

A
Project Report
On
ONLINE DISCUSSION FORUM

SUBMITTED BY
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UNDER GUIDANCE OF THE
MS. SHUBHADA LABDE



DEPARTMENT OF COMPUTER ENGINEERING
K. J. SOMAIYA INSTITUTE OF ENGINEERING AND
INFORMATION TECHNOLOGY SION, MUMBAI-22
UNIVERSITY OF MUMBAI, 2017 - 2018

CERTIFICATE

This is to certify that the following students have satisfactorily carried out project work entitled “**ONLINE DISCUSSION FORUM**” for the subject “Web Technology Laboratory” in Semester V Computer Engineering specified in the syllabus given by University of Mumbai during academic year 2017-2018.

**ANKIT TIWARI
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Name: _____

Date: _____

Date: _____

Signature: _____

Signature: _____



DEPARTMENT OF COMPUTER ENGINEERING
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INFORMATION TECHNOLOGY SION, MUMBAI-22
UNIVERSITY OF MUMBAI, 2017- 2018

ACKNOWLEDGEMENT

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First, we would like to express our sincere thanks to our beloved Principal **DR. SURESH UKRANADE** for providing various facilities to carry out this report.

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ABSTRACT

Online Discussion Forum is built especially keeping in mind the college students. It provides a platform for students to create forums online to discuss various topics that they have in their mind. We are able to achieve this by helping students remain anonymous during posting threads. As a result of this, even the most cliché's of question, which maybe not so cliché for many other students, are answered without the particular student revealing his/her identity. Furthermore, many noticeboard entities can also be uploaded on this website to help keep a tabs of all the events going around the campus. We aimed to make to a system which can be a "helpline" for all students who are in need.

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CHAPTER 1

INTRODUCTION

1.1 INTRODUCTION:

Online Discussion Forum is a great way for students from all phases of life to put out their questions to the world without any hesitations. It helps them to get a hold of every idea possible regarding their topic to fully be capable to take further personal decisions.

1.2 PROBLEM INTRODUCTION:

When a student first enters into the college life, he/she faces a very new world relative to what they lived in. It is scary at first but gradually they fit into it. As it happens, they get several questions and not many people to answer those questions. It may happen that the answer they get may not be appropriate and could possibly bring them in a very bad position.

What we aim that every student can put out their question without any hesitation and get a lot of answers for it. This may help the student as they are not limited to opinions of very few but are now recipient of huge number of advices. As number of stories or accounts or views a student will be receiving is high there is a better chance for student to pick the right ones for them.

Objective:-

- To provide a safe space for students to ask their questions.
- Maintain who asks what and who answers them.
- Provide feature to ask questions anonymously.
- To monitor what gets posted and weed out inappropriate ones.
- To provide an option to post noticeboard entities.

Scope of the Project:-

- This can be used by anyone who wants to get information about various problem in a student lifestyle.
- Anyone can ask anything.
- Anyone can answer to any question.

1.3 MODULES:

There are two sub modules in this phase.

- Student module
- Staff module.

The functionality of each module is as follows:

Student module:

- The student module can be accessed by the students to create thread and posts.

Staff module:

- The staff can delete any forum, thread and module in addition to posting noticeboard entities.

CHAPTER 2

REQUIREMENT SPECIFICATION

2.1 INTRODUCTION:

To be used efficiently, all computer software needs certain hardware components or the other software resources to be present on a computer. These pre-requisites are known as (computer) system requirements and are often used as a guideline as opposed to an absolute rule. Most software defines two sets of system requirements: minimum and recommended. With increasing demand for higher processing power and resources in newer versions of software, system requirements tend to increase over time. Industry analysts suggest that this trend plays a bigger part in driving upgrades to existing computer systems than technological advancements.

2.2 HARDWARE REQUIREMENTS:

The most common set of requirements defined by any operating system or software application is the physical computer resources, also known as hardware. A hardware requirements list is often accompanied by a hardware compatibility list (HCL), especially in case of operating systems. An HCL lists tested, compatibility and sometimes incompatible hardware devices for a particular operating system or application. The following sub-sections discuss the various aspects of hardware requirements.

HARDWARE REQUIREMENTS FOR PRESENT PROJECT:

PROCESSOR	:	Intel Pentium dual core or above.
RAM	:	1 GB
HARD DISK	:	160 GB

2.3 SOFTWARE REQUIREMENTS:

Software Requirements deal with defining software resource requirements and pre-requisites that need to be installed on a computer to provide optimal functioning of an application. These requirements or pre-requisites are generally not included in the software installation package and need to be installed separately before the software is installed.

SOFTWARE REQUIREMENTS FOR PRESENT PROJECT:

OPERATING SYSTEM	:	Windows XP and above, Ubuntu v12.04 and above.
FRONT END	:	HTML, CSS, PHP, JavaScript.
SERVER SIDE SCRIPT	:	PHP, WAMP Server.
DATABASE	:	MySQL

CHAPTER 3

ANALYSIS

3.1 EXISTING SYSTEM:

The existing systems like “StupidSid.com” are only focusing on providing contents like college architecture and “out-of-date” monetary structure.

3.2 PROPOSED SYSTEM:

The proposed system will focus on solving “in life campus” problems to more detail.

Anonymity:

To implement the proposed system, we tried to make an option to ask question anonymously.

3.3 FEASIBILITY STUDY

The feasibility of the project is analysed in this phase and business proposal is put forth with a very general plan for the project and some cost estimates. During system analysis the feasibility study of the proposed system is to be carried out. This is to ensure that the proposed system is not a burden to the company. For feasibility analysis, some understanding of the major requirements for the system is essential.

Three key considerations involved in the feasibility analysis are:

3.3.1 Economic Feasibility

Users just have to login to the website and search for questions and answer them. As it is an academic project so framework used to develop the system is free of cost and hence free for any user too. The resources used to develop these systems is used in an efficient manner and these resources are of low cost.

3.3.2 Technical Feasibility

The technical feasibility assessment meets with the expected needs of the proposed system. It has evaluated that hardware and software meets the need of the proposed system.

The assessment based on the project of online testing consist of an interactive interface between student and teachers reveals the following outline design of system requirements:

- >HTML
- >PHP
- >CSS
- >JAVASCRIPT

To deal with requirements to handle completion of the project we are having strong resource of knowledge over the required technologies among our group

members. Furthermore, these technologies are being thought in depth in WT tutorials to overcome any of the difficulties.

Also the technologies required are economically and legally feasible for implementation purpose.

3.3.3 Operational Feasibility

Operational feasibility is a measure of how well a proposed system solves the problems, and takes advantage of the opportunities identified during scope definition and how it satisfies the requirements identified in the requirements analysis phase of system development.

