FEES MANAGEMENT SYSTEM

A PROJECT REPORT

Submitted by,

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BONAFIDE CERTIFICATE

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ABSTRACT

The Fees Management System is a web-based application designed to streamline and automate the management of fees for educational institutions. The system utilizes PHP and MySQL to provide an efficient and user-friendly platform for administrators, students, and parents to manage fee-related processes. The system offers various features to facilitate the entire fees management lifecycle. It allows administrators to create and maintain student records, including personal information and course details. Additionally, it provides functionalities for calculating fees based on predefined rules, such as course fees, discounts, and late payment penalties The system enables students and parents to view and track their fee statements, making it convenient for them to stay informed about payment deadlines and outstanding balances. It also includes a secure payment system that allows students to make online payments, providing a hassle-free and efficient method of fee settlement.

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INTRODUCTION

This project "Fees Management System" is a desktop system enables efficient storage of student records to properly manage the fee records of the students. And it also generate messages for due balances it students fee. The system is designed for fee management of a college administration department. It makes searching records easier and faster.

1.1ABOUT PROJECT

Fees Management System project is developed using PHP, CSS, and JavaScript. Talking about the project, it has all the essential features. This project has an administration side from Where he/she can view branch, students, fees, report, manage fees, students, branches, settings. In this project, all the functions are performed from the Admin Side which means there is no user side.

OBJECTIVE

- To reduce paperwork
- To make storage of information more efficient and secure.
- To have a friendly interface.
- To operate it easily and with minimum experience.
- To save time and energy of the admin.

1.2ABOUT SYSTEM

Admin has full control of the system, he/she can view branch, students, fees and manage branch, students, fees from the system. The project also includes a Fees report of students in Report module, which displays Fees Information as well as respective Student information. He/she can add, edit, delete, view Branch. While adding Branch, he/she has to provide Branch Name, Address, and Detail. Like wise while adding students, he/she has to provide Personal information like,

Name, Contact, branch, DOJ, Fees Information like Total Fees, Advance Fee, Remarks and Optional Information like About student and Email id. To take Fees for a student, the user has to provide Paid amount, date and Remarks. After paying fees of the student, that particular name will be removed from Fees module.

1.3 SCOPE OF THE SYSTEM

- Specifically designed for a individual college.
- Inserting new student records are not possible.
- It is based on desktop application.
- Not including fees other than academic like bus fees and etc.
- There are only limited number of modules for fees management

1.4 EXISTING SYSTEM AND DRAWBACK

- In the existing system, colleges have to manually maintain information regarding to Fees deposited by the students
- College management system are complex and time consuming to maintain fees of students by that very difficult.
- It is not properly capable to manage the student records with their fee details at a single place.
- Managing collection of student fees, issuing fee receipts and fee register updation is a laborious manual process, leading to data inaccuracy and / or reconciliation.
- Preparing receipts manually everyday needs additional clerical staff.
- To generate due fees report is required a complete manual procedure, which involves a lot of time and clerical staff manpower.
- Re-entry of fees receipts in accounting software separately leads to double manpower cost and time.

1.5 PROPOSED SYSTEM & ADVANTAGES

- The fees management System is a desktop system aimed to maintaining students records and their fees details.
- It also generate records like I.e. Feed Paid, dues, and etc.
- The system requires small amount of time to generate reports needed to manage the fees of the student.
- •Managing collection of school fees, issuing fee receipts and fee register updation is done with the help of software resulting in highly accurate data.
- Software provides facility to print receipts automizing office work.
- This Software provides facility to generate due fees report easily and at any point of time.
- Software directly enter fees receipts to the accounts of the school.

METHODOLOGY

2.1 SOFTWARE DESCRIPTION

- Admin Login
- Student Details
- Fee Details
- Course Scheme
- Payment
- Daily Reports
- Dues The core functionalities that are to be included in the system are the follows.

2.2PROJECT DESIGN

Software design is an interactive process through which requirements are translated into a 'Blue Print' for constructing the software. The design is represented at high level of abstraction, a level that can be directly translated to specific data, functional and behavioural requirements.. Preliminary design is concerned with the transformation of requirements into data and software architecture. Detained design focuses on refinements to the architectural representation that lead to detailed data structure and algorithemic representation for software

2.3 SYSTEM SPECIFICATION

A System Requirements Specification (SRS) (also known as a Software Requirements Specification) is a document or set of documentation that describes the features and behaviour of a system or software application. It includes a variety of elements (see below) that attempts to define the intended functionality required by the customer to satisfy their different users.

