A

MINOR PROJECT REPORT ON

"SRI VENKATESWARA UNIVERSITY RESULTS MANAGEMENT SYSTEM"

Project Report Submitted in partial fulfilment for the

Award of degree of

MASTER OF COMPUTER APPLICATIONS

Submitted By:

BYREDDY GANGA NANDAKUMAR REDDY (6012163038)

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NARAMREDDY ARUNA KUMARI (6012163076)

Under the esteemed guidance of

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M.C.A, M. Tech, Ph.D.

Assistant professor

DEPARTMENT OF COMPUTER SCIENCE

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S.V.U COLLEGE OF COMMERCE MANAGEMENT AND COMPUTER SCIENCE

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CERTIFICATE

This is to Certify that the Project titled **"SRI VEKATESWARA UNIVERSITY RESULTS MANAGEMENT SYSTEM"** Is a Bonafide work carried out by **BYREDDY GANGA NANDAKUMAR REDDY (6012163038), BOMMALLENI VENKATESH (6012163037), YERUKONDU HARITHA (6012163113), NARAMREDDY ARUNA KUMARI (6012163076)** of Sri Venkateswara University, Tirupati, for the award of **MASTER OF COMPUTER APPLICATIONS** is a record of bonafide minor project work carried out by the candidates under my supervision and Guidance. The minor project has reached the standard fulfilling the requirements of the regulation and guidance. The minor project has reached the standard fulfilling the requirements of the regulation for the award of the degree of **SRI VENKATESWARA UNIVERSITY.**

PROJECT GUIDE

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Examiner Submitted for the practical Examination Held On: .....

Examiner

External Examiner

1.

2.

DECLARATION

We, here by declared that the these entitled **"SRI VENKATESWARA UNIVERSITY RESULTS MANAGEMENT SYSTEM"** under the esteemed guidance and supervision of **Dr. K.VIJAYALAKSHMI, Assistant Professor,** Department of Computer Science, **S V University, Tirupati,** is submitted in partial fulfillment of the degree of **Master of Computer Applications** to Sri Venkateshwara University and this **mini project** is result of our own effort and has been submitted earlier for the award of Master of Computer Applications degree**.**

Place: Tirupati

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We are also grateful to **Prof. M Padmavathamma Madam,** the Head of Department, MCA Dept., for the brainwave and encouragement given.

I thank all my beloved Faculty Members, Department Of Computer Science, S V University, Tirupati.

I also extend my thanks to my Team Members for their co-operation during my course.

Finally I would like to thanks my friends and contemporaries for their co-operation and compliance.

ABSTRACT

The technological development and impact of computer and internet on our lives that has been verified over time affected various sectors of activity. And almost every task today is being run through computers. Getting information and quickly turning it into a product that consumers want is the essential key to staying in business and all of this is done nowadays using computer and applications or information systems. And the education system is undeniably the backbone of the society, it focuses at preparing the young talents for the future. However, currently the process of students' results management and declaration at the Catholic University of Mozambique, is performed manually with extensive human intervention, the students' results are generated through a spreadsheet application and then printed on a paper, attached to a wall for declaration and then stored.

The current research aims at creating a web based SVU result management system, reducing time, effort and improving security. The methodology adopted for the elaboration of research is a based on qualitative study. The research results in the development of a multi-user system, based on web technology with MVC (model view controller) architectural pattern and developed using Java programming language with Apache Tomcat Server and MYSQL Database management System support.

Keywords: Information System; MVC; Java; Results; Students.

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Chapter - 1

INTRODUCTION

1. INTRODUCTION

Student Management System is software which is helpful for students as well as the school authorities. In the current system all the activities are done manually. It is very time consuming and costly. Our Student Management System deals with the various activities related to the students.

There are mainly 3 modules in this software

- User module
- Student Module
- Mark management Module.

In the Software we can register as a user and user has of two types, student and administrator. Administrator has the power to add new user and can edit and delete a user. A student can register as user and can add edit and delete his profile. The administrator can add edit and delete marks for the student. All the users can see the marks.

CHAPTER – 2 SYSTEM ANALYSIS

2.SYSTEM ANALYSIS

2.1 EXISTING SYSTEM:

System Analysis is a detailed study of the various operations performed by a system and their relationships within and outside of the system. Here the key question is- what all problems exist in the present system? What must be done to solve the problem? Analysis begins when a user or manager begins a study of the program using existing system.

During analysis, data collected on the various files, decision points and transactions handled by the present system. The commonly used tools in the system are Data Flow Diagram, interviews, etc. Training, experience and common sense are required for collection of relevant information needed to develop the system. The success of the system depends largely on how clearly the problem is defined, thoroughly investigated and properly carried out through the choice of solution. A good analysis model should provide not only the mechanisms of problem understanding but also the frame work of the solution. Thus it should be studied thoroughly by collecting data about the system. Then the proposed system should be analyzed thoroughly in accordance with the needs.

System analysis can be categorized into four parts.

- ✓ System planning and initial investigation
- ✓ Information Gathering
- ✓ Applying analysis tools for structured analysis
- ✓ Feasibility study
- ✓ Cost/ Benefit analysis.

In the current system we need to keep a number of records related to the student and want to enter the details of the student and the marks manually. In this system only the teacher or the school authority views the mark of the student

and they want to enter the details of the student. This is time consuming and has much cost.

2.2 PROPOSED SYSTEM

In our proposed system we have the provision for adding the details of the students by themselves. So the overhead of the school authorities and the teachers is become less. Another advantage of the system is that it is very easy to edit the details of the student and delete a student when it found unnecessary. The marks of the student are added in the database and so students can also view the marks whenever they want.

Our proposed system has several advantages

- User friendly interface
- Fast access to database
- Less error
- More Storage Capacity
- Search facility
- Look and Feel Environment
- Quick transaction

All the manual difficulties in managing the student details in a school or college have been rectified by implementing computerization.

2.3 FEASIBILITY ANALYSIS

Whatever we think need not be feasible .It is wise to think about the feasibility of any problem we undertake. Feasibility is the study of impact, which happens in the organization by the development of a system. The impact can be either positive or negative. When the positives nominate the negatives, then the system is considered feasible. Here the feasibility study can be performed in two ways such as technical feasibility and Economical Feasibility.

Technical Feasibility:

We can strongly says that it is technically feasible, since there will not be much difficulty in getting required resources for the development and maintaining the system as well. All the resources needed for the development of the software as well as the maintenance of the same is available in the organization here we are utilizing the resources which are available already.

Economical Feasibility

Development of this application is highly economically feasible .The organization needed not spend much money for the development of the system already available. The only thing is to be done is making an environment for the development with an effective supervision. If we are doing so, we can attain the maximum usability of the corresponding resources .Even after the development, the organization will not be in condition to invest more in the organization .Therefore, the system is economically feasible.

2.3.1 PROCESS MODEL USED WITH JUSTIFICATION

SDLC (Spiral Model):

[Ref: bibliography book 6]

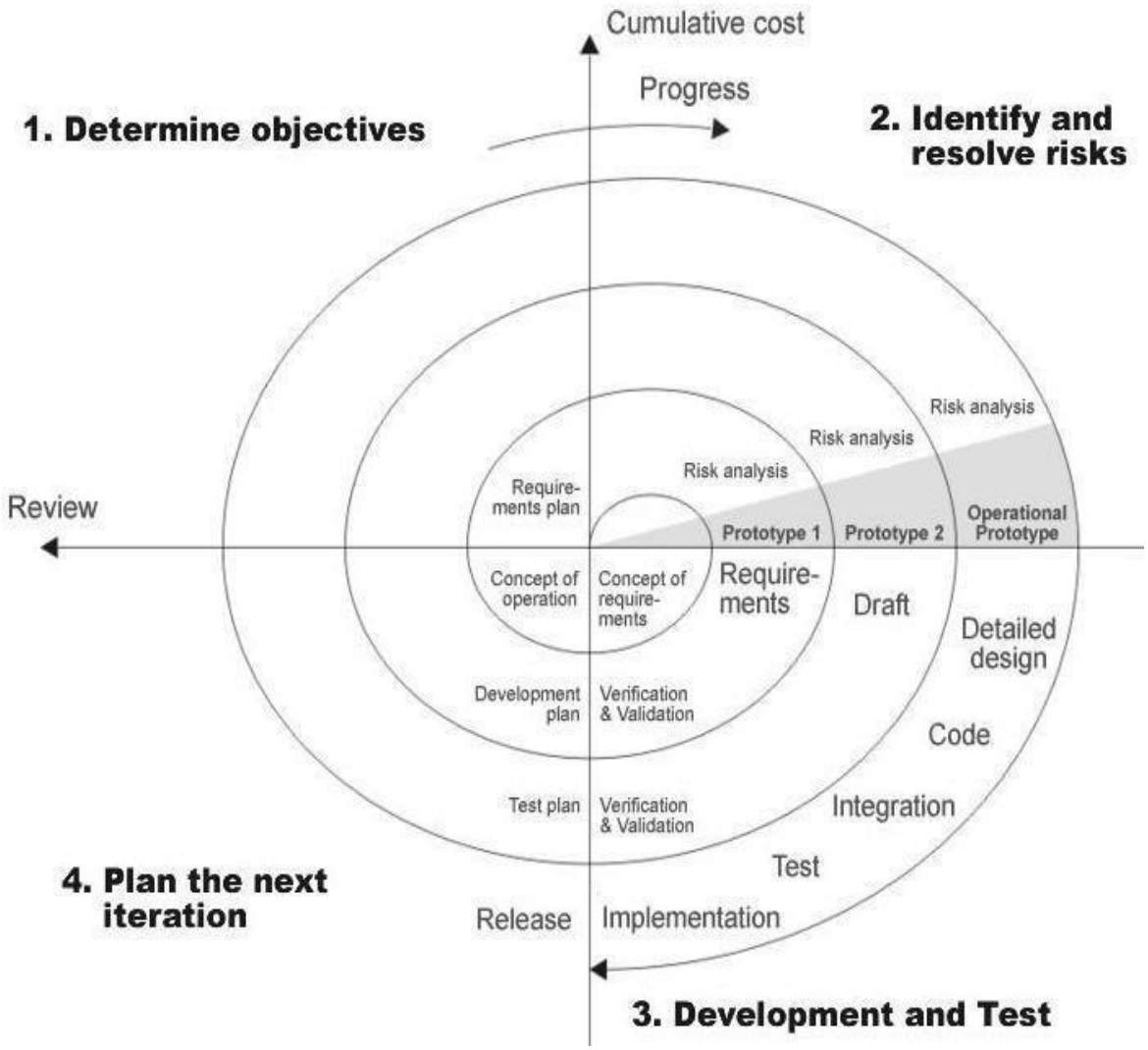

Fig 2.3.1 SPIRAL MODEL

SDLC is nothing but Software Development Life Cycle. It is a standard which is used by software industry to develop good software.

Stages in SDLC:

- Requirement Gathering
- Analysis
- Designing
- Coding
- Testing
- Maintenance

CHAPTER – 3 SYSTEM REQUIREMENT SPECIFICATION

3. SYSTEM REQUIREMENTS SPECIFICATION

3.1 HARDWARE REQUIREMENTS

Processor	:	Pentium III 630MHz
RAM	:	128 MB
Hard Disk	:	20GB
Monitor	:	15” Color monitor
Key Board	:	104 Keys

3.2 SOFTWARE REQUIREMENTS

Operating System	: Windows 10, windows 8,
	Windows 98,
	Windows XP.
Language	: html, java script,
Database	: my sql

3.3 Functional Requirements

The functional requirements of the system are to the implement the solution for finding the train details and route information in the large existing rail system.

1. **Input / Output:**

The user select the type of train and enter the source and destination codes with which finds the trains details and route information.

2. **Processing:**

The information regarding train details are retrieved from the database.

3. **Storage Requirements:**

The information will be retrieved from the database.

4. **Control Requirements:**

Alerts when any errors are there and when any of the field is not selected.