In online discussion forum system, also the same concept is used. It should be feasible enough to fulfil all the requirements of the user and must provide all the information that user wants about a particular problem caused due to bad lifestyle. The various languages that are used by the developer at front as well as backend are taught to them in great depth. It is designed in such a way that it is easy for the user to operate the system efficiently.

3.4 SOFTWARE SPECIFICATION

HTML:

HTML or **Hypertext Markup Language** is the standard markup language used to create web pages.

HTML is written in the form of HTML elements consisting of *tags* enclosed in angle brackets (like `<html>`). HTML tags most commonly come in pairs like `<h1>` and `</h1>`, although some tags represent *empty elements* and so are unpaired, for example ``. The first tag in a pair is the *start tag*, and the second tag is the *end tag* (they are also called *opening tags* and *closing tags*). Though not always necessary, it is best practice to append a slash to tags which are not paired with a closing tag.

The purpose of a web browser is to read HTML documents and compose them into visible or audible web pages. The browser does not display the HTML tags, but uses the tags to interpret the content of the page. HTML describes the structure of a website semantically along with cues for presentation, making it a markup language rather than a programming language.

CASCADING STYLE SHEETS (CSS):

It is a style sheet language used for describing the look and formatting of a document written in a markup language. While most often used to style web pages and interfaces written in HTML and XHTML, the language can be applied to any kind of XML document, including plain XML, SVG and XUL. CSS is a cornerstone specification of the web and almost all web pages use CSS style sheets to describe their presentation.

CSS is designed primarily to enable the separation of document content from document presentation, including elements such as the layout, colors, and fonts.^[1] This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple pages to share formatting, and reduce complexity and repetition in the structural content.

MySQL:

MySQL is developed, distributed, and supported by Oracle Corporation. MySQL is a database system used on the web it runs on a server. MySQL is ideal for both small and large applications. It is very fast, reliable, and easy to use. It supports standard SQL. MySQL can be compiled on a number of platforms.

The data in MySQL is stored in tables. A table is a collection of related data, and it consists of columns and rows. Databases are useful when storing information categorically.

FEATURES OF MySQL:

Internals and portability:

- Written in C and C++.
- Tested with a broad range of different compilers.
- Works on many different platforms.
- Tested with Purify (a commercial memory leakage detector) as well as with Valgrind, a GPL tool.
- Uses multi-layered server design with independent modules.

Security:

- A privilege and password system that is very flexible and secure, and that enables host-based verification.
- Password security by encryption of all password traffic when you connect to a server.

Scalability and Limits:

- Support for large databases. We use MySQL Server with databases that contain 50 million records. We also know of users who use MySQL Server with 200,000 tables and about 5,000,000,000 rows.
- Support for up to 64 indexes per table (32 before MySQL 4.1.2). Each index may consist of 1 to 16 columns or parts of columns. The maximum index width is 767 bytes for **InnoDB** tables, or 1000 for **MyISAM**; before MySQL 4.1.2, the limit is 500 bytes. An index may use a prefix of a column for **CHAR**, **VARCHAR**, **BLOB**, or **TEXT** column types.

CONNECTIVITY:

Clients can connect to MySQL Server using several protocols:

- Clients can connect using TCP/IP sockets on any platform.
- On Windows systems in the NT family (NT, 2000, XP, 2003, or Vista), clients can connect using named pipes if the server is started with the `--enable-named-pipe` option. In MySQL 4.1 and higher, Windows servers also support shared-memory connections if started with the `--shared-memory` option. Clients can connect through shared memory by using the `--protocol=memory` option.
- On UNIX systems, clients can connect using Unix domain socket files.

LOCALIZATION:

- The server can provide error messages to clients in many languages.
- All data is saved in the chosen character set.

CLIENTS AND TOOLS:

- MySQL includes several client and utility programs. These include both command-line programs such as **mysqldump** and **mysqladmin**, and graphical programs such as MySQL Workbench.
- MySQL Server has built-in support for SQL statements to check, optimize, and repair tables. These statements are available from the command line through the **mysqlcheck** client. MySQL also includes **myisamchk**, a very fast command-line utility for performing these operations on **MyISAM** tables.
- MySQL programs can be invoked with the `--help` or `-?` option to obtain online assistance.

WHY TO USE MySQL:

- Leading open source RDBMS
- Ease of use – No frills
- Fast
- Robust
- Security
- Multiple OS support

- Free
- Technical support
- Support large database— up to 50 million rows, file size limit up to 8 Million TB

JAVASCRIPT:

JavaScript is the scripting language of the Web. All modern HTML pages are using JavaScript. A scripting language is a lightweight programming language. JavaScript code can be inserted into any HTML page, and it can be executed by all types of web browsers. JavaScript is easy to learn.

WHY TO USE JAVASCRIPT:

JavaScript is one of the 3 languages all web developers must learn:

1. HTML to define the content of web pages
2. CSS to specify the layout of web pages
3. JavaScript to specify the behavior of web pages

Example

```
x = document.getElementById("demo"); //Find the HTML element with id="demo"
```

```
x.innerHTML = "Hello JavaScript"; //Change the content of the HTML element
```

document.getElementById() is one of the most commonly used HTML DOM methods.

OTHER USES OF JAVASCRIPT:

- Delete HTML elements
- Create new HTML elements
- Copy HTML elements
- In HTML, JavaScript is a sequence of statements that can be executed by the web browser.

JAVASCRIPT STATEMENTS:

- JavaScript statements are "commands" to the browser.
- The purpose of the statements is to tell the browser what to do.
- This JavaScript statement tells the browser to write "Hello Dolly" inside an HTML element with id="demo":

Semicolon;

- Semicolon separates JavaScript statements.
- Normally you add a semicolon at the end of each executable statement.
- Using semicolons also makes it possible to write many statements on one line.

JAVASCRIPT CODE:

- JavaScript code (or just JavaScript) is a sequence of JavaScript statements.
- Each statement is executed by the browser in the sequence they are written.
- This example will manipulate two HTML elements:
- Example
- `document.getElementById("demo").innerHTML="Hello Dolly";`
`document.getElementById("myDIV").innerHTML="How are you?";`

JAVASCRIPT PROPERTIES:

- Properties are the values associated with a JavaScript object.
- A JavaScript object is a collection of unordered properties.
- Properties can usually be changed, added, and deleted, but some are read only.

PHP:

WHAT IS PHP?

- PHP is an acronym for "PHP Hypertext Preprocessor"
- PHP is a widely-used, open source scripting language
- PHP scripts are executed on the server
- PHP costs nothing, it is free to download and use

WHAT IS PHP FILE?