Whenever you purchase software or hardware for your computer, you should first make sure your computer supports the system requirements.

SYSTEM ARCHITECTURE AND DESIGN

3.1 HARDWARE SPECIFICATION

Processor: Dual core

RAM: 1 GB

ROM: 2 GB

3.2 SOFTWARE SPECIFICATION

Technologies: HTML, CSS, java script

Database: MY SQL

Language: PHP version(7.2).

3.3 BRIEF OVERVIEW OF THE TECHNOLOGIES

Frontend: HTML,CSS,JAVASCRIPT

HTML: HTML is used to create and save web document.

CSS: (Cascading Style Sheets) Create attractive Layout

Bootstrap: responsive design mobile friendly site

JavaScript: it is a programming language, commonly use with web browsers.

Back end: PHP, MySQL

3.4 KEY NOTES

PHP

Hypertext Preprocessor(PHP) is a technology that allows software developers to create dynamically generated web pages, in HTML, XML, or other document types, as per client request. PHP is open source software.

OVERVIEW OF PHP

PHP is an embedded scripting language that is excellent for creating dynamic web sites based on database content or different characteristics of browsers. It is available when you have a department(Web Central) publishing account, a faculty publishing account, a student organization publishing account or if It can Notable PHP compilers include the following the most popular implementation. Several compilers have been developed. The PHP language was originally implemented as an interpreter, and this is still the most popular implementation. Several compilers have been developed which decouple the PHP language from the interpreter. PHP stands for Hypertext Preprocessor. It is a server-side scripting language, like ASP. Also, the PHP scripts are executed on the server. It supports many databases (MYSQL, Informix, Oracle, Sybase, Solid, Postures SQL, and Generic ODBC), PHP is open source software and it is free to download and use.

PHP FILE

- PHP file can contain text, HTML tags and scripts
- PHP files are returned to the browser as plain HTML
- PHP files have a file extension of ".php", ".html".

PHP combined with My SQLI are cross-platform (You can develop in windows and serve on a UNIX platform) Advantages of compilation include better execution speed, static analysis, and improved interoperability with code written in other languages

USES OF PHP

PHP is an intuitive, server side scripting language. Like any other scripting language it allows developers to build into the creation of web page content and handle data returned from a web browser. PHP also contains a number of extensions that make it easy to interactive database, extracting data to be displayed on a web page and storing information entered by a web site visitor back into the database.

PHP consists of a scripting language and an interpreter. Like other scripting languages, PHP enables web developers to define the logic they need in a web page. The scripts are embedded into HTML documents that are served by the web server. The interpreter takes the form of a module that integrates into the web server, converting the scripts into commands the computer then executes to achieve the result defined in the web developer.

OBJECTIVES OF PHP

To develop an understanding of how PHP works it is helpful to first explore what happens when a webpage is served to a user's browser. When a user visits a web site or clicks on a link on a page the browser sends a request to the web server hosting the site asking for a copy of web page.

Now let's consider what kind of web page content a web browser understands. These days a web page is likely to consist of HTML XHTML and JavaScript. The web browser contains code that tells it what to do with these types of content

A web browser, however, knows absolutely nothing about any PHP script that may be embedded in an HTML document. The web server receives the request, finds the corresponding web page file on the system and sends it back, over the internet, to the user's browser.

Typically the webpage file system and sends it back, over the internet. If a browser was served a web page containing PHP it would not know how to interpret that code newer. The most common way of installing PHP is compiling it from the source code.

When Php is installed and used in cloud environments.

COMPONENTS OF PHP

In terms of web page content we have two extremes. At one extreme have to HTML which is completely static. There is very little that can be done with HTML to create dynamic content in a web page .At the other extreme we have scripting languages like When talking about JavaScript it is important to understand that it is, by design, a client side scripting language.

While this is fine for many situations it is often the case that by the time a script reaches the browser it is then either too late, or in efficient, to do what is needed. Prime example of this involves this.

Since the database resides on a server (either the same physical server which runs the web server or on the same network as the web server connected by a high speed fiber network connection) it makes sense for any script that needs to extract data from the database to be executed on the server, rather than waiting until it reaches the browser.

