



**SECP3723 SYSTEM DEVELOPMENT TECHNOLOGY
SEMESTER 1 2023/2024**

**Youth Ventures Student Portfolio Management System
(StuPort)
ALTERNATIVE ASSESSMENT**

Group Name: EXPLORER

Group Members:

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3	LEE YIK HONG	A21BE0376
4	VINESH A/L VIJAYAKUMAR	A22EC0290

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1.0 Declaration Page

Individual Contribution

Group Name: Explorer			
Section: 02			
Group Members			
No.	Member Photo	Information	Contributions
1.		Name: Koh Li Hui Matric No.: A22EC0059 Position: Group Leader	As the group leader for the Youth Ventures Student Portfolio Management System development, I guided the team over three challenging months, fostering collaboration and efficiency. While not directly involved in coding, I focused on designing and implementing two of the critical modules, which are the dashboard and feedback modules. I ensured the dashboard encapsulated vital metrics, facilitating efficient system monitoring. Simultaneously, I led the creation of a feedback module, enabling students to provide insights on specific activities and enhancing the overall functionality of the Student Portfolio Management System. Additionally, I consistently monitored other group members' progress and took the initiative to recheck and modify all parts, ensuring the completeness of our work. I freely offered assistance to maintain a supportive team dynamic. Thus, I not only made substantial contributions to the development of these two modules, aligning them precisely with the requirements outlined by

			our client, Youth Ventures, but also invested maximum effort, culminating in the successful delivery of the StuPort.
2.	 <p>Name: Koh Su Xuan Matric No.: A22EC0060 Position: Group Member</p>		<p>As a member of our team, I took on the responsibility of the development of the Module Profile and Module Resume components. Throughout the project duration, my primary focus was on ensuring the seamless integration of these modules into the overall system architecture, which is named StuPort. Additionally, I also took charge of documentation formatting sometimes to ensure that the project documents were well organized and presented professionally. My commitment to delivering high-quality work was evident in my consistent adherence to project timelines, as I always completed tasks punctually. Furthermore, I played a role in configuring the hosting environment to connect with the online database to ensure our system's accessibility and functionality. By actively engaging with my team members and providing support whenever needed, I fostered a collaborative and cohesive working environment. In summary, through my efforts in module developments, documentation management, timely task completion and hosting configuration, I made all the contributions I can to the Youth Ventures project, ultimately helping to realize the objectives and fulfilling our client,</p>

			Youth Ventures Asia's requirements and delivering a successful web-based system.
3.	 <p>Name: Vinesh A/L Vijayakumar</p> <p>Matric No.: A22EC0290</p> <p>Position: Group Member</p>	<p>As a dedicated member of our team, I assumed a pivotal role in the development of the Reward Module within the StuPort system. My responsibilities extended to the creation, updating, and deletion of rewards, ensuring a seamless and user-friendly experience for both administrators and students. Implementing innovative features, I facilitated the integration of the Reward Module into the overarching architecture of StuPort, enhancing its functionality and contributing to a more robust system. In addition to my development tasks, I took the initiative to streamline the user experience by enabling students to easily view available rewards. This involved creating an intuitive interface that presented rewards in a visually appealing and organized manner. By doing so, I aimed to not only meet but exceed the expectations of our client, Youth Ventures Asia, by enhancing the engagement and satisfaction of the end-users. Beyond the technical aspects, I maintained a strong commitment to documentation practices, ensuring that all aspects of the Reward Module were well-documented for future reference. I took pride in presenting comprehensive and user-friendly documentation, contributing to the overall professionalism of the project. Adhering to strict timelines, I consistently</p>	

			<p>delivered on tasks, fostering a sense of reliability within the team. My collaborative approach involved actively engaging with team members, offering support, and promoting an environment conducive to effective teamwork. In summary, my contributions to the Reward Module, encompassing creation, updates, and deletion functionalities, coupled with a user-centric design for reward viewing, have played a crucial role in advancing the Youth Ventures project. My commitment to excellence, both in technical development and collaborative teamwork, has not only met project objectives but has also contributed to the success of the StuPort system.</p>
4.	 <p>Name: Lee Yik Hong Matric No.: A21BE0376 Position: Group Member</p>		<p>As a dedicated member of our team at Youth Ventures Asia, I assumed a pivotal role in spearheading the development of four crucial modules within the StuPort system. Specifically, I undertook the responsibility of crafting the Module Authentication, Module Activity, catering to Youth Venture Activities, Module Personal Activity, designed for student-specific engagements, and Module Registration, facilitating seamless student enrollment in Youth Venture activities. Throughout the project's duration, my unwavering commitment centered on ensuring the flawless integration of these modules into the overarching system architecture.</p>

		<p>In addition to my developmental responsibilities, I consistently contributed to the systematic documentation of the StuPort system. This meticulous documentation not only served as a comprehensive reference but also played a vital role in maintaining a smooth development workflow and averting potential confusion among team members. Beyond this, I proactively monitored and supported my peers in understanding the module integration process, diligently tracking their progress to prevent any setbacks in the development timeline.</p> <p>Recognizing the need for robust online hosting, I actively participated in thorough testing for a seamless transition from our localhost system. Collaborating with the team, I assisted in troubleshooting and problem-solving, fostering a collaborative environment that propelled the project without delays. As the designated presenter, I finalized and refined presentation slides for the StuPort system, ensuring clarity and effectiveness. This effort culminated in an excellent presentation, earning praise from both our lecturer and Youth Venture Asia representatives. The collective dedication of our team resulted in the successful development of a robust and innovative system poised to make a meaningful impact.</p>
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2.0 Project Report

2.1 Company/Client Background



Figure 2.1.1 : Youth Ventures Company's Logo

Youth Ventures Asia, founded in late 2018, is a pioneering organization dedicated to empowering passionate youth across Southeast Asia. With a vision to make these young individuals competitive and globally relevant, the organization is on a mission to create a sustainable ecosystem where the dreams and aspirations of the youth can thrive.

Youth Ventures Asia has been recognized as an Outstanding Ecosystem Leader, specifically an Active Community Builder in 2022, earning the prestigious Origin Innovator Award. Their Youth Accelerator program is at the heart of their success, guiding passionate students to kickstart their entrepreneurial or career journeys even before graduation. Notable success stories from their accelerator program include Artmeet, Qarbotech, SwiftPro, AfterKelas, IntelliRent, and many more.

Youth Ventures Asia is not only an expert in youth development but also in making people feel youthful and enthusiastic about their pursuits. Their innovative approach involves

collaborating with both public and private organizations to instill an entrepreneurial mindset, impart essential technology skills, and accelerate the growth of young talents in the region. They offer a comprehensive, plug-and-play youth development solution that helps institutions improve enrollment rates and enhance graduate employability. By connecting with more than 40 educational institutions and having successfully assisted over 10,000 youths in realizing their career and entrepreneurial goals.

Youth Ventures Asia has been recognized as an Outstanding Ecosystem Leader, specifically an Active Community Builder in 2022, earning the prestigious Origin Innovator Award. Their Youth Accelerator program is at the heart of their success, guiding passionate students to kickstart their entrepreneurial or career journeys even before graduation. Notable success stories from their accelerator program include Artmeet, Qarbotech, SwiftPro, AfterKelas, IntelliRent, and many more.

Mr. Hanif Marzuki Mohd Saupi, the client representative for Youth Ventures Asia, is a staunch advocate for youth development and envisions a future where the organization's mission aligns perfectly with addressing the challenges of easily finding more relevant connections and job opportunities. His aspiration is to create a system that surpasses any existing professional networking platform in the market. This system, in line with Youth Ventures Asia's vision, would be more powerful, user-friendly, clean, and sustainable. It would offer passionate youths a seamless way to connect with opportunities and individuals that can propel their dreams forward. With Mr. Hanif's commitment and the organization's track record of success, Youth Ventures Asia is poised to be a transformative force in youth development, providing a safe and empowering space for exploration, entrepreneurship, and community support, ultimately driving positive change on a global scale. For inquiries or collaboration, Mr. Hanif can be reached at +6017-750-1827.

2.2 Problem Background

The current system for managing student profiles at Youth Ventures StuPort encounters operational hurdles that impede effective tracking and handling.

A primary challenge lies in the inefficient management of multiple program cycles, causing difficulties in monitoring student progress across different phases. Additionally, the system grapples with the complexities of compiling data from multiple databases, leading to time-consuming report generation. The lack of seamless integration among modules further complicates the issue, preventing a comprehensive understanding of each student's journey. Recognition of students' achievements across different cycles is also problematic, affecting motivation and the organization's ability to showcase success stories.

To address these issues discreetly, a proposed system is introduced, aiming to streamline operations through integrated program cycle management, centralized database handling, seamless module integration, improved achievement recognition, a user-friendly interface for stakeholders, and robust reporting and analytics tools. This holistic solution seeks to enhance efficiency and data management while better acknowledging student accomplishments across diverse program cycles.

2.3 Proposed Solution

To overcome the operational challenges faced by the current system, we have decided to develop a Youth Ventures Student Portfolio Management System (StuPort), which emphasizes a holistic solution for improved efficiency.

Firstly, we recommend the implementation of a centralized database system that consolidates student profiles and program data. This will simplify data management and eliminate the need to access multiple databases, making it easier to track students' progress across different program cycles. The system should also have robust search and filter functions for easy data access.

Secondly, introducing a comprehensive achievement recognition system can help automatically track and acknowledge students' accomplishments, simplifying the process of recognizing their achievements across program cycles.

Lastly, to simplify data sharing, a secure and user-friendly portal can be established, allowing clients, partners and relevant stakeholders to access and exchange data more efficiently, thus fostering better collaboration.

In summary, the proposed solutions include a centralized database system, an achievement recognition system and a user-friendly data sharing portal. These measures will streamline the Youth Ventures Student Portfolio Management System (StuPort), improve data management, enhance student achievement recognition, ultimately boosting overall efficiency for everyone involved.

2.4 Development Approach

To achieve the mission of developing the Youth Ventures Student Portfolio Management System (StuPort), we ensured the establishment of clear objectives and a well-defined plan. Following the Software Development Lifecycle (SDLC), we underwent several vital phases to ensure the completeness and functionality of the system: Planning, Analysis, Design, Development, and Testing.

In the planning phase, we defined roles and responsibilities within the project team, conducted human resource planning to ensure the right expertise on the board, created a Work Breakdown Structure (WBS) to detail project tasks, and utilized tools like PERT and Gantt charts to map out the project schedule. During the analysis phase, we gathered user requirements through interviews with our client, Youth Ventures Asia, created visual representations of system interactions like use cases, activity diagrams, and sequence diagrams, and documented all gathered requirements in a comprehensive Software Requirements Specification (SRS).

Moving on to the design phase, we established a system architecture, designed the database structure, crafted user-friendly User Interface/User Experience (UI/UX) designs and created a Software Design Document (SDD) that outlined the architectural and detailed design of the Youth Ventures StuPort Management System. Meanwhile, the development phase included writing code, developing software components and implementing system functionalities according to the requirements and design of our client, Youth Ventures.

Lastly, in the testing phase, we determined the testing approaches to be employed, identified and rectified defects or issues discovered during testing and created a Software Test Document (STD) to comprehensively document testing procedures. By following these well-defined phases and tasks, we ensured a systematic and successful development process for the Youth Ventures StuPort Management System, resulting in a robust and fully-functional solution.

2.5 System Design

2.5.1 Entity-Relationship Diagram (ERD)

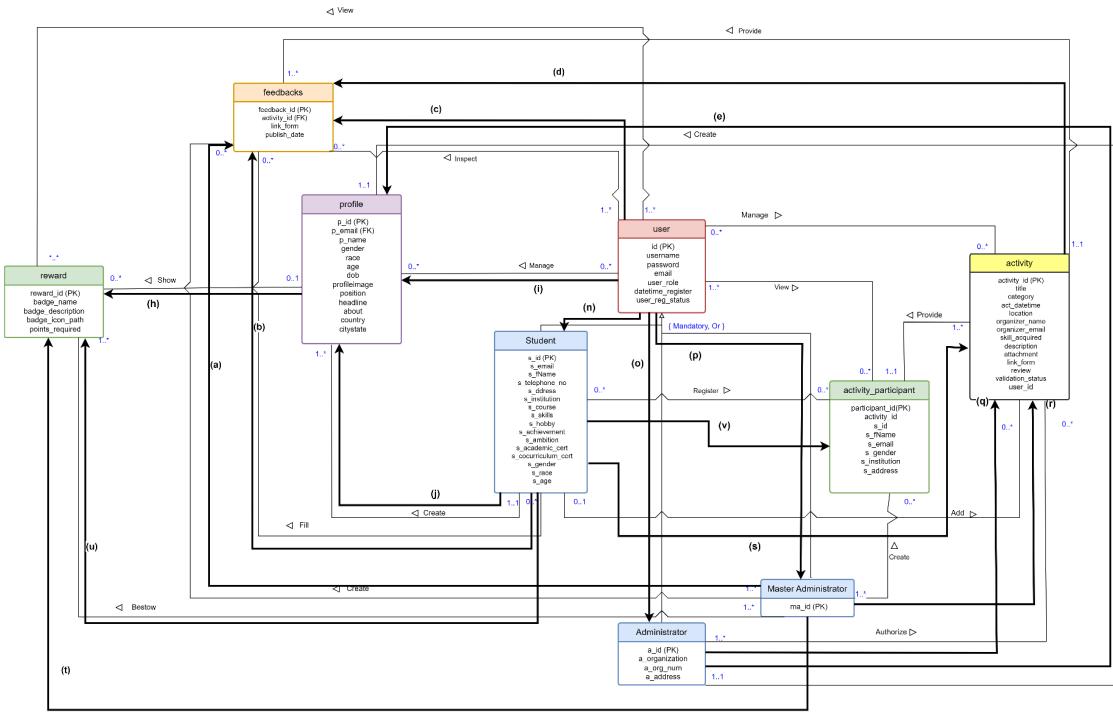


Figure 2.5.1.1: Entity-Relationship Diagram (ERD) for StuPort System

Higher Definition ERD: [Entity-Relationship Diagram \(ERD\) for StuPort System.png](#)

2.5.2 Use Case Diagram

Module 001: Authentication Module:

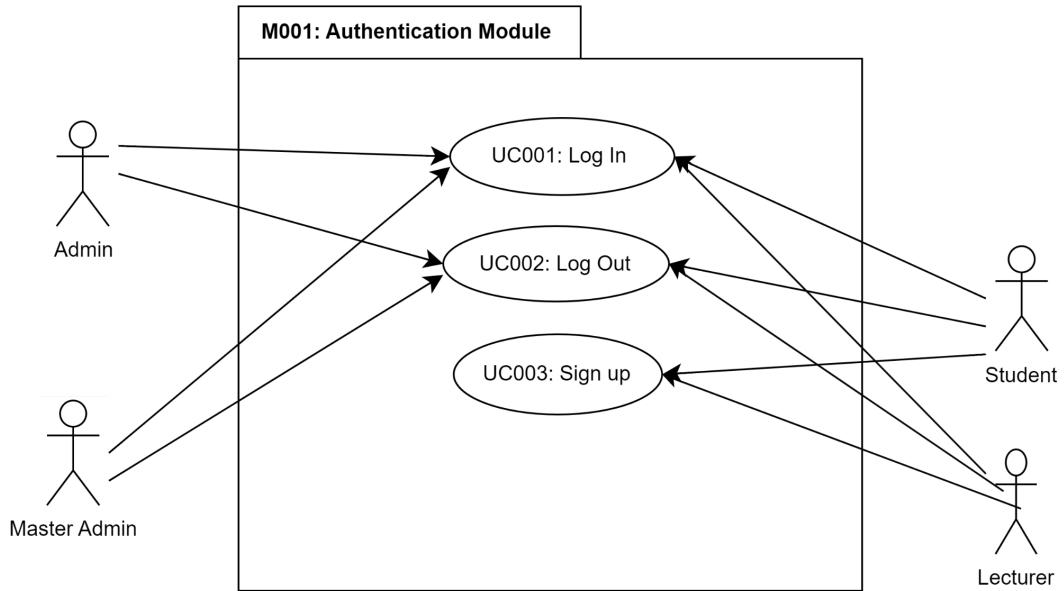


Figure 2.5.2.1: Use Case Diagram for Authentication module

Module 002: Profile Module:

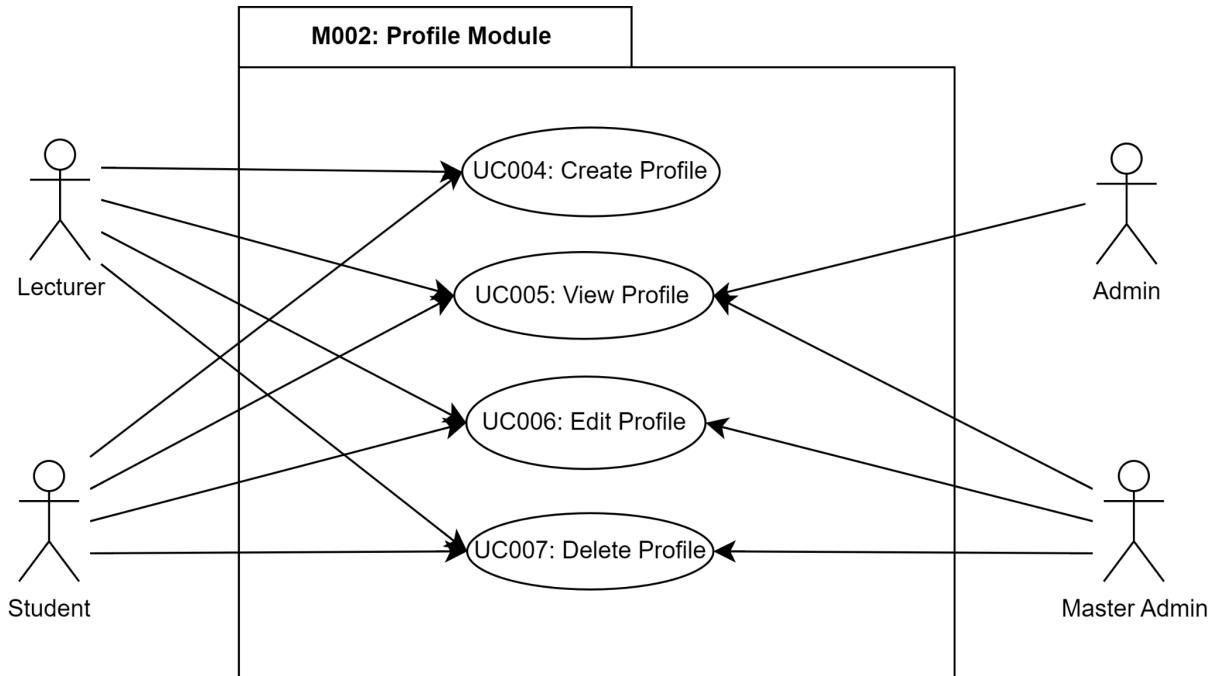


Figure 2.5.2.2: Use Case Diagram for Profile module

Module 003: Dashboard Module:

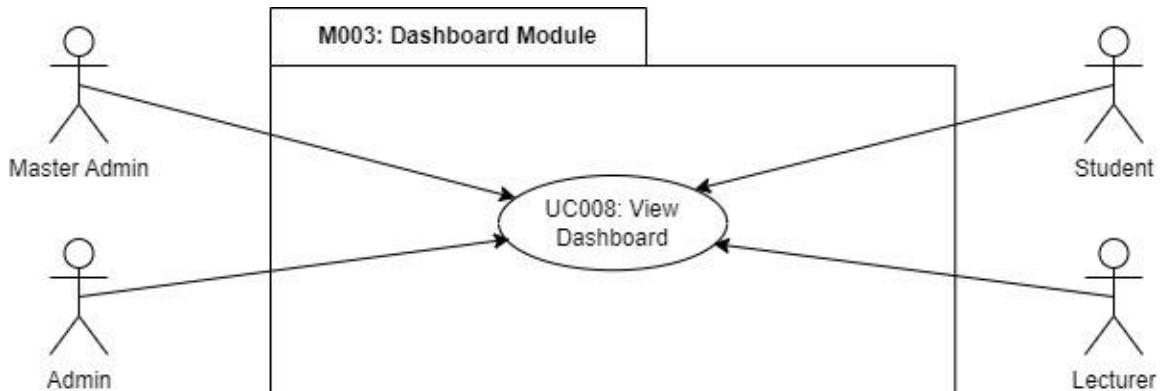


Figure 2.5.2.3: Use Case Diagram for Dashboard module

Module 004: Activity Module:

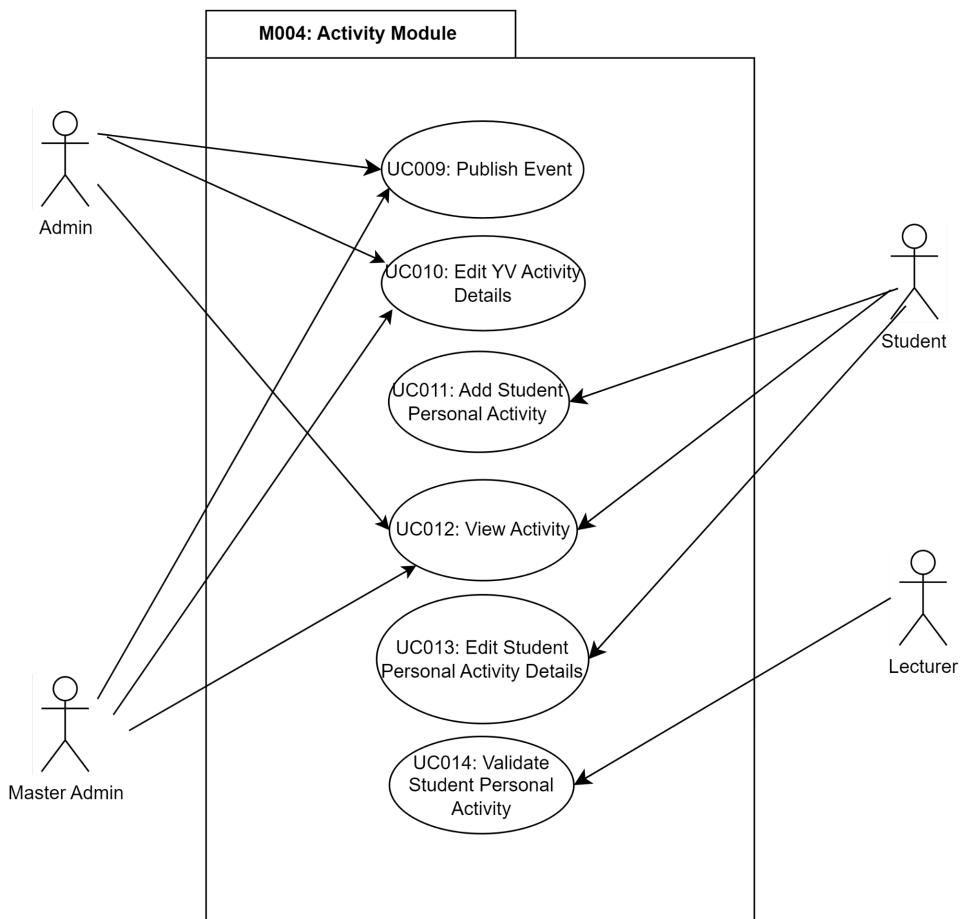


Figure 2.5.2.4: Use Case Diagram for Activity module

Module 005: Registration Module:

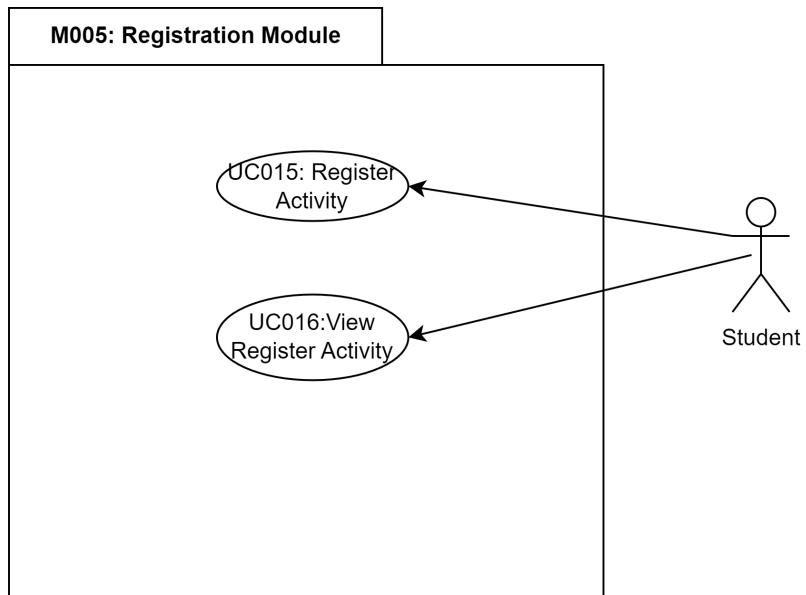


Figure 2.5.2.5: Use Case Diagram for Registration module

Module 006: Feedback Module:

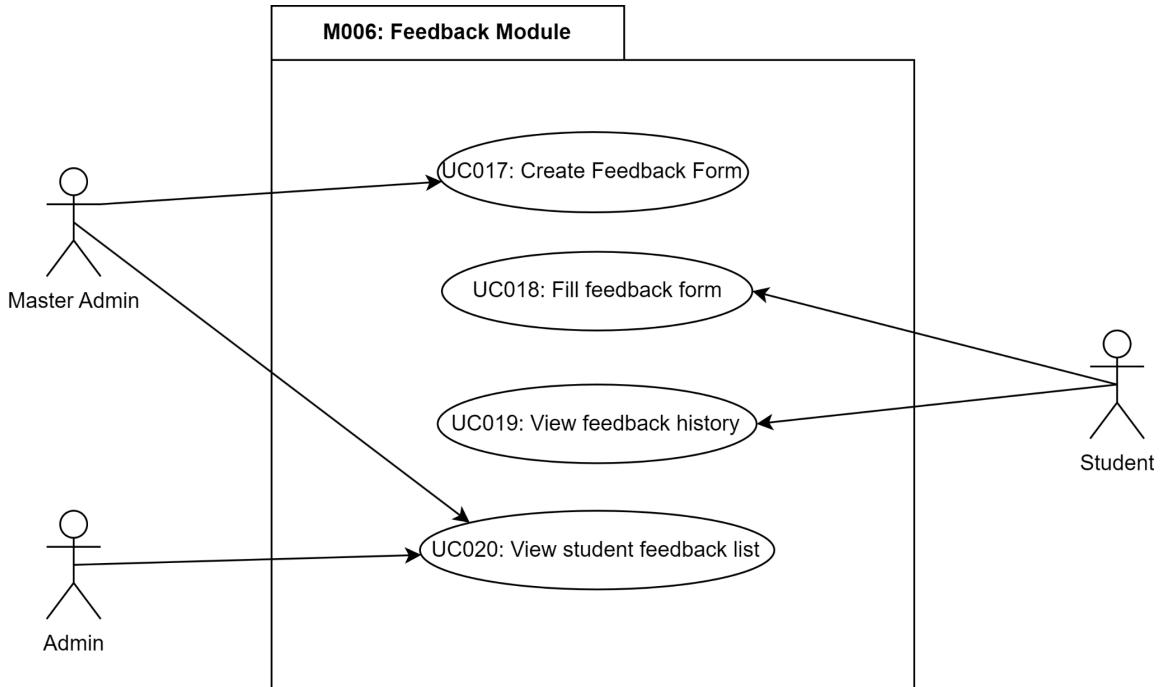


Figure 2.5.2.6: Use Case Diagram for Feedback module

Module 007: Reward Module:

