

LAB REPORT

Submitted by

GAURANG ASHAVA(RA2111027010007)
ATIF ALAM ANSARI(RA2111027010019)
AMOGH JAIN(RA2111027010010)

Under the Guidance of

Dr. K. Arthi

Associate Professor, DSBS

In partial satisfaction of the requirements for the degree of

BACHELOR OF TECHNOLOGY
in
COMPUTER SCIENCE ENGINEERING

with specialization in Big Data Analytics



SCHOOL OF COMPUTING
COLLEGE OF ENGINEERING AND TECHNOLOGY
SRM INSTITUTE OF SCIENCE AND TECHNOLOGY
KATTANKULATHUR - 603203

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S.R.M. NAGAR, KATTANKULATHUE – 603 203

Chengalpattu District

BONAFIDE CERTIFICATE

Register No. RA P111027010007 certified to be the bonafide work done
by Gaurang Ashava (AA1 section) of II Year/IV Sem B.Tech Degree
Course in the Practical Software Software Engineering and Project Management
18CSC206J for the project "WORP" in SRM INSTITUTE OF SCIENCE AND
TECHNOLOGY, Kattankulathur during the academic year 2022 – 2023.

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ABSTRACT



Designing an educational tool for the use of faculty and students where it prohibits the use of personal chats and emojis.

Just the use of personal chats, channels, and video conferencing for the transformation of useful information in the hierarchical order.

The Project Name is **WORP** which uses the WhatsApp, Discord, and Google Meet model to share data within the organization.

It's a user-friendly Web Based Website for the smooth conveying of information within an organization.

STAKEHOLDER DESCRIPTION

Stakeholder Name	Activity/Area/Phase	Interest	Influence	Priority (High/Medium/ Low)
Project Rep	Manages the functioning of the product and is accountable for team success and failures	High	High	High
Team Members	Decision Make Process and do the work together and make sure to give daily progress reports	High	High	High
Investors / College Organization	Finance, Contacts and future planning for the progression of the company or generating new ideas.	Medium	Medium	High
Developers / Designers	Design for the website makes the project interface user-friendly and helps in testing the product.	High	High	High
Faculty	Approves or critique the project by giving feedback	Medium	High	High
End User (students)	Target Audience	Medium	Medium	Medium

PROJECT MODEL – AGILE

In agile methodology, the development process is broken down into small, manageable tasks called sprints, which typically last 1-4 weeks. During each sprint, the development team works on a specific set of tasks and delivers a working product increment at the end of the sprint. The team also holds daily meetings, to discuss progress and identify any obstacles.

Agile methodology emphasizes collaboration between team members, including developers, product owners, and stakeholders, throughout the development process. This allows for frequent feedback and continuous improvement, as well as the ability to quickly respond to changes in requirements.

The Agile methodology is a way to manage a project by breaking it up into several phases. It involves constant collaboration with stakeholders and continuous improvement at every stage.

Major Components of Model:

- 1) In this phase a basic prototype with all the existing static pages is presented in HTML format.
- 2) In the 2nd phase, Functional screens are made with a simulated data process using a prototype services layer.
- 3) This is the final step where all the services are implemented and associated with the final prototype.

IDENTIFYING REQUIREMENTS

The requirement can be defined as a high-level abstract statement or a detailed mathematical functional specification of a system's services, functions, and constraints.

They are depictions of the characteristics and functionalities of the target system. Requirements denote the expectations of users from the software product.

The requirement should be open to interpretation and detailed enough to understand. It is essential to know about software requirements because it minimizes the developer's time and effort and the development cost

Types Of Requirements:

1. System Requirements
2. Functional Requirements
3. Non-Functional Requirements

System requirements are the technical specifications needed for the online shopping platform to function correctly.

Here are some key system requirements that the platform should meet:

1) Hardware:

- a) Server infrastructure to host the platform and manage database resources.
- b) Sufficient network infrastructure to support high volumes of traffic.
- c) Backup and disaster recovery systems to ensure data safety.

2) Software:

- a) Operating system and middleware to run the platform (e.g., Linux, Apache, MySQL, PHP)
- b) Development tools and frameworks for building the platform.
- c) Integration with third-party APIs for payment processing and shipping services.
- d) Data analytics and reporting tools to track key metrics and performance.

3) Security:

- a) Secure authentication and authorization systems for users and administrators
- b) Encryption of sensitive data, such as credit card details and personal information.
- c) Regular security testing and updates to identify and address vulnerabilities.

4) Performance:

- a) Fast loading times and smooth, responsive user interface.
- b) Scalability to support increasing numbers of users and transactions.
- c) Reliable uptime and minimal downtime for maintenance or updates.

5) Compatibility:

- a) Support for multiple browsers and operating systems.
- b) Responsive design to optimize for different screen sizes and devices.
- c) Accessibility features to make the platform usable for all users, including those with disabilities.

Functional Requirements:

Functional requirements describe the specific features and functionality the WORP platform should provide its users. Here are some key functional requirements that the platform should meet

1) User Registration and Authentication: The Web Page will send the OTP (One Time Password) to Mobile Number for accessing the system Contacts.

2) Permissions: The Web Page will need to access the database of the contacts.

3) Overlay Apps:

- a) The Web Page will access the use of Google Meet for Video Conferencing.
- b) The Web Page will have all necessary security options for blocking strangers who don't belong to that particular organization.

4) Customer Service:

- a) The Web Page won't use any emoji or any GIFs for sending it to Educational Groups.
- b) Faculties can make channels like the ones in Discord for sending useful information to their students.
- c) The Web Page will also have the features like polling & video conferencing.

Non-Functional Requirements:

Non-functional requirements are the qualities that the online shopping platform should have to ensure a good user experience and meet technical and operational standards. Here are some key non-functional requirements that the platform should meet:

- 1. Usability:** a) Provide a user-friendly interface that is easy to navigate and use.
b) Ensure that the platform is accessible to users with disabilities.

- 2. Performance:** a) Provide a fast and responsive platform with minimal loading times.

3. Reliability and Availability

- a) Ensure that the platform is reliable and available for use 24/7 with minimal downtime or maintenance interruptions.
b) Ensure that backups and disaster recovery procedures are in place to prevent data loss.

4. Security

- a) Protect user data and personal information with secure encryption and authentication protocols.
b) Ensure the platform complies with relevant security and privacy laws and regulations.

5. Maintainability

- a) Ensure that the platform is easy to maintain and update with minimal effort.
b) Provide documentation and support for developers and administrators.

PROJECT PLAN & EFFORT

A project plan is a comprehensive document that outlines the objectives, scope, timelines, resources, and tasks required to complete a project successfully. It serves as a roadmap that guides the project team throughout the project's lifecycle. Effort estimation is a crucial aspect of project management, as it helps determine the resources and time needed for project completion.

PROJECT MANAGEMENT PLANS:

Focus Area	Details
Integration Management	Governance Framework Project Team Structure Roles & Responsibilities of Team Change Management (Change Control, Issue Management) Project Closure
Scope Management	Scope Statement Requirement Management (Gathering, Control, Assumption, Constraint Stakeholder) Define Deliverable Requirement Change Control Activities and Sub-Tasks
Schedule Management	Provision of scheduling online classes on time. Provision of providing assignments or tasks on time. Daily Announcements of particular webinars or projects.
Cost Management	Effort estimation Budget management Minimize cost-increasing factors.
Resource Management	To estimate and manage the need we require, People: - For management of the website and the timetable of the college/school. Admin: - To check every channel of every class and therefore to maintain the
Stakeholder	Team Members, Faculties, and Organization.
Risk Management	Not sharing data outside the organization. Analyzing proper ideologies to overcome risks. Prioritizing risk factors and finding a solution to remove them. Maintaining the privacy of the faculty and users.

ESTIMATION

Activity Description	Sub-Task	Sub-Task Description	Effort (in hours)	Cost in INR
Design the user screen	E1R1A1T1 (Effort- Requirement- Activity- Task)	User login page details.	8	40000
	E1R1A1T2	Home page where all the channels are visible to join and new channels can be created.	3	60000
	E1R1A1T3	Designing to create a channel and do customizations in the channel	7	140000
Identify Data Source for displaying units of Energy Consumption		Backend development	4	80000
		Document	5	100000

EFFORT (hr)	Cost (INR)
1	2000

INFRASTRUCTURE/RESOURCE COST

Infrastructure Requirement	Qty	Cost per qty	Cost per item
IR1	Laptops	3	75000
IR2	Domain Name	1	15000
	Web Designing	1	9000
	Domain License	1	9999
	Video Conferencing Collab	1	5000
	Discord Collab	1	10000
	Hosting Server	1	15000

MAINTENANCE & SUPPORT COST:

Category	Details	Qty	Cost per qty per annum	Cost per item
People	Network, System, Middleware, and DB admin Developer, Support Consultant	3	2,000,000	6,000,000
License	Operating System Database Middleware IDE	10	10000	100,000
Infrastructure	Server, Storage and Network	20	20000	400,000

TEAM MEMBER IDENTIFICATION

Name	Role	Responsibilities
Gaurang Ashava	Key Business User (Product Owner)	Provide clear business and user requirements
Gaurang Ashava	Project Manager	Manage the project
Gaurang Ashava, Amogh Jain, Atif Alam Ansari	Business Analyst	Discuss and Document Requirements
Amogh Jain, Atif Alam Ansari	Technical Lead	Design the end-to-end architecture
Amogh Jain	UX Designer	Design the user experience
Atif Alam Ansari, Gaurang Ashava	Frontend Developer	Develop user interface
Atif Alam Ansari, Gaurang Ashava	Backend Developer	Design, Develop and Unit Test Services/API/DB
Gaurang Ashava, Amogh Jain	Cloud Architect	Design the cost-effective, highly available and scalable architecture
Gaurang Ashava, Amogh Jain	Cloud Operations	Provision required Services
Atif Alam Ansari	Tester	Define Test Cases and Perform Testing

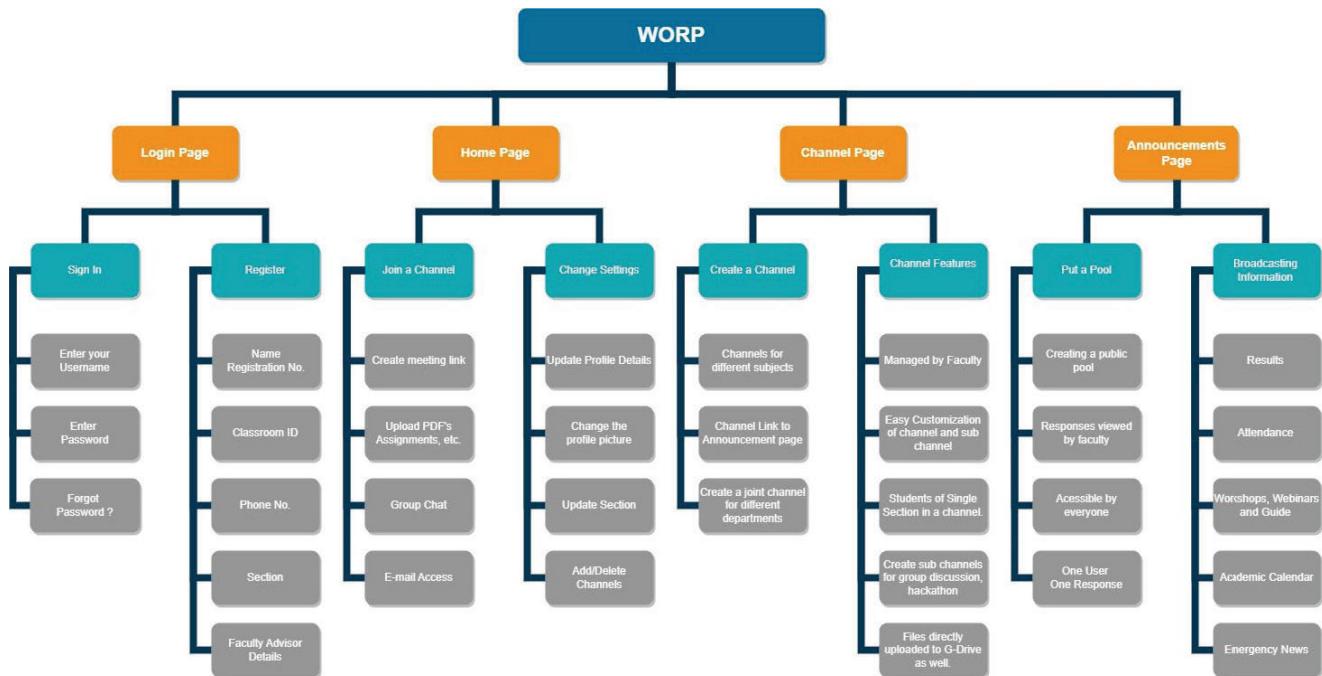
RESPONSIBILITY ASSIGNMENT MATRIX

RACI Matrix	Team Members				
Activity	Gaurang Ashava (BA)	Amogh Jain, Atif Alam Ansari (Developer)	Gaurang Ashava (Project Manager)	Key Business User	
User Requirement Documentation	A	C/I	I	R	
Development	A	R/A	I		
Website Design	A	R/A	I		
Advertisement	A	C	C		
Testing	C	R/A	I		
Bug Fixes	I	R/A	I		
Update/Upgrade	C	R/A	C		

