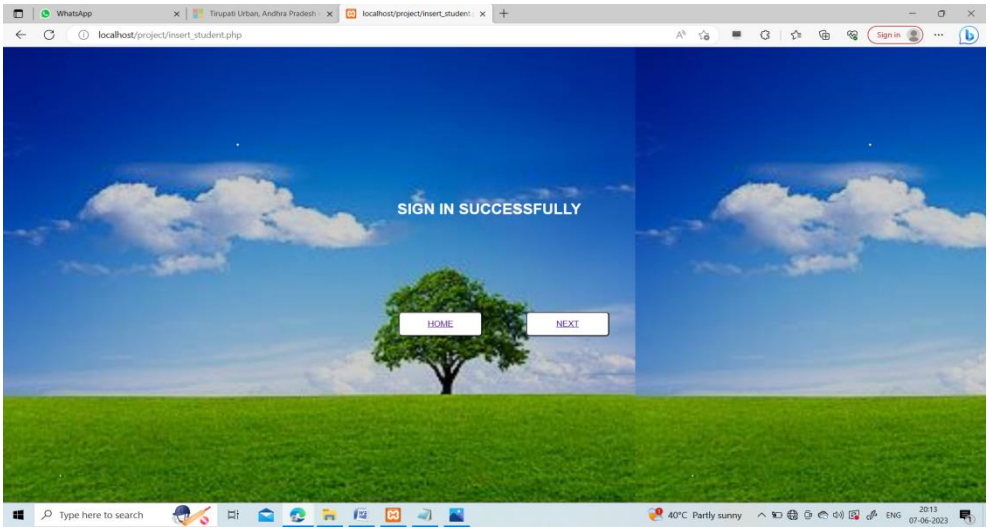
Homepage 1

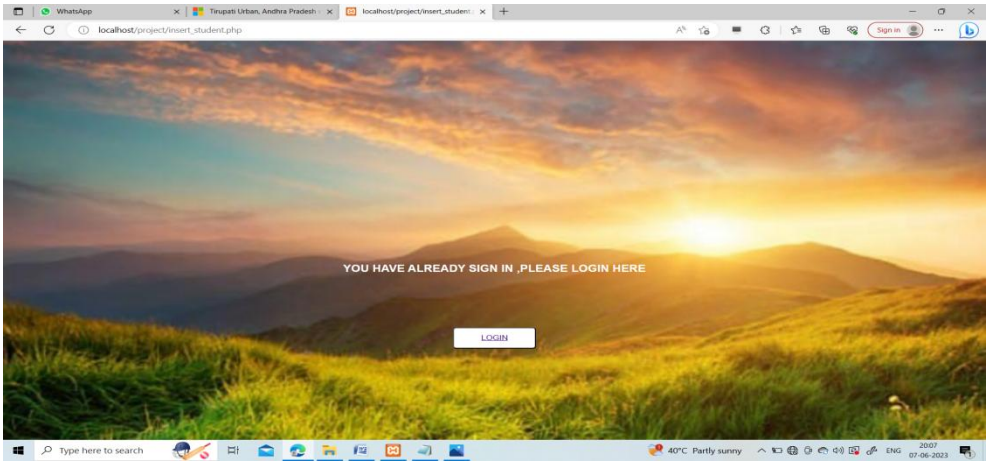


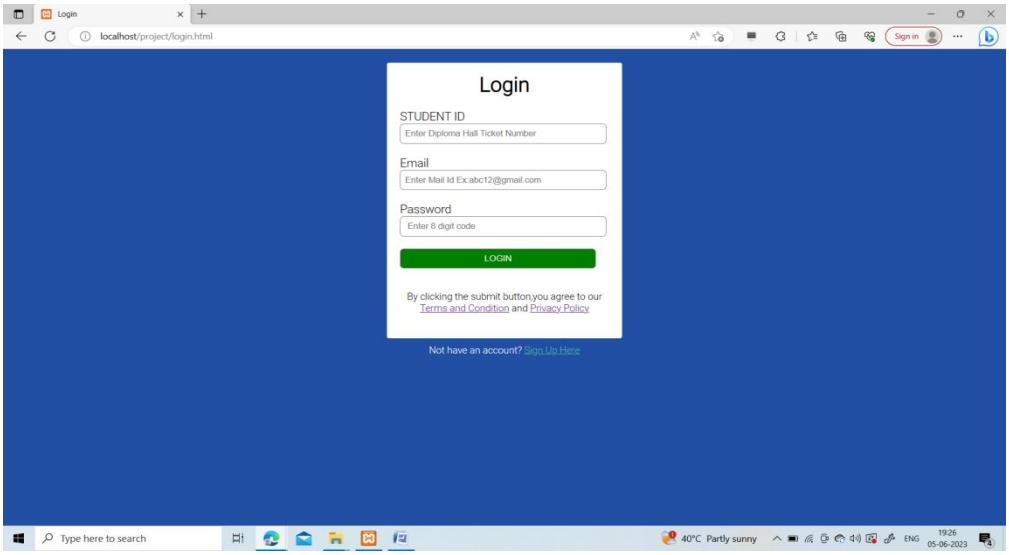
Homepage 1.1


Sign Up
localhost/project/sign_in_student.html
Sign Up
It's free and only takes a minute
Name
Enter Student name
student ID
Enter your Diploma HallTicket Number
College Name
Enter your college name
Course
Enter your department name
Email
Enter your e-mail ID
Username
Enter Username
Password
Enter 8 digit password
SUBMIT
Type here to search
40°C Partly sunny
ENG
19:26
05-06-2023