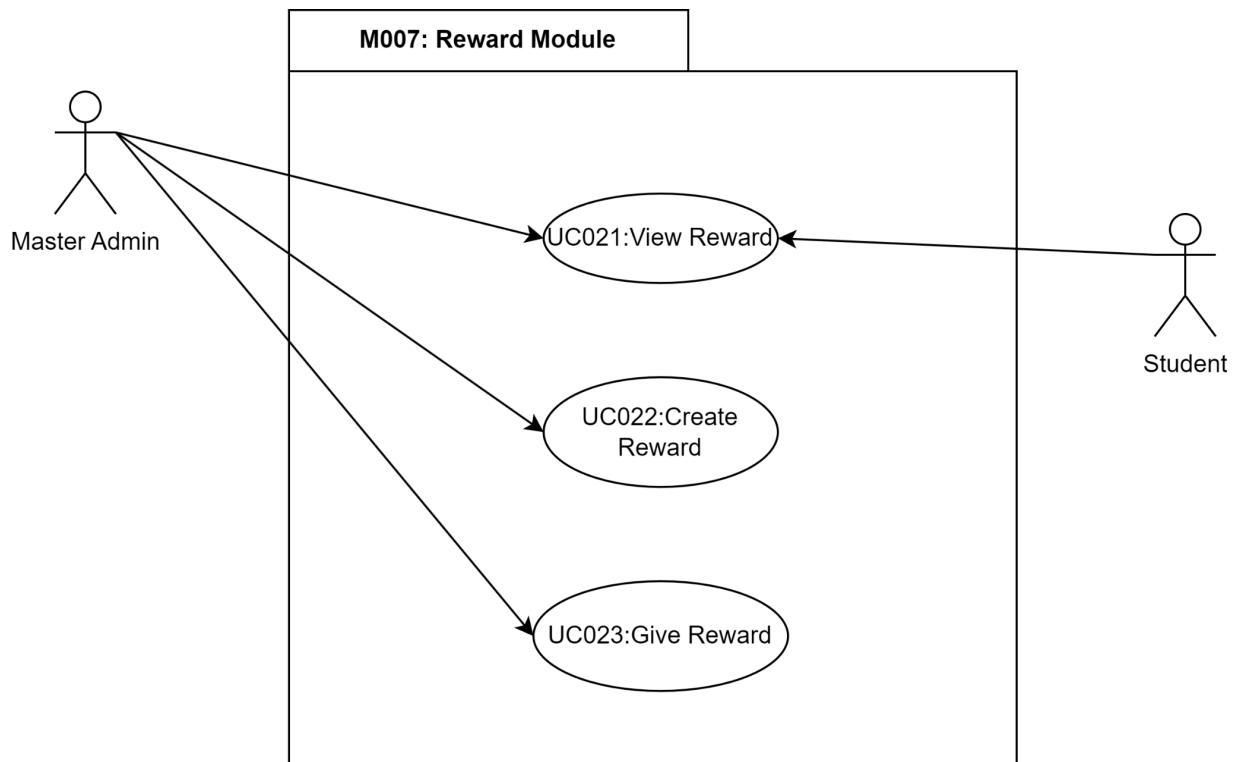


Figure 2.5.2.7: Use Case Diagram for Reward module

Module 008: Resume Module:

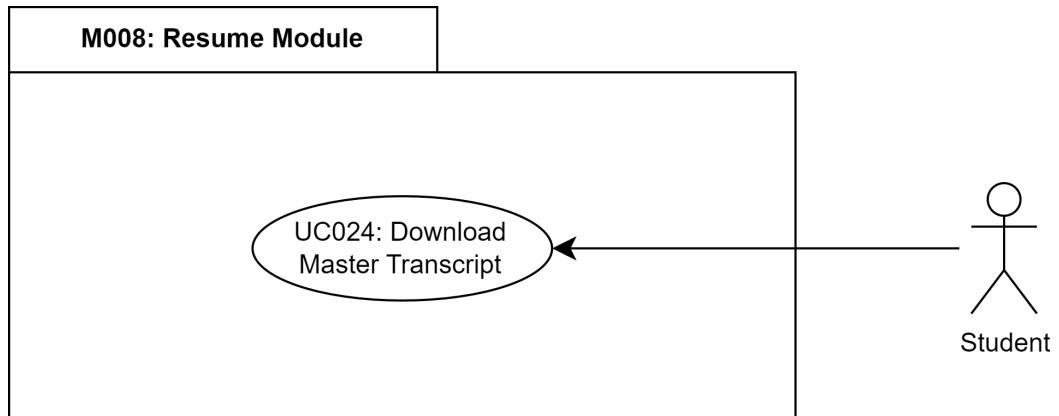
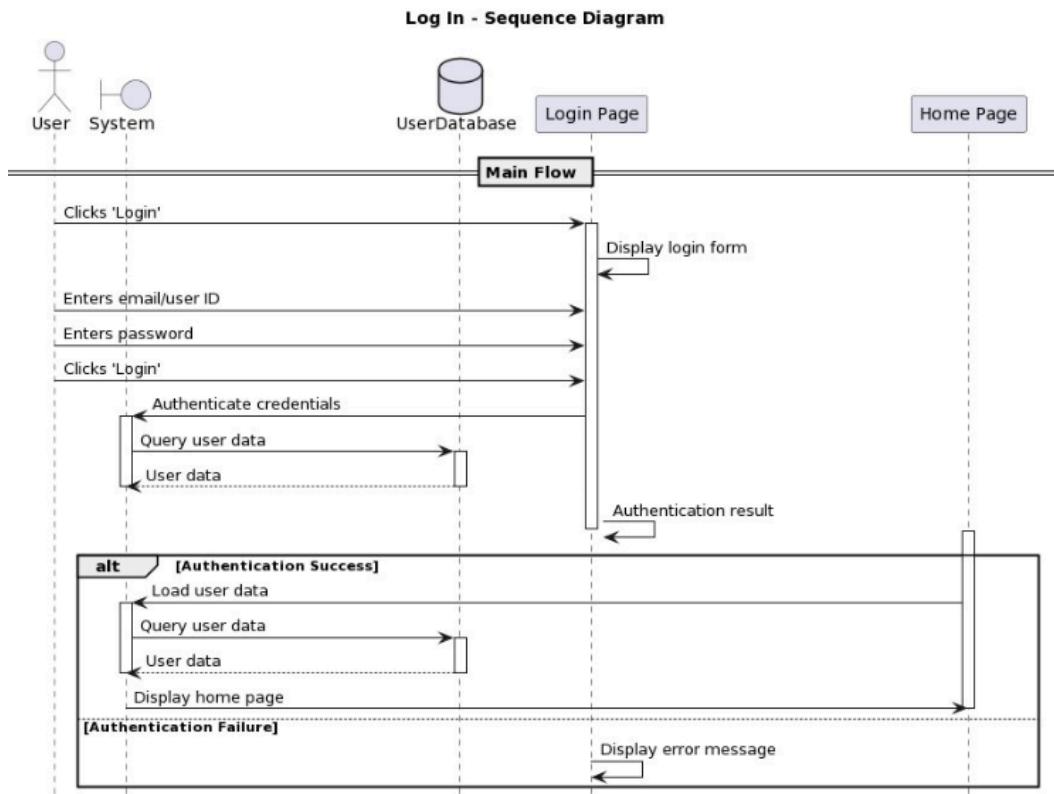


Figure 2.5.2.8: Use Case Diagram for Resume module

2.5.3 Sequence Diagram

Module 001: Authentication Module:



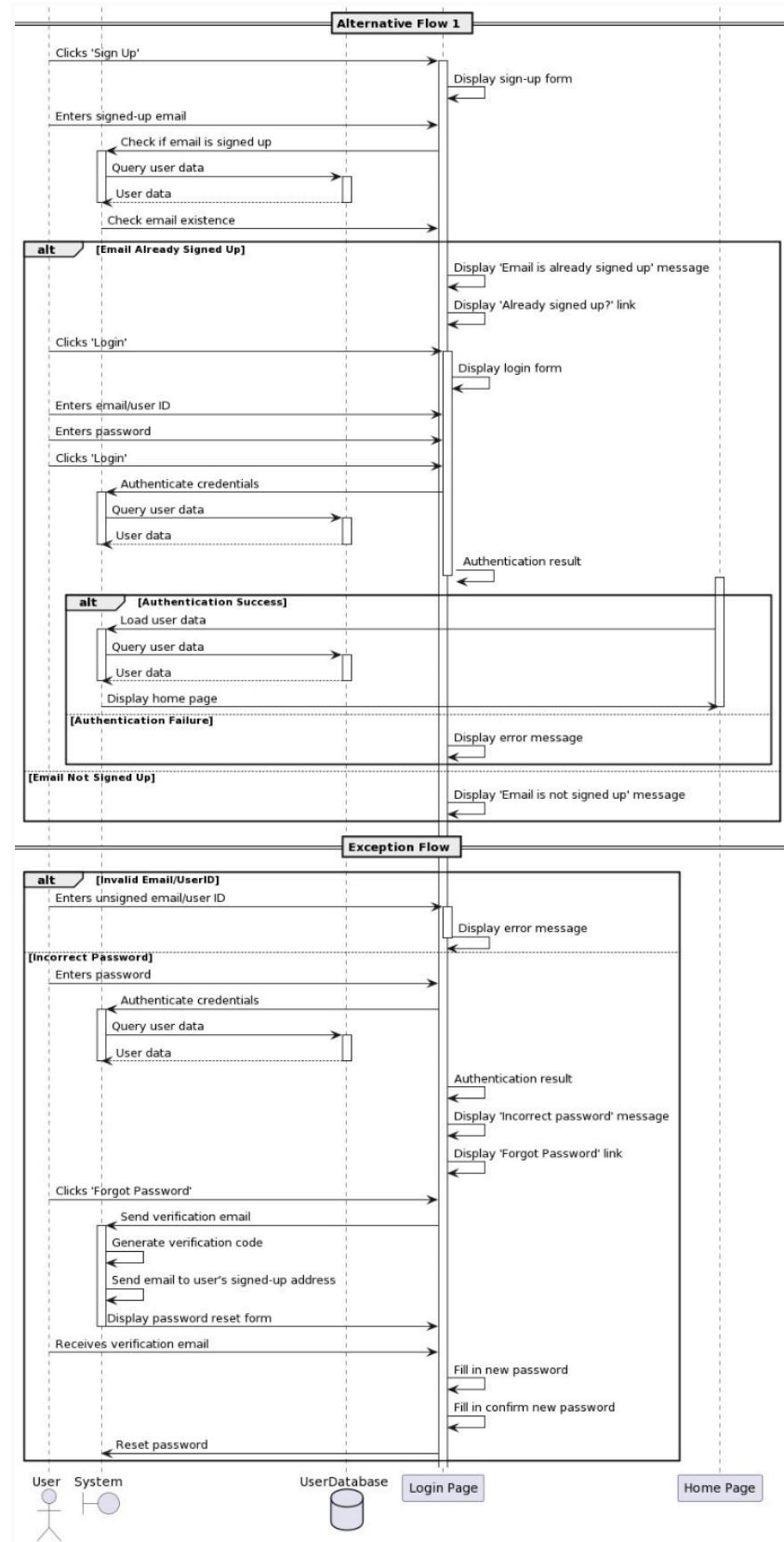


Figure 2.5.3.1: Sequence Diagram of Log In

Log Out - Sequence Diagram

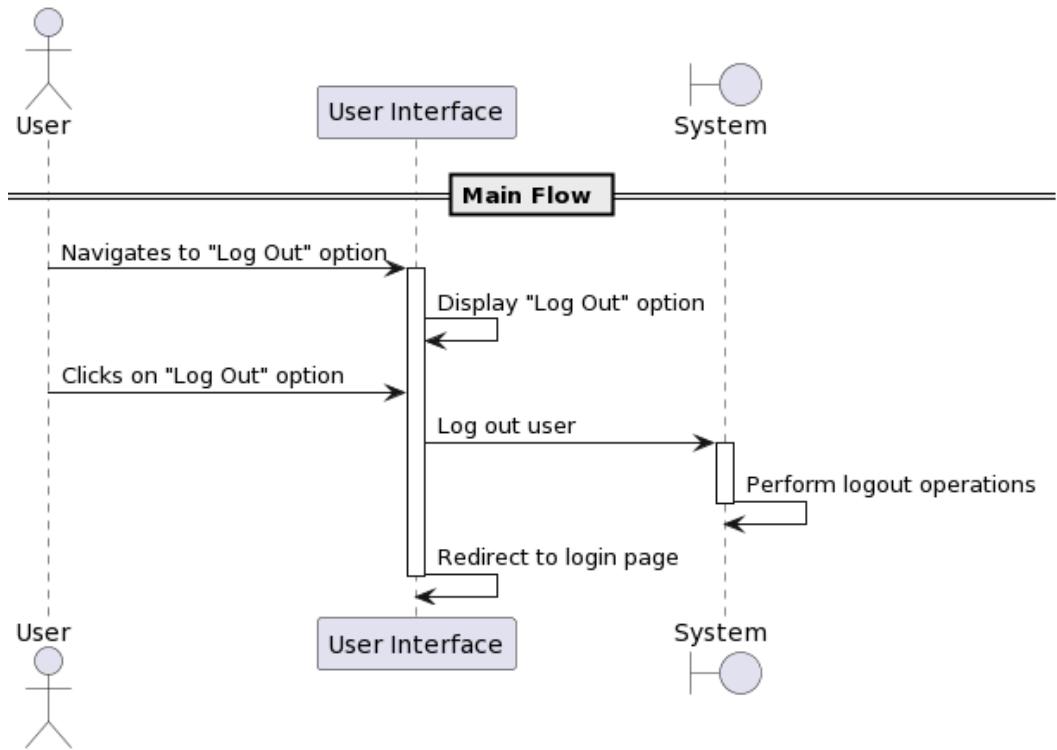


Figure 2.5.3.2: Sequence Diagram of Log out

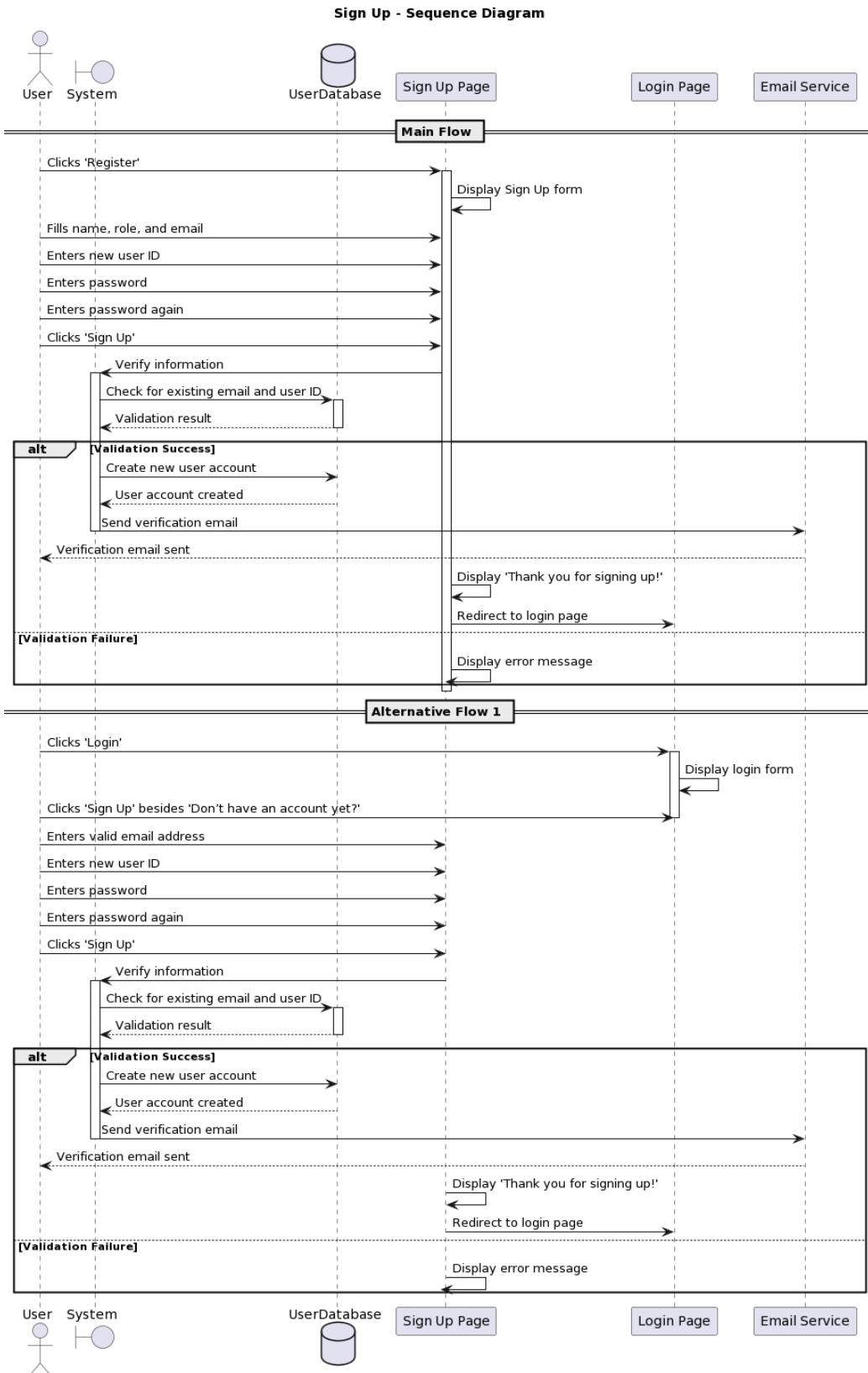


Figure 2.5.3.3: Sequence Diagram of Sign up

Module 002: Profile Module:

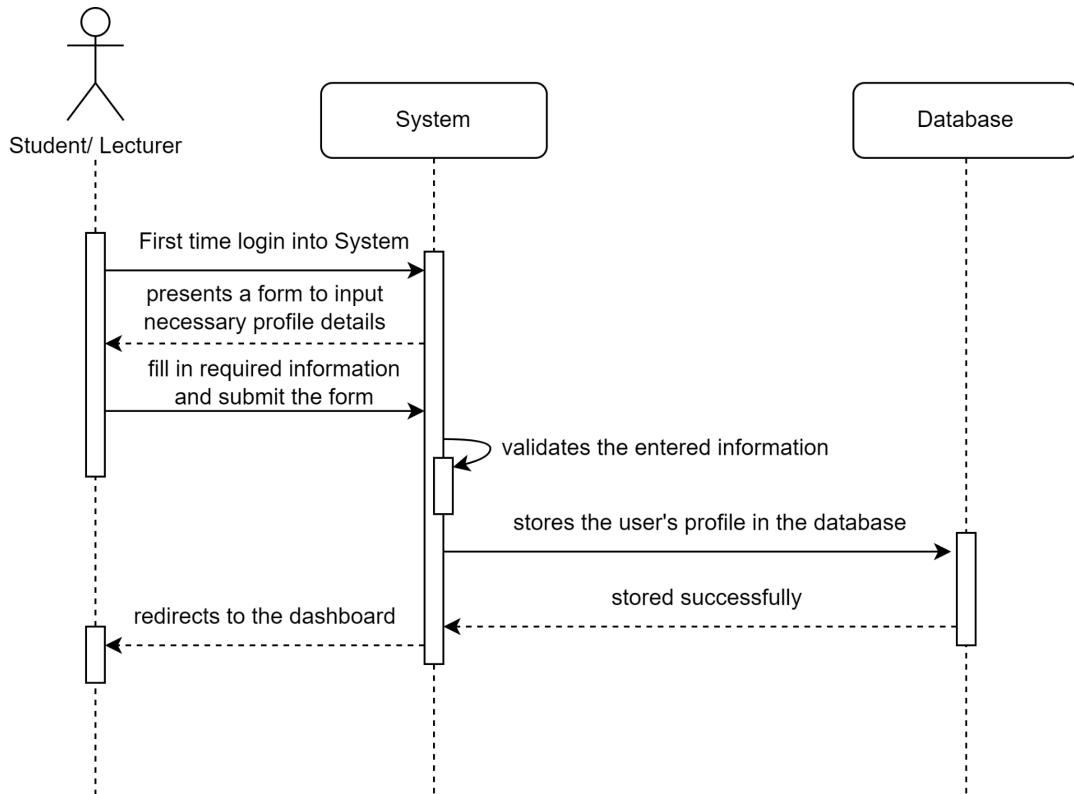


Figure 2.5.3.4: Sequence Diagram of Create Profile

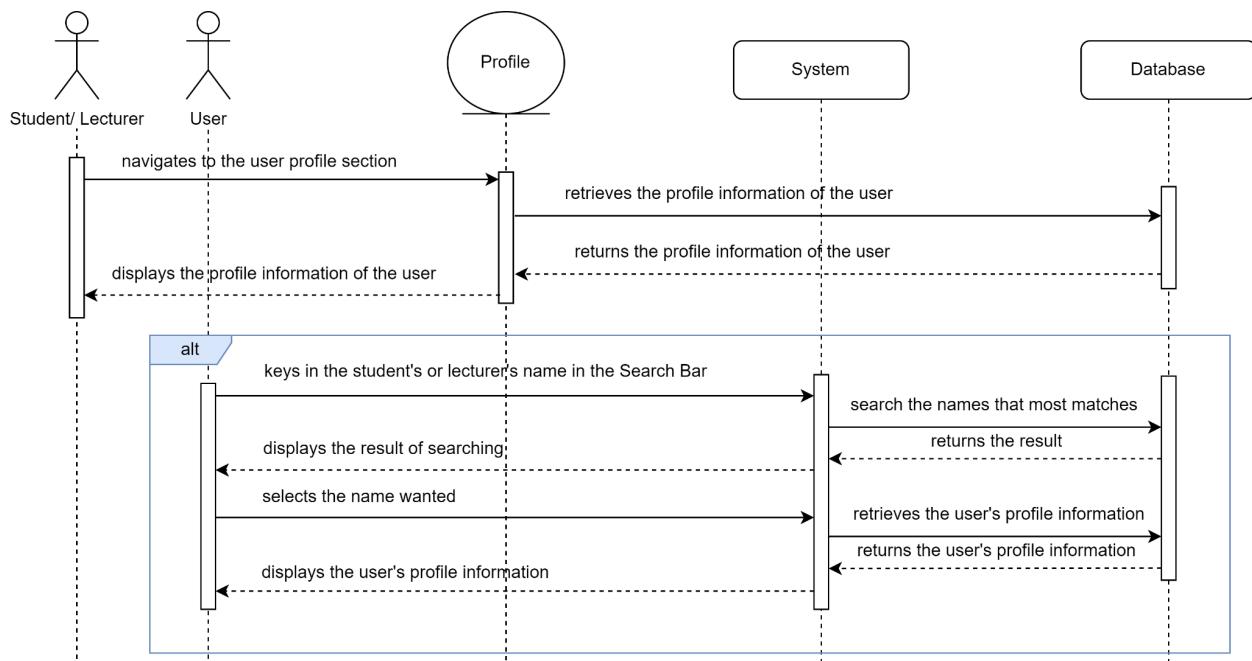


Figure 2.5.3.5: Sequence Diagram of View Profile

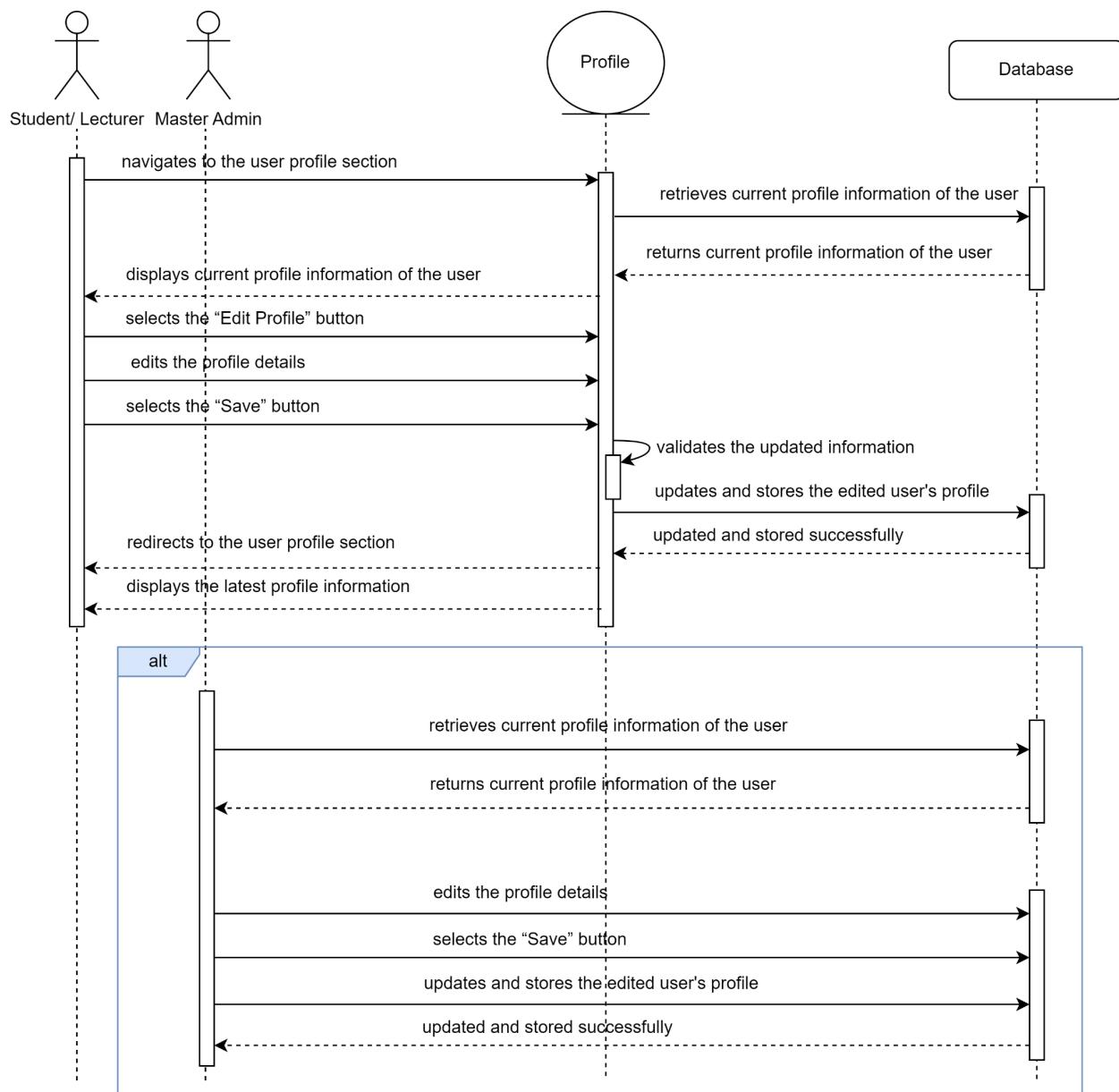


Figure 2.5.3.6: Sequence Diagram of Edit Profile

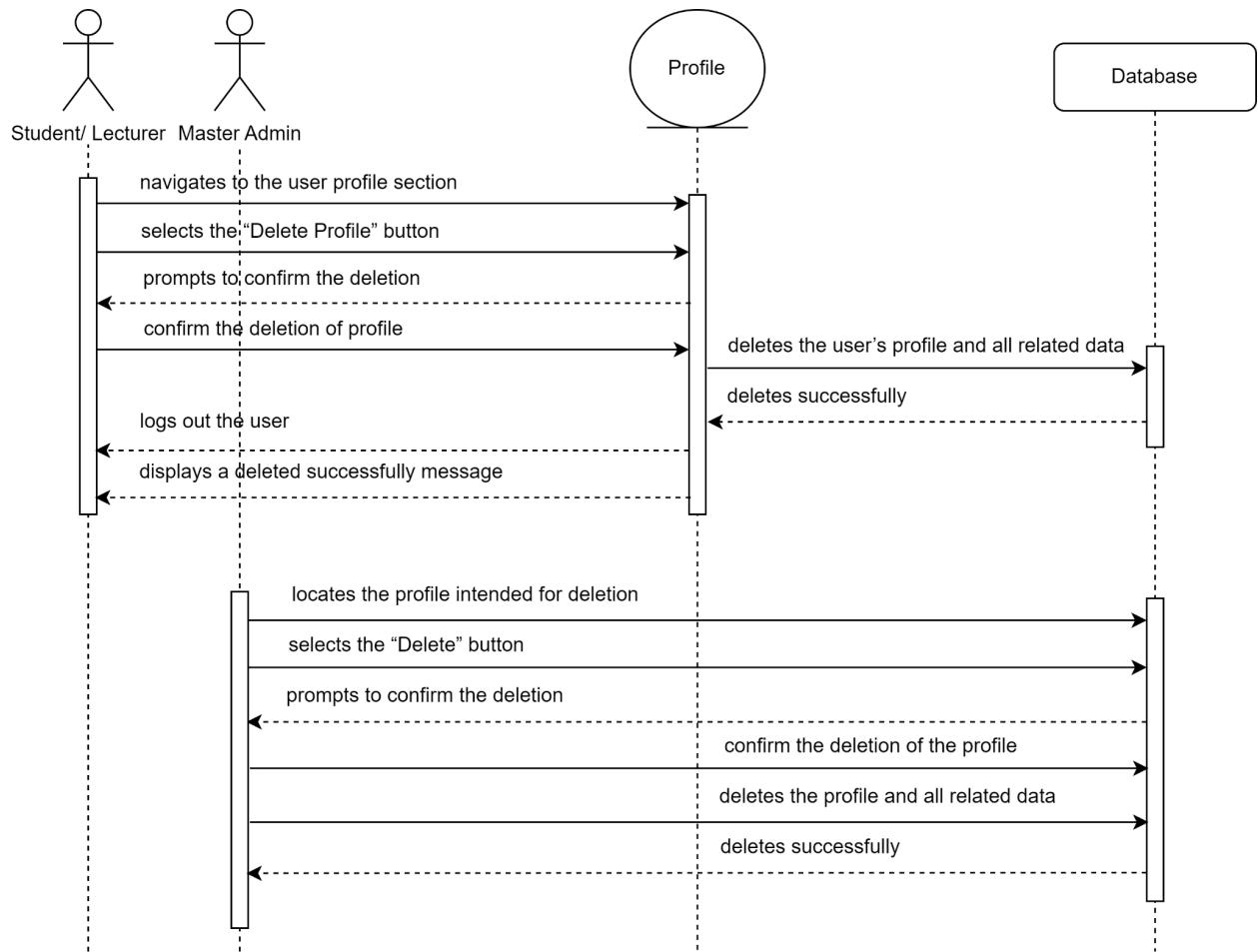


Figure 2.5.3.7: Sequence Diagram of Delete Profile

Module 003: Dashboard Module:

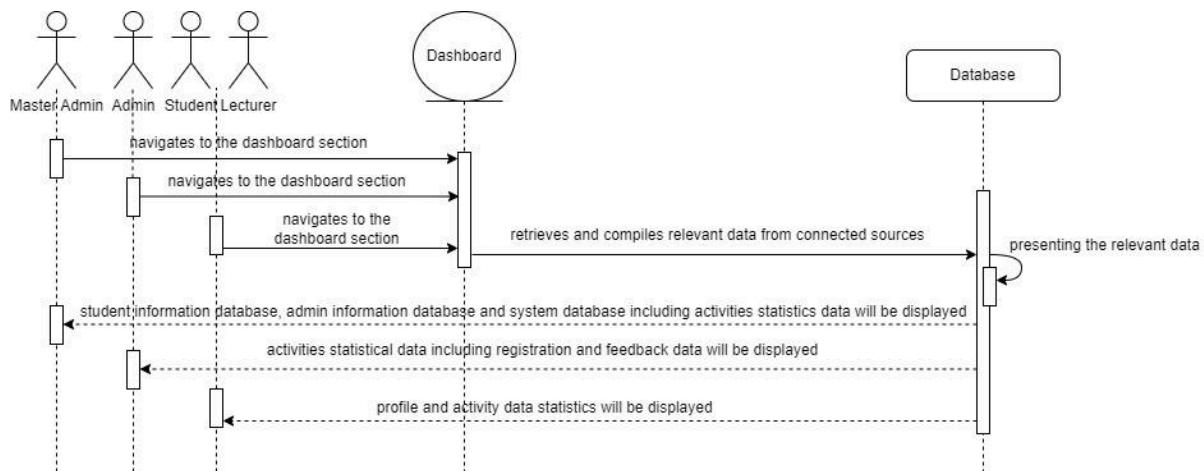


Figure 2.5.3.8: Sequence Diagram of View Dashboard

Module 004: Activity Module:

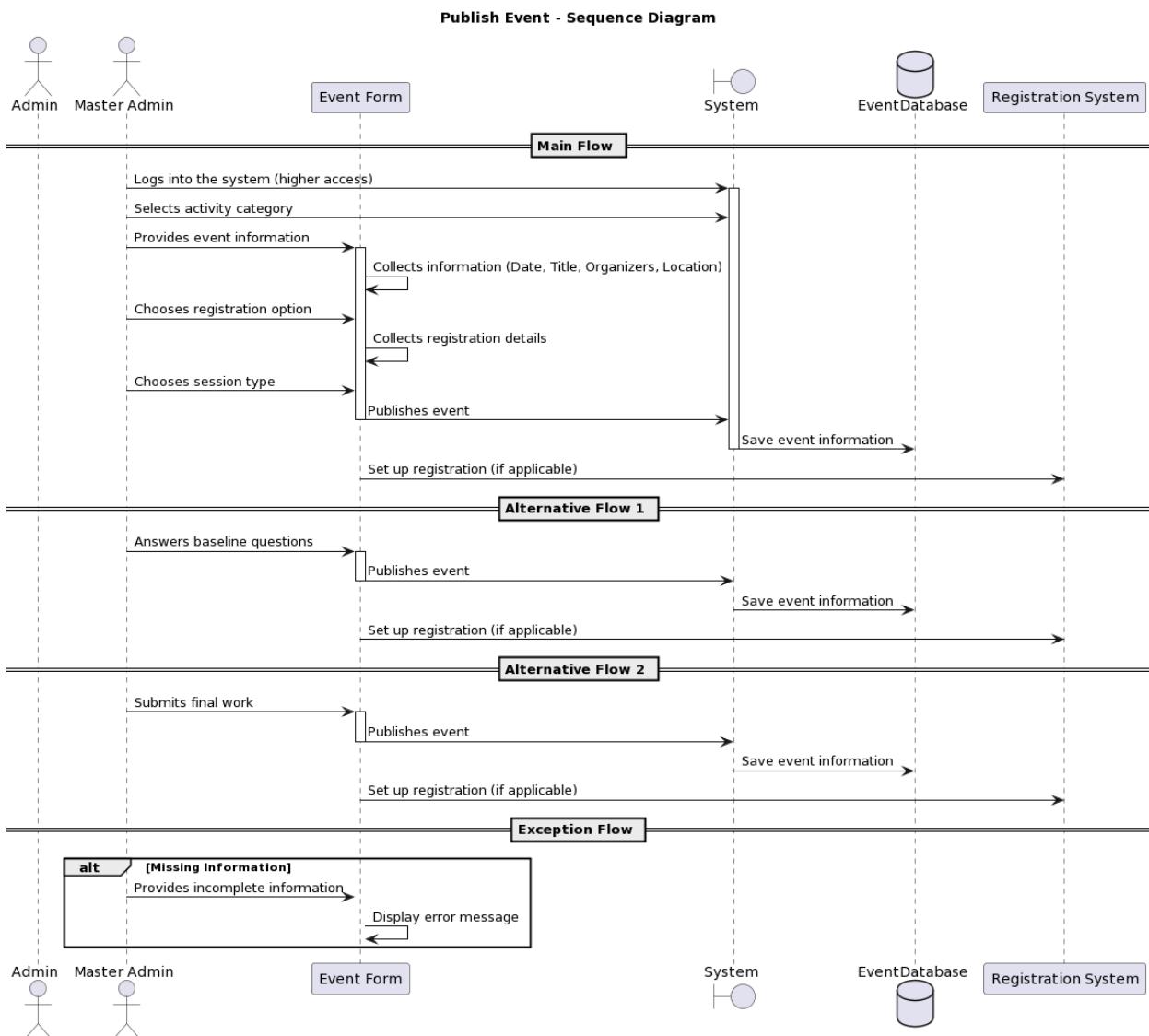


Figure 2.5.3.9: Sequence Diagram of Publish Event

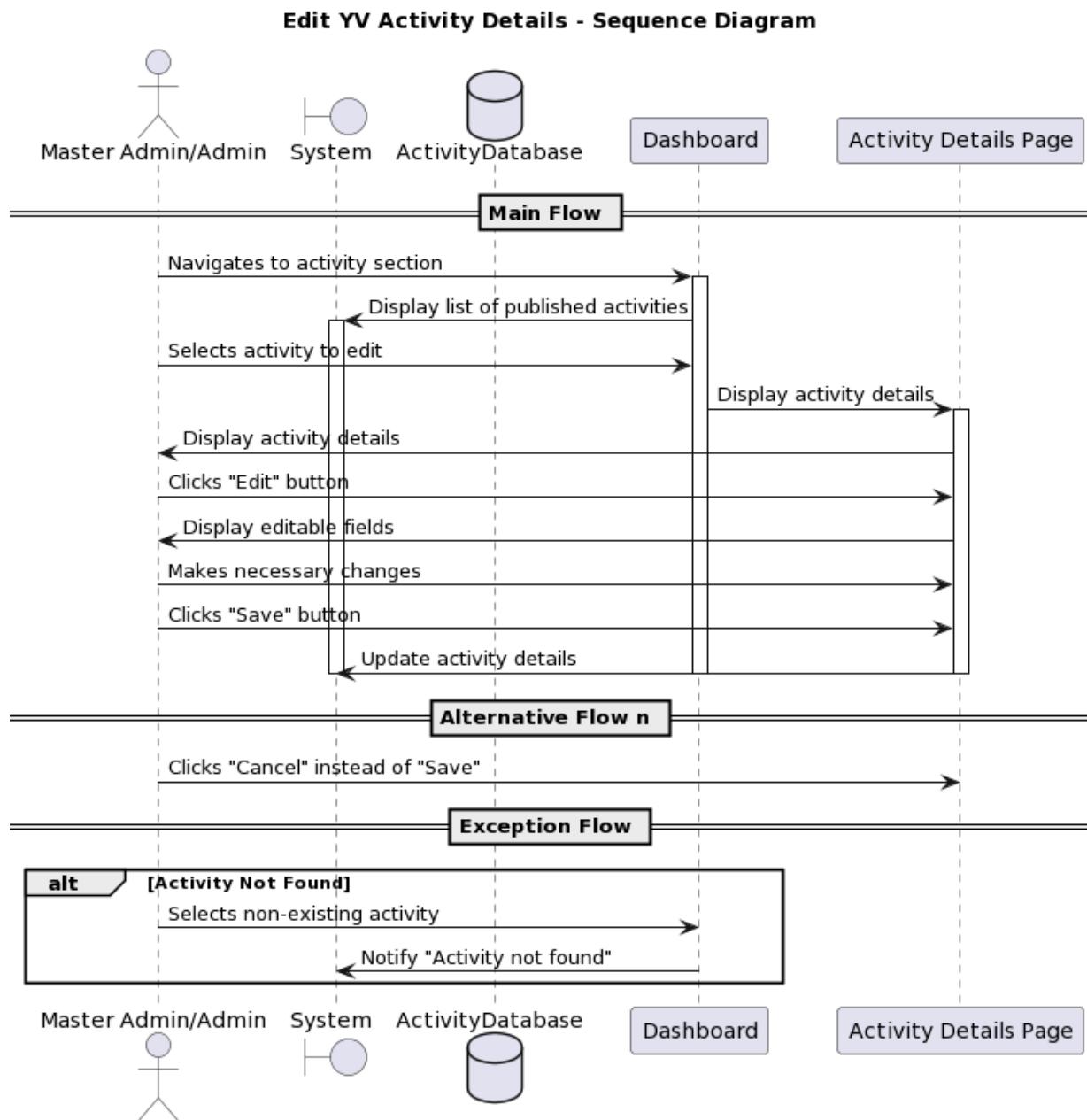


Figure 2.5.3.10: Sequence Diagram of Edit YV Activity Details

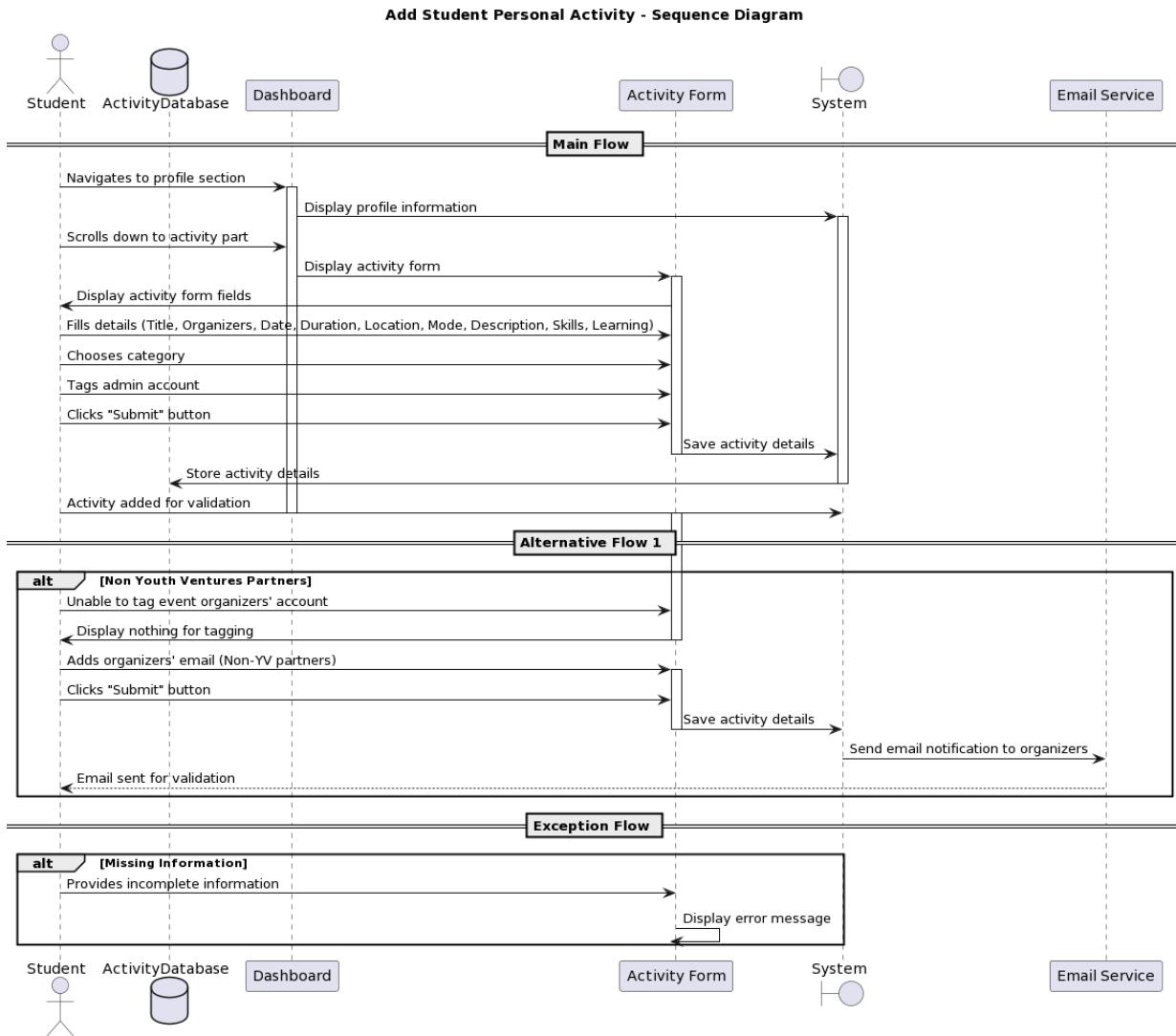


Figure 2.5.3.11: Sequence Diagram of Add Student Personal Activity

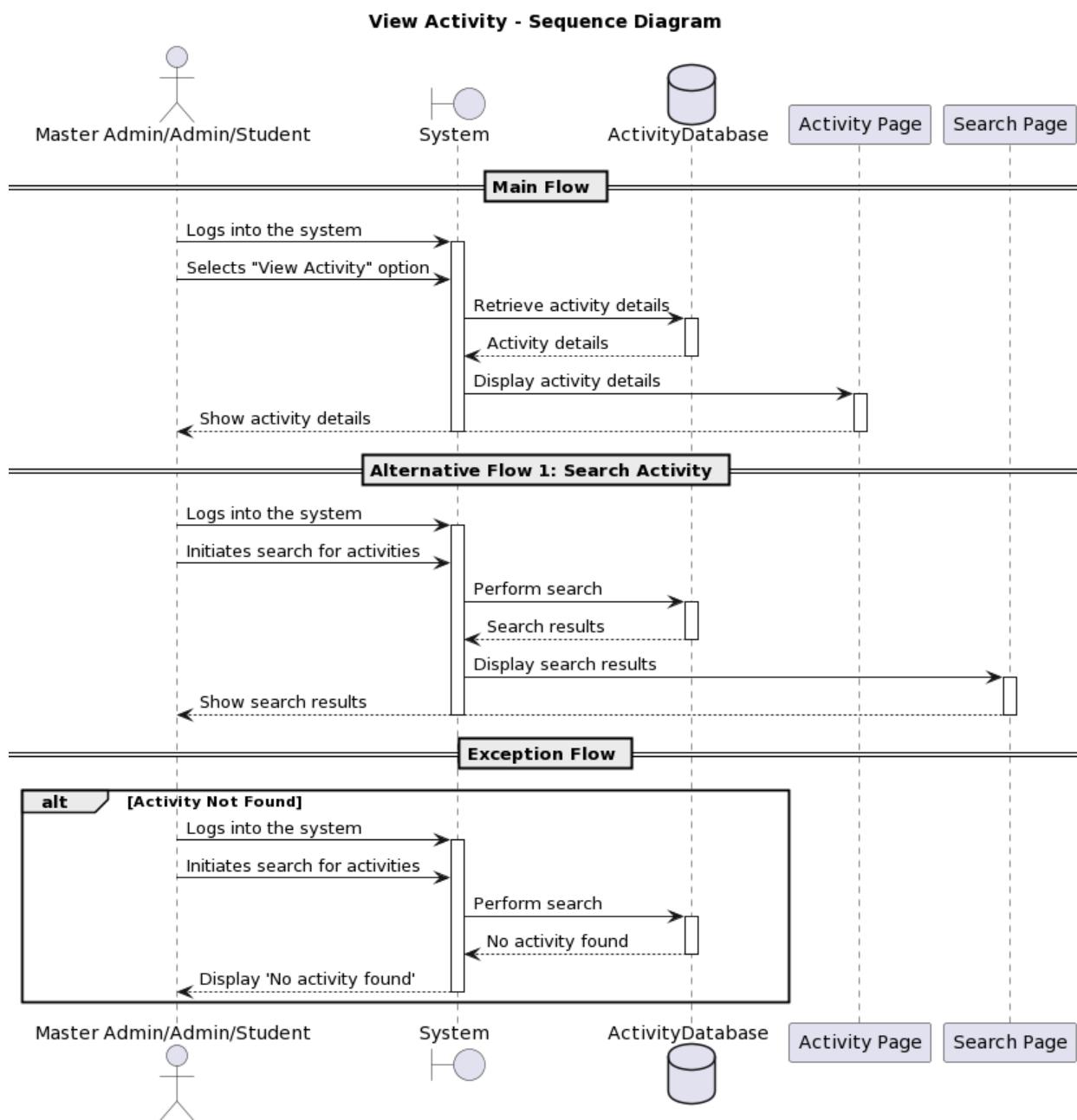


Figure 2.5.3.12: Sequence Diagram of View Activity

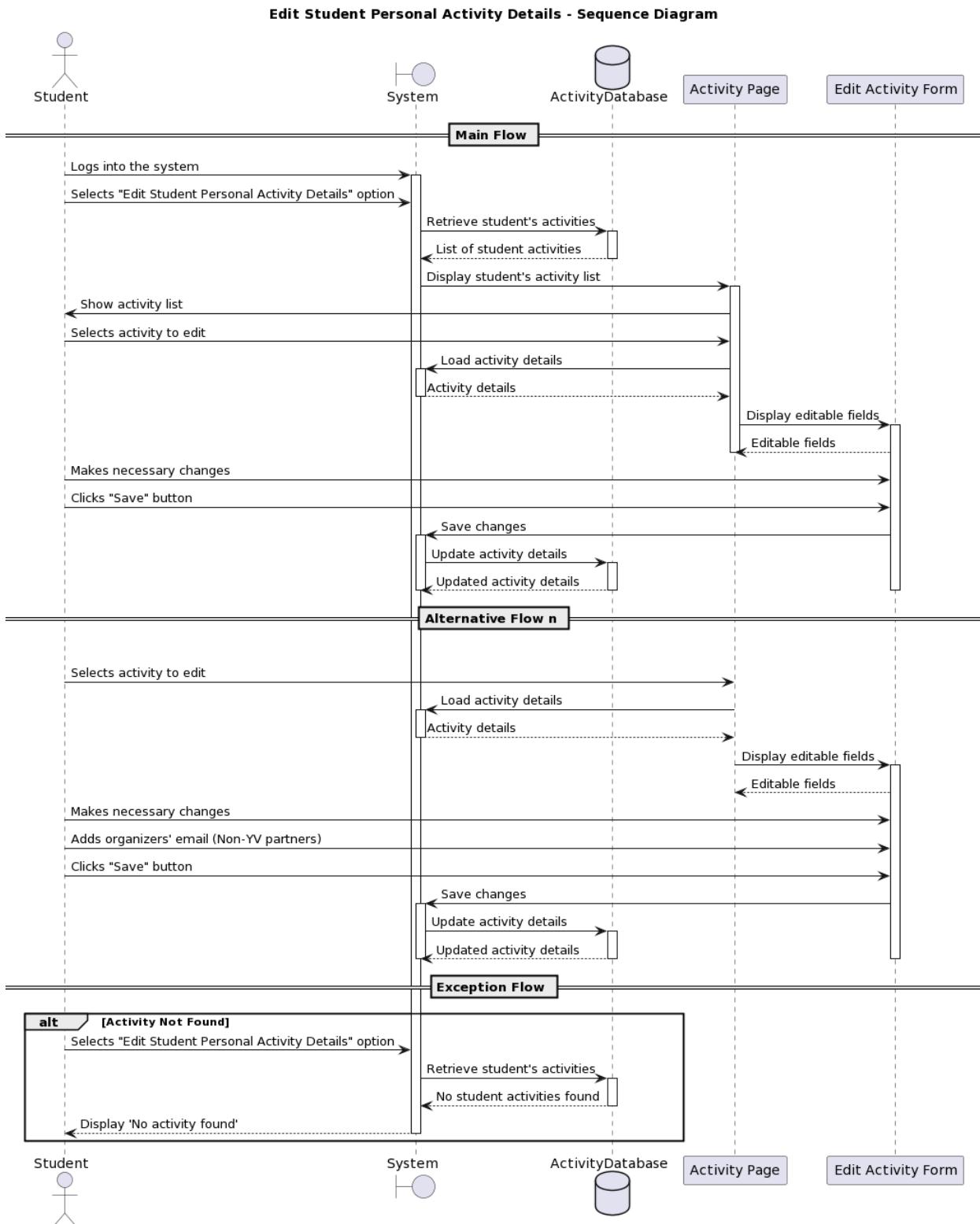


Figure 2.5.3.13: Sequence Diagram of Edit Student Personal Activity Details

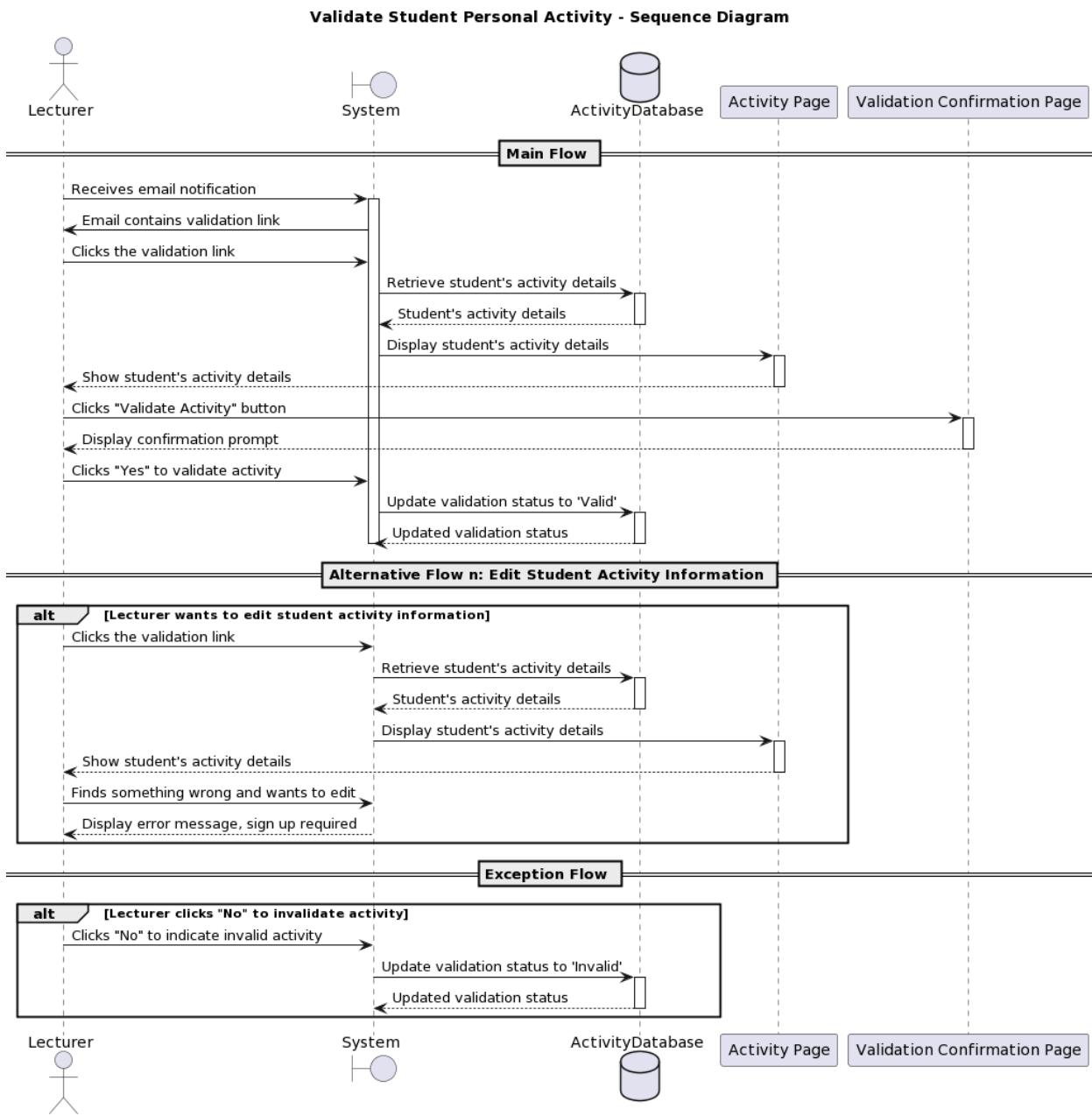


Figure 2.5.3.14: Sequence Diagram of Validate Student Personal Activity

Module 005: Registration Module:

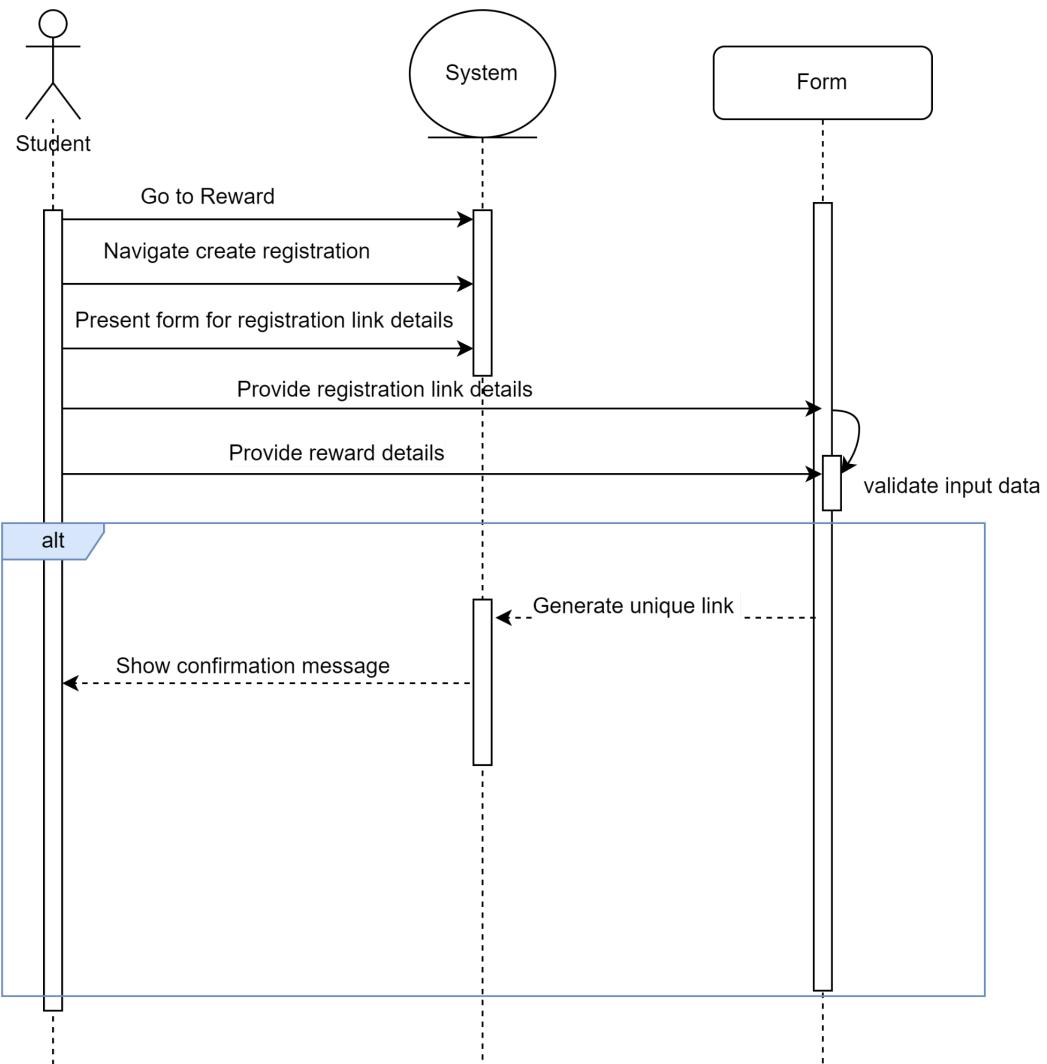


Figure 2.5.3.15: Sequence Diagram of Registered Activity

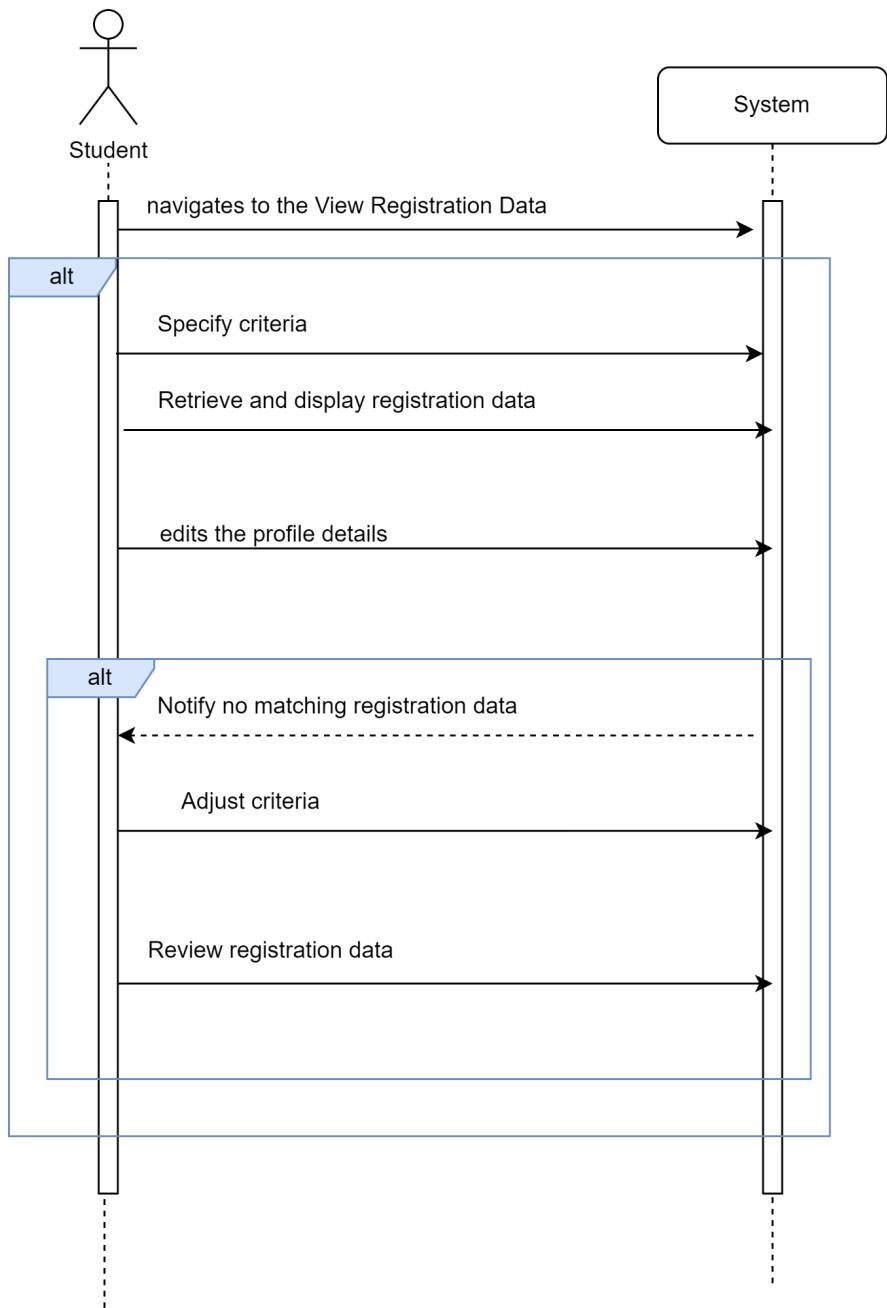


Figure 2.5.3.16: Sequence Diagram of View Registered Activity

Module 006: Feedback Module:

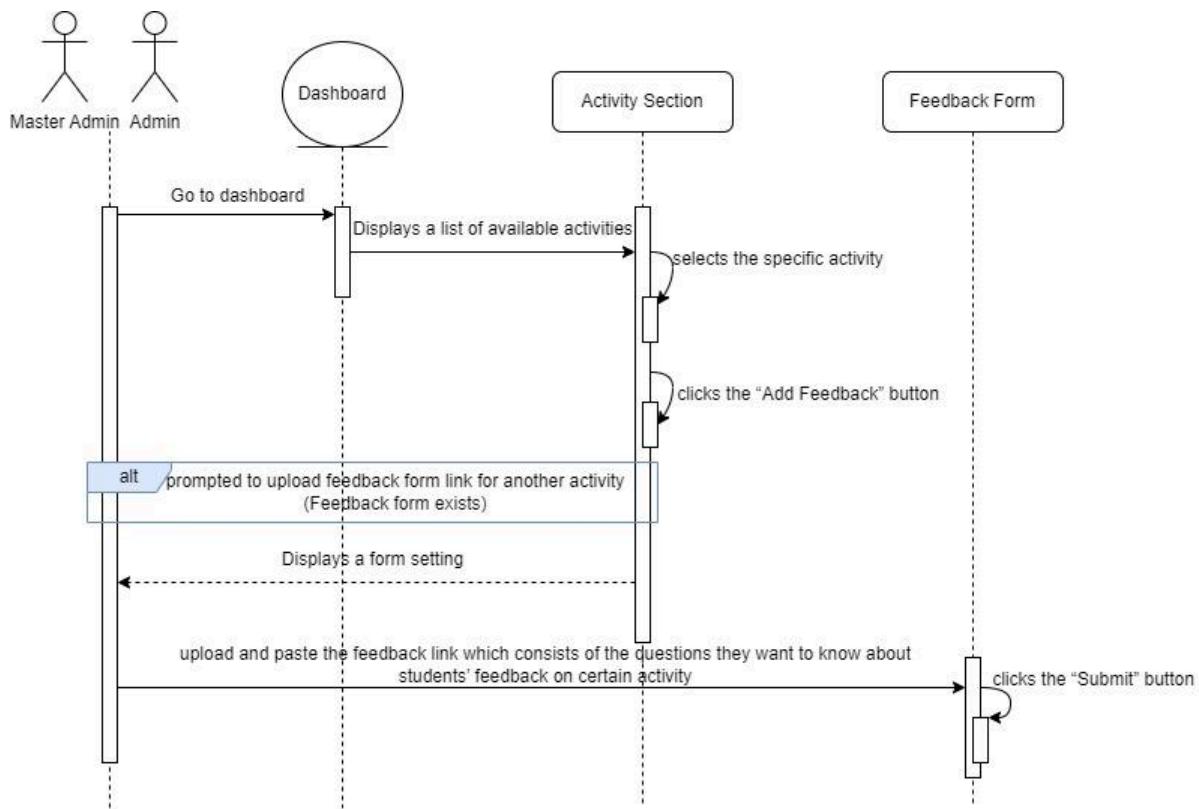


Figure 2.5.3.17: Sequence Diagram of Create Feedback Form

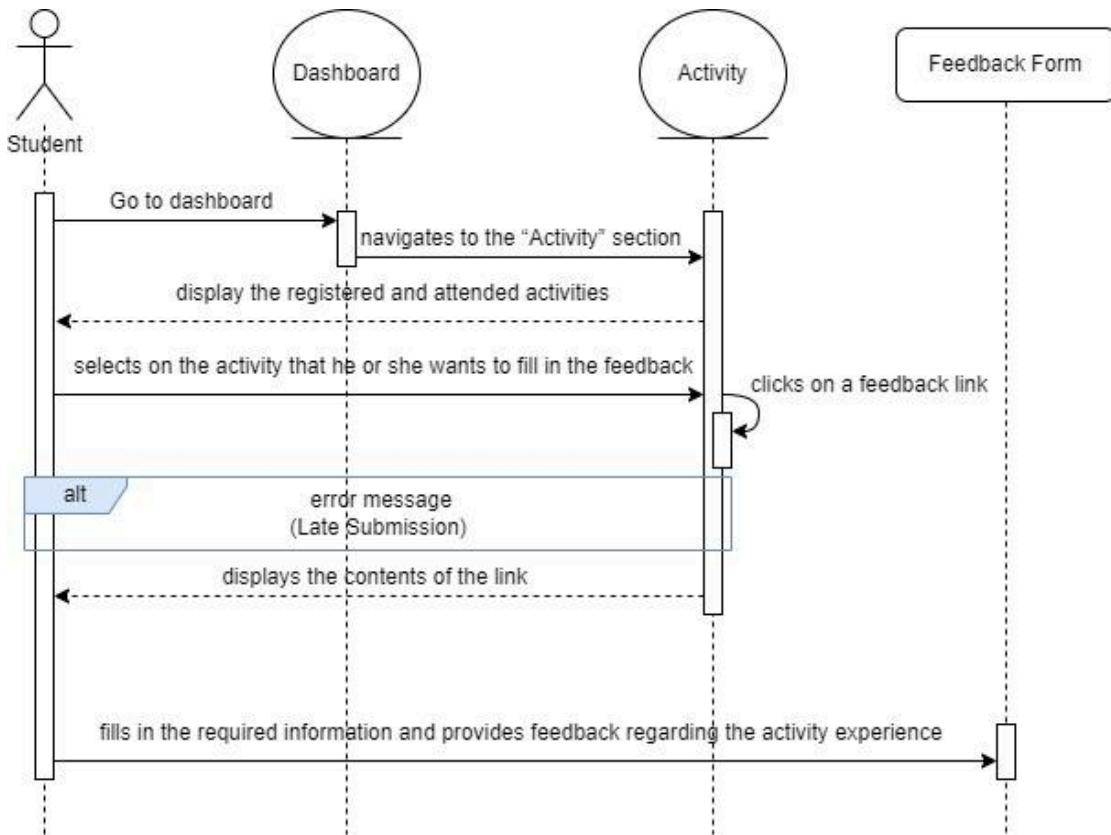


Figure 2.5.3.18: Sequence Diagram of Fill Feedback Form

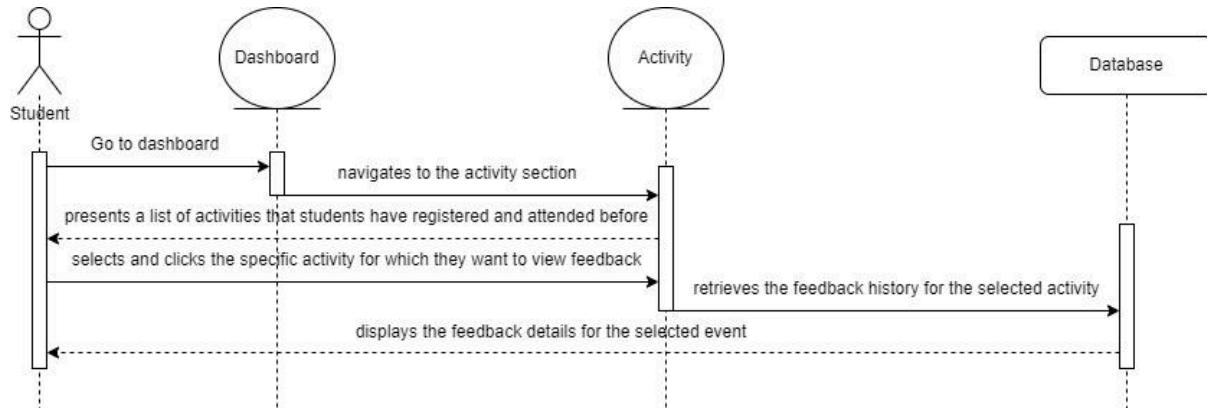


Figure 2.5.3.19: Sequence Diagram of View Feedback History

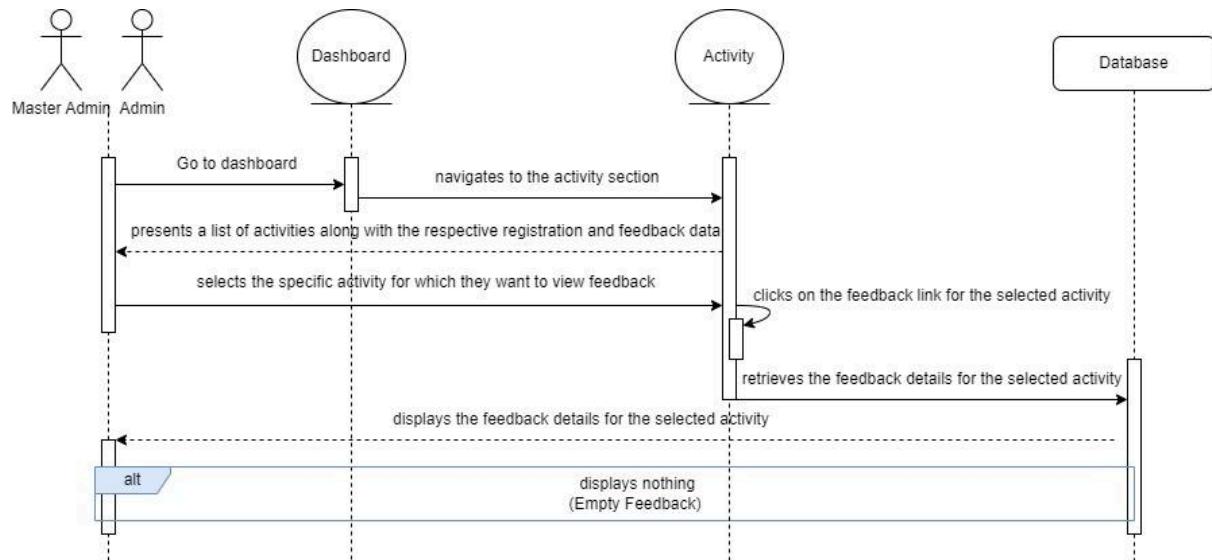


Figure 2.5.3.20: Sequence Diagram of View Student Feedback List

Module 007: Reward Module:

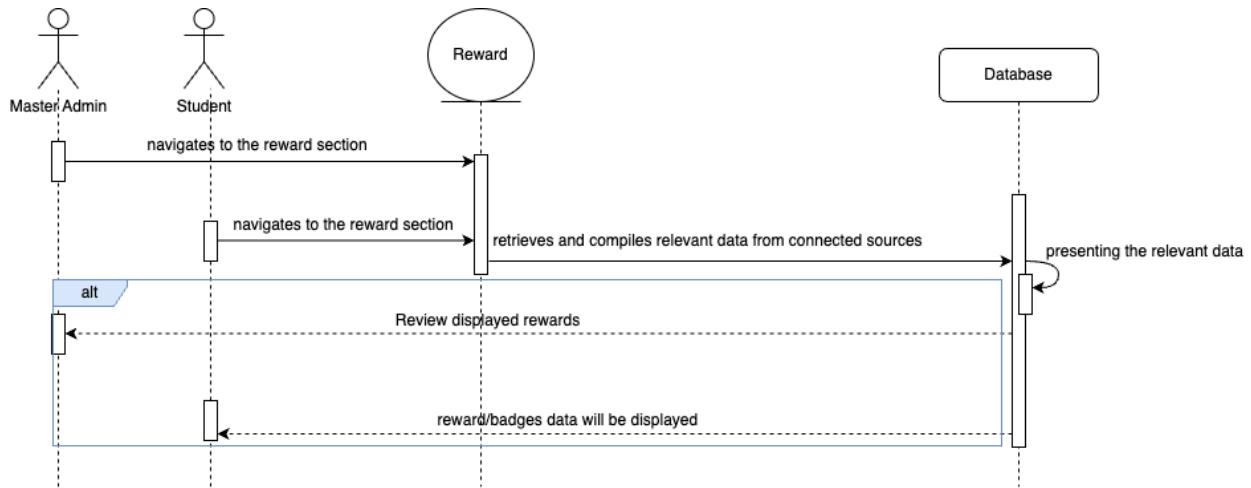


Figure 2.5.3.21: Sequence Diagram of View Reward

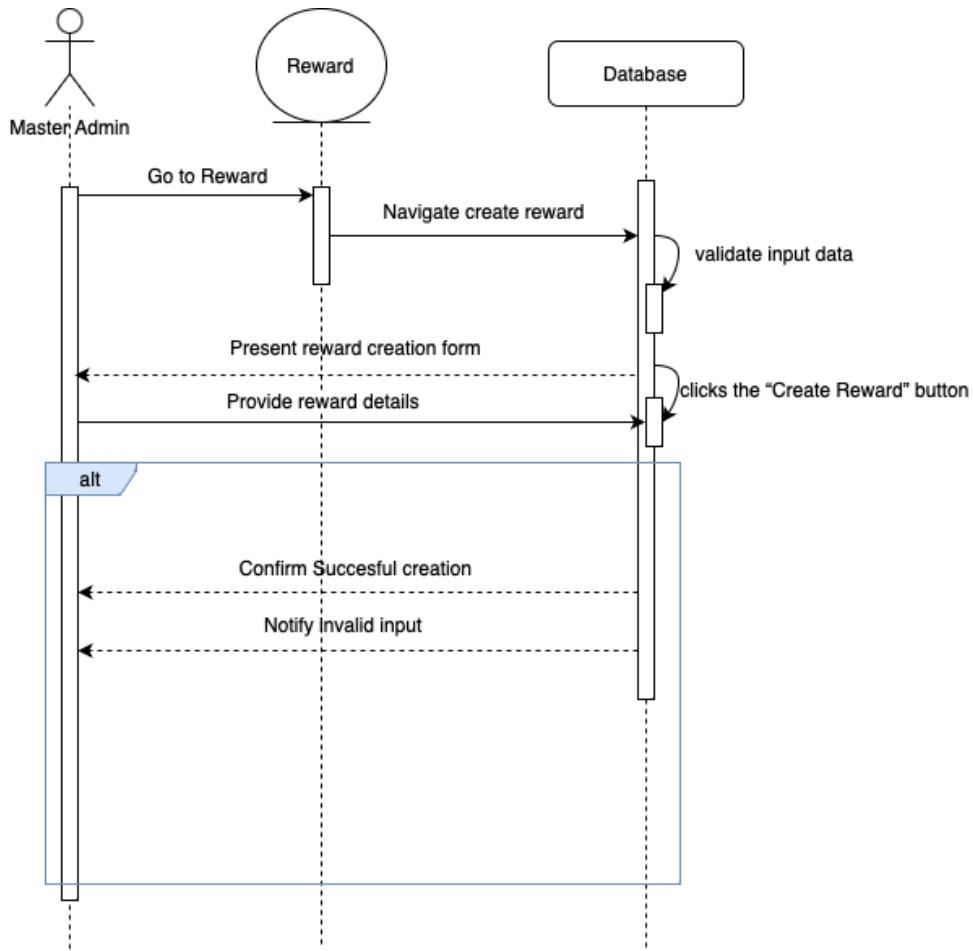


Figure 2.5.3.22: Sequence Diagram of Create Reward

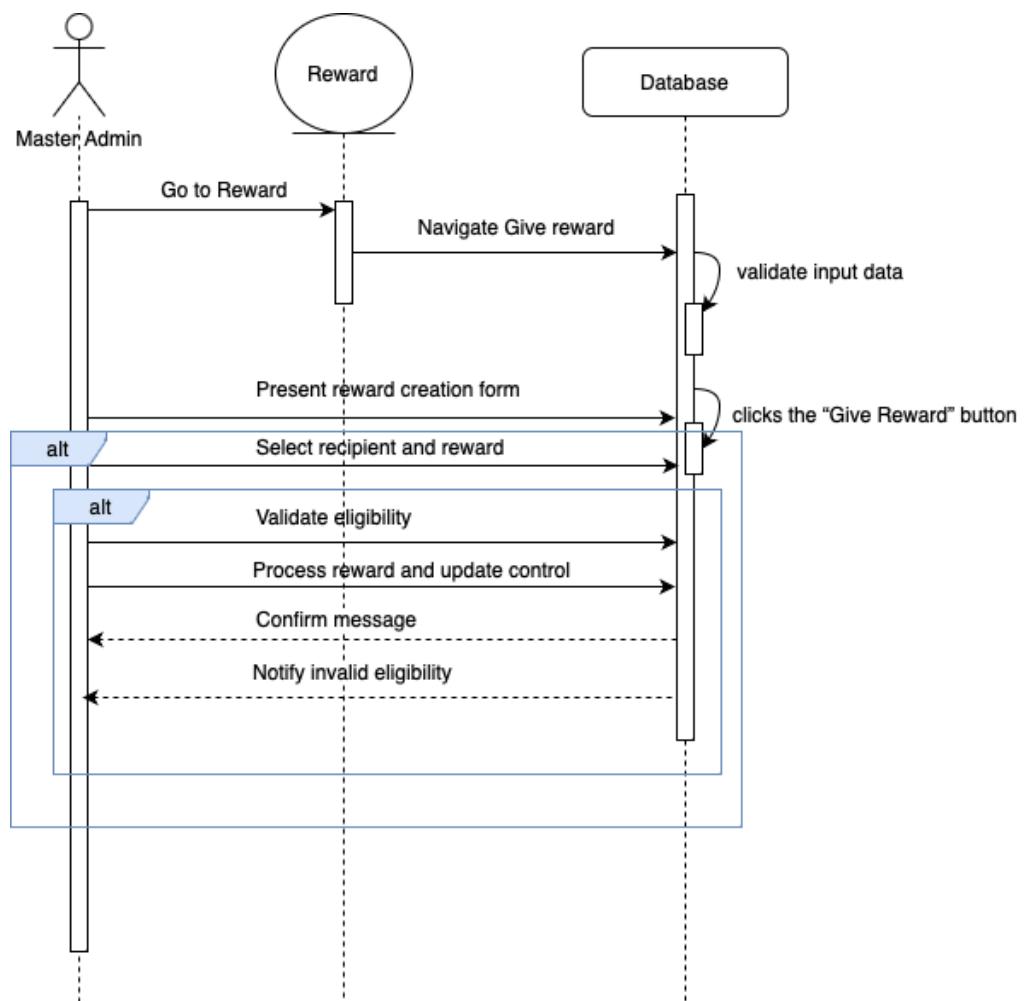


Figure 2.5.3.23: Sequence Diagram of Give Reward

Module 008: Resume Module:

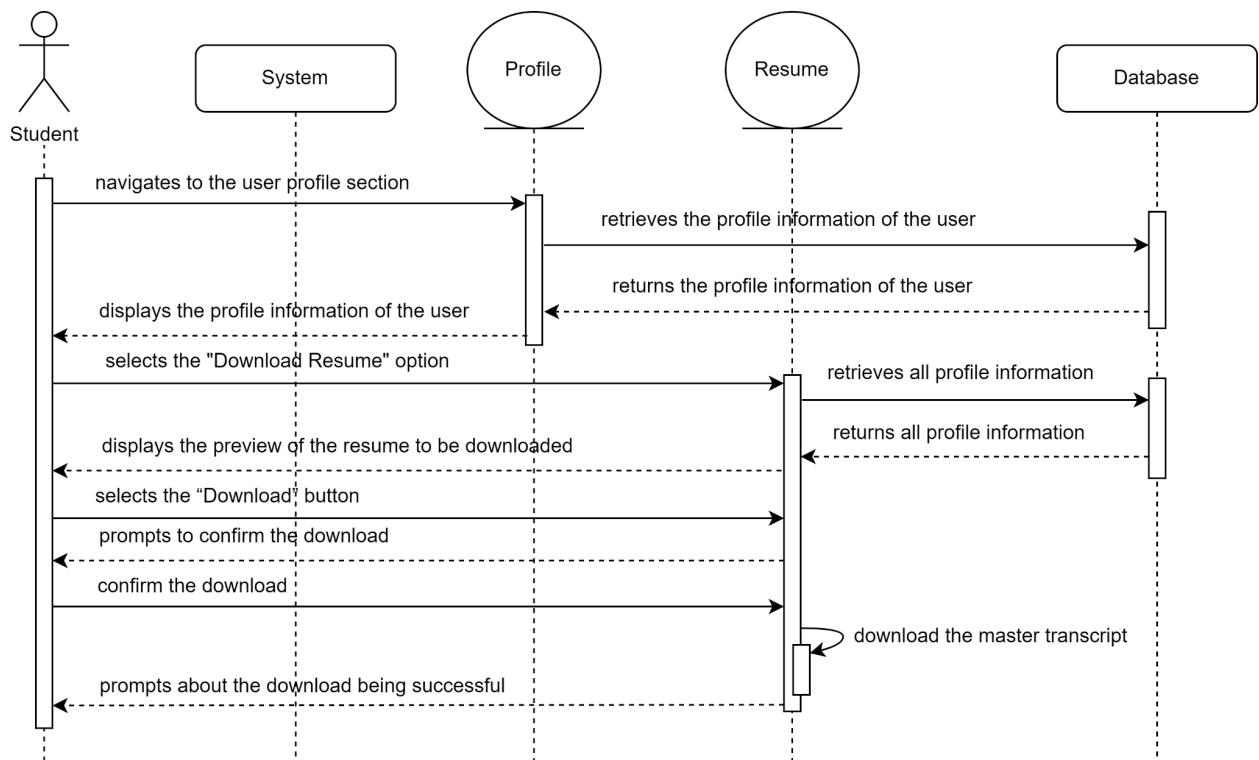


Figure 2.5.3.24: Sequence Diagram of Download Master Transcript

2.6 Development Software, Language, Technology, API and Tools

2.6.1 Development Software

1. XAMPP Control Panel

XAMPP simplifies the setup and management of local web development environments by integrating Apache, MySQL, PHP and Perl. We relied on XAMPP to streamline our local web development setup and testing of websites before deployment to live hosting environments.