CHAPTER – 4 SYSTEM DESIGN

4 SYSTEM DESIGN

4.1 Introduction

System design is a process through which requirements are translated into a representation of software. Initially the representation depicts a holistic view of software. Subsequent refinement leads to a design representation that is very close to source code. Design is a place where quality fostered in software development. Design provides us with representation of software that can be assessed for quality; this is the only way that can accurately translate the customer requirements into finished software product or system. System design serves as the foundation for all software engineering and software maintenance steps that follow.

We look the design process from three distinct perspectives:

- Conceptual Design
- Logical Design
- Physical Design

The higher view is the conceptual view, followed by the logical view and finally the physical view. In designing an application, we generally begin and end each phase in a sequentially order, although they may overlap one another along the way.

Conceptual Design:

Conceptual Design is the process of acquiring and evaluating, documenting and then validating what the user envisions to be the business relation. It identifies the user and business requirements of the application and leads to a business solution as seen by the user.

All applications are built to solve business problems, and it is important to pay close attention to principle that the business need drives application development. At any point in the design process, the current state of the design should be directly traceable to a business problem and requirements.

To achieve this conceptual design is driven by developing usage scenarios. These scenarios are a direct representation of the user's view of the solution to a specific business problem. A conceptual view places the emphasize on solving a business problem and deriving a solution that corresponds to the needs and requirements of the users. It is based on deriving the behavior of the solution with a primary emphasizes on the user. Beginning with a emphasis on the activities of the business rather than aspects of software development, underscores the fact that systems exists to serve the business. A strong focus on the user in the beginning of the project will help in maintaining a proper perspective throughput the development lifecycle .The conceptual design results in the first description of what the system does to solve the business problem articulated in the vision/scope document.

Logical Design

Logical Design derives business objects and their related services directly from these usage scenarios. The logical view of the solution provides a basis for evaluating different physical options. It also formalizes the solution for the project team.

The idea of the application is that the system first emerges in logical design.Its boundaries and business objects and it contains the system definition. Logical design specifies the interfaces between the system and external entities,such as users and other systems. Within a system there may be a number of sub-systems, and these boundaries are also specified.

Logical System Design consists of the following steps:

- Input/Output Specifications
- File Specifications
- Processing Specifications

Logical design should be technologically independent as possible, inorder to separate system behavior issues from system implementation issues. Implementation constraints should only be considered only after the project team verifies that the essential behavior has been incorporated onto a logical design. This approach does not establish a technical direction until the system is well understood and documented.

Physical Design

The purpose of Physical Design is to translate the logical design into a solution that can be implemented effectively, according to performance, administration and development process requirements. This physical view should correctly implement the desired system behavior while meeting the constraints imposed by the technology.

In Physical Design, the perspective shifts from an abstraction of system behavior to an implementation of the behavior. Whereas the logical design is largely technology independent, physical design is necessarily tied to chosen set of technologies, these being the hardware and software on which the application will run.

The aim of physical design is to specify how to build portioned applications from software components. The interaction of these components through defined interfaces results in the desired behavior of the system as a whole. The rules for communicating between components are defined by interaction standards: what a component does and how it communicates are major considerations in physical design.

Physical design consists of the following steps:

1. Design the physical media

   - Specify input/output media.
   - Design the database and specify backup procedures.
   - Design physical information flow through the system.

2. Plan the system implementation

   - Prepare a conversion schedule target date.
   - Determine training procedure, courses and timetable.

3. Device a test and implementation plan.

4. Specify any new Hardware/Software usage.

5. Update benefits, costs, conversion date and system constraints.

4.2 UML Diagrams

Introduction

Design is the first step in the development phase for an engineered product or system. Design is the place where quality is fostered in software development. Design is the only way that we can accurately translate a user's requirements into a finished software product or system. Software design serves as the foundation for all software engineers and software maintenance steps that follow. Without design we risk building an unstable design -one that will fail when small changes are made, one that may be difficult to test, and one whose quantity cannot be accessed until late in the software engineering process.

Taking software requirements specification document of analysis phase as input to the design phase we have drawn Unified Modeling Language (UML) diagrams. UML depends on the visual modeling of the system. Visual modeling is

the process of taking the information from the model and displaying it graphically using some sort of standards set of graphical elements.

UML Diagrams are drawn using the Pace Star UML Diagrammed Software. We seem to able to understand complexity better when it is displayed to us visually as opposed to written textually. By producing visual models of a system, we can show how system works on several levels. We can model and the interactions between the users and the system.

Types of UML Diagrams

Each UML diagram is designed to let developers and customers view a software system from a different perspective and in varying degrees of abstraction. UML diagrams commonly created in visual modeling tools include

Use Case Diagram displays the relationship among actors and use cases.

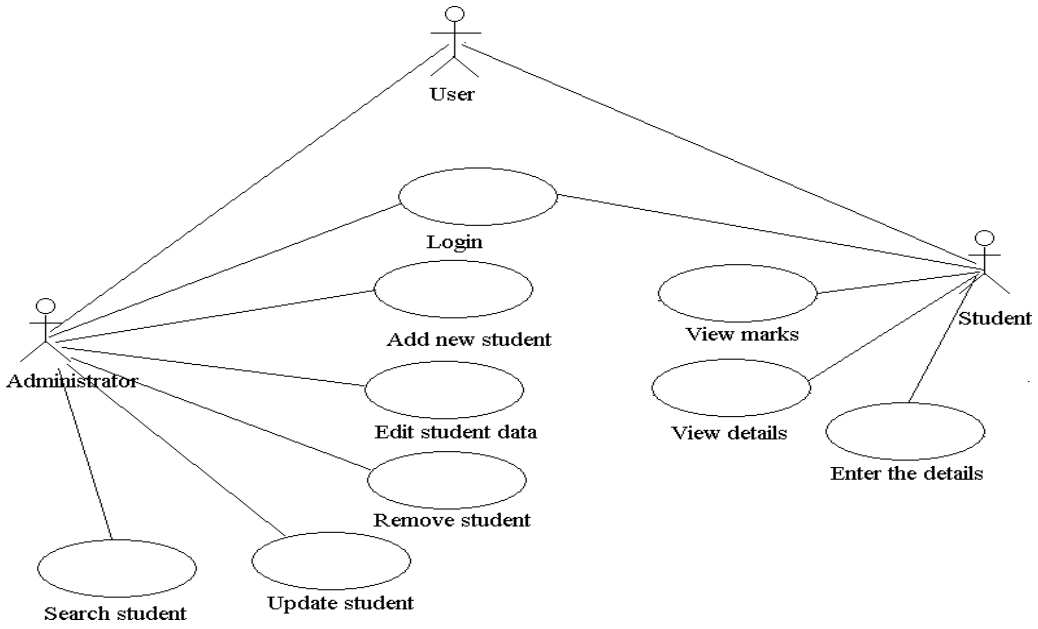

Fig 4.2.1 Use Case Diagram

Class Diagram models class structure and contents using design elements such as classes, packages and objects. It also displays relationships such as containment, inheritance, associations and others.

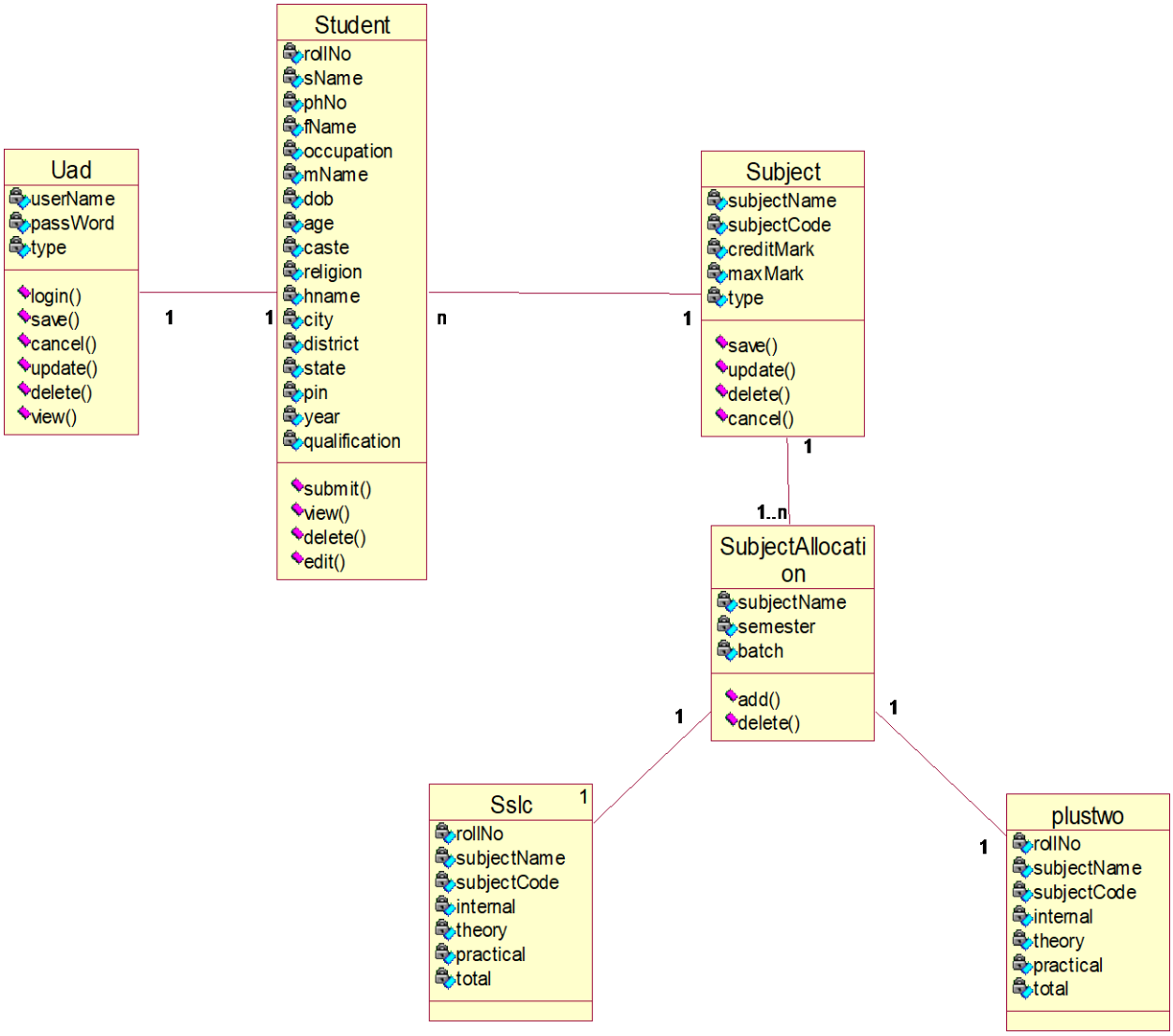

Fig 4.2.2 Class Diagram

Interaction Diagrams:

Sequence Diagram displays the time sequence of the objects participating in the interaction. This consists of the vertical dimension (time) and horizontal dimension (different objects).

