



DEPARTMENT OF COMPUTER APPLICATIONS (BCA)

SESSION (2019-22)

PROJECT ANALYSIS

OF

COLLEGE E-RESOURCES MANAGEMENT SYSTEM

SUBMITTED BY:

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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. The main aim of the project is to make a hassle-free learning process for both faculty as well as the students. The faculty member can upload all the important resources which will be beneficial for the student and those resources can be accessed by the student any time throughout the semester.

System Modules

The project consists of three main modules:

- **Student module:** the login facility for the student module is provided by the admin. The student module has limited access and can only view and download the resources uploaded by the faculty or admin. It can only view or download resources regarding to his/her own course. The student has the access to change his/her password.
- **Faculty module:** the faculty also gets its login credentials from the admin. Faculty module is responsible for uploading the resources. It can upload view as well as delete the resources uploaded by them. The faculty has no access over the student and can neither add or remove someone ion the student module.

- **Admin module:** the admin module will be responsible for the overall management of the system. The admin has all the access of the system. The admin is responsible for providing login details to the staff and the student. The admin has the access to manage user(staff/student), also it can upload as well as delete the resources. It can also change password like all other modules have access to it.

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.

Purpose:

The purpose of this SRS is to outline both the functional and non-functional requirements of the software. In addition to said requirements, the document also provides a detailed profile of the external interfaces, performance considerations and design constraints imposed on the subsequent implementation. It is the intention that the presented set of requirements possesses the following qualities; correctness, unambiguousness, completeness,

consistency, verifiability, modifiability and traceability. Consequently, the document should act as a foundation for efficient and well managed system.

SOFTWARE REQUIREMENT SPECIFICATION

The Software Requirements Specification is produced at the culmination of the analysis task. The function and performance allocated to software as part of system engineering are refined by establishing a complete information description, a detailed functional and behavioural description, an indication of performance requirements and design constraints, appropriate validation criteria, and other data pertinent to requirements.

The proposed system has the following requirements:

- The system should provide login access to the admin, faculty and the student.
- The admin should have the overall access of the system. It should be able to manage users (add/delete), upload and view resources and change password.
- The system should provide the uploading viewing and deleting facility to the faculty member.
- The system must have the facility which enables the student to view and download the resources.
- The system needs to provide the facility to change password to the user.
- The system needs to store information
- The system should help the user to search a specific document.
- The system must be easy to use and understand
- The system must be easily maintainable.
- The system should restrict unauthorised access.

Hardware Required

- **Client System:**

1. Processor i3 or higher
2. Minimum 4Gb of RAM
3. 160Gb Hard Disk or higher
4. Network Adapter or Modem
5. Keyboard and Mouse

- **Server System:**

1. Quad Core Processor or higher
2. RAM at least 4Gb
3. LAN card speed (100mbps)
4. Hard Disk 120Gb
5. Keyboard and Mouse

