

1. INTRODUCTION

INTRODUCTION

1.1 ABOUT THE PROJECT

Our Aim to design and create an attractive and user-friendly website interface that showcases information about the sea port's services, facilities, and schedules. This includes frontend development to ensure smooth navigation and backend development for database management and functionality.

The users can browse available port information which provides details about the sea port such as location, facilities, services offered, and contact information. Online Booking and Services that implements features for online booking of cargo shipments, passenger tickets, or other port-related services. This may include integration with payment gateways for secure transactions .Tracking and Monitoring Offering tools for tracking the status of shipments or vessels in real-time, providing customers with visibility and updates on their cargo or voyage . Customer Support Provides avenues for customers to reach out for assistance or inquiries, such as FAQs, contact forms, or live chat support. Mobile Compatibility which optimizing the website for mobile devices to cater to users accessing it from smartphones or tablets. Security Measures implementing security protocols to protect sensitive data, prevent cyberattacks, and ensure the confidentiality and integrity of information exchanged on the website.

2. SYSTEM STUDY AND ANALYSIS

2.1 REQUIREMENT ANALYSIS

System study is the way of studying the system with an eye on solving its problem. It is a most essential part of the development of a system. one must know what information is to be gathered, where to find it, how to collect it ,and how to make use of it for successful development of the system.

System analysis is the phase in which a problem is identified, alternate solution, evolution and most feasible solution recommended. It begin when a user or manager request a study of problem in either an existing system or a projected system.

System analysis

- A system must be designed to achieve a predetermined objective.
- Interrelationship and interdependence must exist among components
- The objectives of the organization as a whole have a higher priority than the objectives of its subsystem.

2.1.1 EXISTING SYSTEM

In The Existing System all process done by Manually and keeping all the information in jobs, tenders, shipping procedure etc no data base is used at all so no security to data. And also, many port authorities have their websites to provide information to stakeholders and the public. These websites typically offer details about port facilities, services, tariffs, regulations, and contact information. They may also include tools for vessel scheduling, cargo inquiries, and online forms for various permits and applications.

Limitations

- Data accuracy
- User interface complexity
- Security concerns
- Integration challenges
- Limited accessibility

2.1.2 PROPOSED SYSTEM

Here the existing system provides functionality for sea port website which offers a wide range of services and information related to shipping, ports, logistics, and marine industry news. Sea portal is a web application developed using PHP and MySQL Server. This web application provides facility for apply job vacancies, tenders and report any complaints. It also keep employee details, attendance details, salary report, over time, etc. This Software Package allows to store all the details related to the shipping procedure and use them whenever necessary.

Advantages

- Efficiency
- Customer Satisfaction
- User friendly interface
- Centralized data access
- Support for concurrent users
- Scalability

2.2 FEASIBILITY STUDY

An initial investigation culminates in a proposal that determine whether an ultimate system is feasible. When a proposed system is made and approved it initiates a feasibility study. The purpose of the feasibility study is to identify various candidate systems and evaluates they are feasible by considering technical, economical, and operational feasibility and to recommend to best candidate system. The feasibility of such a program is listed in a simulated environment. Once all features are working property in a simulated environment, we can implement in a real platform.

A feasibility study aims to objectively and rationally uncover the strengths and weaknesses of an existing business or proposed venture, opportunities and threats present in the environment, the resources required to carry through, and ultimately the prospect for the

successes. In the simplest terms the two criteria to judge feasibility are cost required and value to be attained.

During product engineering, we considered following types of feasibility. The study is done in six phases.

- Operational feasibility
- Technical feasibility
- Economical feasibility
- Behavioral feasibility
- Software feasibility
- Hardware feasibility

2.2.1 OPERATIONAL FEASIBILITY

Proposed projects are beneficial only if they can be turned into information system that will meet the operating requirements of the organization. This test of feasibility asks if the system will work when it is developed and installed. This project satisfies all the operational conditions. The project is found to work well on an installation all types of users can operate the system without any difficulty. User interfaces are designed in such a way that even ordinary users without having much knowledge in computer technology can easily operate the system. The access time of data is considerably low and the operation is less time consuming. Traders can buy their product from the organization online.

2.2.2 TECHNICAL FEASIBILITY

A study of resource availability that may affect the ability to achieve an acceptable system. This evaluation determines whether the technology needed for the proposed system is available or not. This is concerned with specifying equipment and software that will successfully satisfy the user requirement. The technical needs of the system may include.

- Can the work for the project be done with current equipment existing software technology & available personnel?
- Can the system be upgraded if developed?
- If new technology is needed then what can be developed?

2.2.3 ECONOMICAL FEASIBILITY

A cost evaluation is weighed against the ultimate or benefit derived from the developed system or product. Economic justification is generally the “bottom-line” consideration that includes cost benefit analysis, long term cooperate income strategies, impact on other profit centers or products, cost of resources needed for development and potential market growth. When compared with the advantage obtained from implementing the system its cost is affordable. Also the system is designed to meet the modifications required in the future. So most of the required modifications can be done without much re-work. Proposed system was developed with the available resources.

2.3 REQUIREMENT SPECIFICATION

2.3.1 SOFTWARE SPECIFICATION

A software requirements specification (SRS) is a detailed description of a software system to be developed with its functional and non-functional requirements. The SRS is developed based the agreement between customer and contractors. It may include the use cases of how user is going to interact with software system. The software requirement specification document consistent of all necessary requirements required for project development

2.3.2 HARDWARE SPECIFICATION

The hardware for the system is selected considering the factors such as CPU processing speed, memory access speed, peripheral channel speed, printer speed; seek time & relational delay of hard disk and communication speed etc.

The hardware specifications are as follows:

Processor : Intel Pentium Quard Core

Operating Speed : 2.66GHZ

Memory

RAM : 256MB

Disk Storage

Hard Disk : 500GB

Data Backup Device : CDR-W

Peripherals

Keyboards : 106 keys

Mouse : Standard

Monitors : Proper Resolution

Printers : Laser/Inkjet

2.3.3 SOFTWARE REQUIREMENTS

The software requirement for the system is selected considering the factors such as platform independency, robustness, security, etc. When we use a technology, we should use the emerging technology. Because when we use any old technology, then it will affect the market and our system.

The software specifications are as follows:

Operating System	:	Windows 07 or 08
Development tool (GUI)	:	PHP
Database	:	MYSQL
Platform	:	Visual Studio Code
Browser	:	Google Chrome

SOFTWARE DESCRIPTION

Windows 7/8

An Operating System may be viewed as an organized collection of software extensions of hardware, consisting of control routines for operating a computer and for providing an environment for execution of programs. Programs rely on facilities provided by the operating system to gain access to computer-system resources such as files and input/output devices. I.e. the operating system acts as interface between users and the hardware of a computer system.

Windows 7 is an operating system that uses pre-emptive, multitasking and multi-threading to perform several actions at the same time. The advantage are powerful mobile computing features using the Microsoft Network, a Recycle Bin for storing the deleted files which can be cleared later and the inbox which can be used for communications like FAX, E-MAIL etc. Windows 7 includes a suite of programs designed to optimize our computer's efficiency, especially when used together.

The key features are:

- A very advanced set of multimedia programs are shipped along with the operating system that just doesn't sing or run animations but can create and edit these applications.
- The Operating System automatically detects network cards and user has to just specify the name of the network and the computer can be logged off the specified network.
- The computer can be connected to the internet if the user has access to it and the operating system needed to log on and run applications on the internet.

XAMPP Server

XAMPP is a free and open source cross-platform web server package, consisting mainly of the Apache HTTP Server, MySQL database, and interpreters for scripts written in the PHP and Perl programming languages.

XAMPP is an easy to install Apache distribution containing MySQL, PHP and Perl. XAMPP is really very easy to install and to use just download, extract and start.

It is used as a development to allow website designers and programmers to test their work on their own computers without any access to the Internet.

Many important security features are disabled by default. XAMPP is sometimes used to actually serve web pages on the World Wide Web. A special tool is provided to password-protect the most important parts of the package.

2.5.3 Overview of PHP

Rasmus Lerdorf - Software Engineer, Apache team member, and international man of mystery is the creator and original driving force behind PHP. PHP is the Web development language written by and for Web developers. PHP stands for Hypertext Preprocessor. The product was originally named Personal Home Page Tools. But as it expanded in scope, a new and more appropriate name was selected by community vote. PHP is currently in its fifth major rewrite, called PHP5 or just plain PHP. PHP is a server-side scripting language, which can be embedded in HTML or used as a standalone binary. Proprietary products in this niche are Microsoft's Active Server Pages, Macromedia's ColdFusion, and Sun's Java Server Pages. Some tech journalists used to call PHP "the open source ASP" because its

functionality is similar to that of the Microsoft product—although this formulation was misleading, as PHP ASP was developed before.

PHP (recursive acronym for PHP: Hypertext Preprocessor) is a widely used open source general-purpose scripting language that is especially suited for web development and can be embedded into HTML. Instead of lots of commands to output HTML (as seen in C or Perl), PHP pages contain HTML with embedded code that does "something" (in this case, output "Hi, I'm a PHP script!"). The PHP code is enclosed in special start and end processing instructions <? PHP and ?> that allow us to jump into and out of "PHP mode."

PHP is mainly focused on server-side scripting, so we can do anything that any other CGI program can do, such as collect form data, generate dynamic page content, or send and receive cookies. But PHP can do much more.

There are three main areas where PHP scripts are used.

Server-side scripting: This is the most traditional and main target field for PHP. We need three things to make this work. The PHP parser (CGI or server module), a web server and a web browser. We need to run the web server, with a connected PHP installation.

Command line scripting: We can make a PHP script to run it without any server or browser. We only need the PHP parser to use it this way. This type of usage is ideal for scripts regularly executed using cron (on *nix or Linux) or Task Scheduler (on Windows).

Desktop Writing applications: PHP is probably not the very best language to create a desktop application with a graphical user interface, but if we know PHP very well, and would like to use some advanced PHP features in our client-side applications we can also use PHP-GTK to write such programs.

Although not every standard OOP feature is implemented in PHP 4, many code libraries and large applications (including the PEAR library) are written only using OOP code. PHP 5 fixes the OOP related weaknesses of PHP 4, and introduces a complete object model. With PHP we are not limited to output HTML. PHP's abilities include outputting images, PDF files and even Flash movies (using libswf and Ming) generated on the fly. We can also output easily any text, such as XHTML and any other XML file. PHP can auto generate these files, and save them in the file system, instead of printing it out, forming a server-side cache for our dynamic content.

One of the strongest and most significant features in PHP is its support for a wide range of databases. Writing a database enabled web page is incredibly simple.

PHP is Open Source

PHP doesn't cost anything. We can use it for commercial and/or non-commercial use all we want. Any problem we encountered in our coding can be answered swiftly and easily with a little research. There is no interest in a particular server product or operating system. We are free to make choices that suit our needs or those of our clients.

Portability

PHP is designed to run on many operating systems and to cooperate with many servers and databases. We can test a project with Personal Web Server and install it on a UNIX system running on PHP as an Apache module.

2.5.7 Advantages of PHP

- Cost is low
- PHP is an open source software
- PHP is easy to learn
- PHP is embedded within HTML

The HTML- embedding of PHP has many helpful consequences:

- PHP can quickly be added to code produced by WYSIWYG editors.
- PHP lends itself to a division of labor between designers and scripters.
- Every line of HTML does not need to be rewritten in a programming language.
- PHP can reduce labor costs and increase efficiency due to its shallow learning curve and ease of use.

Hyper Text Transfer Protocol (HTTP)

HTTP is the protocol “spoken” by Web servers. Client programs that can speak HTTP, known as browsers, are used by the people on the Internet to connect to HTTP servers. These servers provide access to distributed hyper linked documents, applications and databases. HTTP is a stateless, object oriented application level protocol that has been in the existence since the early days of the WWW.

HTML –The Frame Work for Web Pages

Hypertext Markup Language (HTML) is the text markup language on the World Wide Web. The markup commands applied to the web based content tell the browser software the structure of document and, when appropriate, how we want the content to be displayed. It has a well defined syntax and HTML documents have a formal structure. With the introduction of scripting languages such as JavaScript, the concept of dynamic HTML (DHTML) is becoming more and more popular and is used to create highly interactive web pages. When browser reads a document that has HTML markup in it, it determines how to render it on screen by considering the html elements embedded within the document.

Database

A database is a separate application that stores a collection of data. Each database has one or more distinct APIs for creating, accessing, managing, searching, and replicating the data it holds. Other kinds of data stores can be used, such as files on the file system or large hash tables in memory.

A database system must provide following features:

- A variety of user interfaces.
- Physical data independence.
- Logical data independence.
- Query optimization.
- Data integrity.
- Concurrency control.
- Backup and recovery.
- Security and authorization.

My SQL

MySQL is a fast, easy-to-use RDBMS used being used for many small and big businesses. MySQL is developed, marketed, and supported by MYSQL AB, which is a Swedish company. Early in its history, MySQL occasionally faced opposition due to its lack

of support for some core SQL constructs such as sub selects and foreign keys. Ultimately, however, MySQL found a broad, enthusiastic user base for its liberal licensing terms, perky performance, and ease of use. Its acceptance was aided in part by the wide variety of other technologies such as PHP, Java, Perl, Python, and the like that have encouraged its use through stable, well-documented modules and extensions. MySQL has not failed to reward the loyalty of these users with the addition of both sub selects and foreign keys.