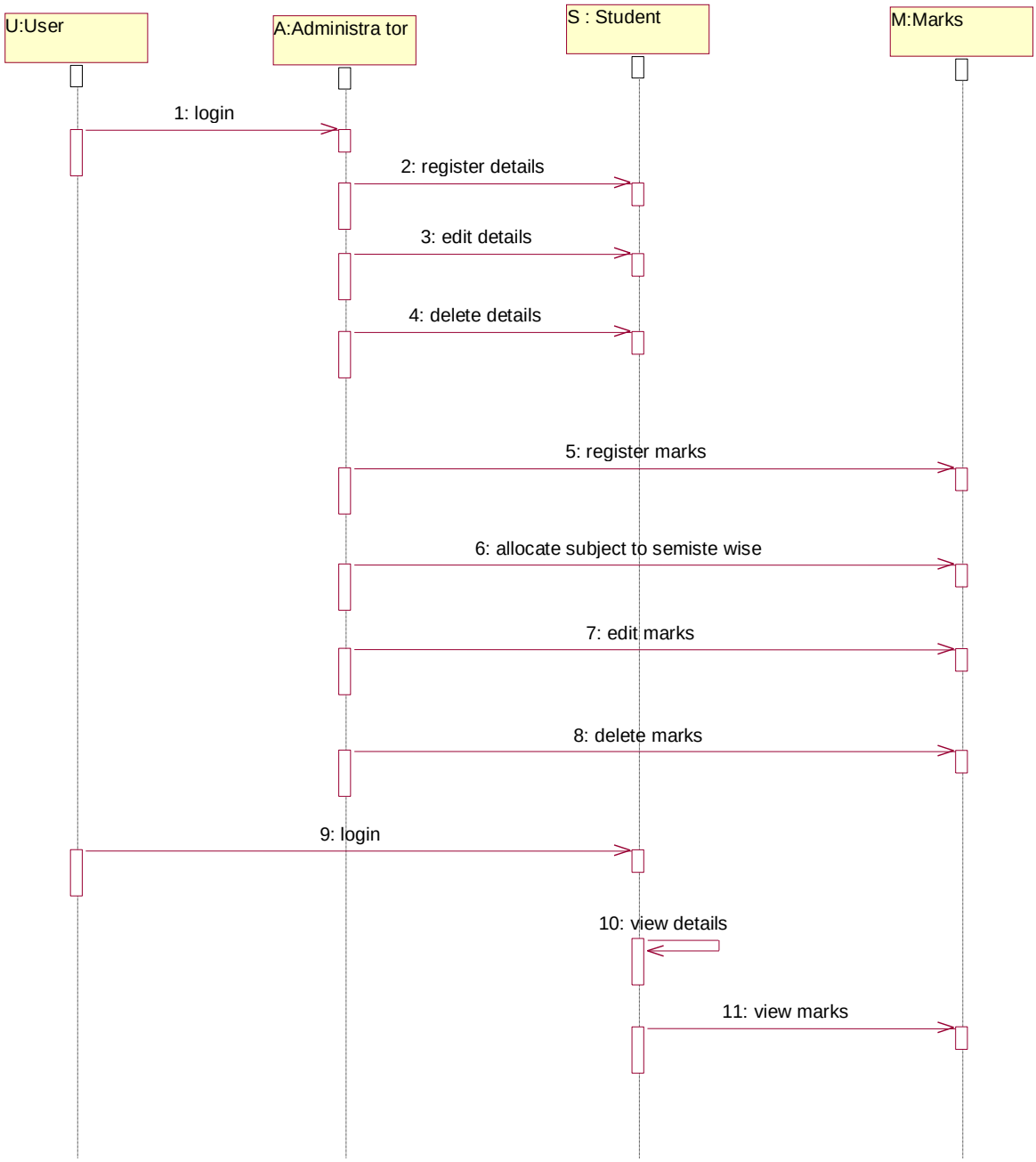

Fig 4.2.3 Sequence Diagram

Collaboration Diagram displays an interaction organized around the objects and their links to one another. Numbers are used to show the sequence of messages.

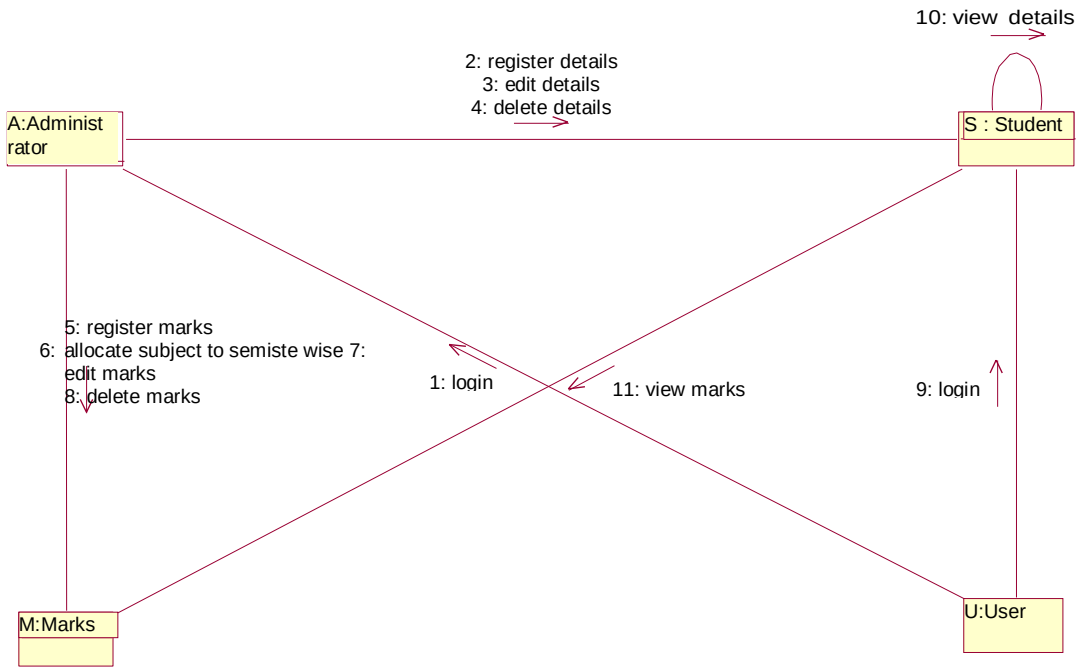

Fig 4.2.4 Collaboration Diagram

State Diagram displays the sequence of states that an object of an interaction goes through during its life in response to received stimuli, together with its responses and actions.

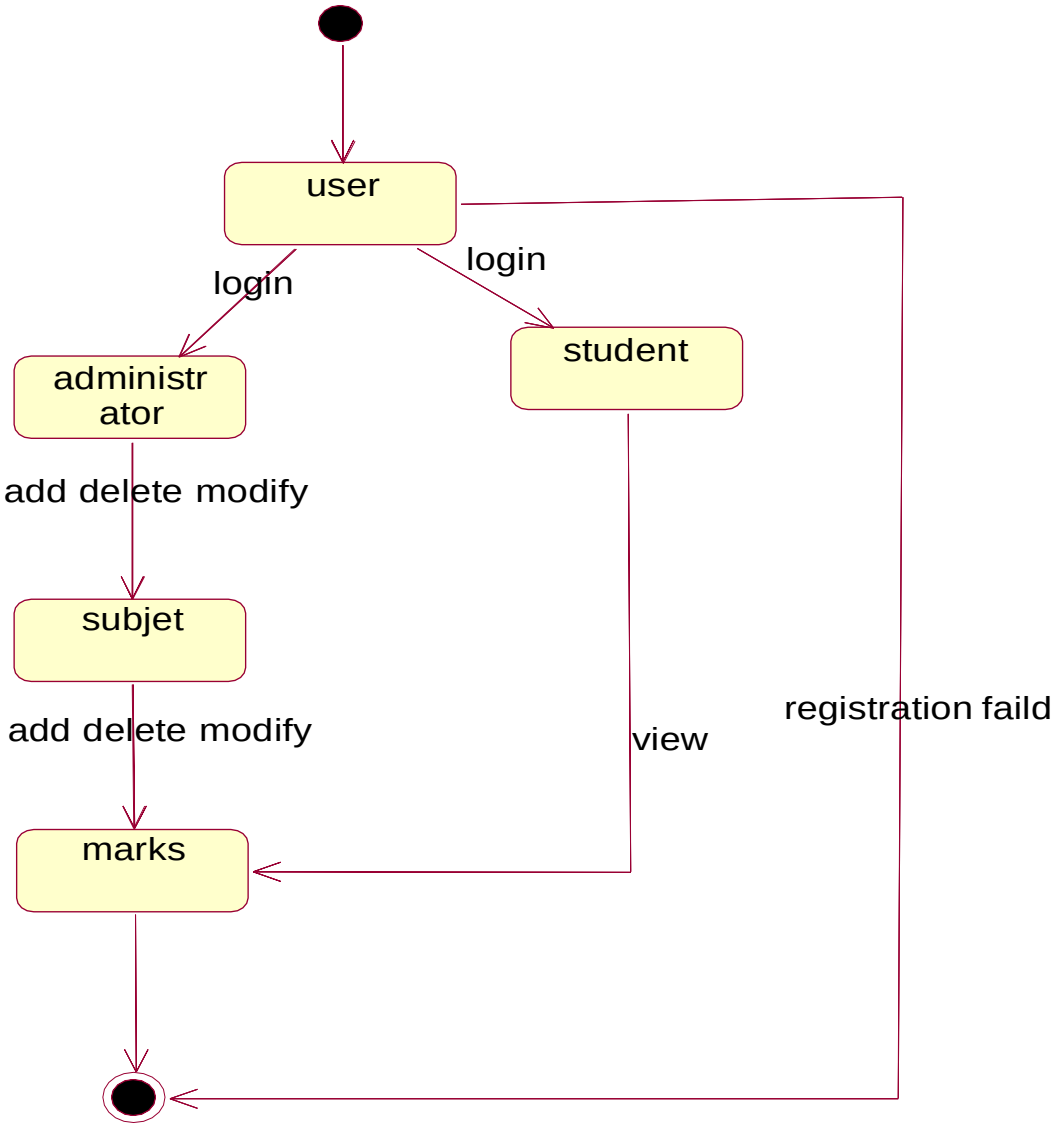

Fig 4.2.5 State Diagram

Activity Diagram displays a special state diagram where most of the states are action states and most of the transitions are triggered by completion of the actions in the source states. This diagram focuses on flows driven by internal processing.

Physical Diagrams:

Component Diagram displays the high level packaged structure of the code itself. Dependencies among components are shown; include source code components, binary code components, and executable components. Some components exist at compile time, at link time, at run times well as at more than one time.

Deployment Diagram displays the configuration of run-time processing elements and the software components, processes, and objects that live on them. Software component instances represent run-time manifestations of code units.

4.3 DATABASE DESIGN

The general theme behind a database is to handle information as an integrated whole. A database is a collection of interrelated data stored with minimum redundancy to serve many users quickly and efficiently. The general objective is to make information access easy quick and flexible for user. In database design several objectives are considered.

Control Redundancy:

Redundant occupies space and therefore, is wasteful. If versions of the data are in different phases of updating the system often gives conflicting information. A unique aspect of database design is storing only once, which controls redundancy and improves system performance.

E-R DIAGRAMS:

Entity-Relationship Model:

The Entity-Relationship data model is based on a perception of a real world, which is consists of set of basic object called entities and relationships among these objects. An entity is an object that exists and is distinguishable from other objects/entity is an object as a concept meaningful to the organization. An entity set is a set of entities of the same type. A primary key is an attribute which when take, allows us to identify uniquely an entity in the entity set.

4.3.1 DATA FLOW DIAGRAM

A **data-flow diagram** (**DFD**) is a graphical representation of the "flow" of data through an information system. DFDs can also be used for the visualization of data processing (structured design).

On a DFD, data items flow from an external data source or an internal data store to an internal data store or an external data sink, via an internal process.

A DFD provides no information about the timing or ordering of processes, or about whether processes will operate in sequence or in parallel. It is therefore quite different from a flowchart, which shows the flow of control through an algorithm, allowing a reader to determine what operations will be performed, in what order, and under what circumstances, but not what kinds of data will be input to and output from the system, nor where the data will come from and go to, nor where the data will be stored (all of which are shown on a DFD).