It is for this kind of task that PHP is perfectly suited. It also fast and efficient because the script is executed on the server it gets to take advantage of multiprocessing, large scale memory and other such enterprise level hardware features.

In addition to the advantages of being a server side scripting language PHP is very easy to learn and use. The fact that PHP works seamlessly with HTML makes it accessible to a broad community of web designers. These scripts can also used for simple text processing tasks. Perhaps one of the most significant advantages of PHP to some is the ease with which it interacts with the My SQLI database and store data. The web server receives the request, finds the corresponding web page file on the system and sends it back, over the internet, to the user's browser.

SCRIPTING OF PHP5

An application programming interface or API defines the classes, methods, functions and variables that your application will need to call in order to carry out its desire task. In the case of PHP applications that need to communicate with databases the necessary APIs are usually exposed via PHP extensions.

APIs can be procedural or object-oriented with a procedural API you call functions to carry out tasks, with the object-oriented API you instantiate classes and then call methods on the resulting objects. Of the two the latter is usually the preferred interface, as it is more modern and leads to better organized code.

When writing PHP applications that need to connect to MySQLI server there are several API options available. This document discussed what is available and how to select the best solution for your application

SERVER -SIDE SCRIPTING

This is the most traditional and main target fields for PHP. Hey need for three things to make this work. PHP parser a web server and a web browser. They need to run the web server, with a connected PHP installation. They can access the PHP program with a web browser, viewing the PHP page through the server. All these can run on your home machine if your are just experimenting with PHP programming.

COMMAND LINE SCRIPTING

In this project can make a PHP script to run it without any server or browser. They only need the PHP parse to use it this way. This type of usage is ideal for scripts regularly executed using crone or task scheduler.

WRITING DESKTOPAPPLICATIONS

PHP is probably not the best language to create a desktop application with graphical user interface, but they know PHP very well, and would like to use some advanced PHP features in your client-side applications.

They also have to write cross platform applications this way. PGP_GTK is an extension to PHP, not available in the admin distribution. They are also having a DBX database abstraction extension allowing you to transparently use any database supported by that extension. Additional php supports ODBC, the open database

CONNECTOR

In the My SQLI documentation, the term connector refers to a piece of software that allows application to connect to the My SQLI database server. My SQLI provides connectors for a variety of languages, including PHP. In PHP application needs to communicate with a database server will need to write PHP code to perform such activities as connecting to the database server, querying the database and other database related functions .Software is required to provide the API that PHP application will use and also handle the communication between application and the database server, possible using other intermediate libraries where necessary. This software is known generically as a connector, as it allows application to connector a database server.

CHARACTERISTICS

- Allow building templates to ease site maintenance
- Server different content to users based on their browser, IP address, date and time, numerous other characteristics.

Build discussion forums or web based email programs.

FEATURES OF PHP

In this started out with the intention of My SQLI to connect to our tables using our own fast low level routines. However, after some testing we came to the conclusion that My SQLI was neither fast enough nor for needs

This resulted in a new SQL interface to our database but with almost the same API interface as My SQLI. This API was chosen to ease porting of third-party code. The derivation of the name My SQLI is not clear. Our base directory and a large interface of our tools have had the prefix "my" for well over 10 years.

The following list describes some of the important characteristics of the My SQLI database software. Allows you to build templates ease site maintenance, enables connection content with database such as My SQLI, Build discussion forums or web-based email programs and read and process XML, My SQLI, the most popular Open source SQLI database management system, is developed, distributed and supported by Oracle Corporation.

- My SQLI is a database server.
- My SQLI is ideal for both small and large applications.
- My SQLI supports standard SQL.
- My SQLI compiles on a number of platforms.
- My SQLI is free to download and use.

The My SQLI server provides a database management system with query in and connectivity capabilities, as well as the ability to have excellent data structure and integration with many different platforms. It can handle large database reliability and quickly in high demanding production environment. It invented JavaScript and JavaScript was first used in nets cape browsers. Information from one invocation to another of the application, or perform file, manipulations on a server. The My SQLI server also provides rich function such as its connectivity, speed, and security that make it suitable for accessing databases

.