- PHP files can contain text, HTML, CSS, JavaScript, and PHP code
- PHP code are executed on the server, and the result is returned to the browser as plain HTML
- PHP files have extension ".php"

WHAT CAN PHP DO?

- PHP can generate dynamic page content
- PHP can create, open, read, write, delete, and close files on the server
- PHP can collect form data
- PHP can send and receive cookies
- PHP can add, delete, modify data in your database
- PHP can restrict users to access some pages on your website
- PHP can encrypt data

With PHP you are not limited to output HTML. You can output images, PDF files, and even Flash movies. You can also output any text, such as XHTML and XML.

WHY PHP?

- PHP runs on various platforms (Windows, Linux, Unix, Mac OS X, etc.)
- PHP is compatible with almost all servers used today (Apache, IIS, etc.)
- PHP supports a wide range of databases
- PHP is free. Download it from the official PHP resource: www.php.net

CHAPTER 4

DESIGN

4.1 SYSTEM DESIGN:

4.1.1 INTRODUCTION TO UML:

UML Design

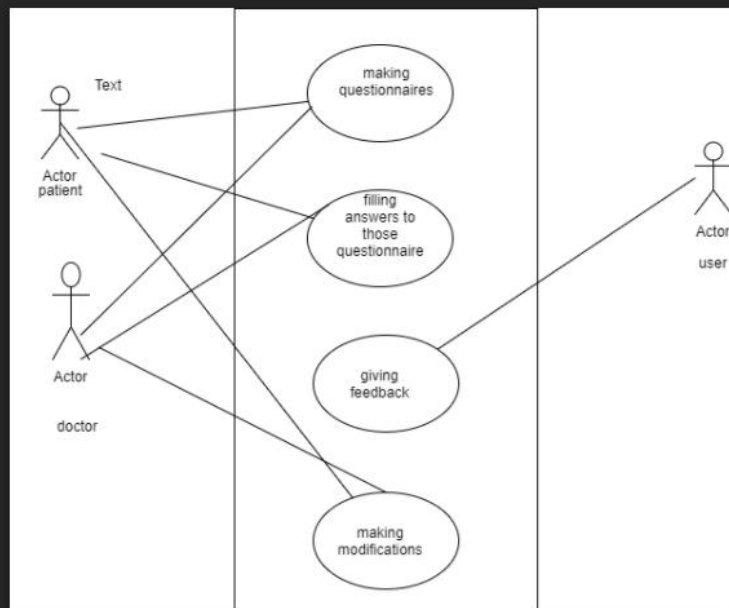
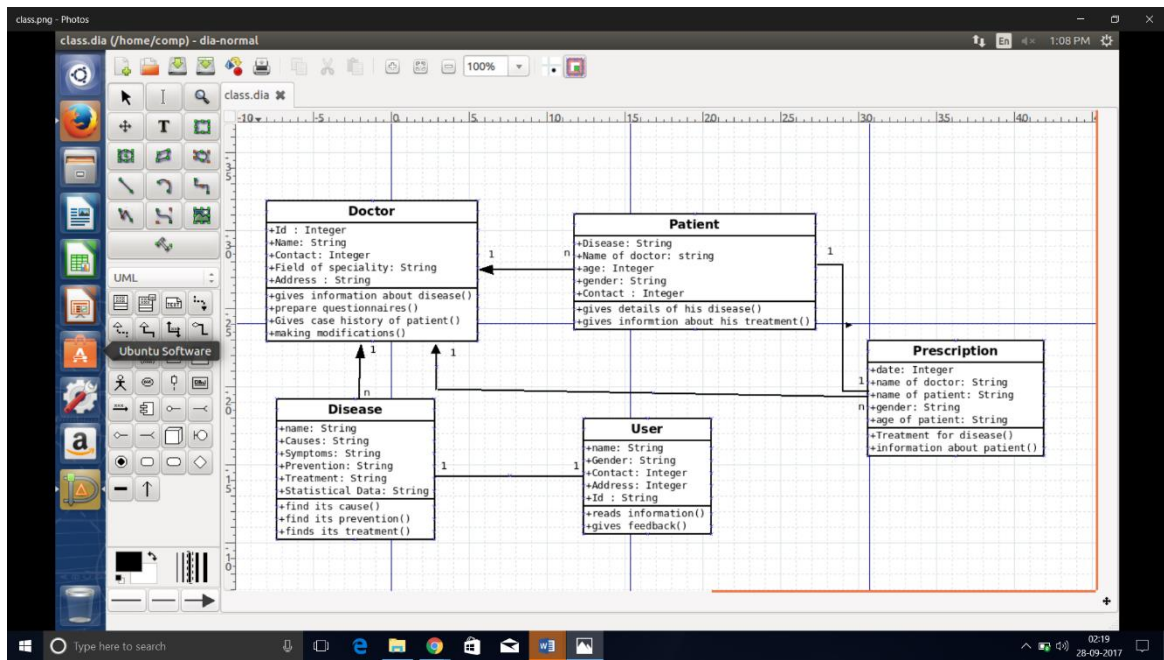
The Unified Modelling Language (UML) is a standard language for specifying, visualizing, constructing, and documenting the software system and its components. It is a graphical language, which provides a vocabulary and set of semantics and rules. The UML focuses on the conceptual and physical representation of the system. It captures the decisions and understandings about systems that must be constructed. It is used to understand, design, configure, maintain, and control information about the systems. The UML is a language for Visualizing, Specifying, Constructing and Documenting.