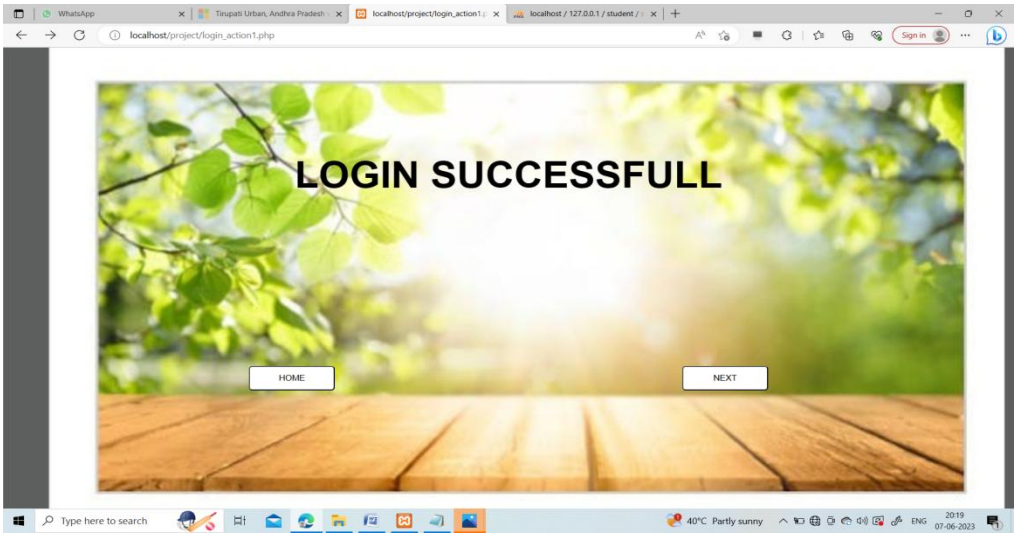
Sign in page

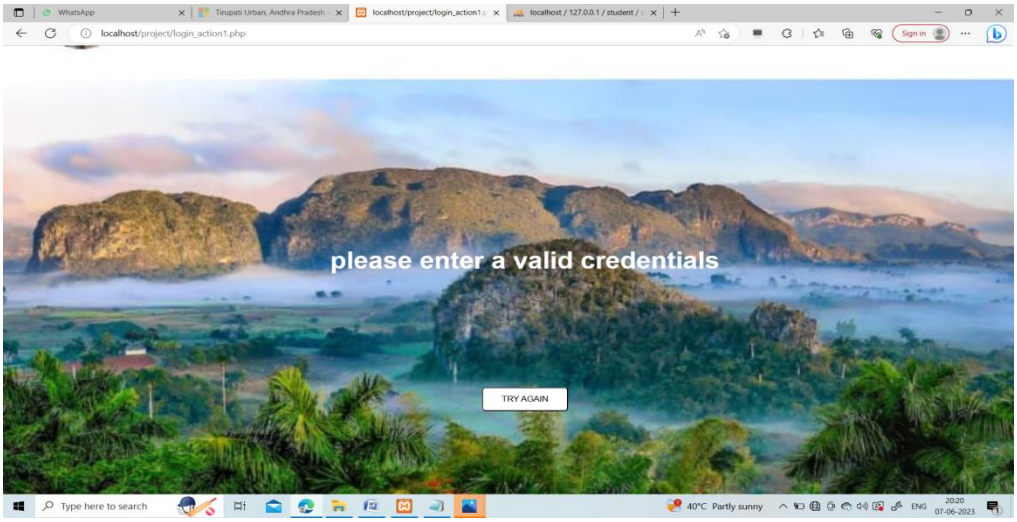

localhost/project/insert_student.php
SIGN IN SUCCESSFULLY
HOME
NEXT
Type here to search
40°C Partly sunny
ENG
20:13
07-06-2023

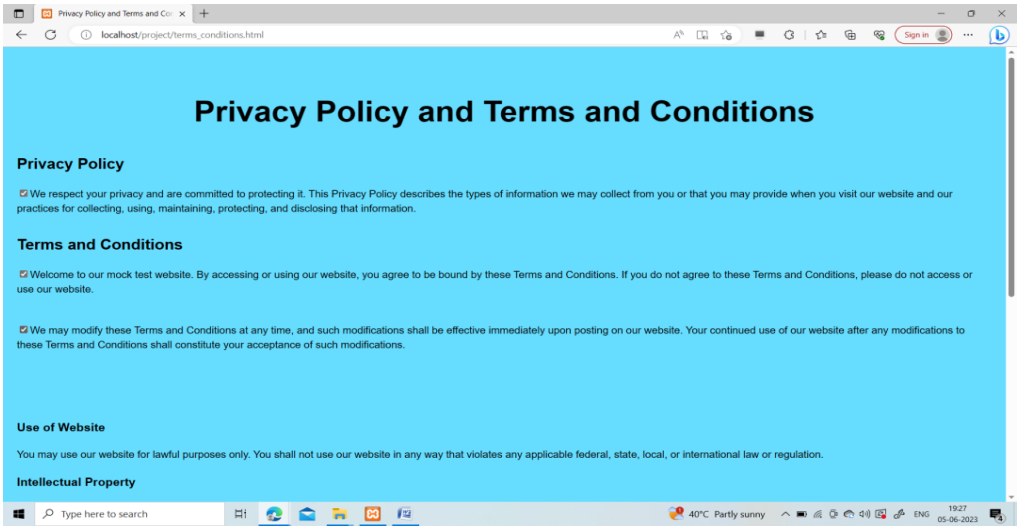

localhost/project/insert_student.php
YOU HAVE ALREADY SIGN IN ,PLEASE LOGIN HERE
LOGIN
Type here to search
40°C Partly sunny
ENG
20:07
07-06-2023


Login
localhost/project/login.html
Login
STUDENT ID
Enter Diploma Hall Ticket Number
Email
Enter Mail Id Ex:abc12@gmail.com
Password
Enter 8 digit code
LOGIN
By clicking the submit button,you agree to our
Terms and Condition and Privacy Policy
Not have an account? Sign Up Here

