

# **KIET ALUMNI PORTAL**

A project report submitted in partial fulfillment of the

Requirements for the Award of the Degree of

**BACHELOR OF TECHNOLOGY**

**IN**

**COMPUTER SCIENCE AND ENGINEERING**

Submitted by

**M.LALITHA (15JN1A05E3)**

**M.DEVIKA (15JN1A05C4)**

**V.MOUNIKA (15JN1A0590)**

**G.SRI CHANDANA (15JN1A05D1)**

**G.LEELA DURGA (15JN5A0584)**



*Under the Esteemed Guidance of*

**Sri S.DEVANAM PRIYA, M.Tech**

*Assistant Professor*

*Department of Computer Science and Engineering.*

**KAKINADA INSTITUTE OF ENGINEERING AND TECHNOLOGY FOR WOMEN**

**(Approved by AICTE & Affiliated to JNT University Kakinada) Yanam Road, Korangi,**

**E.G.Dist., A.P, Pin-53346 2018-2019**

# CERTIFICATE

KAKINADA INSTITUTE OF ENGINEERING AND TECHNOLOGY FORWOMEN

**DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING**

(Approved by AICTE & Affiliated to JNT University Kakinada) Yanam

Road, Korangi E.G.Dist., A.P, Pin-533461



This is to certify that the thesis entitled “**KIET ALUMNI PORTAL**” that is being submitted by

**M.LALITHA** (15JN1A05E3)

**M.DEVIKA** (15JN1A05C4)

**V.MOUNIKA** (15JN1A0590)

**G.SREE CHANDANA** (15JN1A05D1)

**G.LEELA DURGA** (15JN1A0582)

In their Partial fulfillment the requirement for the award of the Degree of Bachelor of Technology in Computer Science & Engineering in the academic year 2018-2019 to the **Jawaharlal Nehru Technological University Kakinada**, is a record of bonafied work carried out by him/her under my guidance and supervision.

The results embodied in this thesis have not been submitted to any other University or Institute for the award of any degree or diploma.

Internal Examiner

Head of the Dept.

External Examiner

## ACKNOWLEDGEMENT

We would like to take the privilege of the opportunity to express our gratitude into project work of “ **KIET ALUMNI PORTAL**” enabled us to express our special thanks to our honorable Chairman of the institution **Sri P.V.Viswam**.

We are thankful to Principal Prof.**Y.Rama Krishna** who has shown keen interest in us and encouraged us by providing all the facilities to complete my project successfully.

We express our sincere thanks to our beloved Head of the Department “**Sri.S.Devanam Priya**”, **Associate Professor**, who has been a source of inspiration for us throughout our project.

We are extremely thankful to our **Project Review Committee** who has been a source of inspiration for us throughout my project and for their valuable advices in making my project a success.

We express our sincere thanks to our internal guide “ **Sri.S.Devanam PRIYA** ”,**Asst. Professor**, Who has been a source of guidance for us throughout my project and for his/her valuable advice in making our project a success.

We wish to express our sincere thanks to all teaching and non-teaching staff of Computer Science and Engineering I wish to express my special thanks to all the Faculty members of our College for their concern in subject and their help throughout my course,

We are very thankful to all my friends who had given us good co-operation and suggestions throughout this project and helped us in successful completion,

M.LALITHA (15JN1A05E3)

M.DEVIKA (15JN1A05C4)

V.MOUNIKA (15JN1A0590)

G.SRI CHANDANA (15JN1A05D1)

G.LEELA DURGA (15JN5A0584)

## **DECLARATION**

We declare that the project entitled “**KIET ALUMNI PORTAL**” is a bonafied work carried out by me and has not been submitted to any other University or College for the award of any Degree.

**PLACE:**

**DATE:**

M.LALITHA	15JN1A05E3
M.DEVIKA	15JN1A05C4
V.MOUNIKA	15JN1A0590
G.SRI CHANDANA	15JN1A05D1
G.LEELA DURGA	15JN1A0584

## **ABSTRACT**

The Main Objective of Alumni Portal is to maintain communication between passed out students and students of college to know about each other's current activities. The students can also post and read various articles, thus promoting literary insight. Articles can be seen by anybody who is registered. Based on the requests from the students, passed out students can post about trending topics and current opportunities for the students. Nowadays, it is very difficult to communicate with our seniors without knowing any details about them, and the only way is to contact college for their activities, to avoid this, we are creating a web application where the current students and passed out students have to register and update their details, through which we can establish a connection between them and also they can also organize meet ups. They can have friendly environment by posting their thoughts and ideas which helps in developing their future plans.

