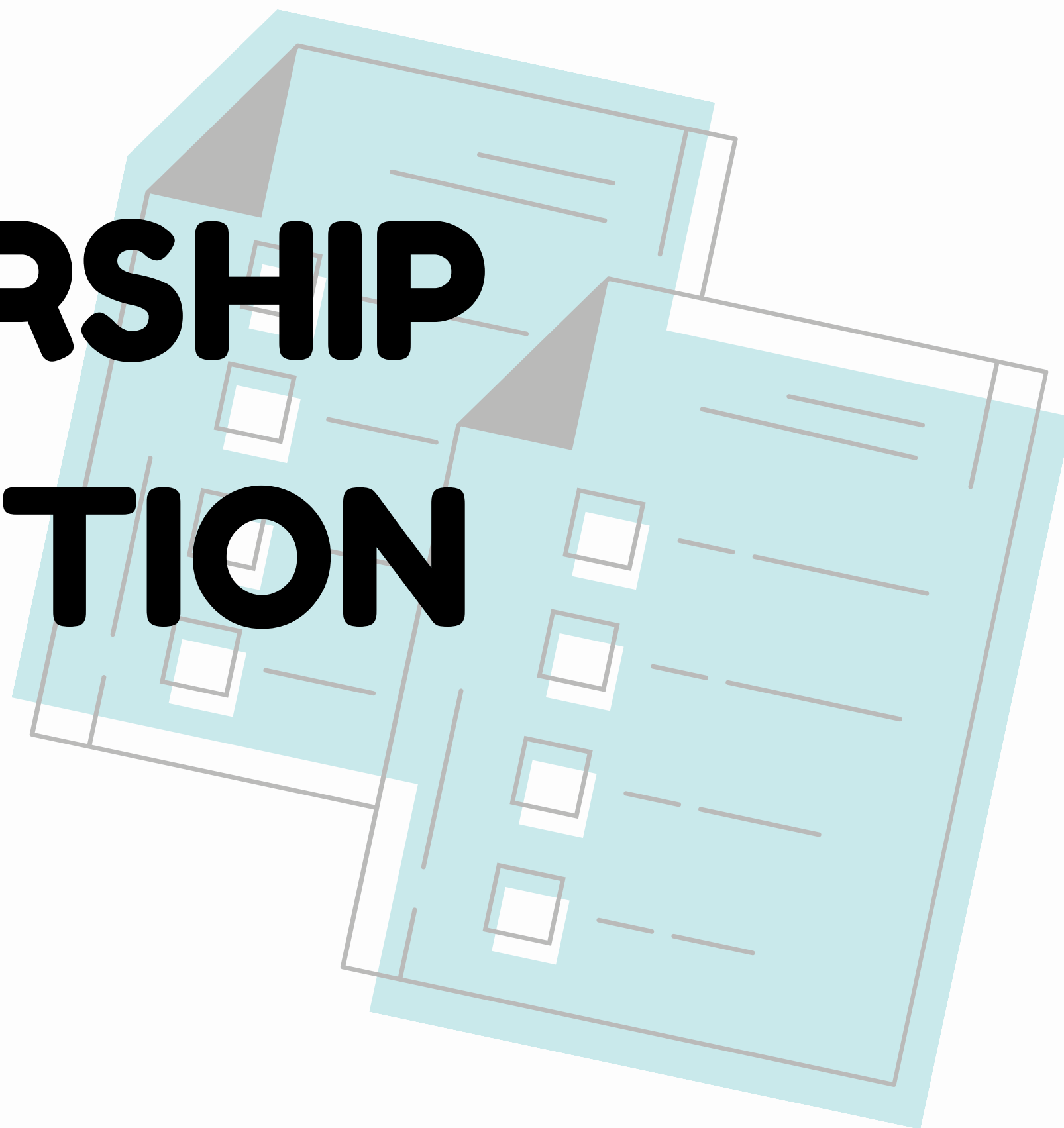


SCHOLARSHIP APPLICATION SYSTEM



Introduction

The scholarship application system typically involves students who need financial help to support their education. It is also used to award the students who get a good result. For merit based scholarship, the selection between the applicants will be chosen based on the academic performance while for the need-based scholarship academic performance and family income will be used to determine whether they qualify for this scholarship or not.



Objective

- To give awards to students who get a good result.
- Assign scholarships that fulfill the requirements based on student's information
- To encourage students to pursue higher education by providing financial support.