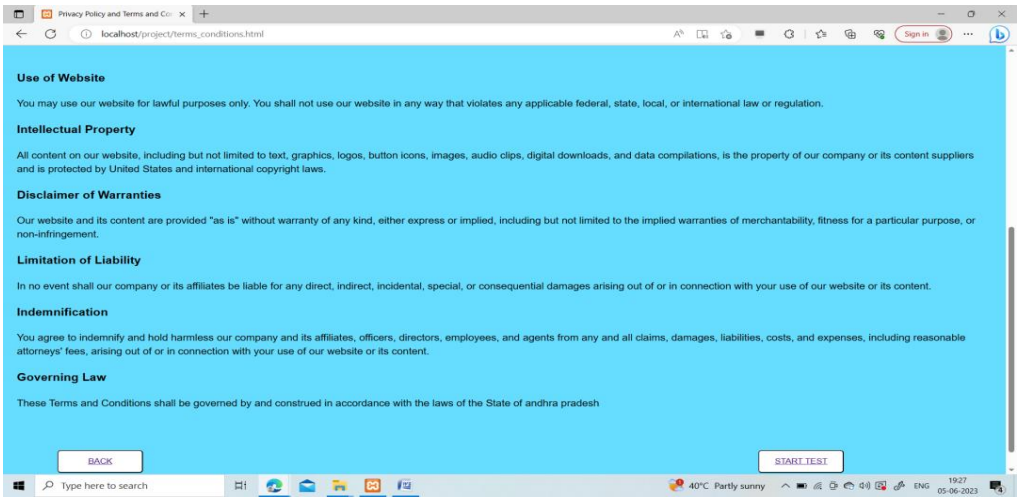
Log in Page


localhost/project/login_action1.php
LOGIN SUCCESSFULL
HOME
NEXT

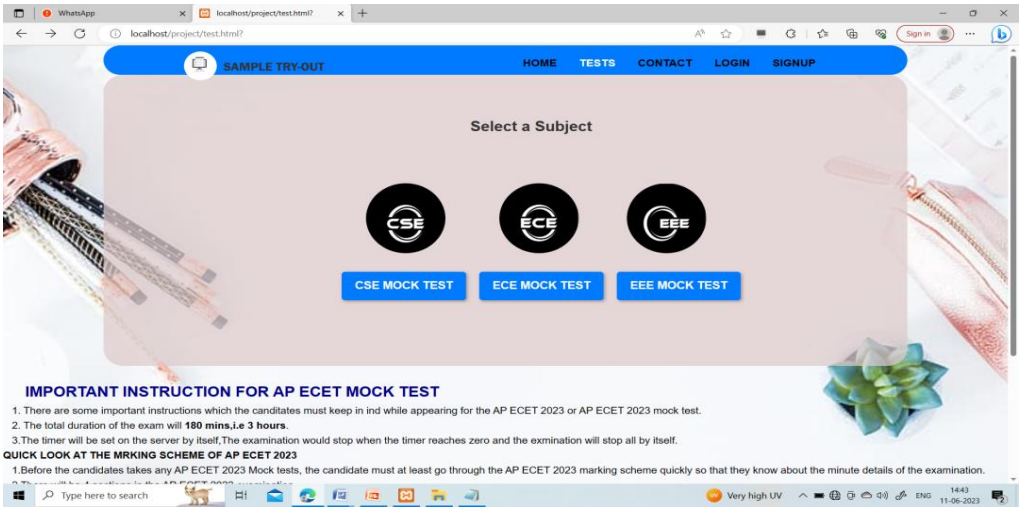

localhost/project/login_action1.php