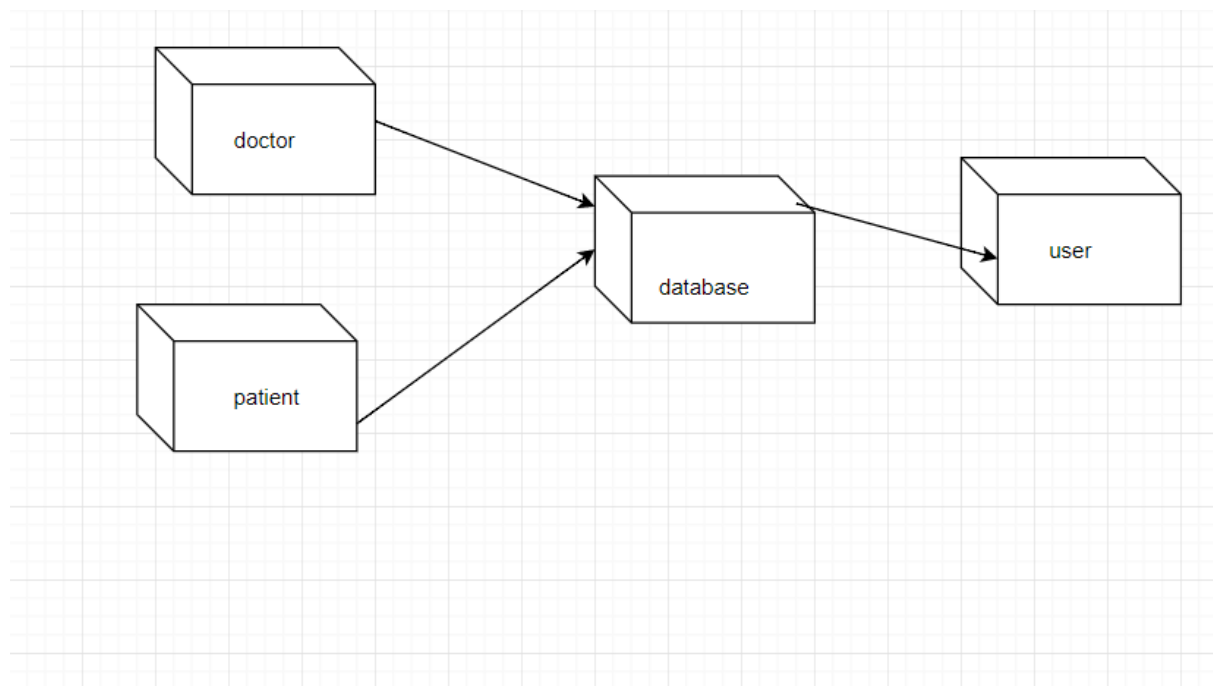
4.2 UML Approach

UML Diagram

A diagram is the graphical presentation of a set of elements, most often rendered as a connected graph of vertices and arcs. you draw diagram to visualize a system from different perspective, so a diagram is a projection into a system. For all but most trivial systems, a diagram represents an elided view of the elements that make up a system. The same element may appear in all diagrams, only a few diagrams, or in no diagrams at all. In theory, a diagram may contain any combination of things and relationships. In practice, however, a small number of common combinations arise, which are consistent with the five most useful views that comprise the architecture of a software-intensive system. For this reason, the UML includes nine such diagrams:

1. Class diagram
2. Use case diagram
3. Component diagram
4. Deployment diagram





CHAPTER 5

SYSTEM IMPLEMENTATION

5. IMPLEMENTATION:

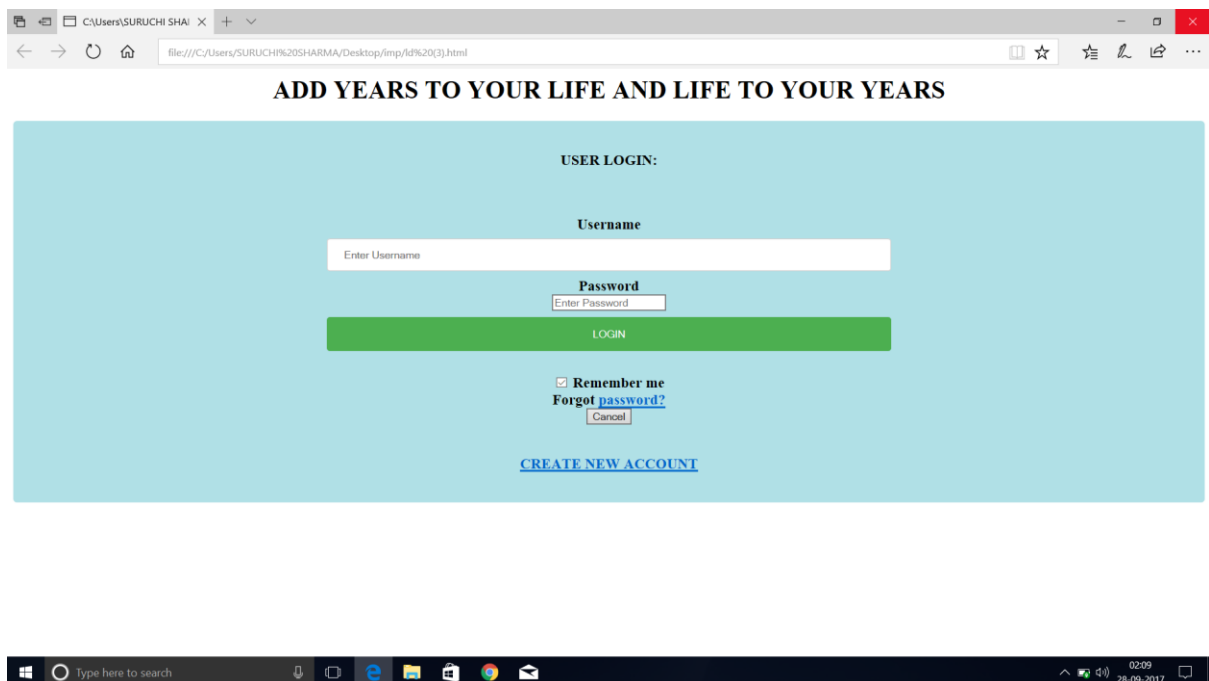
5.1 INTRODUCTION:

We plan to implement our website in a slow and gradual manner. We will first deploy the website for the Users of KJSIEIT only. And Then Gradually include students of KJSCE Vidyavihar too. Then later on for all the students of Mumbai University

The implementation stage involves careful planning, investigation of the existing system and it's constraints on implementation, designing of methods to achieve changeover and evaluation of changeover methods.

5.2 SCREENSHOTS:

SAMPLE SCREENSHOTS



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file:///C:/Users/SURUCHI%20SHARMA/Desktop/imp/login.html

SignUp

Its free and will always be!

Your account will be used to login and order reports..Make sure to enter valid email address in case you forget your password.

