



DEPARTMENT OF COMPUTER APPLICATIONS (BCA)

SESSION (2019-22)

PROJECT SYNOPSIS

OF

COLLEGE E-RESOURCES MANAGEMENT SYSTEM

SUBMITTED BY:

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UNDER THE SUPERVISION OF:

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Introduction

The project “**COLLEGE E-RESOURCE SYSTEM**” deals with the idea of uploading data like previous year question papers, syllabuses etc. by the faculty members which will be available for the students to help them in the learning process. The students will be able to login with the help of login credentials provided to them by the admin and then they can download the e-resources.

System Modules

The project consists of three main modules:

- **Student module:** this module has access for only downloading and viewing uploaded resources.
- **Department module:** the department module will have access to upload/edit/view/delete resources.
- **Admin module:** the admin module will be responsible for the overall management of the system. The admin has all the access of the system like managing departments and the students also it has the access to upload/edit/view/delete data.

Problems Solved

The main problem solved with the help of this project is that each and every student has the access to all the resources required like previous year question papers and study notes. All these resources will be available at a single click. The main aim of the project is to discard the confusion and mess a new admission student face during his/her initial time to grab the resources. All kind of resources required by the student will be made available with the help of this project. We can achieve a hassle-free learning system with this system.

Objective And Scope

The initial phase of the project will include uploading data like question papers and syllabus but has a scope of covering audio as well as video lectures. Student can have the video as well as audio lectures any time for

revision or doubt clearing. A teacher sometimes is not able to cover all the doubts in the class due to shortage of time but we can also include doubt clearing videos which will enhance the process of learning.

Hardware Required

- **Client System:**
 1. 1GHz CPU or higher
 2. Minimum 1GB of RAM
 3. 64GB Hard Disk or higher
 4. Network Adapter or Modem
 5. Keyboard and Mouse

- **Server System:**
 1. Dual 2.6GHz CPU or higher
 2. RAM at least 4GB
 3. LAN card speed (100mbps)
 4. Hard Disk 120GB
 5. Keyboard and Mouse

Technology Used

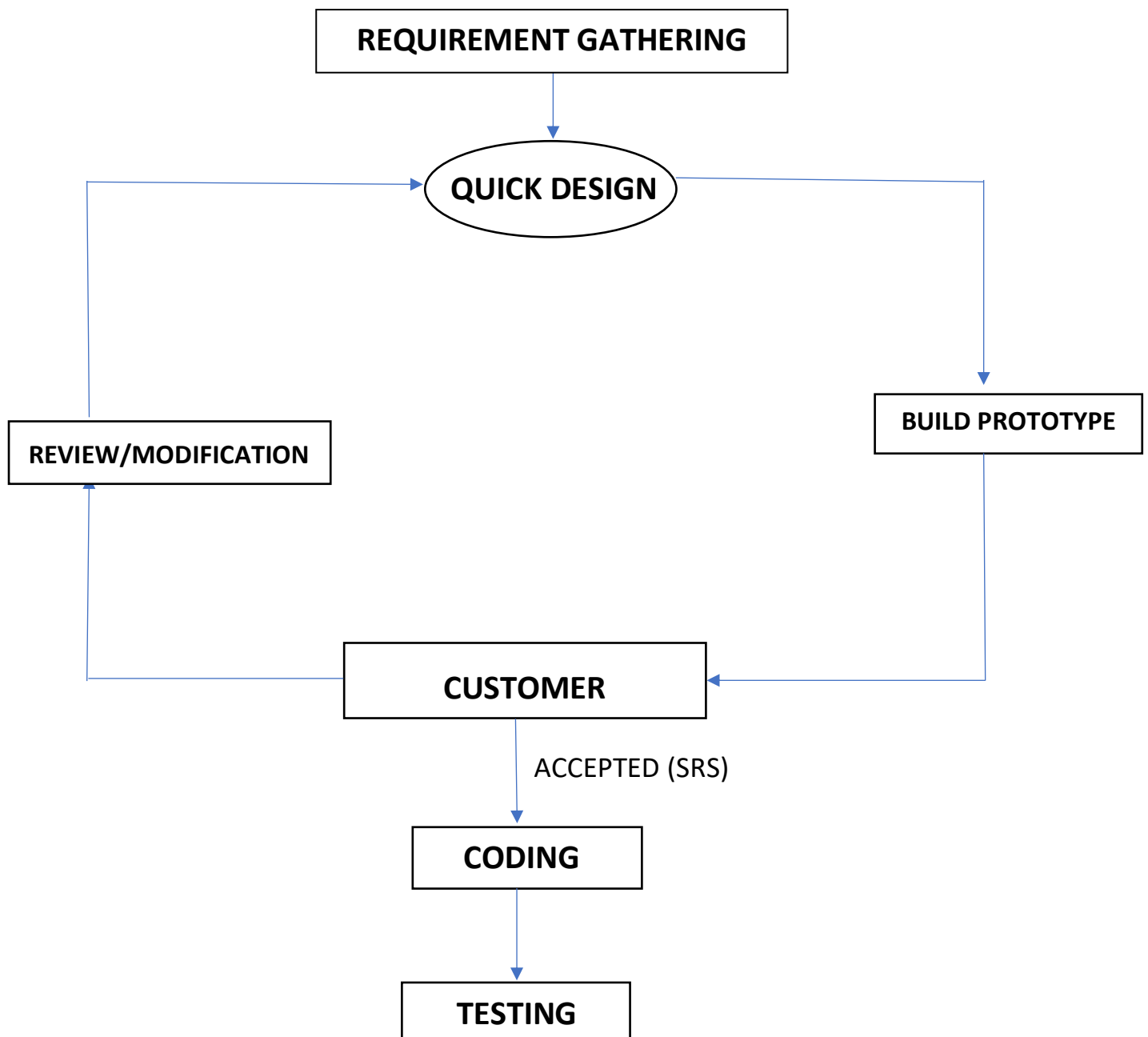
- Languages used: HTML, CSS, JavaScript, PHP
- Frontend: HTML, CSS, JavaScript
- Backend: PHP, MySQL
- IDE used: Visual Studio Code
- Web server used: Xampp