2. Visual Studio Code

Developed by Microsoft, Visual Studio Code is a source code editor equipped with features like syntax highlighting and debugging support. Its lightweight nature and extensive extension marketplace made our coding process smooth and efficient and allowed us to focus on writing quality code.

2.6.2 Development Language

1. HTML

For structuring our web pages, we utilized HTML, which is the fundamental language of the web, to provide the structure and content for our system's web pages through markup tags.

2. CSS

To style and format our HTML elements, we used CSS to ensure a visually appealing and consistent layout and enhance user experience of our system.

3. JAVASCRIPT

Adding interactivity and dynamic behavior to our system was achieved by utilizing JavaScript to enable features like form validation and responsive design.

4. PHP

PHP powered our server-side scripting needs by enabling us to create dynamic web content, interact with database and process form data.

5. SQL

We managed our databases with SQL, the standard language for managing relational databases, carrying out tasks such as data manipulation, retrieval and database schema definition.

6. Bootstrap

Bootstrap streamlines web development by providing a responsive grid system, pre-designed components and CSS utilities, empowering us as developers to create modern and mobile-friendly interfaces with minimal effort and time.

2.6.3 Development Tools

1. GitHub

GitHub serves as a centralized platform for version control, collaboration and project management. It allowed our team to work together seamlessly, keeping track of changes and managing our codebase effectively.

2. Draw.io

Draw.io is a user-friendly online diagramming tool that supports the creation of various diagrams, including flowcharts, process diagrams, entity-relationship diagrams (ERDs), and sequence diagrams. Its intuitive interface and variety of diagramming options helped us communicate ideas and plan our development process effectively.

In conclusion, the utilization of a comprehensive set of development software, languages, technologies, APIs and tools has been instrumental in our success in the Youth Ventures Student Portfolio Management System (StuPort) project. From establishing a solid foundation in the planning phase to the analysis, design, development and testing stages, each tool played a crucial role in ensuring the completeness and functionality of the StuPort system. By harnessing the capabilities of these tools, we've not only achieved our objectives but also exceeded expectations in delivering a high-quality solution tailored to the requirements of Youth Ventures Asia.

Looking ahead, we recognize the importance of continuous improvement and will continue to leverage these tools and technologies to drive innovation and deliver impactful solutions in the future. The success of the StuPort system serves as evidence of the effectiveness of these tools in achieving our goals and delivering value to our client, Youth Ventures Asia and end-users alike.

2.7 Function/Module Explanation

Module	Use Case	Functionality / Description
Authentication	<ul style="list-style-type: none"> • Log In • Log Out • Sign Up 	<p>Log In:</p> <p>Roles: Master Admin, Admin, Lecturer, Student</p> <ul style="list-style-type: none"> • Lecturer and Student: These users need to provide valid credentials (Username and Password) that they entered during the signup process to access the system. Upon successful login, they gain access to their respective dashboards and profiles. The system verifies the credentials against the stored data in the profile database. • Admin and Master Admin: These roles have pre-defined credentials provided by Youth Venture Asia. They can directly log in without going through the signup process. This is implemented to maintain control over admin access and prevent unauthorized registration as an admin. • Different Functionality for Admin and Master Admin: Once logged in, Admin and Master Admin have access to extensive data management functionalities within the system, allowing them to oversee and manage various aspects of the platform. <p>Sign Up:</p> <p>Roles: Lecturer, Student</p>

		<ul style="list-style-type: none"> The Sign Up functionality is limited to Lecturers and Students. Upon reaching the signup page, users are prompted to input the following details: Username, Full Name, Email, User Role (Lecturer/Student), Password, Confirm Password, Address, Course, Institution, Telephone, and Race. The entered information is then integrated into the profile database. Users are now registered in the system with their designated roles and can access their profiles and dashboards using the provided credentials. The information provided during signup is also displayed in the user's profile, ensuring transparency and clarity about their details within the system. <p>Log Out:</p> <p>Roles: Master Admin, Admin, Lecturer, Student</p> <ul style="list-style-type: none"> The Log Out functionality is universal for all roles in the system. Users can perform the log-out action from their respective dashboards or profiles. Upon logging out, the system terminates the user's session, ensuring security and preventing unauthorized access. Users will need to re-enter their credentials to log in again.
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		<ul style="list-style-type: none"> • This functionality provides a secure and controlled exit from the system for all actors, maintaining the integrity of user sessions and protecting sensitive data.
Profile	<ul style="list-style-type: none"> • Create Profile • View Profile • Edit Profile • Delete Profile 	<p>The Profile Module allows users including Students, and Lecturer to seamlessly create, view, edit and delete profiles. When the Student and the Lecturer newly sign up and first login into the system, they will be directed to create a profile which aims to input their personal details. The two types of users are then able to view their own profile and edit their own profile information. The Administrator, Student and Lecturer also have access to view other students' and lecturers' profiles by a search feature implemented in the Dashboard section to help to find specific student or lecturer profiles efficiently. When the Student and the Lecturer have decided to quit the system forever, they have the option to delete their own profile in which after the delete confirmation, their profiles and related data in the system will be permanently removed. Master Administrator not only can view the user profiles by using the search feature but is also able to edit and delete the user profile by accessing the database of the system. This module ensures a smooth experience for managing user profiles and user control.</p>
Dashboard	<ul style="list-style-type: none"> • View Dashboard 	<p>The Dashboard module functions as a centralized hub catering to Master Admins, Admins, and Students,</p>

		<p>providing customized insights based on their roles. Upon navigating to the dashboard section, users, regardless of their designation, prompt the system to retrieve data from connected sources and compile relevant information. For Students, the generated dashboard features convenient shortcuts to profile and rewards, offering a comprehensive view of their details. Master Admins gain access to an abundance of information, encompassing student details, admin insights, and overall system data, enabling them to oversee and manage the entire platform. Admins, on the other hand, benefit from activity statistics, including registration and feedback data, facilitating well-informed decision-making. The Dashboard module, with its role-specific data presentation, ensures a user-centric experience, empowering each user type with information crucial to their responsibilities and objectives within the system.</p>
Activity	<ul style="list-style-type: none"> • Add YV Activity • Edit YV Activity • Delete YV Activity • View YV Activity 	<p>Add YV Activity:</p> <p>Roles: Master Admin, Admin</p> <p>Functionality Description:</p> <ul style="list-style-type: none"> • This module allows Master Admin and Admin to add new activities to the system. By clicking on the "Create" button, users navigate to a form page where they can input details such as Activity Title, Description, Category (choosing from options like Competition/Scholarship, Program/Activities, Bootcamp/Workshop, Part-time,

	<p>Volunteering, Internship), Date and Time, Location, Organizer Name, Skill Acquired, and Attachment.</p> <ul style="list-style-type: none"> • After submitting the form, the entered information is inserted into the 'activity' database table. Users are then redirected to the "Manage Activities" page, where all added activities are displayed in a table format. This page is also integrated with the feedback module. • If there are inaccuracies in the activity details, users can click the "Update" button in the Action column. This action navigates them to an update form identical to the "Add Activity" form. After making edits, clicking "Submit" updates the inputs in the 'activity' database table. The user is then redirected back to the "Manage Activities" page, and the modified activity is updated in the respective row. • To remove an activity entirely, users can click the "Delete" button. A confirmation message appears, and upon confirming deletion, the selected activity row is removed from the 'activity' table. Clicking "Close" returns users to the "Manage Activities" page without making any changes. <p>View YV Activity:</p> <p>Roles: Master Admin, Admin, Student</p> <p>Functionality Description:</p>
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		<ul style="list-style-type: none"> • Master Admin, Admin, and Student roles can view YV activities in a table format on the "Manage Activities" page. The table displays columns for Activity Title, Description, Category, Date and Time, Location, Organizer Name, Skill Acquired, and Attachment. • Master Admin and Admin have an additional "Action" column allowing them to manage activities, while the Student role only allows viewing without any management actions. • This page provides a comprehensive overview of all activities created by Master Admin and Admin. The table format ensures easy navigation and understanding of each activity's details. • For Students, this serves as an informative view-only page, allowing them to stay informed about upcoming activities without the ability to edit or delete, but they can register the activity that was created by Master Admin and Admin which because of it integrated with module Registration. <p>Edit YV Activity:</p> <p>Roles: Master Admin, Admin</p> <p>Functionality Description:</p> <ul style="list-style-type: none"> • The "Edit YV Activity" functionality is seamlessly integrated into the "Manage
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		<p>Activities" page. Users can click the "Update" button in the Action column next to the activity they wish to edit.</p> <ul style="list-style-type: none"> • The update action navigates users to a form page identical to the "Add Activity" form. This allows Master Admin and Admin to modify the existing details of the selected activity. • After submitting the updated information, the changes are reflected in the 'activity' database table. Users are then redirected back to the "Manage Activities" page, where the modified activity details are updated in the corresponding row. <p>Delete YV Activity:</p> <p>Roles: Master Admin, Admin</p> <p>Functionality Description:</p> <ul style="list-style-type: none"> • Users with Master Admin and Admin roles can delete activities by clicking the "Delete" button in the Action column on the "Manage Activities" page. • Upon clicking "Delete," a confirmation message appears to ensure users intend to delete the selected activity. Confirming the deletion removes the entire row from the 'activity' database table. • Clicking "Close" without confirming deletion returns users to the "Manage Activities" page,
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		<p>preserving the existing activities. This ensures a secure and intentional deletion process.</p>
Registration	<ul style="list-style-type: none"> • Register YV Activity • View Registered YV Activity 	<p>Register YV Activity:</p> <p>Roles: Student</p> <p>Functionality Description:</p> <ul style="list-style-type: none"> • The "Register YV Activity" module allows students to register for activities created by Master Admin and Admin. On the "View Activities" page, students will find a "Register" button in the Action column for each activity. • Clicking the "Register" button initiates the registration process. The button will change from red to a dull yellow color, indicating that the student has successfully registered for the activity. This color change also disables the button, preventing duplicate registrations. • The registration information is stored in the 'activity_participant' database table, where the 'activity_id' (foreign key from the 'activity' table) is updated with the 's_id' (Student's ID). This ensures a record of student participation in specific activities. <p>View Registered YV Activity:</p> <p>Roles: Student</p> <p>Functionality Description:</p> <ul style="list-style-type: none"> • The "View Registered YV Activity" module

		<p>provides students with a dedicated page to view all the activities they have successfully registered for. The layout of this page is similar to the "View Activities" page, displaying details such as Activity Title, Description, Category, Date and Time, Location, Organizer Name, Skill Acquired, and Attachment.</p> <ul style="list-style-type: none"> • The key difference lies in the "Action" column, where the status of the activity is indicated as 'Registered' for each registered activity. • This page serves as a convenient reference for students to track their participation history, ensuring they have clear visibility into the activities they have registered for. It allows them to stay organized and engaged with their chosen activities. • The information on this page is derived from the 'activity_participant' database table, where the 's_id' matches the Student's ID, linking their profile to the registered activities.
Personal Activity	<ul style="list-style-type: none"> • Add Personal Activity • Edit Personal Activity • Delete Personal Activity • Validate Personal 	<p>Add Personal Activity:</p> <p>Roles: Student</p> <p>Functionality Description:</p> <ul style="list-style-type: none"> • The "Add Personal Activity" module is designed for students to add their personal activities to the system. By clicking on the "Create" button, users navigate to a form page

	<p>Activity</p> <ul style="list-style-type: none"> ● View Personal Activity 	<p>where they can input details such as Personal Activity Name, Description, Date, Venue, and Evidence (allowing uploads of PDF, JPG, PNG, etc.).</p> <ul style="list-style-type: none"> ● After submitting the form, the entered information is inserted into the 'per_activity' database table. Users are then redirected to the "Manage Personal Activities" page, where all added personal activities are displayed in a table format. ● If there are inaccuracies in the personal activity details, students can click the "Update" button in the Action column. This action navigates them to an update form identical to the "Add Personal Activity" form. After making edits, clicking "Submit" updates the inputs in the 'per_activity' database table. The user is then redirected back to the "Manage Personal Activities" page, and the modified personal activity is updated in the respective row. ● To remove a personal activity entirely, users can click the "Delete" button. A confirmation message appears, and upon confirming deletion, the selected personal activity row is removed from the 'per_activity' table. Clicking "Close" returns users to the "Manage Personal Activities" page without making any changes.
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		<p>View Personal Activity:</p> <p>Roles: Student, Lecturer</p> <p>Functionality Description:</p> <ul style="list-style-type: none"> • Both students and lecturers can view personal activities in a table format on the "Manage Personal Activities" page. The table displays columns for Personal Activity Name, Description, Date, Venue, Evidence, and Action. • For students, the "Action" column includes buttons for adding, updating, deleting, and assigning personal activities to a lecturer. • For lecturers, the "Action" column includes buttons for approving or rejecting personal activities assigned to them. They can also view the details of the assigned personal activities. <p>Edit Personal Activity:</p> <p>Roles: Student</p> <p>Functionality Description:</p> <ul style="list-style-type: none"> • Similar to the "Add Personal Activity" functionality, students can edit their existing personal activities by clicking the "Update" button in the Action column on the "Manage Personal Activities" page. • The update action navigates students to a form page identical to the "Add Personal
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		<p>"Activity" form. This allows them to modify the existing details of the selected personal activity.</p> <ul style="list-style-type: none"> After submitting the updated information, the changes are reflected in the 'per_activity' database table. Students are then redirected back to the "Manage Personal Activities" page, where the modified personal activity details are updated in the corresponding row. <p>Delete Personal Activity:</p> <p>Roles: Student</p> <p>Functionality Description:</p> <ul style="list-style-type: none"> Students can delete personal activities by clicking the "Delete" button in the Action column on the "Manage Personal Activities" page. Upon clicking "Delete," a confirmation message appears to ensure students intend to delete the selected personal activity. Confirming the deletion removes the entire row from the 'per_activity' database table. Clicking "Close" without confirming deletion returns students to the "Manage Personal Activities" page, preserving the existing personal activities. This ensures a secure and intentional deletion process. <p>Assign Personal Activity:</p>
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		<p>Roles: Student</p> <p>Functionality Description:</p> <ul style="list-style-type: none"> • Students can assign their personal activities to a specific lecturer by clicking the "Assign" button in the Action column on the "Manage Personal Activities" page. • Upon clicking "Assign," a list of available lecturers is displayed, and students can select the desired lecturer. The 'Lecturer' column in the table is updated with the selected lecturer's name. • The assigned lecturer receives the details of the personal activity for validation and approval. The 'Status' column initially shows "Waiting" until the lecturer approves or rejects the assignment. <p>Validate Personal Activity:</p> <p>Roles: Lecturer</p> <p>Functionality Description:</p> <ul style="list-style-type: none"> • Lecturers validate and approve personal activities assigned to them. Assigned personal activities are displayed in a table format on the "Manage Personal Activities" page for lecturers. • Lecturers can view details of the assigned personal activities and either click "Approve" or "Reject" based on the validity of the
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		<p>evidence provided.</p> <ul style="list-style-type: none"> Clicking "Approve" updates the 'Status' column in the 'per_activity' database table to "Approved." Clicking "Reject" rejects the personal activity, and the status is updated accordingly. <p>View Approved Personal Activity List:</p> <p>Roles: Student</p> <p>Functionality Description:</p> <ul style="list-style-type: none"> Students can view a list of their approved personal activities on a dedicated page. The list includes Personal Activity Name, Description, Date, Venue, Evidence, and a 'Status' column showing "Approved." This page provides students with a clear overview of the personal activities that have been successfully validated and approved by the assigned lecturer.
Feedback	<ul style="list-style-type: none"> Create Feedback Form Fill Feedback Form View Feedback History View Student Feedback List 	<p>In the Feedback module, both Master Admins and students engage in seamless processes tailored to their roles. For Master Admins, selecting an activity from the list initiates the creation of feedback questions through a user-friendly link, culminating in the publication of the feedback form to students. On the student side, within the navigation bar, smooth navigation to the activity area reveals a comprehensive list of registered or attended activities. By selecting a specific activity, students access a feedback form through a provided link,</p>

		<p>offering valuable insights into their activity experience. Additionally, Master Admins and Admins can access a detailed overview of activity feedback. Navigating to the activity section on the dashboard, they select the feedback link for specific activities and review student feedback. This extensive Feedback module ensures a user-centric approach, facilitating constructive communication and enhancing the overall experience for both administrators and students alike.</p>
Reward	<ul style="list-style-type: none"> • Create Reward • Update Reward • Delete Reward • View Reward 	<p>The Reward Module within the StuPort system, overseen by the master admin, seamlessly integrates essential functionalities for effective reward management. This includes the creation, updating, and deletion of rewards, providing administrative control over the system's incentive offerings. Simultaneously, students benefit from a user-friendly interface that allows them to view available rewards, fostering transparency and motivation. The module's design ensures a dynamic and adaptable reward system, aligning with the objectives of Youth Ventures Asia for a comprehensive and engaging platform.</p>
Resume	<ul style="list-style-type: none"> • Download Master Transcript 	<p>The Resume Module allows the student to download their master transcript within the system by including use cases of downloading master transcripts. Students have the ability to download their master transcript equipped with all personal information keyed into the system based on the choice of the student in which</p>

		they will access via profile or system interface. This module ensures streamlined personal information and experience management in the form of documentation leading to effective master transcript handling within the system.
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2.8 System Credentials (Hosting)

Hosting : Sandkas

Website Link : <https://sandkas.com/Explorer/>

User Credentials : (Login using Gmail and Password)		
User Role	Gmail	Password
Master Administrator	yvmasteradmin@gmail.com	Register@123
Administrator	yvadmin@gmail.com	Register@123
Lecturer	yvlect@gmail.com	Register@123
Student	yvstud@gmail.com	Register@123

Database Link : <https://sandkas.com/Explorer/phpMyAdmin/>

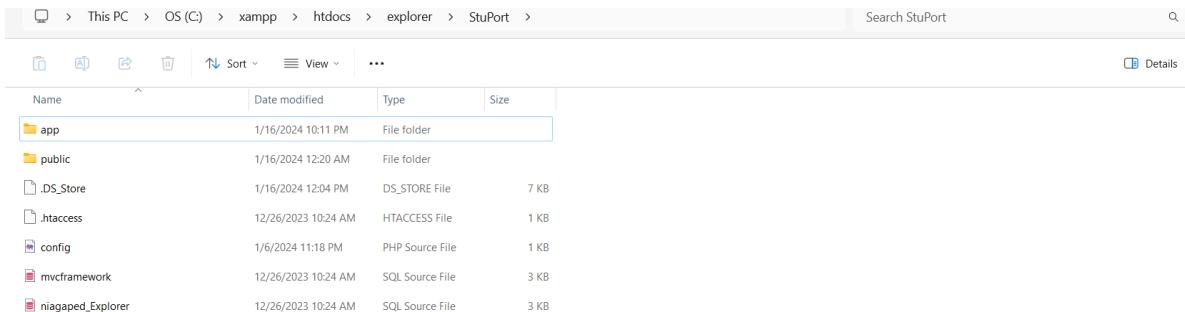
Database Credential :	
Name	niagaped_Explorer
Username	niagaped_Explorer_user
Password	Explorer&^^%&*

FTP Application : FileZilla Client

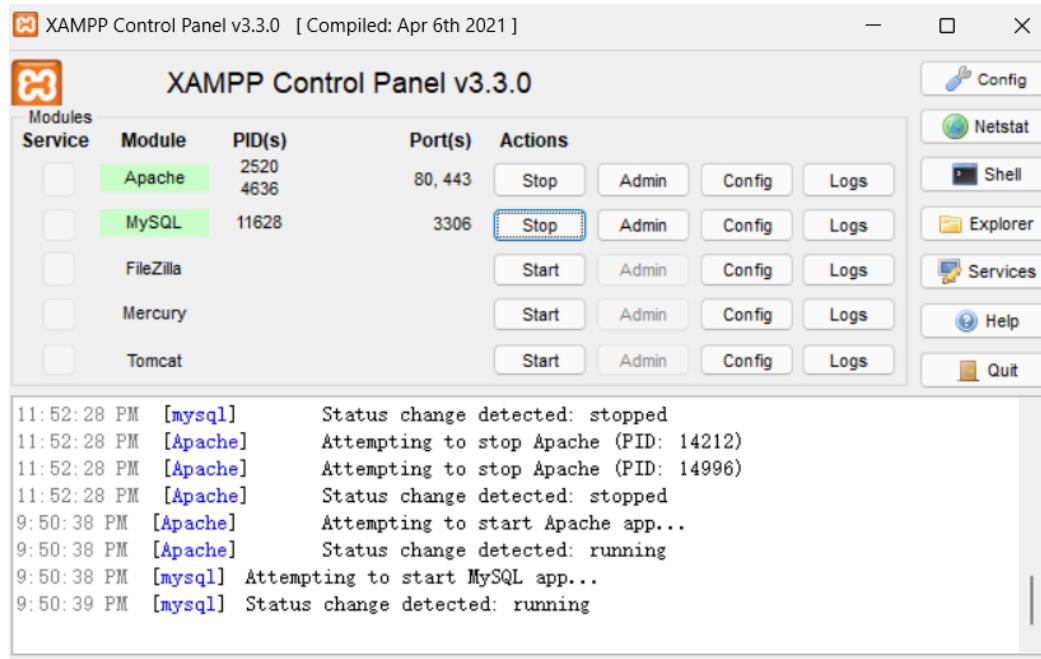
FTP Application Credential :	
Username	Explorer@sandkas.com
Password	Explorer&^^%&*
FTP Server	http://ftp.sandkas.com
FTP & Explicit FTPS Port	21

2.9 Localhost Setup

1. Download and install XAMPP Control Panel from <https://www.apachefriends.org/index.html>.
2. Create a folder named explorer followed by StuPort which includes all the related web files intoxampp >htdocs file path.



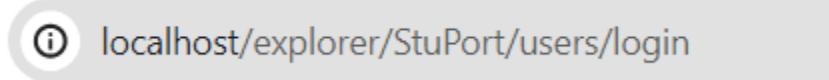
3. Start Apache and MySQL.



4. Click the “Admin” button on the Actions section of the MySQL module to open phpMyAdmin and create a new database with name ‘niagaped_Explorer’.

Table	Action	Rows	Type	Collation	Size	Overhead
activity		2	MyISAM	latin1_swedish_ci	4.6 Kib	64 B
activity_participant		1	InnoDB	utf8mb4_general_ci	16.0 Kib	-
administrator		0	MyISAM	latin1_swedish_ci	1.0 Kib	-
feedbacks		2	MyISAM	latin1_swedish_ci	2.2 Kib	60 B
lecturer		1	InnoDB	utf8mb4_general_ci	16.0 Kib	-
masteradministrator		0	MyISAM	latin1_swedish_ci	1.0 Kib	-
per_activity		3	InnoDB	utf8mb4_general_ci	16.0 Kib	-
profile		3	MyISAM	latin1_swedish_ci	3.4 Kib	132 B
registration		0	InnoDB	utf8mb4_general_ci	48.0 Kib	-
resume		0	MyISAM	latin1_swedish_ci	1.0 Kib	-
reward		0	InnoDB	utf8mb4_general_ci	16.0 Kib	-
student		2	MyISAM	latin1_swedish_ci	5.3 Kib	-
user		5	MyISAM	latin1_swedish_ci	5.7 Kib	112 B
		13 tables	Sum		136.2 Kib	368 B

5. Use the correct link address with the corresponding folder or file name path.



2.10 System Interface for All Users

Master Administrator

1. Dashboard Page

Welcome Master Administrator ,yvmasteradmin. Become an expert in youth on this exciting journey !