A	Accountable
R	Responsible
C	Consult
I	Inform

WORK BREAKDOWN STRUCTURE

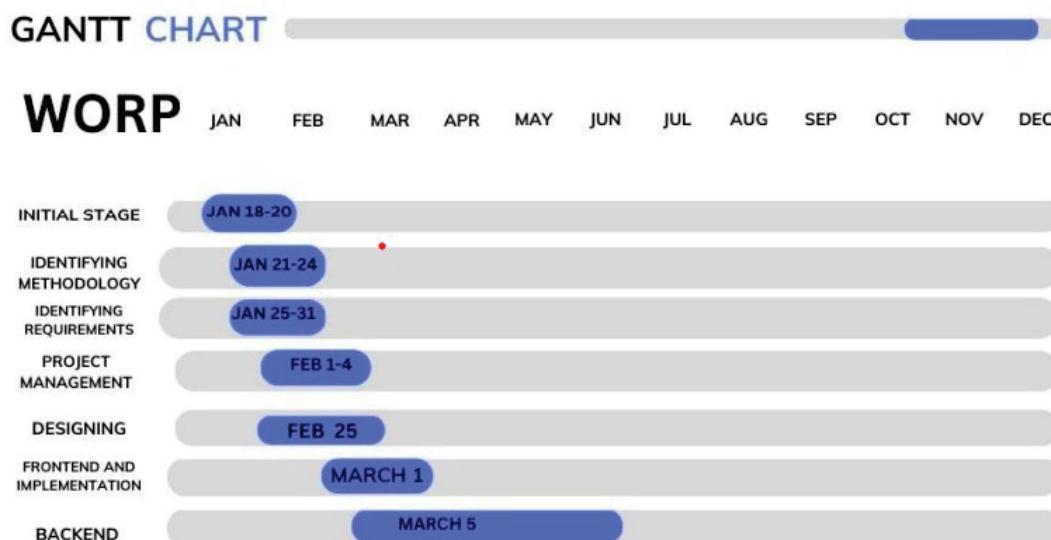
A work breakdown structure in project management and systems engineering is a deliverable-oriented breakdown of a project into smaller components. A work breakdown structure is a key project deliverable that organizes the team's work into manageable sections.



GANTT CHART

A Gantt chart is a project management tool that illustrates work completed over some time about the time planned for the work. It typically includes two sections: the left side outlines a list of tasks, while the right side has a timeline with schedule bars that visualize work.

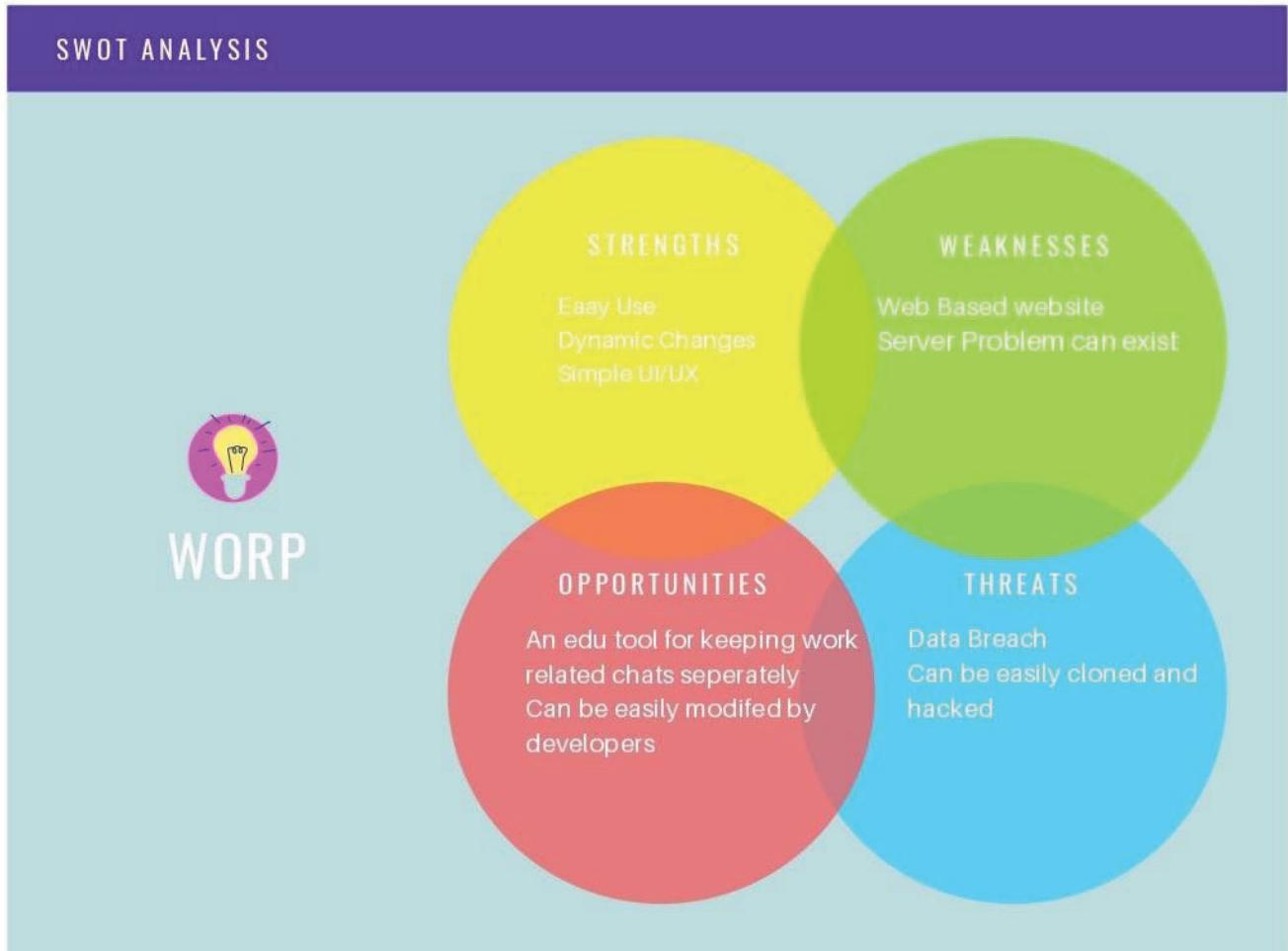
TIMELINE – GANTT CHART



RISK IDENTIFICATION

Risk is represented by one or more potential negative events which an individual or organization seeks to avoid – at all costs – to achieve their intended objectives.

It is therefore important that these potential negative events are identified as well as their impact on the overall project.



RMMM PLAN

A risk management technique is usually seen in the software Project plan. This can be divided into Risk Mitigation, Monitoring, and Management Plan (RMMM).

In this plan, all works are done as part of risk analysis. As part of the overall project plan project manager generally uses this RMMM plan.

In some software teams, the risk is documented with the help of a Risk Information Sheet (RIS).

This RIS is controlled by using a database system for easier management of information i.e., creation, priority ordering, searching, and other analysis.

After the documentation of RMMM and the start of a project, risk mitigation and monitoring steps will start.

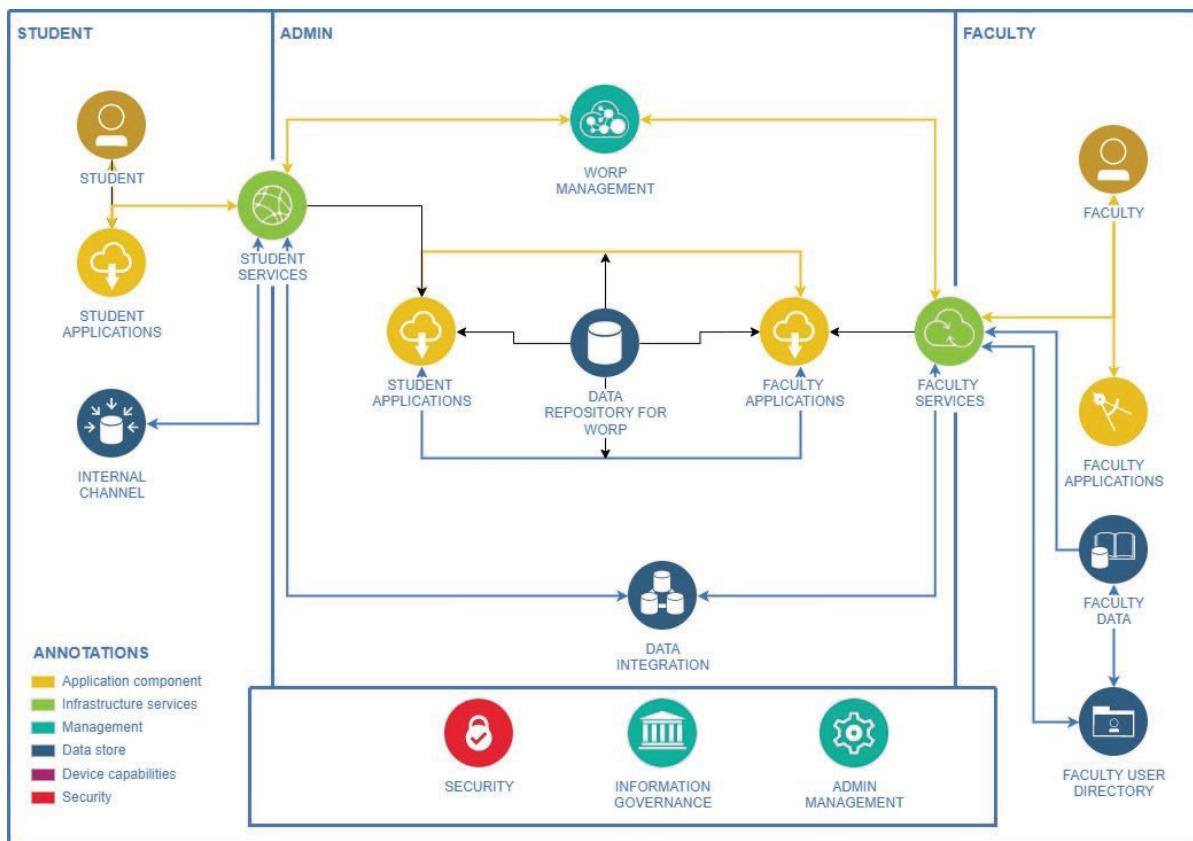
Response	Strategy	Examples
Avoid	This is a strategy where the team will take action can remove any kind of risk that can impact the project.	Extending the deadline. Reducing/removing the scope. Change the execution state.
Transfer	This involves transferring the responsibility to a third party to reduce it.	Documents. Video Calls. Contact Details.
Mitigate	Risk mitigation is a strategy where the project team takes action to reduce the probability of the risk occurring.	Increasing testing Changing users to a more stable one
Accept	Risk acceptance means the team acknowledges the risk and its potential impact, but decides not to take any pre-emptive action to prevent it	Reserve data management schedule float event contingency

SYSTEM ARCHITECTURE

System architecture refers to the overall design and organization of a software or technology system. It includes the structure, components, modules, interfaces, and data flows that make up the system. The architecture of a system is crucial because it determines how the system will function and how its components will interact with each other.

A well-designed system architecture should be scalable, flexible, and adaptable to changes, while also meeting the performance and security requirements of the system. The system architecture also involves considering the different stakeholders and users of the system, as well as their requirements and needs.

It is essential to design a system architecture that meets the needs of all stakeholders, including end-users, developers, administrators, and other members of the system's ecosystem. Overall, system architecture is a critical component of software engineering and technology design, and it requires careful planning, analysis, and design to create a system that meets the needs of all stakeholders while also being reliable, efficient, and secure.



