

1.Introduction

1.1 Scope of Work

Campus Recruitment System enables the user to have the typical recruitment facilities and features at their disposal. It resolves the typical issue of manual staffing processes and activities into a controlled and closely monitored work flow in the architecture of the application.

The objective of this application is to serve as a common meeting ground for jobseekers and company, locally. This kind of system is specifically designed for organization to help in solving staffing problems and managing human resource department activities at higher degree of optimization.

1.2 Usage Scenarios

The recruitment system allows the job seekers to view the job opportunity through Advertisement and Helps to apply for the job. The organization shortlist the applicants for the interview. The shortlisted applicants undergo through a process of Test and Interview. The HR department selects the Applicant based on the performance in the Test and Interview. Finally the recruited applicants are informed. This system makes the task of the job seeker easier rather than waiting in queue for enrollment. This also reduces the time consumption for both for the job seeker and organization

2. Requirement Analysis

2.1 Functional Requirements

2.1.1 Update information

This functionality will update the information of the student, Company and the Admin.

2.1.2 Change Password

This functionality will allow user(student,Company or Admin) to change their account password.

2.1.3 Sign Up

This functionality will allow Company,student or Admin to sign up(make a new account).

2.1.4 Login

This functionality will allow users(Students,Admin,Company) to login by their respective login credentials.

2.1.5 Apply for jobs

This functionality is only used by the students to apply for jobs.

2.1.5 Post Jobs/Add Job details

This functionality is only used by the company to post a new job.

2.2 Non Functional Requirements

The following are the non-functional requirements:

2.2.1 Security Requirements:

The application should not be able to access personal data of the user.

It also ensures that its sensitive information is not revealed to the external world under any condition.

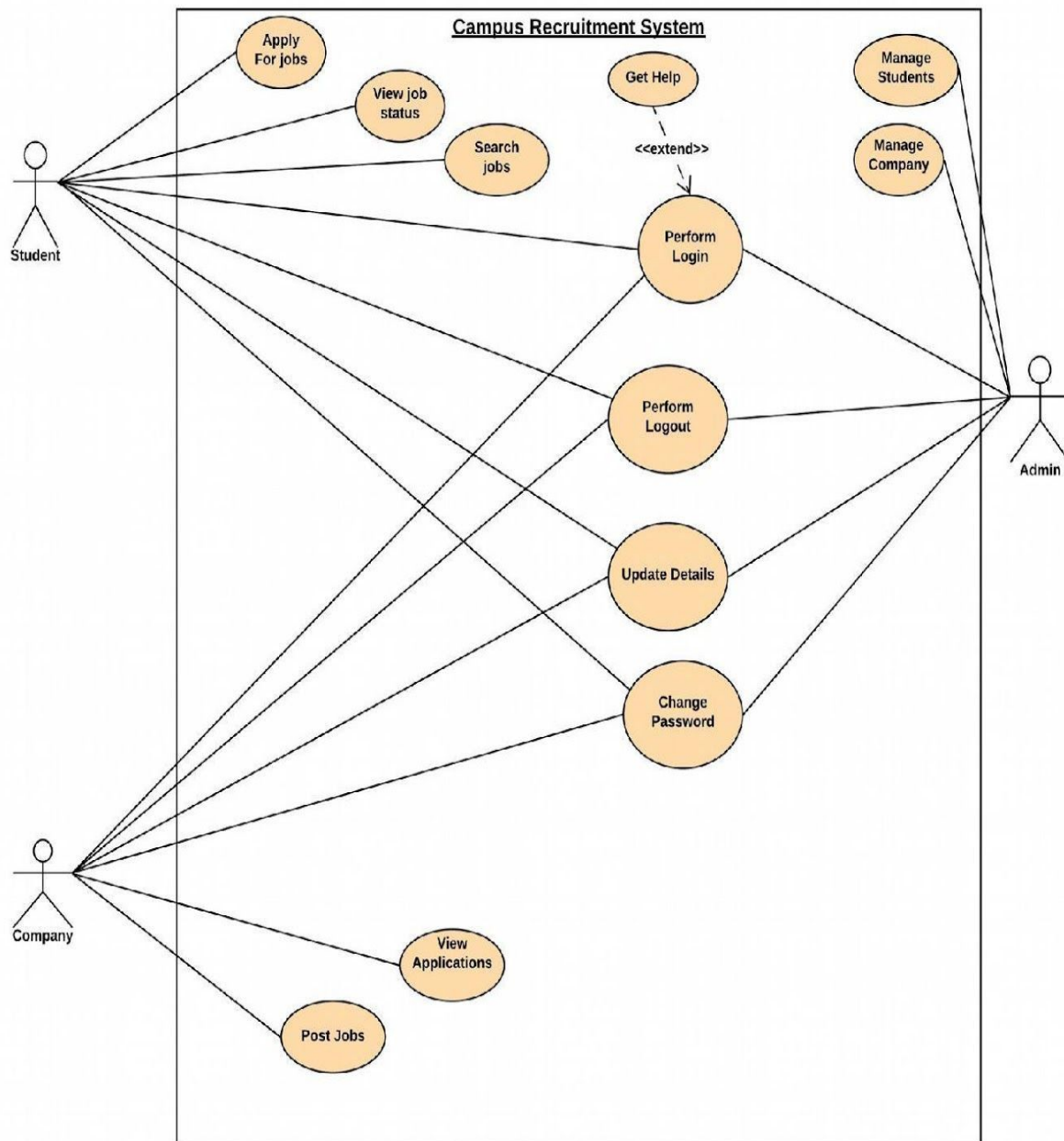
2.2.2 Performance Requirements: The response time of the application should be minimum. A user can undo his action any point of time.