Context Diagrams

USER

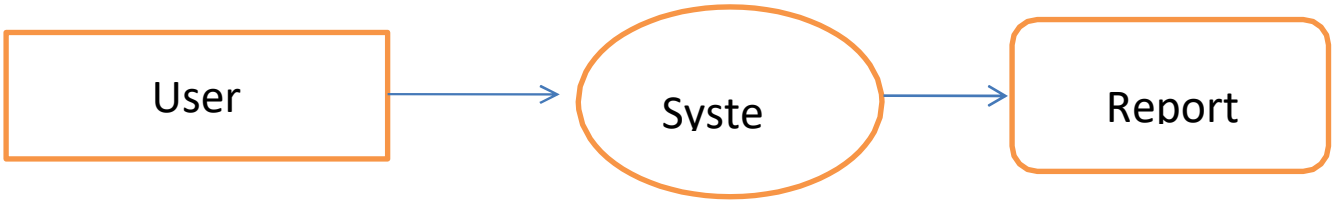

Fig 4.3.1 User Context Diagram

STUDENT

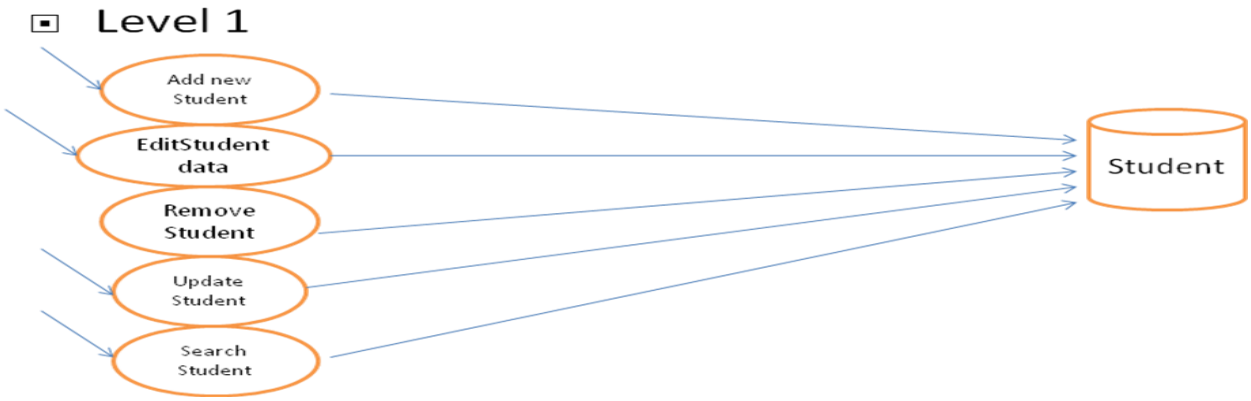

Fig 4.3.2 Student Context Diagram

MARKS

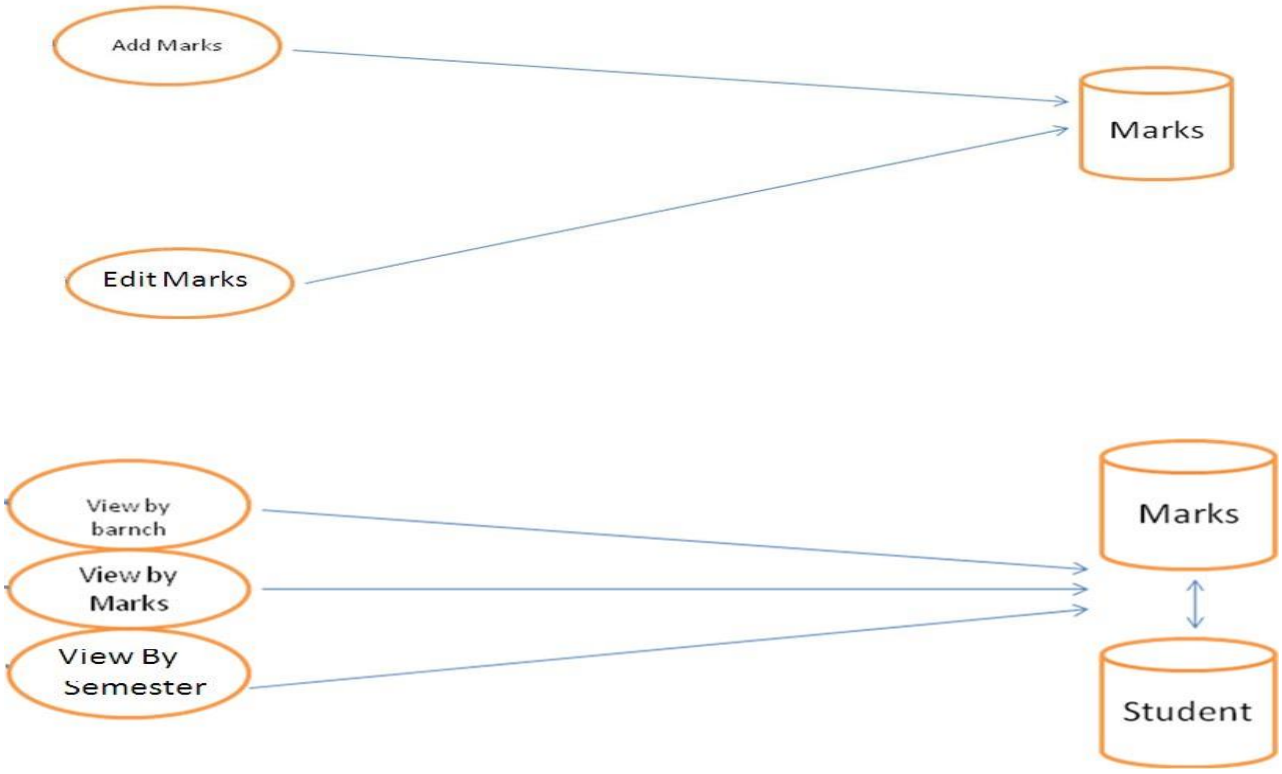

Fig 4.3.3 Marks Context Diagram

CHAPTER – 5
SYSTEM IMPLEMENTATION

5 SYSTEM IMPLEMENTATION

5.1 Introduction

Implementation is the stage in the project where the theoretical design is turned into a working system. The implementation phase constructs, installs and operates the new system. The most crucial stage in achieving a new successful system is that it will work efficiently and effectively.

There are several activities involved while implementing a new project. They are

- End user training
- End user Education
- Training on the application software
- System Design
- Parallel Run and To New System
- Post implementation Review

End user Training:

The successful implementation of the new system will purely upon the involvement of the officers working in that department. The officers will be imparted the necessary training on the new technology

End User Education:

The education of the end user start after the implementation and testing is over. When the system is found to be more difficult to understand and complex, more effort is put to educate the end used to make them aware of the system, giving them lectures about the new system and providing them necessary documents and materials about how the system can do this.

Training of application software:

After providing the necessary basic training on the computer awareness, the users will have to be trained upon the new system such as the screen flows and screen design type of help on the screen, type of errors while entering the data, the corresponding validation check at each entry and the way to correct the data entered. It should then cover information needed by the specific user or group to use the system.

Post Implementation View:

The department is planning a method to know the states of t he past implementation process. For that regular meeting will be arranged by the concerned officers about the implementation problem and success.

5.2 Project Module

Our application deals with three modules

- User module
- Student Module
- Mark management Module.

User Module:

- In the Software we can register as a user and user has of two types, student and administrator.
- Administrator has the power to add new user and can edit and delete a user. A student can register as user and can add edit and delete his profile.

- The administrator can add, edit and delete marks for the student. All the users can see the marks.

Student Module:

- In this student module Administrator will register the details of the student.
- Administrator can view the details of the student by giving admission number.
- Administrator can also edit the details of the student by giving admission number
- Administrator can also delete the details of the student by giving admission number

Marks Management Module

- In this module Administrator register all subjects and also provide subject code to each and every subject.
- Assign subjects to every branch in semester wise.
- Using subject code Administrator edit and delete the subjects.
- Administrator enters marks of the Student in semester wise.
- Administrator can also edit and delete the marks of the student.

5.3 SOURCE CODE:

Code for index:

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<!DOCTYPE html>
<html lang="en">
<head>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width, initial-scale=1.0">
   <link href="https://fonts.googleapis.com/css?family=Roboto"
rel="stylesheet">
   <link rel="stylesheet" href="./css/homepage.css">
   <link rel="stylesheet" href="./css/font-awesome-4.7.0/css/font-
awesome.css">
   <title>Homepage</title>
</head>
<body>

   <div class="container">
      <div class="title">
         <span class="heading">Sri Venkateswara University Results
Management System</span>
      </div>

      <div class="nav">
         <ul>
            <li>
               <a href="index.html">Home</a>
            </li>
            <li>
               <a href="login.php">Admin Login</a>
            </li>
            <li class="dropdown" onclick="toggleDisplay('1')">
               <a href="#" class="dropbtn">Faculties  
                  <span class="fa fa-angle-down"></span>
```

```
            </a>
            <div class="dropdown-content" id="1">
              <a href="">Arts</a>
              <a href="">Science</a>
              <a href="">Commerce</a>
              <a href="">Technology</a>
              <a href="">Sports</a>
              <a href="">Others</a>
            </div>
          </li>
          <li class="dropdown" onclick="toggleDisplay('2')">
            <a href="#" class="dropbtn">Student  
              <span class="fa fa-angle-down"></span>
            </a>
            <div class="dropdown-content" id="2">
              <a href="">Admissions</a>
              <a href="">Scholarship</a>
              <a href="">Examination</a>
              <a href="./login.php">Results</a>
              <a href="">Manage Results</a>
            </div>
          </li>
        </ul>
      </div>

      <div class="slider">
        <img src="images/ad.jpg" class="slider-image" alt="img">
      </div>

      <div class="main">
        <span>About the University</span>
        <p>Sri venkateswara University is a public state university located in
Tirupati,Andhra pradesh,India.The University is named after Lord Sri
Venkateswara swamy,whose shrine is located in the city.The university is
commited to cater to the needs of higher education offering a full range post-
graduate programs in Arts,sciences,Law,Management,Education,Physical
Education, Engineering and Pharmacy disciplines.From a humble beginning of
one college with six departments,the university has now grown into the
second largest University in Andhra pradesh having four constituent colleges
of Viz, college of Arts, college of commerce management & computer
```

science,college of Engineering accomodating 54 departments offering 72 programs.The university has one of the best universities in the country and got ACCREDITED A+ GRADE BY NAAC-2017</p>

```
        <div class="info">
          <div>
            <span>Courses</span> <hr>
            <p>Still deciding what you want to study at university? Browse the full range of options with our course guides, a detailed information about types of program, specializations and career prospects.</p>
          </div>
          <div>
            <span>Admissions</span> <hr>
            <p>Whether your new to campus or are looking for more information on campus activities you can find information about admissions and financial aid here</p>
          </div>
          <div>
            <span>Library</span> <hr>
            <p>Be the first to know. Stay informed and up to date with the upcoming technology. Get varied knowledge right from social events to newest research topics by clicking the link</p>
          </div>
          <div>
            <span>Campus Region</span> <hr>
            <p>Welcome to Campus, a multipurpose WordPress theme. Go ahead and click around, there is a ton of new stuff to check out. For more information</p>
          </div>
        </div>
      </div>

      <div class="footer">
        <div class="footer--contact">
          <span>Contact Us</span>
          <p>SVUEDUTECH@gmail.com</p>
          <p>+91-9988998899</p>
        </div>
        <div class="footer--info">
          <span>Important Links</span>
```

```
            <a href="homepage.html">Home</a>
            <a href="login.php">Admin Login</a>
            <a href="login.php">Results</a>
          </div>
       </div>

    </div>

</body>
</html>
```

Code for Editing class:

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-
scale=1.0">
    <meta http-equiv="X-UA-Compatible" content="ie=edge">
    <link rel="stylesheet" href="css/home.css">
    <link href="https://fonts.googleapis.com/css?family=Roboto"
rel="stylesheet">
    <link rel="stylesheet" href="./css/font-awesome-4.7.0/css/font-
awesome.css">
    <link rel="stylesheet" type='text/css' href="css/manage.css">
    <title>Dashboard</title>
</head>
<body>

    <div class="title">
        <a href="dashboard.php"><img src="./images/svu.png" alt=""
class="logo"></a>
        <span class="heading">Dashboard</span>
        <a href="logout.php" style="color: white"><span class="fa fa-
sign-out fa-2x">Logout</span></a>
    </div>

    <div class="nav">
        <ul>
```

```
        <li class="dropdown" onclick="toggleDisplay('1')">
            <a href="" class="dropbtn">Classes  
                <span class="fa fa-angle-down"></span>
            </a>
            <div class="dropdown-content" id="1">
                <a href="add_classes.php">Add Class</a>
                <a href="manage_classes.php">Manage Class</a>
            </div>
        </li>
        <li class="dropdown" onclick="toggleDisplay('2')">
            <a href="#" class="dropbtn">Students  
                <span class="fa fa-angle-down"></span>
            </a>
            <div class="dropdown-content" id="2">
                <a href="add_students.php">Add Students</a>
                <a href="manage_students.php">Manage Students</a>
            </div>
        </li>
        <li class="dropdown" onclick="toggleDisplay('3')">
            <a href="#" class="dropbtn">Results  
                <span class="fa fa-angle-down"></span>
            </a>
            <div class="dropdown-content" id="3">
                <a href="add_results.php">Add Results</a>
                <a href="manage_results.php">Manage Results</a>
            </div>
        </li>
    </ul>
</div>

<div class="main">
    <?php
        include('init.php');
        include('session.php');
        $db = mysqli_select_db($conn,'srms');

        $sql = "SELECT `name`, `id` FROM `class`";
        $result = mysqli_query($conn, $sql);

        if (mysqli_num_rows($result) > 0) {
```

```
            echo "<table>
             <caption>Manage Classes</caption>
             <tr>
             <th>ID</th>
             <th>NAME</th>
             </tr>";

             while($row = mysqli_fetch_array($result))

              {
              echo "<tr>";
              echo "<td>" . $row['id'] . "</td>";
              echo "<td>" . $row['name'] . "</td>";

              echo "</tr>";

              }

            echo "</table>";
        } else {
            echo "0 results";
        }
    ?>

  </div>

</body>
</html>
```