Project Designs

User registration / login

New user need to sign in by using the basic information in the scholarship application system to create an account.

Home page

Include 2 options which are merit based scholarship and need Based scholarship.

Meritbased scholarship

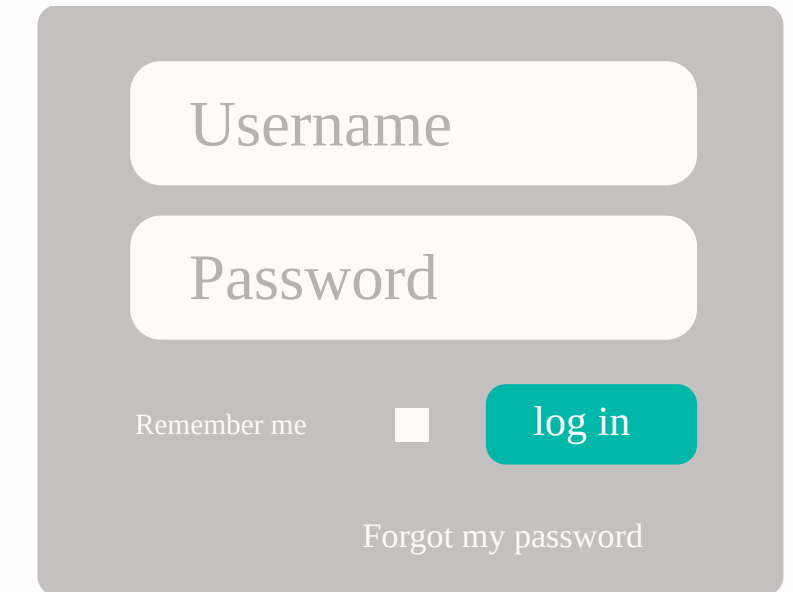
This scholarship will given based on the CGPA.

