



TIH College Space

A Minor project submitted for the partial
fulfilment of the requirements for the degree of
BACHELOR OF COMPUTER APPLICATION

SUBMITTED BY

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TIH College Space



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Certificate

This is to certify that the project entitled “ **TIH E-Classroom**” submitted by Ditipriya Sen, Tania Ghosh, Shubangi Roy, Soumili Dhara, Sudip Biswas and Aditya Kumar Rai, as Assigned Project (minor) for the partial fulfilment of degree of Bachelor of Computer Application is worth of acceptance.

Project Supervisor

Head of the Department, BCA

1.Acknowledgement:

We hereby declare that the project work being presented in the project proposal entitled “**TIH College Space**” is in partial fulfillment of the requirement for the award degree of BACHELOR OF COMPUTER APPLICATION at Techno India Hooghly.

We express sincere gratitude to **Dr. Mrinal Kanti Chakrabarty** worthy Principal for providing us an opportunity to undergo this project at TECHNO COLLEGE HOOGHLY.

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Also, We would like to thank my family and friends for their support. Without that support we couldn't have succeeded in completing this project.

At last but not least, we would like to thank everyone who helped and motivated us to work on this project.

Date: _____

Name of the students:-

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3.Abstract :

Due to the COVID-19 pandemic that led the world to several problems like the Economic crisis, Health crisis etc. also hit the education system of the whole world in the worst way especially in countries like India. Gradually when the education system was shifting to online mode then most of the students faced problems in getting class schedules, joining links, notes, recording of the class etc.

Our enthusiast team found a solution to overcome this problem and help teachers as well as students to come on a single space where teachers can share all the information regarding the class schedules , joining link, notes etc. and students can get all the information simply by visiting the website”<http://tiheclassroom>”.

Apart from Teacher and student there will be an admin module to manage all functionalities. The main modules will be:

- Administrator
- Teacher
- Student

It will not replace the platforms that are being used by teachers and students currently but it will help a lot in getting every information at one place shared by teachers and colleges. And provide more smoothness to the online education system.

4.Introduction :

TIH College Space is introduced with the purpose of helping Education.

The purpose of the document is to collect and analyse all assorted ideas that have come up to define the system, its requirements with respect to consumers. Also, we shall predict and sort out how we hope this product will be used in order to gain a better understanding of the project, outline concepts that may be developed later, and document ideas that are being considered, but may be discarded as the product develops. In short, the purpose of this SRS document is to provide a detailed overview of our software product, its parameters and goals. This document describes the project's target audience and its user interface, hardware and software requirements. It defines how our client, team and audience see the product and its functionality. Nonetheless, it helps any designer and developer to assist in software delivery lifecycle (SDLC) processes. While the software requirement specification (SRS) document is written for a more general audience, this document is intended for individuals directly involved in the development of TIHCollegeSpace. This includes client, software developers, project consultants, and team managers. This document need not be read sequentially; users are encouraged to jump to any section they find relevant

5)Objective and Scope of the project

5. 1.Objective:

The object of Developing such a software system is to reduce the workload and save time in education management. Thereby increasing the efficiency and decreasing the workload. the authorities have been looking for an advanced system. This system is aimed at total user-friendly as well as efficient management of varied tasks.

Special objectives of this site: Some of the objectives of the system are listed below:

- Managing class Schedule
- It provides facility to upload notes
- Easily accessible profile
- Upload Question paper
- Save user records in the database
- Manage all details of users who registered
- It also provides download required files, notes, question paper

5.2. Scope:

Primarily, the scope pertains to the colleges by helping them manage to register new students, managing class schedule, notes, updates, and Year Question paper management to all the essential features for making the administrative division of school effective & engaging students. The system provides the flexibility of generating the required documents.

6.Theoretical Background

What is PHP?

PHP is a server-side scripting language, that is used to develop Static websites or Dynamic websites or Web applications. PHP stands for Hypertext Pre-processor, that earlier stood for Personal Home Pages. PHP scripts can only be interpreted on a server that has PHP installed.

Why use PHP?

- PHP is **open source and free**.
- Short learning curve compared to other languages such as JSP, ASP etc.
- Large community document
 - Most web hosting servers support PHP by default unlike other languages such as ASP that need IIS. This makes PHP a cost-effective choice.
 - PHP is regular updated to keep abreast with the latest technology trends.
 - Other benefit that you get with PHP is that it's a **server-side scripting language**; this means you only need to install it on the server and client computers requesting for resources from the server do not need to have PHP installed; only a web browser would be enough.
 - PHP has **in built support for working hand in hand with MySQL**; this doesn't mean you can't use PHP with other database management systems. You can still use PHP with
 - Postgres
 - Oracle
 - MS SQL Server
 - ODBC etc.
 - PHP is **cross platform**; this means you can deploy your application on a number of different operating systems such as windows, Linux, Mac OS etc.

7.Problem Definition:

- Problems faced while using other platforms for sharing information regarding class schedules .
- Another problem was, if someone knows the class schedule then from where they will join the class.
- If someone somehow missed the online class , it was a little bit difficult to find recordings of missed class.
- It is also a huge problem to get the previous year's question papers to get a clear idea about question paper setup.
- Communication with teachers is difficult for students when they are in a group. We will add a “**Chat Box**” function in future to overcome this problem also.

All the above problems like getting class schedules, joining links,

recordings of the classes, Previous year question paper etc. will be resolved at one place that is “**TIH E-Classroom**”.

8. Feasibility Study

Preliminary investigation examines project feasibility; the likelihood the system will be useful to the organization. The main objective of the feasibility study is to test the Technical, Operational and Economical feasibility for adding new modules and debugging old running systems. All systems are feasible if they have unlimited resources and infinite time. There are aspects in the feasibility study portion of the preliminary investigation:

- Technical Feasibility
- Operation Feasibility
- Economic Feasibility

8.1 Technical Feasibility

- The technical issue usually raised during the feasibility stage of the investigation includes the following:
- Does the necessary technology exist to do what is suggested?
- Does the proposed equipment have the technical capacity to hold the data required to use the new system?
- Will the proposed system provide adequate response to inquiries, regardless of the number or location of users?
- Can the system be upgraded if developed?
- Are there technical guarantees of accuracy, reliability, ease of access and data security?

The proposed system is developed using Active Server Page, Java Script, CSS, and HTML as front-end tools and PHP & MYSQL as the back-end.

The proposed system needs a Personal Web Server to serve the requests submitted by the users. The Web browser is used to view the web page that is available within the Windows operating system itself. The proposed system will run under Windows 7 & above environment.

As Windows is very user friendly and GUI OS it is very easy to use. All the required hardware and software are readily available in the market. Hence the system is technically feasible.

8.2 Operational Feasibility

The proposed system is operationally feasible because of the following reasons.

- The Students are benefited more as most of his time is saved.
- The cost of the proposed system is almost negligible when compared to the benefits gained.