HYPERTEXT MARKUP LANGUAGE (HTML)

HTML is an application of the Standard Generalized Markup Language (SGML), which was approved as an international in the year 1986. SGML provides a way to encode hyper documents so they can be interchanged. SGML is also a Meta language for formally describing document markup system. In fact HTML uses SGNL to define a language that describes a WWW hyper document's structure and inter connectivity. Following the rigors of SGML, TBL bore HTML to the world in 1990. It does not show any compilation errors and also it will be highly executed through the browser. It is the set of markup symbols or codes inserted in a file intended for display on World Wide Web browser page.

JAVA SCRIPT

JavaScript is a cross-platform, object-oriented scripting language. JavaScript is a small, lightweight language, it is not useful as a standalone language, but is designed for easy embedding in other products and applications, such as web browsers. Inside a host environment, java script can be connected to the objects of its environment to provide programmatic control over them. Core database contains a core set of objects, such as Arrays, Date and Month, and a core set of language elements such as operators, Web Consortium at MIT. But HTML had to start somewhere, and its success argues that it did not start out too badly.

Form JavaScript, initiate java objects and access JavaScript objects, properties and methods. Netscape invented JavaScript was first used in Netscape browser. Server will need to write PHP code to perform such activities as connecting to the database server, querying the database and other database related functions. PHP is probably not the best language to create a desktop application with a graphical user interface, but they know PHP very well, and would like to use some advanced.

It handles the communication between your application and the database server, possibly using other intermediate libraries where necessary. This software is known generically as a connector, as it allows your application to connect to a database server

What is Bootstrap

- Bootstrap is the most popular HTML, CSS and JavaScript framework for developing a responsive and mobile friendly website.
- It is absolutely free to download and use.
- It is a front-end framework used for easier and faster web development.
- It includes HTML and CSS based design templates for typography, forms, buttons, tables, navigation, modals, image carousels and many others.
- It can also use JavaScript plug-ins.
- It facilitates you to create responsive designs.

Why use Bootstrap

- It is very easy to use. Anybody having basic knowledge of HTML and CSS can use Bootstrap.
- It facilitates users to develop a responsive website.

SPECIFICATION OF THE PROGRAM

4.1 USER INTERFACE CONSTRAINTS

Using this portal is fairly simple and intuitive. A user familiar with basic browser navigation skills should be able to understand all functionality provided by the portal.

4.2 HARDWARE CONSTRAINTS

The portal should work on most home desktop and laptop.

4.3 SOFTWARE CONSTRAINTS

The portal is designed to run on google Chrome, Mozilla Firefox and Internet Explorer 10

4.4 DESIGN STANDARDS COMPLIANCE

The portal shall be implemented in PHP

IMPLEMENTATION WORK DETAIL

5.1 WHITE BOX TESTING

White box testing is a test case design method that uses the control structure of the procedural design to derive test cases. After performing white box testing it was identified that:

- The Leave Recording System (LRS) software guarantees that all independent paths within the modules have been excercised at least once.
- It has been exercised all logical decisions their true and false sides.
- It was tested to execute all loops at their boundaries and within their Operational bounds
- It was tested for the internal data structures to ensure their validity.

5.2 CONTROL STRUCTURE TESTING

The following tests were conducted and it was noted that the BCBS is;

Basic path Testing

Condition Test

Data Flow Testing

Loop Testing

Black box testing methods focuses on the functional requirements of the software by conducting black box testingusing the method equivalences. Partitioning Boundary Values Analysis and Cause-Effect-Graphing techniques.

Functional validity of LRS checked.

Checked the isolation of the boundaries of a class.

The tolerance of the system for the data rates and data volumes.

5.3 TESTING STRATAGIES

A strategy for software testing must accommodate low-level tests that are necessary to verify that a small source code segment has been correctly implemented as well as high level against customer requirements.

5.4 UNIT TESTING

Unit testing focuses verification on the smaller unit of software design such as form. This is known as form testing. The testing is done individually on each form. Using the unit test plan, prepared in design phase of the system development as a guide, important control paths are tested to uncover within the boundary of the module. In this step, the module is working satisfactorily as a regard to the expected output from the module.

5.5 INTEGRATION TESTING

Data can be lost across an interface, one module can have an adverse effect on another sub function, when combined, may not produce the desired major function. Integration testing is a systematic technique for constructing the program structure while at the same time conducting tests to uncover errors associated with the interface. All the modules are combined modules are performed well.

5.6 SYSTEM TESTING

Testing the entire system as a whole and checking for its correctness is system testing. The system is listed for dispensaries between the system and its original objectives. This project was effective and efficient.