Needbased scholarship

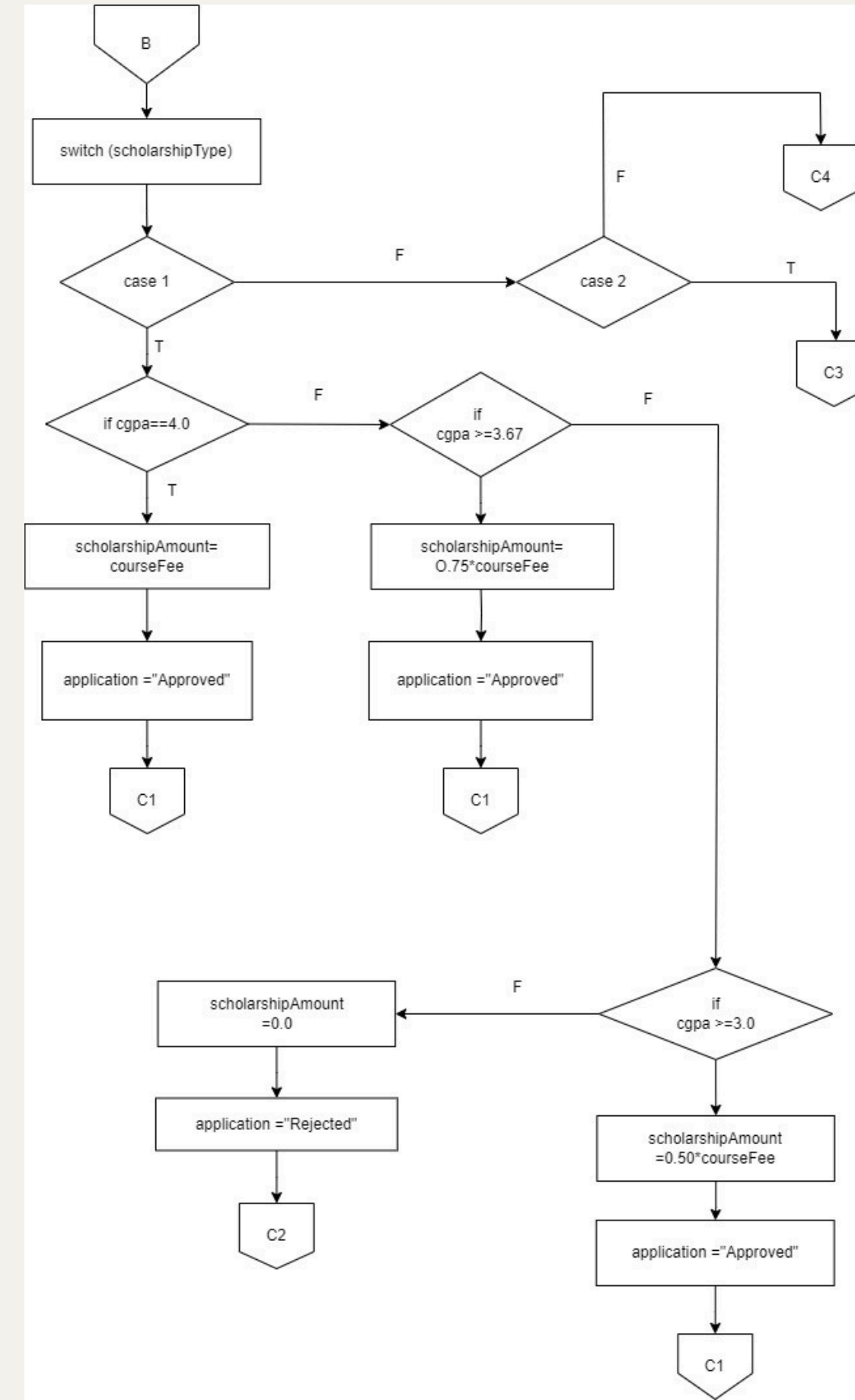
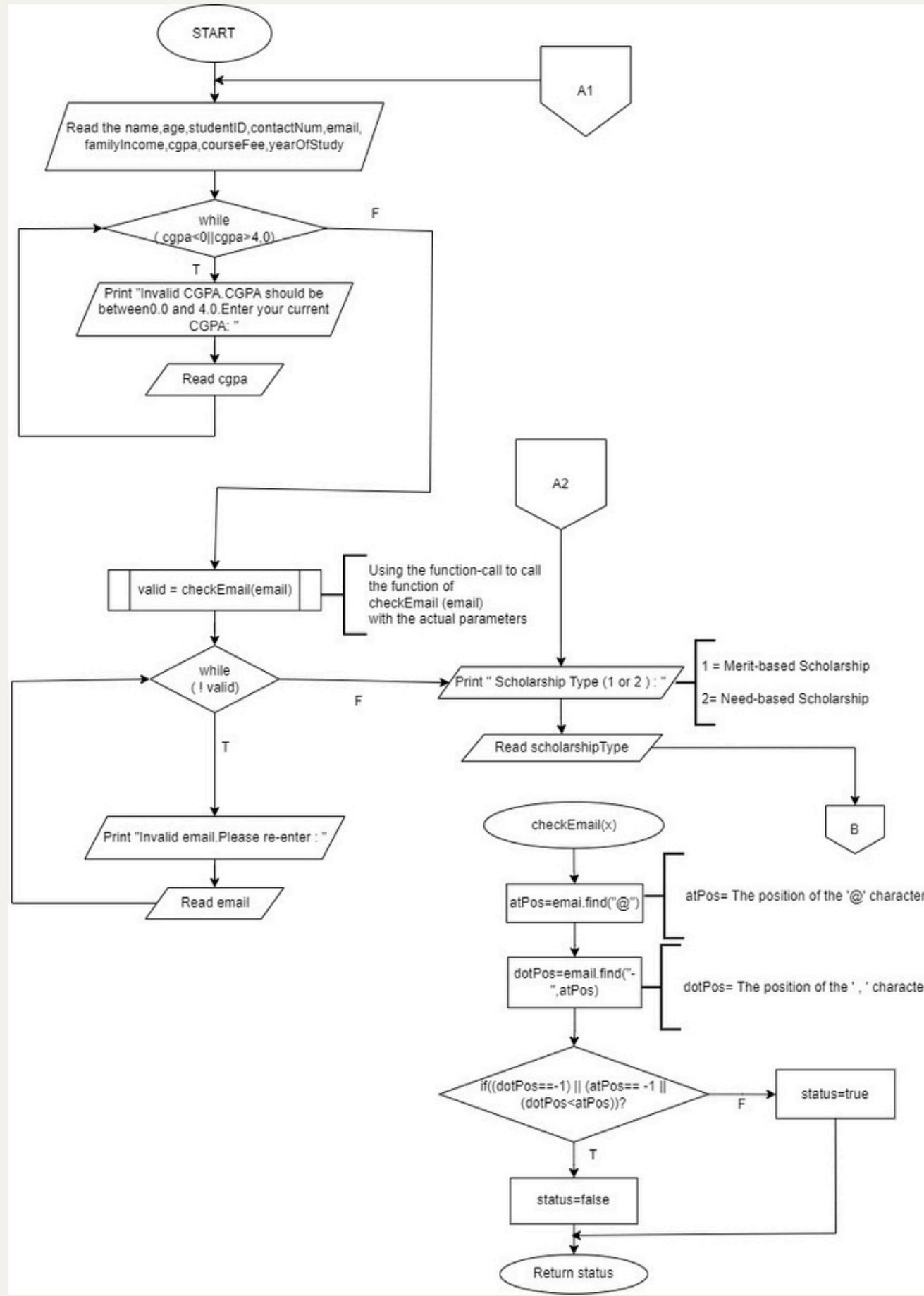
This scholarship will given based on the current CGPA and family income.