First Name

Last Name

Email Address

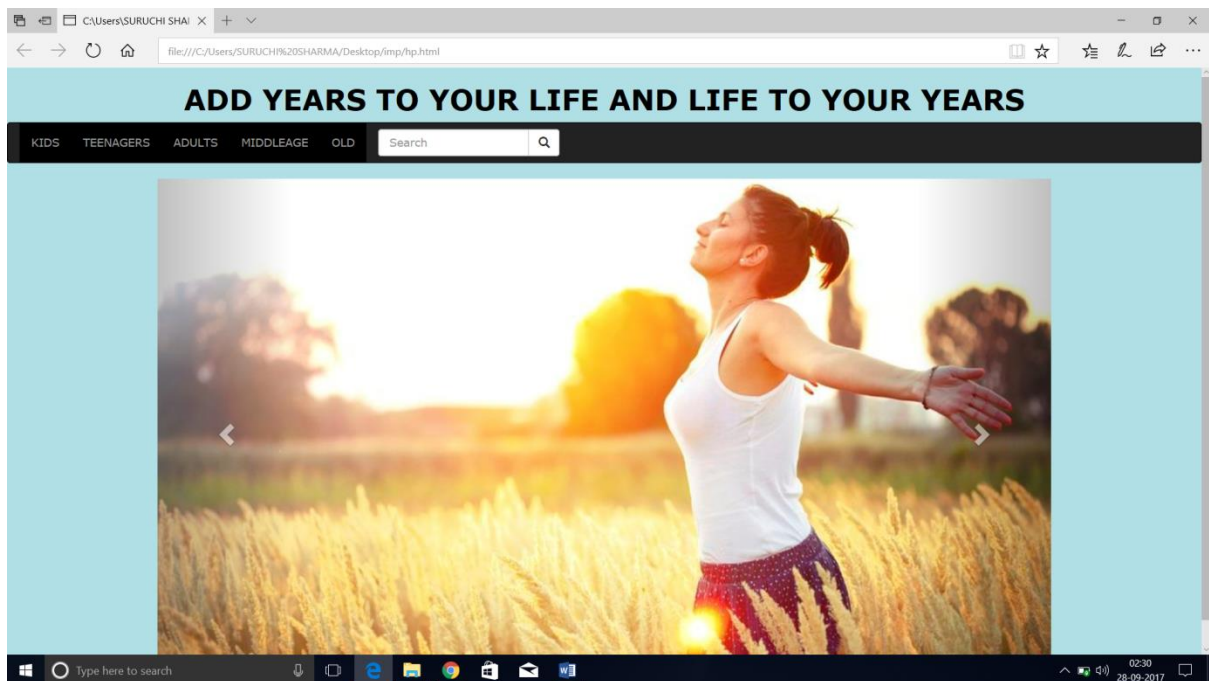
Password

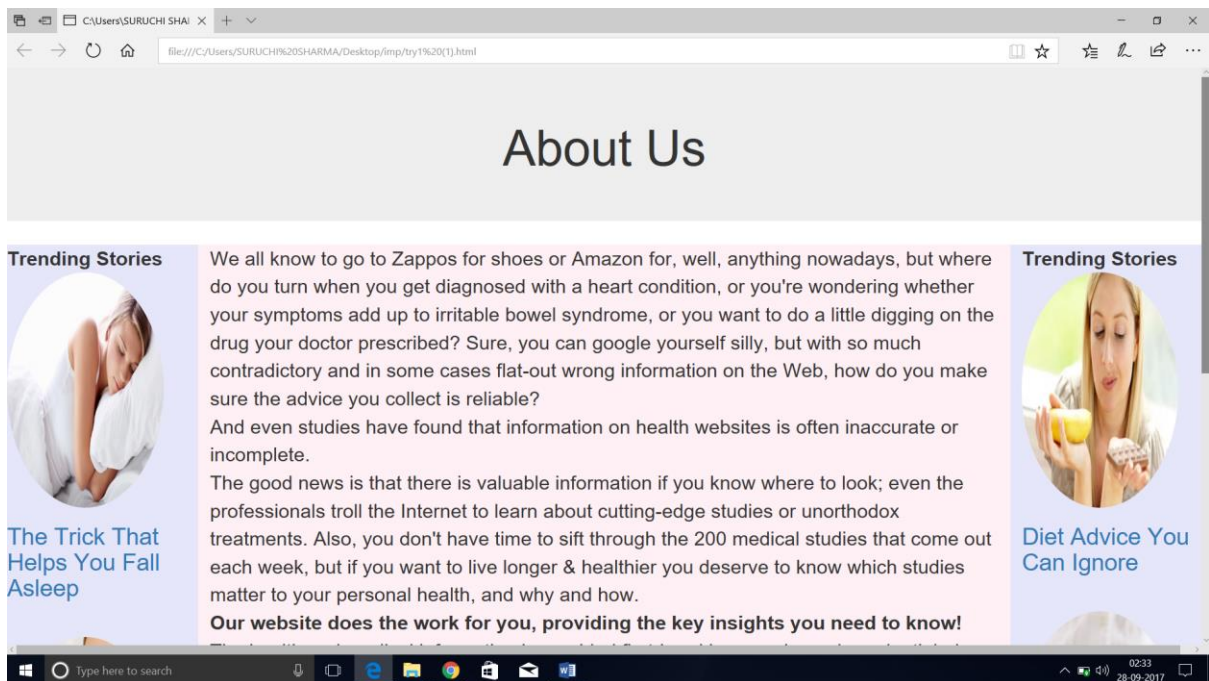
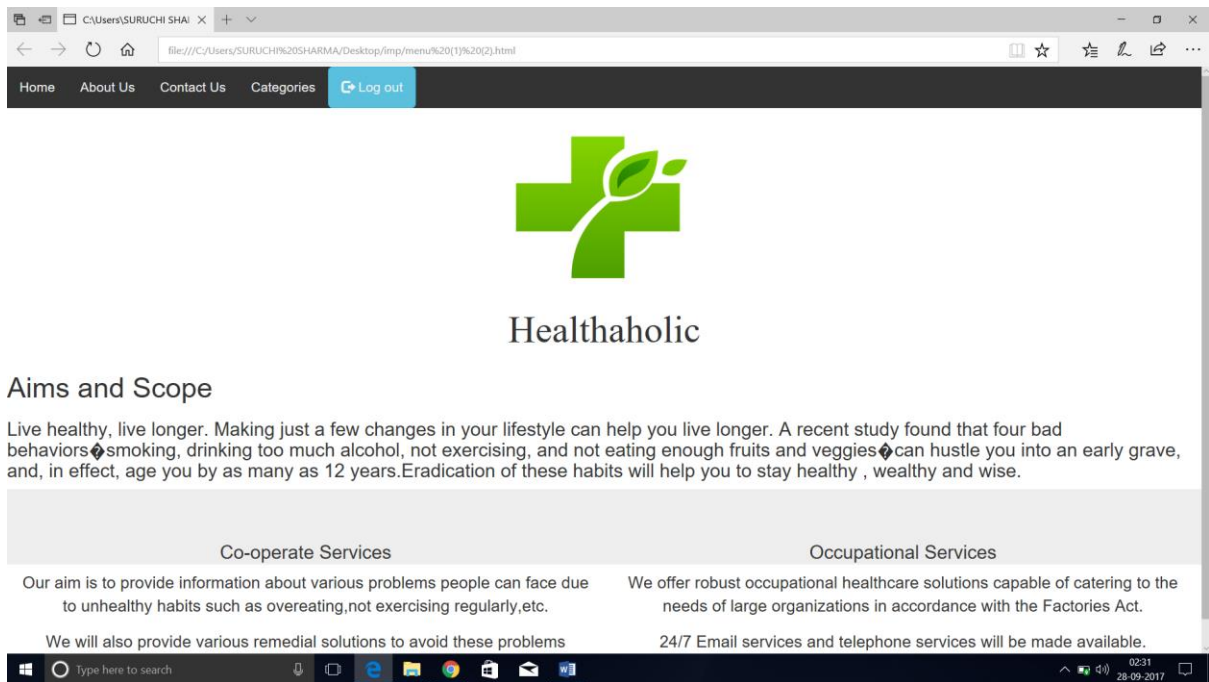
Confirm Password