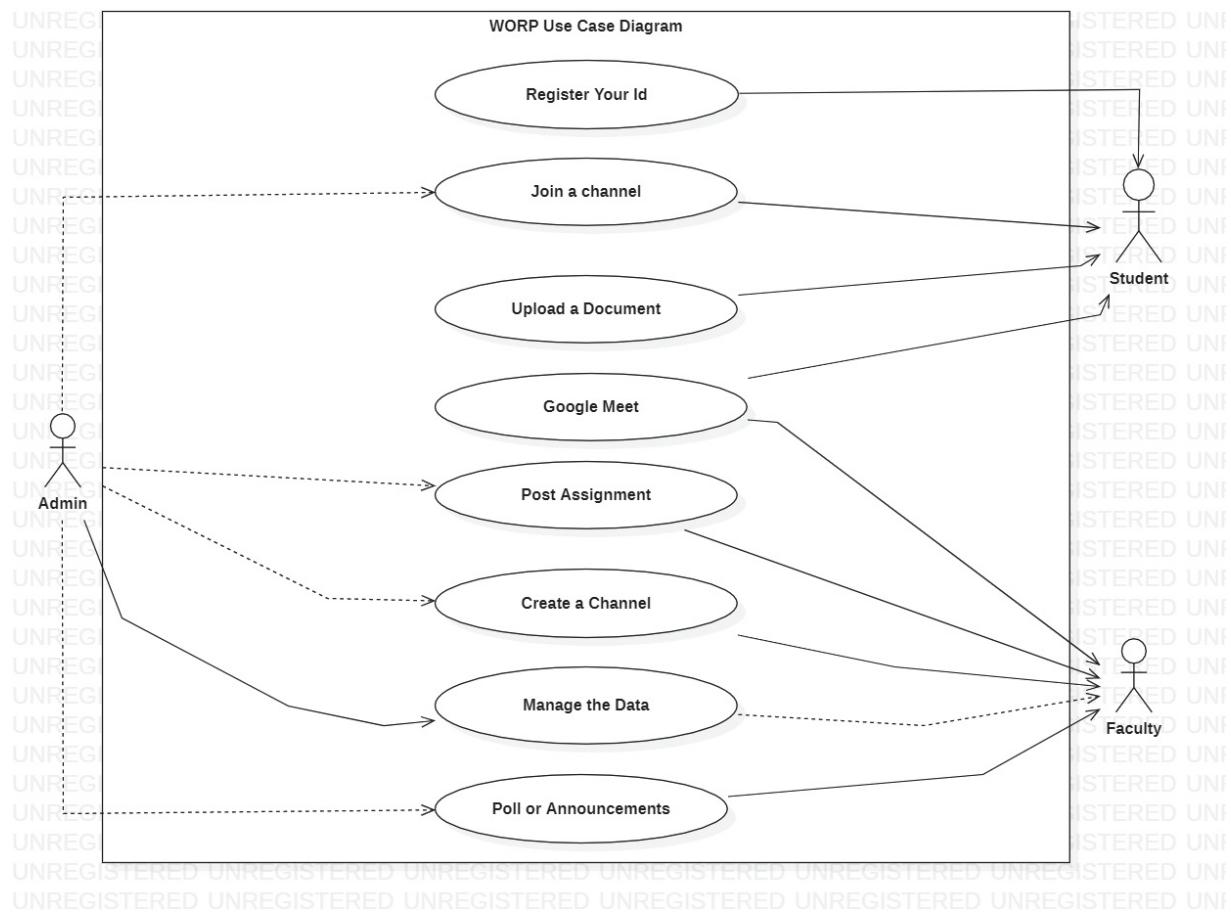
USE CASE DIAGRAM

A use case diagram is used to represent the dynamic behavior of a system. It encapsulates the system's functionality by incorporating use cases, actors, and their relationships. It models the tasks, services, and functions required by a system/subsystem of an application. It depicts the high-level functionality of a system and also tells how the user handles a system.

The main purpose of a use case diagram is to portray the dynamic aspect of a system. It accumulates the system's requirement, which includes both internal as well as external influences. It invokes persons, use cases, and several things that invoke the actors and elements accountable for the implementation of use case diagrams. It represents how an entity from the external environment can interact with a part of the system.

Following are The purposes of a use case diagram given below:

1. It gathers the system's needs.
2. It depicts the external view of the system.
3. It recognizes the internal as well as external factors that influence the system.
4. It represents the interaction between the actors.

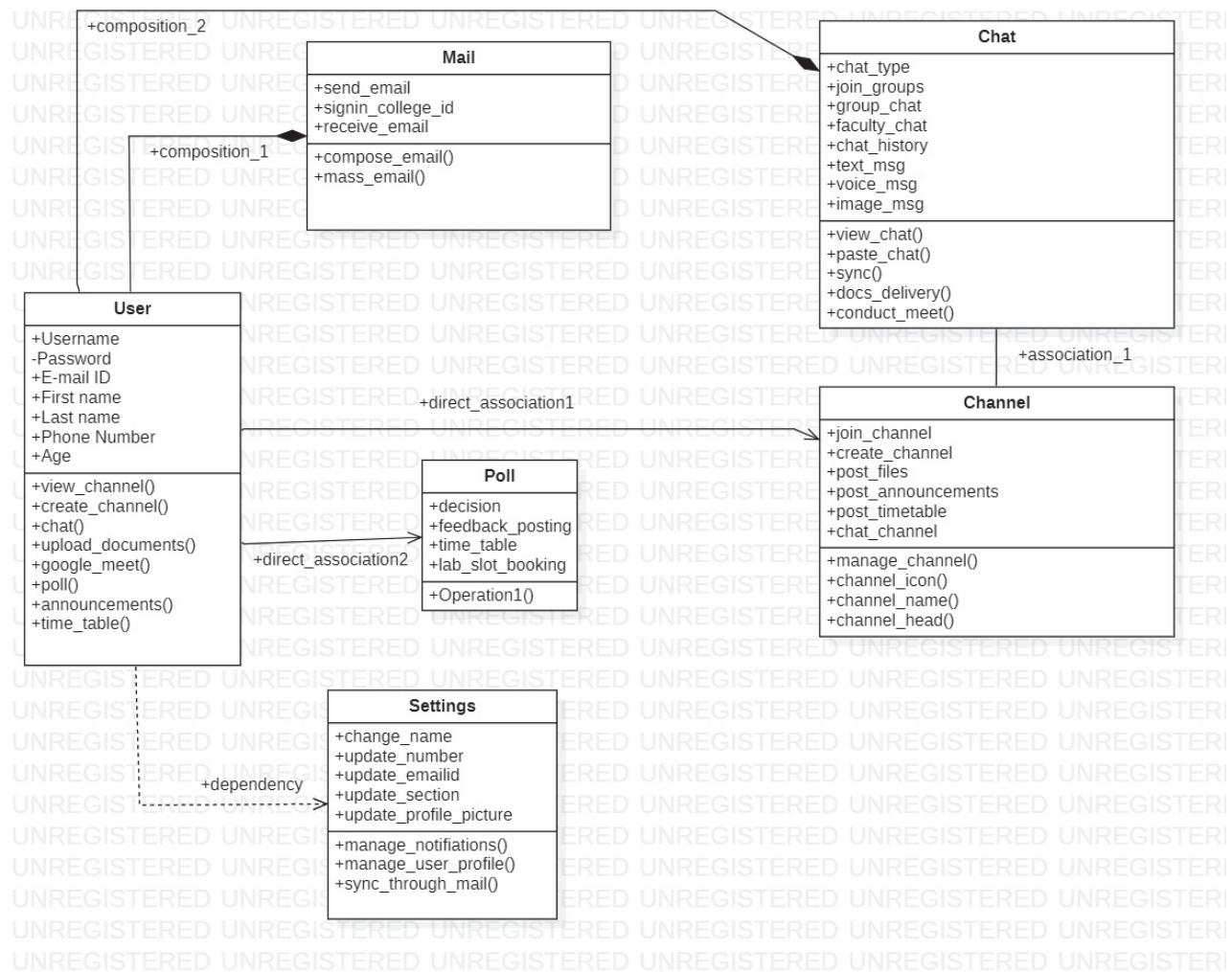


CLASS DIAGRAM

A class diagram describes the attributes and operations of a class and also the constraints imposed on the system. The class diagrams are widely used in the modeling of object-oriented systems because they are the only UML diagrams, which can be mapped directly with object-oriented languages.

The purpose of a class diagram is to model the static view of an application. Class diagrams are the only diagrams that can be directly mapped with object-oriented languages and are thus widely used at the time of construction.

UML diagrams like activity diagrams, and sequence diagrams can only give the sequence flow of the application, however, the class diagram is a bit different. It is the most popular UML diagram in the coder community.



The purpose of the class diagram can be summarized as –

- Analysis and design of the static view of an application.
- Describe the responsibilities of a system.
- Base for component and deployment diagrams.
- Forward and reverse engineering.

The Class Diagram shows how the user whether it is faculty or student has to provide the necessary required operation for their login into the site. The User class represents a user of the system and contains their profile information, such as their username, password, profile picture, class details, and address. The methods allow users to log in/log out and update their profile information.

The Channel class represents a chat channel and contains information such as the channel name, topic, and description. It also has methods to add/remove users, add messages, upload files, and add comments to files.

The File class represents a file that has been uploaded to a channel. It contains information about the file, such as its name, type, size, and URL. It also has a method to add comments to the file.

ENTITY RELATIONSHIP DIAGRAM

Admin: Represents the Technical Department, which checks over the working of WORP and its proper functioning. They have their ID name. Username, email ID, and password, and they can access any groups and chats.

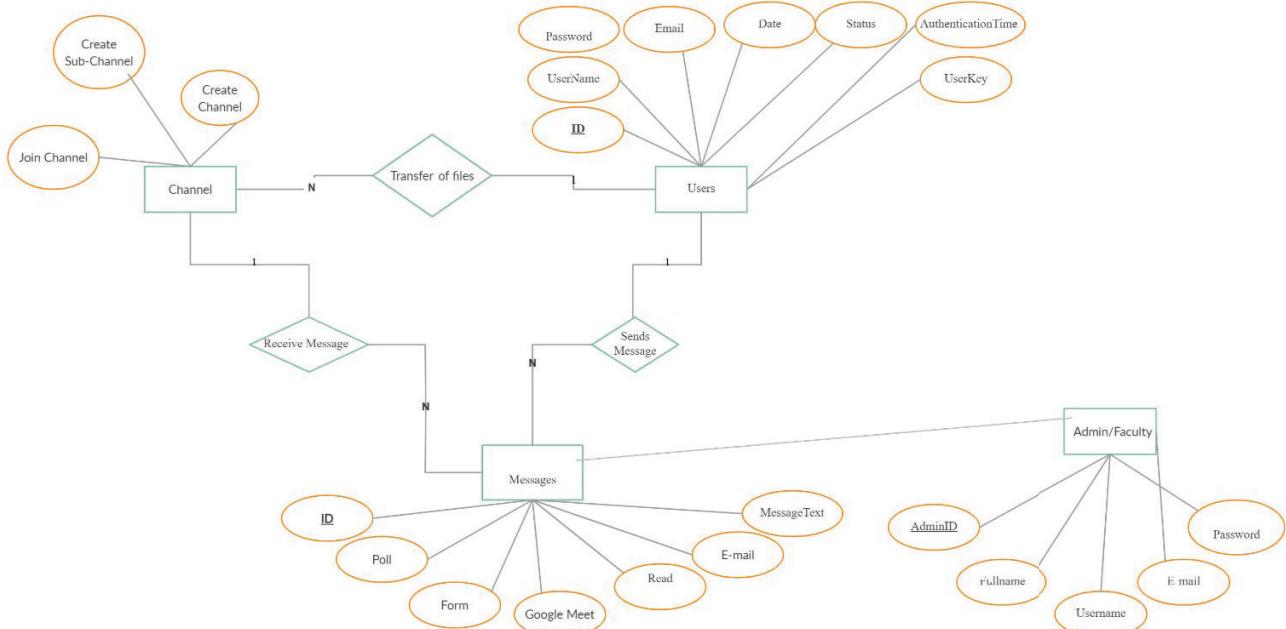
Messages: Represents the different types of messages which can be performed and can be used on WORP. Different types of messages, which can be done are polling, creating a Google Form, and Google Meet can be used readings, and emails can be sent. Text messages are also there.

Users: Represents the customers, which will be using work. They have their passwords, username, and email ids, which will be generated. And will have unique ids for WORP. They have their status updates. Have a unique user key to authenticate themselves, and they have authentication time too.