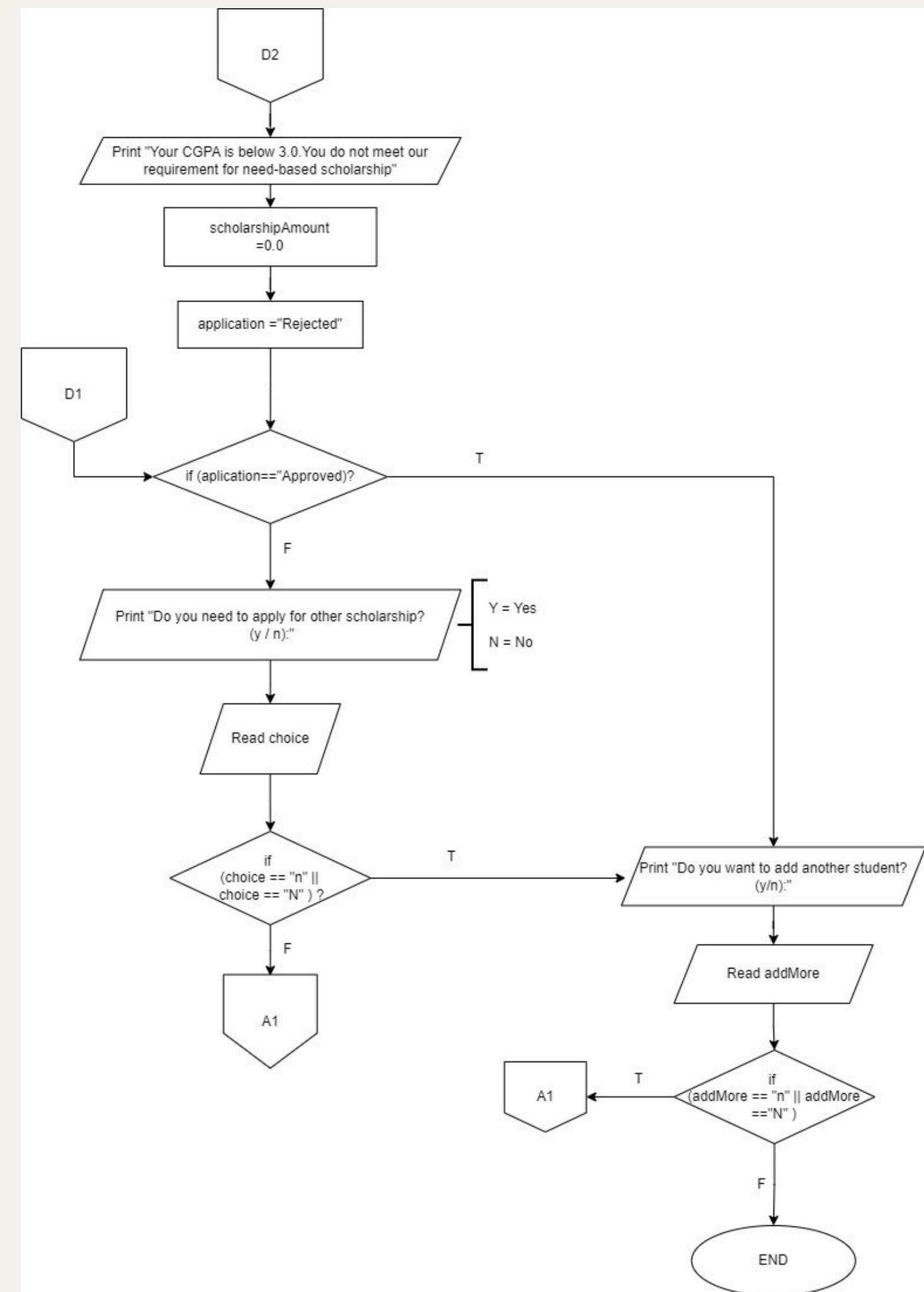
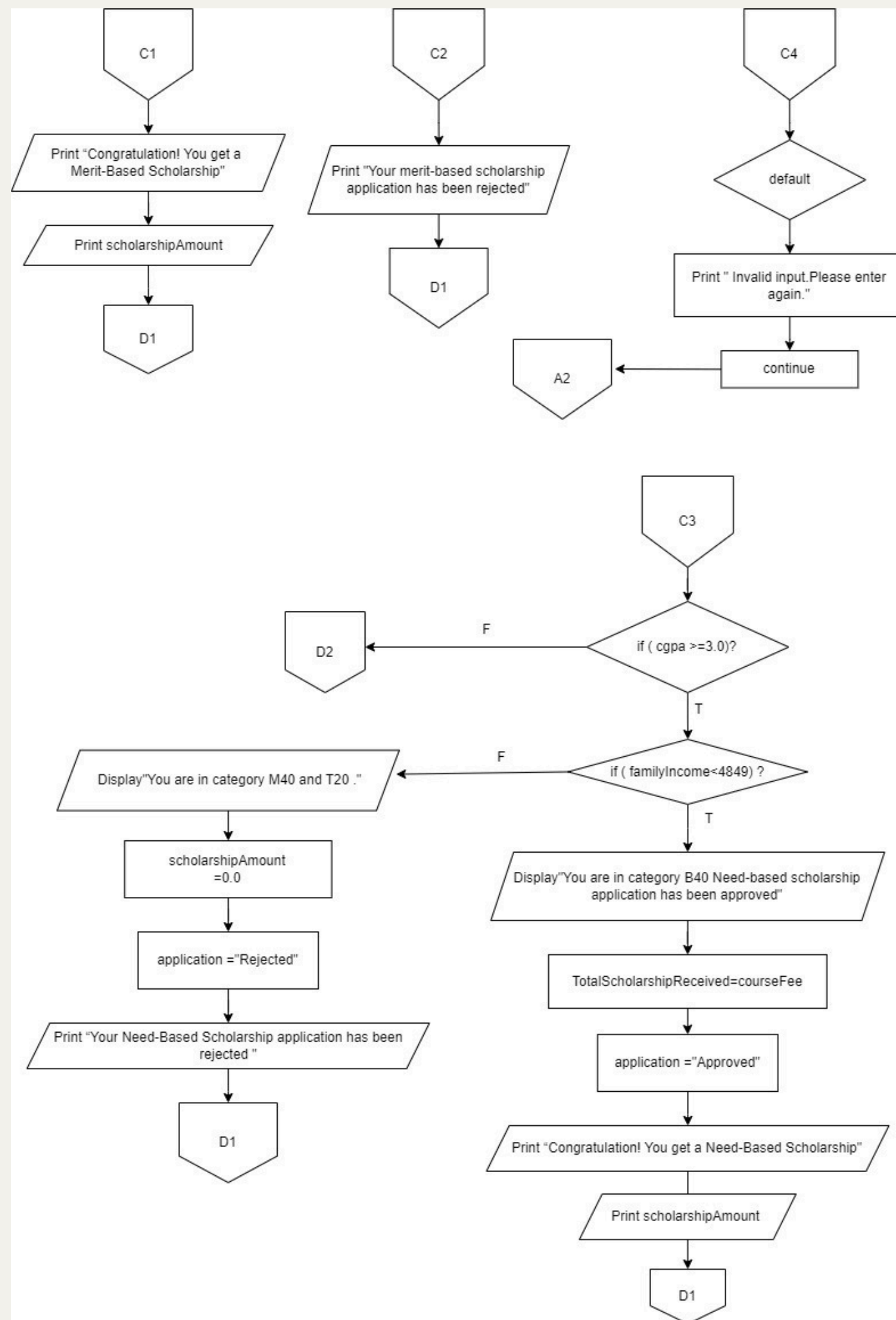
Application review