please enter a valid credentials
TRY AGAIN



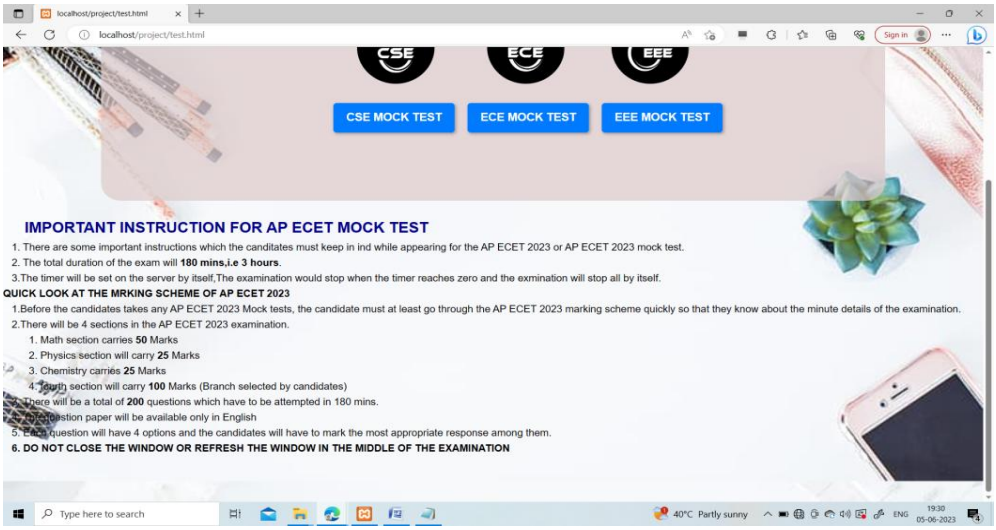
Privacy Policy and Terms And Conditions



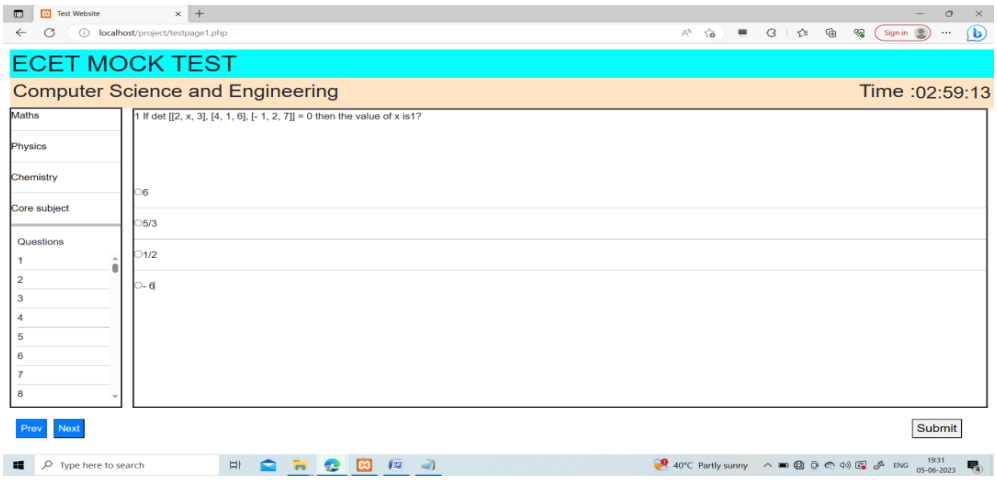
Privacy policy and Terms and Conditions 1.1