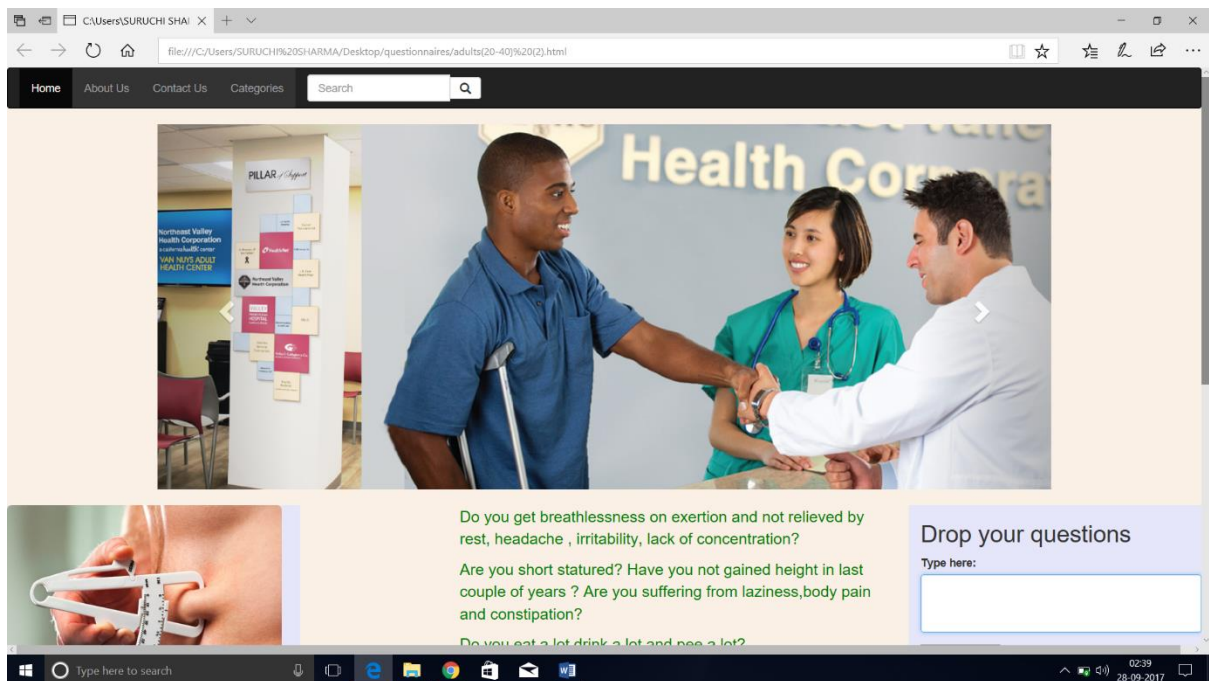
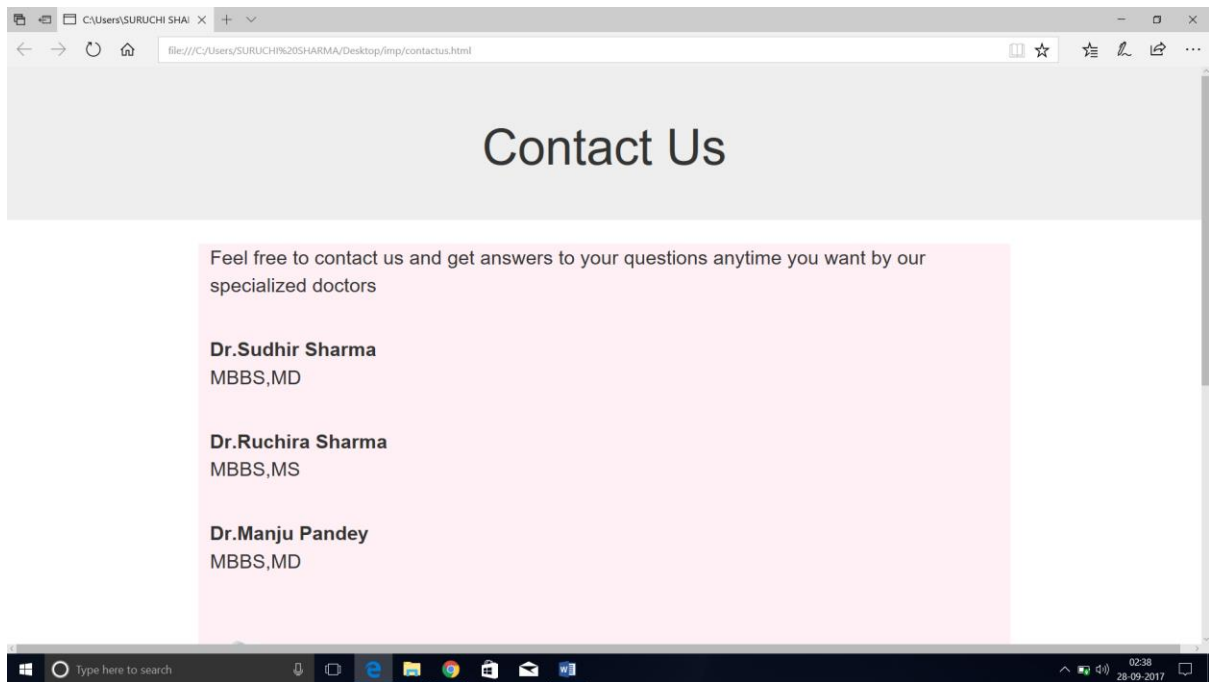
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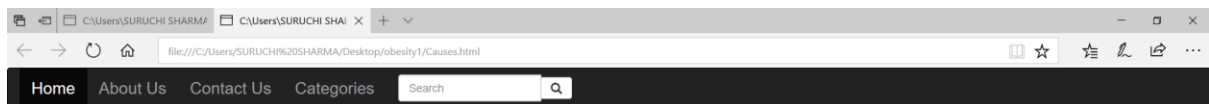
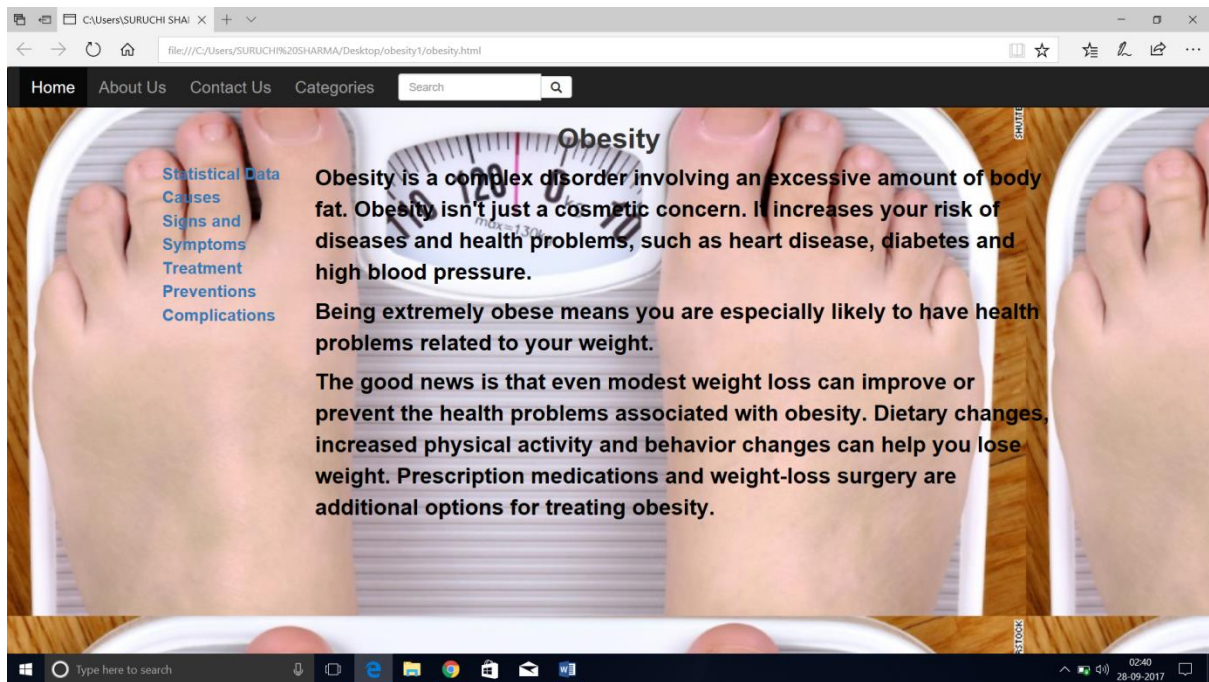
Sign Up