The system will check whether the information key in by the students are accurate.

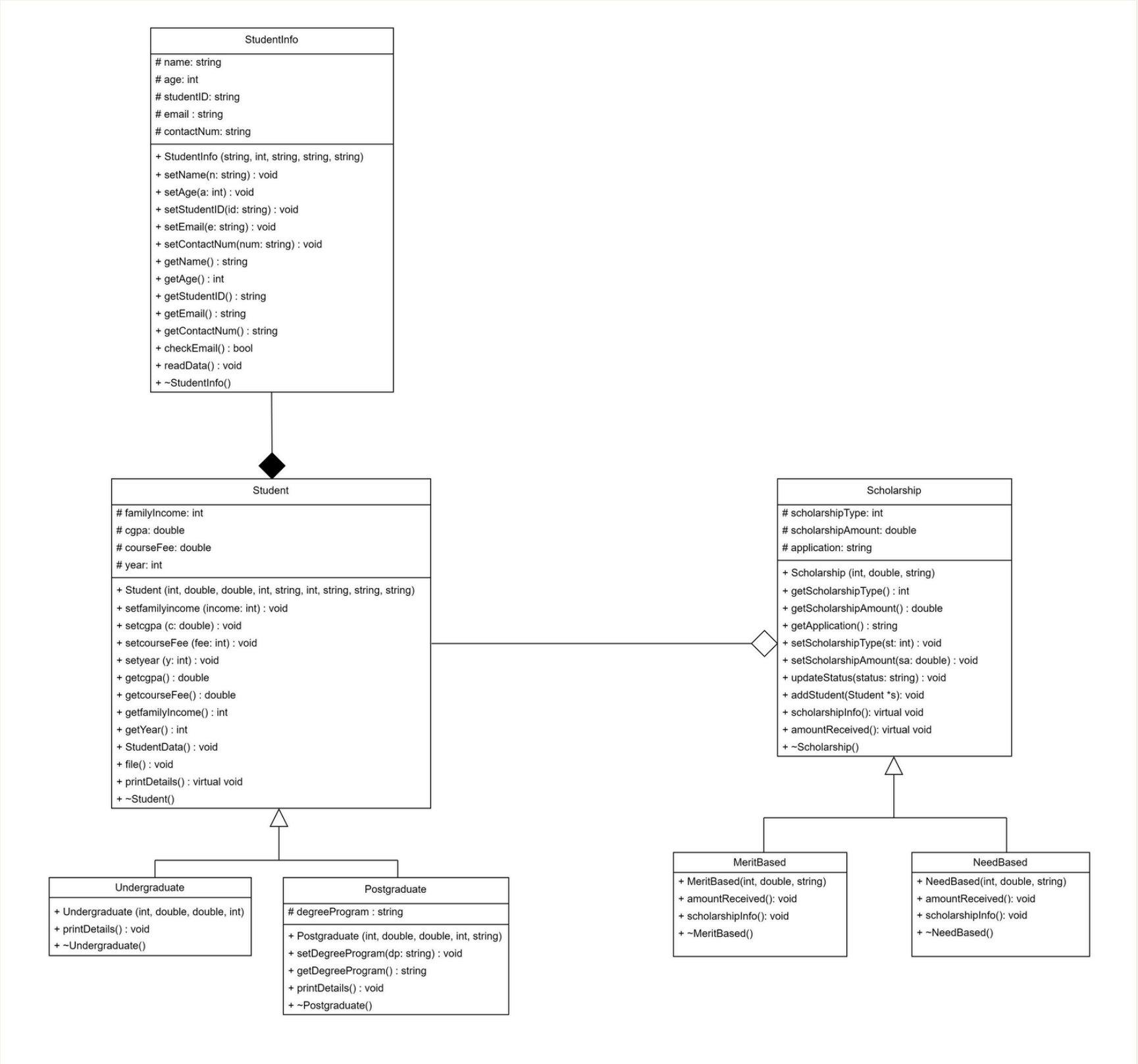
A user login form with a light gray background. It features two white input fields with rounded corners. The first field is labeled 'Username' in a light gray font. The second field is labeled 'Password' in a light gray font. Below the password field, there is a 'Remember me' checkbox with the text 'Remember me' to its left. To the right of the checkbox is a teal button with the text 'log in' in white. Below the 'log in' button is a link that says 'Forgot my password' in a light gray font.