## CONTENTS

S.NO	CHAPTER	PAGE NO
1	<b>CHAPTER-I</b>	
	1.INTRODUCTION	
	1.1 Introduction	
	1.2 Existing system	
	1.3 Proposed system	
2	<b>CHAPTER-II</b>	
	2.0 LITERATURE SURVEY	
	2.1 Alumni associations and social networks	
	2.2 Innovative processes and creative techniques	
3	<b>CHAPTER-III</b>	
	SYSTEM REQUIREMENT ANALYSIS	
	3.1 Introduction	
	3.2 Input design	
	3.3Output design	
	3.4 Requirements Specification	
	3.4.1 Hardware Requirements	
	3.4.2 Software Requirements	
	3.5 Feasibility Study	
	3.5 .1 Economical Feasibility	
	3.5.2 Technical Feasibility	
	3.5.3 Social Feasibility	

## **4        CHAPTER-IV**

### **SYSTEM DESIGN**

#### 4.1 Introduction

#### 4.2 Modules

#### 4.3 Dataflow diagrams

##### 4.2.1    Dataflow diagram for user

##### 4.2.2    Dataflow diagram for admin

#### 4.4 Introduction to UML

##### 4.4.1 Class diagram

##### 4.4.2 Use case diagram

##### 4.4.3 Sequence diagram

## **5        CHAPTER-V**

### **5    IMPLEMENTATION**

#### 5.1 Software environment

##### 5.1.1    Html

##### 5.1.2    Css

##### 5.1.3    Php

##### 5.1.4    Xampp

##### 5.1.5    MySQL

#### 5.2    Sample Code

<b>6</b>	<b>CHAPTER-VI</b>
	TESTING
	6.0 Introduction
	6.1 Unit testing
	6.2 Integration testing
	6.3 Functional testing
	6.4 System Testing
	6.5 White Box Testing
	6.6 Black Box Testing
	6.7 Acceptance Testing
<b>7</b>	<b>CHAPTER-VII</b>
	7.0 OUTPUT SCREENS
	7.1 Home Page
	7.2 Register page
	7.3 Login page
	7.4 Post page
<b>8</b>	<b>CHAPTER-VIII</b>
	CONCLUSION
<b>9</b>	<b>CHAPTER-IX</b>
	FUTURE SCOPE OF WORK
<b>10</b>	<b>CHAPTER-X</b>
	REFERENCE



# **INTRODUCTION**

# **CHAPTER-I**

## **INTRODUCTION**

### **1.0 INTRODUCTION**

Alumni Portal Project will provide login procedure to upload information of college and alumni. Students who had completed his studies and begin his professional carrier can be helpful for other students and colleges for providing guidelines for upcoming students so this system will help colleges as well as students to be in contact with alumni without any other channel of alumni association. The objective of this application is to allow old and new students of a university or college to communicate with each other. This allows students to know about each other and their current activities. Alumni portals is providing common platform for every institute. Owing to the need to have all the Alumni (already passed out students) must be connected to the Institute, resulted in sharing their experiences, views, ideas, guidance, motivations and strategies. This system highlights the feature of communication, which will enable the current students to have interaction with the alumni of the college for getting various updates on current industry trends, Internship opportunity, sponsored projects and various referrals opening in the corporate world. This system will serve the cause of integrating all the stakeholders of Institute such as, Alumni, College students, Faculties to avail the guidance and knowledge sharing on various domains. In this project we proposed the Dynamic Architectural design of the alumni system, which enable the two way communication between all stakeholders. The system is an online application that can be accessed throughout the organization and outside customers as well with proper login provided, which will give better service to the customers.

## **1.1 EXISTING SYSTEM**

The Existing system provides less memory usage for the users. It also has less security for storing data and some data may be lost due to mismanagement. Every time students need to take help from the college in case if they want to communicate with the passed out students. The system does not provide users to post the articles. The system does not provide facility to track all the activities of the students.

### **DISADVANTAGES:**

- Many Institutions, Colleges, Universities maintain the information manually about present and past students. This doesn't allow efficient data management and retrieval process.
- A Student get willing to get information about the others has to approach the college and obtain the details. Often the information may not be available and misleading.
- There is no easy access to the particular student's record.
- The student cannot easily navigate through the database.

## **1.2 PROPOSED SYSTEM**

In proposed system, alumni management system is a web application used for students to register and then search the data based on different criteria. And maintaining all the records in online systems database which makes it very easy to access and retrieve data from the database. If they want any record they can easily search all the records.

### **ADVANTAGES:**

- The Proposed system is a computerized system but which is maintained at Centralized databases i.e. in automated forms it's a very fast process.
- A user can easily obtain the information about other registered users.

# **LITERATURE SURVEY**

## CHAPTER-II

# LITERATURE SURVEY

[Primo \(1997\)](#) states that the Internet revolutionized human communication as it allows the interactive exchange of information, synchronous or asynchronous, without physical proximity. The author also highlights that virtual communities, created by the technological society, are based on intellectual proximity and favour relationships, approaching people with common interests, and allow data sharing, regardless of geographical position, physical contact or time.

Among other purposes, virtual communities are used for entertainment, business, and education. Examples of the use of these communities include corporate portals, libraries, teaching/learning portals, alumni associations, among others. This type of virtual space allows people to extend contact beyond physical proximity or ordinary time.