MySQL is becoming so popular because of many good reasons.

- MySQL is released under an open-source license. So we have nothing to pay to use it.
- MySQL is a very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages.
- MySQL uses a standard form of the well-known SQL data language.

CodeIgniter

CodeIgniter is a free and open-source software rapid development web framework, for use in building dynamic web sites with PHP.[5]

CodeIgniter is loosely based on the popular model–view–controller (MVC) development pattern. While controller classes are a necessary part of development under CodeIgniter, models and views are optional.[6] CodeIgniter can be also modified to use Hierarchical Model View Controller (HMVC[7]) which allows the developers to maintain modular grouping of Controller, Models and View arranged in a sub-directory format.

Advantages:

- Handling bugs/error handling
- Customizability
- Use-friendly interface
- The MVC-based system
- Better search engine optimization
- Test driven development
- Quick development

CSS

- CSS stands for Cascading Style Sheets
- Styles define how to display HTML elements
- Styles were added to HTML 4.0 to solve a problem
- External Style Sheets can save a lot of work
- External Style Sheets are stored in CSS filesHTML was never intended to contain tags for formatting a document.HTML was intended to define the content of a document, like:

```
<h1>This is a heading</h1>
<p>This is a paragraph </p>
```

When tags like ``, and color attributes were added to the HTML 3.2 specification, it started a nightmare for web developers. Development of large web sites, where fonts and color information were added to every single page, became a long and expensive process. To solve this problem, the World Wide Web Consortium (W3C) created CSS

Visual Studio Code

Visual Studio Code is an open-source lightweight text editor and a powerful source code editor made by Microsoft with the Electron Framework, for Windows, Linux and macOS.

Features:

Visual studio code supports several programming languages and natural languages.

General features include:

- Supports Microsoft Windows, Linux and Classic MacOS
- Debugging
- Syntax highlighting
- Code refactoring
- Intelligent code completion
- Snippets

2.3.4 FUNCTIONAL REQUIREMENTS

In software engineering, a functional requirement defines a function of a software-system Component. A function is described as a set of inputs, the behavior and outputs. Functional Requirements may be calculations, technical details, data manipulation and processing and other specific functionality that show how a use case to be fulfilled. Typically, a requirements analyst generates functional requirements after building use case. However, this may have exceptions since software development is an iterative process and sometime certain requirements are conceived prior to the definition of the use case. Both artifacts(use case documents and requirements documents) complement each other in a bidirectional process.

A typical functional requirement will contain a unique name and number, a brief summary, and a rationale. This information is used to help the reader understand why the requirement is needed, and to track the requirement through the development of the system. The core of the requirement is the description of the required behavior, which must be a clear and readable description of the required behavior. This behavior may come from or business rule, or it may be discovered through elicitation sessions with users, stakeholders and other experts within the organization. Software requirements must be clear, correct unambiguous, specific and verifiable. A modular design reduces complexity, facilitates change and results in easier implementation by encouraging parallel development parts of a system. Software with effective modularity is easier to develop because of function may be compartmentalized and interfaces are simplified

Sea portal provides the modules like

- Admin
- Public
- Company
- Contractor

ADMIN MODULE:

Admin s the supreme power to control the entire system and make all the necessary action for all the problem. Also various projects schedules are initiated by the admin. The admin may

take care of tender uploading, management of cargo, shipping and news updating that is, any new news relating the shipping or any other news related to port etc.

- ❖ Company handling
- ❖ Contractor handling
- ❖ Shipping management
- ❖ Importing and exporting management
- ❖ Refunding
- ❖ News updating
- ❖ Tender Uploading
- ❖ Notification passing

PUBLIC MODULE:

The public can mainly know about ship details and also the public get more job opportunities through this. That is, they can directly apply for jobs in the field like cargo handling, ship maintenance, and security as well as transportation, logistics, and manufacturing. And also the public can stimulate economic activity by facilitating trade and commerce.

- ❖ Registration
- ❖ Apply for Job
- ❖ Communication
- ❖ Complaints

COMPANY MODULE:

Companies can derive various benefits from utilizing sea ports for their transportation and logistics needs. The website provides access to global markets, allowing companies to import raw materials, components, and finished goods from suppliers worldwide, as well as export their products to customers in distant markets.

- ❖ Registration
- ❖ Job posting
- ❖ Interview conducting

- ❖ Appointment letter passing
- ❖ Shipping management
- ❖ Importing and Exporting management
- ❖ Refunding

CONTRACTOR MODULE:

Sea port require ongoing construction, maintenance, and upgrade projects, providing contractors with a steady stream of business opportunities. This includes project related to port infrastructure such as docks, terminals, warehouses, and navigation channels. And also several sea port development projects may engage with local communities through employment opportunities, skills development programs, and community outreach initiatives. Building positive relationships with stakeholders can contribute to the success and sustainability of port projects.

- ❖ Registration
- ❖ Apply for Tender
- ❖ Communication
- ❖ Complaint checking

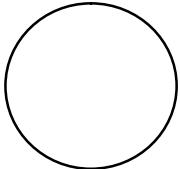
2.3.5 DATA FLOW DIAGRAMS

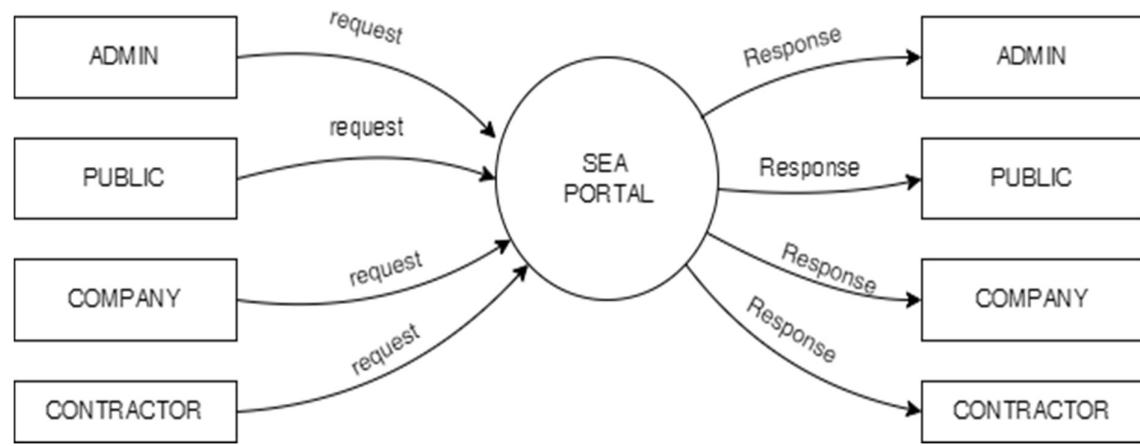
The Data Flow Diagram (DFD) represents a system at any level of detail with a graphic network of symbols showing data flows, data stores, data processes, and data sources. The purpose of DFD is to provide a semantic bridge between users and system developers. The diagram is the basis of structured system analysis. A level 0 DFD, also called a fundamental system model or a context model represents the entire software elements as a single bubble with input and output indicated by incoming and outgoing arrows respectively. Additional process and information flow parts are represented in the next level i.e., Level 1 DFD. Each context model. Any processes, which are complex in Level 1, will be further represented into sub functions in the next level, i.e., in level 2. Data flow diagrams illustrate how data is

processed by a system in terms of inputs, and output represented by major components or functions with Circles.

Components of Data Flow Diagrams

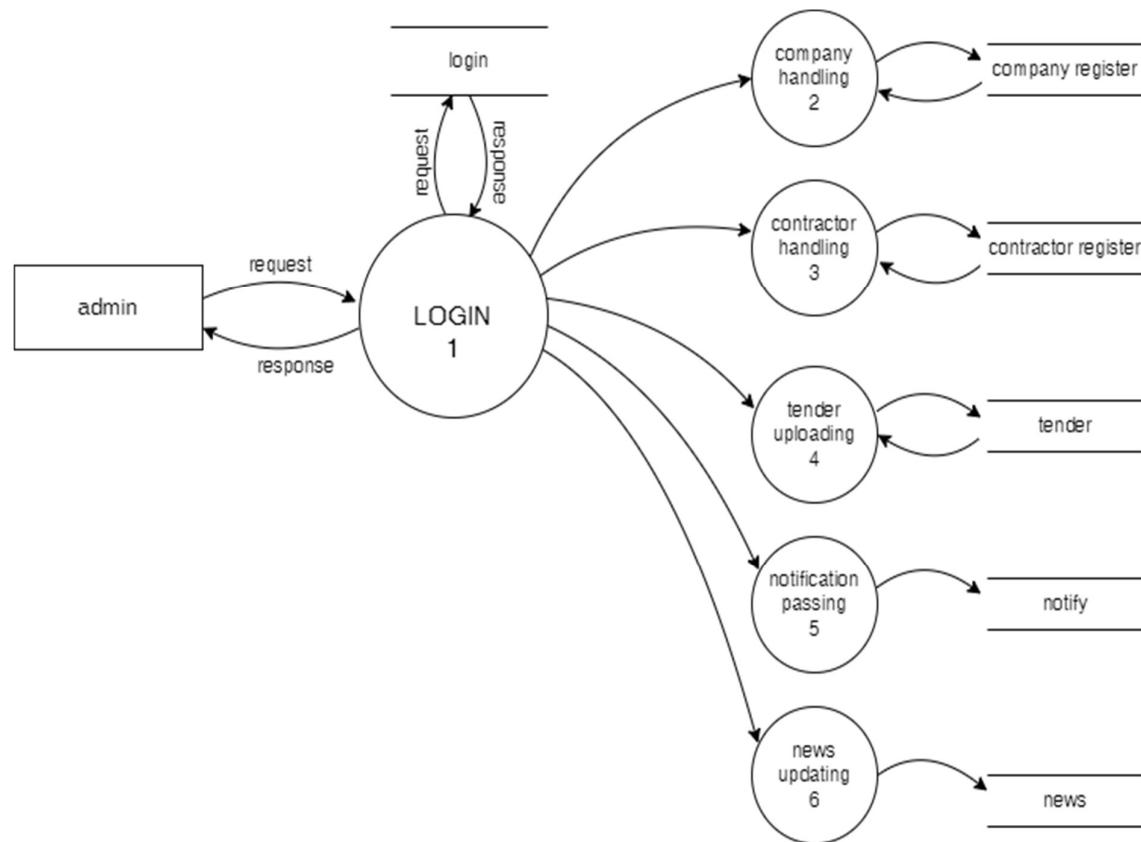
There are only four symbols that are used in the drawing of data flow diagrams. These are explained below together with the rules that apply to them.

Components	Symbols	Descriptions
External Entities		External entities represent the sources of data that enter the system or the recipients of data that leave the system.
Process		Processes represent activities in which data is manipulated by being stored or retrieved or transformed in some way.
Data store		Data stores represent stores of data within the system. Data stores may be long-term files such as sales ledgers, or may be short-term accumulations.
Data Flow		A data flow shows the flow of information from its source to its destination. A line represents a data flow, with arrowheads showing the direction of flow