Flow Chart





UML Diagram

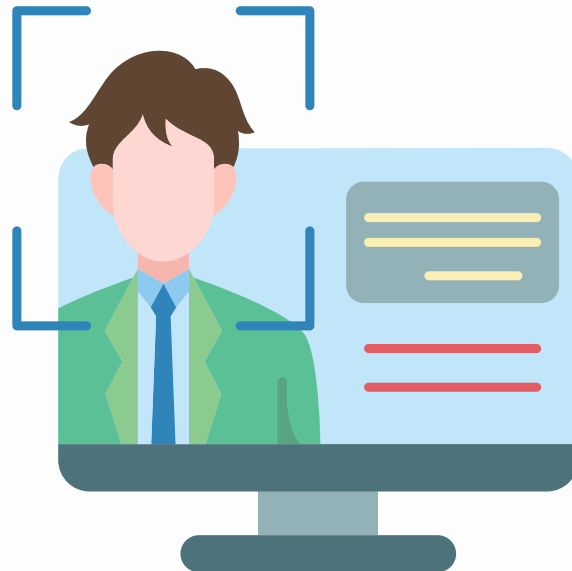


Object-Oriented Programming



1. *Encapsulation*

Combining attributes
and methods



StudentInfo

Attribute :

Name , Student Id , Email ,
Contact Number

Method:

- StudentInfo (string, int, string, string, string)
- setName (string): void
- setAge (int): void
- setStudentID (string): void
- setEmail (string): void
- setContactNum(string): void
- getName(): string
- getAge(): int
- getStudentID(): string
- getEmail(): string
- getContactNum(): string
- checkEmail(): bool
- readData(): void
- ~StudentInfo ()

2. Association

- Relationships between Student and Scholarship could be done by **aggregation**. This is because a Student can have a Scholarship but Scholarship does not necessarily need to have a Student.
- Relationships between Student and StudentInfo could be done by **composition**. This is because a Student consists of StudentInfo, when a Student object is created, the StudentInfo is also created.

3. Inheritance

- **Base Class : Student**
- **Derived Class: Undergraduate, Postgraduate**

Undergraduate students and postgraduate students are a special type of student. They have “is a” relationship with the student as an undergraduate student is a student and the postgraduate student is also a student. By inheriting from students, both undergraduate and postgraduate classes can **reuse common attributes** and **methods** from student class while they can also create additional methods to specify their own class.

- **Base Class : Scholarship**
- **Derived Class: MeritBased, NeedBased**

Need-based and merit-based are both specific types of scholarship. Three of the classes have the same criteria which are related to financial need. Thus, by inheriting, both MeritBased and NeedBased classes can use the same attribute and method of Scholarship class and they can add some method to specify their class. This ensures different types of scholarships are organized under a common hierarchy and ensure that they are easy to manage.



4. Polymorphism

- The Student and Scholarship classes have their own virtual functions. Student class consists of printDetails() method while Scholarship class consists of scholarshipInfo() and amountReceived().
- Declare a parent class pointer and pointing to their child class.
- Dynamic binding and compiler will determine the function of the appropriate class



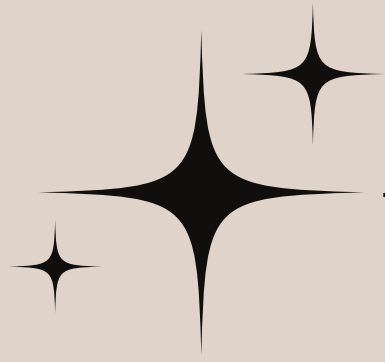
5. Array of Object

- Student Array

Student *stud[MAXSTUDENT] declares an array of pointers to Student objects. Each element of the array can hold the address of a Student object or any of its derived classes.

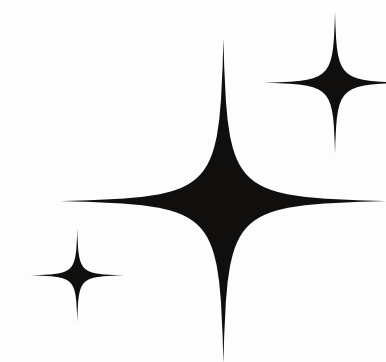
- Scholarship Array

Scholarship *_scholarship[MAXSTUDENT] declares an array of pointer to Scholarship objects. Each element of the array can hold the address of a Scholarship object or any of its derived classes.



SYSTEM

DEMONSTRATION



THANK YOU