8.3 Economic Feasibility

As the necessary hardware and software are available in the market at a low cost, the initial investment is the only cost incurred and does not need any further enhancements. Hence it is economically feasible.

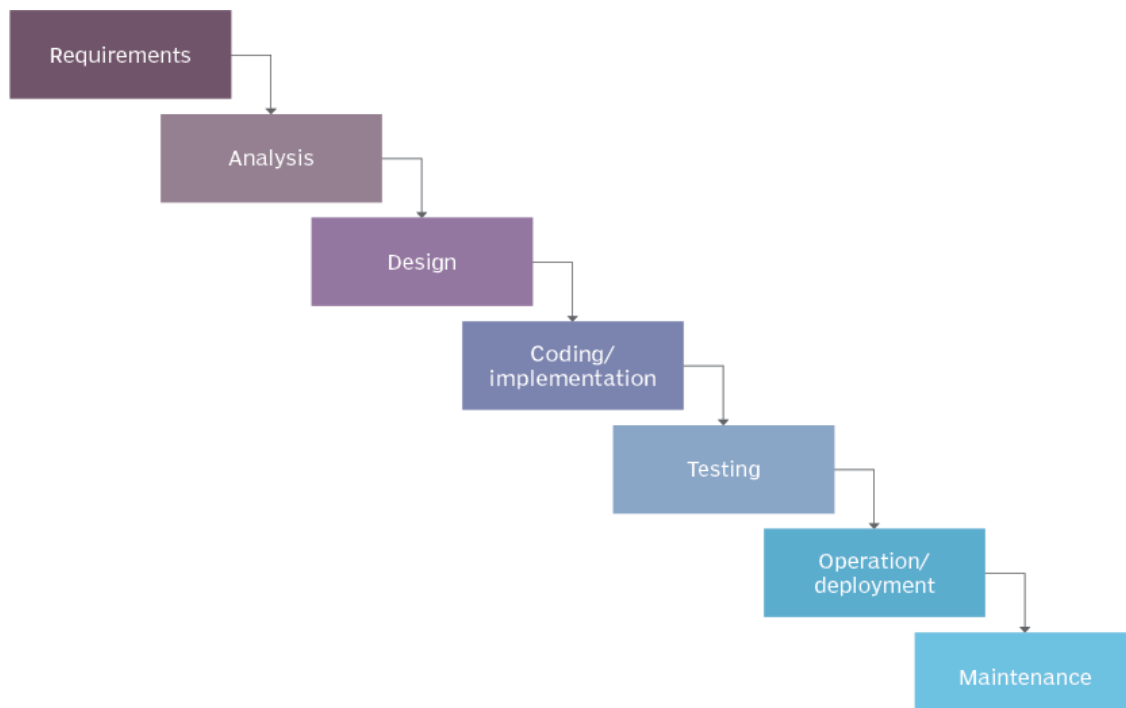
The system is feasible in all respects and hence it encourages taking up the system design.

9. System Planning

9.1 Workflow

This document plays a vital role in the development life cycle (SDLC) as it describes the complete requirement of the system. It is meant for use by the developers and will be the basic during the testing phase. Any changes made to their requirements in the future will have to go through a formal change approval process. The Iterative Waterfall Model was chosen because all requirements were known beforehand and the objective of our software development is the computerization/automation of an already existing manual working system.

Waterfall Model



9.2 GNATT Chart

A Gantt chart is a **horizontal bar chart** developed as a production control tool in 1917 by Henry L. Gantt, an American engineer and social scientist. Frequently used in project management, a Gantt chart provides a **graphical** illustration of a schedule that helps to plan, coordinate, and track specific tasks in a project.

| ID | Title | Start Date | End Date |
|----|------------------------------------|------------|------------|
| 1 | Identification of Work | 10/20/2021 | 10/31/2021 |
| 2 | Selection of Problem | 11/01/2021 | 11/30/2021 |
| 3 | Define the Problem | 11/01/2021 | 11/30/2021 |
| 4 | Analyze the Problem | 11/01/2021 | 11/30/2021 |
| 5 | Developing Solution | 12/01/2021 | 12/31/2021 |
| 6 | Implementation & Check Performance | 12/01/2021 | 12/31/2021 |
| 7 | Regular Implementation | 12/01/2021 | 12/31/2021 |
| 8 | Follow-up / Review | 12/01/2021 | 01/05/2022 |

GANTT CHART

*Start Date : 10/20/2021
End Date : 01/05/2022*

10. Hardware and Software Required Specification

10.1 Functional Requirements

In this section we will briefly discuss different functional requirements of different users.

10.1.1 Registration and Login

10.1.1.1 Description and Priority

Users of this system will be able to register themselves before applying for online admission, thus they can gain access to the system post login.

10.1.1.2 Stimulus/Response Sequences

Stimulus: User enters the details required for registration.

Response: System verify the details like email & password entered by the user.

Stimulus: User login into the system with respective email and password.

Response: System matches entered email and password with the database, when the details get matched grants login permission.

10.1.1.3 Functional Requirements

REQ-1: Users have to register before logging in into the system.

REQ-2: After logging in User can proceed to further process.

11. COST & BENEFIT ANALYSIS

Cost & Benefit analysis is an important part of this documentation, mainly this part is coming than the Constructive cost estimation model (COCOMO). COCOMO was introduced by Barry.W. Boehm and documentaries in this year of 1981. It is a heuristic method and is a hierarchy of three increasingly details from basic, intermediate, advance COCOMO. In 1997 another version COCOMO2 was introduced. The first version divides the whole project into three categories as Organic, Semidetached and Embedded. Now, in Organic time the projects have some features like: a) Team size is small. b) Simple software and relatively strict project. c) The team has good application experience rigid. d) Deliverable lines of code are within 50,000 loc.

In Semidetached COCOMO the rules are as follows:

- a) Team size is moderate.
- b) The team has mixed experienced level.
- c) Project requirement is rigid to less than rigid.
- d) Outside interacting is required.

In Embedded COCOMO:

- a) Team size is huge.
- b) Team has high experience level.
- c) Real time processing application.

Depending on these models we calculate efforts. Development time and person needed.

$$\text{Effort} = a * (\text{kloc})^b$$

$$\text{Tdev} = c * (\text{Effort})^d$$

$$P = \text{Effort} / \text{Tdev}$$

The values of a, b, c, d are as follows:

| | A | B | C | D |
|---|-----|------|-----|------|
| O | 2.4 | 1.05 | 2.5 | 0.38 |
| S | 3.0 | 1.12 | 2.5 | 0.35 |
| E | 3.6 | 1.20 | 2.5 | 0.32 |

$$\text{Effort} = a * (\text{kloc})^b$$

[assume that the loc=22000, kloc=22]

$$= 2.4 * (22)$$

$$1.05$$

$$= 2.4 * 25.67$$

$$= 61.608 \text{ man-month}$$

$$\text{Tdev} = c * (\text{Effort})^d$$

$$= 2.5 * (61.608)$$

$$= 2.5 * 4.786 = 11.965 \text{ month}$$

12)Software Design Specification

12.1. Introduction to System Design:

System design is the process of planning a new system or to replace the existing system. Simply, system design is like the blueprint for building, it specifies all the features that are to be in the finished product.