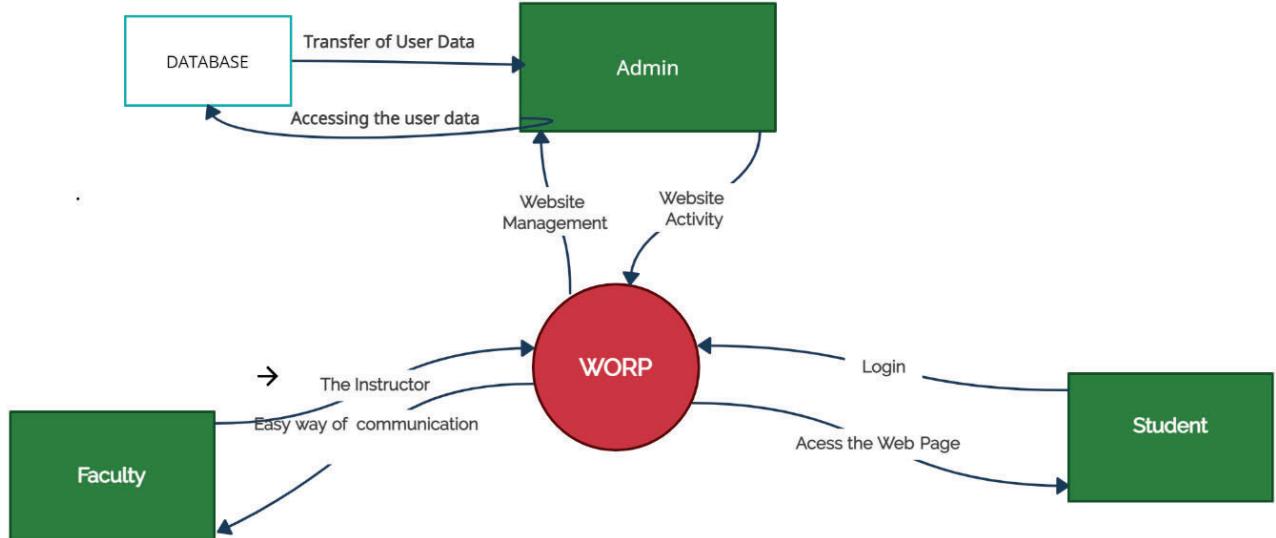
Channel: Represents the channel page where we can join a channel, create a channel, or we can create a sub-channel.

Relationship between the entities:

- Admin first checks the authentication of the user, and then gives them access to use warp. And after entering warp, it allows the user to send messages, and join a channel. Or to create polling, etc.
- After a drink warp users can create channels, and they can send messages.
- Channels are the only place where a maximum number of users stay together and where they send messages, where they are checked thoroughly for their security and the protocol basis, or the basis of rules which are set by the faculty.



DFD LEVEL 0



It includes four main processes, which are as follows

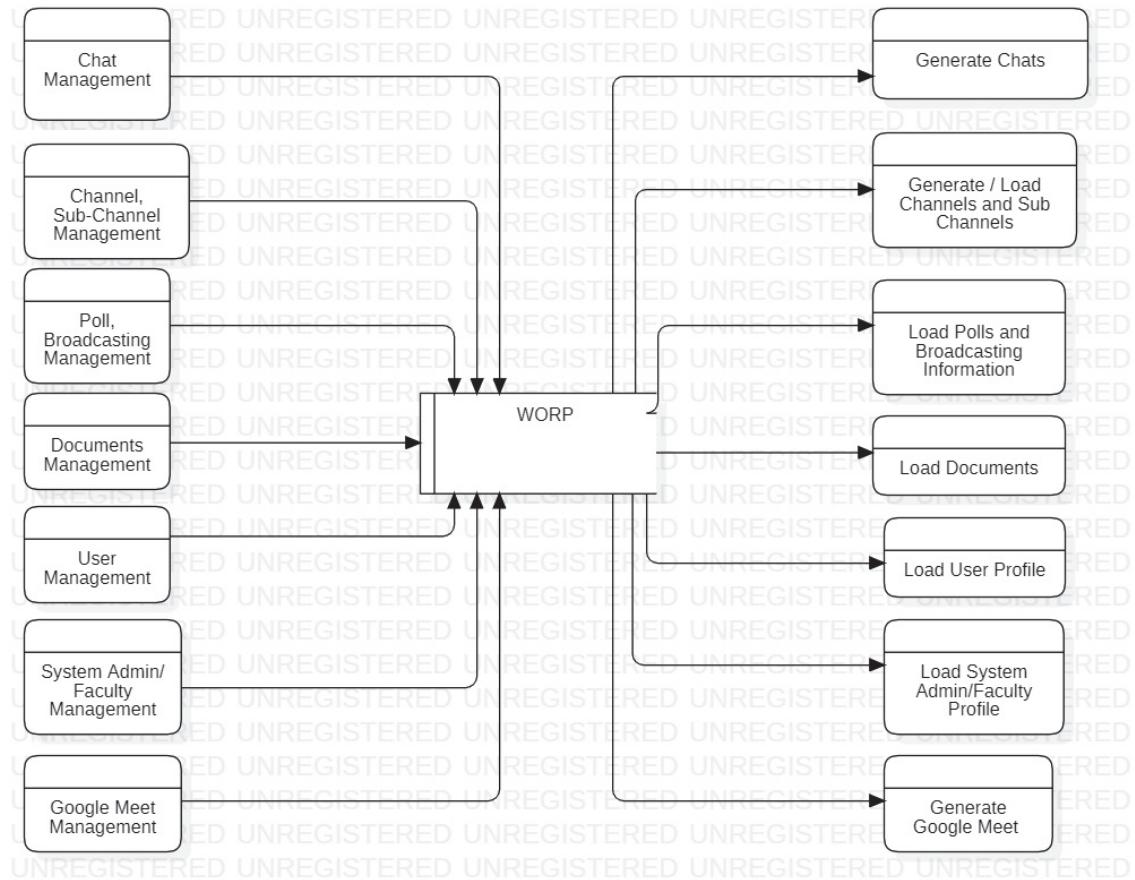
Admin: Represent the security system of the war, as it checks for the authentication of the user by checking their data from the database.

Faculty: Represents the instructors who have access to all the functionalities involved, and can create the channels. They can create polling and many more.

Student: Representatives who are joined inside the channel, which are specifically segregated based on the channel and the basis of their classes. And are used to send the information from their faculties to them personally.

WORP interface: Represents the interface where all the functioning occurs.

DFD LEVEL 1



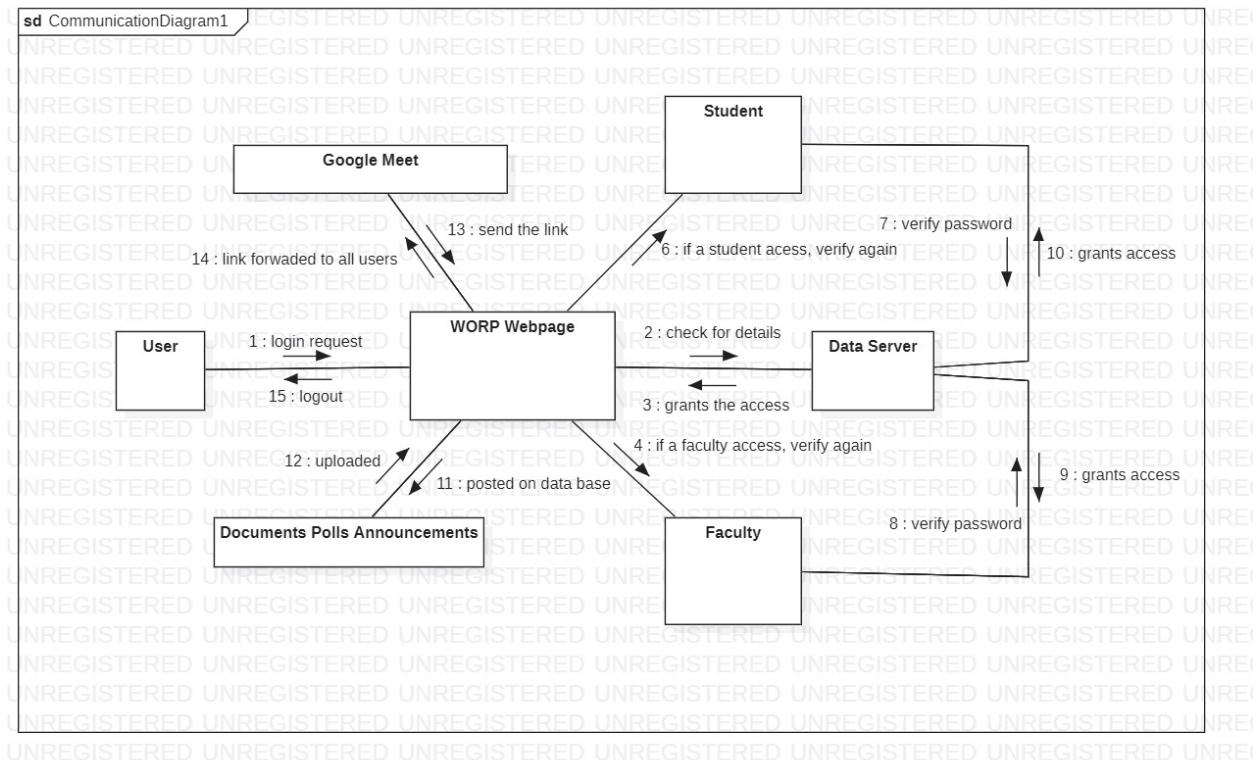
WORP has many sub-processors, some of which are as follows:

- **Channel management:** It can be done under the model channel. It helps to generate channels, and sub-channels, and to even join channels.
- **Poll, Broadcasting Management:** It is performed under moral messages. Where we perform polling, broadcast messages, and many more.
- **Faculty management:** It represents adverb management, where most of the functioning is handled by them.
- **Google Meet management:** It helps to create Google Meet by redirecting our page to Google Meet.
- **User management:** It takes the authenticity of a user by checking its data from the database.

COLLABORATION/COMMUNICATION DIAGRAM

A communication Diagram is a kind of UML interaction diagram that shows interactions between objects and/or parts (represented as lifelines) using sequenced messages in a free-form arrangement.

A communication diagram corresponds (i.e., could be converted to/from or replaced by) to a simple sequence diagram without structuring mechanisms such as interaction uses and combined fragments. It is also assumed that message overtaking (i.e., the order of the receptions is different from the order of sending of a given set of messages) will not take place or is irrelevant. It also includes a frame and a la lifeline message.

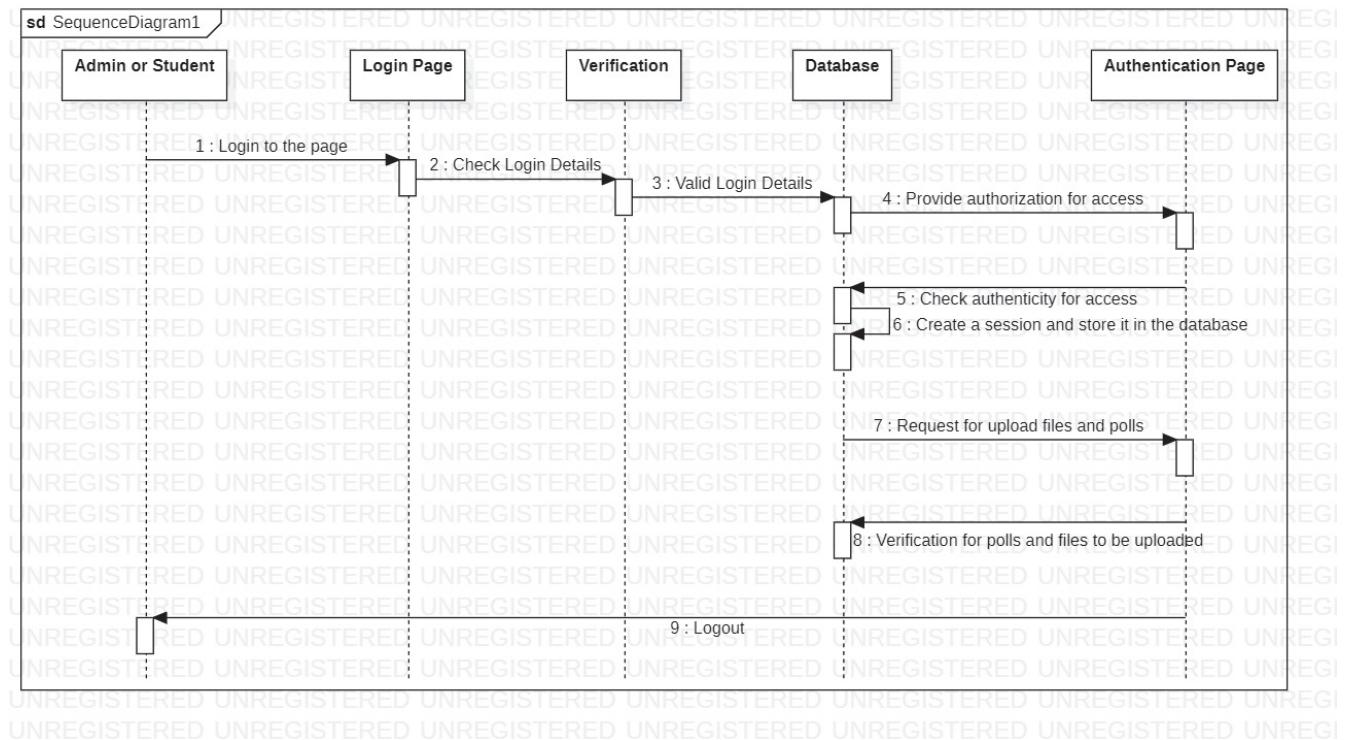


SEQUENCE DIAGRAM

The sequence diagram represents the flow of messages in the system and is also termed an event diagram. It helps in envisioning several dynamic scenarios. It portrays the communication between any two lifelines as a time-ordered sequence of events, such that these lifelines took part at run time. In UML, the lifeline is represented by a vertical bar, whereas the message flow is represented by a vertical dotted line that extends across the bottom of the page. It incorporates iterations as well as branches.