2.2.3 Availability: All the information that the user requires will be readily available and accessible. The application is also independent of the user's location. The application will be available to the users anytime they wish to use it irrespective of the time and location.

2.2.4 Usability: The application has a very simple and user friendly user interface. Any new user can easily use the application. Every screen has self-explanatory buttons and explanations that avoids any confusion for the user. The layout of the user interface is consistent throughout the application. The application supports English language.

2.2.5 Documentation: Software Requirements Specification is provided for the users as well as the developers and System Design Description is provided for the developers and the maintenance engineers.

2.3 Use Case Scenarios



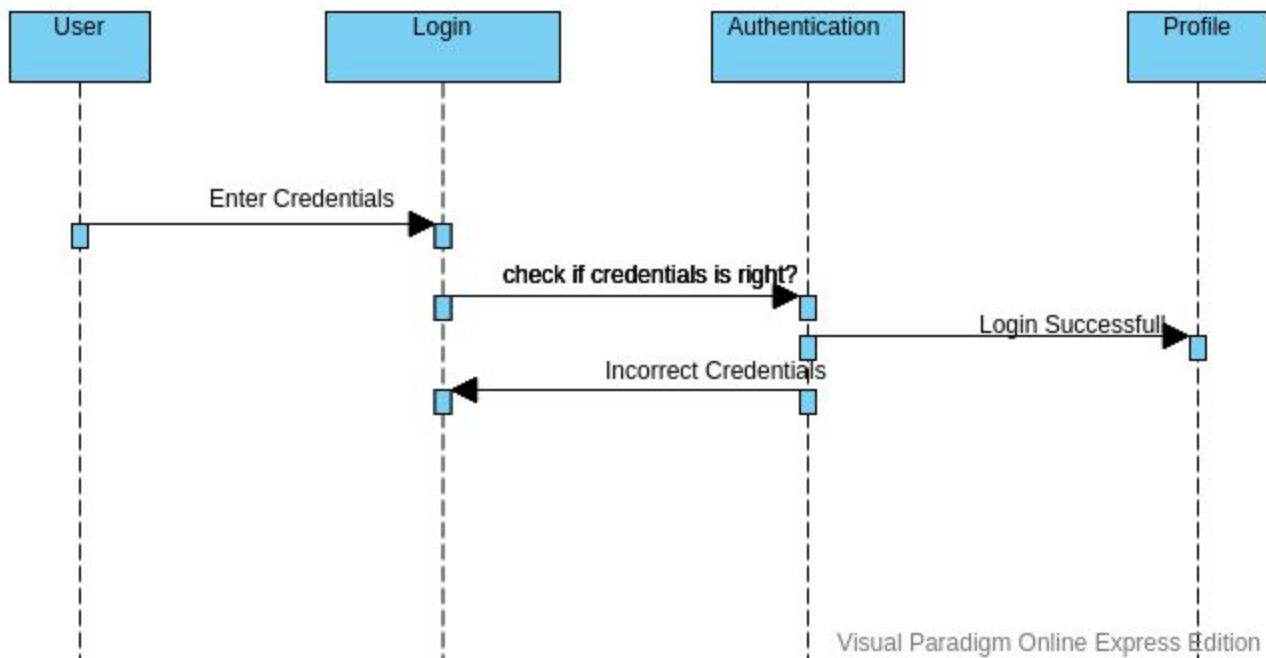
3. SYSTEM DESIGN

3.1 Design Goals

The application comprises of many features and hence the system is divided into various components. The main objective of this section is to elaborate the system design and to give an overview of the various components of the application including their interfaces. It also provides information about the relationship between the various components and the different data elements used by each of the components. It also explains the overall system design. The application has a client-server architecture with the application running on the client side and the files residing on the server side with which the user interacts through the application. The following sections contains class diagram, sequence diagram and activity diagrams representing the various components and their interactions and also the detailed description of each of the components.

3.2 Interaction Diagrams

Textual Paradigm Online Express Edition



Login Interaction Diagram

3.3 Detailed Design Methodologies

3.3.1 Detailed Description of the User Interface

The user interface section defines the way various stakeholders interact with the system. All the screens will be developed to work on android mobile. Error messages will appear as a popup on the screen. The maximum size of error message will be 40 characters. Buttons will there to make the navigation simpler.

A first time user of the mobile should see the login screen when he/she will open the android application. If the user has not registered to the, then he/she should be able to redirect to the sign up page from login screen. Every user should have the profile where he/she can apply for the job. After the creation of account the user can login to the application and will be able to apply for the jobs.

3.3.1.1 Login & sign Up Screen Interface

Campus Recruitment System

CAMPUS RECRUITMENT SYSTEM

ADMIN LOGIN

STUDENT LOGIN

COMPANY LOGIN

OR

CREATE NEW ACCOUNT

Campus Recruitment System

CAMPUS RECRUITMENT SYSTEM

Username

Password

LOGIN

FORGOT PASSWORD?

Campus Recruitment System

Create New Account

Name

Username

UserId

EmailId

ContactNo

Password

Confirm Password

Admin

SIGN UP

Objects & Actions

Login :

Student ,Admin or a company can login by their specific credentials.

Sign Up:

User Can create a new account

4. Work Done

4.1 Development Environment

The application being developed would be an Android App and would be called Campus Recruitment System.

- 1.Create a Sqlite database to store the user informations.
- 2.Create Interface for the application
- 3.Connect front end to backend of the application

4.1.1 Create a Sqlite database

Create Sqlite database for different types of user there will be different tables in the database.

4.1.2 User Interface

Design user Interface in XML android

4.2 Testing