CHAPTER 6 ER DIAGRAMS

6.1 LOGIN DETAILS

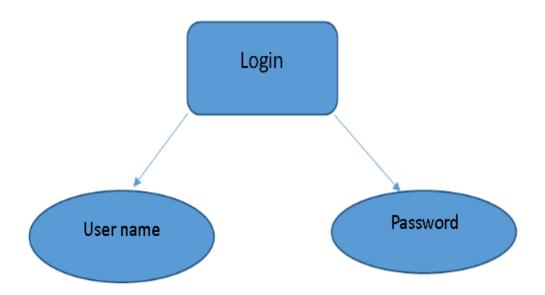


Fig 1: login Requirements

6.2 SIGNUP DETAILS

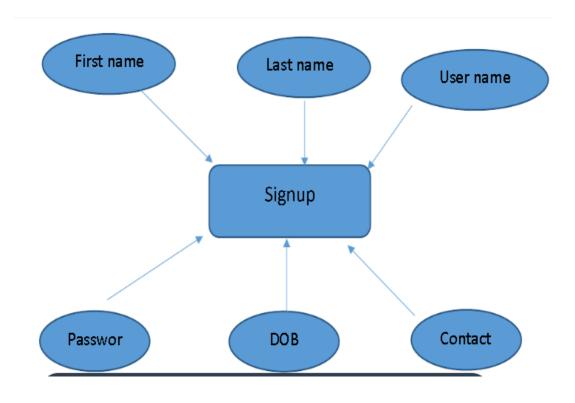


Fig 2 : Student Requirements

6.3 STUDENT DETAILS

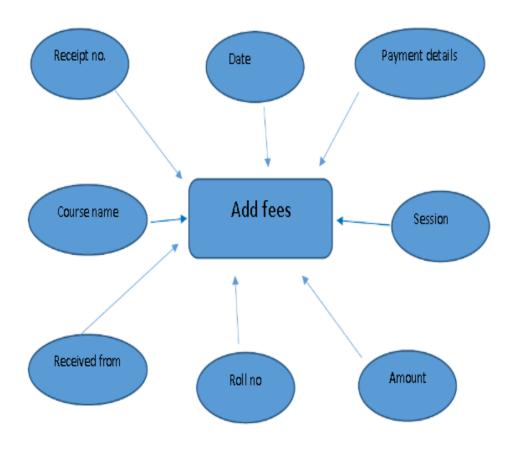
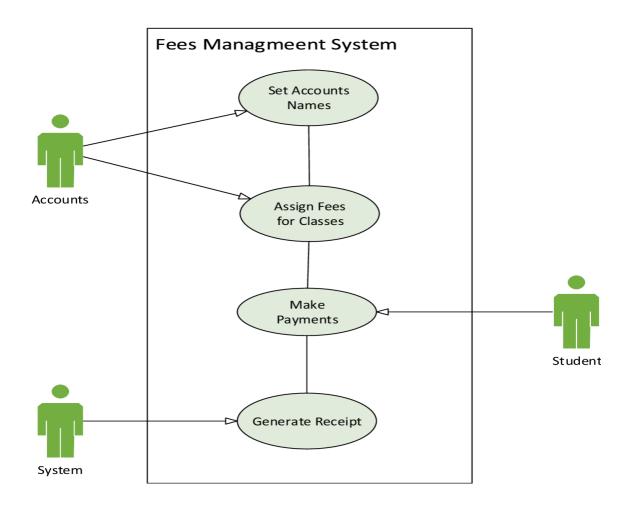


FIG 3 : Fees Requirements

CHAPTER 7 USE CASE DIAGRAM



Administrator: The administrator is responsible for managing the system. They have the following use cases:

Manage Students: Allows the administrator to add, update, or delete student details in the system.

Generate Fee Report: Enables the administrator to generate a report showing the fee details of all students.

Add Transaction Details: Allows the administrator to add transaction details such as payment method, date, and amount for a particular student.

Student: Represents the user role for students accessing the fees management system. They have the following use cases:

Pay Fees: Allows the student to make fee payments using various payment methods.