ACTIVITY

- Activity Options
- Feedback Options

Reward

- Reward Options

10 ^0.2% Registered Users

Activity Categorization Statistics

Number of Activities Created

Type of Category	Number of Activities Created
Bootcamp/Workshop	2
Competition/Scholarship	2
Internship	2
Part Time	2
Program/Activities	2
Volunteering	6

Manage Activity

YouthVentures activity with its clients/partners

See More

Manage Rewards

Rewards to the registered students

Aimed to encourage students to add and join activities with us.

See More

Manage Feedback

To provide insights into the participant experience.

To understand whether the event met participants' expectations.

See More

About Us

Users Profile

2. Manage Activities page

Welcome Master Administrator ,yvmasteradmin. Become an expert in youth on this exciting journey !

Create

Manage Activities

Activity Code No.	Title	Category	Content	Date	Location	Organizer Name	Skill Acquired	Attachment	Action	Feedback given
21	Kid Helper	Volunteering	Give some funs for the young children.	January 6 01:01	Klang	Child Garden	Critical thinking		<button>Update</button> <button>Delete</button>	https://airtable.com/appZI
22	Community Cleanup	Volunteering	Participate in local environmental initiatives by joining community cleanups to keep public spaces tidy.	January 10 04:01	Taman Angkasa 5, Kluang, Johor.	Jawatankuasa Taman Angkasa	Cleaning		<button>Update</button> <button>Delete</button>	<button>Add Feedback</button>
23	Art and Creativity	Bootcamp/Workshop	Including painting, sculpting, or other creative endeavors.	February 10 08:02	Sasala Hall	Arting Sdn. Bhd	Drawing, Design		<button>Update</button> <button>Delete</button>	<button>Add Feedback</button>
24	Math Tutor	Part Time	Must have STPM and SPM.	January 27 02:01	STDC	Lim Hoon King	Teaching		<button>Update</button>	<button>Add Feedback</button>

3. Create Activities page

Welcome Master Administrator ,yvmasteradmin. Become an expert in youth on this exciting journey !

Homepage

Create Activity

Activity Title *

Description

Category *

Date and Time *

mm/dd/yyyy --:-- --

Location

Manage Activities

4. Edit Activities page

Welcome Master Administrator ,yvmasteradmin. Become an expert in youth on this exciting journey !

Homepage

Update Activity

Activity Title *

Community Cleanup

Description

Participate in local environmental initiatives by joining community cleanups to keep public spaces tidy.

Date and Time *

01/10/2024 04:00 PM

Location

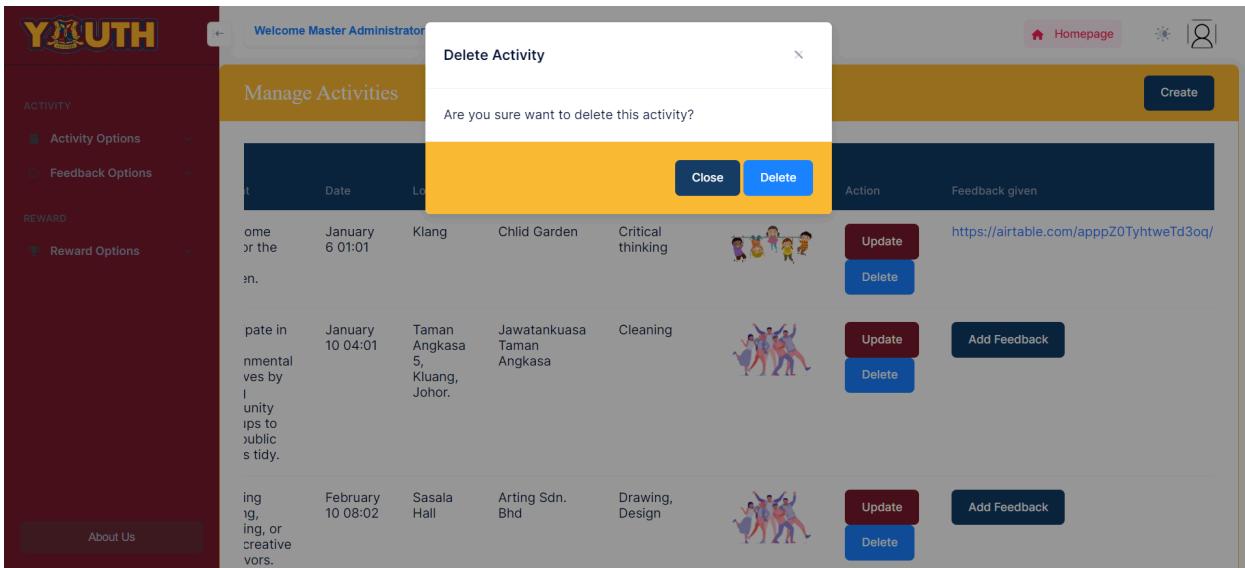
Taman Angkasa 5, Kluang, Johor.

Organizer Name

Jawatankuasa Taman Angkasa

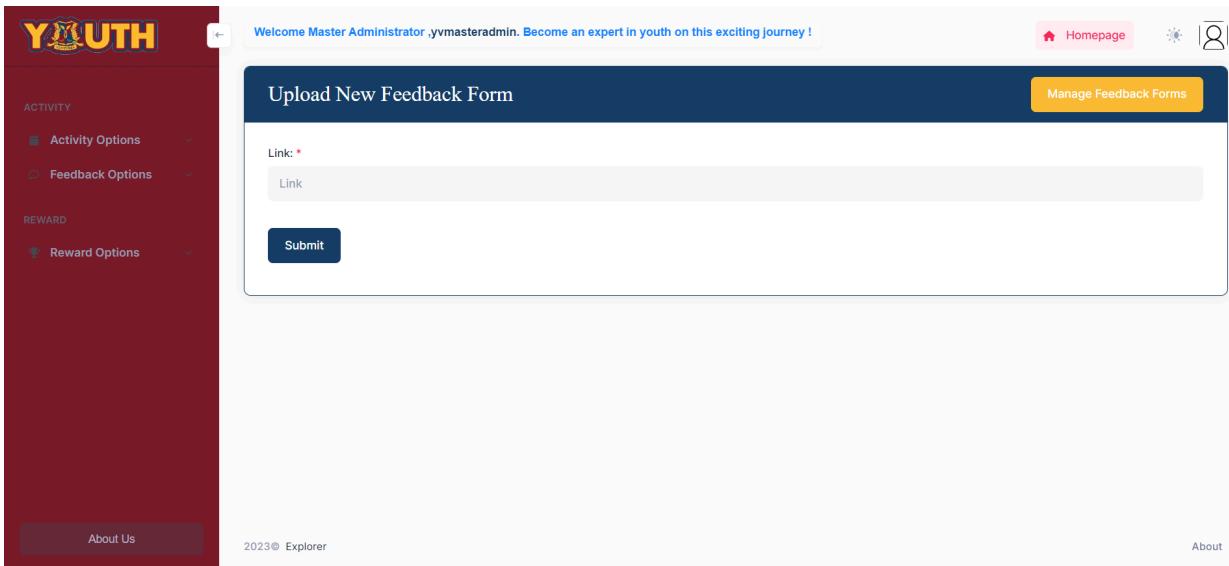
Manage Activities

5. Delete Activities page



The screenshot shows a modal window titled "Delete Activity" with the message "Are you sure want to delete this activity?". Below the message are two buttons: "Close" and "Delete". The background shows a table of activities with three rows. The first row has columns: Date (January 6 01:01), Location (Klang), Description (Child Garden), Type (Critical thinking), and Action (Update, Delete). The second row has columns: Date (January 10 04:01), Location (Taman Angkasa 5, Kluang, Johor), Description (Jawatankuasa Taman Angkasa), Type (Cleaning), and Action (Update, Delete). The third row has columns: Date (February 10 08:02), Location (Sasala Hall), Description (Arting Sdn. Bhd.), Type (Drawing, Design), and Action (Update, Delete). Each row also includes a "Feedback given" link and a small icon representing the activity type.

6. Add Feedback Page



The screenshot shows a form titled "Upload New Feedback Form" with a "Manage Feedback Forms" button. It has a single input field labeled "Link:" with a placeholder "Link" and a "Submit" button. The background shows a sidebar with sections for ACTIVITY (Activity Options, Feedback Options) and REWARD (Reward Options), and a footer with links for About Us, 2023 © Explorer, and About.

7. Manage Feedback page

The screenshot shows a web application interface for managing feedback. At the top, a header bar displays the text "Welcome Master Administrator ,yvmasteradmin. Become an expert in youth on this exciting journey !". On the left, a sidebar menu includes sections for ACTIVITY (Activity Options, Feedback Options) and REWARD (Reward Options). The main content area is titled "Manage Feedback" and contains a table with one row. The table has columns for "Activity Code No." (value: 21), "Feedback Form Link" (value: <https://airtable.com/appZ0TyhtweTd3oq/shrNNbLOFMBn83SRb>), and "Action" (button labeled "Delete"). Below the table, a message says "Showing 1 to 1 of 1 records". The footer of the page includes links for "About Us", "2023 © Explorer", and "About".

8. Delete Feedback page

The screenshot shows the same web application interface as above, but with a modal dialog box overlaid. The dialog is titled "Delete Feedback" and contains the question "Are you sure want to delete this feedback form link for this activity?". It features two buttons: "Back" and "Delete". The background of the main content area is dimmed.

9. Manage Rewards page

Welcome Master Administrator ,yvmasteradmin. Become an expert in youth on this exciting journey !

List of Rewards

Badge Icon	Badge Name	Badge Description	Activities Joined	Action
	Bronze	The activities joined by students is less than 10	10	<button>Update</button> <button>Delete</button>
	Silver	The activities joined by students is less than 30	30	<button>Update</button> <button>Delete</button>
	Gold	The activities joined by students is less than 50	50	<button>Update</button> <button>Delete</button>

10. Create Rewards page

Welcome Master Administrator ,yvmasteradmin. Become an expert in youth on this exciting journey !

Create Rewards

Badge Name *

Badge name...

Badge Description

Badge icon

Allowed file types: png, jpg, jpeg.

Please fill in this field.

Activity Joined *

Activity Joined...

Submit

11. Update Rewards page

Welcome Master Administrator ,yvmasteradmin. Become an expert in youth on this exciting journey !

ACTIVITY

REWARD

Update Reward

Badge Name

Silver

Badge Description

The activities joined by students is less than 30

New Icon (if any)

Choose file No file chosen

Activities Joined

30

Submit

About Us

2023® Explorer

About

12. Delete Rewards page

Welcome Master Administrator

ACTIVITY

REWARD

List of Rewards

Create Rewards

Delete Badge!

Are you sure you want to delete this badge?

Close Delete

Badge Icon	Name	Description	Activities Joined	Action
	BRONZE	The activities joined by students is less than 30	10	<button>Update</button> <button>Delete</button>
	gold	The activities joined by students is less than 30	30	<button>Update</button> <button>Delete</button>
	Diamond	The activities joined by students is less than 50	50	<button>Update</button> <button>Delete</button>

About Us

Administrator

1. Dashboard Page

Welcome Administrator ,yvadministrator. Become an expert in youth on this exciting journey !

ACTIVITY

- Activity Options
- Feedback Options

Number of Activities Created

Activity Statistics

Type of Category

Manage Activity

YouthVentures activity which collaborate with its clients and partners

Aimed to improve the student participation

Explore More

Users Profile

About Us

2. Manage Activities page

Welcome Master Administrator ,yvmasteradmin. Become an expert in youth on this exciting journey !

ACTIVITY

- Activity Options
- Feedback Options

REWARD

- Reward Options

Create

Manage Activities

Activity Code No.	Title	Category	Content	Date	Location	Organizer Name	Skill Acquired	Attachment
21	Kid Helper	Volunteering	Give some funs for the young children.	January 6 01:01	Klang	Chlid Garden	Critical thinking	
22	Community Cleanup	Volunteering	Participate in local environmental initiatives by joining community cleanups to keep public spaces tidy.	January 10 04:01	Taman Angkasa 5, Kluang, Johor.	Jawatankuasa Taman Angkasa	Cleaning	
23	Art and Creativity	Bootcamp/Workshop	Including painting, sculpting, or other creative endeavors.	February 10 08:02	Sasala Hall	Arting Sdn. Bhd	Drawing, Design	
24	Math Tutor	Part Time	Must have STPM and CGPA 3.0	January 27 02:01	STDC	Lim Hoon King	Teaching	

About Us

3. Create Activities page

Welcome Master Administrator ,yvmasteradmin. Become an expert in youth on this exciting journey !

Homepage

Create Activity

Activity Title *

Description

Category *

Date and Time *

mm/dd/yyyy --:-- --

Location

Manage Activities

4. Edit Activities page

Welcome Master Administrator ,yvmasteradmin. Become an expert in youth on this exciting journey !

Homepage

Update Activity

Activity Title *

Description

Date and Time *

01/10/2024 04:00 PM

Location

Organizer Name

Manage Activities

5. Delete Activities page

The screenshot shows a modal dialog box titled "Delete Activity" with the message "Are you sure want to delete this activity?". Below the message are two buttons: "Close" and "Delete". The background shows a table titled "Manage Activities" with three rows of activity data. The first row has columns: Date (January 6 01:01), Location (Klang), Description (Child Garden), Type (Critical thinking), and Action (Update, Delete). The second row has columns: Date (January 10 04:01), Location (Taman Angkasa 5, Kluang, Johor), Description (Jawatankuasa Taman Angkasa), Type (Cleaning), and Action (Update, Delete). The third row has columns: Date (February 10 08:02), Location (Sasala Hall), Description (Arting Sdn. Bhd.), Type (Drawing, Design), and Action (Update, Delete). Each row also includes a "Feedback given" link and a small icon representing the activity type.

6. Add Feedback Page

The screenshot shows a form titled "Upload New Feedback Form" with a "Manage Feedback Forms" button at the top right. The form has a single input field labeled "Link:" with a placeholder "Link" and a "Submit" button below it. The background shows a sidebar with sections for ACTIVITY (Activity Options, Feedback Options) and REWARD (Reward Options), and a footer with links for About Us, 2023 © Explorer, and About.

7. Manage Feedback page

The screenshot shows a web application interface titled "Manage Feedback". At the top, a yellow header bar displays the text "Welcome Master Administrator ,yvmasteradmin. Become an expert in youth on this exciting journey !". On the left, a dark sidebar menu includes sections for "ACTIVITY" (Activity Options, Feedback Options) and "REWARD" (Reward Options). The main content area has a title "Manage Feedback" and a "Select Activity" button. A table lists one record: "Activity Code No" (21) and "Feedback Form Link" (<https://airtable.com/appZ0TyhtweTd3oq/shrNNbLOFMBn83SRb>). Below the table, it says "Showing 1 to 1 of 1 records". A footer section contains links for "About Us", "2023 © Explorer", and "About".

8. Delete Feedback page

This screenshot is similar to the previous one, showing the "Manage Feedback" page. However, a modal dialog box titled "Delete Feedback" is overlaid on the page. The dialog contains the message "Are you sure want to delete this feedback form link for this activity?". It features two buttons: "Back" and "Delete". The background of the page is dimmed to indicate that interaction with the underlying content is disabled while the dialog is open.

Lecturer

1. Dashboard Page

Welcome Lecturer ,yvlecturer. Become an expert in youth on this exciting journey !

PROFILE

STUDENT PERSONAL ACTIVITY

View Profile

Make your profile to be completed.

Get to let YouthVentures know more information about you..

See More

Student Personal Activity

Activity Name Activity Date Venue Student

Marcus	2024-01-15	n28	
jijiwong	2024-01-15	n28	
jessi	2024-01-15	Penang	
jessy	2024-01-15	Penang	
duckduck	2024-01-17	Penang	
jaslane	2024-01-16	Penang	

2. Manage Profile page

Welcome Lecturer ,yvlecturer. Become an expert in youth on this exciting journey !

PROFILE

STUDENT PERSONAL ACTIVITY

Profile Overview

Home - Profile

Muhammad Ali

Lecturer Selangor, Malaysia yvlect@gmail.com

Profile Settings

Profile Details

Name: Muhammad Ali

Email: yvlect@gmail.com

Gender: Male

Race: Indian

Age: 36

Edit Profile

3. Edit Profile page

Welcome Lecturer .yvlecturer. Become an expert in youth on this exciting journey !

Profile Settings
Home - Profile

Muhammad Ali

Lecturer Selangor, Malaysia yvlect@gmail.com

Profile **Settings**

Profile Details

Profile Image

Email Address * yvlect@gmail.com

Name * Muhammad Ali

4. Manage Student Personal Activity page

Welcome Lecturer .yvlecturer. Become an expert in youth on this exciting journey !

YOUTH

PROFILE
Profile Settings

STUDENT PERSONAL ACTIVITY
Manage Student Personal Activity

About Us 2023 © Explorer About

Manage Personal Activity

Personal Activity's Name	Date	Venue	Description	Evidence	Student	Action
dd	February 15 12:02	Penang	competition	View	Lee Yik Hong	Approve Reject

Showing 1 to 1 of 1 records

Student

1. Dashboard Page

Welcome Student ,yvstudent. Become an expert in youth on this exciting journey !

Homepage

View Profile
Make your profile to be completed.
Help for internship.
Attract clients/partners to select you as one of their employee.

View Rewards
Rewards get from YouthVentures.

Approved Personal Activity

Activity Name	Activity Date	Venue
Marcus	2024-01-15	n28
jijiwong	2024-01-15	n28
jessi	2024-01-15	Penang
jessy	2024-01-15	Penang
duckduck	2024-01-17	Penang

View More Details

PROFILE
PERSONAL ACTIVITY
ACTIVITY
REWARD

Profile Settings
Personal Activity Options
Activity Options
Reward Options

About Us

2. Manage profile page

Welcome Student ,yvstudent. Become an expert in youth on this exciting journey !

Homepage

Profile Overview
Home - Profile

Lee Yik Hong
Student Johor, Malaysia yvstud@gmail.com

Profile **Settings**

Profile Details

Name	Lee Yik Hong
Email	yvstud@gmail.com
Gender	Male
Race	Chinese
Age	23

Edit Profile

PROFILE
PERSONAL ACTIVITY
ACTIVITY
REWARD

Profile Settings
Personal Activity Options
Activity Options
Reward Options

About Us

3. Edit profile page

The screenshot shows the 'Profile Settings' page. At the top, there's a banner with the text 'Welcome Student ,yvstudent. Become an expert in youth on this exciting journey !'. Below it, the 'Profile Details' section displays a profile picture of a woman named Lee Yik Hong, with the status 'Student' and location 'Johor, Malaysia'. Her email is listed as yvstud@gmail.com. The 'Settings' tab is currently selected. On the left, a sidebar menu includes 'Profile', 'Personal Activity Options', 'Activity Options', and 'Reward Options'.

4. Manage Personal Activity Page

The screenshot shows the 'Manage Personal Activity' page. The header has a yellow bar with the title 'Manage Personal Activity' and a 'Create' button. The main area is a table with columns: Personal Activity's Name, Date, Venue, Description, Evidence, Lecturer, and Action. One record is listed: 'dd' (Name), 'February 15 12:02' (Date), 'Penang' (Venue), 'competition' (Description), 'View' (Evidence), and 'Lee Yik Hong' (Lecturer). Action buttons include 'Update', 'Assign', and 'Delete'. At the bottom, there's a pagination bar showing 'Showing 1 to 1 of 1 records' and a page number '1'. The sidebar on the left is identical to the one in the previous screenshot.

5. Assign Personal Activity Page

The screenshot shows a web application interface for assigning a personal activity. On the left is a dark sidebar with a logo at the top and several menu items: PROFILE (Profile Settings), PERSONAL ACTIVITY (Personal Activity Options), ACTIVITY (Activity Options), and REWARD (Reward Options). Below these are links for About Us, 2023@ Explorer, and a small user icon. The main content area has a header "Welcome Student_yystudent. Become an expert in youth on this exciting journey!". It displays a form titled "Assign this personal activity to:" with a "Lecturer:" field containing "Muhammad Ali [1]" and a "Submit" button. At the top right of the main area are "Homepage" and "Logout" buttons.

5. Update Personal Activity Page

The screenshot shows a web application interface for updating an activity. The sidebar is identical to the previous screenshot, featuring the same menu items and links. The main content area has a header "Welcome Student_yystudent. Become an expert in youth on this exciting journey!". It displays a form titled "Update Activity" with fields for Name (dd), Venue of Activity (Penang), Date (02/15/2024), Description (competition), and Evidence (with a note about a current evidence file). A "Submit" button is at the bottom. At the top right of the main area are "Homepage" and "Logout" buttons.

6. Delete Personal Activity Page

The screenshot shows a modal dialog titled "Reject" asking if the user is sure they want to delete a personal activity. The main page displays a table of activities, one of which is "Ping Pong Competition" by "dd".

Lecturer	Action
Muhammad Ali	<button>Update</button> <button>Assign</button> <button>Delete</button>

Below the table, there are pagination controls and a message indicating "Showing 1 to 2 of 2 records".

7. Approved Personal Activity Page

The screenshot shows a table titled "Approved Personal Activity" listing several approved personal activities. Each row includes the activity name, date, venue, description, evidence file, and an "Approved" button.

Personal Activity's Name	Date	Venue	Description	Evidence	Action
Badminton Competition	January 15 12:01	Seremban	competition	uploads/Module 4 The Network Layer (Data Plane)(7 Dec 2022)(Student).pdf	<button>Approved</button>
Capybara	January 17 12:01	Penang	competition	uploads/Module 7 Wireless and Mobile Networks v5 (13 Jan 2023)(Student).pdf	<button>Approved</button>
duckduck	January 17 12:01	Penang	competition	Module 4 The Network Layer (Data Plane)(7 Dec 2022)(Student).pdf	<button>Approved</button>
jaslane	January 16 12:01	Penang	competition	uploads/Module 6 The Link Layer v4 (7 Dec 2022)(Student).pdf	<button>Approved</button>
jessi	January 15 12:01	Penang	competition	Module 6 The Link Layer v4 (7 Dec 2022)(Student).pdf	<button>Approved</button>
jessy	January 15 12:01	Penang	competition	Module 4 The Network Layer (Data Plane)(7 Dec 2022)(Student).pdf	<button>Approved</button>
jijiwong	January 15 12:01	n28	competition	Module 2 Application Layer v7 (missing pages).pdf	<button>Approved</button>

8. View Activities page

The screenshot shows a web-based application interface for viewing activities. At the top, there's a header bar with a logo, a welcome message "Welcome Student ,yvstudent. Become an expert in youth on this exciting journey !", and navigation links for "Homepage" and a user profile. Below the header is a yellow header bar labeled "Activity". The main content area is a table listing four activities:

Title	Category	Content	Date	Location	Organizer Name	Skill Acquired	Attachment	Action	Feedback need to filled after event
Art and Creativity	Bootcamp/Workshop	Including painting, sculpting, or other creative endeavors.	February 10 08:02	Sasala Hall	Arting Sdn. Bhd	Drawing, Design		<button>Register</button>	Feedback is not given yet.
Community Cleanup	Volunteering	Participate in local environmental initiatives by joining community cleanups to keep public spaces tidy.	January 10 04:01	Taman Angkasa 5, Kluang, Johor.	Jawatankuasa Taman Angkasa	Cleaning		<button>Register</button>	Feedback is not given yet.
Cultural Exchange Program	Program/Activities	Experience different cultures, traditions, and lifestyles.	January 31 10:01	SMK AJAK BAHRU	Terengganu	Learn		<button>Register</button>	Feedback is not given yet.
Football Competition	Competition/Scholarship	YV Football Tournament	January 17 04:01	Skudai, Johor Bahru	Youth Venture	Football		<button>Register</button>	Feedback is not given yet.

9. Registered Activity Page

The screenshot shows a web-based application interface for viewing registered activities. On the left is a sidebar with navigation links for "PROFILE", "PERSONAL ACTIVITY", "ACTIVITY", and "REWARD". The main content area has a yellow header bar labeled "Activity Registered". Below it is a table listing seven registered activities:

No.	Category	Activity's Name	Activity Date	Venue	Description	Action
1	Bootcamp/Workshop	Art and Creativity	February 10 08:02	Sasala Hall	Including painting, sculpting, or other creative endeavors.	<button>Registered</button>
2	Part Time	Math Tutor	January 27 02:01	STDC	Must have STPM and SPM certificates	<button>Registered</button>
3	Volunteering	Community Cleanup	January 10 04:01	Taman Angkasa 5, Kluang, Johor.	Participate in local environmental initiatives by joining community cleanups to keep public spaces tidy.	<button>Registered</button>
4	Program/Activities	Cultural Exchange Program	January 31 10:01	SMK AJAK BAHRU	Experience different cultures, traditions, and lifestyles.	<button>Registered</button>
5	Competition/Scholarship	Football Competition	January 17 04:01	Skudai, Johor Bahru	YV Football Tournament	<button>Registered</button>
6	Internship	Journalism Internship	January 19 12:01	NONE	Write articles and conduct interviews	<button>Registered</button>
7	Volunteering	Kid Helper	January 6	Klang	Give some funs for the young	<button>Registered</button>

10. View Rewards Page

Welcome Student .yvstudent. Become an expert in youth on this exciting journey !

Homepage

List of Rewards

Badge Icon	Badge Name	Badge Description	Activities Joined
	Bronze	The activities joined by students is less than 10	10
	gold	The activities joined by students is less than 30	30
	Diamond	The activities joined by students is less than 50	50

11. View profile page

Welcome Student .yvstudent. Become an expert in youth on this exciting journey !

Homepage

Profile Overview

Home ~ Profile

Lee Yik Hong

Student Johor, Malaysia yvstud@gmail.com

Profile Settings

Profile Details

Name	Lee Yik Hong
Email	yvstud@gmail.com
Gender	Male
Race	Chinese
Age	23

Edit Profile

12.Edit profile page

The screenshot shows the YOUTH platform's profile settings interface. On the left, a dark sidebar lists categories: PROFILE (Profile Settings), PERSONAL ACTIVITY (Personal Activity Options), ACTIVITY (Activity Options), and REWARD (Reward Options). The main content area has a header "Welcome Student ,yvstudent. Become an expert in youth on this exciting journey !". It displays a profile card for "Lee Yik Hong" with a blue verified badge. The card shows "Student", "Johor, Malaysia", and the email "yvstud@gmail.com". Below the card are tabs for "Profile" and "Settings" (which is selected). A large "Profile Details" section contains a placeholder for a "Profile Image" with a circular crop icon and a note about allowed file types: "png, jpg, jpeg.". An "Email Address *" field is populated with "yvstud@gmail.com".

2.11 Alpha and Beta Testing Reports

2.11.1 Alpha Testing

Object Class

Equivalence Partitioning and Boundary Value Analysis

Object class	Attributes	Equivalence Partition and Input Range
user	id	EC: Integer values. Input Range: any integer within the valid range for int(11).
	username	EC: Valid strings for usernames. Input Range: any non-empty string up to 255 characters.
	password	EC: Valid strings for password. Input Range: non-empty string up to 255 characters.
	email	EC: Valid email formats Input Range: non-empty string up to 255 characters.

	user_role	EC: Valid strings for user roles. Input Range: any string up to 50 characters.
	datetime_register	EC: Valid datetime formats. Input Range: any valid datetime value.
	user_reg_status	EC: Valid strings for user registration status. Input Range: any string up to 20 characters.