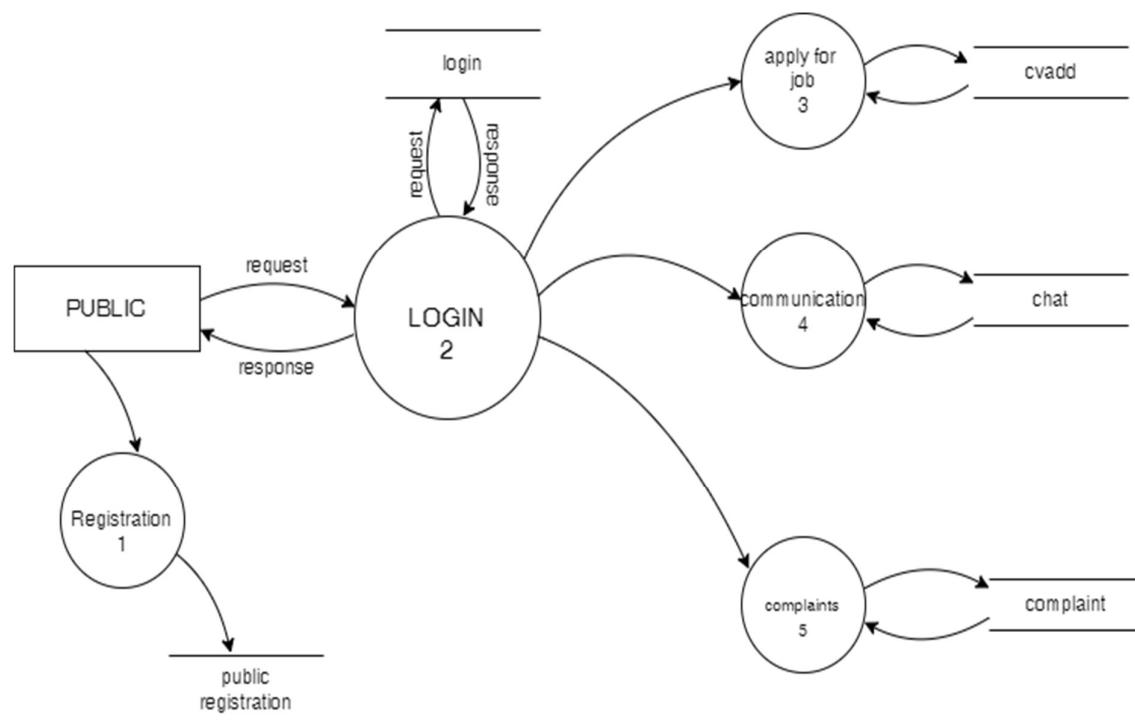
Context Diagram

LEVEL 1 DFD

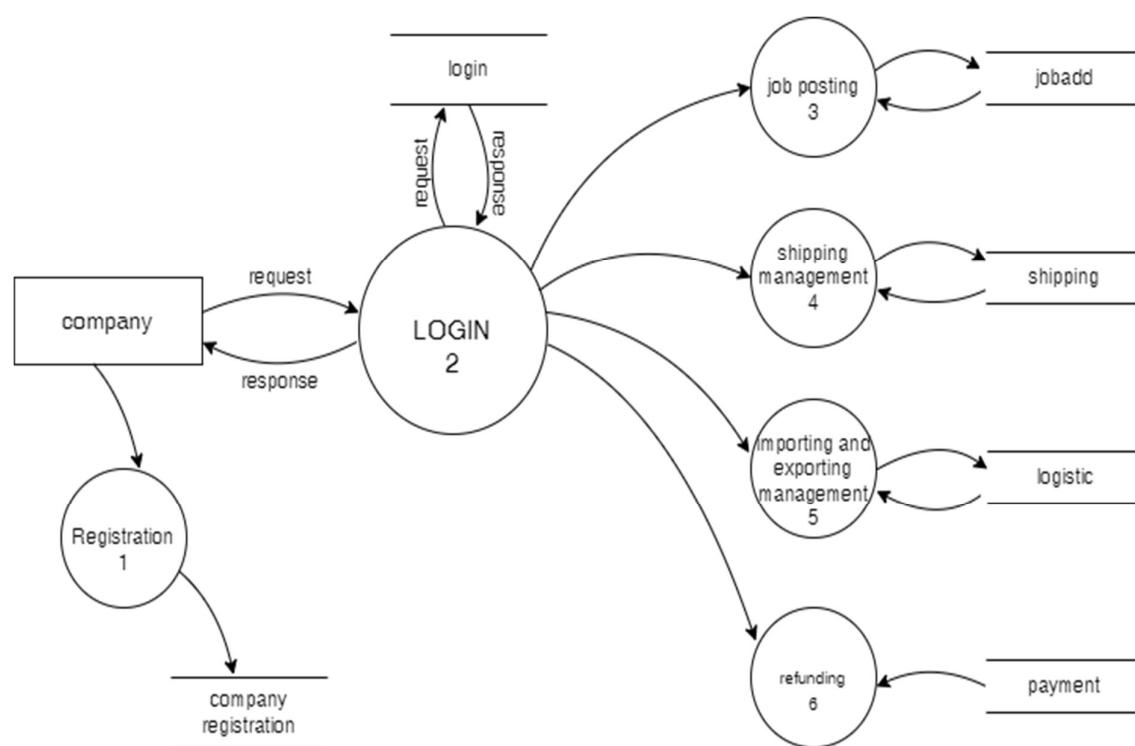
DFD FOR ADMIN



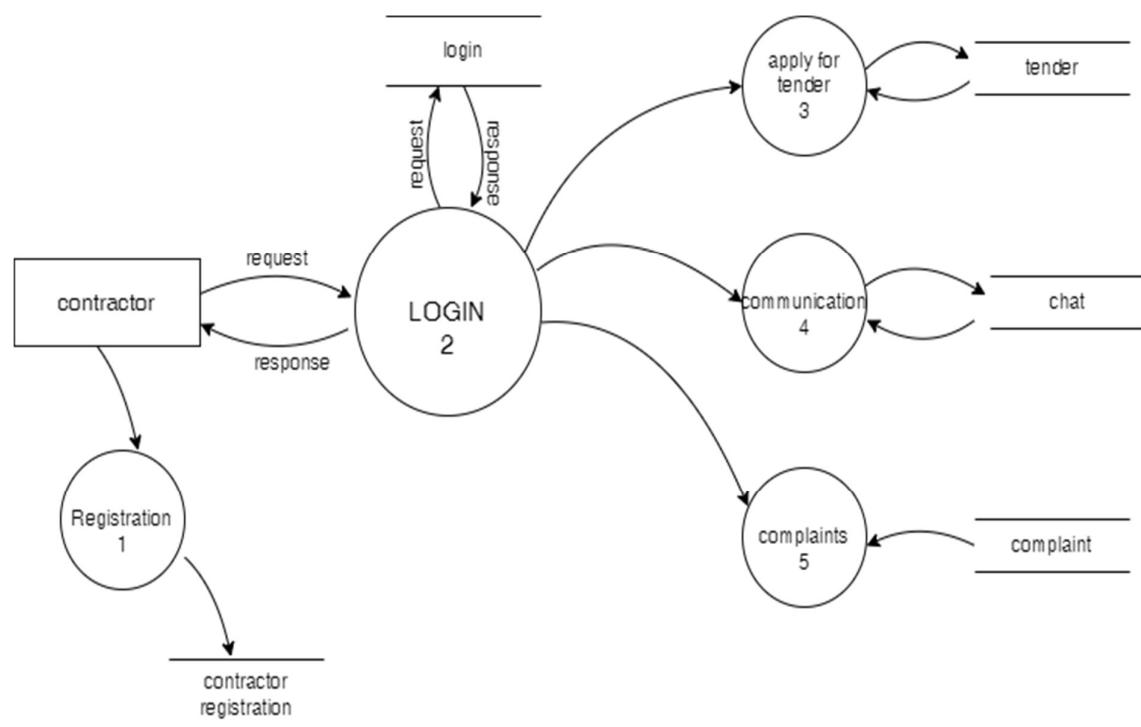
DFD FOR PUBLIC



DFD FOR COMPANY



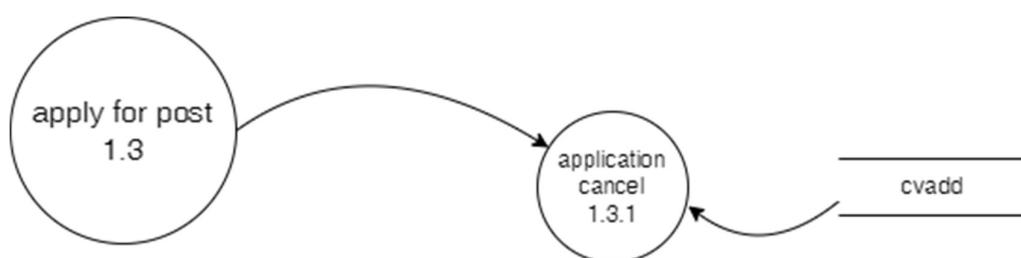
DFD FOR CONTRACTOR



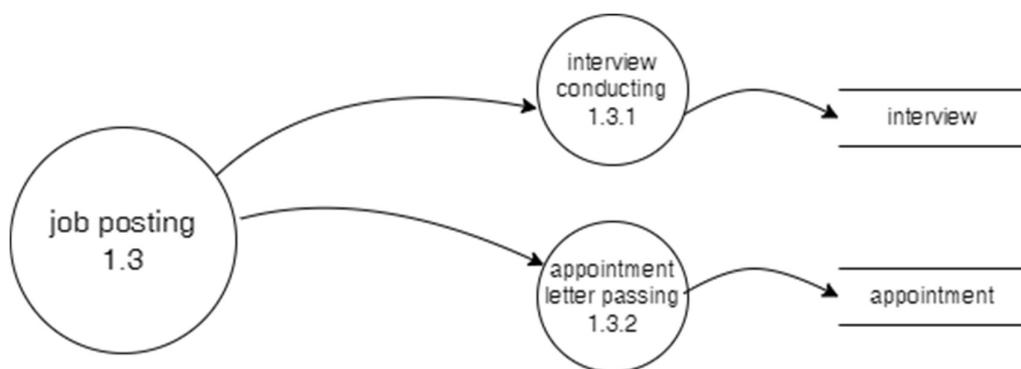
LEVEL 1.4 DFD FOR ADMIN



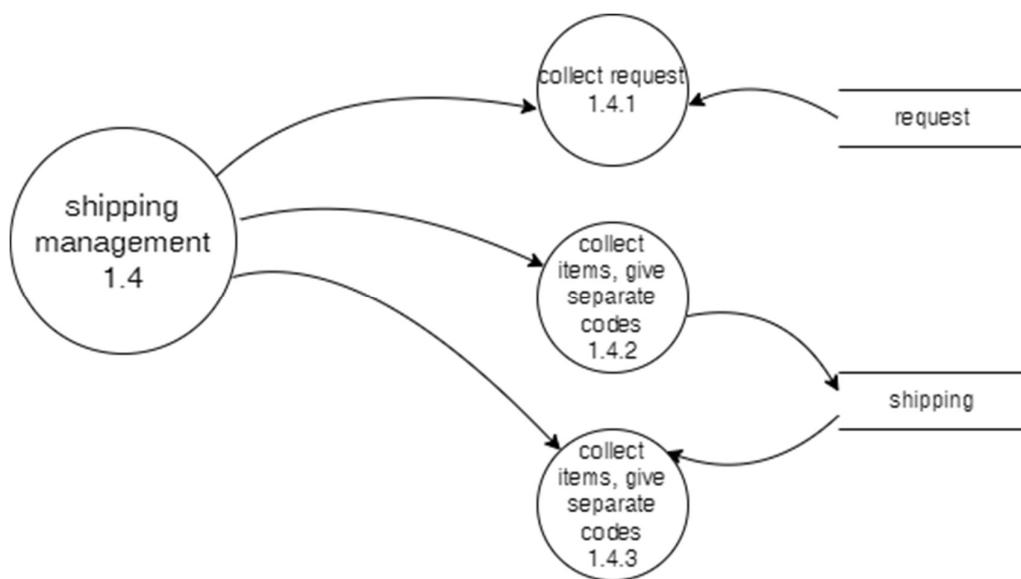
LEVEL 1.3 DFD FOR PUBLIC



LEVEL 1.3 DFD FOR COMPANY



LEVEL 1.4 DFD FOR COMPANY



2.3.6 E-R DIAGRAM

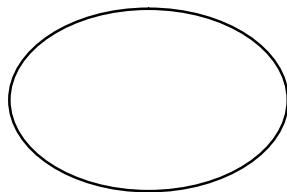
Diagrams created to design entities and relationships are called entity– relationship diagrams or ER diagrams. In software engineering, an Entity–Relationship is an abstract way to describe a database. It usually starts with a relational database, which stores data in tables. The overall logical structure of a database can express graphically with an E-R diagram. Rectangle symbol represents entity types, ellipses represent attributes and diamonds represents relationship types. Lines links attributes to entity types and entity types with other relationship types. Primary key attributes are underlined and double Ellipses are used to represent multi-valued attributes.

Entity



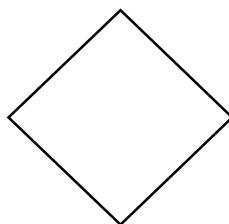
An entity can be a real-world object, either animate or inanimate, that can be easily identifiable. An entity set is a collection of similar type of entities. An entity set may contain entity with attribute sharing similar values.