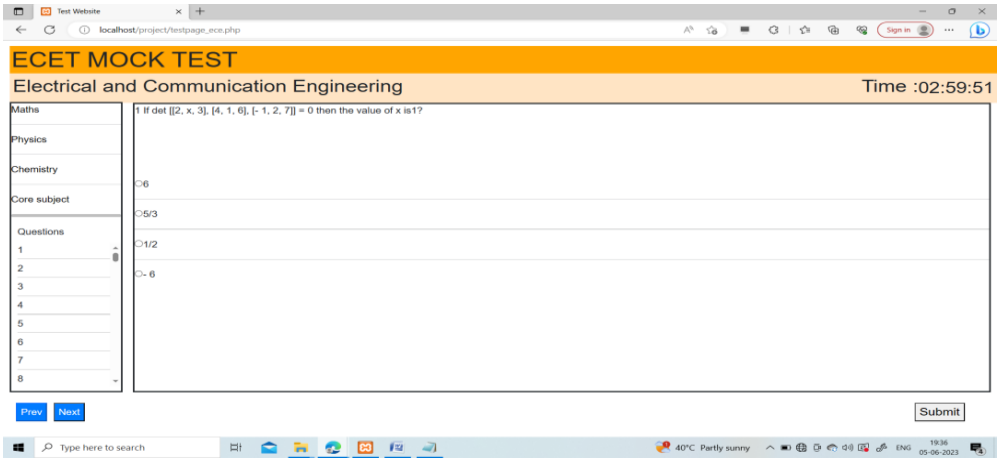
Test Access page 1



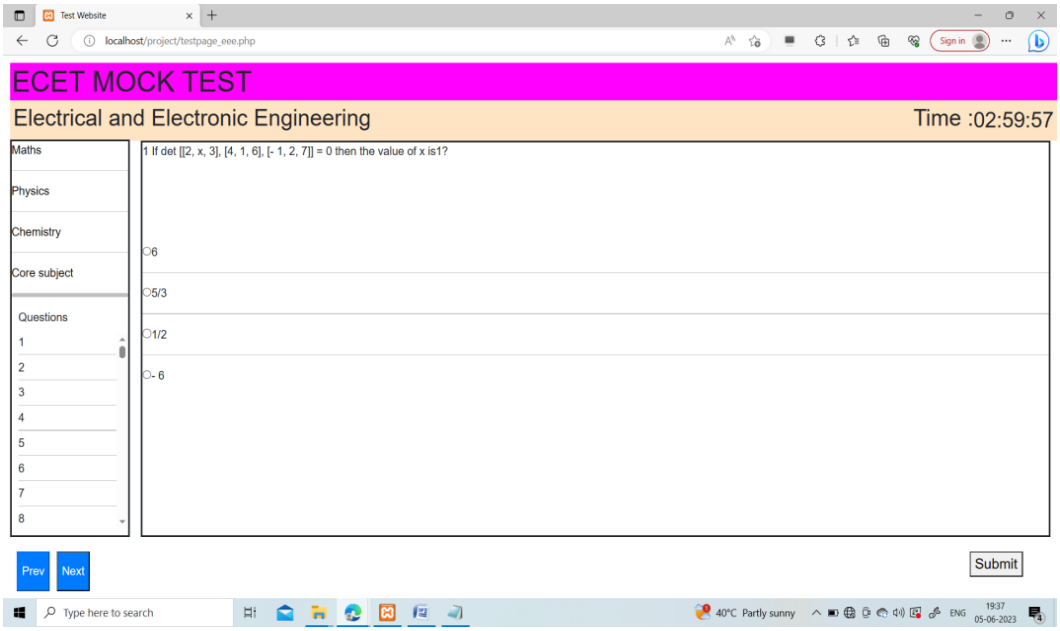
Test Access Page 1.1



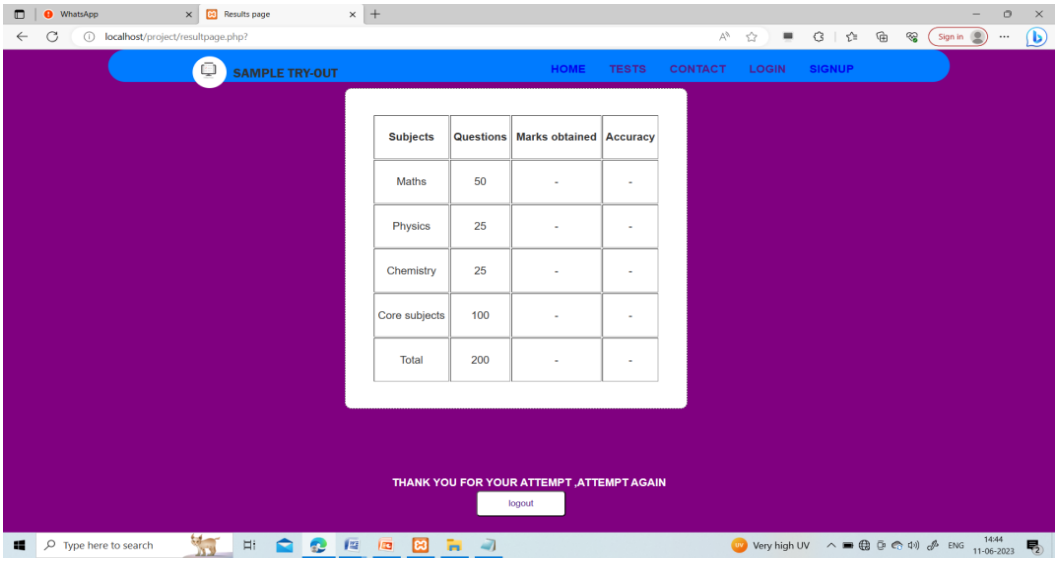
Test Page of Department of Computer Science and Engineering