Object class	Attributes	Equivalence Partition and Input Range
per_activity	pac_id	EC: Integer values. Input Range: any integer within the valid range for int(11).
	s_id	EC: Integer values. Input Range: any integer within the valid range for int(11).

	name	EC: Valid strings for activity names. Input Range: any non-empty string up to 255 characters.
	date	EC: Valid date formats. Input Range: Any valid date value.
	venue	EC: Valid strings for venue names. Input Range: any string up to 255 characters.
	description	EC: Valid text content. Input Range: Any text content.
	evidence	EC: Valid strings for evidence. Input Range: any string up to 255 characters.
	status	EC: Valid strings for activity status. Input Range: any string up to 50 characters.

	l_id	<p>EC: Integer values.</p> <p>Input Range: any integer within the valid range for int(11).</p>
--	------	--

Test Cases

Object name: user

Method name: Log In

Case No.	Equivalence Class	Representative (BVA)	Expected Result
TC001	email: Valid email formats	yvstud@gmail.com	Successful login session of a signed-up email with the provided email ('yvstud@gmail.com').
TC002	password: Valid strings for password.	Register@123	Successful login of a signed-up password with the provided password

			(Register@123).
--	--	--	---------------------

Object name: per_activity

Method name: Add Personal Activity

Case No.	Equivalence Class	Representative (BVA)	Expected Result
TC003	name: Valid strings for activity names.	C++ coding competition	Successful creation of a new activity with the provided name ('C++ coding competition').
TC004	date: Valid date formats	2024-01-15	Successful creation of a new activity with the provided date ('2024-01-15').
TC005	venue: Valid strings for venue names	n28	Successful creation of a new activity with the provided venue ('n28').

TC006	description: Valid text content.	competition	Successful creation of a new activity with the provided description ('competition').
TC007	evidence: Valid strings for evidence.	Module 4 The Network Layer (Data Plane)(7 Dec 2022...)	Successful creation of a new activity with the provided evidence.

2.11.2 Beta Testing

Methods Class

Entity Name	user
Method Name	Log In
Input	email(type:email) password(type:string)
Output	Succesfully Log in status
Algorithm	<ol style="list-style-type: none">1. Start2. clicks ‘Login’3. enters a signed up email address4. enters password5. clicks ‘Login’6. redirected to session7. End

Flow Graph

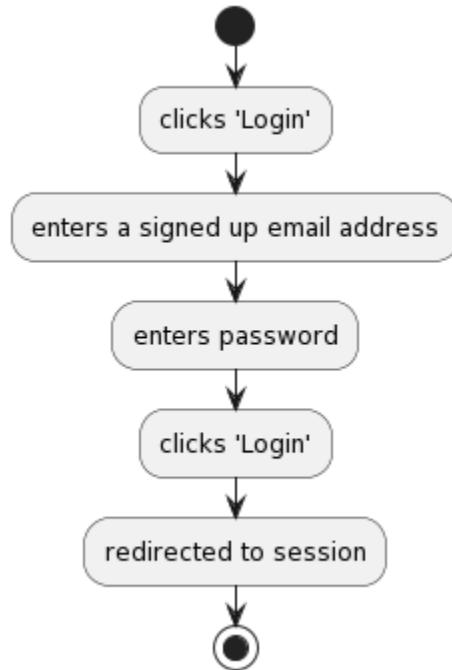


Figure 2.11.2.1: Flow Graph 1

Cyclomatic Complexity

- 1) Using Formula 1 ($V(G) = E - N + 2P$):
 - a) $E = 5$ (number of edges),
 - b) $N = 6$ (number of nodes),
 - c) $P = 1$ (number of connected components).

$$V(G) = 5 - 6 + 2(1) = 1$$

- 2) Using Formula 2 ($V(G) = P + 1$):
 - a) $P = 1$ (number of connected components).

$$V(G) = 1 + 1 = 2$$

3) Using Formula 3 ($V(G) = L - N + 2P$):

- a) There is only one linearly independent path, $L = 1$.
- b) $N = 6$ (number of nodes),
- c) $P = 1$ (number of connected components).

$$V(G) = 1 - 5 + 2(1) = -3$$

Test Cases

Case No.	Independent Path	Data* for Test Cases	Expected Result
TC001	Start → clicks 'Login' → enters a signed up email address → clicks 'Login' → redirected to session → End	Valid input parameters (email(type:email) password(type:string))	Successfully log in

Method class

Entity Name	per_activity
Method Name	Add Personal Activity
Input	name: Valid strings for activity names. date: Valid date formats

	<p>venue: Valid strings for venue names</p> <p>description: Valid text content.</p> <p>evidence: Valid strings for evidence.</p>
Output	Successfully created a personal activity
Algorithm	<ol style="list-style-type: none"> 1. Start 2. Clicks 'Create' button. 3. Navigate to the "Add Personal Activity" form page. 4. Input Personal Activity details: Personal Activity Name, Description, Date, Venue, Evidence (upload PDF, JPG, PNG, etc.) 5. Click 'Submit'. 6. Validate and insert entered information into 'per_activity' database table. 7. Redirect to the "Manage Personal Activities" page. 8. End

Flow Graph

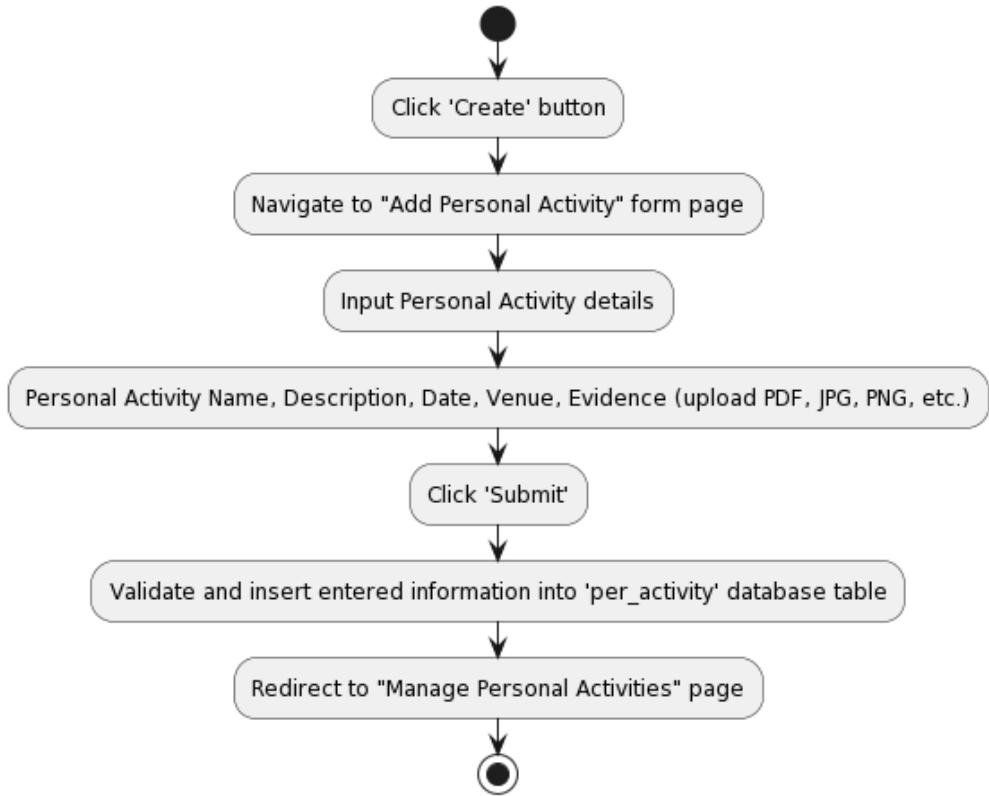


Figure 2.11.2.2: Flow Graph 2

Cyclomatic Complexity

Cyclomatic complexity M,

Formula 1:

$$M = E - N + 2P$$

Where E = the number of edges in the control flow graph above

N = the number of nodes in the control flow graph above

P = the number of connected components

M = cyclomatic complexity;

$$\text{Answer: } M=7-8+2(1)=1$$

Formula 2:

$$M = E - N + P$$

Where E = the number of edge in the control flow graph in above

N = the number of nodes in the control flow graph in above

P = the number of connected components

M = cyclomatic complexity;

$$\text{Answer: } 7-8+1=0$$

Formula 3:

$$M = E - N + 2$$

Where E = the number of edge in the control flow graph above

N = the number of nodes in the control flow graph in above

M = cyclomatic complexity;

$$\text{Answer: } M = 7-8+2=1$$

Test Cases

Case No.	Independent Path	Data* for Test Cases	Expected Result
TC001	<p>Start → clicks 'Create' button. → Navigate to the "Add Personal Activity" form page. → Input Personal Activity details: Personal Activity Name, Description, Date, Venue, Evidence (upload PDF, JPG, PNG, etc.)</p> <p>→ Click 'Submit' → Validate and insert entered information into 'per_activity' database table. → Redirect to the "Manage Personal Activities" page. → End</p>	<p>name: Valid strings for activity names.</p> <p>date: Valid date formats</p> <p>venue: Valid strings for venue names</p> <p>description: Valid text content.</p> <p>evidence: Valid strings for evidence.</p>	Successfully created personal activity.

2.12 UAT Reports

UTM 2u2i Work Based Learning (WBL) - INDUSTRY ASSESSMENT FORM https://docs.google.com/forms/u/0/d/19_yIefgZ7zjpBKffHkIkwoaz8S...

UTM 2u2i Work Based Learning (WBL) - INDUSTRY ASSESSMENT FORM

Objective: To assess UTM 2u2i Work Based Learning (WBL) Day Release project.

Instruction:

1. This assessment form consist of SIX (6) sections including:
 - A. INDUSTRY INFORMATION;
 - B. TEAM INFORMATION;
 - C. SYSTEM ANALYSIS & DESIGN (SECP2613) Assessment Form;
 - D. SYSTEM DEVELOPMENT TECHNOLOGY (SECP3723) Assessment Form; and
 - E. DATABASE (SCSP2523) Assessment Form.
 - F. OTHERS FEEDBACK
2. Kindly complete the assessment form.
3. Please indicate your rating by choosing the appropriate number, using a Likert Scale provided.
4. We appreciate your valuable time in evaluating the students project.

The respondent's email (youthventurebuilder@gmail.com) was recorded on submission of this form.

Email *

youthventurebuilder@gmail.com

Section A - INDUSTRY INFORMATION

Industry Name: *

YOUTH VENTURES ▾

Section B.1 - TEAM INFORMATION

Team Name: *

Choose



Section B.2 - TEAM INFORMATION

Team Name: *

Explorer



Section C - SYSTEM ANALYSIS & DESIGN (SECP2613) Assessment Form

Likert Scale Description:

4 - Exemplary

3 - Proficient

2 - Basic

1 - Not Demonstrated

1. Identifying Problems, Opportunities & Objectives *

1 2 3 4

Not identifying PROBLEMS,
OPPORTUNITIES & OBJECTIVES
well.

Identifying PROBLEMS,
OPPORTUNITIES and
OBJECTIVES very well .

2. Determining Requirements *

1 2 3 4

Not determining the BUSINESS FUNCTIONS, PEOPLE, GOALS, DATA and PROCEDURE involved well.

Determining the BUSINESS FUNCTIONS, PEOPLE, GOALS, DATA and PROCEDURE involved very well.

3. Analyzing System Needs *

1 2 3 4

FUNCTION, FLOW and PROCESS proposed are not suitable.

FUNCTION, FLOW and PROCESS proposed are suitable.

4. Designing System *

1 2 3 4

Not designing the INTERFACE well.

Designing the INTERFACE very well.

5. Developing and Documenting System *

1 2 3 4

Not providing the MANUAL and FREQUENTLY ASKED QUESTIONS well.

Providing the MANUAL and FREQUENTLY ASKED QUESTIONS very well.

6. Testing and Maintaining System *

1 2 3 4

Not IDENTIFYING and UPDATING
the SYSTEM'S PROBLEMS well.IDENTIFYING and UPDATING the
SYSTEM'S PROBLEMS very well.**7. Evaluating the System ***

Strongly Disagree Disagree Agree Strongly Agree

(a) The system is
complete.(b) The system is
very easy to learn
and use.**8. Others ***

Strongly Disagree Disagree Agree Strongly Agree

(a) Team always
communicates
with industry
representatives.(b) Utilize both
physical and
virtual
communication
platforms.**Section D - SYSTEM DEVELOPMENT TECHNOLOGY (SECP3723) Assessment Form**

Likert Scale Description:

- 4 - Exemplary
- 3 - Proficient
- 2 - Basic
- 1 - Not Demonstrated

Creativity and design *

1 2 3 4

- None of the screen design are completed
- Does not reflect system requirements

- All the screen design are completed
- Fully reflect system requirements

User interface *

1 2 3 4

Menus, colour, input page, output page, information page, notification, verification, confirmation and layout are poorly designed.

All menus, colour, input page, output page, information page, notification, verification, confirmation and layout are well designed.

Usability and navigation of the system *

1 2 3 4

- The directions are not clear and hard to follow
- System is not interactive.
- System is hard to navigate through.

- The directions are clear and easy to follow
- System is interactive.
- System is easy to navigate through.

Technical quality *

1 2 3 4

- System loads slowly and many errors.
- System not works well.
- System produces wrong output

- System loads quickly and error-free.
- System works well.
- System produces correct output

User manual *

1 2 3 4

The instruction is hard to follow by all system users

Clear instruction for all system users

Clarity of explanation and progress presentation during regular meeting and industry day presentation *

1 2 3 4

- Presentation is not organized
- Communication is not clear

- Presentation is well organized
- Communication is simple and clear

Section E - DATABASE (SCSP2523) Assessment Form**Likert Scale Description:**

4 -

Exemplary

3 -

Proficient

2 -

Basic

1 -

Not Demonstrated

1. System requirements *

1 2 3 4

Does not fulfil system
requirements.

Fulfil all system requirements.

2. Input Forms *

1 2 3 4

More than two input forms are
missing or do not function. Application has all input forms for
every input function requirement.**3. Table Data ***

1 2 3 4

More than four data items in the
tables are missing or contain
frivolous data not realistic data for
the application. All data in all tables is realistic for
the application.

4. System Returns Information From Database Correctly *

1 2 3 4

Does not return information from database.

Returns information from database with no errors.

5 (a). Reports/Charts *

1 2 3 4

Demonstration of the application produces more than two incorrect or undesired outputs, reports and/or graphs.

Demonstration of the application produces the desired output, report and/or graphs.

5 (b). Reports/Charts *

1 2 3 4

More than two charts/reports are missing or do not output correct data

Charts/report format output correct data relationships

6. Group Presentation - Effectiveness *

1 2 3 4

The presentation was incomplete.

The group presentation accurately, clearly, and concisely demonstrated all of the application functionality.

7. Group Communication Skill Throughout the Whole Development Cycle *

1 2 3 4

More than two members in the group can't communicate well their ideas and work to the client

All members in the group are able to communicate effectively their ideas and work to the client.

Section F - OTHERS FEEDBACK**Are you satisfied with the developed system? ***

Satisfied

**Constructive feedback about the group / system ***

Good teamwork and everyone taking turns to present

Term & Conditions

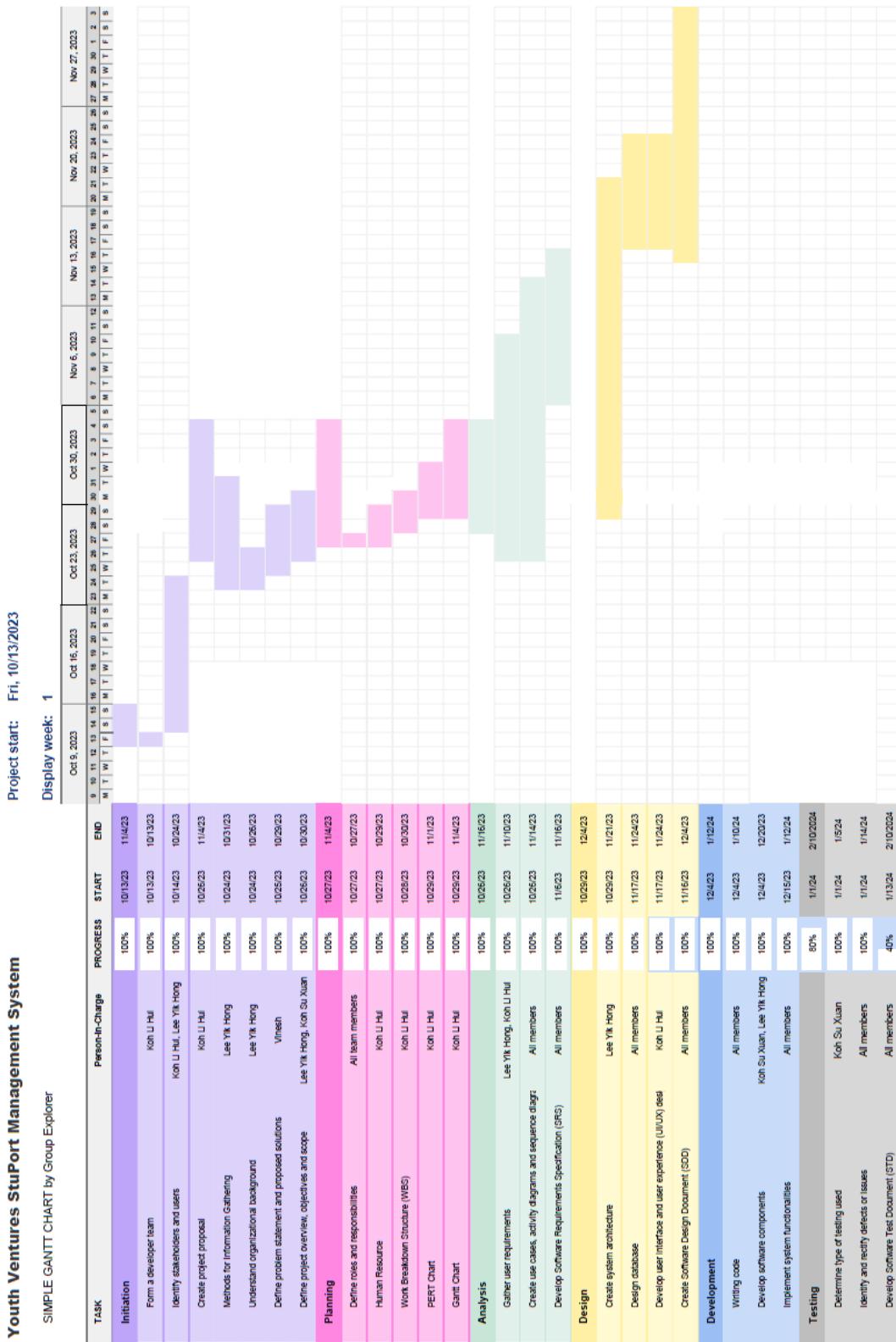
1. All industry representatives are responsible for ensuring the evaluation results of each assessable task are reviewed to ensure equivalency and consistency before final submission.
2. Industry representatives must ensure that only letter grades (not marks) are provided to students. This is to ensure no final grades are released to students prior to Board of Examiners (2u2i Data Engineering) and the official publication of results by the Universiti Teknologi Malaysia (UTM).

Industry representatives declaration *

- I understand and agree that this declaration is final and irrevocable, and that it is not subject to cancellation or amendments.

This form was created inside of Universiti Teknologi Malaysia.

2.13 Gantt Chart



3.0 User Manual

STUDENT PORTFOLIO MANAGEMENT SYSTEM

STUPORT



USER MANUAL

INTRODUCTION

WELCOME TO THE STUDENT PORTFOLIO MANAGEMENT SYSTEM! THIS COMPREHENSIVE PLATFORM HAS BEEN DESIGNED TO EMPOWER STUDENTS, LECTURERS, COMPANY, INSTITUTIONS, AND CLUBS IN EFFECTIVELY MANAGING AND SHOWCASING ACADEMIC AND EXTRACURRICULAR ACHIEVEMENTS. WHETHER YOU'RE A STUDENT EAGER TO PRESENT YOUR ACCOMPLISHMENTS OR AN EDUCATIONAL INSTITUTIONS OR COMPANIES GUIDING THE LEARNING JOURNEY, THIS SYSTEM IS HERE TO STREAMLINE THE PROCESS AND ENHANCE COLLABORATION.



BENEFITS

- CENTRALIZED PLATFORM FOR MANAGING STUDENT PORTFOLIOS.
- REAL-TIME MONITORING OF ACADEMIC PROGRESS.
- SEAMLESS COMMUNICATION BETWEEN STUDENTS AND LECTURERS.
- INSIGHTFUL ANALYTICS FOR COMPANY TO TRACK STUDENT ACHIEVEMENTS.



GETTING STARTED

ACCESS REQUIREMENTS:

BEFORE DIVING INTO THE SYSTEM, ENSURE YOU HAVE THE FOLLOWING:

- A VALID EMAIL ADDRESS.
- A ROLE EITHER STUDENT, LECTURER, CLIENTS/PARTNER OR ADMINISTRATOR.



STUPORT

SETTING UP YOUR PROFILE:

ONCE LOGGED IN, IT'S ESSENTIAL TO SET UP YOUR PROFILE FOR A PERSONALIZED EXPERIENCE. CLICK ON YOUR PROFILE ICON IN THE TOP-RIGHT CORNER AND SELECT "EDIT PROFILE SETTINGS."

UPDATE YOUR PERSONAL INFORMATION, INCLUDING YOUR PHOTO, CONTACT DETAILS AND INSTITUTIONS DETAILS.

VISION & MISSION



WE ARE IN THE BUSINESS OF HELPING PASSIONATE YOUTHS ACROSS SOUTHEAST ASIA TO BE COMPETITIVE AND RELEVANT GLOBALLY.

THE ULTIMATE GOAL IS TO BUILD A SANDBOX FOR YOUTHS TO PURSUE THEIR PASSION, GAIN MEANINGFUL EXPERIENCE AND CREATE A WORLD-CHANGING SOLUTION THAT CAN MOVE MANKIND FORWARD. IMAGINE A SAFE SPACE WHERE YOU CAN EXPLORE DIFFERENT INDUSTRIES, BE ENTREPRENEURIAL, DISCOVER THE FUTURE, AND GET CONSTANT SUPPORT FROM THE COMMUNITY.

STUPORT

KEY FUNCTIONALITIES



1. Dashboard:

Your academic and extracurricular hub, the dynamic dashboard offers real-time insights into Registered Users, Event Categories, Events Registered, and Rewards Details. Quick Navigation links keep you organized, providing a comprehensive view of your progress.

2. Activity Management:

Effortlessly manage your academic and extracurricular activities within the system. Add new activities, update progress, and showcase your accomplishments. This feature enables you to maintain a comprehensive record of your educational journey.

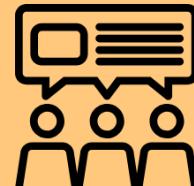


3. Registration for Activities:

Participate in various events organized by clients or partners by using the registration feature. Explore the Events section, view details of upcoming events, and register seamlessly. Keep track of your registered events within the dashboard.

4. Feedback:

Facilitate constructive communication with mentors, event organizers, and students using the Feedback Form. Submit feedback on specific activities and events, receive insights on your performance, and engage in meaningful conversations to enhance your learning and event experience.



5. Reward System:

Celebrate your achievements through the integrated reward system. Earn badges, certificates, or other recognition based on your academic accomplishments, event participation, and active engagement within the system. The reward system adds a gamified element to your educational journey.

6. Profile Management & Resume Building:

Efficiently showcase your skills and achievements by managing your profile. Upload a picture, update contact details, and highlight academic, extracurricular accomplishments, and education history. Seamlessly build your resume within the system, effortlessly adding academic achievements, projects, and event participations. The intuitive design ensures a professional and dynamic representation of your educational journey.



COMMON ISSUES AND SOLUTIONS:

ISSUES	SOLUTIONS
TROUBLE LOGGING IN	VERIFY THAT YOU ARE USING THE CORRECT INSTITUTIONAL EMAIL ADDRESS AND PASSWORD. IF ISSUES PERSIST, CONTACT YOUR INSTITUTION'S SUPPORT DESK.
UNABLE TO UPLOAD DOCUMENTS TO SYSTEM	ENSURE YOUR DOCUMENTS MEET THE ACCEPTED FILE TYPES AND SIZES. IF THE PROBLEM PERSISTS, TRY USING A DIFFERENT BROWSER OR CONTACT SUPPORT
DASHBOARD NOT DISPLAYING CORRECTLY	CLEAR YOUR BROWSER CACHE AND REFRESH THE PAGE. IF THE ISSUE PERSISTS, CHECK FOR ANY ONGOING SYSTEM MAINTENANCE OR UPDATES.

USER SUPPORT:



CONTACTING SUPPORT:

IF YOU ENCOUNTER AN ISSUE NOT ADDRESSED HERE OR NEED FURTHER ASSISTANCE, PLEASE CONTACT OUR SUPPORT TEAM AT [\[YOUTHVENTURES OFFICIALWEBSITE\]](#). LEAVE YOUR MESSAGE BY PROVIDING A DETAILED DESCRIPTION OF THE PROBLEM, AND OUR TEAM WILL ASSIST YOU PROMPTLY.

STUPORT

FREQUENTLY ASKED QUESTIONS (FAQS):



1 HOW DO I RESET MY PASSWORD?

Navigate to the login page and click on the "Forgot Password" link. Follow the prompts to reset your password.

2 CAN I SHARE MY PORTFOLIO WITH OTHERS OUTSIDE THE SYSTEM?

Yes, you can generate a shareable link to your portfolio through downloading a resume method to your device and share to public.

3 WHAT FILE TYPES ARE SUPPORTED FOR DOCUMENT UPLOADS?

The system supports commonly used file types such as PDF, DOCX, and JPG. Ensure your files meet the specified size limits.

4 HOW OFTEN SHOULD I UPDATE MY PORTFOLIO?

Regular updates are encouraged to reflect your latest achievements and academic progress. Aim for quarterly updates or as major accomplishments occur.

MEET THE TEAM

DISCOVER THE FACES BEHIND OUR COLLABORATIVE EFFORTS, EACH CONTRIBUTING UNIQUE STRENGTHS TO BRING INNOVATION AND EXCELLENCE TO OUR TEAM.