Technology Used

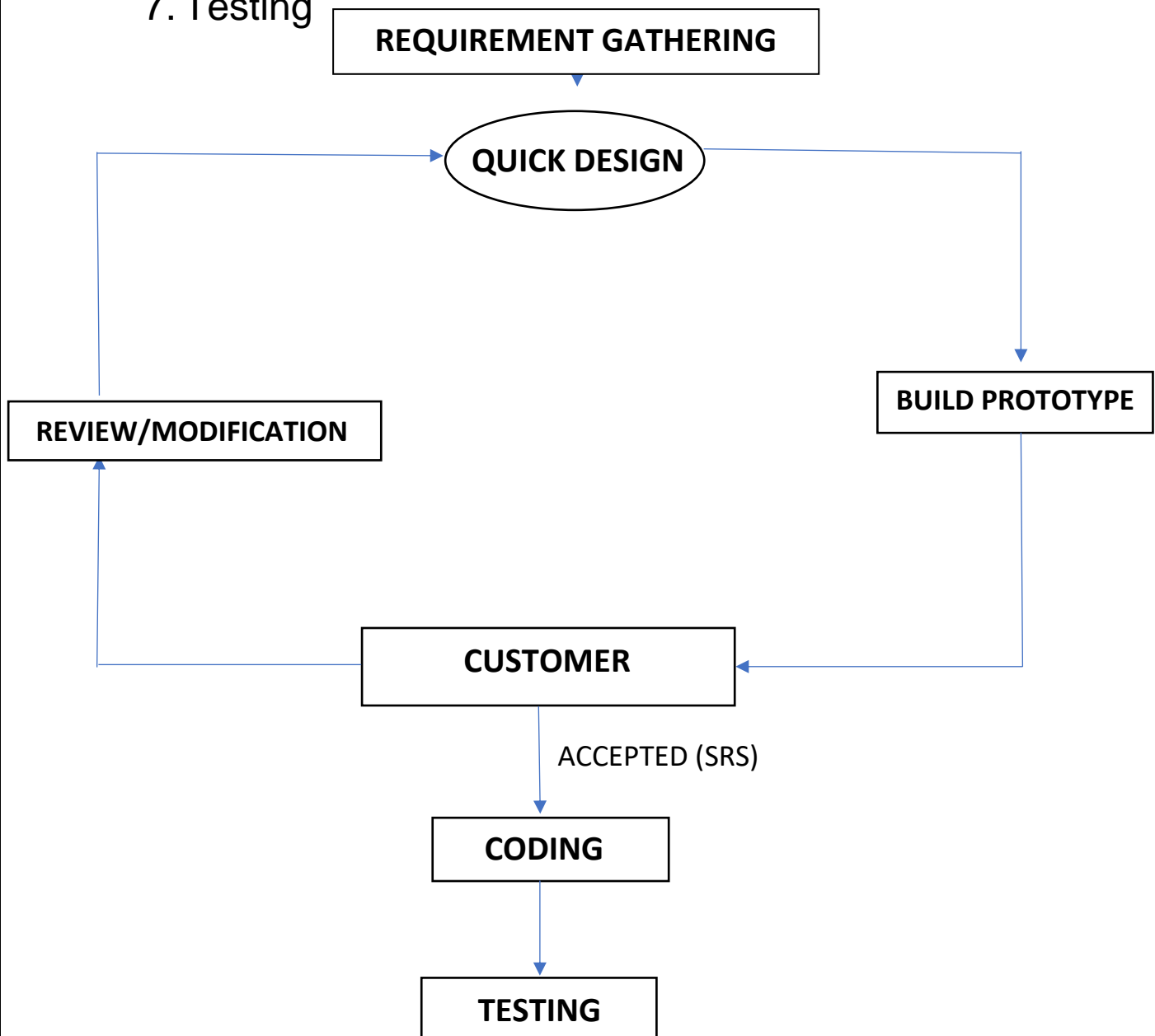
- Languages used: HTML, PHP, JavaScript, CSS
- Frontend: HTML, CSS, Java Script
- Backend: PHP, MySQL
- IDE used: Visual Studio Code