CHAPTER 8 SOURCE CODE AND COMMANDS

```
/*!
Font Awesome 4.7.0 by @davegandy - http://fontawesome.io - @fontawesome
License - http://fontawesome.io/license (Font: SIL OFL 1.1, CSS: MIT License)
       /* FONT PATH
_____*/
   @font-face {
       font-family: 'Font Awesome';
       src: url('../fonts/font awesome-webfont.eot?v=4.7.0');
       src: url('../fonts/font awesome-webfont.eot?#iefix&v=4.7.0') format('embedded-
       opentype'), url('../fonts/fontawesome-webfont.woff2?v=4.7.0') format('woff2'),
       url('../fonts/fontawesome-webfont.woff?v=4.7.0') format('woff'),
       url('../fonts/fontawesome-webfont.ttf?v=4.7.0') format('truetype'),
       url('../fonts/fontawesome-webfont.svg?v=4.7.0#fontawesomeregular') format('svg');
       font-weight: normal;
       font-style: normal;
       }
       .fa {
       display: inline-block;
       font: normal normal 14px/1 FontAwesome;
       font-size: inherit;
       text-rendering: auto;
       -webkit-font-smoothing: antialiased;
       -moz-osx-font-smoothing: grayscale;
       /* makes the font 33% larger relative to the icon container */
       fa-lg {
       font-size: 1.33333333em;
       line-height: 0.75em;
       vertical-align: -15%;
       }
```

```
.fa-2x {
font-size: 2em;
}
.fa-3x {
font-size: 3em;
.fa-4x {
font-size: 4em;
.fa-5x {
font-size: 5em;
}
.fa-fw {
width: 1.28571429em;
text-align: center;
}
.fa-ul {
padding-left: 0;
margin-left: 2.14285714em;
list-style-type: none;
.fa-ul > li {
position: relative;
}
.fa-li {
position: absolute;
left: -2.14285714em;
width: 2.14285714em;
top: 0.14285714em;
text-align: center;
}
.fa-li.fa-lg {
left: -1.85714286em;
```

```
padding: .2em .25em .15em;
border: solid 0.08em #eeeeee;
border-radius: .1em;
.fa-pull-left {
float: left;
.fa-pull-right {
float: right;
.fa.fa-pull-left {
margin-right: .3em;
}
.fa.fa-pull-right {
margin-left: .3em;
/* Deprecated as of 4.4.0 */
.pull-right {
float: right;
.pull-left {
float: left;
.fa.pull-left {
margin-right: .3em;
}
.fa.pull-right {
margin-left: .3em;
}
.fa-spin {
-webkit-animation: fa-spin 2s infinite linear;
animation: fa-spin 2s infinite linear;
}
```

.

```
fa-pulse {
-webkit-animation: fa-spin 1s infinite steps(8);
animation: fa-spin 1s infinite steps(8);
@-webkit-keyframes fa-spin {
0% {
       -webkit-transform: rotate(0deg);
       transform: rotate(0deg);
}
100% {
      -webkit-transform: rotate(359deg);
      transform: rotate(359deg);
}
@keyframes fa-spin {
0% {
       -webkit-transform: rotate(0deg);
       transform: rotate(0deg)
100% {
       -webkit-transform: rotate(359deg);
       transform: rotate(359deg);
}
.fa-rotate-90 {
-ms-filter: "progid:DXImageTransform.Microsoft.BasicImage(rotation=1)";
-webkit-transform: rotate(90deg);
-ms-transform: rotate(90deg);
transform: rotate(90deg);
}
.fa-rotate-180 {
-ms-filter: "progid:DXImageTransform.Microsoft.BasicImage(rotation=2)";
```

```
-webkit-transform: rotate(180deg)
-ms-transform: rotate(180deg);
transform: rotate(180deg);
.fa-rotate-270 {
-ms-filter: "progid:DXImageTransform.Microsoft.BasicImage(rotation=3)";
-webkit-transform: rotate(270deg);
-ms-transform: rotate(270deg);
transform: rotate(270deg);
.fa-flip-horizontal {
-ms-filter: "progid:DXImageTransform.Microsoft.BasicImage(rotation=0,
mirror=1)";
-webkit-transform: scale(-1, 1);
-ms-transform: scale(-1, 1);
transform: scale(-1, 1);
.fa-flip-vertical {
-ms-filter: "progid:DXImageTransform.Microsoft.BasicImage(rotation=2,
mirror=1)";
-webkit-transform: scale(1, -1);
-ms-transform: scale(1, -1);
transform: scale(1, -1);
}
:root .fa-rotate-90,
:root .fa-rotate-180,
:root .fa-rotate-270,
:root .fa-flip-horizontal,
:root .fa-flip-vertical {
filter: none;
}
.fa-stack {
position: relative;
display: inline-block;
width: 2em;
height: 2em;
```