Purpose of a Sequence Diagram:

- To model high-level interaction among active objects within a system.
- To model the interaction among objects inside a collaboration realizing a use case.
- It either models generic interactions or certain instances of interaction.



DEVELOPING USER INTERFACE/TESTING FRAMEWORK

SCOPE: It is just meant for academic communication between the student and faculty. It's an education tool and thus, every right of controlling the app is done by the faculty. No emojis or any GIFs are included for personal use. The testing process will also evaluate the performance, reliability, and security of the system.

OBJECTIVE: The objective of the testing process is to identify and report any defects or issues in the system, ensuring that it functions as expected and meets the needs of the users. The testing process will help to enhance the quality of the system, ensuring that it is robust, reliable, and secure.

APPROACH: The testing process will follow a structured and comprehensive approach that includes the following steps:

- Test planning: Identify the scope of testing, define test objectives, and create a test plan.
- Test case development: Create test cases to validate the system's functionality, performance, reliability, and security.
- Test execution: Execute the test cases and report any defects or issues found during testing.
- Defect reporting and tracking: Report and track defects to ensure that they are resolved promptly.
- Test closure: Evaluate the results of testing, summarize the testing process, and provide recommendations for improvement.

The testing process will be performed using a combination of manual and automated testing techniques to ensure that the system functions as expected and meets the requirements of the users. The testing will be conducted in a controlled environment, and the results will be documented and shared with the development team for further analysis and resolution.

Category	Methodology	Tools Required
Functional Requirements		
User Authentication	Manual	Any Web Browser
API Calling	Manual	Any Web Browser
Database Integration	Manual	Any Web Browser

Category	Methodology	Tools Required
Non-Functional Requirements		
Performance Testing	Manual (Users)	Web Browser
Security Testing	Manual (Developers)	Zed Attack Proxy
Compatibility Testing	Manual (Users)	Browse Stack, Sauce Lab

FUNCTIONAL TEST CASES

Test ID (#)	Test Scenario	Test Case	Execution Steps	Expected Outcome	Actual Outcome	Status	Remarks
1	Verify Login Interface	Check all the text boxes, radio buttons, buttons, etc.	1. Click on Radio buttons, buttons, and dropdowns	UI should be perfect	UI is on point	Pass	success
2	Verify User Login	Accept Valid email id	Check email id should be in valid format	In case of an invalid email, the address used should be warned	The email address format was verified successfully	Pass	success
3	Verify if a user will be able to log in with a valid email id and valid password	The user should be able to successfully login	1) Verify userid and password 2) Upon verification redirect to the home page	They successfully logged in	The user successfully logged in	Pass	success
4	Verify if a user can log in without a valid username and an invalid password.	User shouldn't be able to login	1) Verify user id and password 2) Verification should fail and a message should be displayed	Verification failed. The error message should be displayed	Verification failed. Error message shown	Pass	success
5	Verify the login page for both, when the field is blank and Submit button is clicked.	User shouldn't be able to login	Submit button should be disabled	The error message should be displayed	Error message shown	Pass	success

6	Verify the ‘Forgot email’ functionality.	The user should be directed to the forgot email page	1) Redirect user to forgot email page 2) Successfully update new email after OTP verification	A new email should be updated in database	A new email got updated in the n database	Pass	success
7	Verify the ‘Forgot Password’ functionality.	The user should be directed to the forgot password page	1) Redirect user to forgot password page Successfully update new password after otp verification	The new password should be updated in the database	The new password got updated in the database	Pass	success

NON-FUNCTIONAL TEST CASES

Test ID (#)	Test Scenario	Test Case	Execution Steps	Expected Outcome	Actual Outcome	Status	Remarks
1	Login Page Validation	Verify if the font, text color, and color coding of the Login page are as per the standard.	Check the design of every element against the UI guidelines	The UI should be perfectly by UI guidelines.	The UI is perfectly by UI guidelines.	Pass	Success
2	Login Page Validation	Verify if the User can use a custom profile pic	Check if functionality is added or not	The functionality has been added	The functionality is missing	Failed	The function o penalty should be added
3	Login Page Validation	Verify if 2 step login process is available for extra security	Check if functionality is added or not	The functionality should be ideally included	The functionality is missing	Failed	The function n penalty should be in cor po rated
4	Signup Page Validation	Verify if the font, text color, and color coding of the Signup page is as per the standard.	Check the design of every element against the UI guidelines	The UI should be perfectly in accordance with UI guidelines.	The UI is perfectly in accordance with UI guidelines.	Pass	Success
5	Signup Page Validation	Verify if the User can upload a custom profile pic	Check if functionality is added or not	The functionality has been added	The functionality is missing	Failed	The function o penalty should be added

REPORTING

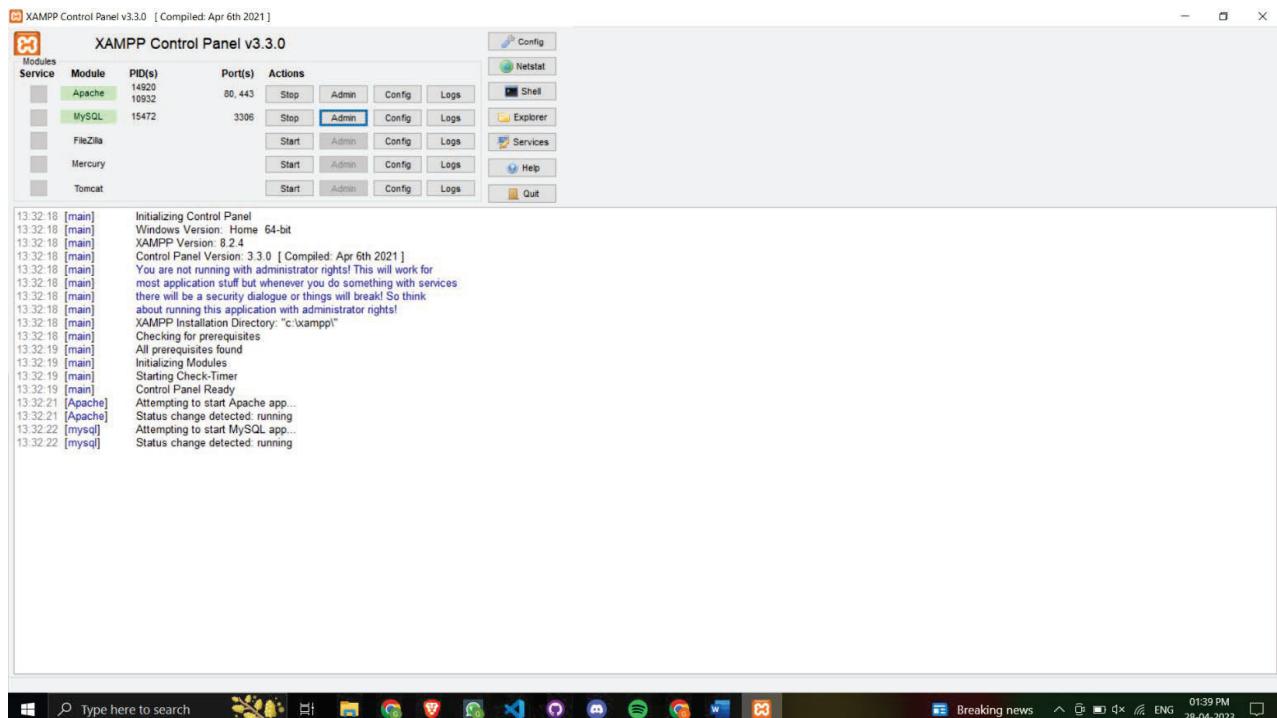
Category	Progress Against Plan	Status
Functional Testing	Amber	In-Progress
Non-Functional Testing	Green	In-progress

Functional	Test Case Coverage (%)	Status
Login	10%	In-Progress
Authentication	20%	In-Progress
Friendly Responsiveness	50%	In-Progress

Non-Functional	Test Case Coverage(%)	Status
Running Background	100%	Completed
Working Fluency	80%	Completed

DESIGN IMPLEMENTATION

Server Application/Control Panel



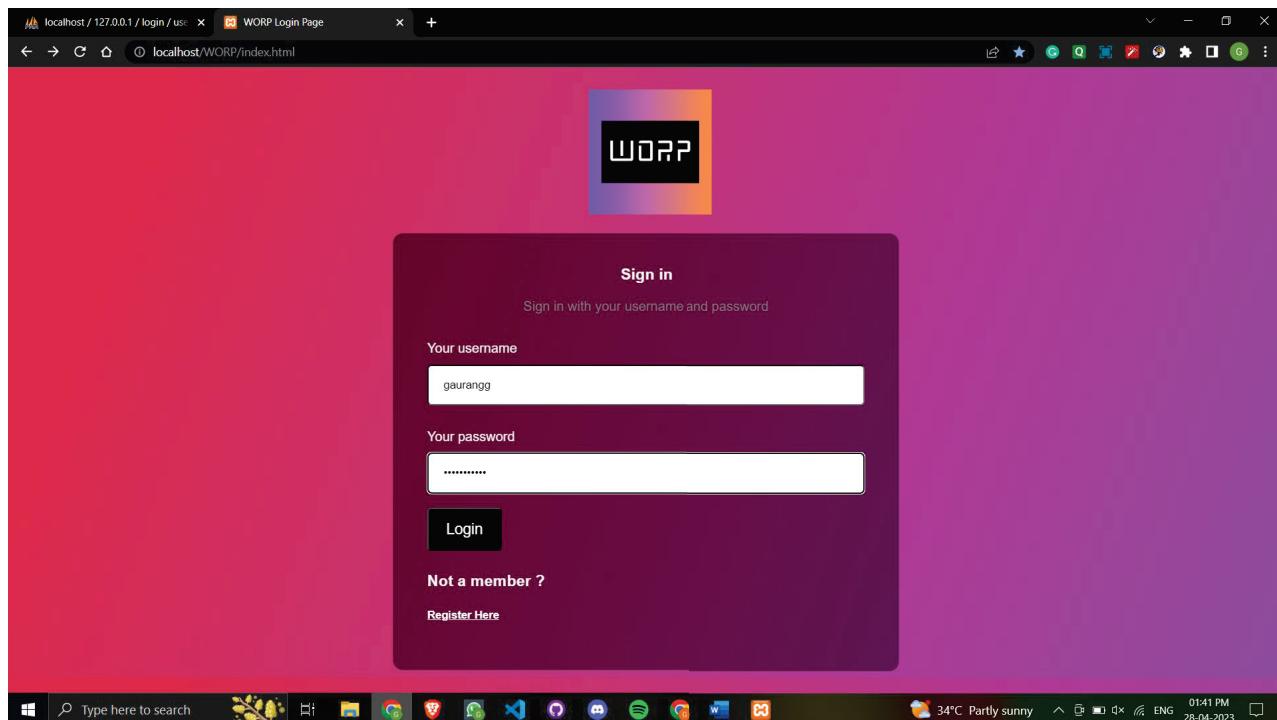
MY SQL Database locally hosted page

The screenshot shows the phpMyAdmin interface for a MySQL database named 'users'. The left sidebar lists databases: information_schema, login, mysql, performance_schema, phpmyadmin, and registration. The 'users' database is selected. The main panel shows the 'users' table with the following data:

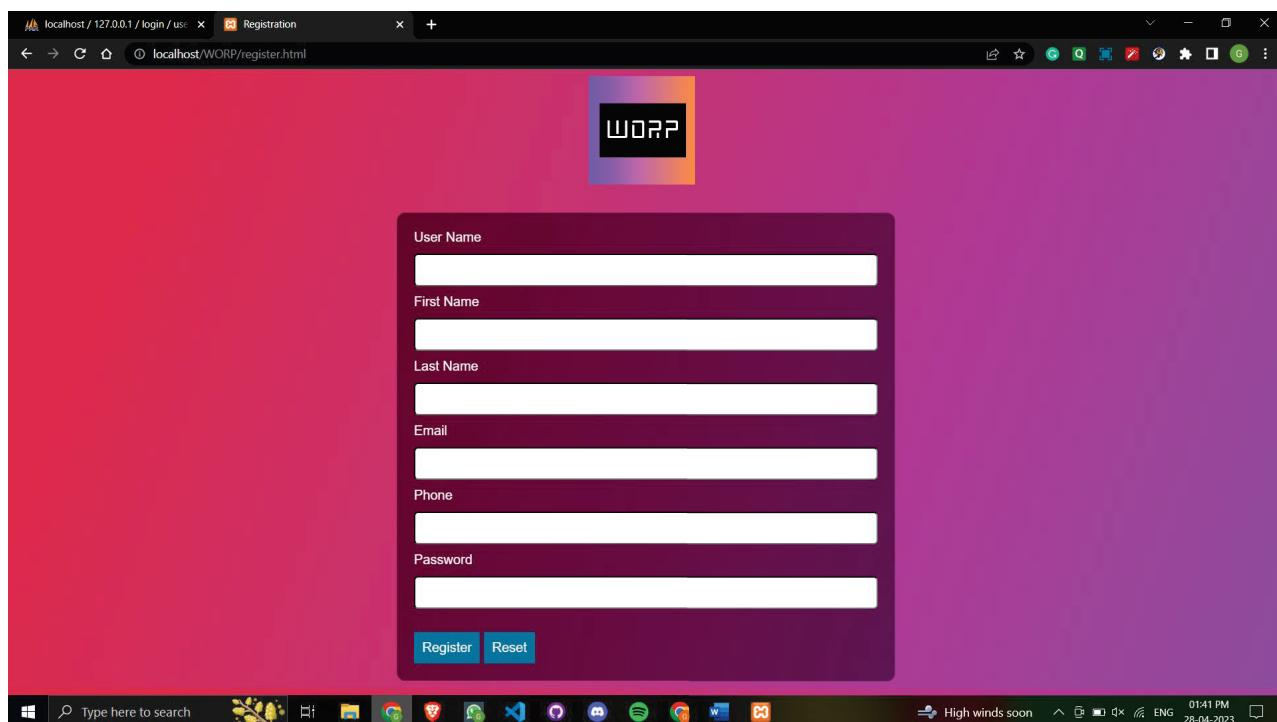
	Edit	Copy	Delete	17	Ritesh	ritesh	Ritesh	Mishra	ritesh2002dsci@gmail.com	9205605516
	Edit	Copy	Delete	21	gaurangg	gaurang2003	Gaurang	Ashava	gn2732@srmissit.edu.in	8602417780

Below the table, there are buttons for 'Check all', 'With selected', 'Edit', 'Copy', 'Delete', and 'Export'. The status bar at the bottom indicates '34°C Partly sunny' and the date '28-04-2023'.

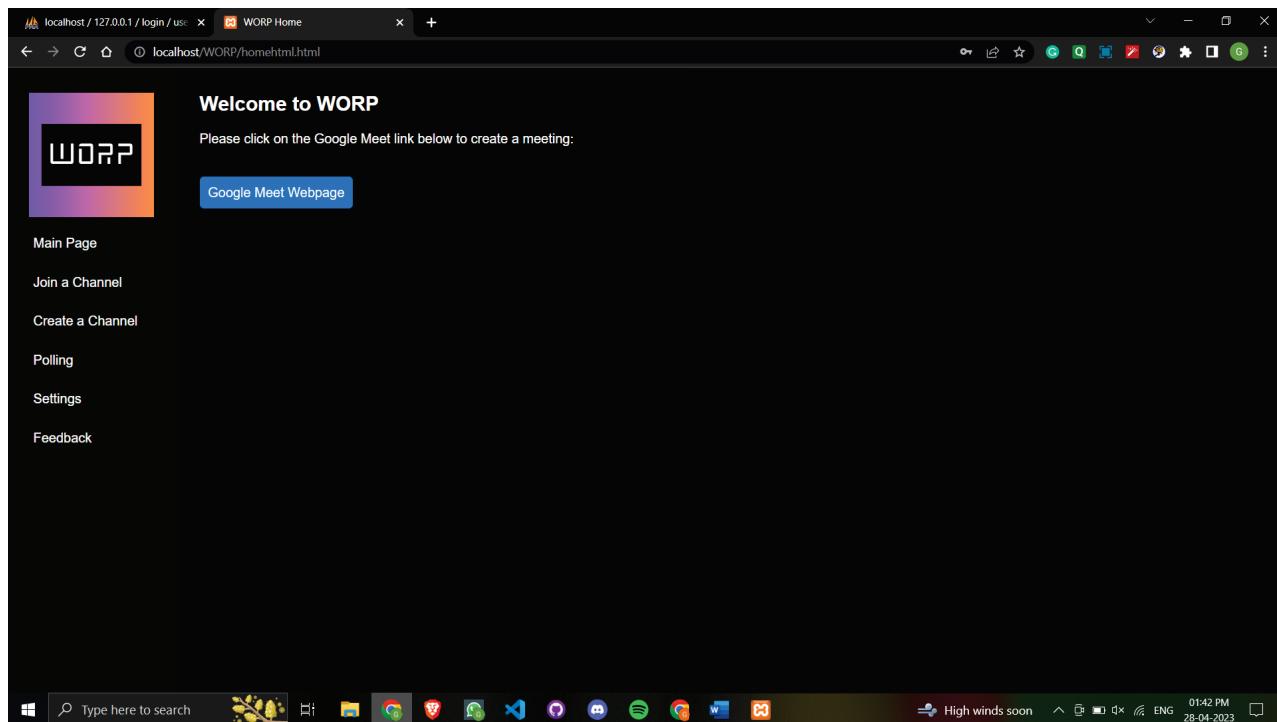
Login Page



Registration Page

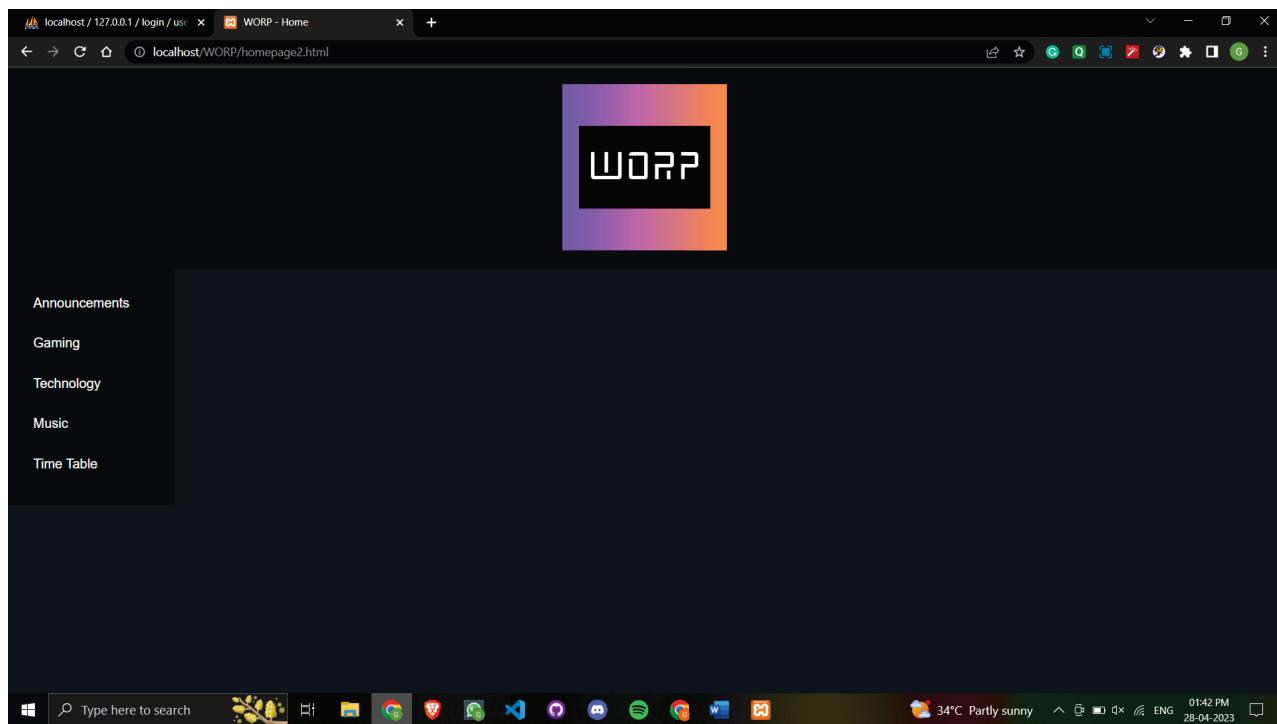


Home Page



The screenshot shows a web browser window titled "localhost / 127.0.0.1 / login / user" with the URL "localhost/WORP/homehtml.html". The page has a dark theme with a purple-to-orange gradient header containing the "WORP" logo. The main content area displays the text "Welcome to WORP" and "Please click on the Google Meet link below to create a meeting:". Below this is a blue button labeled "Google Meet Webpage". On the left side, there is a sidebar with links: "Main Page", "Join a Channel", "Create a Channel", "Polling", "Settings", and "Feedback". The taskbar at the bottom shows various application icons and the date/time: "High winds soon" 01:42 PM 28-04-2023.

Main Page



The screenshot shows a web browser window titled "localhost / 127.0.0.1 / login / user" with the URL "localhost/WORP/homepage2.html". The page has a dark theme with a purple-to-orange gradient header containing the "WORP" logo. On the left, there is a sidebar with links: "Announcements", "Gaming", "Technology", "Music", and "Time Table". The main content area is currently empty. The taskbar at the bottom shows various application icons and the date/time: "34°C Partly sunny" 01:42 PM 28-04-2023.

Announcements Page

The screenshot shows a web browser window with the title "WORP - College Announcements". The page content is as follows:

WORP College Announcements

Latest Announcements

=> CCC Exit Test Phase 2
Timings - 3:00 pm - 6:00 pm for all departments
Posted on: 21 April 2023

=> DAA Model Lab for Batch 2
Model Practical in DAA Elab for batch 2 is scheduled on 24th April i.e Monday.
Posted on: 21 April 2023

=> APP Model Lab for Batch 1
Model Practical for APP lab for batch 2 is scheduled on 24th April i.e Monday.
Posted on: 21 April 2023

=> OS Model Lab
Model Practical for OS is scheduled on 25th April i.e Tuesday.
Posted on: 21 April 2023

=> SEPM Lab
Project Review for SEPM is will be there in the upcoming week for both the batches on their respective day order.

The browser's address bar shows "localhost / 127.0.0.1 / login / user" and "localhost/WORP/announcements.html". The taskbar at the bottom includes icons for File Explorer, Google Chrome, Microsoft Edge, Spotify, and others, along with system status indicators like weather (34°C Partly sunny), date (28-04-2023), and time (01:42 PM).

Gaming Page

The screenshot shows a web browser window with the title "WORP Gaming Page". The page content is as follows:

WORP Gaming Page

Get ready to explore the world of gaming!

Choose a category:

PC Gaming (selected)

Console Gaming

Mobile Gaming

Esports

The browser's address bar shows "localhost / 127.0.0.1 / login / user" and "localhost/WORP/gaming.html". The taskbar at the bottom includes icons for File Explorer, Google Chrome, Microsoft Edge, Spotify, and others, along with system status indicators like weather (34°C Partly sunny), date (28-04-2023), and time (01:43 PM).

Technology Page

localhost / 127.0.0.1 / login / user WORP Technology Page

WORP Technology Page

Latest Technology in Data Analytics Industry

Here are some of the latest technologies being used in the data analytics industry:

- Artificial Intelligence and Machine Learning
- Internet of Things (IoT)
- Big Data Analytics
- Cloud Computing
- Blockchain Technology

Windows taskbar: Type here to search, Start button, File Explorer, Google Chrome, Microsoft Edge, Visual Studio Code, Spotify, Microsoft Word, Microsoft Excel, System tray: 34°C Partly sunny, 01:43 PM, 28-04-2023

Music Page

localhost / 127.0.0.1 / login / user WORP Music Page

WORP Music Page

Bollywood Music

Bollywood Top 50
Bollywood Party
Tamil Party Songs

Random Playlists

HYPE
Cool
Sukoon

https://open.spotify.com/playlist/2eTPGaRQhtOKgZTaNw6SNU?si=fa8e2c988fe44d75

Windows taskbar: Type here to search, Start button, File Explorer, Google Chrome, Microsoft Edge, Visual Studio Code, Spotify, Microsoft Word, Microsoft Excel, System tray: 34°C Partly sunny, 01:44 PM, 28-04-2023

Time Table Page

localhost / 127.0.0.1 / login / user Time Table

Time Table

Batches Time Table

Batch 1

Batch 2

AA1 Time Table

AA1 Classes

Class Time Table Page

localhost / 127.0.0.1 / login / user Time Table

drive.google.com/file/d/1xzK4dn04cx5OHVrCH5va9cxuDqZNqlp/view

TimeTable.jpeg

Open with

TimeTable - AA!