Methodology Used

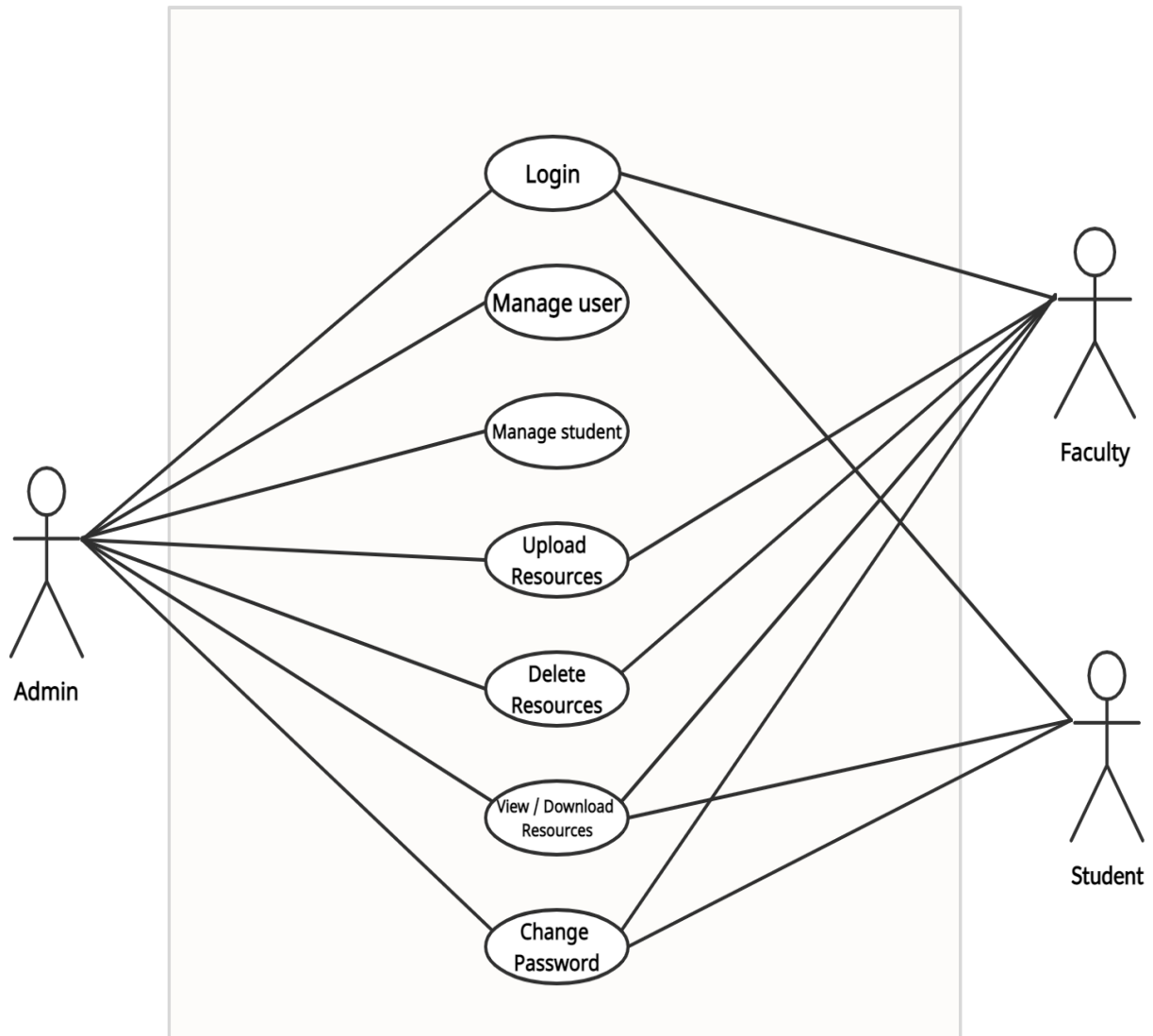
The methodology used for developing the system is prototyping model. The model is used here because detailed input output requirements are not present in the beginning, and thus it is felt that a prototyping model will be more suitable for development. In this model, we will create a quick design and then invite user to test the developed system and refine requirements if needed.