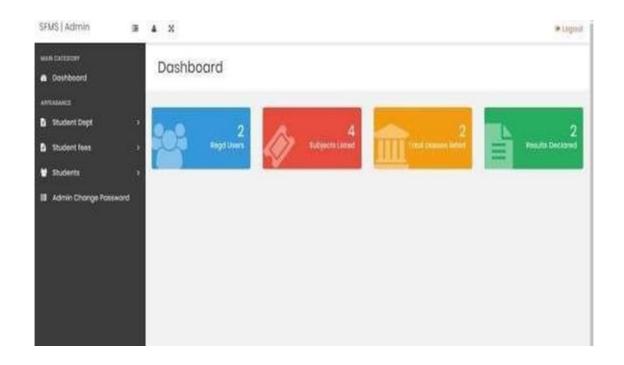
```
line-height: 2em;
vertical-align: middle;
}
.fa-stack-1x,
.fa-stack-2x {
position: absolute;
left: 0;
width: 100%;
text-align: center;
.fa-stack-1x {
line-height: inherit;
}
.fa-stack-2x {
font-size: 2em;
}
.fa-inverse {
color: #ffffff;
}
/* Font Awesome uses the Unicode Private Use Area (PUA) to ensure screen
readers do not read off random characters that represent icons */
.fa-glass:before {
content: "\f000";
.fa-music:before {
content: "\f001";
}
.fa-search:before {
content: "\f002";
}
.fa-envelope-o:before {
content: "\f003";
```

```
.fa-heart:before {
content: "\f004";
}
.fa-star:before {
content: "\f005";
.fa-star-o:before {
content: "\f006";
.fa-user:before {
content: "\f007";
\}
.fa-film:before {
content: "1008";
.fa-th-large:before {
content: "\f009";
.fa-th:before {
content: "\f00a";
.fa-th-list:before {
content: "\f00b";
.fa-check:before {
content: "\f00c";
.fa-remove:before,
fa-close:before,
.fa-times:before {
content: "\f00d";
.fa-search-plus:before {
content: "\f00e";
}
```

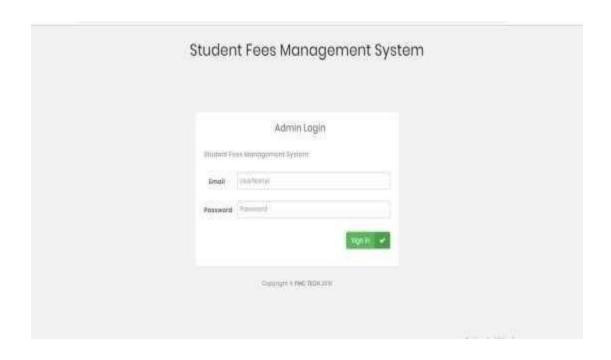
```
.fa-search-minus:before {
content: "\f010";
}
.fa-power-off:before {
content: "\f011";
.fa-signal:before {
content: "\f012";
}
.fa-gear:before,
.fa-cog:before {
content: "\f013";
.fa-trash-o:before {
content: "\f014";
}
.fa-home:before {
content: "\f015";
}
.fa-file-o:before {
content: "\f016";
```