Code for Students:

```
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
```

```
  <meta name="viewport" content="width=device-width, initial-scale=1.0">
  <meta http-equiv="X-UA-Compatible" content="ie=edge">
  <link rel="stylesheet" href="css/home.css">
  <link href="https://fonts.googleapis.com/css?family=Roboto"
rel="stylesheet">
  <link rel="stylesheet" href="./css/font-awesome-4.7.0/css/font-
awesome.css">
  <link rel="stylesheet" type='text/css' href="css/manage.css">
  <title>Dashboard</title>
</head>
<body>

  <div class="title">
    <a href="dashboard.php"><img src="./images/svu.png" alt=""
class="logo"></a>
    <span class="heading">Dashboard</span>
    <a href="logout.php" style="color: white"><span class="fa fa-sign-out fa-
2x">Logout</span></a>
  </div>

  <div class="nav">
    <ul>
      <li class="dropdown" onclick="toggleDisplay('1')">
        <a href="" class="dropbtn">Classes  
          <span class="fa fa-angle-down"></span>
        </a>
        <div class="dropdown-content" id="1">
          <a href="add_classes.php">Add Class</a>
          <a href="manage_classes.php">Manage Class</a>
        </div>
      </li>
      <li class="dropdown" onclick="toggleDisplay('2')">
        <a href="#" class="dropbtn">Students  
          <span class="fa fa-angle-down"></span>
        </a>
        <div class="dropdown-content" id="2">
          <a href="add_students.php">Add Students</a>
          <a href="manage_students.php">Manage Students</a>
        </div>
      </li>
```

```
        <li class="dropdown" onclick="toggleDisplay('3')">
          <a href="#" class="dropbtn">Results  
            <span class="fa fa-angle-down"></span>
          </a>
          <div class="dropdown-content" id="3">
            <a href="add_results.php">Add Results</a>
            <a href="manage_results.php">Manage Results</a>
          </div>
        </li>
      </ul>
    </div>

    <div class="main">
      <?php
        include('init.php');
        include('session.php');

        $sql = "SELECT `name`, `rno`, `class_name` FROM `students`";
        $result = mysqli_query($conn, $sql);

        if (mysqli_num_rows($result) > 0) {
          echo "<table>
           <caption>Manage Students</caption>
           <tr>
           <th>NAME</th>
           <th>ROLL NO</th>
           <th>CLASS</th>
           </tr>";

           while($row = mysqli_fetch_array($result))
            {
              echo "<tr>";
              echo "<td>" . $row['name'] . "</td>";
              echo "<td>" . $row['rno'] . "</td>";
              echo "<td>" . $row['class_name'] . "</td>";
              echo "</tr>";
            }

          echo "</table>";
        } else {
```

```
            echo "0 Students";
          }
        ?>
    </div>

    <div class="footer">
        <!-- <span>Designed & Coded By Jibin Thomas</span> -->
    </div>
</body>
</html>
```

Code for Logout:

```
<?php
  session_start();

  if(session_destroy()) {
      header("Location: login.php");
      echo '<script language="javascript">';
      echo 'alert("Logout successful")';
      echo '</script>';

  }
?>
```

Code for Result:

```
<!DOCTYPE html>
<html lang="en">
<head>
    <meta charset="UTF-8">
    <meta name="viewport" content="width=device-width, initial-
scale=1.0">
    <meta http-equiv="X-UA-Compatible" content="ie=edge">
    <link rel="stylesheet" href="./css/home.css">
    <link href="https://fonts.googleapis.com/css?family=Roboto"
rel="stylesheet">
```

```
    <link rel="stylesheet" href="./css/font-awesome-4.7.0/css/font-
awesome.css">
    <link rel="stylesheet" href="./css/form.css">
    <title>Dashboard</title>
</head>
<body>

    <div class="title">
        <a href="dashboard.php"><img src="./images/svu.png" alt=""
class="logo"></a>
        <span class="heading">Dashboard</span>
        <a href="logout.php" style="color: white"><span class="fa fa-
sign-out fa-2x">Logout</span></a>
    </div>

    <div class="nav">
        <ul>
            <li class="dropdown" onclick="toggleDisplay('1')">
                <a href="" class="dropbtn">Classes  
                    <span class="fa fa-angle-down"></span>
                </a>
                <div class="dropdown-content" id="1">
                    <a href="add_classes.php">Add Class</a>
                    <a href="manage_classes.php">Manage Class</a>
                </div>
            </li>
            <li class="dropdown" onclick="toggleDisplay('2')">
                <a href="#" class="dropbtn">Students  
                    <span class="fa fa-angle-down"></span>
                </a>
                <div class="dropdown-content" id="2">
                    <a href="add_students.php">Add Students</a>
                    <a href="manage_students.php">Manage Students</a>
                </div>
            </li>
            <li class="dropdown" onclick="toggleDisplay('3')">
                <a href="#" class="dropbtn">Results  
                    <span class="fa fa-angle-down"></span>
                </a>
                <div class="dropdown-content" id="3">
```

```
                <a href="add_results.php">Add Results</a>
                <a href="manage_results.php">Manage Results</a>
            </div>
        </li>
    </ul>
</div>

<div class="main">
    <br><br>
    <form action="" method="post">
        <fieldset>
            <legend>Delete Result</legend>
            <?php
                include('init.php');
                include('session.php');

                $class_result=mysqli_query($conn,"SELECT `name` 
FROM `class`");
                    echo '<select name="class_name">';
                    echo '<option selected disabled>Select 
Class</option>'
;
                while($row = mysqli_fetch_array($class_result)){
                    $display=$row['name'];
                    echo '<option 
value="'.$display.'">'.$display.'</option>';
                }
                echo'</select>'
            ?>
            <input type="text" name="rno" placeholder="Roll No">
            <input type="submit" value="Delete">
        </fieldset>
    </form>
    <br><br>

    <form action="" method="post">
        <fieldset>
            <legend>Update Result</legend>

            <?php
```

```
                $class_result=mysqli_query($conn,"SELECT `name`
FROM `class`");
                    echo '<select name="class">';
                    echo '<option selected disabled>Select
Class</option>'
;
                while($row = mysqli_fetch_array($class_result)){
                    $display=$row['name'];
                    echo '<option
value="'.$display.'">'.$display.'</option>';
                }
                echo'</select>'
            ?>

            <input type="text" name="rn" placeholder="Roll No">
            <input type="text" name="p1" id="" placeholder="Paper
1"
>           <input type="text" name="p2" id="" placeholder="Paper

2"          <input type="text" name="p3" id="" placeholder="Paper
>
            <input type="text" name="p4" id="" placeholder="Paper
3"
>           <input type="text" name="p5" id="" placeholder="Paper

4"          <input type="submit" value="Update">
>       </fieldset>
    </form>
5"
>
  </div>

  <!-- <div class="footer">
    <span>Designed & Coded By Jibin Thomas</span>
  </div> -->

</body>
</html>

<?php
  if(isset($_POST['class_name'],$_POST['rno'])) {
```

```
$class_name=$_POST['class_name'];
$rno=$_POST['rno'];
```

```
        echo $class_name;
        echo $rno;
        $delete_sql=mysqli_query($conn,"DELETE from `result` where
`rno`='$rno' and `class`='$class_name'");
        if(!$delete_sql){
            echo '<script language="javascript">';
            echo 'alert("Not available")';
            echo '</script>';
        } else {
            echo '<script language="javascript">';
            echo 'alert("Deleted")';
            echo '</script>';
        }
    }


if(isset($_POST['rn'],$_POST['p1'],$_POST['p2'],$_POST['p3'],$_POST['
p4'],$_POST['p5'],$_POST['class'])) {
        $rno=$_POST['rn'];
        $class_name=$_POST['class'];
        $p1=(int)$_POST['p1'];
        $p2=(int)$_POST['p2'];
        $p3=(int)$_POST['p3'];
        $p4=(int)$_POST['p4'];
        $p5=(int)$_POST['p5'];

        $marks=$p1+$p2+$p3+$p4+$p5;
        $percentage=$marks/5;


        $sql="UPDATE `result` SET
`p1`='$p1',`p2`='$p2',`p3`='$p3',`p4`='$p4',`p5`='$p5',`marks`='$
marks',`percentage`='$percentage' WHERE `rno`='$rno' and
`class`='$class_name'";
        $update_sql=mysqli_query($conn,$sql);

        if(!$update_sql){
            echo '<script language="javascript">';
            echo 'alert("Invalid Details")';
            echo '</script>';
```

```
        } else {
            echo '<script language="javascript">';
            echo 'alert("Updated")';
            echo '</script>';
        }
    }
?>
```

Data base:

```
-- phpMyAdmin SQL Dump
-- version 4.7.6
-- https://www.phpmyadmin.net/
--
-- Host: localhost
-- Generation Time: Jan 10, 2018 at 04:35 PM
-- Server version: 10.1.29-MariaDB
-- PHP Version: 7.2.0

SET SQL_MODE = "NO_AUTO_VALUE_ON_ZERO";
SET AUTOCOMMIT = 0;
START TRANSACTION;
SET time_zone = "+00:00";


/*!40101 SET @OLD_CHARACTER_SET_CLIENT=@@CHARACTER_SET_CLIENT */;
/*!40101 SET @OLD_CHARACTER_SET_RESULTS=@@CHARACTER_SET_RESULTS */;
/*!40101 SET @OLD_COLLATION_CONNECTION=@@COLLATION_CONNECTION */;
/*!40101 SET NAMES utf8mb4 */;

--
-- Database: `srms`
--

-- --------------------------------------------------------

--
-- Table structure for table `admin_login`
--

CREATE TABLE `admin_login` (
  `userid` varchar(30) NOT NULL,
  `password` varchar(30) NOT NULL
```

```
) ENGINE=InnoDB DEFAULT CHARSET=latin1 ROW_FORMAT=COMPACT;

--
-- Dumping data for table `admin_login`
--

INSERT INTO `admin_login` (`userid`, `password`) VALUES
('admin', '123');

-- --------------------------------------------------------

--
-- Table structure for table `class`
--

CREATE TABLE `class` (
  `name` varchar(30) NOT NULL,
  `id` int(3) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=latin1;

-- --------------------------------------------------------
--
-- Table structure for table `result`
--

CREATE TABLE `result` (
  `name` varchar(30) NOT NULL,
  `rno` int(3) NOT NULL,
  `class` varchar(30) NOT NULL,
  `p1` int(3) NOT NULL,
  `p2` int(3) NOT NULL,
  `p3` int(3) NOT NULL,
  `p4` int(3) NOT NULL,
  `p5` int(3) NOT NULL,
  `marks` int(3) NOT NULL,
  `percentage` float NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=latin1;

-- --------------------------------------------------------

--
-- Table structure for table `students`
--

CREATE TABLE `students` (
  `name` varchar(30) NOT NULL,
  `rno` int(3) NOT NULL,
```

```
  `class_name` varchar(30) NOT NULL
) ENGINE=InnoDB DEFAULT CHARSET=latin1;

--
-- Indexes for dumped tables
--

--
-- Indexes for table `admin_login`
--
ALTER TABLE `admin_login`
  ADD PRIMARY KEY (`userid`);

--
-- Indexes for table `class`
--
ALTER TABLE `class`
  ADD PRIMARY KEY (`name`),
  ADD UNIQUE KEY `id` (`id`);

--
-- Indexes for table `result`
--
ALTER TABLE `result`
  ADD KEY `class` (`class`),
  ADD KEY `name` (`name`,`rno`);

--
-- Indexes for table `students`
--
ALTER TABLE `students`
  ADD PRIMARY KEY (`name`,`rno`),
  ADD KEY `class_name` (`class_name`);

--
-- Constraints for dumped tables
--

--
-- Constraints for table `result`
--
ALTER TABLE `result`
  ADD CONSTRAINT `result_ibfk_1` FOREIGN KEY (`class`) REFERENCES `class` (`name`),
ADD CONSTRAINT `result_ibfk_2` FOREIGN KEY (`name`,`rno`) REFERENCES `students`
(`name`, `rno`);

--
```

```
-- Constraints for table `students`
--
ALTER TABLE `students`
  ADD CONSTRAINT `students_ibfk_1` FOREIGN KEY (`class_name`) REFERENCES `class`
(`name`);
COMMIT;

/*!40101 SET CHARACTER_SET_CLIENT=@OLD_CHARACTER_SET_CLIENT */;
/*!40101 SET CHARACTER_SET_RESULTS=@OLD_CHARACTER_SET_RESULTS */;
/*!40101 SET COLLATION_CONNECTION=@OLD_COLLATION_CONNECTION */;
```