System design phase follows system analysis phase. Design is concerned with identifying functions, data streams among those functions, maintaining a record of the design decisions and providing a blueprint the implementation phase.

Design is the bridge between system analysis and system implementation. Some of the essential fundamental concepts involved in the design of application software are:

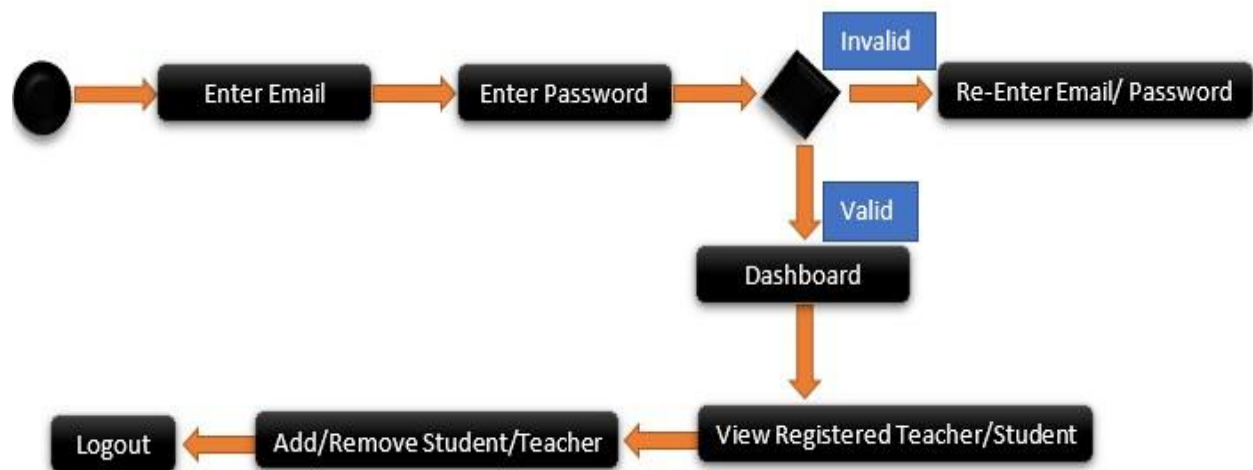
- Abstraction
- Modularity
- Verification

Abstraction is used to construct solutions to problem without having to take account of the intricate details of the various component sub problems. Abstraction allows system designer to make step-wise refinement, which at each stage of the design may hide, unnecessary details associated with representation or implementation from the surrounding environment.

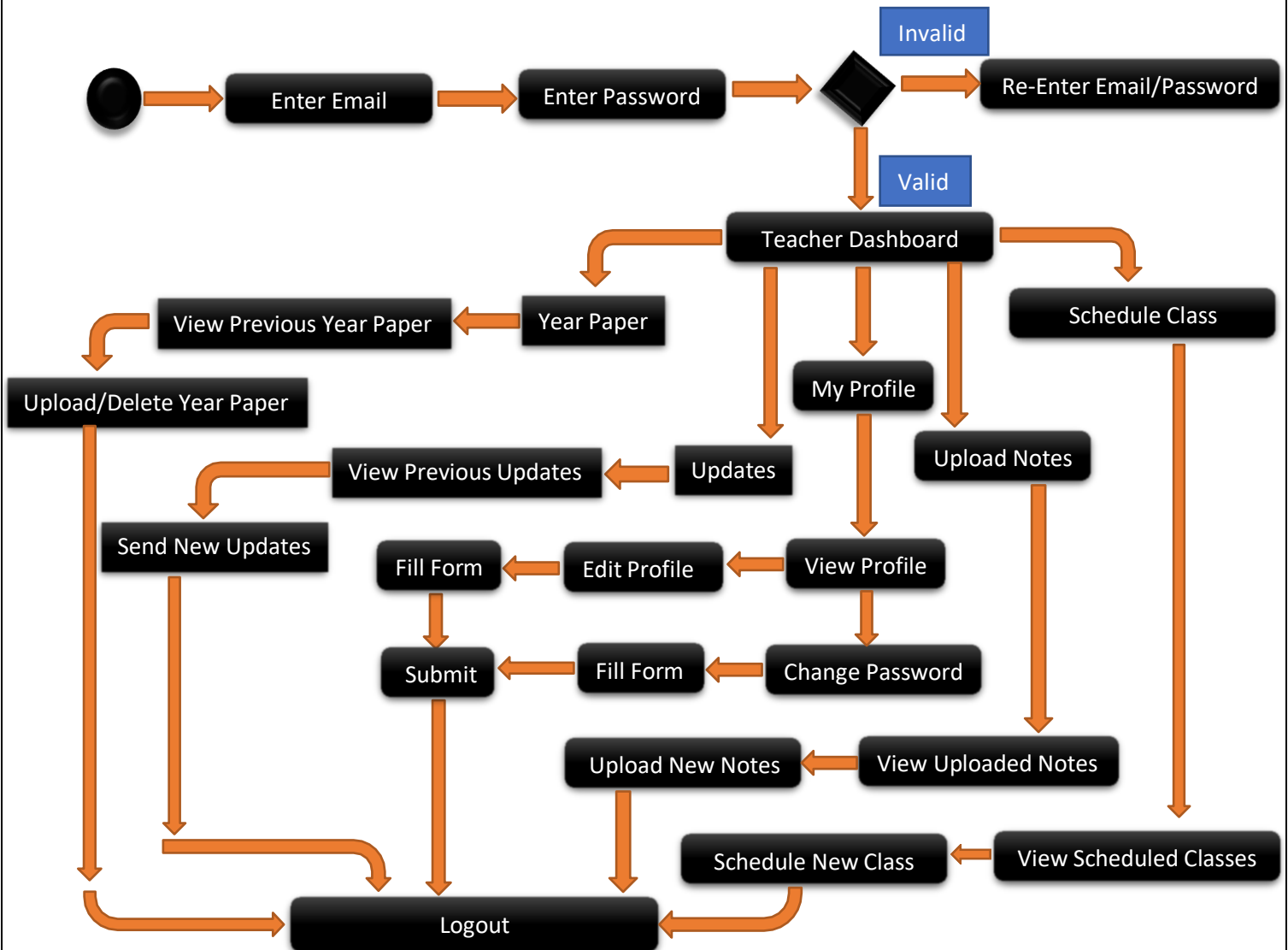
12.1.2 ACTIVITY DIAGRAM

Activity diagram is another important diagram in UML to describe the dynamic aspects of the system. Activity diagram is basically a flowchart to represent the flow from one activity to another activity. The activity can be described as an operation of the system. The control flow is drawn from one operation to another.