Attributes



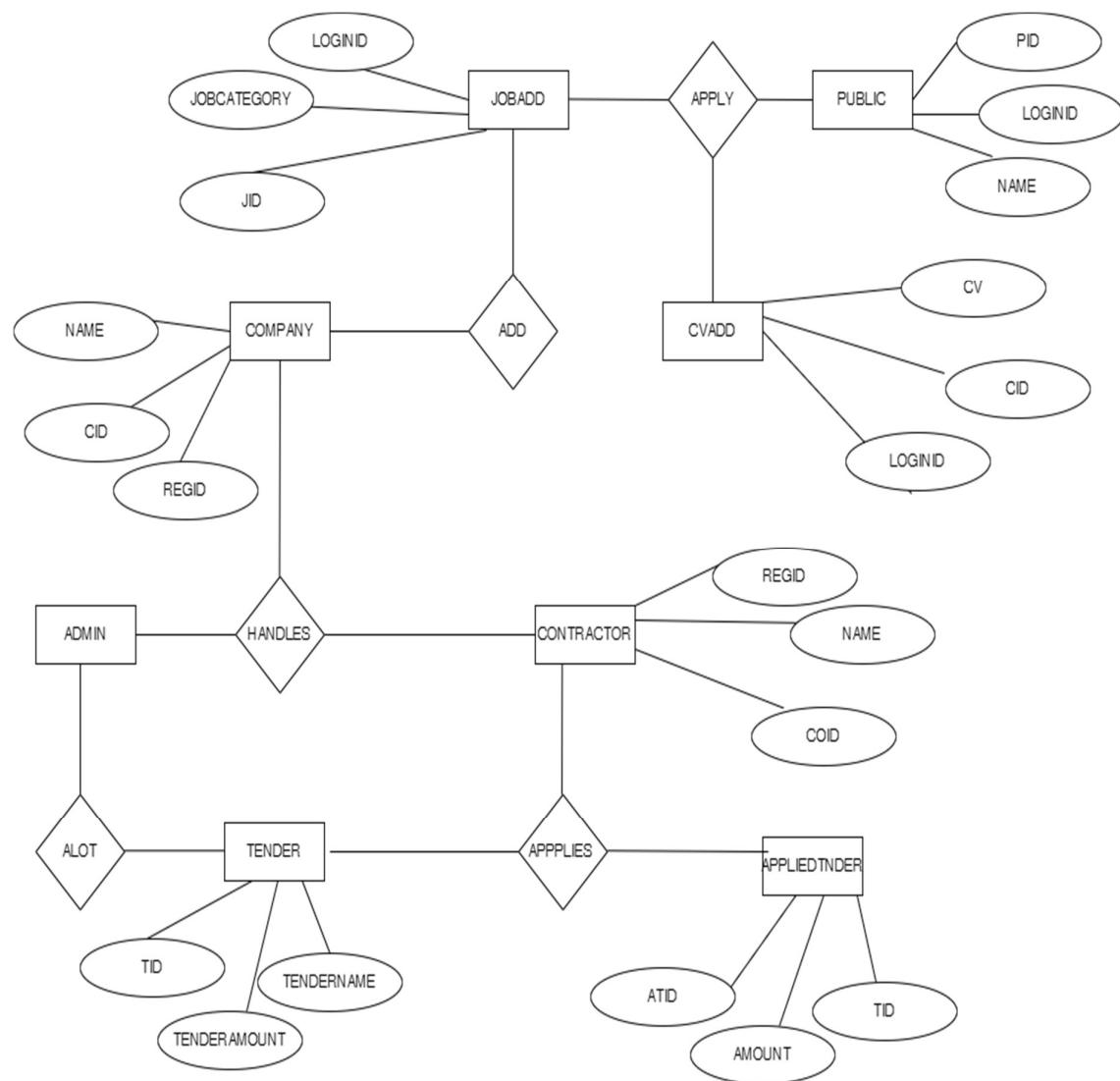
Entities are represented by means of their properties, called attributes. All attributes have values there exist a domain or range of values that can be assigned to attributes.

Relationship



The association among entities is called relationship. A set of relationship of similar type is called a relationship set like entities, a relationship too can have attributes, and these attributes are called descriptive attributes.

ER Diagram of the system



2.3.7 STRUCTURE CHART

A Structure Chart (SC) in software engineering and organizational theory, is a chart which shows the breakdown of a system to its lowest manageable levels. They are used in structured programming to arrange program modules into a tree. Each module is represented by a box, which contains the modules name. The tree structure visualizes the relationships between modules.

A structure chart is a top-down modular design tool, constructed of squares representing the different modules in the system, and lines that connect them. The lines represent the connection and or ownership between activities and sub activities as they are used in organization charts.

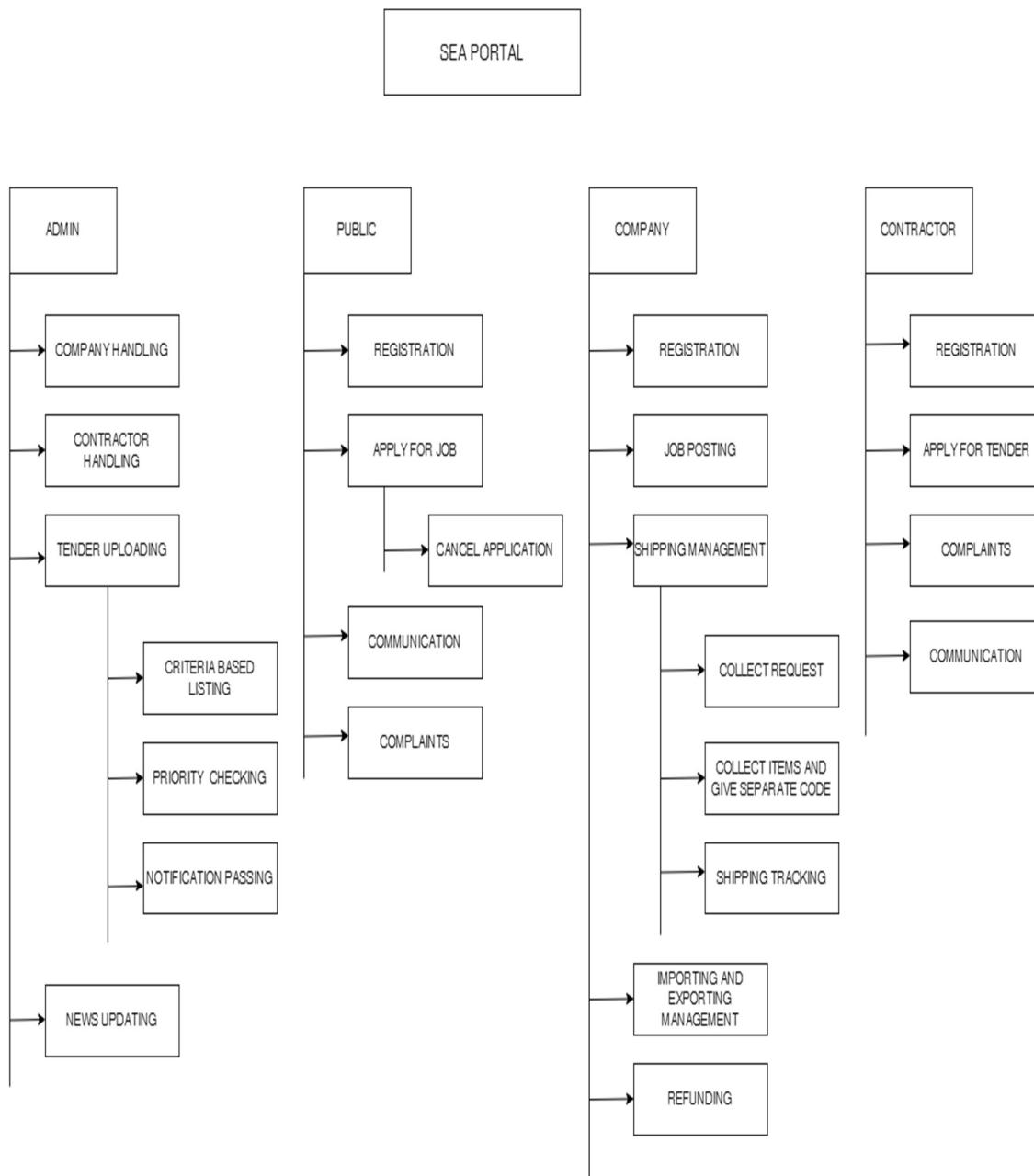
A structure chart depicts

- The size and complexity of the system.
- The number of readily identifiable functions and modules within each function.
- Whether each identifiable function is a manageable entity or should be broken down into smaller components.

Symbols used in structure chart

Modules		Rectangle
Connection		Arrow

Structure chart of the system

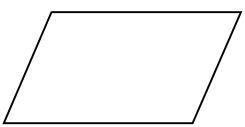
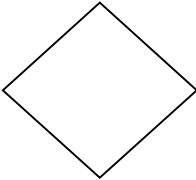


2.3.8 SYSTEM FLOWCHART

Flowchart are used in designing and documenting simple process or program. Like other types of diagrams, they help visualize what is going on and thereby help to understand a process, and perhaps also find flows, bottlenecks, and other less obvious features within it. There are different types of flowchart; each has its own repertoire of boxes and notational conventions. The two most common types of boxes in a flowchart are:

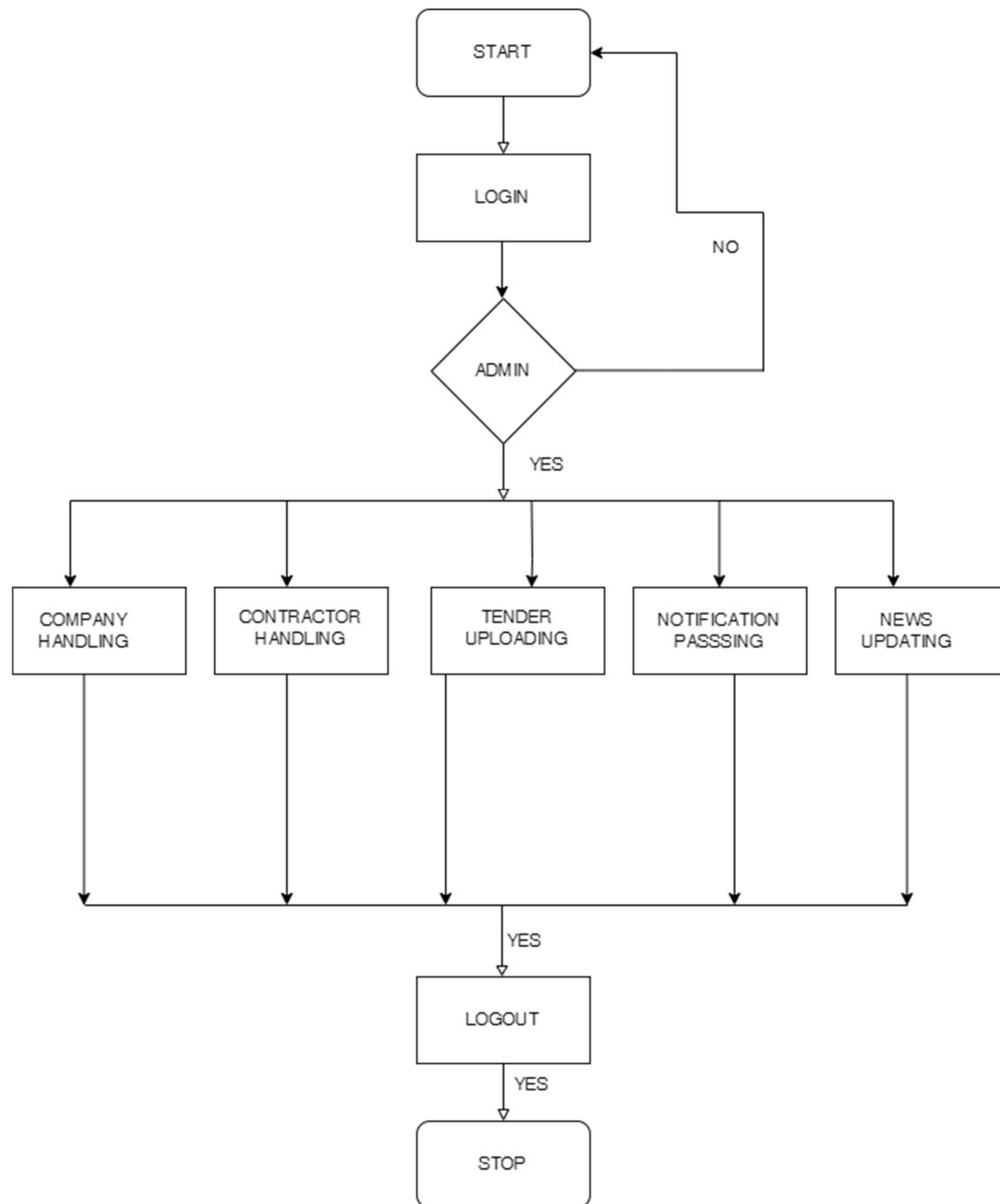
- A processing setup, usually called activity, and denoted as a rectangular box.
- A decision usually denoted as a diamond.