CHAPTER – 6 SYSTEM TESTING

6. SYSTEM TESTING

6.1 Introduction

Is the menu bar displayed in the appropriate contested some system related features included either in menus or tools? Do pull –Down menu operation and Tool-bars work properly? Are all menu function and pull down sub function properly listed ?; Is it possible to invoke each menu function using a logical assumptions that if all parts of the system are correct, the goal will be successfully achieved .? In adequate testing or non-testing will leads to errors that may appear few months later.

This create two problem

1. Time delay between the cause and appearance of the problem.

2. The effect of the system errors on files and records within the system

The purpose of the system testing is to consider all the likely variations to which it will be suggested and push the systems to limits.

The testing process focuses on the logical intervals of the software ensuring that all statements have been tested and on functional interval is conducting tests to uncover errors and ensure that defined input will produce actual results that agree with the required results. Program level testing, modules level testing integrated and carried out.

6.2 Testing Methods

There are two major type of testing they are

1) White Box Testing.
2) Black Box Testing.

White Box Testing

White box sometimes called "Glass box testing" is a test case design uses the control structure of the procedural design to drive test case.

Using white box testing methods, the following tests were made on the system

a) All independent paths within a module have been exercised once. In our system, ensuring that case was selected and executed checked all case structures. The bugs that were prevailing in some part of the code where fixed

b) All logical decisions were checked for the truth and falsity of the values.

Black box Testing

Black box testing focuses on the functional requirements of the software. This is black box testing enables the software engineering to derive a set of input conditions that will fully exercise all functional requirements for a program. Black box testing is not an alternative to white box testing rather it is complementary approach that is likely to uncover a different class of errors that white box methods like..

1) Interface errors

2) Performance in data structure

3) Performance errors

4) Initializing and termination errors

Unit testing

Unit testing is a software verification and validation method in which a programmer tests if individual units of source code are fit for use.

A unit is the smallest testable part of an application. In procedural programming a unit may be an individual function or procedure.

Ideally, each test case is independent from the others: substitutes like method stubs, objects, fakes and test harnesses can be used to assist testing a module in isolation.

Integration Testing:

This testing is sometimes called Integration and Testing. Integration testing is the phase in software testing in which individual software modules are combined and tested as a group. It occurs after unit testing and before system testing. Integration testing takes as its input modules that have been unit tested, groups them in larger aggregates, applies tests defined in an integration test plan to those aggregates and delivers as its output the integrated system ready for system testing.

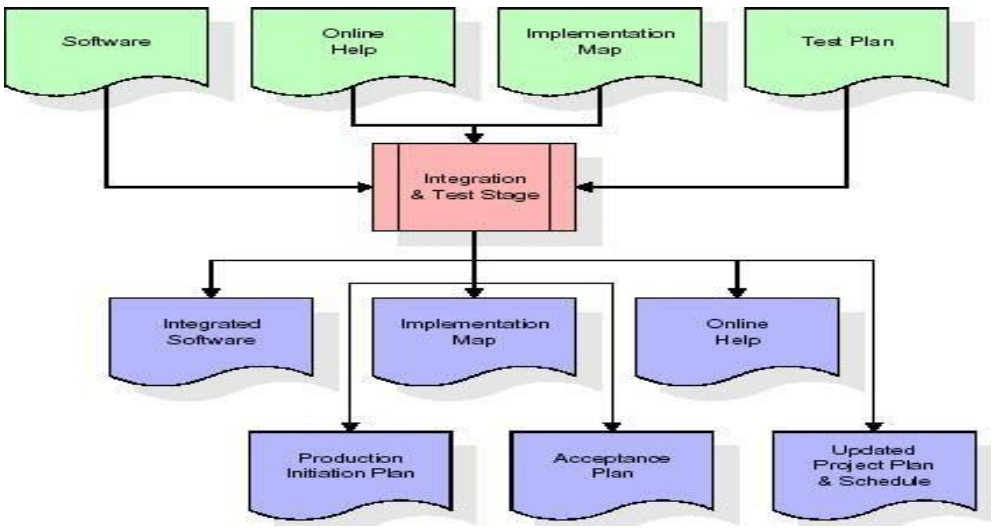

FIG 6.2.5 Integrating & Testing Stage

Validation Testing:

Validation Testing can be defined in many ways, but a simple definition is that validation succeeds when the software functions in a manner that can reasonably expected by a customer. After validation test has been conducted, one of the following two possible conditions exists. The functions or performance characteristics confirm to specification and are accepted.

- In the administrator and marks modules, all the fields must be filled.
- In the student registration, mobile number should contain exactly 10 numbers.

User Acceptance Testing:

User acceptance of a system is a key factor of any system. The system under consideration is tested for the acceptance by constantly keeping in touch with the prospective system users at the same time of developing and marketing changes whenever required. This is done in regard to the following points:

- Input Screen Design
- Output Screen Design

6.3 Test Cases

NO	INPUT GIVEN	EXPECTED OUTPUT	ACTUAL OUTPUT OCCURED	TEST PASS	ACTION TAKEN
1	Admin , pass	Admin Home	Admin	Yes	-

		page	Home page		
2	bindu , bindu	student Home page	student Home page	Yes	-
3	Admin, kumar	Admin Home page	Invalid password for user Admin	No	The wrong password kumar is given for user Admin.
4	phoneNumber	Student registration successful.	Please enter a valid phone number.	No	The phone number given is of 9 numbers.
5	Adding of subject into the specified branch according to semester wise	Subject Allocated Sucessfully	Alredy Subject is allocated	No	The subject name given was already exists.