TIME	1	2	3	4	5
8:00 - 8:50	MATH		OS	LAB B1-OS B2- SEPM	CC
8:50-9:40		LAB B1-SEPM			
9:45-10:35	APP	LAB B1-DAA B2- CC	MATH		OS
10:40-11:30		DAA			APP
11:35-12:25	SEPM		C&CTS		DAA
12:30-1:20		SOCIAL ENGINEERING			
1:25-2:15	LAB B1- CC B2- OS		LAB B2- APP	DAA	LAB B1-APP B2- DAA
2:20-3:10		SEPM		C&CTS	
3:10-4:00				EVS	
4:00-4:50		MATH		OS	
4:50-5:30					LAB CPS1
5:30-6:10					

SEM 4

Lab Venue

THEORY UB 510

DAA UB 817 B

OS B1 - UB 1215 B
B2 - UB 1215 A

SEPM UB 704

APP B1 - UB 712
B2 - UB 815

CPS1 UB 1215 A

CC UB 817 A

Batch Time Table Page

COLLEGE OF ENGINEERING AND TECHNOLOGY
SRM Institute of Science and Technology, Kattankulathur

Unified Time Table for B.Tech / M.Tech - Batch 1 WEF-04-Jan-23

FROM	08:00	08:50	09:45	10:40	11:35	12:30	02:25	02:40	03:10	04:00	04:45	05:30	06:15
TO	-	-	09:40	10:35	11:30	12:25	01:20	02:15	03:10	04:00	-	05:30	-
Hour/Day Order	1	2	3	4	5	6	7	8	9	10	11	12	-
Day 1	P1A	P1A	P1F	P1F	P1G	P6	P7	P8	P9	P10	L11	L12	-
Day 2	P11	P12	P13	P14	P15	P1B	P2B	P2C	P2D	P2E	L21	L22	-
Day 3	P1C	P1C	P1A	P1D	P1B	P26	P27	P28	P29	P30	L31	L32	-
Day 4	P31	P32	P33	P34	P35	P1D	P4D	P4E	P4F	P4G	L41	L42	-
Day 5	P4E	P4E	P4C	P4F	P4D	P46	P47	P48	P49	P50	L51	L52	-

Lab Slots PW
Theory Slots

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Page 1 / 1 | - +

Windows Taskbar: Type here to search, Start button, Icons for various apps like Google Chrome, Microsoft Word, etc., System tray showing 34°C Partly sunny, 01:46 PM, 28-04-2023.

Join Channel Main Page

Join Channels

Classes Channels

#1 SEPM - Software Engineering & Project Management

#2 PQT - Probability and Queueing Theory

#3 DAA - Design Analysis and Algorithms

Windows Taskbar: Type here to search, Start button, Icons for various apps like Google Chrome, Microsoft Word, etc., System tray showing 34°C Partly sunny, 01:46 PM, 28-04-2023.

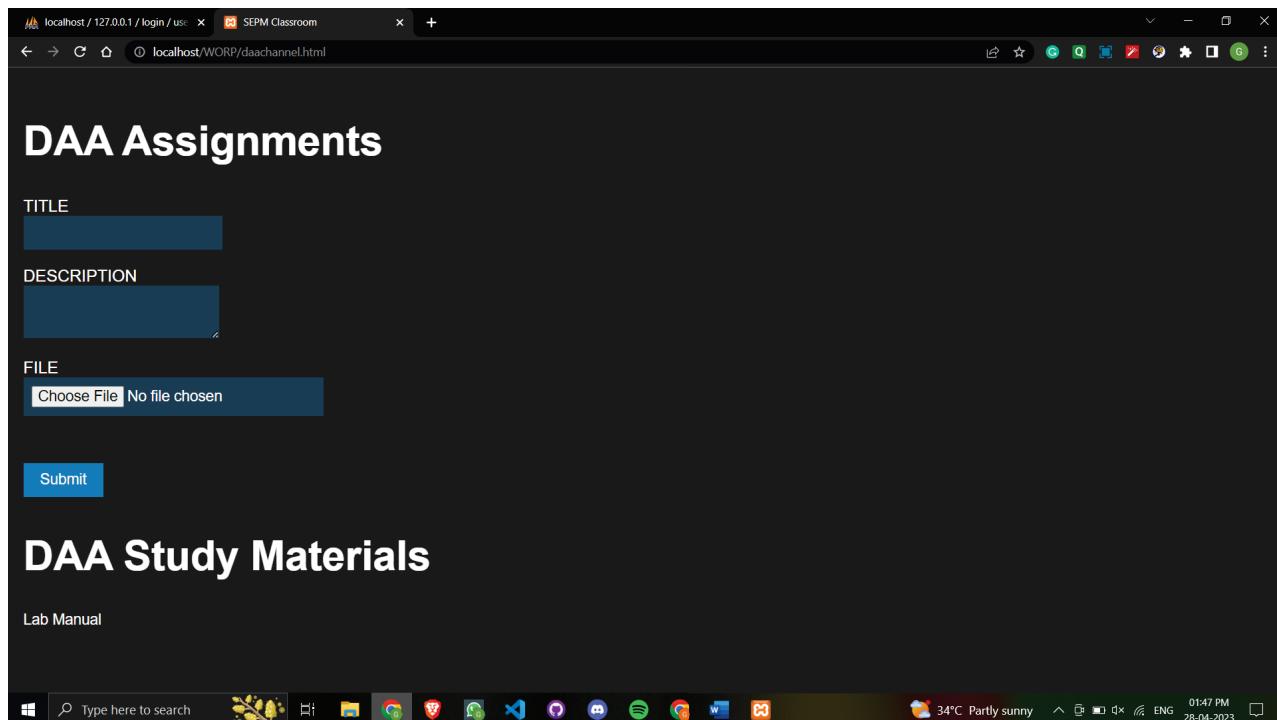
SEPM Classroom Channel Page

The screenshot shows a web browser window with the URL `localhost/WORP/sepmchannel.html`. The page title is "SEPM Assignments". It contains fields for "TITLE" and "DESCRIPTION", both of which are currently redacted with dark blue bars. There is also a "FILE" input field with the placeholder "Choose File No file chosen". A "Submit" button is located below the form. Below the form, the heading "SEPM Study Materials" is displayed, followed by a list of study units: "Unit 1", "Unit 2", "Unit 3", and "Unit 4". The browser's address bar shows the full URL. The taskbar at the bottom of the screen includes icons for various applications like File Explorer, Google Chrome, and Microsoft Word, along with system status indicators.

PQAT Classroom Channel Page

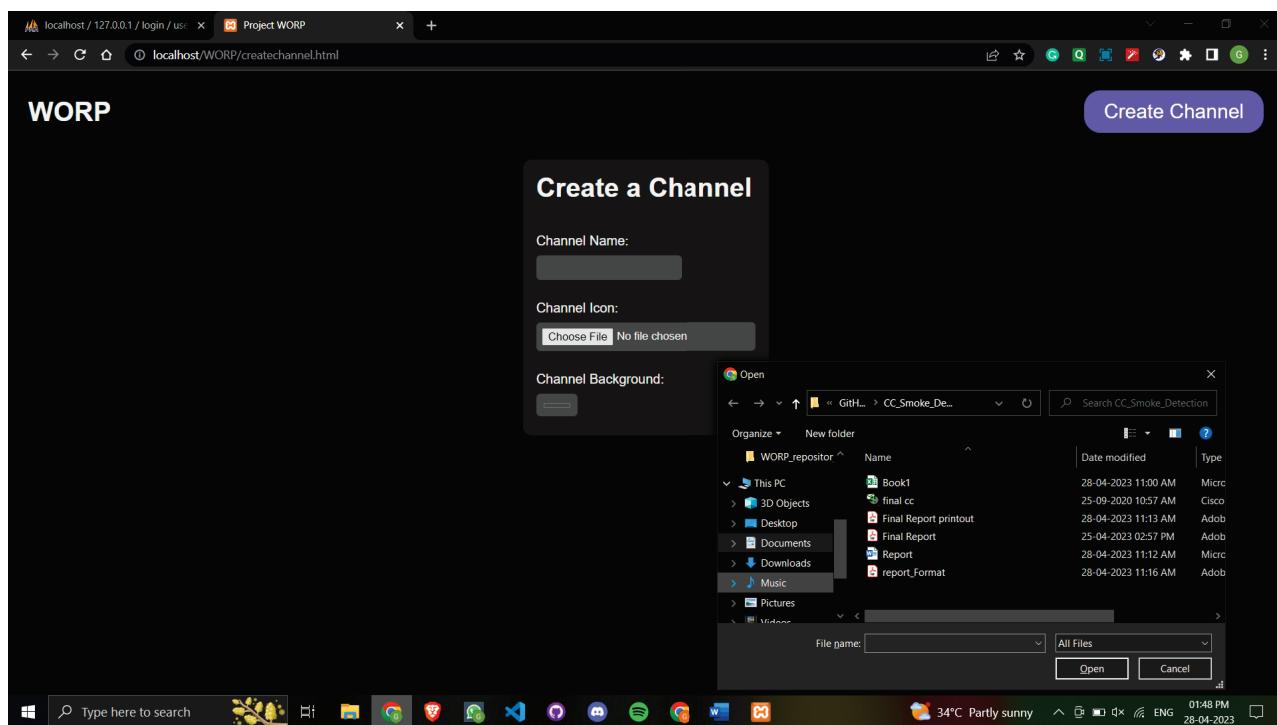
The screenshot shows a web browser window with the URL `localhost/WORP/pqtchannel.html`. The page title is "PQT Assignments". It contains fields for "TITLE" and "DESCRIPTION", both of which are currently redacted with dark blue bars. There is also a "FILE" input field with the placeholder "Choose File No file chosen". A "Submit" button is located below the form. Below the form, the heading "PQT Study Materials" is displayed, followed by a single item "Tutorial Sheet". The browser's address bar shows the full URL. The taskbar at the bottom of the screen includes icons for various applications like File Explorer, Google Chrome, and Microsoft Word, along with system status indicators.

DAA Classroom Channel Page



The screenshot shows a web page titled "DAA Assignments". The page has fields for "TITLE" and "DESCRIPTION", both of which are currently empty and highlighted in blue. There is also a "FILE" field with a "Choose File" button and the message "No file chosen". A "Submit" button is located below the form. Below the form, there is a section titled "DAA Study Materials" with a link labeled "Lab Manual". The browser's address bar shows "localhost/WORP/daachannel.html". The taskbar at the bottom of the screen includes icons for various applications like File Explorer, Google Chrome, and Microsoft Word.

Create Channel Page



The screenshot shows a web page titled "Create a Channel". It has fields for "Channel Name" and "Channel Icon", both of which are currently empty. There is also a "Channel Background" field with a "Choose File" button and the message "No file chosen". A "Create Channel" button is located in the top right corner. A file explorer window is overlaid on the page, showing a list of files in a folder named "WORP_repositor". The files listed are: Book1, final cc, Final Report printout, Final Report, Report, and report_Format. The file "Book1" was modified on 28-04-2023 at 11:00 AM. The browser's address bar shows "localhost/WORP/createchannel.html". The taskbar at the bottom of the screen includes icons for various applications like File Explorer, Google Chrome, and Microsoft Word.

Polling Page

A screenshot of a web browser window titled "Lab Polling Page". The URL in the address bar is "localhost/WORP/pool.html?language=operating+system+-+UB1215B". The page has a dark background and features a title "Polling Page" at the top. Below it, a heading says "Select your preferred programming language:". There is a list of five options: "DAA" (unchecked), "APP" (unchecked), "OS" (checked with a blue checkmark), and "CC" (unchecked). A green "Submit" button is located at the bottom right of the form area.