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Causes

Lifestyle issues too little activity and too many calories from food and drinks are the main contributors to childhood obesity. But genetic and hormonal factors might play a role as well. For example, recent research has found that changes in digestive hormones can affect the signals that let you know you're full.

Risk factors:

Many factors usually working in combination increase your child's risk of becoming overweight:

- **Diet:** Regularly eating high calorie foods, such as fast foods, baked goods and vending machine snacks, can easily cause your child to gain weight. Candy and desserts also can cause weight gain, and more and more evidence points to sugary drinks, including fruit juices, as culprits in obesity in some people.
- **Lack of exercise:** Children who don't exercise much are more likely to gain weight because they don't burn as many calories. Too much time spent in sedentary activities, such as watching television or playing video games, also contributes to the problem.
- **Family factors:** If your child comes from a family of overweight people, he or she may be more likely to put on weight. This is especially true in an environment where high-calorie foods are always available and physical activity isn't encouraged.
- **Psychological factor:** Personal, parental and family stress can increase a child's risk of obesity. Some children overeat to cope with problems or to deal with emotions, such as stress, or to fight boredom. Their parents may have similar tendencies.
- **Socioeconomic factors:** People in some communities have limited resources and limited access to supermarkets. As a result, they may opt for convenience foods that don't spoil quickly, such as frozen meals, crackers and cookies. In addition, people who live in lower income neighborhoods might not have access to a safe place to exercise.



file:///C:/Users/SURUCHI SHAI/ Desktop/obesity1/comp1.html

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Complications

Physical complications

- Type 2 diabetes: This chronic condition affects the way your child's body uses sugar (glucose). Obesity and a sedentary lifestyle increase the risk of type 2 diabetes.
- Metabolic syndrome: This cluster of conditions can put your child at risk of heart disease, diabetes or other health problems. Conditions include high blood pressure, high blood sugar, high triglycerides, low HDL ("good") cholesterol and excess abdominal fat.
- High cholesterol and high blood pressure. A poor diet can cause your child to develop one or both of these conditions. These factors can contribute to the buildup of plaques in the arteries. These plaques can cause arteries to narrow and harden, which can lead to a heart attack or stroke later in life.
- Asthma. Children who are overweight or obese might be more likely to have asthma.
- Sleep disorders. Obstructive sleep apnea is a potentially serious disorder in which a child's breathing repeatedly stops and starts during sleep.
- Nonalcoholic fatty liver disease (NAFLD). This disorder, which usually causes no symptoms, causes fatty deposits to build up in the liver. NAFLD can lead to scarring and liver damage.

Social and emotional complications

- Low self-esteem and being bullied. Children often tease or bully their overweight peers, who suffer a loss of self-esteem and an increased risk of depression as a result.
- Behavior and learning problems. Overweight children tend to have more anxiety and poorer social skills than normal-weight children do. These problems might lead children who are overweight to act out and disrupt their classrooms at one extreme, or to withdraw socially at the other.

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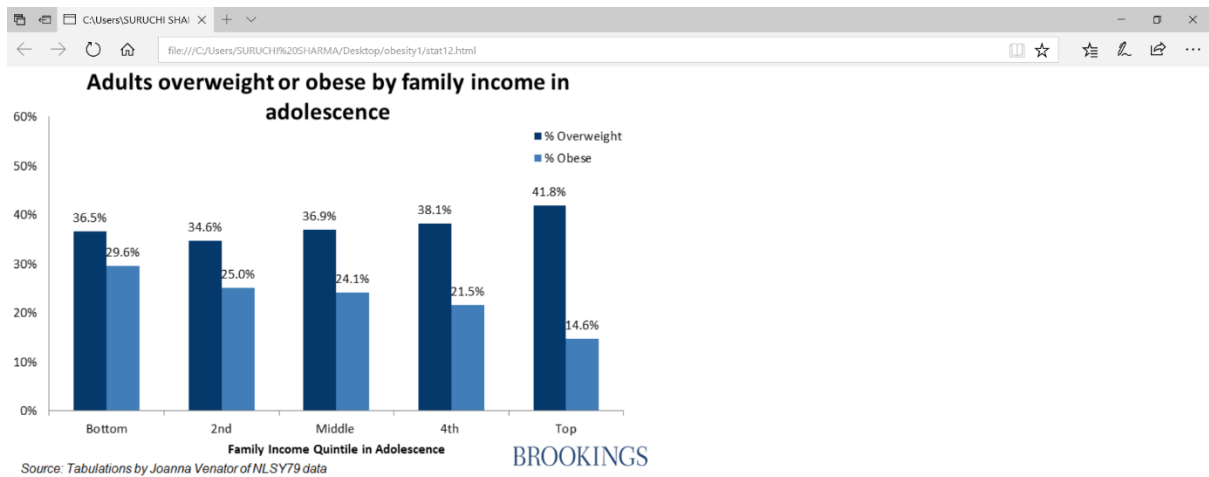
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Prevention