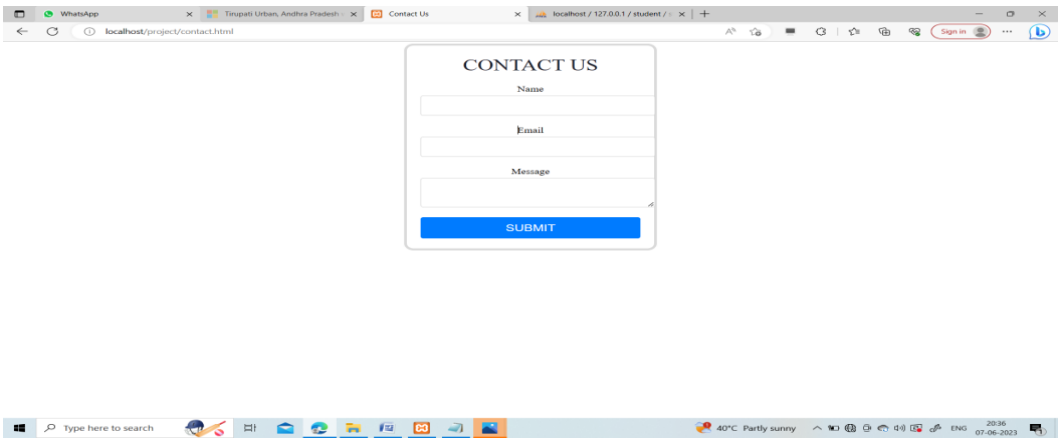
Test Page of Electrical and Communication Engineering



Test Page of Department of Electrical and Electronic Engineering



Result Page of all Test Pages



11 Conclusion and Future Enhancement

An APECET MOCK TEST Website is a online exam that is a computer based test and it is a user friendly system ,which very easy and convenient to use the system is complete in sense that it is operational and it is tested by entering data and getting the reports in proper order ,but there is always scope for improvement and enhancement.

- This online examination is designed for educational institutes(like schools, colleges, universities, training institutes).
- It saves time to prepare an exam and also it saves the time check the paper and prepare mark sheets.
- The system handles all the operations ,and it generates result as soon as the test in finish ,that includes name marks ,student details.

Future Scope:

- In future we Can add web cam based examinations for security purpose.
- We can add more features like Quiz application ,competitive exams ,etc.
- Future enhancement of a system typically involves incorporating new features, improving existing functionality, and addressing user feedback. Here are some strategies for future enhancement:

- Gather user feedback: Collect feedback from users to understand their needs, main points, and suggestions for improvement. This feedback can guide future enhancements to prioritize features and address user requirements.

- Development methodology: Implement an agile approach, such as Scrum or Kanban, to iteratively develop and enhance the system. This methodology allows for frequent releases and continuous improvement based on user feedback.

- Roadmap planning: Create a roadmap for future enhancements by identifying key features, prioritizing them, and estimating their implementation timeline. This roadmap serves as a guide for future development cycles.

- Technology upgrades: Keep up with the latest technology trends and upgrades. Evaluate new frameworks, libraries, or tools that can enhance system performance, security, or user experience.

- Continuous testing and quality assurance: Implement continuous integration and continuous testing processes to ensure that future enhancements do not introduce new bugs or regressions. Automated testing can help catch issues early and maintain system stability.

- Scalability considerations: Plan for system scalability to handle increasing user loads and data volume. Design the system architecture to be flexible and easily expandable to accommodate future growth.

- User interface(UI) and user experience (UX) improvements: Continuously evaluate and enhance the UI/UX design based on user feedback and industry best practices. A well-designed and intuitive interface can significantly enhance user satisfaction.

- Remember that future enhancements should align with the system's overall goals and user needs. Regular communication and collaboration with stakeholders, users, and development teams are essential to ensure successful system enhancement and continuous improvement.