CHAPTER – 7 OUTPUT SCREENS

7 SCREENS

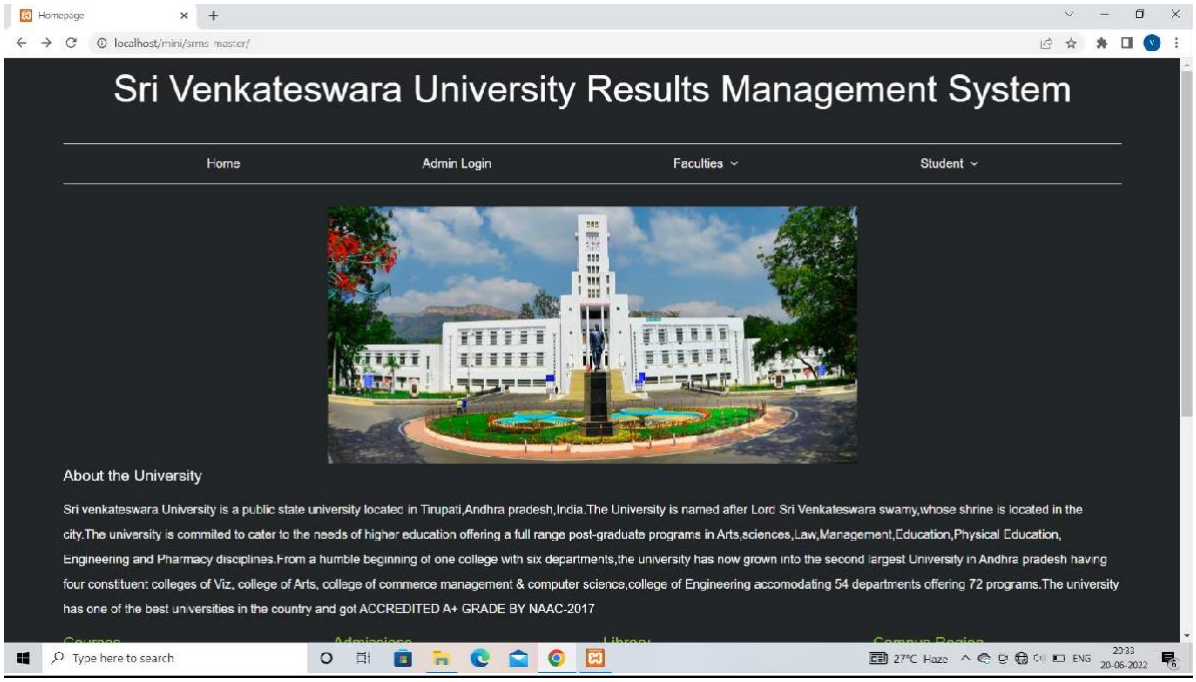

Fig 7.1 Login page

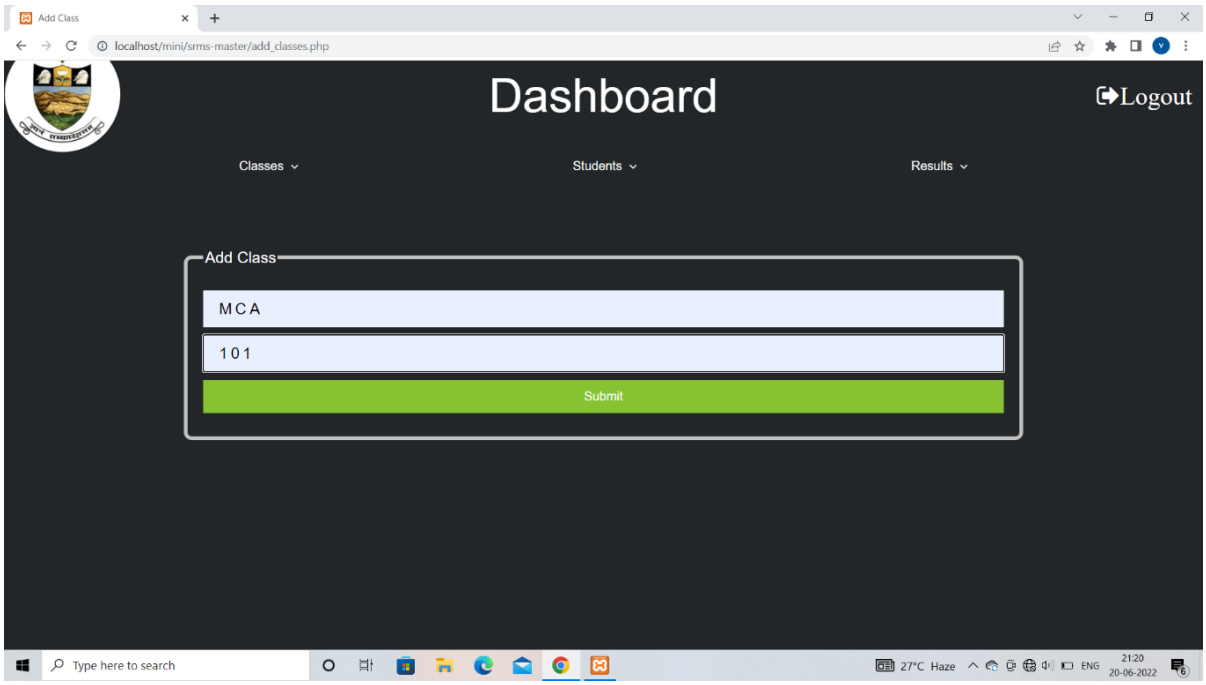

Fig 7.2 Dash board

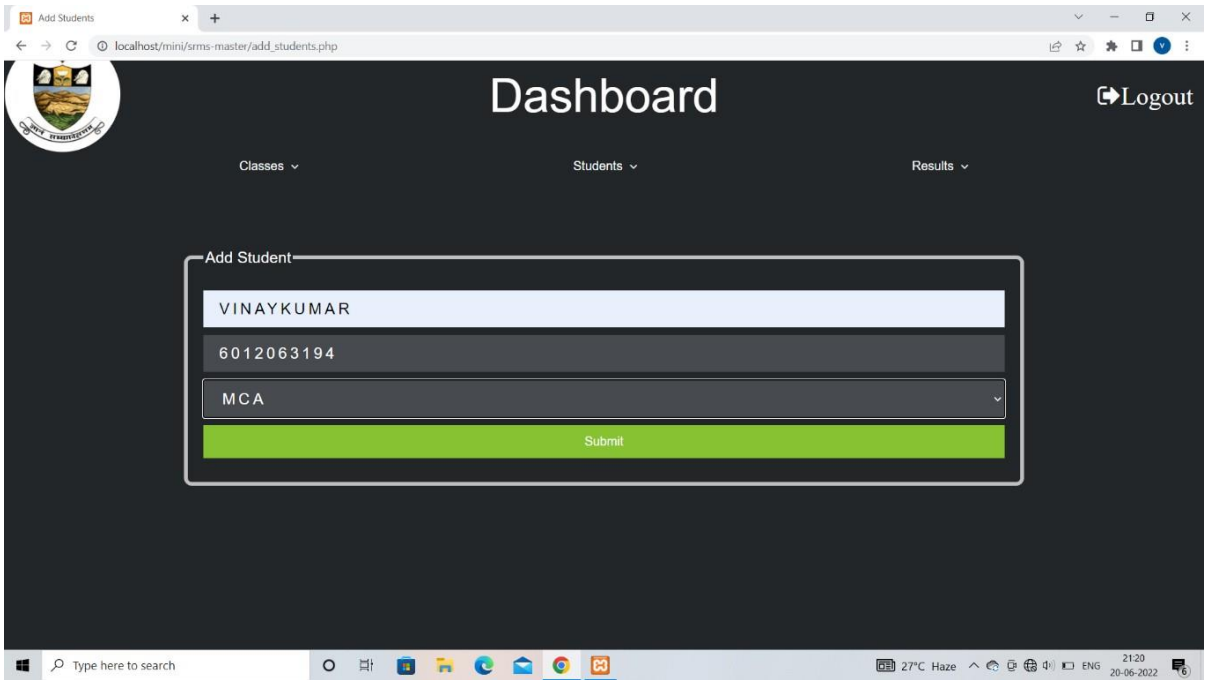

Fig 7.3 Adding a student

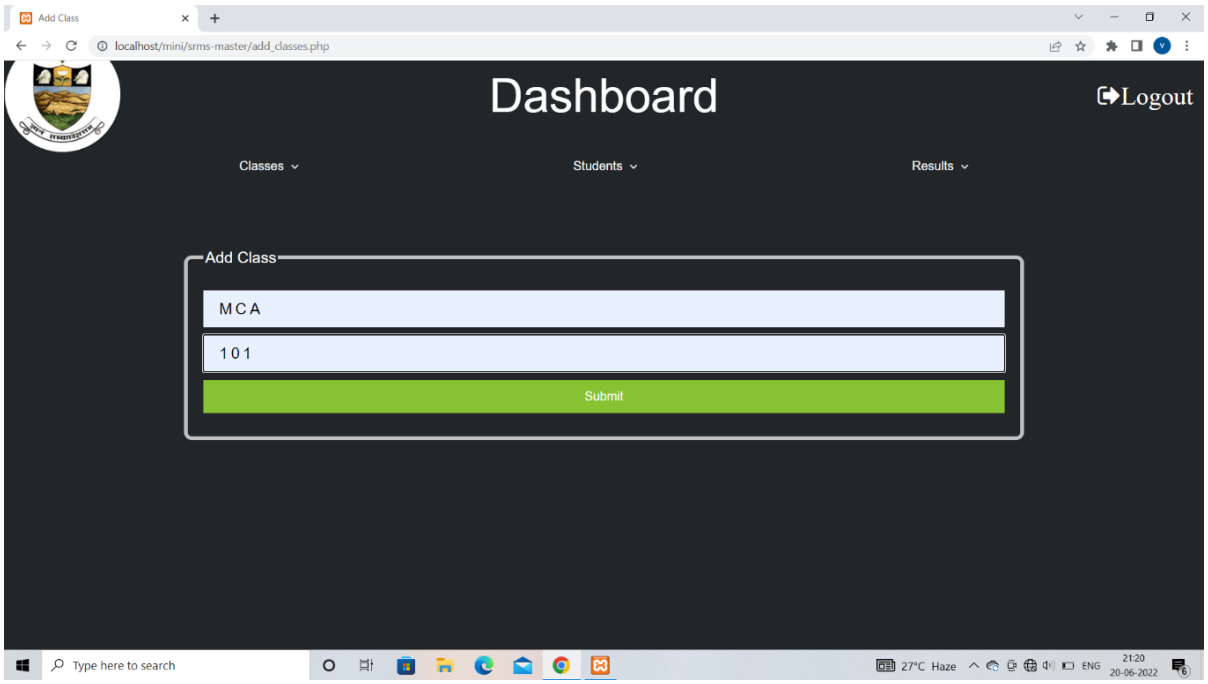

Fig 7.4 Creating a Class

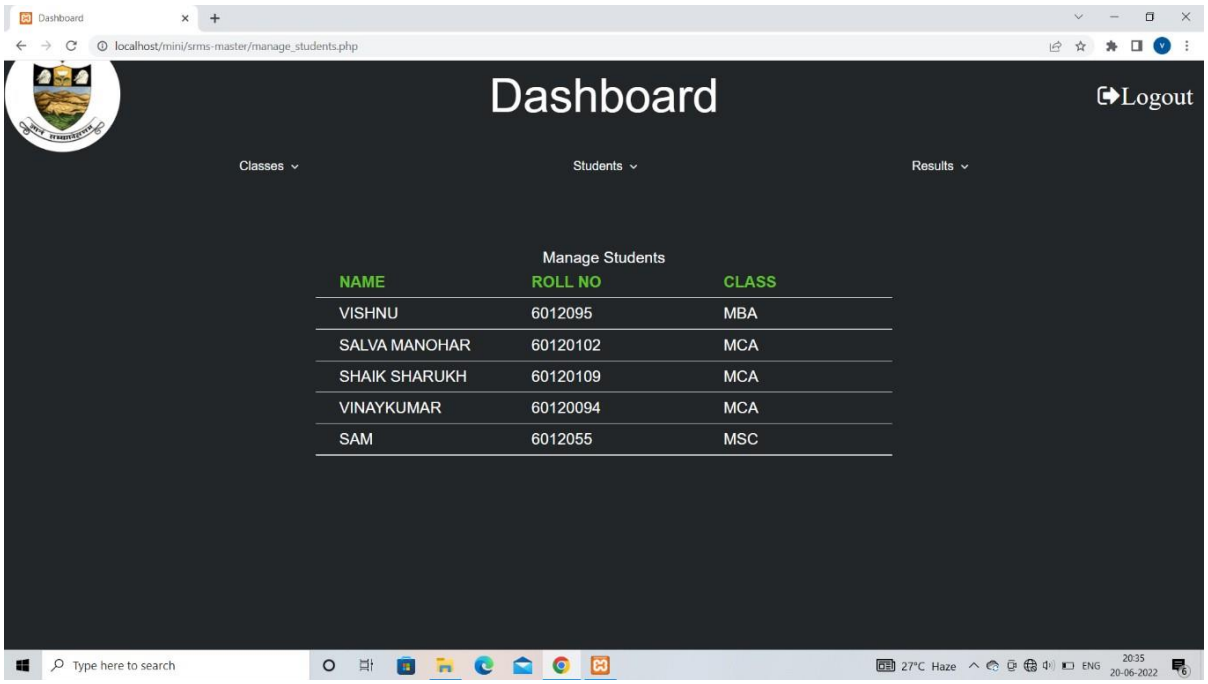

Fig 7.5 Managing Students

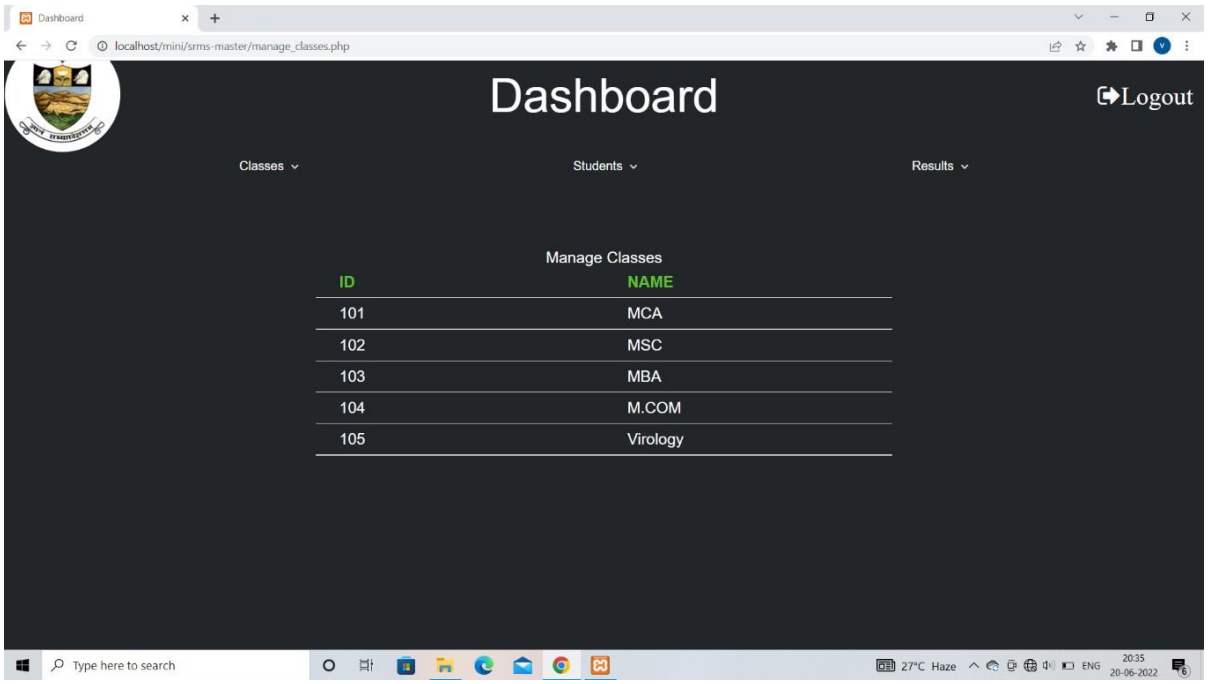

Fig 7.6 Managing Class

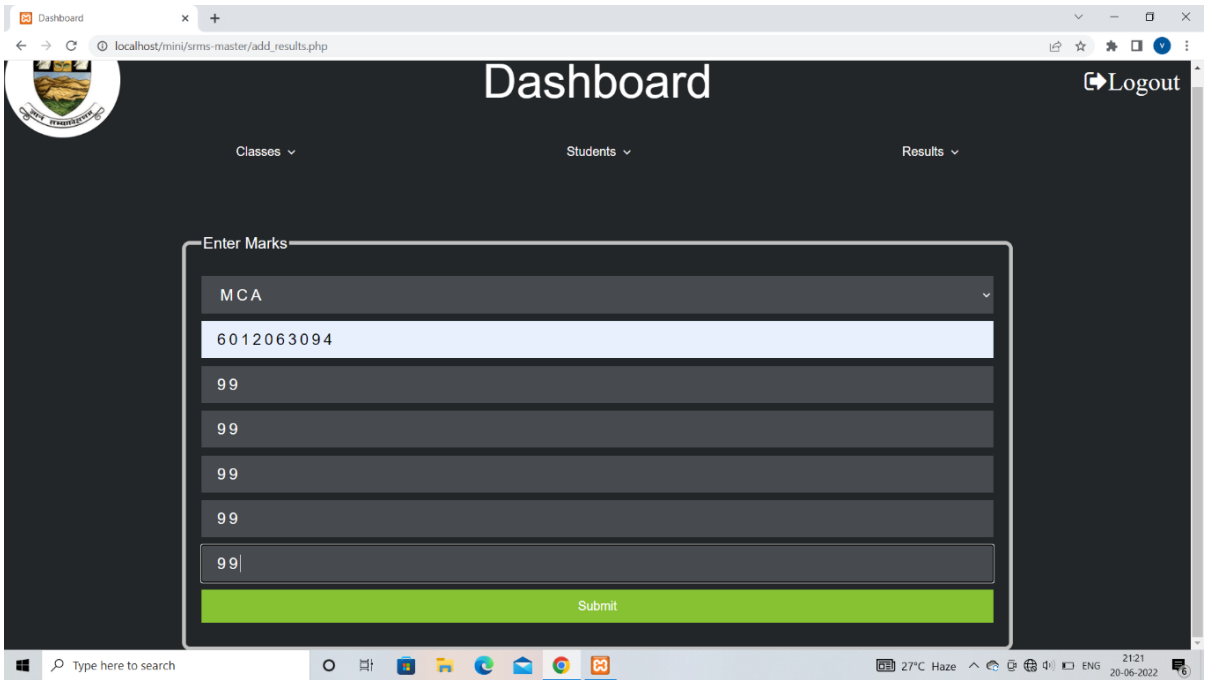

Fig 7.7 Add Marks

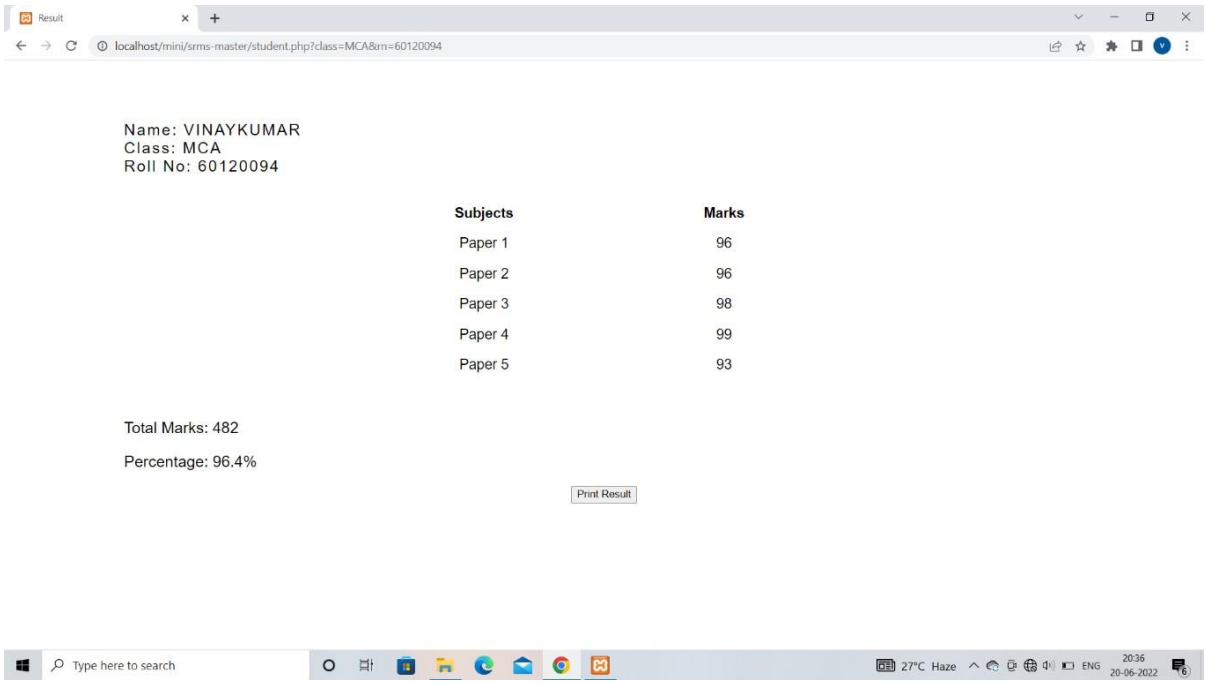

Fig 7.8 Declaring result

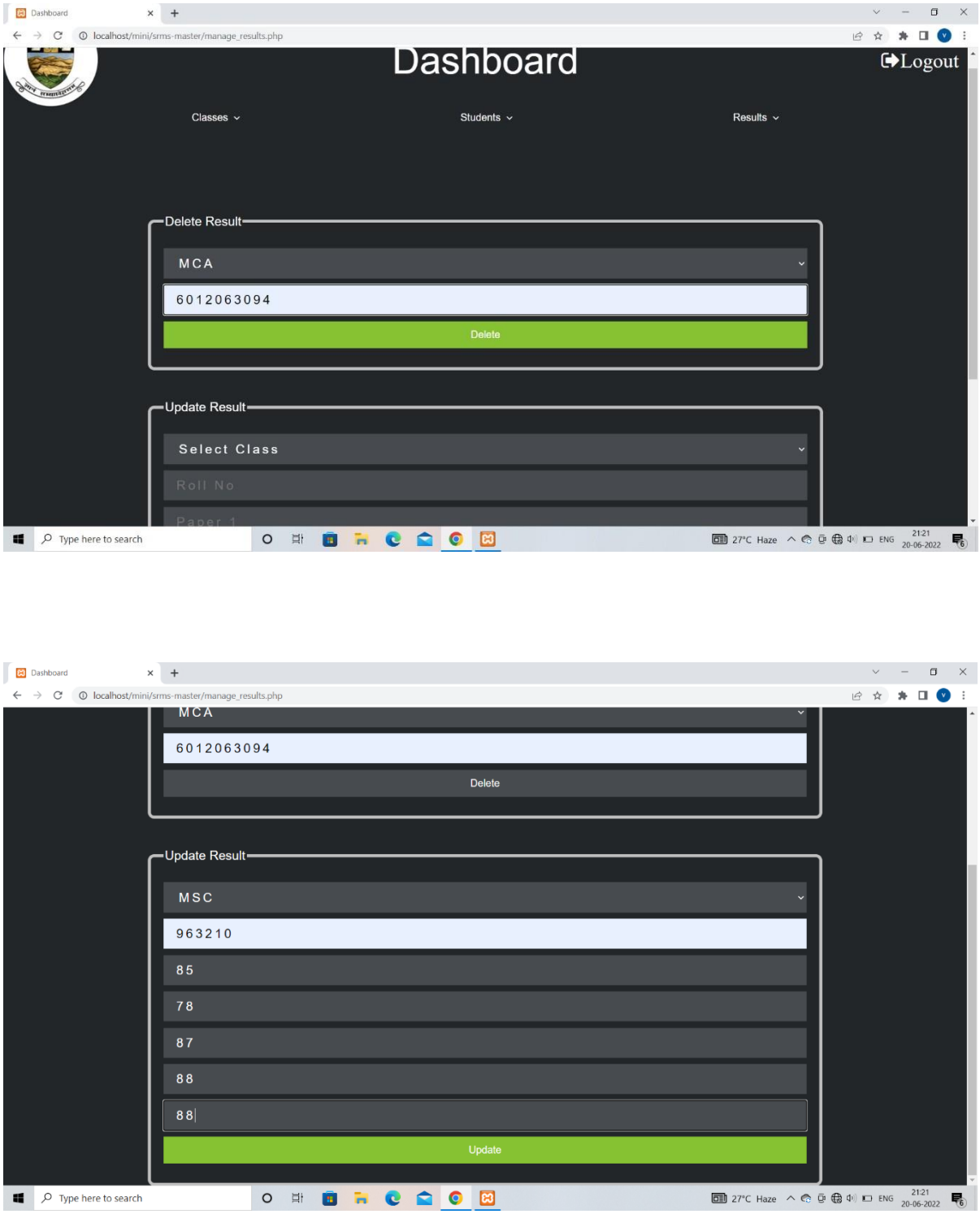

Fig 7.9 Managing result

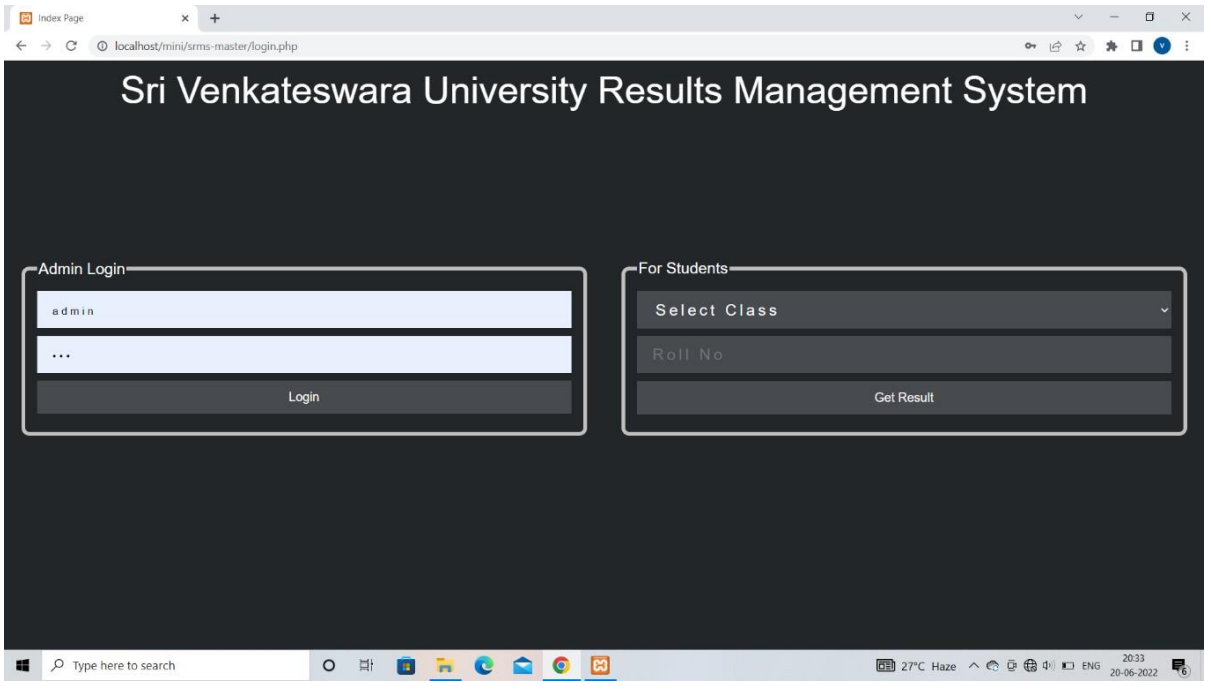

Fig 7.10 Admin Login && View Result

CHAPTER – 8 CONCLUSION

8. CONCLUSION

Our project is only a humble venture to satisfy the needs in an Institution. Several user friendly coding have also adopted. This package shall prove to be a powerful package in satisfying all the requirements of the organization.

The objective of software planning is to provide a frame work that enables the manger to make reasonable estimates made within a limited time frame at the beginning of the software project and should be updated regularly as the project progresses.

Future Enhancements

It is not possible to develop a system that makes all the requirements of the user. Some of the future enhancement that can be done to this system are:

- As the technology emerges, it is possible to upgrade the system and can be adoptable to desired environment.
- Because it is based on object-oriented design, any further changes can be adaptable easily.
- Based on the future security issues, security can be improved using emerging technologies like single sign-on.
- Develop an android application for this **Sri Venkateshwara University Result Management System** and access data and check their information through mobiles.

CHAPTER – 9 BIBLIOGRAPHY

9. BIBLIOGRAPHY

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