- Whether your child is at risk of becoming overweight or currently at a healthy weight, you can take measures to get or keep things on the right track.
- Limit your child's consumption of sugar-sweetened beverages.
- Provide plenty of fruits and vegetables.
- Eat meals as a family as often as possible.
- Limit eating out, especially at fast-food restaurants.
- Adjust portion sizes appropriately for age.
- Limit TV and other screen time.
- Also, be sure your child sees the doctor for well-child checkups at least once a year. During this visit, the doctor measures your child's height and weight and calculates his or her BMI. An increase in your child's BMI or in his or her percentile rank over one year is a possible sign that your child is at risk of becoming overweight.

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Signs and Symptoms

- Not all children carrying extra pounds are overweight or obese. Some children have larger than average body frames. And children normally carry different amounts of body fat at the various stages of development. So you might not know just by looking at your child if weight is a health concern.
- The body mass index (BMI), which provides a guideline of weight in relation to height, is the accepted measure of overweight and obesity. Your child's doctor can help you figure out if your child's weight could pose health problems by using growth charts, the BMI and, if necessary, other tests.

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file:///C:/Users/SURUCHI%20SHARMA/Desktop/obesity1/treatment1.html

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Treatment

Treatment for children who are obese

- Children ages 6 to 11 who are obese might be encouraged to modify their eating habits for gradual weight loss of no more than 1 pound (or about 0.5 kilogram) a month. Older children and adolescents who are obese or severely obese might be encouraged to modify their eating habits to aim for weight loss of up to 2 pounds (or about 1 kilogram) a week.
- The methods for maintaining your child's current weight or losing weight are the same: Your child needs to eat a healthy diet both in terms of type and amount of food and increase physical activity. Success depends largely on your commitment to helping your child make these changes.

Healthy eating :

- Parents are the ones who buy groceries, cook meals and decide where the food is eaten. Even small changes can make a big difference in your child's health. When food shopping, choose fruits and vegetables. Cut back on convenience foods such as cookies, crackers and prepared meals which are often high in sugar, fat and calories. Always have healthy snacks available.
- Limit sweetened beverages. This includes those that contain fruit juice. These drinks provide little nutritional value in exchange for their high calories. They also can make your child feel too full to eat healthier foods.
- Limit fast food. Many of the menu options are high in fat and calories.
- Sit down together for family meals. Make it an event a time to share news and tell stories. Discourage eating in front of a TV, computer or video game screen, which can lead to fast eating and lowered awareness of amount eaten.
- Serve appropriate portion sizes. Children don't need as much food as adults do. Allow your child to eat until he or she is full, even if that means leaving food on the plate. And remember, when you eat out, restaurant portion sizes are often significantly oversized.

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CHAPTER 6

TESTING

6.1 INTRODUCTION TO SYSTEM TESTING:

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or weakness in a work product. It provides a way to check the functionality of components, sub-assemblies, assemblies and/or a finished product. It is the process of exercising software with the intent of ensuring that the system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test. Each test type addresses a specific testing requirement.

TYPES OF TESTING:

Unit testing:

Unit testing involves the design of test cases that validate that the internal program logic is functioning properly, and that program inputs produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software units of the application. It is done after the completion of an individual unit before integration. This is a structural testing, that relies on knowledge of its construction and is invasive.

Integration testing:

Integration tests are designed to test integrated software components to determine if they actually run as one program. Testing is event driven and is more concerned with the basic outcome of screens or fields. Integration tests demonstrate that although the components were individually satisfactory, as shown by successful unit testing, the combination of components is correct and consistent. Integration testing is specifically aimed at exposing the problems that arise from the combination of components.

Functional test:

Functional tests provide systematic demonstrations that functions tested are available as specified by the business and technical requirements, system documentation, and user manuals.

Functional testing is centred on the following items:

- Valid Input : identified classes of valid input must be accepted.
- Invalid Input : identified classes of invalid input must be rejected.
- Functions : identified functions must be exercised.
- Output : identified classes of application outputs must be exercised.
- Systems/Procedures: interfacing systems or procedures must be invoked.

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White Box Testing:

White Box Testing is a testing in which the software tester has knowledge of the inner workings, structure and language of the software, or at least its purpose. It is purposeful. It is used to test areas that cannot be reached from a black box level.

Black Box Testing:

Black Box Testing is testing the software without any knowledge of the inner workings, structure or language of the module being tested. Black box tests, as most other kinds of tests, must be written from a definitive source document, such as specification or requirements document, such as specification or requirements document.

Features to be tested

- Verify that the entries are of the correct format
- No duplicate entries should be allowed
- All links should take the user to the correct page.

Acceptance Testing:

User Acceptance Testing is a critical phase of any project and requires significant participation by the end user. It also ensures that the system meets the functional requirements.

Table:

Test Case	Case Description	Action	Expected Result	Actual Result	Pass / Fail
User Authentication	Enter Correct ID and password and click "login"	ID = "aat" Password = "bb"	It should log in	Logs in	Pass
	If ID and password entered are wrong, error message should be displayed	ID != "aat" Password != "bb"	"Invalid login Information" should	Doesn't logs in and gives a message	Pass
	If not logged in, no pages should be displayed.	Go to any page without logging in	Login page should open	Login page opens	Pass
	After successful login, homepage should open	Login	Home page should open	Home page opens	Pass
Linking	All links of home page should point to correct page	Click on any link	Correct page should open	Correct page opens	Pass

Chapter 7

CONCLUSION

Thus the complete information about “Online Discussion Forum” is given in the above report. After developing this system we have understood each and every phase of system development lifecycle in great detail. We have also learned all the basic programming languages in depth which are required to develop the system, the languages used at the back end as well as the front end. The system helps students in each phase of life to overcome their problems by sharing them over the internet with others who can guide the student to a solution.

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