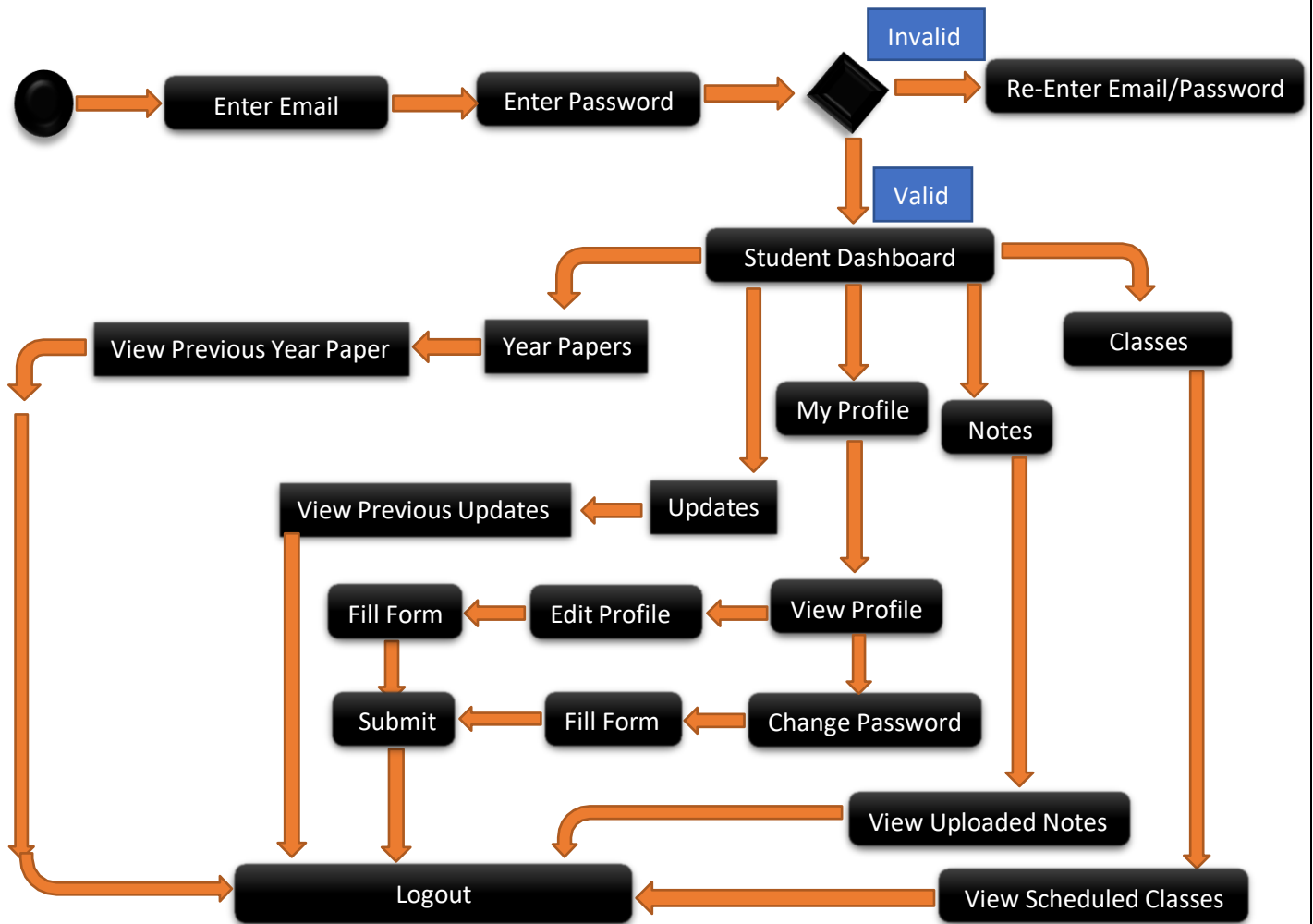
Activity Diagram for Admin:



Activity Diagram for Teacher:



Activity Diagram for Student:

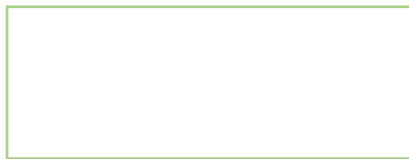


12.1.3 DATA FLOW DIAGRAM

Data models have been used in the project to realize the problem domain and solution procedures visually. Data flow diagram techniques have been depicted to identify the solution process and the way to materialize it.

Data flow diagram that demonstrates the flow of various data and information through the system. It also enables the identification of the processes that converts one set of data to another set of information. DFD is helpful to identify the entities external to the system and the data stores that should be included in the project.

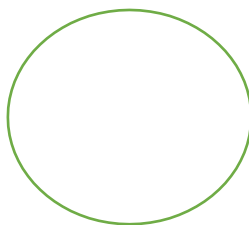
Data Flow Diagram (DFD) Symbols:



Rectangle represents the source or destination of system data also called an external entity.



Arrow represents Data flow.



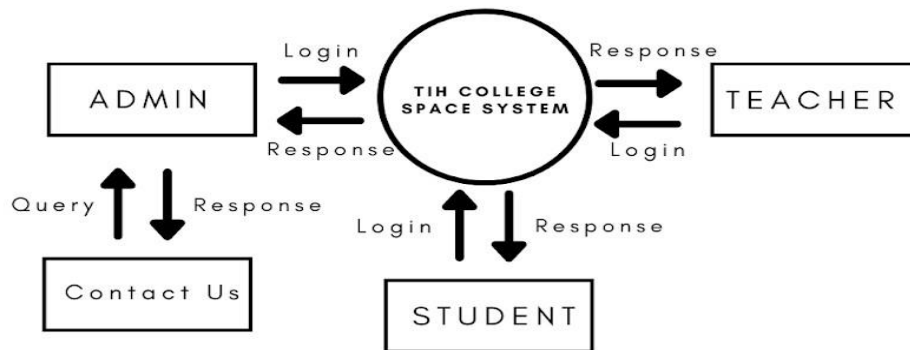
Circle or bobble represents a process that transform data from one form to another by performing some task with the data call process.