Methodology Used

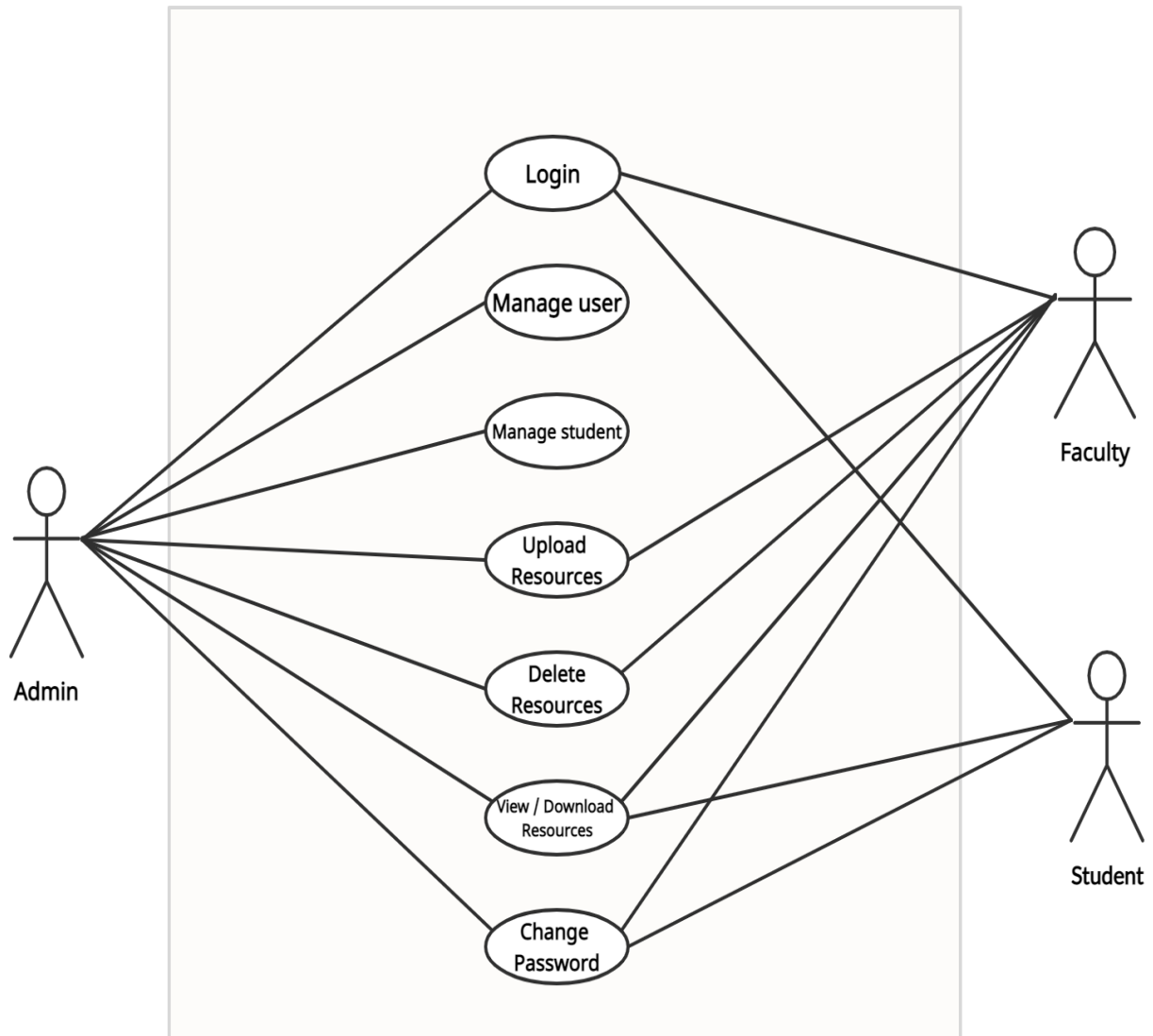
The methodology used for developing the system is prototyping model. The model is used here because detailed input output requirements are not present in the beginning, and thus it is felt that a prototyping model will be more suitable for development. In this model, we will create a quick design and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

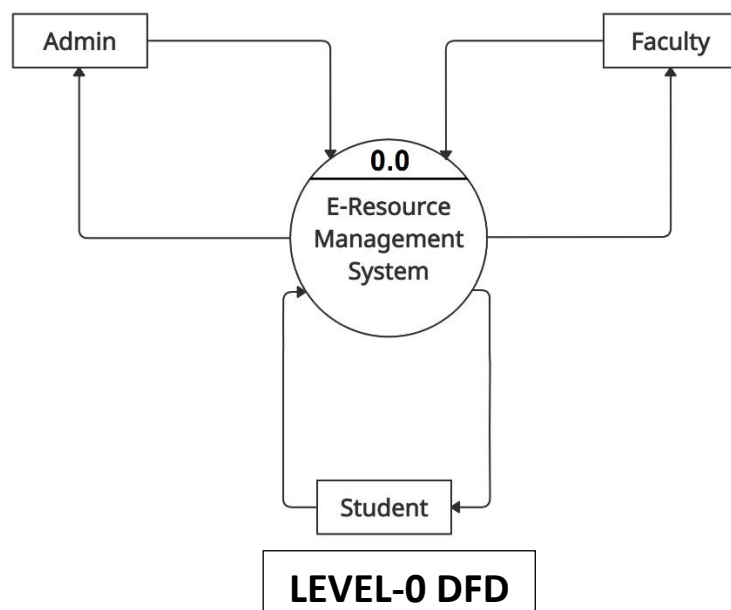
1. Requirement gathering
2. Quick Design
3. Build Prototype
4. Customer Evaluation
5. Review/Modification
6. Coding
7. Testing