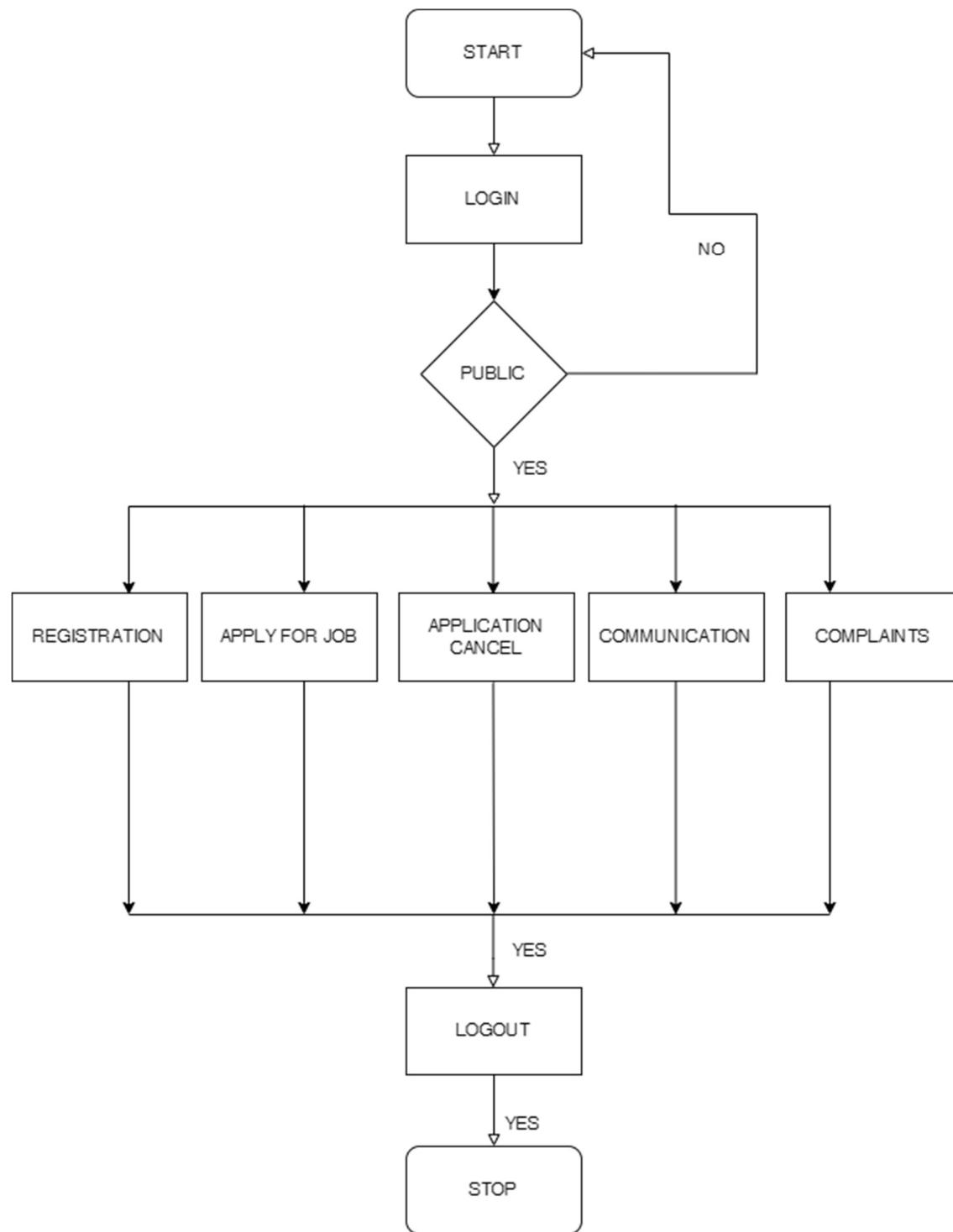
Symbols used in Flow Chart

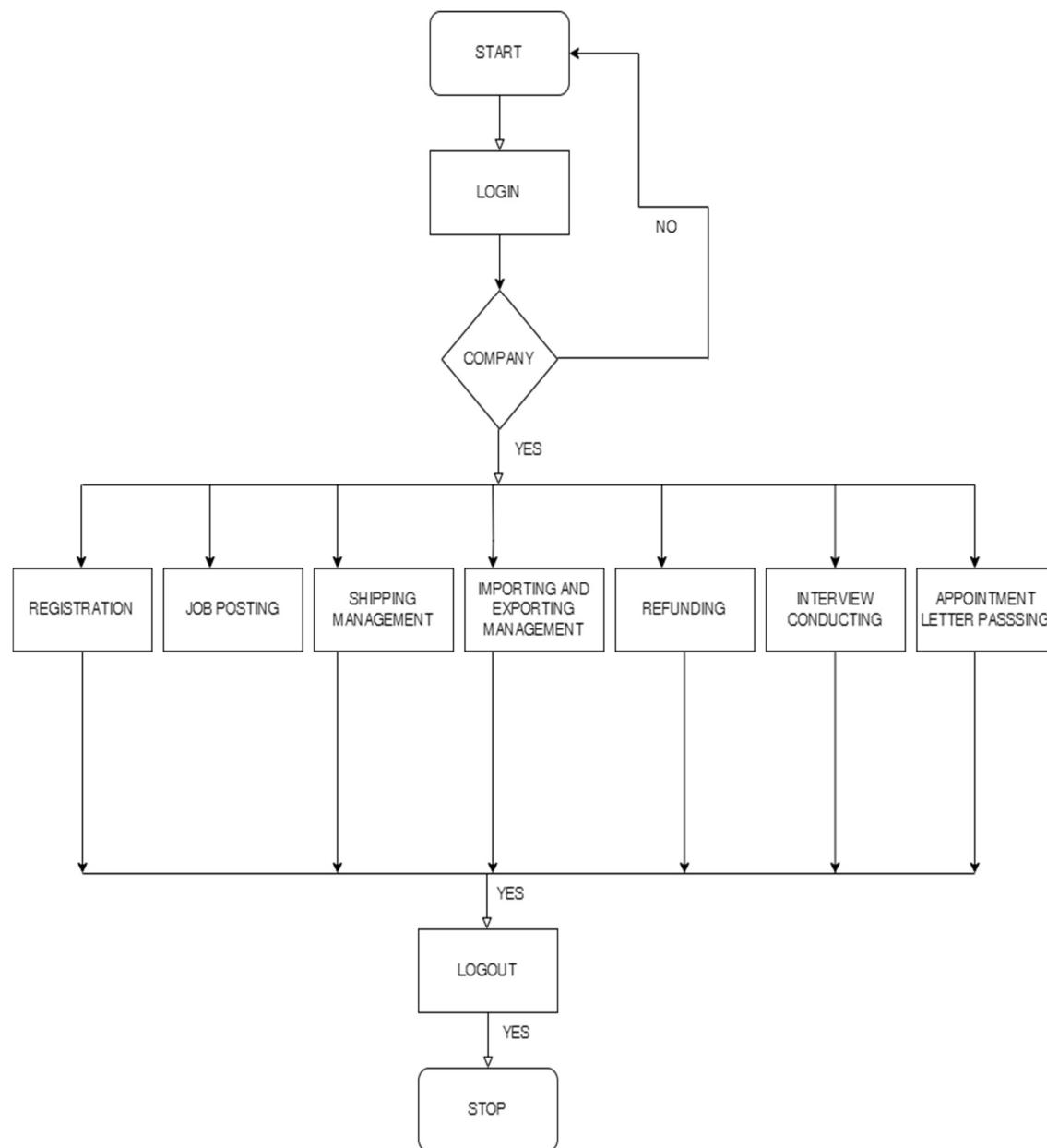
Symbol	Name	Function
	Start/End	An oval represents a start /end
	Arrow	A line is a connector that shows relationships between the representatives shapes
	Input/output	A parallelogram represents input/output
	Decision	A rhombus represents a decision
	Process	A rectangle represents a process

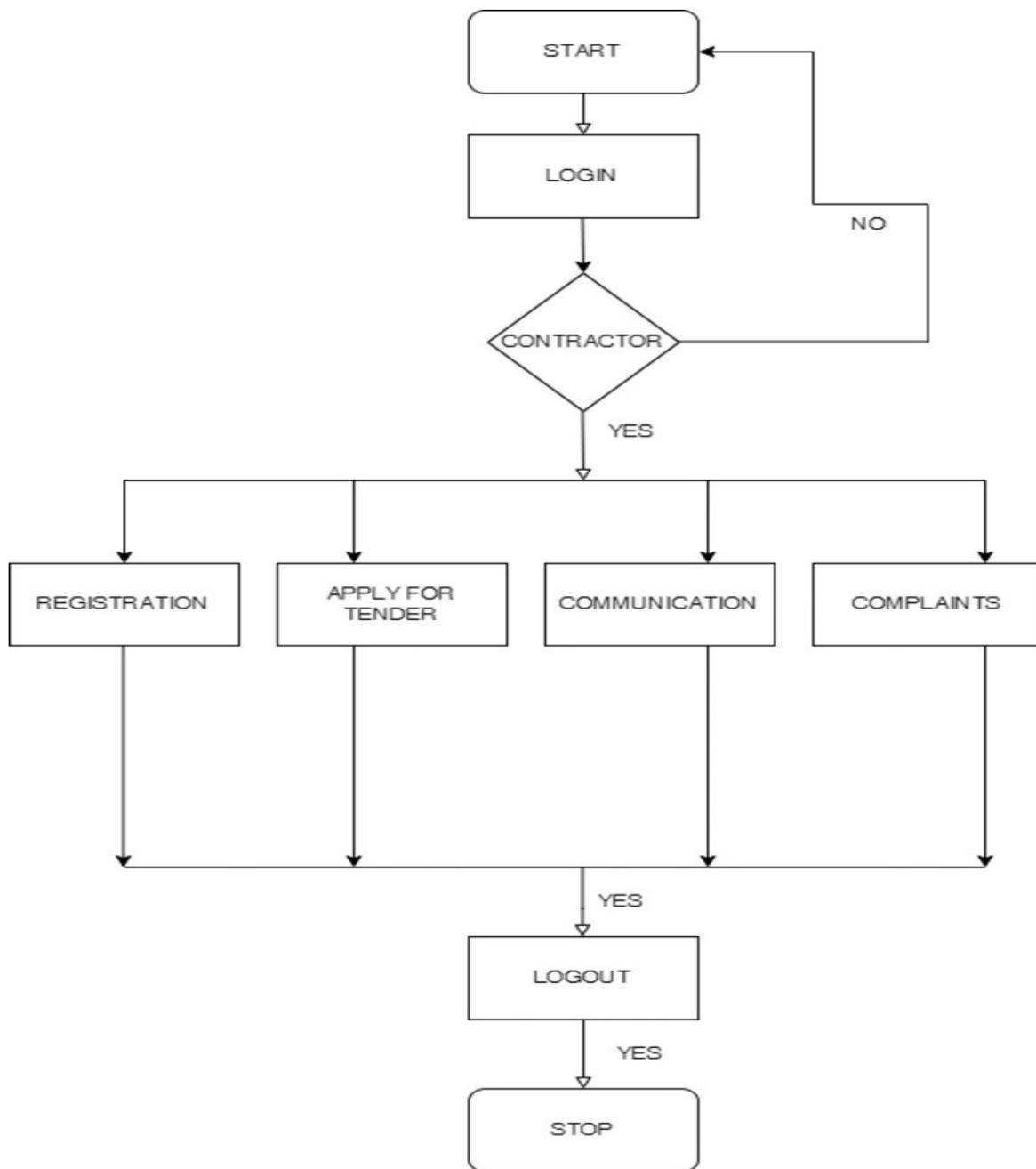
Flow chart of the system

Flow chart: Admin



Flow chart: Public

Flow chart: Company

Flow chart: Contractor

3. SYSTEM DESIGN

SYSTEM DESIGN

The most creative and challenging phase of the system life cycle is the system design. The term design describes a final system and the process by which it is developed. It refers to the technical specifications that will be applied in implementing the candidate system. It also includes the construction of programs and program testing.

The first step in the system design is to determine how the output is to be produced and in what format. Samples of the output and the inputs are also presented. In the second step, input data and master files are to be designed to meet requirement of the proposed output. The processing phases are handled through program construction and testing, including a list of the programs needed to meet the system's objectives and complete documentation.

System design has two phases:

- Logical design
- Physical design

In the logical design, the designer produces a specification of the major features of the system which meets the objectives .The delivered product of logical design includes current requirements of the following system components:

- Input design.
- Output design.
- Database design.

Physical design takes this logical design blue print and produces the program software, files and a working system.Design specifications instruct programmers about what the system should do. The programmers in turn write the programs that accept input from

users, process data, produce reports, and store data in files. Structured design is a data flow based methodology that partitions a program into a hierarchy of modules organized top-down manner with details.

3.1 DATABASE DESIGN

A database is a collection of interrelated data stored with minimum redundancy to serve users more quickly and efficiently. James Martin defines database as " **A collection of data designed to be used by different programs**". The general objective of a database is to make information access easy, quick, inexpensive, integrated, and shared by different applications and users. Database design is an important yet sometimes overlooked part of the application development lifecycle. An accurate and up-to-date data model can serve as an important reference tool for Database Administrators, developers, and other members of joint application development team.

A good database design does the following:

- Provide minimum search time when locating specific records.
- Store data in the most efficient manner possible to keep the database from growing too large
- Make data update as easy as possible.
- Is flexible enough to allow inclusion of new functions required of the programs.

The database design is a two level process. In the first step user requirements are gathered together and a database is designed which will meet these requirements as cleanly as possible. This step is called Information Level Design and it is taken independent of any individual DBMS.

In the second step this information level design is transferred in to a design for the specific DBMS that will be used to implement the system in question. This step is called Physical Level Design, concerned with the characteristics of the specific DBMS that will be used. A database design runs parallel with the system design. The organization of the data in the database is aimed to achieve two major objectives, the two objectives are:

- Data Integrity

- Data independence

The data base design is made up of three levels:

- Conceptual level (High level)
- Physical level (Low level)
- View level (Representation level)

Conceptual Level

Conceptual level describes the essential features of the system data. It uses symbols and is called entity-relationship analysis. An entity is a conceptual representation of an object.

Physical Level

In this level data is stored physically. That is an internal schema describes the physical storage structure of the database.

View Level

This level is used to describe how the user views the records or objects in the database. Data structuring is refined through a process called normalization. Data are grouped into simplest way possible, so that later changes can be made with a minimum impact on data structures. Based on the requirements determined during the definition phase of project life cycle, the data elements describing the entity were determined. They are later submitted to normalization to remove redundancy and to optimize them.

The concepts and techniques used when designing an effective database includes:

An **entity** is a logical collection of things that are relevant to r database. The physical counterpart of an entity is a database table.

An **attribute** is a descriptive or quantitative characteristic of an entity. The physical counterpart of an attribute is a database column (or field).

