# CERTIFICATION

# DEDICATION

# ACKNOWLEDGEMENT

# ABSTRACT

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## **CHAPTER ONE**

## 1.1 GENERAL INTRODUCTION.

Modernizing the process of providing and administering student identification cards in educational institutions is the goal of the Student ID Card Generator System project. Conventional approaches are frequently ineffective, prone to mistakes, and vulnerable to security lapses. These antiquated procedures may result in heavy administrative loads, a delay in the distribution of cards, and possible dangers from unapproved entry to school premises.

In this project, a web-based system that automates and simplifies the entire student ID card generation process is introduced. Via an easy-to-use web interface, administrators will be able to swiftly create ID cards, update and enter student information, and alter card templates. By ensuring that all data is precisely recorded and safely kept, the system reduces the possibility of mistakes and improves the overall security of student identity.

The automated generating process enabled by the web-based system makes significant gains in speed, accuracy, and administrative efficiency, even if the final product is still a physically printed ID card.

The Student ID Card Generator System offers a comprehensive solution to the current problems with student ID card management by utilizing contemporary web technologies. Improved security, streamlined operations, and compliance with environmental objectives all add up to a safer and more effective learning environment. In addition to meeting urgent needs, this initiative lays the groundwork for upcoming technological developments in student services and school administration

# **1.2 BACKGROUND OF THE STUDY.**

In identifying the need for an environmentally friendly, safe, and more efficient solution, this project study suggests implementing a web-based system for creating student ID cards. This system uses web-based technology to automate every step of the process, from data entry to card creation, in contrast to traditional techniques that mostly rely on human participation.

Using only a few clicks, administrators will be able to design card , enter student information into the system, and start the card generation process using the suggested system. The system will guarantee the timeliness and accuracy of student information.

Administrators will have more flexibility, ease, and control over the card issuing process because the entire process will be facilitated through the online interface, even if the final output will be a physically printed ID card. Furthermore, by decreasing dependence on tangible resources and optimizing administrative procedures, the system is consistent with the organization's dedication to ecological sustainability.

**1.3 STATEMENT OF THE PROBLEM.**

The process of generating and maintaining student identification cards is beset with errors, inefficiencies, and security flaws in many educational institutions. Manual data entry is a common component of traditional approaches, which can be tedious and prone to human error. These antiquated procedures put the institution's overall security at risk by causing delays, misplaced or lost cards, and illegal access to campus buildings.

Moreover, the lack of integration with modern technology limits the ability to provide students with convenient access to ID cards that can be regenerated if missing, which can be used for a variety of on-campus services and events. This gap not only affects administrative efficiency but also detracts from the student experience, as students face unnecessary hurdles in accessing essential services.

# **1.4 OBJECTIVES OF THIS PROJECT.**

1. Simplify Student Identification: Make it easier to recognize students during different school-related activities and events.
2. Boost Administrative Effectiveness: Lessen the paperwork involved in obtaining and maintaining student ID cards.
3. Encourage school branding by making sure that all student ID cards are professionally made and bear the school's branding.
4. Cut Costs: Keep the expenses related to creating and maintaining physical identification cards to a minimum.
5. Enable Data Integration: For easy data management and synchronization, integrate with the current school databases.
6. Boost Accountability: By utilizing ID cards for access and attendance tracking, you may help students and staff feel more accountable.
7. Encourage a Safe Environment: Limit access to the school grounds to only those who are permitted, in order to improve the general safety of the school environment.
8. Encourage Inclusivity: By using a standardized ID system, make sure that all students have an equal chance to access school services and resources.
9. Facilitate access control

# **1.4.1 SPECIFIC OBJECTIVES.**

1. Provide a user-friendly interface: Provide administrators with an easy-to-use web-based interface to generate and distribute student ID cards.
2. Provide an automated system to create easy and quick IDs to identify Staff, students, visitors etc.
3. Working on this project enables me to put the technical know-how and understanding I've gained during my education to use. It offers a useful, hands-on experience that closes the knowledge gap between academic study and practical application.
4. Practicalize the use of waterfall methodology in developing the project.
5. By increasing the effectiveness of ID card administration, my proposal will have a direct impact on the day-to-day operations of my institution. This gift will help current and future faculty and staff members and serve as a concrete, enduring memorial to my time at the university.
6. Gain professional experience while putting my skills into practice

# **1.5 SIGNIFICANCE OF THE STUDY.**

1. It will make it easier to identify visitors, employees, and children, which will lower the risk of illegal entry and improve school safety overall.
2. Identification is improved by the use of standardized student ID cards.
3. Stops unwanted access to the school's property.
4. Contributes a safe and conducive that makes the classroom a safer place to learn.
5. Minimizes human mistake and the administrative load.   
   Maintains current and accurate student records
6. Offers a contemporary and dependable method of identification.
7. Makes it easier to access school events, resources, and facilities.