HANIF MARZUKI MOHD SAUPI

CEO of Youth Ventures Asia



MOHD ANIQ AMREZ BIN MOHD AZAMIN

Founder of Youth Ventures Asia



NURUL AMIERA BINTI NOOR AZAHAR PI

Creative Director of Youth Ventures Asia

STUPORT

4.0 Presentation Slides Used in Handover Ceremony



Figure 4.0.1 : Presentation Slide 1 - Introduction Page

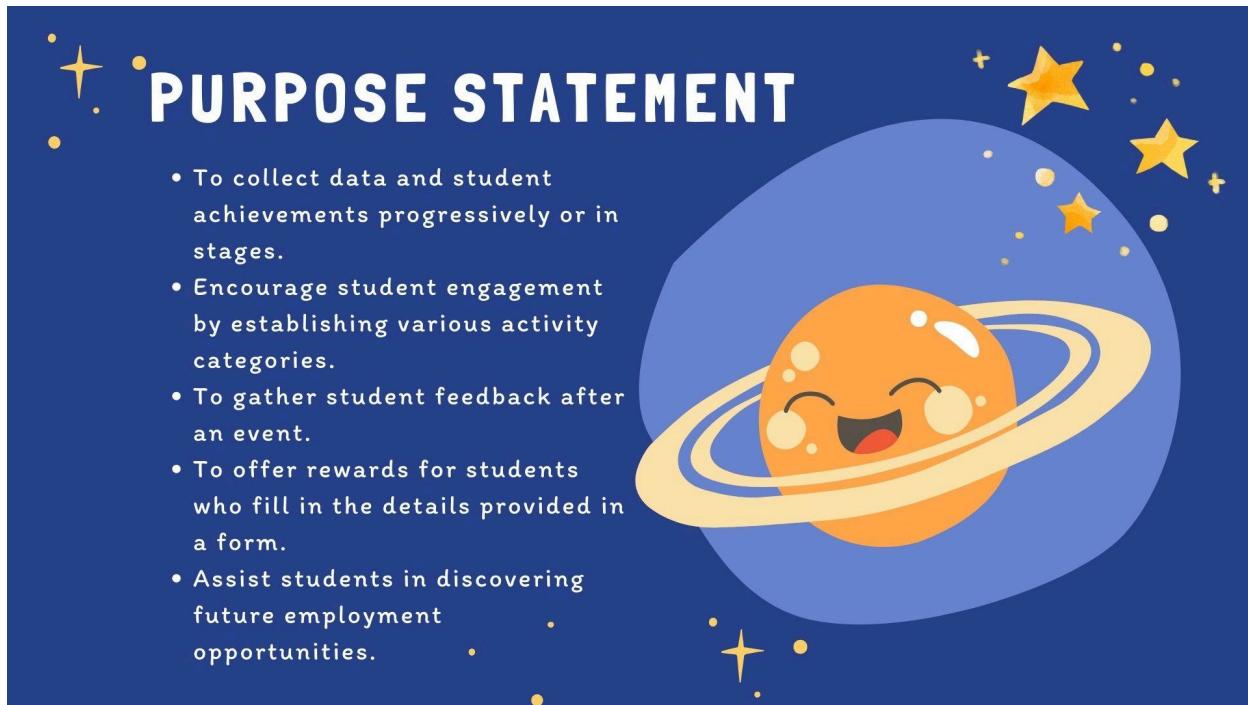


Figure 4.0.2 : Presentation Slide 2 - Purpose Statement

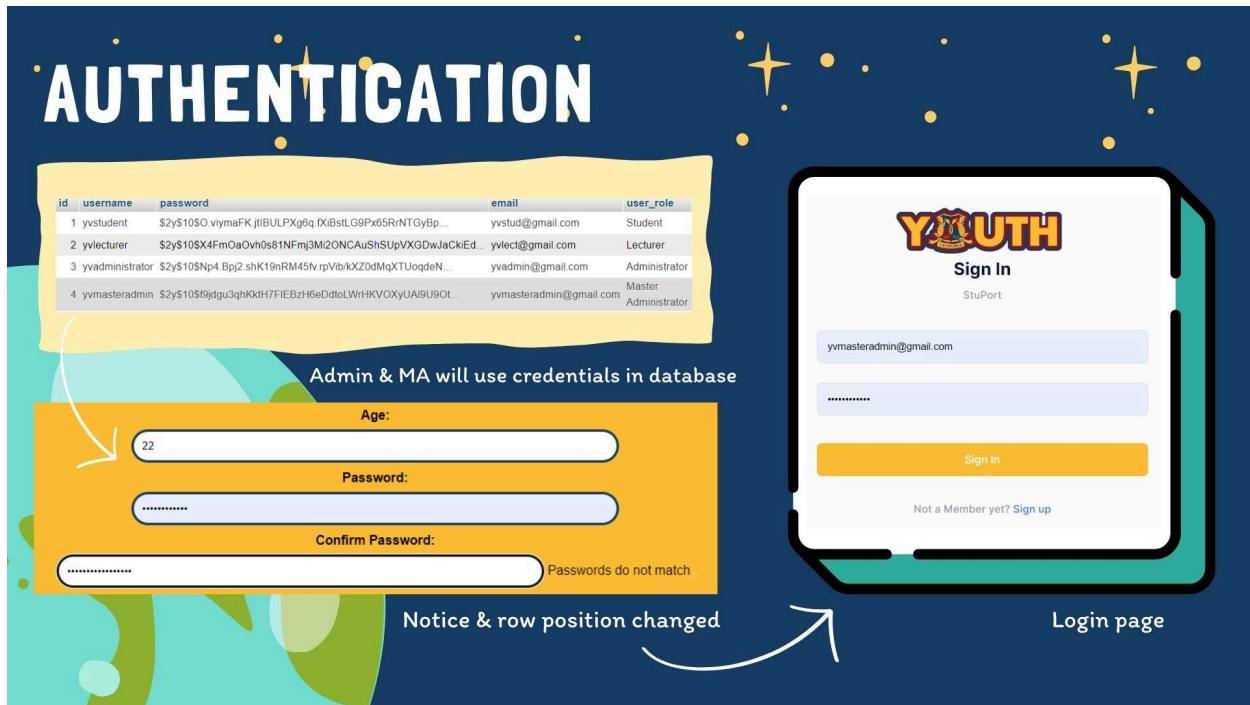


Figure 4.0.3 : Presentation Slide 3 - Authentication Module

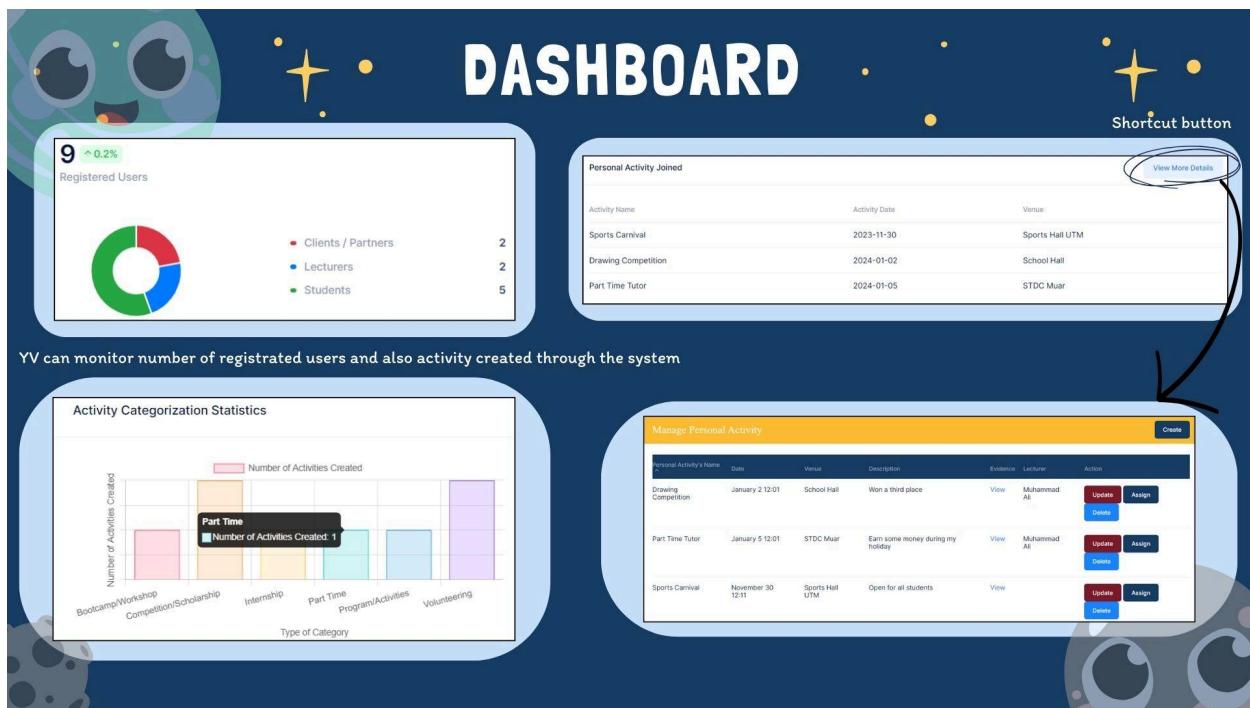


Figure 4.0.4 : Presentation Slide 4 - Dashboard Module

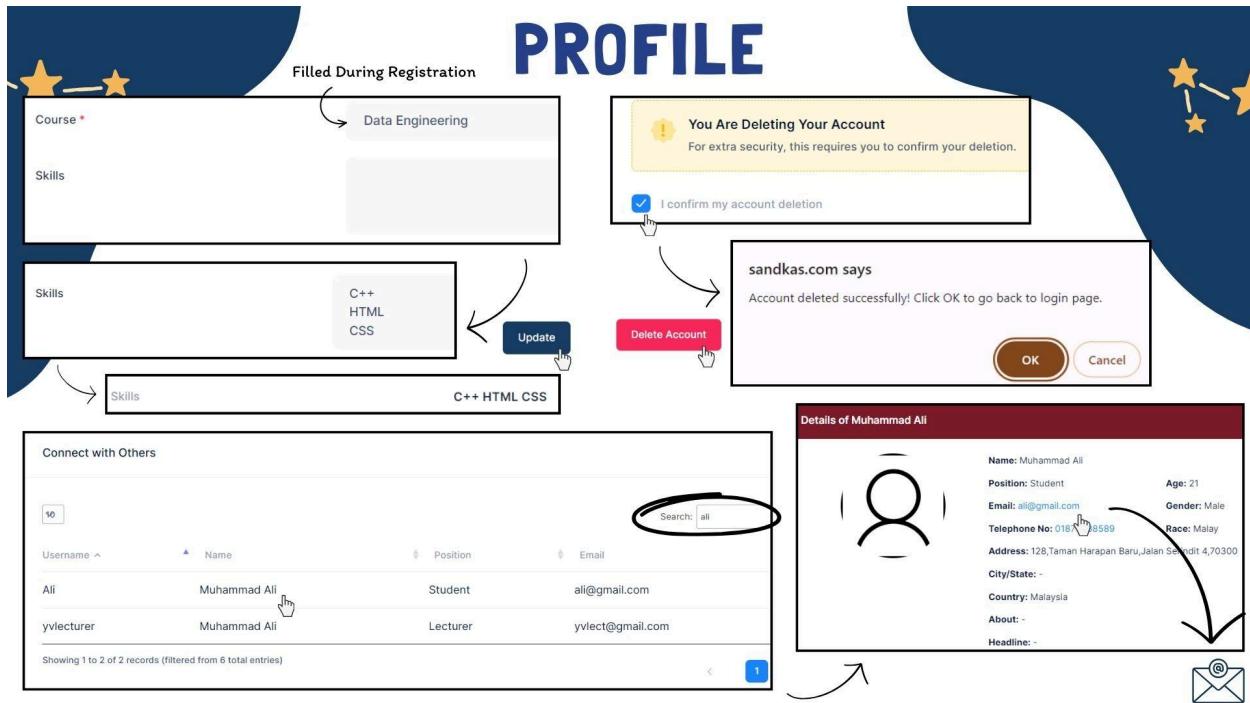


Figure 4.0.5 : Presentation Slide 5 - Profile Module

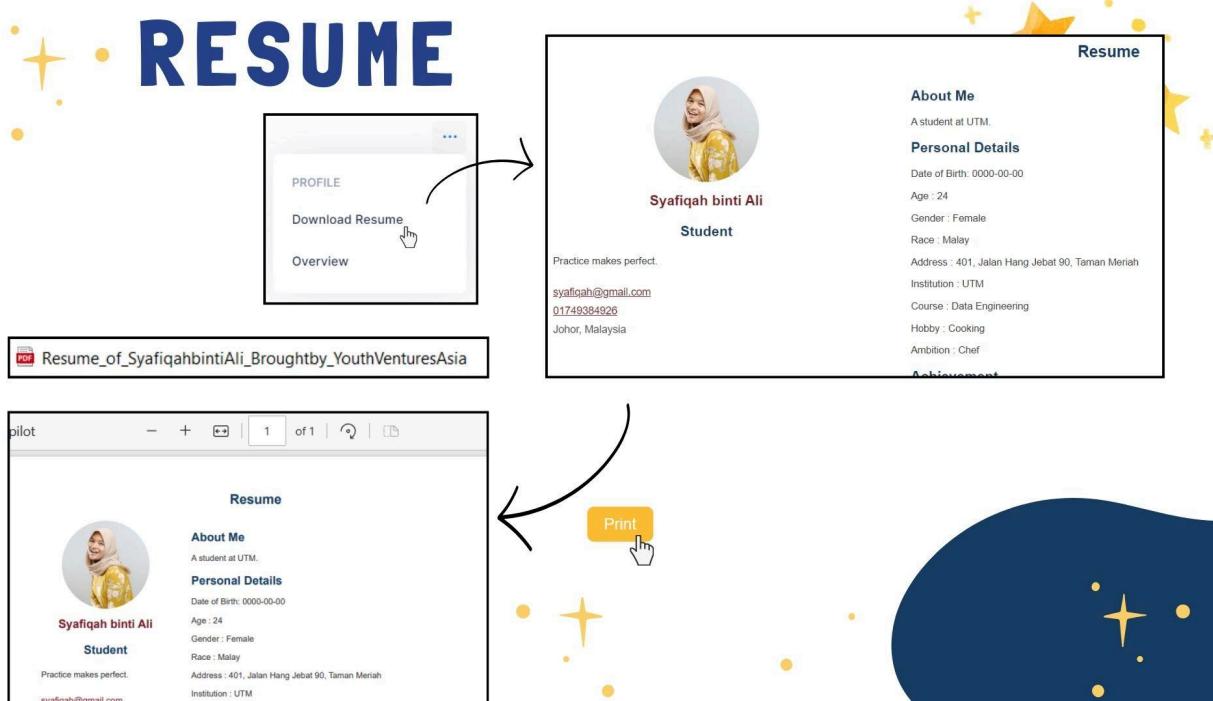


Figure 4.0.6 : Presentation Slide 6 - Resume Module

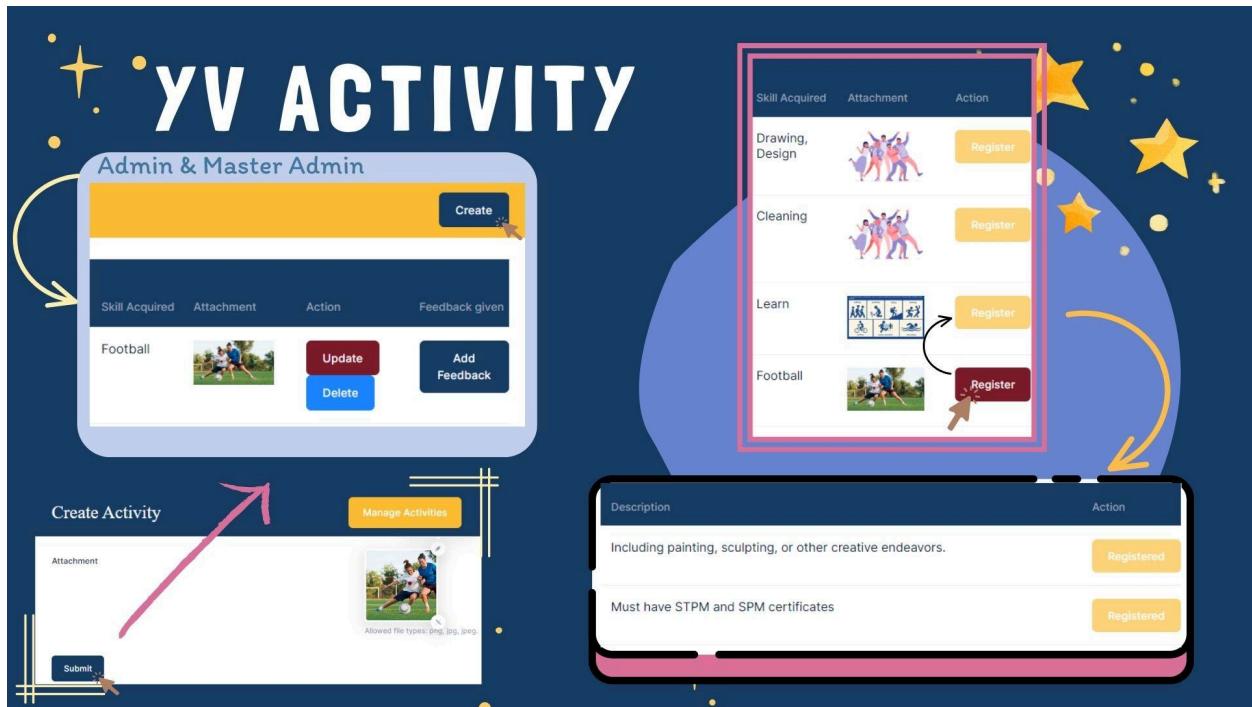


Figure 4.0.7 : Presentation Slide 7 - Activity Module (Youth Ventures Activity)

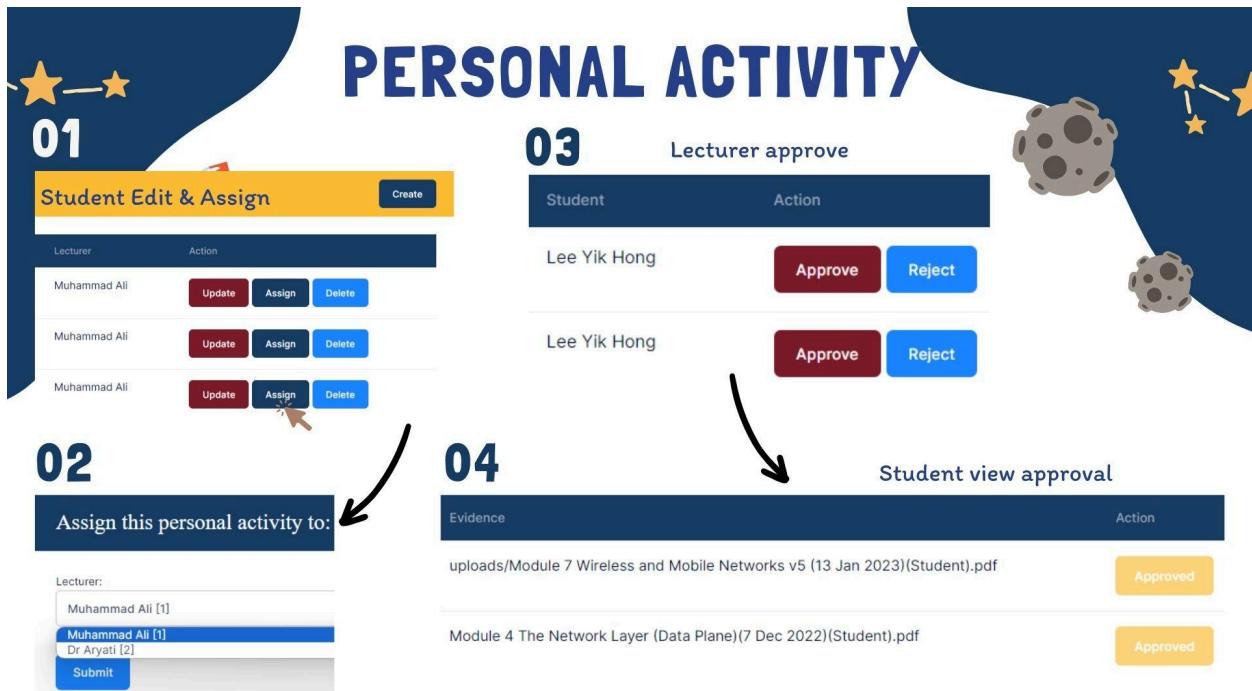


Figure 4.0.8 : Presentation Slide 8 - Activity Module (Personal Activity)

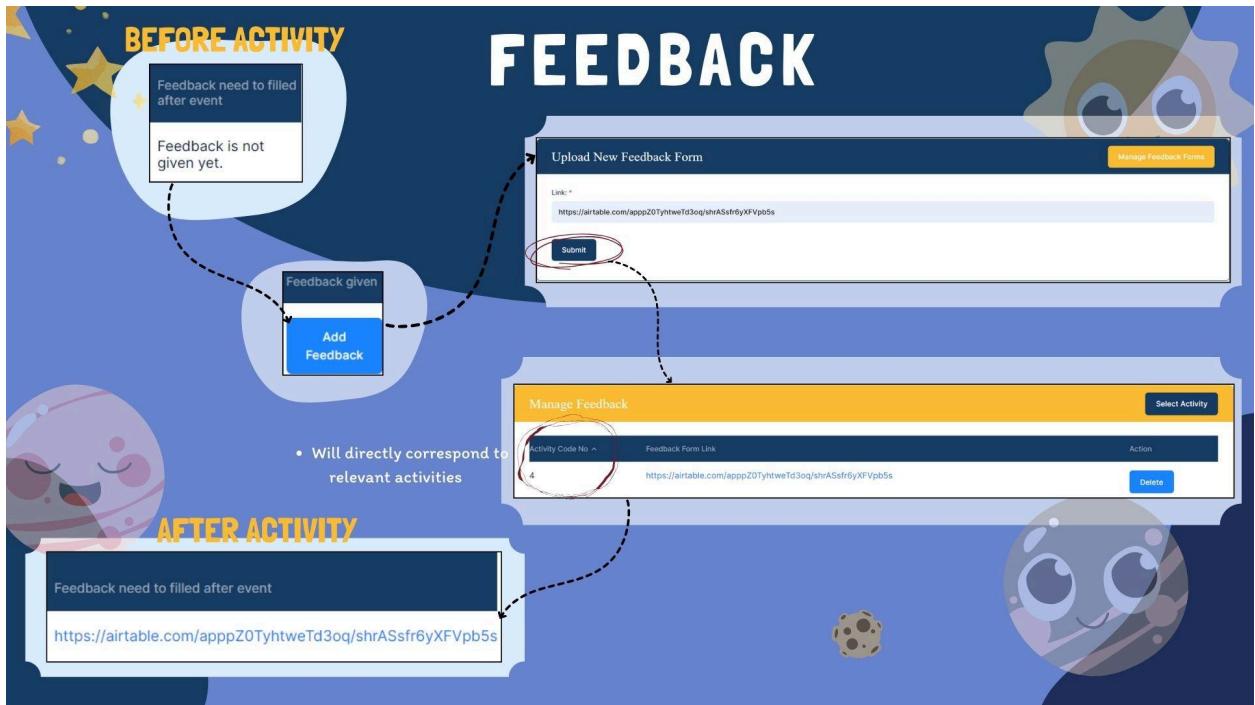


Figure 4.0.9 : Presentation Slide 9 - Feedback Module

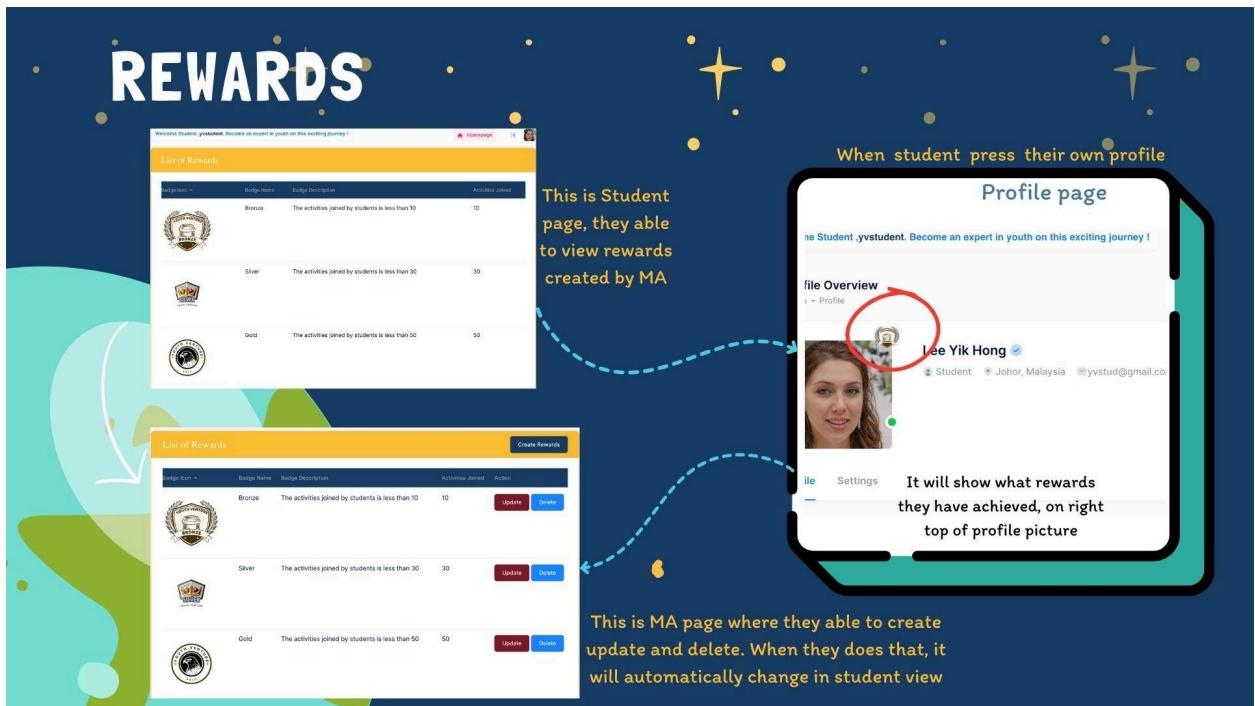


Figure 4.0.10 : Presentation Slide 10 - Reward Module



Figure 4.0.11 : Presentation Slide 11 - Ending Page

5.0 Complete System Files in Localhost and Live Hosting Setting

```
config.php X
C: > Users > Dell > AppData > Local > Temp > fz3temp-2 > config.php
1  <?php
2  //Database params
3  // define('DB_HOST', 'localhost'); //Add your db host
4  // define('DB_USER', 'root'); // Add your DB root
5  // define('DB_PASS', ''); //Add your DB pass
6  // define('DB_NAME', 'niagaped_Explorer'); //Add your DB Name
7
8  //Database params
9  define('DB_HOST', 'localhost'); //Add your db host
10 define('DB_USER', 'niagaped_Explorer_user'); // Add your DB root
11 define('DB_PASS', 'Explorer&^%&*'); //Add your DB pass
12 define('DB_NAME', 'niagaped_Explorer'); //Add your DB Name
13
14 //APPROOT
15 define('APPROOT', dirname(dirname(__FILE__)));
16
17 //URLROOT (Dynamic links)
18 // define('URLROOT', 'http://localhost/explorer/StuPort');
19
20 //URLROOT (Dynamic links)
21 define('URLROOT', 'https://sandkas.com/Explorer');
22
23 //sitename
24 define('SITENAME', 'Login & Register script');
25 ?>
```

localhost setup

online hosting setup

localhost setup

online hosting setup

Figure 5.0.1 : Setup Settings

陛 StuPort - localhost/explorer/StuPort

Figure 5.0.2 : Localhost URL

陛 StuPort - sandkas.com/Explorer/

Figure 5.0.3 : Online hosting URL

- ❖ All the system files in localhost will be zipped together with this report for references.