A **primary key** is an attribute (or combination of attributes) that uniquely identifies each instance of an entity. A primary key cannot be null and the value assigned to a primary key should not change over time. A primary key also needs to be efficient. For example, a primary key that is associated with an INTEGER data type will be more efficient than one that is associated with a CHAR data type.

A **relationship** is a logical link between two entities. A relationship represents a business rule and can be expressed as a verb phrase.

A **foreign key** exists when the primary key of a parent entity exists in a child entity. A foreign key requires that values must be present in the parent entity before like values may be inserted in the child entity.

Normalization

Normalization is the process of efficiently organizing data in a database. There are two goals of the normalization process: eliminate redundant data (for example, storing the same data in more than one table) and ensure data dependencies make sense (only storing related data in a table). Both of these are worthy goals as they reduce the amount of space a database consumes and ensure that data is logically stored.

The process of refining the data model and creating with a database is called normalization. Database designers can implement several levels of normalization. Each level builds on previous level by reducing the amount of redundancy between tables. This typically increases performance and avoids problems with data consistency.

1. First Normal Form

- First normal form is the most basic level of the database normalization. The keys to creating tables in the 1NF.
- Eliminate repeating groups in individual tables.
- Create a separate table for each set of related data.
- Identify each set of related data with a primary key.

2. Second Normal Form

The first normal form is not good database design, but it is a start. The keys to creating tables in the 2NF create separate tables for set of values that apply to multiple records.

3. Third Normal Form

The third normal form is typically the last form that most database designers will normalize to. After 3NF, the number of relationships between tables becomes very large, and performance begins to decrease on the database server. The goal of the third normal form is to remove all data that does not depend on the primary key of table.

Advantages of normalization are:

- Help in reduction in the complexity of maintaining data integrity by removing the redundant data.
- It reduces inconsistency of data.
- Eliminate the repeating fields

Tables in the system

Table Name: login

Description-To store the login Details

SL.NO	NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
1.	loginid	int (10)	primary key	store login id
2.	email	varchar (20)	not null	store email
3.	password	text	not null	store password
4.	utype	enum (‘0’,‘1’,‘2’,‘3’)	not null	store utype
5.	status	enum (‘0’,‘1’)	not null	store status

Table Name: public

Description-To store the public registration Details

SL.NO	NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
1.	publicid	int (10)	primary key	store id
2.	fullname	varchar (15)	not null	store name
3.	address	varchar (35)	not null	store address
4.	gender	varchar (7)	not null	store gender
5.	contact	varchar (13)	not null	store contact
6.	loginid	int (10)	foreign key	store login id

Table Name: company

Description-To store the company registration Details

SLNO	NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
1.	cid	int (11)	primary key	store id
2.	companyname	varchar (20)	not null	store company name
3.	address	varchar (30)	not null	store address
4.	state	text	not null	store state
5.	district	varchar (20)	not null	store district
6.	city	varchar (20)	not null	store city
7.	regid	varchar (10)	not null	store regid
8.	phone	varchar (12)	not null	store contact
9.	loginid	int (10)	foreign key	store login id

Table Name: contractor

Description-To store the contractor registration Details

SLNO	NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
1.	coid	int (10)	primary key	store id
2.	name	varchar (20)	not null	store name
3.	address	varchar (35)	not null	store address
4.	pincode	int (7)	not null	store pincode
5.	gender	text	not null	store gender
6.	age	int (3)	not null	store age
7.	contact	varchar (13)	not null	store contact
8.	regid	int (10)	not null	store regid
9.	loginid	int (10)	foreign key	store login id

Table Name: cvadd

Description-To store the resume Details

SL.NO	NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
1.	cvid	int (8)	primary key	store id
2.	jid	int (8)	foreign key	store job id
3.	loginid	int (10)	foreign key	store login id
4.	cv	varchar (55)	not null	store cv
5.	currentdate	date	not null	store date
6.	cancel_status	enum ('0','1')	not null	store cancel status

Table Name: interview

Description-To store the interview Details

SLNO	NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
1.	inid	int (11)	primary key	store id
2.	jid	int (8)	foreign key	store job id
3.	date	date	not null	store date
4.	interviewdetails	varchar (55)	not null	store interview details
5.	currentdate	date	not null	store current date

Table Name: jobadd

Description-To store the job Details

SL.NO	NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
1.	jid	int (10)	primary key	store id
2.	jobcategory	varchar (25)	not null	store job category
3.	jobname	varchar (20)	not null	store job name
4.	jobdetails	varchar (50)	not null	store job details
5.	lastdate	date	not null	store date
6.	salary	int (6)	not null	store salary
7.	loginid	int (10)	foreign key	store login id
8.	currentdate	date	not null	store current date

Table Name: tender

Description-To store the tender Details

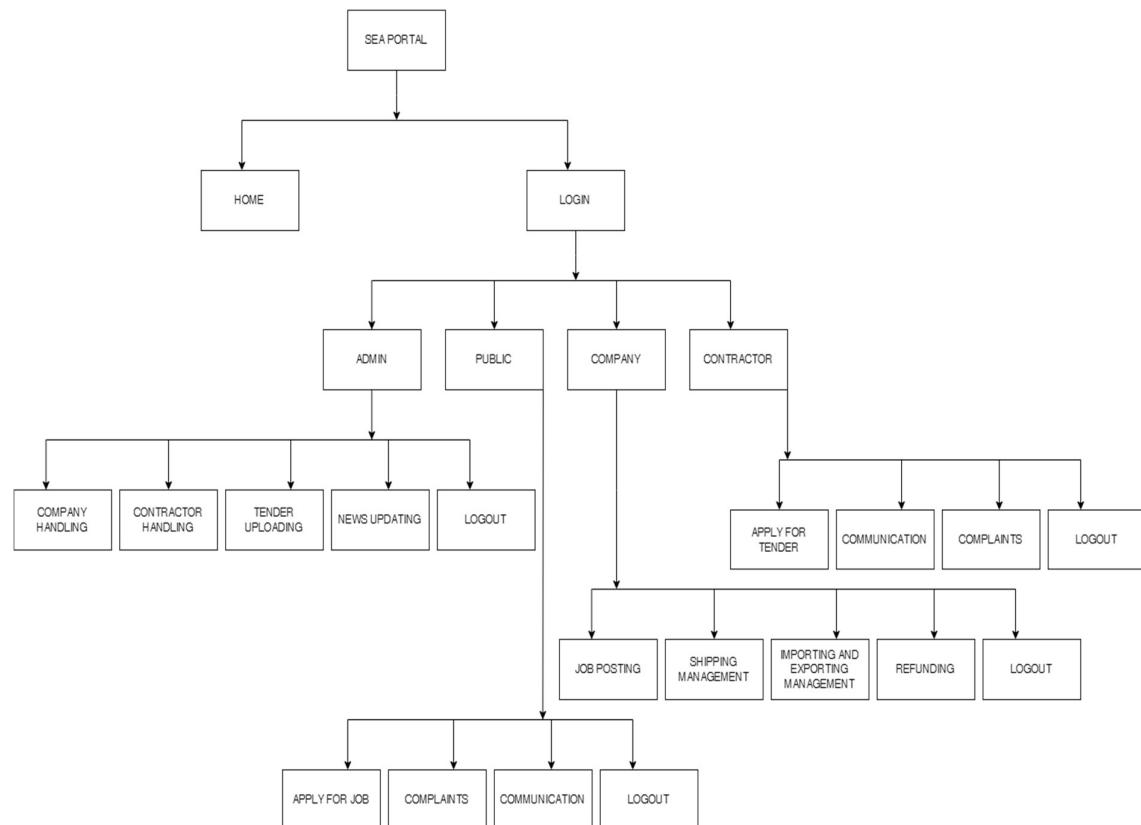
SL.NO	NAME	DATATYPE	CONSTRAINTS	DESCRIPTION
1.	tid	int (8)	primary key	store id
2.	tendercategory	varchar (9)	not null	store tender category
3.	tendername	varchar (20)	not null	store tender name
4.	tenderamount	int (8)	not null	store tender amount
5.	tenderdetails	varchar (55)	not null	store tender details
6.	lastdate	date	not null	store date
7.	currentdate	date	not null	store current date

3.2 ARCHITECTURAL DESIGN

The Architectural Design process focuses on the decomposition of a system into different components and their interactions to satisfy functional and non-functional requirements. The basic architecture design process is composed of the following steps:

- Identify design elements and their relationships
- Evaluate the Architecture Design
- Transform the Architecture Design

In this project, component based, layered, object-oriented architecture is used. In component, breakdown the application design into reusable functional or logical components that expose well defined communication interfaces. In layered structure divide the concerns into stacked groups into stacked groups (layers). In object oriented based on the division of responsibilities of an application or a system into objects, each containing the data and the behavior relevant to the object.



3.3 PROCEDURAL DESIGN

Procedural design is best used to model programs that have an obvious flow of data from input to output. It represents the architecture of a program as a set of interacting processes that pass data from one another. The steps involved in this are:

- Computer procedure: Specify what functions will be carried out on computer, what will be different programs and in what sequence program will be run.
- Non-computer procedure: Specify the manual procedures for feeding input data, receiving outputs etc.

3.4 INTERFACE DESIGN

The purpose of interface design is to communicate effectively through form designs: there are several major requirements:

- The form title must clearly identify its purpose. Columns and rows should be labeled to avoid confusion. The form should be identified by firm name or code number to make it easy to work with.
- The form must be easy to use and fill out. It should be legible, intelligible and uncomplicated.
- The data requested should reflect a logical sequence.

3.5 INPUT DESIGN

The input design is the process of converting the user-oriented inputs into the computer-based format. The goal of designing input data is to make automation as easy and free from errors as possible. The input design requirements such as user friendliness, consistent format and interactive dialogue for giving the right message and help for the user at right time are also considered for the development of the project.

The following points should be considered while designing the input:

- What data to input?
- What medium to use?
- How the data should be arranged or coded?

Inaccurate input data is the most common cause of error in processing data. Errors entered by the data entry operators can be controlled by the input design. The arrangement of messages as well as placement of data, headings and titles on display screens or source document is also a part of input design. The design of input also includes specifying the means by which end user and system operators direct the system what action to take.

3.6 OUTPUT DESIGN

Output generally refers to the results and information that are generated by the system.

When output, system analyst must accomplish the following:

Determine what information to present.

- Decide whether to display, print the information and select the output medium.
- Arrange the presentation of information in an acceptable format.
- Decide how to distribute the output to intended recipients.

4. SYSTEM CODING

SYSTEM CODING

The coding step is it process that transforms design into a programming language. It translates a details representation of software into a programming language realization. The translation process continues when a compiler accepts source code as input as produces machine dependent object codes output. Quality of source code can be improved by the use of structures coding techniques; good coding style and readable, consistent code format. During coding, some coding standards are to be allowed. This has to purpose; reducing the chance of making it easier for some time to modify the code later on. Coding phase affects both testing and maintenance profoundly.

In order to begin with the coding section, we must first create the default Flutter project after installing the required technologies and dependencies. So, we have to open terminal to type:
Username@computer:~\$ flutter create attenz

Thus we create a sample project and now we have to add a new folder assets inside it where we add our required fonts, lotties and images to be used in the application. We also creates folders screens and databases to work effectively inside the lib folder.

Database Connection code:

```
<?php  
defined('BASEPATH') OR exit('No direct script access allowed');  
$active_group = 'default';  
$query_builder = TRUE;  
  
$db['default'] = array(  
    'dsn' => '',  
    'hostname' => 'localhost',  
    'username' => 'root',  
    'password' => '',  
    'database' => 'seaportal',
```

```
'dbdriver' => 'mysqli',
'dbprefix' => '',
'pconnect' => FALSE,
'db_debug' => (ENVIRONMENT !== 'production'),
'cache_on' => FALSE,
'cachedir' => '',
'char_set' => 'utf8',
'dbcollat' => 'utf8_general_ci',
'swap_pre' => '',
'encrypt' => FALSE,
'compress' => FALSE,
'stricton' => FALSE,
'failover' => array(),
'save_queries' => TRUE
);
```

Applicationview.php :

```
<html>
  <head>
    <title></title>
    <link href="https://cdn.jsdelivr.net/npm/bootstrap@5.3.2/dist/css/bootstrap.min.css" rel="stylesheet" integrity="sha384-T3c6CoI6uLrA9TneNEoa7RxnatzjcDSCmG1MXxSR1GAsXEV/Dwwykc2MPK8M2HN" crossorigin="anonymous">
    <script src="https://cdn.jsdelivr.net/npm/bootstrap@5.3.2/dist/js/bootstrap.bundle.min.js" integrity="sha384-C6RzsynM9kWDrMNeT87bh95OGNyZPhcTNXj1NW7RuBCsyN/o0jlpcV8Qyq46cDfL" crossorigin="anonymous"></script>
    <style>
      table, th, td {
        border: 1px solid;
      }
    </style>
  </head>
  <body>
```

```
table {  
    width: 50%;  
}  
</style>  
  
</head>  
<body>  
    <table align="center" border="1">  
        <form method="post" action="">  
            <br><br>  
            <tr>  
                <th>Job category</th>  
                <th>Job Name</th>  
                <th>Job Details</th>  
                <th>Last date for Apply</th>  
                <th>Salary</th>  
                <th>Cancel</th>  
                <th>Applications</th>  
            </tr>  
            <?php foreach ($data as $d)  
            { ?>  
            <tr>  
                <td style="text-align:center;"><?php echo $d->jobcategory;?></td>  
                <td style="text-align:center;"><?php echo $d->jobname;?></td>  
                <td style="text-align:center;"><?php echo $d->jobdetails;?></td>  
                <td style="text-align:center;"><?php echo $d->lastdate;?></td>  
                <td style="text-align:center;"><?php echo $d->salary;?></td>  
                <td><a class='btn btn-dark' href="php echo base_url();?&gt;Major/viewapplication/&lt;?php echo<br/$d->jid;?>">view applications</a></td>  
            </tr>  
            <?php } ?>  
        </form>
```

```
</table>
</body>
</html>
```