Settings Page

A screenshot of a web browser window titled "Channel Settings - Project WORP". The URL in the address bar is "localhost/WORP/settings.html". The page has a dark background and features a title "User Settings" at the top. It contains several input fields for user information: "New Username", "New Password", "Profile Picture" (with a "Choose File" button and "No file chosen" message), "Class Details", "Hostel Address", and "Residence Address". At the bottom is a purple "Save Changes" button. The taskbar at the bottom shows various application icons and the system clock.

Feedback Form

User Feedback

We would love to hear your thoughts or feedback on how we can improve your experience on the project WORP.

We are currently working on the backend and the database part of the project.

If you have any queries, please feel free to drop a mail on this --> [email id](#). We will try to resolve the query as soon as possible.

gaurangashava@gmail.com Switch account

Not shared

* Indicates required question

Name *

Your answer

Email *

34°C Partly sunny 01:49 PM 28-04-2023

Registration PHP File

```
<?php
$dbhost = "localhost";
$username = "root";
$password = "";
$dbname = "login";
$conn = mysqli_connect($dbhost, $username, $password, $dbname);

$username = $_POST["username"];
$fname = $_POST["firstname"];
$lname = $_POST["lastname"];
$password = $_POST["password"];
$phone = $_POST["phone"];
$email = $_POST["email"];

echo "<h1> $username. </h1>";

if($conn->query("INSERT INTO users (user_name, first_name, last_name, password, email_id, phone_no) VALUES('$username', '$fname', '$lname', '$password', '$email', '$phone')")) {
    echo 'Data inserted';
    echo '<br/>';
}
header("location:index.html");
?>
```

registerdb.php - WORP - VisualStudio Code

File Edit Selection View Go Run Terminal Help

EXPLORER OPEN EDITORS registerdb.php registerdb.php

WORP homepagew.htm index.html joinchannel.css login.php loginccs.css music.css music.html pool.css pool.html postannouncement.css postannouncement.html pqchannel.css pqchannel.html README.md register.css register.html registerdb.php sepchannel.css sepchannel.html settings.css settings.html settings.js technologypage.css technologypage.html technologypage.js timetable.css timetable.html worplogo.png

MySQL

0 30°C Mostly sunny 03:55 PM 02-05-2023

Login PHP File

The screenshot shows the Visual Studio Code interface with the 'login.php' file open in the editor. The code is a PHP script for a login system. It connects to a MySQL database, checks user credentials, and logs them in if correct. It also handles a flag variable and provides a redirect function.

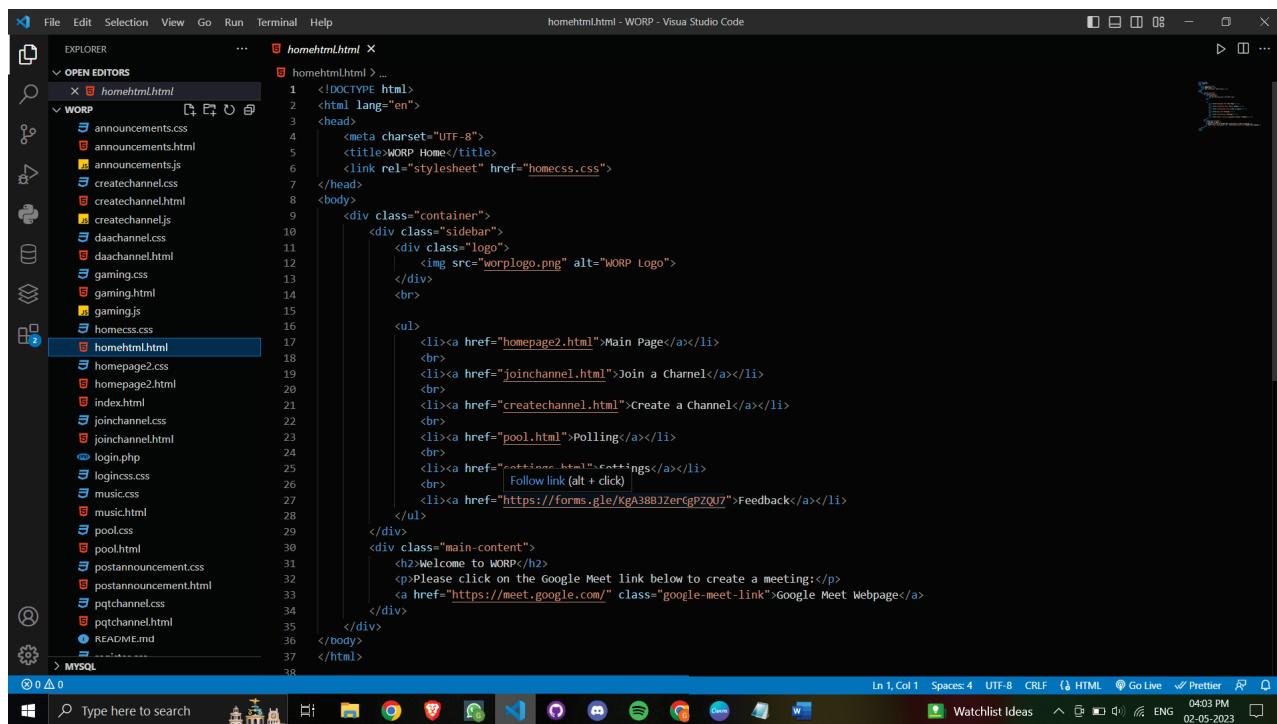
```
<?php
$dbo = mysqli_connect("localhost", "root", "", "login");
$username = $_POST["username"];
$password = $_POST["password"];
$flag = 'true';
//query = mysqli->query("SELECT email, password from users");
$result = $dbo->query("SELECT user_name, password from users order by id asc");
if($result === FALSE){
    die(mysql_error());
}
if($result){
    while($obj = $result->fetch_object()){
        if($obj->user_name === $username && $obj->password === $password) {
            $_SESSION['username'] = $username;
            $_SESSION['password'] = $obj->password;
            $_SESSION['id'] = $obj->id;
            $flag = 'false';
            header("location:homehtml.html");
        }
    }
    if($flag === 'true'){
        redirect();
    }
}
function redirect() {
    echo '<h1>Invalid Login Redirecting ...</h1>';
}
```

Index HTML File

The screenshot shows the Visual Studio Code interface with the 'index.html' file open in the editor. The code is an HTML file for a login page. It includes a logo image and a form for entering username and password. It also links to a CSS file for styling.

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <title>WORP Login Page</title>
    <link rel="stylesheet" href="logincss.css">
</head>
<body>
    <br>
    <div class="logo">
        
    </div>
    <br>
    <form method="POST" action="login.php">
        <div class="headingsContainer">
            <h3>Sign in:</h3>
            <p>Sign in with your username and password</p>
        </div>
        <div class="mainContainer">
            <label for="username">Your username:</label>
            <input type="text" placeholder="Enter Username" name="username" required>
            <br><br>
            <label for="pswrd">Your password:</label>
            <input type="password" placeholder="Enter Password" name="password" required>
            <br>
            <button type="submit" style = "color: black; background-color: white;">Login</button>
            <br>
            <h3>Not a member ?</h3>
            <h5><a href="register.html">Register Here</a></h5>
        </div>
    </form>
</body>
```

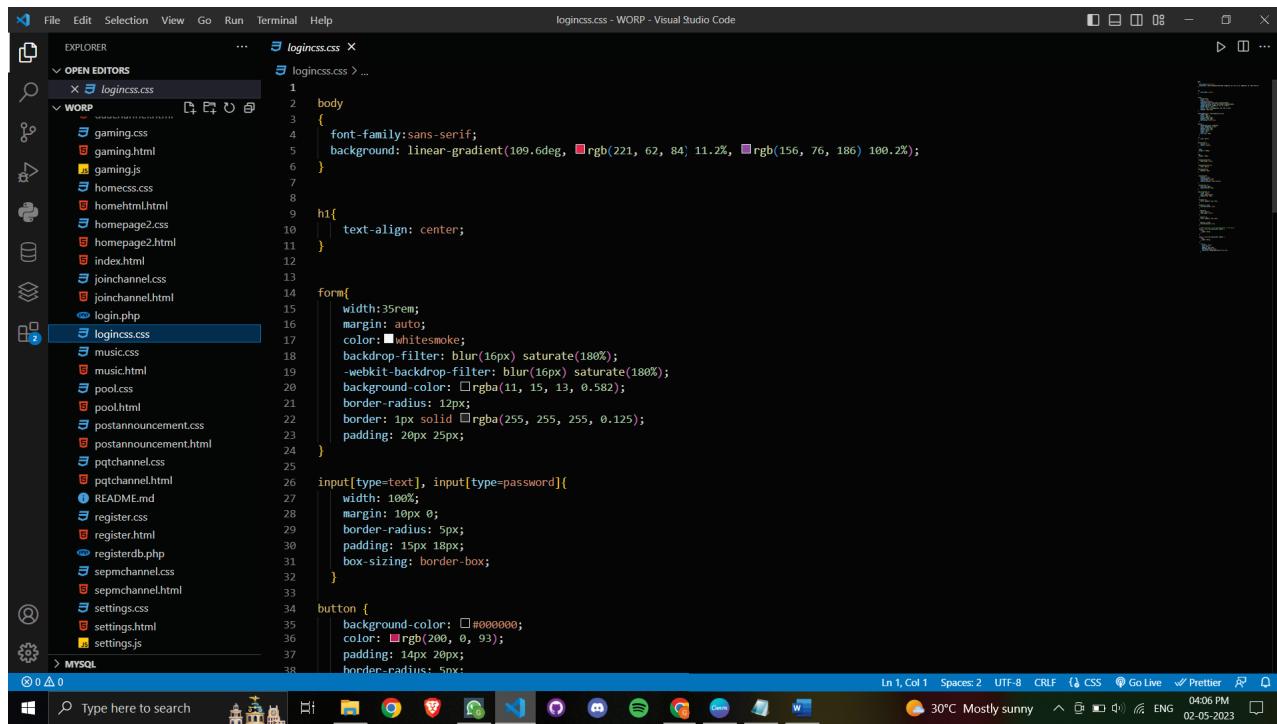
Index HTML File



The screenshot shows the Visual Studio Code interface with the file "homehtml.html" open in the editor. The code is an HTML document with a gradient background and a sidebar containing links to other pages like Main Page, Join a Channel, Create a Channel, Polling, and Feedback.

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <title>WORP Home</title>
    <link rel="stylesheet" href="homecss.css">
</head>
<body>
    <div class="container">
        <div class="sidebar">
            <div class="logo">
                
            </div>
            <br>
            <ul>
                <li><a href="homepage2.html">Main Page</a></li>
                <br>
                <li><a href="joinchannel.html">Join a Channel</a></li>
                <br>
                <li><a href="createchannel.html">Create a Channel</a></li>
                <br>
                <li><a href="pool.html">Polling</a></li>
                <br>
                <li><a href="mailto:admin@worp.com">Feedback</a></li>
                <br>
                <li><a href="https://forms.gle/kgA38BJZerCgPZQJU">Feedback</a></li>
            </ul>
        </div>
        <div class="main-content">
            <h2>Welcome to WORP</h2>
            <p>Please click on the Google Meet link below to create a meeting:</p>
            <a href="https://meet.google.com/" class="google-meet-link">Google Meet Webpage</a>
        </div>
    </div>
</body>
</html>
```

Login Page CSS File



The screenshot shows the Visual Studio Code interface with the file "login.css" open in the editor. The CSS styles define a centered h1 title and a form with a gradient background and rounded corners.

```
body {
    font-family:sans-serif;
    background: linear-gradient(109.6deg, #rgb(221, 62, 84) 11.2%, #rgb(156, 76, 186) 100.2%);
}

h1 {
    text-align: center;
}

form {
    width:35rem;
    margin: auto;
    color: #whitesmoke;
    backdrop-filter: blur(16px) saturate(180%);
    -webkit-backdrop-filter: blur(16px) saturate(180%);
    background-color: #rgba(1, 15, 13, 0.582);
    border-radius: 12px;
    border: 1px solid #rgba(255, 255, 255, 0.125);
    padding: 20px 25px;
}

input[type=text], input[type=password]{
    width: 100%;
    margin: 10px 0;
    border-radius: 5px;
    padding: 15px 18px;
    box-sizing: border-box;
}

button {
    background-color: #000000;
    color: #rgb(200, 0, 93);
    padding: 14px 20px;
    border-radius: 5px;
```

CONCLUSION

Hence, the documentation for the project WORP has been implemented successfully.

This documentation will help the stakeholders and creators of the application better understand the project and give them in-depth knowledge about the topic and analysis for future projects.

REFERENCES

- Wikipedia: For Several references on various topics.
- Geeks For Geeks: For learning technical Concepts.
- W3Schools For Diagram and related things.
- Canva: For designing the user interface.
- Star UML.