**1.6 SCOPE OF THE PROJECT.**

The scope of a project refers to the extent to which the project will be developed. This project intends to implement a web system for students to apply for, generate and manage ID cards. It will implement key features such as User Login, ID application form, Admin approval, integration with a database management system. Deliverables (which are tangible or intangible outputs produces as a result of completing a project) will include a functional web application, a user guide, an admin guide, a technical documentation.

**1.7 DEFFINITION OF TERMS.** Some key terms related to this web student id card generation project include:

1. **ID card:** An identification card provided to students, containing personal information.
2. **Virtual card**: a digital version of the student ID card that can be accessed and viewed online.
3. **Web based application:** An application that is accessed through the web browser over a network such as the internet.
4. **User interface**: The environment you see when you launch your application**.**
5. **Approval process:** The steps involved in reviewing and authorizing the creation and printing od student ID cards.
6. **Login credentials:** The user information used by students and admins to access the system.
7. **Waterfall model**: A linear sequential approach to software development, where each phase must be completed before the next begins**.**
8. **Actor:** anyone/anything or another system that interacts with the system or the system initiates an interaction with them
9. **Admin:** a user with elevated privileges that manages the system
10. **Unified modelling language:** a standardized modelling language used to visualize the design of a system.
11. **System design**: the process of defining the architecture, components, and interfaces of the system to satisfy specified requirements**.**
12. **Life line:** a vertical dash line in a sequence diagram representing the existence of an object over time.
13. **Iteration:** a repetition of a process in software development allowing for review and refinement.
14. **Gantt chart:** a type of bar chart that represent a project schedule showing the start and end of each project task.
15. **Front end development:** The client-side development focusing on the user interface, and user experience of the application**.**
16. **Database:** An organized collection of structured data stored electronically in a database management system on computer for easy data management.
17. **Dataflow Diagram**: A graphical representation of data within a system showing how data is processed and transferred between parts of the system**.**
18. **Back-end development:** A server-side development focusing on database interaction, server logic, application functionality.

**1.8 ORGANISATION OF THE STUDY.**

The goal of this study is to develop and implement a web-based student ID card generator system for Landmark Metropolitan University. It is structured in a way that makes it easy to do a thorough analysis of the methods, findings, and implications of the research in a clear and systematic way. Each chapter is organized to address specific aspects of the project, ensuring a logical flow and comprehensive coverage of the topic.

**Chapter 1: Overview**  
This chapter serves as an introduction to the study by summarizing the reasons why a web-based system for generating student ID cards is necessary, especially when it comes to educational institutions. The problem statement, study goals, research questions, significance, and scope are all included. This introductory chapter establishes the scene by outlining the goal and significance of the research while directing readers through the study's primary topic and anticipated contributions.

**Chapter 2: Review of Literature**  
A thorough examination of earlier research on both conventional and contemporary ID card generating technologies is provided by the literature study. This chapter places the current topic within the larger academic debate, critically assesses previous research, and identifies research gaps. It provides a strong theoretical and empirical basis for the creation of the system that generates student ID cards.

**Chapter 3: Methodology**  
The study design and development process for the web-based student ID card generation system are described in depth in this chapter. It explains the requirements analysis, system design, feasibility research, and waterfall approach implementation. The chapter provides a planned and methodical approach to development by outlining the exact steps involved in gathering requirements and designing the system.

**Chapter 4: System Implementation and Testing.**

The actual system implementation is covered in Chapter 4, which also describes the hardware and software tools utilized, how the system components are broken down, and the process of implementation. It also contains information about standards, testing, and validation methods used to make sure the system satisfies requirements and performs as intended.

**Chapter 5: Findings, Conclusion and Recommendation**  
The outcomes of the system's testing and deployment, including user comments, performance metrics, and system evaluation, are presented in this chapter. It analyzes the results and any problems that arose during testing and implementation, and it talks about how well the system met the project's objectives.

**References** A comprehensive list of all the sources used in the study, created in accordance with accepted citation guidelines to guarantee credibility and academic integrity.

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