Controller.php :

```
<?php
defined('BASEPATH') OR exit('No direct script access allowed');

class Major extends CI_Controller
{
    public function __construct()
    {
        parent::__construct();
        $this->load->helper(array('form','url'));
        $this->load->database();
        $this->load->library(array('form_validation','email','session'));
        $this->load->model('Usermodel');
    }

    public function viewapplication()
    {
        $this->load->view('userheader2');
        $jid=$this->uri->segment(3);
        $d['data']=$this->Usermodel->applicationview($jid);
        $this->load->view('applicationview',$d);
        $this->load->view('userfooter');
    }
}
```

Model.php :

```
<?php
defined('BASEPATH') OR exit ('No direct script accesss allowed');
```

```
class Usermodel extends CI_Model
{
    public function applicationview($jid)
    {
        $this->db->select('*');
        $this->db->from('login');
        $this->db->join('public','public.loginid=login.loginid');
        $this->db->join('cvadd','cvadd.loginid=login.loginid');
        $this->db->where('cvadd.jid',$jid);
        $query=$this->db->get();
        return $query->result();
    }
}
```

5. SYSTEM TESTING

SYSTEM TESTING

5.1 TESTING

Testing is the last stage of the software development before we release the product to the customer. Software testing is a critical element of software quality assurance and represents the ultimate review of specification, design and coding. Software testing can be looked upon as one among the many processes. Testing cannot show the absence of defects, it can only show that software defects are present.

Software Testing Techniques

The importance of testing and its impact on software cannot be underestimated. The greater visibility of software systems and the cost associated with the software failure are motivating factors for planning through testing. It is not uncommon for a software organization to spent 40% of its effort on testing.

A number of rules that act as Testing Objectives are:

- Testing is a process of executing a program with the aim of finding errors.
- A good test case will have a good chance to find an undiscovered error.
- A successful test case uncovers a new error.

5.2 UNIT TESTING

The first level testing is unit testing. Unit testing concentrates on each unit if the software as implemented in source code. Initially tests focus on each module individually, ensuring that it functions properly as a unit. The modules must then be assembled or integrated to form the complete software package.

There are tests that occur as part of unit testing. The module interfaces are tested to ensure that information properly flows into and out of a program under test. The data structures are

also tested for integrity. Boundary conditions are tested to ensure that the module operates properly at boundaries established to limit or restrict processing.

5.3 INTEGRATION TESTING

The next level of testing is often called as Integration testing in which many tested modules are combined into sub-system, which are then tested. Data can be lost across an interface; one module can have an adverse effect on the other sub functions, when combined may not produce the desired major functions. Integrated testing is the systematic testing for constructing the uncover errors within the interface. This testing was done with sample data. The developed system has run successful for this sample data. The need for integrated test is to find the overall system performance

Data Validation Testing

Data Validation is the process of testing the accuracy of data; a set of rules you can apply to a control to specify the type and range of data that users can enter. It can be used to display error alerts when users enter incorrect values into a form. Rather than checking for errors after a form is completed, data validation verifies values as the form is being filled out.

A strategy for software testing integrates software test case design method in to a well planned series of steps that result in the successful construction of the software. The strategy provides a road map that describes the step to be conducted as part of testing, when these steps are planned and then undertaken, and how much effort, time and resources will be required. Therefore any testing strategy must incorporate test planning, test case, design, test execution and resultant data collection and evaluation. A software testing strategy should be flexible enough to promote a customized testing approach.

System tests are carried out to validate duly-developed system with a view assuring that it meets its requirements. There are essentially three kinds of system testing.

1. Alpha Testing

It refers to the system testing that is carried out by the test team within the organization.

2. Beta Testing

Beta testing is the system testing performed by a selected group of friendly customers.

3. Acceptance Testing

Acceptance testing is the system testing performed by the customer to determine whether or not to accept the delivery of the system. The application is tested to ensure the requirements. Different sets of input data are entered to validate the system. In all cases the system produces the reasonable output.

5.4 SYSTEM TESTING

System Testing is actually a series of different tests whose primary purpose is to fully exercise the computer-based system. Although each test has different purpose, all work to verify that system elements have been properly integrated and perform allocated functions.

User Acceptance Testing

Acceptance testing is a key factor to the success of any system. The system, under the consideration was treated for user acceptance by constantly keeping in touch with the prospective system user at the time of developing and making changes where ever and when ever required.

White Box Testing

White box testing strategy deals with the internal logic and structure of the code. White box testing is also called as glass, structural, open box or clear box testing. The tests written based on the white box testing strategy incorporate coverage of the code written, branches, paths, statements and internal logic of the code etc.

In order to implement white box testing, the tester has to deal with the code and hence is needed to possess knowledge of coding and logic i.e., internal working of the code. White box test also needs the tester to look into the code and find out which unit/ statement/ chunk of the code is malfunctioning.

Black Box Testing

Black Box Testing is not a type of testing; it instead is a testing strategy, which does not need any knowledge of internal design or code etc. As the name “black box ” suggests, no knowledge of internal logic or code structure is required. The types of testing under this strategy are totally based / focused on the testing for requirements and functionality of the work product/software application. Black box testing is sometimes also called as “Opaque testing ”, “Functional/Behavioral Testing” and “Closed Box Testing”

Test Cases

A test case in software engineering is a set of conditions or variables under which a tester will determine whether an applications or software system is working correctly or not. The mechanism for determining whether a software system or system has passed or failed such a test is known as test oracle. In some settings, an oracle could be a requirement or use case; while in other side could be a heuristic.

Need For Testing

Testing is essential as

- Existence of program defects of inadequacies is inferred.
- Test the performance of the system.
- Verifies whether the software behaves as intended by its designer.

5.5 ACCEPTANCE TESTING

Acceptance testing is a key factor to the success of any system. The system, under the consideration was treated for user acceptance by constantly keeping in touch with the prospective system user at the time of developing and making changes where ever and whenever required.

6. SYSTEM IMPLEMENTATION

SYSTEM IMPLEMENTATION

6.1 system implementation and maintenance

Implementation is the process in which the working product is installed at the client and configured and customized to its operational environment. Implementation is less creative than software design, but it may tend to be the source of new bugs if procedures aren't followed strictly. Almost patience and very good technical are a must for the Application Developer. Implementation procedure normally begins with preparing the target machines. The risk of crashes and failures can be reduced to bare minimum if the correct system configurations are strictly enforced.

. The new system may be totally new replacing of existing manual or automated system or it may be major modification to existing system. The methods of implementation and time scale adopted are found out initially. The system is tested properly and at the same time the admin are trained in the new procedure. Proper implementation is essential to provide a reliable system to meet organization requirements. Successful implementations may not guarantee improvement in the organization using the new system, but it will prevent improper installation.

Implementation stage involves following tasks:

- Careful planning.
- Investigation of system and constraints.
- Design of methods to achieve the changeover.
- Evaluation of changeover method.
- Training of the staff in changeover phase

The method of implementation and the time scale to be adopted are found out initially. Next the system is tested properly and the same users are trained in new environment.

Implementation Procedure:

Implementation of software refers to the final installation of the package in its real environment, to the satisfaction of intended users and operation of the system. In the initial stage, the doubt about the software but have to ensure that the resistance does not built up, as one has to make sure that

- Active user must be aware of benefits of using a new system.
- Their confidence in software is built-up.
- Proper guidance is imparted to the user so that is comfortable in using that system.
- Periodical changes must be adapted in to the system to make customers always using the system.

The current project has been implemented at user level.

Maintenance

It is possible to produce systems of any size which do not need to be changed. Over the lifetime of a system, its original requirements will be modified to reflect the changing user. After implementation, maintenance is the important process. Usually once the system is implemented, the software developers and customer would sign a contract. According to the time mentioned in the contract all errors and requirements would be done free of cost. Once the maintenance period is over all the logical errors will be corrected free of cost were as all extra requirements would be charged. During the contract period we would frequently visit the site where the system is implemented and check the system performance such as response time and also how it works at peak hours. If any problem is found it is corrected. Software development does not freeze at the moment of delivery. Usually, software must grow and change over time.

These activities are collectively referred to as software maintenance. Application updates are part of normal maintenance phase of development life cycle. A modification effort is actually a small project and must proceed through all the phases of development process. There are many reasons for software modification and continued development after the first release. Application may need additional features not discovered during the original analysis and design. Ease if maintenance is a part of every step in development. If the

analysis is complete, users will find the most important features in the first release of software.

If the design and coding is done perfectly, then it will be very easy to maintain later. Some of the suggestions are group the changes and deliver another release rather than incremental changes, so that it will force to be more through about new researches. Give more to small requirements. The experience in coding will be an added advantage because integrating a new code with existing code is normally difficult. The working of the system is observed in a local machine and intranet and it was found satisfactory.

The four types of maintenance activities are listed below:

Corrective Maintenance

This is concerned with fixing reported errors in the software. Coding errors are cheap to correct; design errors are more expensive as they may involve the rewriting of several program components. Requirements errors are the most expensive to repair because of the extensive system redesign which may be necessary.

Adaptive Maintenance

This means changing the software to some new environment such as different hardware platform or for use with different operating system. The software functionality does not radically change. Any system that involves JVM can run this software.

Perfective Maintenance

This involves implementing a new functional or non functional system requirement. These are generated by software consumer as their organization or business changes.

Preventive Maintenance

This occurs when software is changed to improve future maintainability or reliability or to provide a better basis for future enhancements.

In the current project, all the above maintenance was implemented.

6.2 FUTURE ENHANCEMENT

Enhancement means adding, modifying, or developing the code to support the changes in the specification. It is the process of adding new capabilities such as reports, new interfaces with other systems and new feature such as better screen or report layout. The proposed system is developed and tested with some amount of sample data, which satisfy all the requirements. It has high degree of accuracy, user friendliness efficiency. The system is flexible and changes, if any can be made without much difficulty. Further improvements and extensions can be made in the system to make overall work easier. Further modifications and extensions in the system can made to make overall work easier like the library make online. Those options are not in the software can be included to improve the efficiency of the software.

The major enhancements are:

- Real-time Ship Tracking
- Port Traffic Updates
- Environmental Impact Information
- Customs and Regulatory Guidance
- Interactive Maps and Visual Tours

7. CONCLUSION

CONCLUSION

The project titled “SEA PORTAL”, all processes are done by Manually and keeping all the information of jobs, tenders, shipping procedure etc with no database so, no security to data. And also, many port authorities have their websites to provide information to stakeholders and the public. These websites typically offer details about port facilities, services, tariffs, regulations, and contact information.

In the proposed system, it offers a wide range of services and information related to shipping, ports, logistics, and marine industry news. This web application provides facility for apply job vacancies, tenders and report any complaints. It also keep employee details, attendance details, salary report, over time, etc. This Software Package allows to store all the details related to the shipping procedure and use them whenever necessary.

8. APPENDIX

APPENDIX

8.1 GANTT CHART

The risk and uncertainty raises multirole with respect to the size of the project, even when the project is developed according to set methodologies. There are tools available which aid for effective project management. A few are described using Gantt chart. It was devised by Henry Gantt (1971). It represents project schedule with respect to time periods. It is a horizontal bar chart with bars representing activities and time scheduled for the project activities. Tasks that can be completed in parallel:

Task	Start Date	End Date	Duration	December				January				February				March			
				W1	W2	W3	W4	W1	W2	W3	W4	W1	W2	W3	W4	W1	W2	W3	W4
Analysis	03-12-2023	29-12-2023	27 days																
System Design	30-12-2023	24-01-2024	26 days																
Coding	25-01-2024	21-02-2024	28 days																
Testing	22-02-2024	05-03-2024	13 days																
Documentation	06-03-2024	29-03-2024	24 days																

8.2 MEETING MINUTES

Group Members

Asna Noushad (Reg.No:33221959015)
Jinu Varghese (Reg.No:33221959025)
Kavya D R (Reg.No:33221959029)

MINUTES

Date: 03/12/2023

Time: 10.00 AM

Location: SOFTZANE SOLUTON AYOOR

Group Members

Asna Noushad (Reg.No:33221959015)
Jinu Varghese (Reg.No:33221959025)
Kavya D R (Reg.No:33221959029)

Our project topic is SEA PORTAL. And we choose language php for doing the project. The language system study and analysis are done in between 03/11/2023 to 29/12/2023

MINUTES

Date: 30/12/2023

Time: 10.00 AM

Location: SOFTZANE SOLUTON AYOOR

Group Members

Asna Noushad	(Reg.No:33221959015)
Jinu Varghese	(Reg.No:33221959025)
Kavya D R	(Reg.No:33221959029)

We started design process. The first step is to form design. Many forms are included in project.