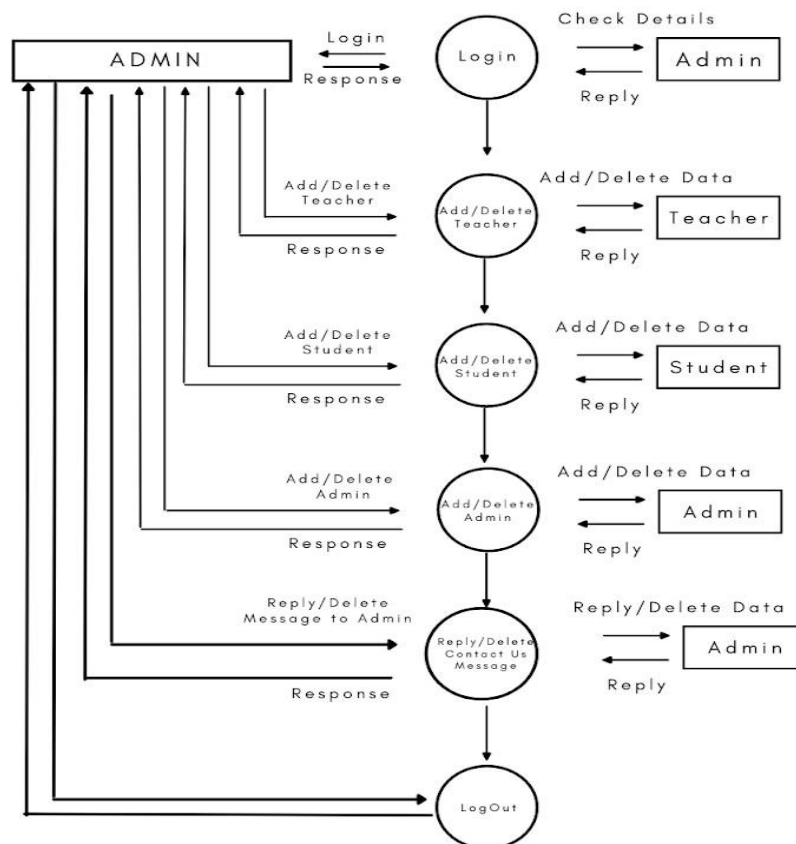
An open rectangle is data store. Data store is place where data is held temporarily from one transaction to the next or it stored permanently.

A)DFD

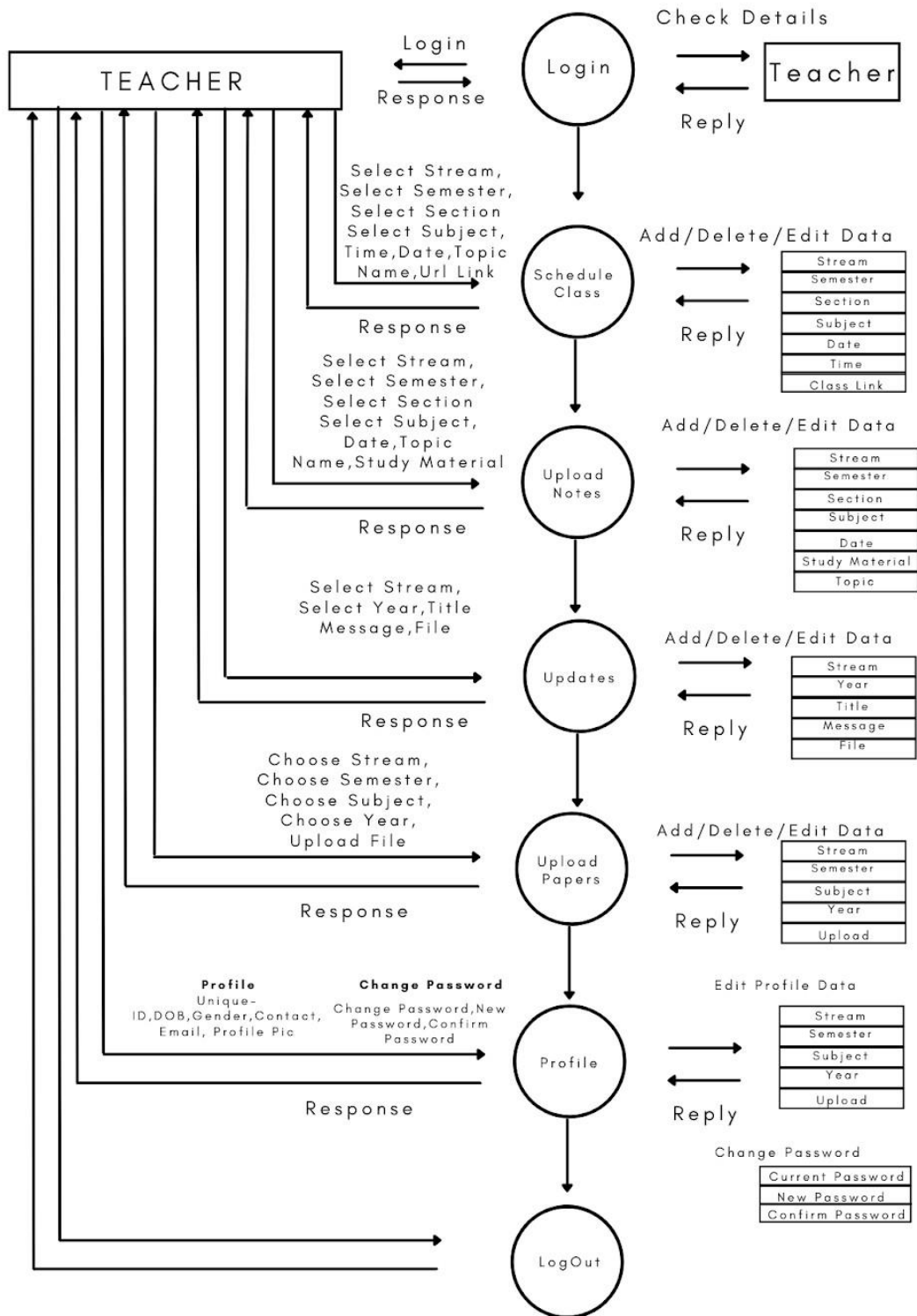
LEVEL 0 DFD:



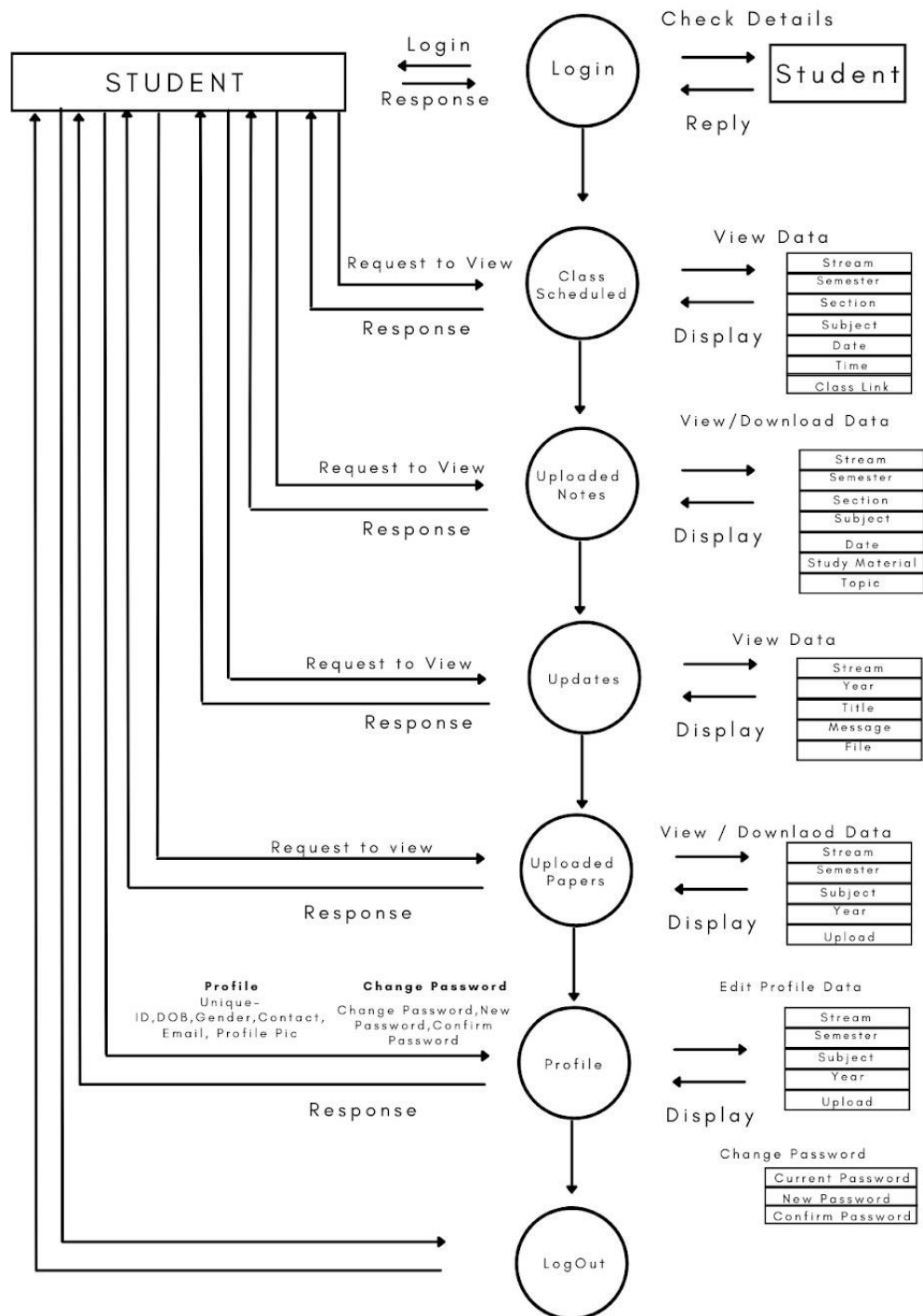
ADMIN LEVEL 1 DFD:



TEACHER LEVEL 1 DFD:



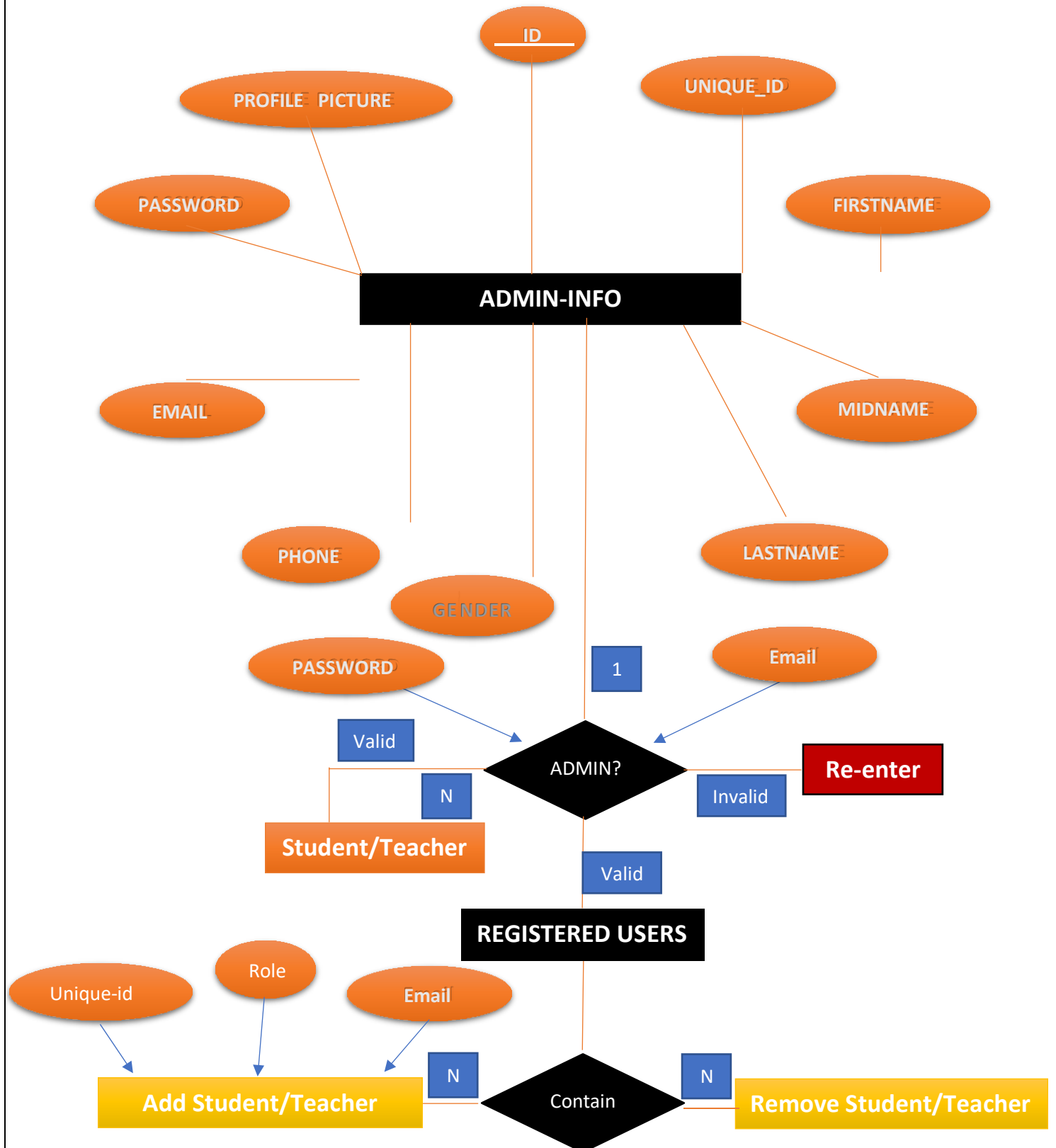
STUDENT LEVEL 1 DFD:



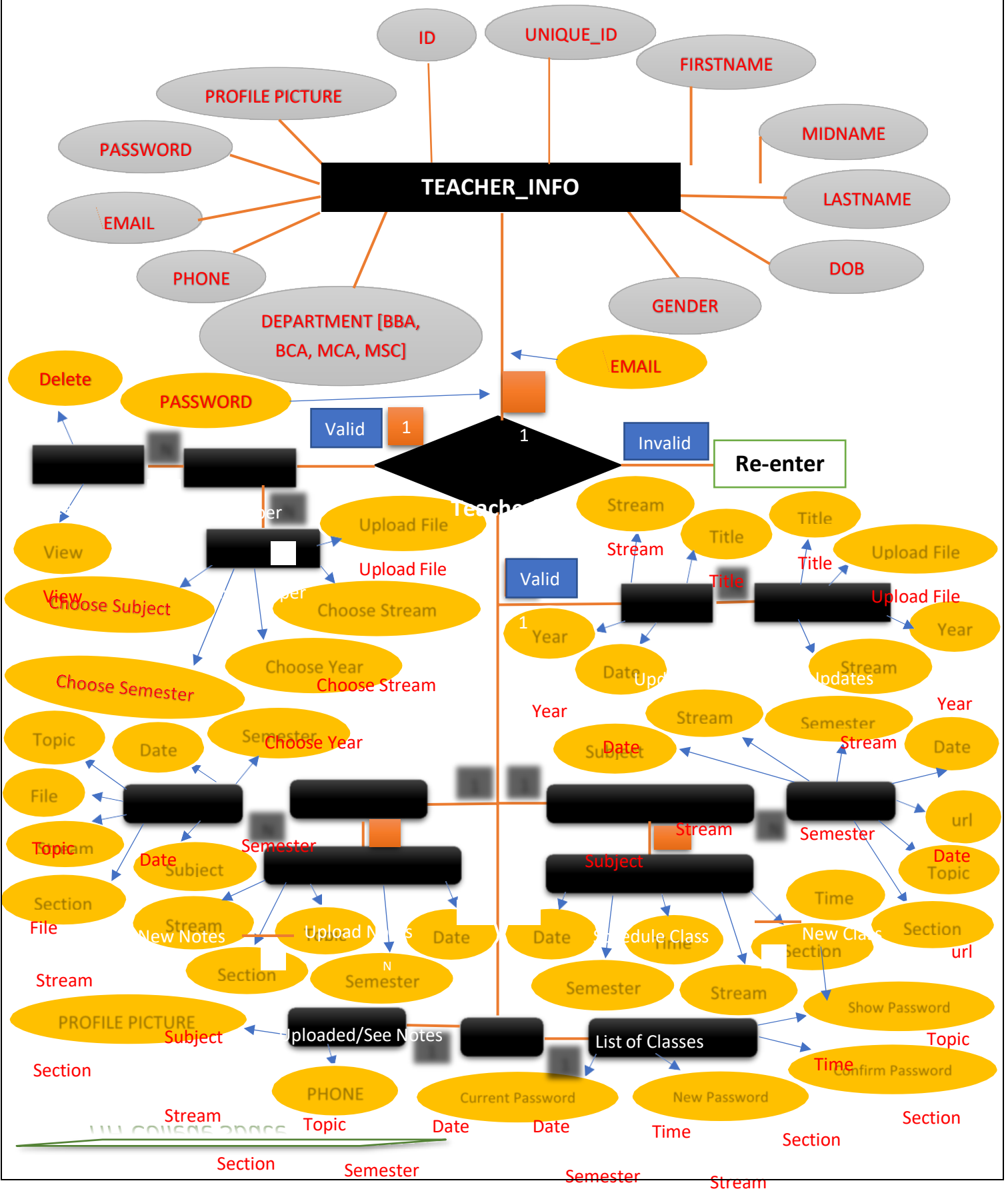
12.1.4.ENTITY-RELATIONSHIP DIAGRAM

In software engineering, an entity–relationship model (ER model) is a data model for describing the data or information aspects of a business domain or its process requirements, in an abstract way that lends itself to ultimately being implemented in a database such as a relational database. The main components of ER model are entities (things) and the relationships that can exist among them.

ER-Diagram For Admin:



ER-Diagram For Teacher:



Show Password
PROFILE PICTURE

Confirm Password

TIH e-classroom

PHONE

Current Password

New Password

ER-Diagram For Student:



12) Methodology used for testing and some testing results

12.1. Testing Strategies & Test Plan:

System testing is the stage before system implementation where the system is made error free and all the needed modifications are made. The system was tested with test data and necessary corrections to the system were carried out. All the reports were checked by the user and approved. The system was very user friendly with online help to assist the user wherever necessary.

A test plan is a general document for the entire project, which defines the scope, approach to be taken, and schedule of testing, as well as identifying the test item for the entire testing process, and the personal responsible for the different activities of testing. This document describes the plan for testing, the knowledge management tool.

Major testing activities are:

- Test units
- Features to be tested
- Approach for testing
- Test deliverable
- Schedule
- Personal allocation

12.2. TEST CASES & TEST RESULT :

A test case is a document that describe an input, action, or event and expected response, to determine if a feature of an application is working correctly. A test case should contain particular such as test case identifier, test condition, input data Requirement expected results. The process of developing test cases can help find problems in the requirement or design of an application, since it requires completely thinking through the operation of the application.

Testing Steps are –

a) Unit Testing (Black Box) :

Unit testing focuses efforts on the smallest unit of software design. This is known as module testing. The modules are tested separately. The test is carried out during programming stage itself. In this step, each module is found to be working satisfactory as regards to the expected output from the module.

b) Integration Testing:

Data can be lost across an interface. One module can have an adverse effect on another, sub functions, when combined, may not be linked in desired manner in major functions. Integration testing is a systematic approach for constructing the program structure, while at the same time conducting test to uncover errors associated within the interface. The objective is to take unit tested modules and builds program structure. All the modules are combined and tested as a whole.

- **Test Case 1 : (Admin Login)**

| | |
|---|--|
| Tested by : | Ditipriya Sen |
| Test Type : | Unit Testing (Black Box) |
| Test Case Number : | 1 |
| Test Case Name : | Login |
| Test Case Description : | Password so that he/she can able to go for the further options. The test case will check the application for the same since a user can only login with the correct email-id and password |
| Item(s) To Be Tested | |
| 1 | Verification of the email-id and password with the record in the database. |
| Specifications | |
| Input | Expected Output/ Result |
| 1) Correct email_id and Password. 2) Incorrect email_id or Password. | 1. Successful Login 2. Failure Message |

- **Test Case 2 : (Admin Registration)**

| | |
|---|--|
| Tested by : | Ditipriya Sen |
| Test Type : | Unit Testing (Black Box) |
| Test Case Number : | 2 |
| Test Case Name : | Registration |
| Test Case Description : | |
| Item(s) To Be Tested | |
| 2 | Verification of the email-id and role with the record in the database. |
| Specifications | |
| Input | Expected Output/ Result |
| 1) Correct email_id and Role. 2) Incorrect email_id or Role. | 1. Successful Registration 2. Failure Message |