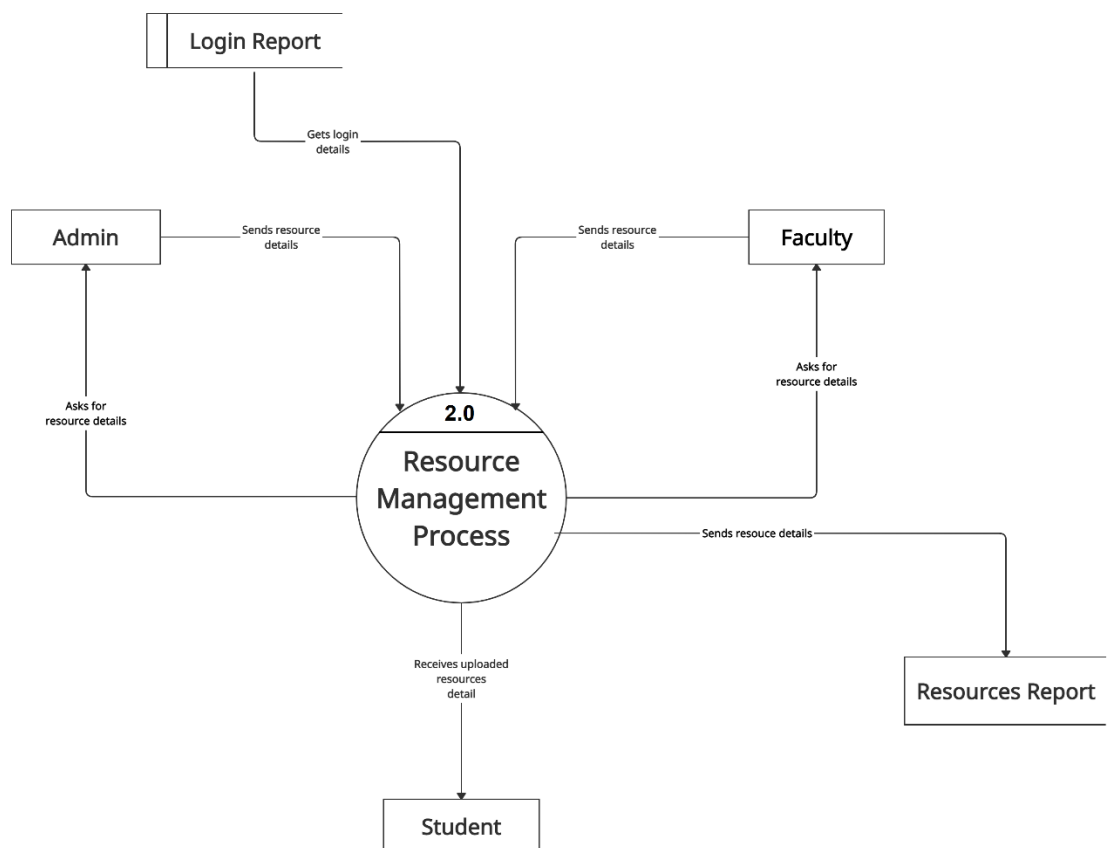
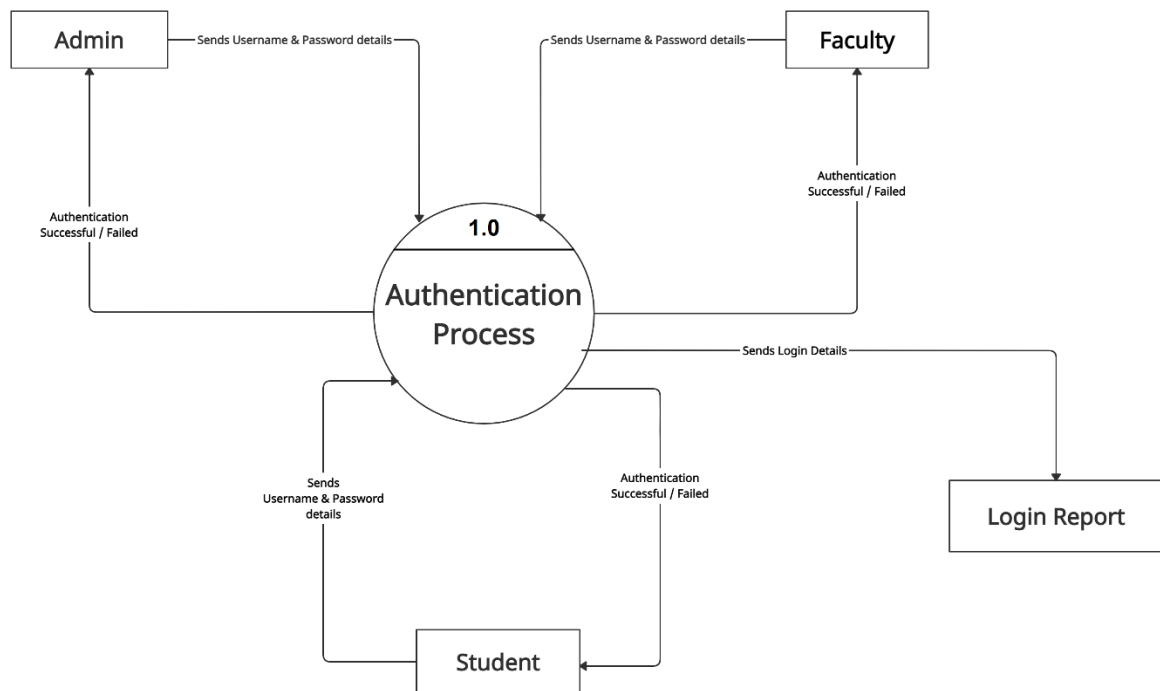