MINUTES

Date: 25/01/2024
Time: 10.00 AM
Location:SOFTZANE SOLUTON AYOOR

Group Members

Asna Noushad	(Reg.No:33221959015)
Jinu Varghese	(Reg.No:33221959025)
Kavya D R	(Reg.No:33221959029)

Since the form design is over, we decided to do the next step of the project, table creation and design. PHP language is used for coding and for database design MYSQL is used. Also we draw the data flow diagram neatly.

MINUTES

Date: 22/02/2024
Time:10.00 AM
Location:SOFTZANE SOLUTON AYOOR

Group Members

Asna Noushad (Reg.No:33221959015)

Jinu Varghese (Reg.No:33221959025)

Kavya D R (Reg.No:33221959029)

About 80% of code design is completed, we started testing process. It can take a long time period to complete the testing process. So we started documentation process.

MINUTES

Date: 06/03/2024

Time: 10.00 AM

Location:SOFTZANE SOLUTON AYOOR

Group Members

Asna Noushad (Reg.No:33221959015)

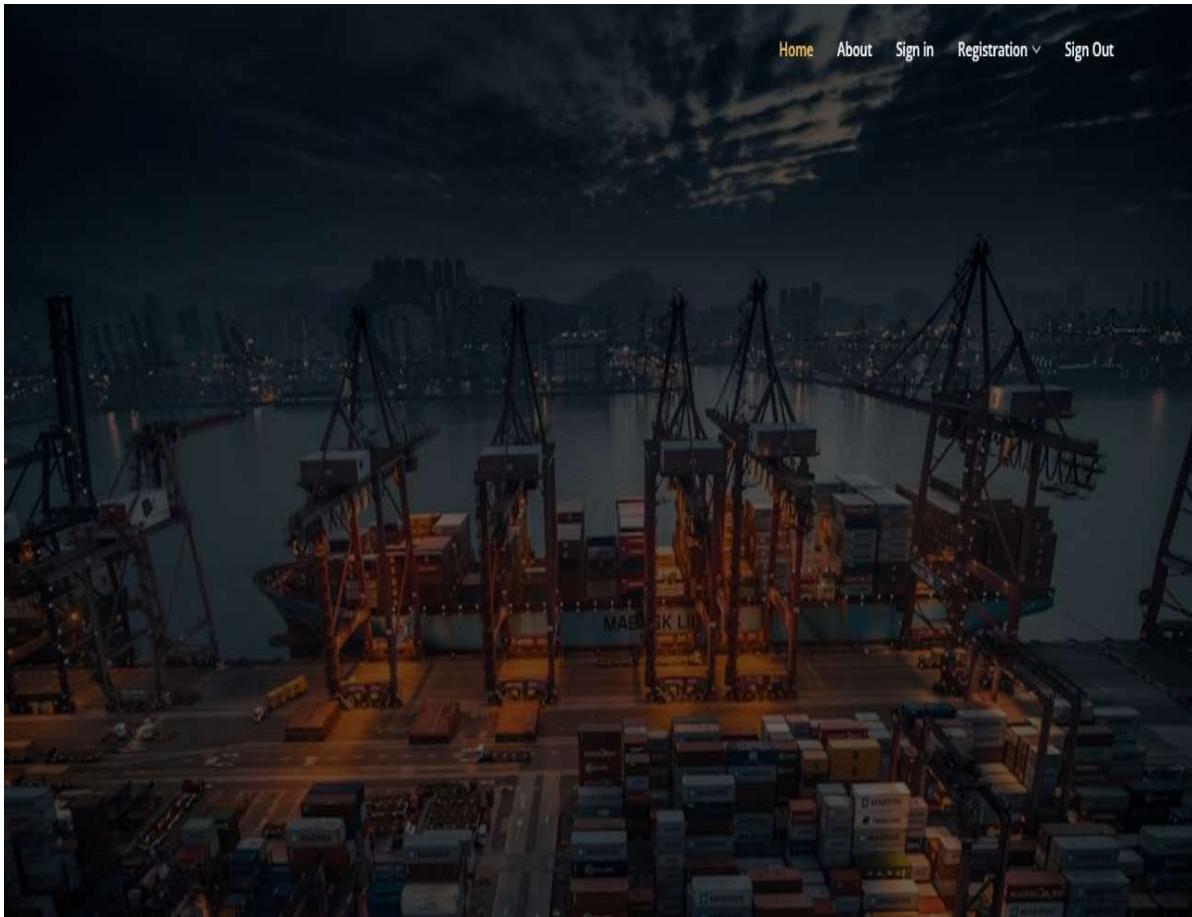
Jinu Varghese (Reg.No:33221959025)

Kavya D R (Reg.No:33221959029)

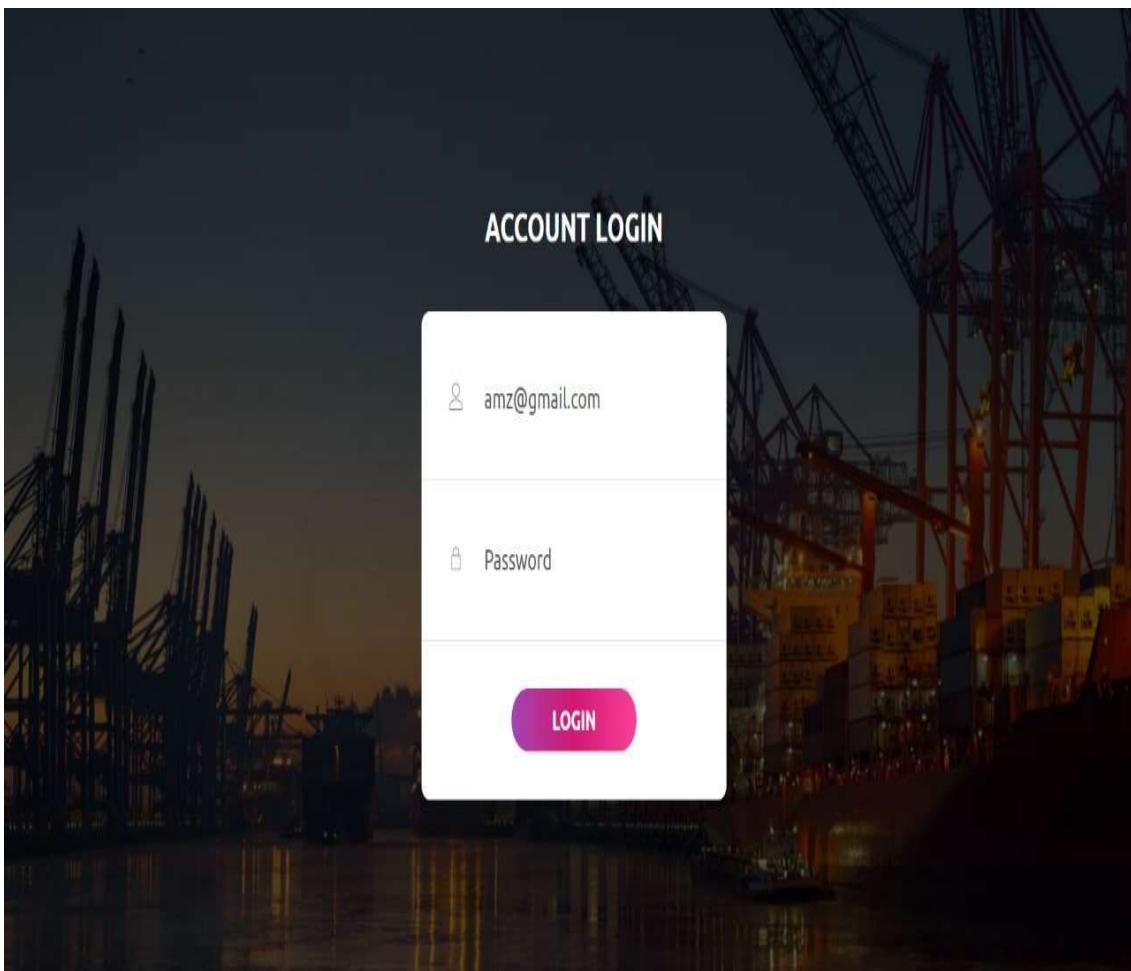
We completed the documentation on 29/03/2024

8.3 SCREEN LAYOUTS AND REPORTS

Index page



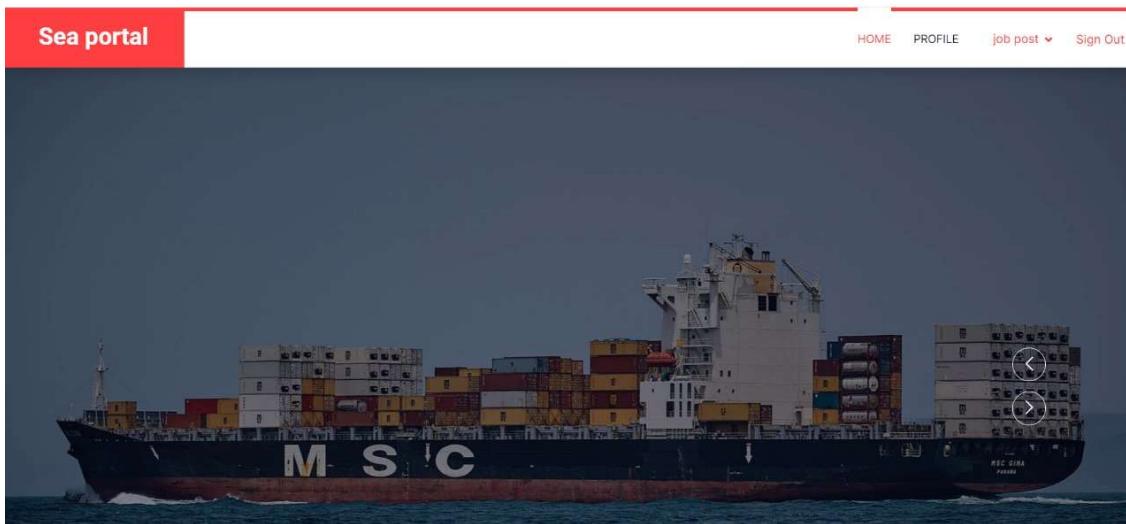
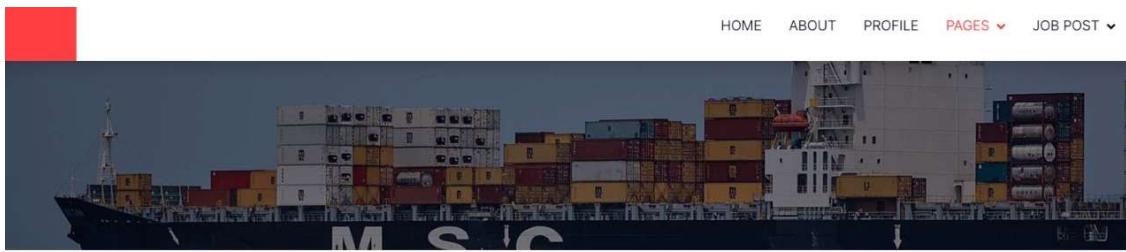
Login page



Admin page

The screenshot shows a left sidebar menu and a main content area. The sidebar includes links for Dashboard, Components, Forms, Tables (with sub-links for Data Tables and Data Tables 2), Charts, Icons, Profile, FAQ, Contact, and Register. The main content area is titled 'Data Tables' and shows a table of 'Company' data with three rows. Each row has a 'Reject' button in the last column.

Name	Address	State	District	City	Reg id	Phone No	Email	Action
Flipkart	Flipkart Mumbai	Maharashtra	Suburban	Mumbai	3322195901	9607966721	flipkart@gmail.com	Approved <button>Reject</button>
Amazon	Delhi India	Haryana	Hisar	Delhi	3322195904	9656743210	amz@gmail.com	Approved <button>Reject</button>
Purple pvtltd	Purple Hyderabad	Telangana	Vishakapatnam	Hyderabad	3322195904	9073342021	purple@gmail.com	Approved <button>Reject</button>

Company home page**Job posting page**

Job category	<input type="text"/>
Job Name	<input type="text"/>
Job Details	<input type="text"/>
Last date for Apply	<input type="text"/> dd-mm-yyyy <input type="button" value=""/>
Salary	<input type="text"/>
<input type="button" value="Submit"/>	

9. BIBLIOGRAPHY

BIBLIOGRAPHY

Text Book Reference:

- Rajib Mall: Fundamentals of Software Engineering, PHI Learning Private Limited, Third Edition, 2009
- Elmasri, Navathe: Fundamentals of Database Systems, Pearson Education, Third Edition, Third Edition, 2000
- Ramakrishnan, Gehre: Database Management Systems, McGraw-Hill Higher Education, Third Edition, 2003
- Pankaj Jalote: An Integrated Approach to Software Engineering Home PVT LTD 2009
- Steven Holzner: The Complete Reference PHP, McGraw-Hill ,2008

Website Reference:

- <http://notesofgenius.com/mysql-workbench/>
- <http://www.roseindia.net/mysql/mysql5/what-is-mysql.shtml>