Thus, the process for development will be iterative. Prototyping model generally has the following steps:

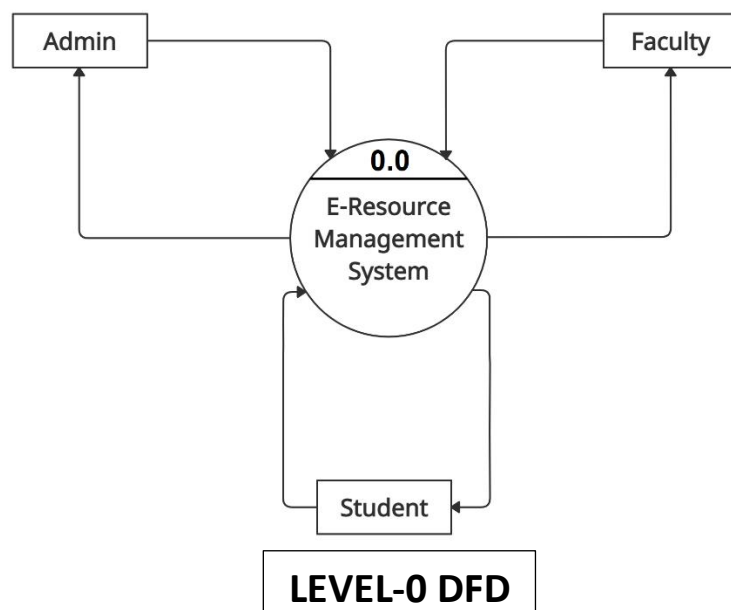
1. Requirement gathering
2. Quick Design
3. Build Prototype
4. Customer Evaluation
5. Review/Modification
6. Coding
7. Testing