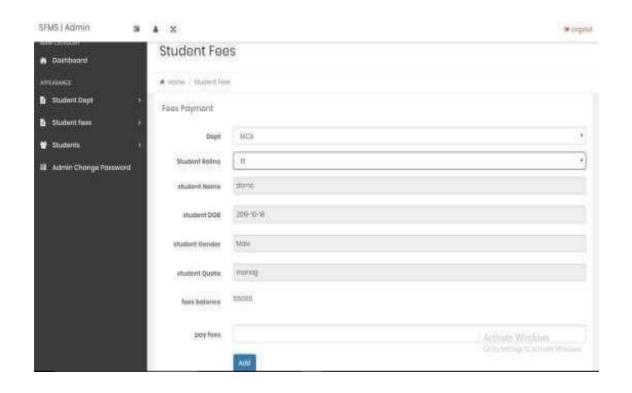
CHAPTER 9 INPUT/OUTPUT SNAPSHOTS

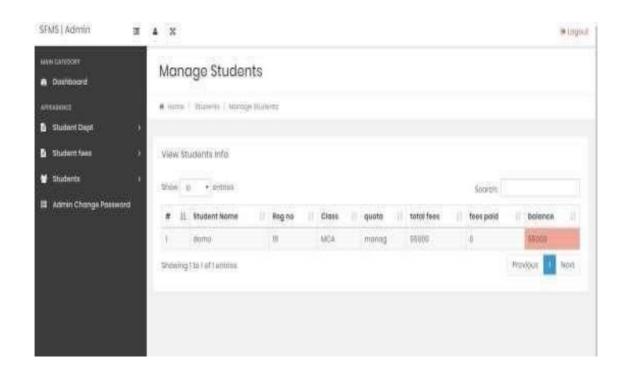
HOMEPAGE

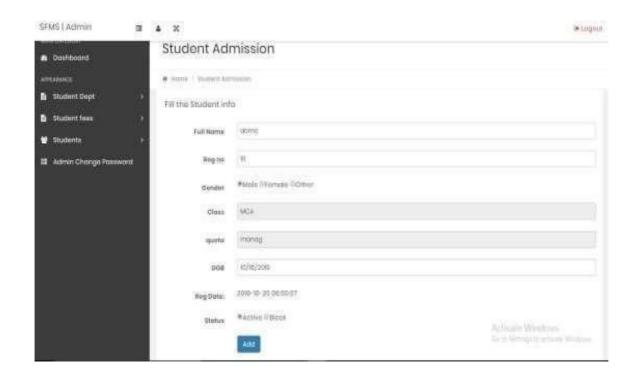


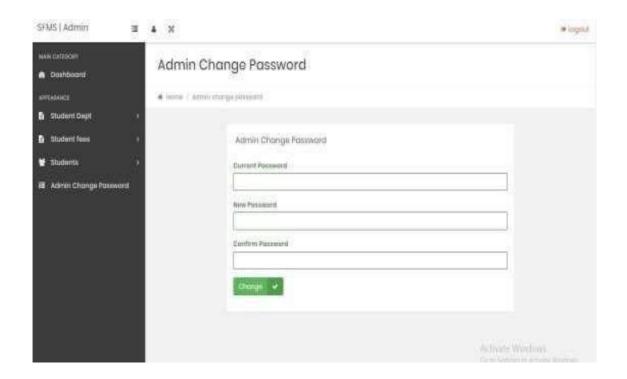
ADMIN PANEL











CONCLUSION

The project of "Fee Management System" is designed in order to reduce the maintaining bulk of records of all student fees details of who study in an Educational Institution. Inserting, retrieving and updating the fees details of a student are easy when it is compared to the manual register and storing. Maintaining the project is also easy which can is easily understandable. Maintaining the database is manageable. The implementation of the fees management system offers several key benefits. Firstly, it enhances the overall efficiency of fee collection and management processes by automating tasks that were previously manual and time-consuming. This automation reduces the administrative burden on staff members, allowing them to focus on other essential responsibilities. Secondly, the system provides a convenient and user-friendly interface for students, parents, and administrators to interact with. Through a web-based platform, users can access and manage their fee-related information, view payment history, and receive notifications and reminders regarding upcoming payments. This improves transparency and communication between the institution and its stakeholders.

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- 1 M.A. Jabbar 2016Heart disease prediction system based on hidden naviebayes classifier;2018 International conference on circuits, controls, communications and computing(14C)
- 2 Rifki Wijaya,2013. Preliminary design of estimation heart disease by using machine learning ANN within on year communication technology and electric vehicle technology , Bandung Bali, Indonesia.
- Aditi Gavhane, 2018. Prediction of heart disease using machine learning, ISBN:978-1-5386-0965-1.
- 4 Sana Bharti,2015 .Analytical study of heart disease prediction comparing with different algorithms International conference on computing, communication and automation(ICCA2015).
- 5 "Design and Implementation of a Student Fees Payment System" by A. Y. Attama and I. A. Maduako
- "Development of a Web-Based Fee Collection and Management System for Schools" by A.K. Rajbhandari and B. C. Joshi
- W3Schools (https://www.w3schools.com/): Offers tutorials on web development technologies such as HTML, CSS, JavaScript, and PHP.
- 8 SourceForge (https://sourceforge.net/): Search for open-source projects that focus on fees management or school administration.