- **Test Case 3 : (Teacher Login)**

| | |
|---|--|
| Tested by : | Ditipriya Sen |
| Test Type : | Unit Testing (Black Box) |
| Test Case Number : | 3 |
| Test Case Name : | Login |
| Test Case Description : | Password so that he/she can able to go for the further options. The test case will check the application for the same since a user can only login with the correct email-id and password |
| Item(s) To Be Tested | |
| 3 | Verification of the email-id and password with the record in the database. |
| Specifications | |
| Input | Expected Output/ Result |
| 1) Correct email_id and Password. 2) Incorrect email_id or Password. | 1. Successful Login 2. Failure Message |

Test Result 3 : (Teacher login)

a) Successful Login for Correct Email-id & Password:

b) Failure Message for Incorrect Email –id or Password

- **Test Case 4 : (Teacher Registration)**

| | |
|--------------------------------|--|
| Tested by : | Ditipriya Sen |
| Test Type : | Unit Testing (Black Box) |
| Test Case Number : | 4 |
| Test Case Name : | Registration |
| Test Case Description : | |
| Item(s) To Be Tested | |
| 4 | Verification of the email-id and role with the record in the database. |
| Specifications | |
| Input | Expected Output/ Result |
| 1) Correct email_id and Role. | 1. Successful Registration |
| 2) Incorrect email_id or Role. | 2. Failure Message |

Test Result 4: (Teacher Registration)

a) Successful Registered for verified Email-id

b) Registration failed for Un-verified emails

- **Test Case 5 : (Student Login)**

| | |
|------------------------------------|--|
| Tested by : | Ditipriya Sen |
| Test Type : | Unit Testing (Black Box) |
| Test Case Number : | 5 |
| Test Case Name : | Login |
| Test Case Description : | Password so that he/she can able to go for the further options. The test case will check the application for the same since a user can only login with the correct email-id and password |
| Item(s) To Be Tested | |
| 5 | Verification of the email-id and password with the record in the database. |
| Specifications | |
| Input | Expected Output/ Result |
| 1) Correct email_id and Password. | 1. Successful Login |
| 2) Incorrect email_id or Password. | 2. Failure Message |

Test Result 5 : (Student Login)

a) Successful Login for correct email-id and Password

b) Failure Message for Incorrect Email –id or Password

- **Test Case 6 : (Student Registration)**

| | |
|---|--|
| Tested by : | Ditipriya Sen |
| Test Type : | Unit Testing (Black Box) |
| Test Case Number : | 6 |
| Test Case Name : | Registration |
| Test Case Description : | |
| Item(s) To Be Tested | |
| 6 | Verification of the email-id and role with the record in the database. |
| Specifications | |
| Input | Expected Output/ Result |
| 1) Correct email_id and Role. 2) Incorrect email_id or Role. | 1. Successful Registration 2. Failure Message |

Test Result 6: (Student Registration)

a) Registration successful for verified email-id.

- **Test Case 7 : (User Forget Password)**

| | |
|--|--|
| Tested by : | Ronit Singh |
| Test Type : | Unit Testing (Black Box) |
| Test Case Number : | 7 |
| Test Case Name : | Forget Password |
| Test Case Description : | Password so that he/she can able to go for the further options. The test case will check the application for the same since a user can only login with the correct email-id and password |
| Item(s) To Be Tested | |
| 7.1 | Verification of the email-id and role with the record in the database. |
| 7.2 | Verification of otp after verifying email-id and role. |
| Specifications | |
| Input | Expected Output/ Result |
| 1) Correct email_id , Role and otp. 2) Incorrect email_id or Role or otp. | Password Reset Successful Success Message |

13) User manual

User interface design (UID) or user interface engineering is the design of user interface for machine and software, such as computer, home application and other electronic device, with the focus on maximizing the user experience. The goal of user interface is to make the user's interacting as simple and efficient as possible, in terms of accomplishing user goals.

Good user interface design facilitates finishing the task at hand without drawing unnecessary attention to it.

All Snapshots to use TIH College Space are:-

Login form:

This page allows the registered Users to directly log in to their account by providing their email id that was entered before, along with their password.

Admin Dashboard:

This is the Admin's home page where the user is provided with profile there details and sign out from their account.



Teacher Dashboard:

This is the Teacher's home page where the user is provided with profile there details and sign out from their account.

Teacher Profile:

User can see their profile details by clicking on profile in dashboard menu.

Edit Teacher Profile Form:

Teacher can add on their details in various fields like qualification, address, etc. User's name, email id are those which will be automatically displayed.

Changed Password Form:

User can change their password, A form will be popped up by clicking on the change password button.

Schedule Class

All the class will be displayed in the list, User can filter their desired one by choosing the drop-down menu

New Class Add

Teachers can add a new class by filling up this form

Upload Notes

Teachers can filter notes by selecting drop down options

New Note create Form

Teachers can add a new note by filling up this form

Teacher's Update

New Update Form

Teachers can add a new notification by filling up this form.

New Paper

Teachers can add a new paper by filling up this form, After clicking on The Upload Question button paper will be successfully submitted on Year Paper List.

Student dashboard

Student Profile: User can see their profile details by clicking on profile in dashboard menu.

Edit Profile Student

Students can add on their details in various fields like qualification, address, etc. User's name, email id are those which will be automatically displayed.

Change Password

User can change their password, A form will be popped up by clicking on the change password button.

Class Schedule List

All the class will be displayed in the list, User can filter their desired one by choosing the drop-down menu

Notes List

Students can easily see the notes after clicking on the notes list

Notes View

Students can also download their desired notes after clicking on pdf file

Updates List

All the updates will be displayed in the list, User can filter their desired one by choosing the drop-down menu

Updates View

Students can view updates by clicking on updates list.



14) Conclusion:

This project has given us an opportunity to design, code, test and implements an application. This has helped in putting into practice of various Software Engineering principles and Database Management concepts like maintaining integrity and consistency of data. Further, this has helped us to learn more about HTML, Java Script, CSS, JQuery, Bootstrap and most importantly our scripting Language is PHP (Hypertext Preprocessor).

I thank my guider for his invaluable contribution in guiding me throughout the project. I also thank my parents and friends who have supported and motivated me to complete this project successfully.

14.1. Limitations:

- There is no centralized database maintenance.
- There is no easy access to records of people seeking work in particular.
- User cannot
- Lastly, Communication with teachers is difficult for students when they are in a group. We will add a “**Chat Box**” function in future to overcome this problem also.
- 15.2. Future scope:

There is ample scope of enhancement and adding functionalities to this system. This system can be extended to send email for verification . Session Timeout can also be implemented to increase more security.

16. BIBLIOGRAPHY

To complete this project successfully, we consulted with our project guide **Basabdatta Das** took the help of the following books, Youtube and websites.

Sites



[1] <https://www.w3schools.com/>

[2] <https://www.geeksforgeeks.org/software-engineering-iterativewaterfall-model/>

[3] <https://www.geeksforgeeks.org/>

[4] <https://www.javatpoint.com/jquery-tutorial>

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Books



1. Beginning PHP 5

2. Internet Notes, etc

Thank You