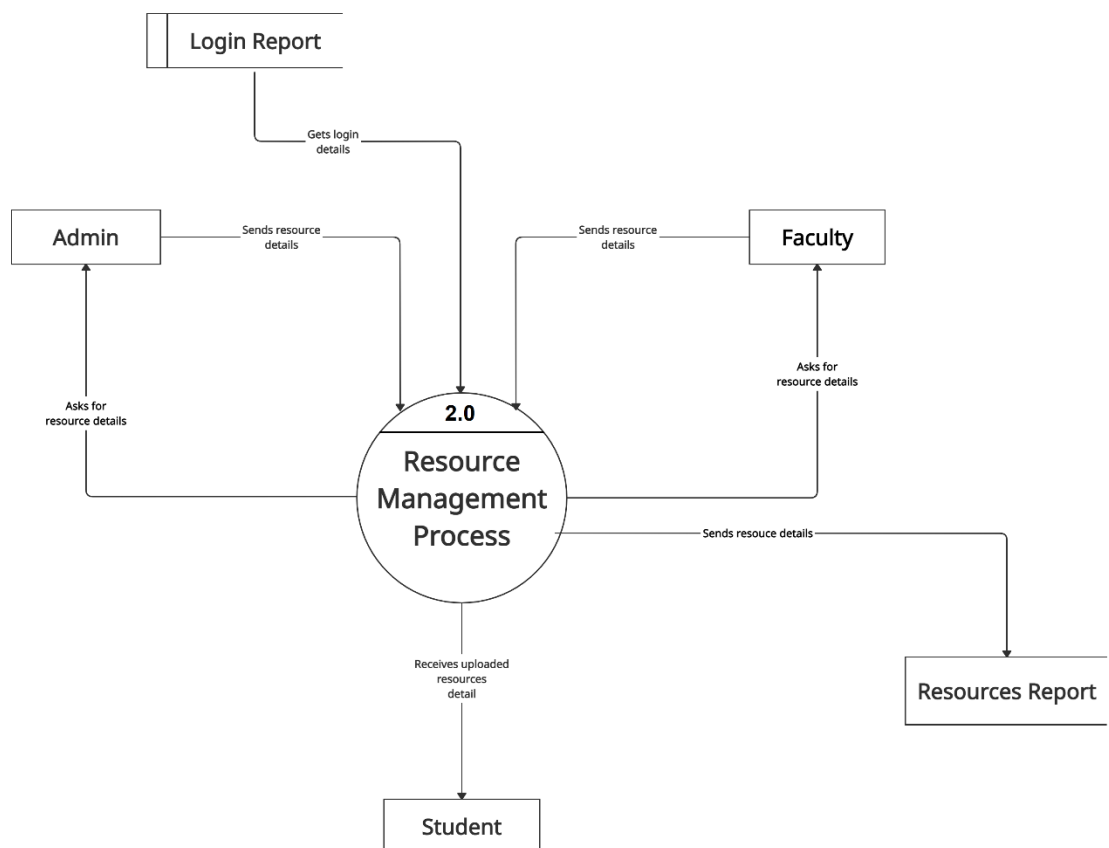
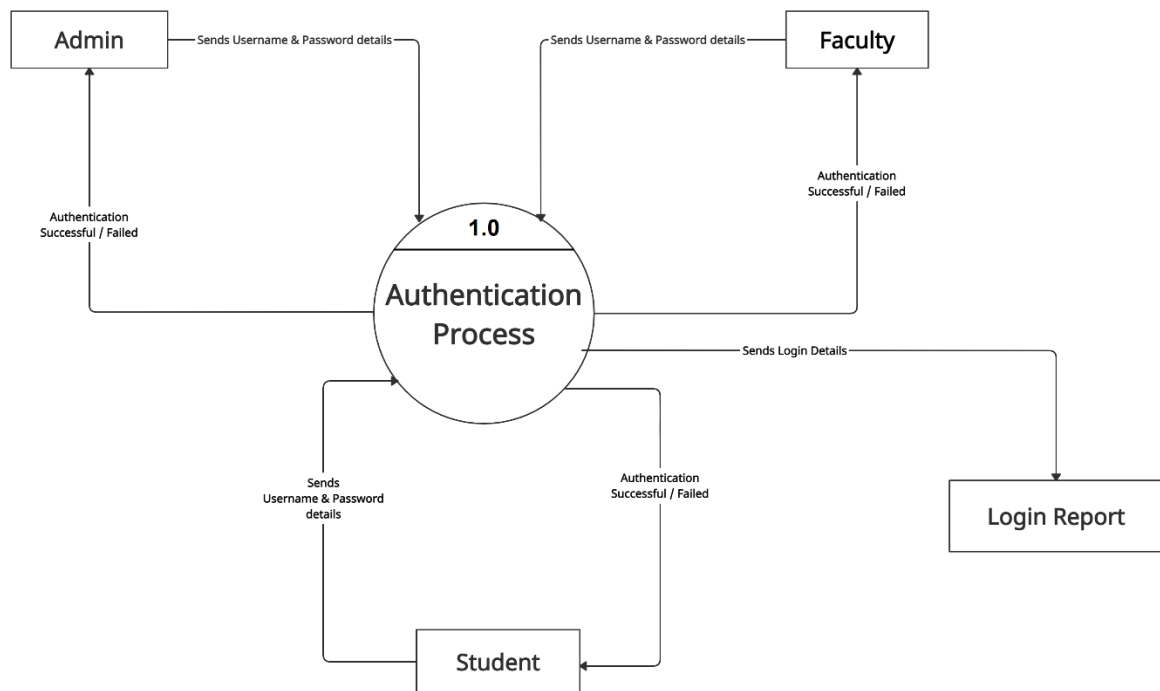