Use Case Diagram



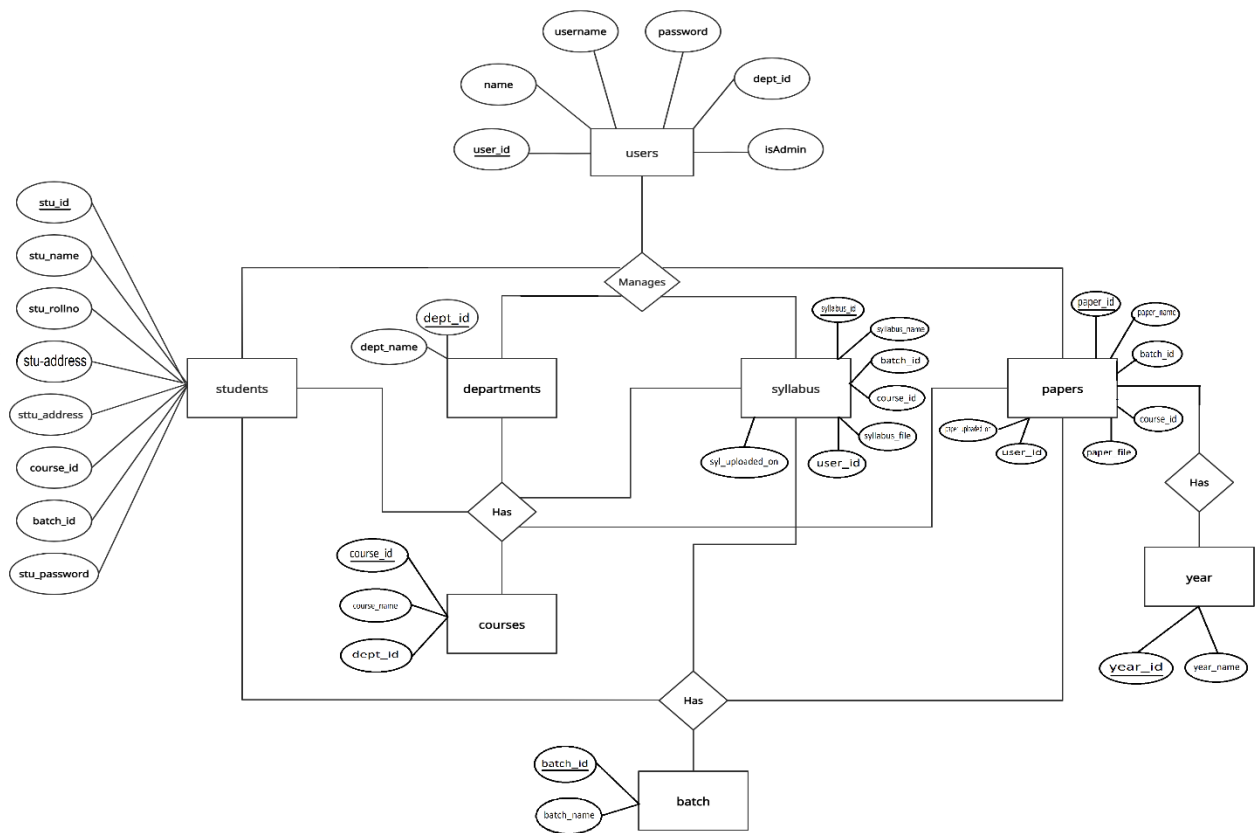
Data Flow Diagram





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**-Frontend (HTML, CSS, JAVASCRIPT)
4. **Mohammad Hanan**- Back-end development (PHP & MySQL)