Use Case Diagram



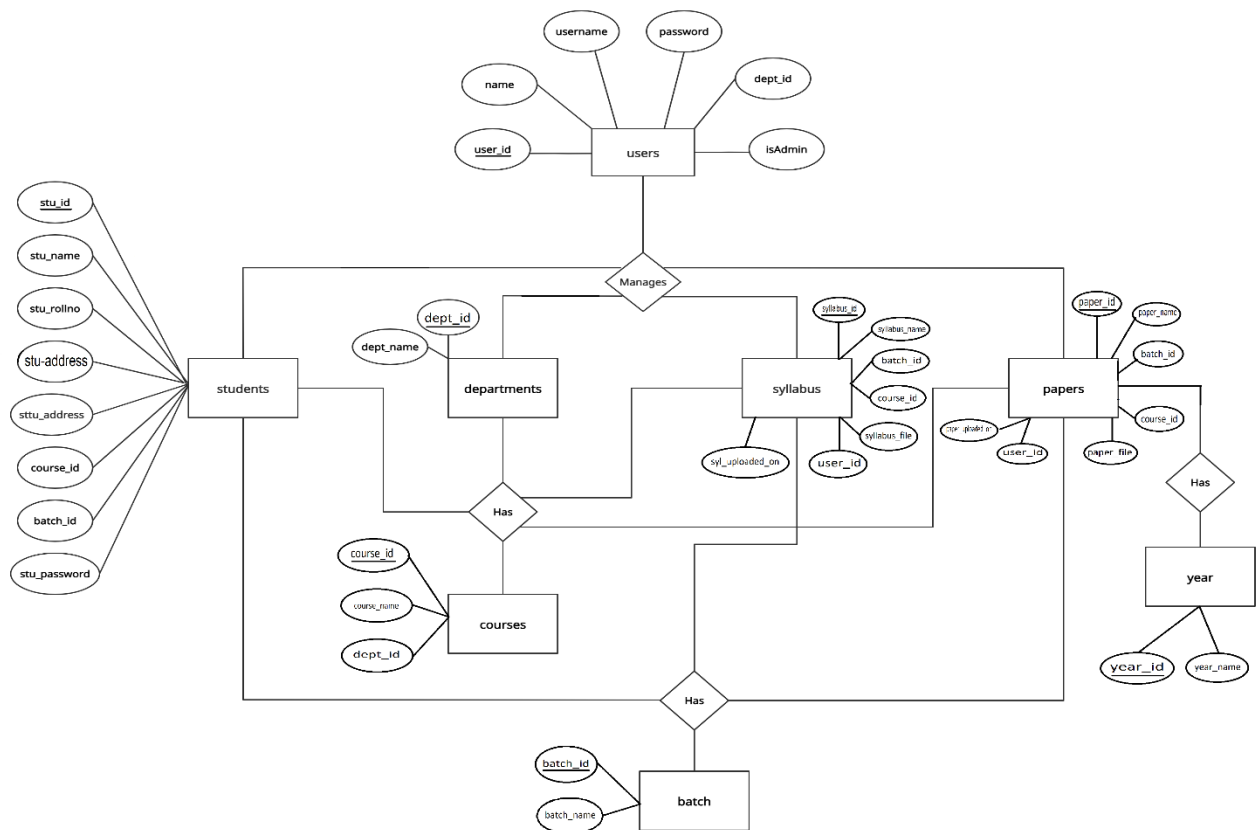
Data Flow Diagram





LEVEL-1 DFD

ER Diagram



Work Distribution

- | | |
|-------------------------------|---|
| 1. Sehrab Feroz | - Requirement Gathering & Analysis, and Manual Testing. |
| 2. Noor Ullah Shiekh | - Front-end (HTML,CSS,JAVASCRIPT) |
| 3. Qazi Arsalan Muneer | - Front-end (HTML,CSS,JAVASCRIPT) |
| 4. Mohammad Hanan | - Back-end development (PHP & MySQL) |