In terms of promoting extended contact in the educational field, a common concern is to keep alumni connected to their educational institutions, given that it is a consensus that the alumni are some of the most valuable assets of universities. The effective contribution of education to the society is observed based on the alumni's experiences during the university course, proving the university name. [Chia, Jonesa, and Grandhama \(2012\)](#) state that alumni are people who represent the university in the real world.

Alumnus, plural alumni, is the term used to designate a graduate student (former student) of a university. The term originates from the Latin verb "*alere*", which means to nurture, develop and maintain ([Wikipedia, 2013](#)). For [Barnard \(2007\)](#), a grouping of alumni has great potential to contribute financially, socially and strategically to enhance credibility of an educational institution that aspires to thrive in a rapidly changing and competitive market. The author adds that an integrated network of relationships could give the institution the opportunity to create a win-win situation.

In the United States and Europe, the culture of maintaining a link between alumni and educational institutions is stronger, but in Brazil, only in recent years, there has been a movement for the creation of alumni associations. This movement is more evident in some Brazilian business schools, which, with this kind of association, seek to consolidate the relationship between alumni and the educational institution. However, the lack of updated data of alumni hinders the effective development of an alumni association. Existing associations are thinking of ways to increase the rapprochement with the alumni, such as the creation of specific areas to favour the relationship with the alumni, in order to transcend the mere dissemination of employment opportunities ([Arcoverde, 2013](#)).

[Cunha et al. \(2007\)](#) state that the alumni show no interest in keeping their data up-to-date even on the *Lattes* platform (database of résumés, research groups and institutions maintained by the Conselho Nacional de Desenvolvimento Científico e Tecnológico - CNPq - in Brazil), which gathers data from Brazilian researchers. The authors also emphasize that there is a clear lack of communication between the alumnus and the advisor and with the program/course as a whole. The lack of data updating can be tied to disinterest or ignorance of the alumnus about the potential of an alumni association to promote a professional network, academic and even personal relationships.

## 2.1. ALUMNI ASSOCIATIONS AND SOCIAL NETWORKS

For the [Council for Advancement and Support of Education \(2005\)](#), the relationship programs for the alumni and educational institutions aim to build and strengthen long-term relationships and facilitate communication between both. For the institution, the alumnus is a representative who helps preserve its history and traditions, ensuring the future of the organization. The council also posits some principles that could help the professionals that work closely with alumni to strengthen ties:

- Provide a wide range of communication devices, including electronic mail.
- Involve all the institution staff in the engagement of students.
- Ensure that the mission, objective and programs of the alumni association are consistent with the objectives of the educational institution.
- Inform students and alumni about the institutional mission, objectives and programs of the association.
- Obtain feedback from alumni to align services with existing and emerging needs. Involve them to think of ideas and have opinions in any planning process to define or modify the mission of the association.
- Ensure that the personal data provided by the alumni are treated professionally and confidentially.
- Encourage the alumni to support and participate in programs, services and events of the association.

Also about the role of this type of professional, [Brant and Regan \(2002\)](#) state that they are in the connections business and through these connections they promote the advancement of the institution, but it is often difficult to measure the impact of the work, requiring additional effort to assess and quantify the points of contact with the alumni. The authors add that benchmarking, regarding the alumni relationships and universities, has historically been difficult, since this type of program reflects unique histories, cultures, customs, structures and environments of their campuses in a way that every institution seems to want to introduce something different.

There is a great potential to raise funds from the alumni, in addition to the large capacity to build a network of knowledge that can be shared, providing lifelong learning, making a difference in the way the institution is perceived by potential external and internal clients, and even by competitors. Therefore, it is vital for an educational institution to establish and maintain a good relationship with its students and alumni by involving them in the decision-making process and building a relationship network, contributing to the global advancement of the institution. However, this requires the establishment of an open and direct channel of communication with students to ensure that relevant information can be continuously disseminated ([Barnard, 2007](#)).

Studies on alumni associations show that there are several challenges related to their implementation, success or even interest in this type of organization. For [Barnard \(2007\)](#), keeping valuable relationships with the alumni is a challenge, but the dissemination of information on online portals of alumni associations is even more challenging, because it is necessary to provide information generic enough to be understood and customized enough to generate interest in the target audience.

[Newman and Petrosko \(2011\)](#) clarify that there are few published studies on the registering of alumni to associations, most research in this area examines indicators related to donations. The authors have determined that the experiences the students undergo after graduation have an impact on the motivation to become a member of the association and, therefore, the work of professionals of these associations can help improve the alumni's perceptions, reflecting on the increase in the number of members. The results indicate that the alumni more likely to become members of the association are those who: (a) were donors, (b) had a phone number stored in the files, (c) are relatively older, (d) had positive experiences while students, (e) have a positive perception of the alumni association, (f) were more often involved with the university and (g) were acquainted with other members of the association.

For Chia *et al.* (2012), a major challenge to promote the relationship between alumni and universities is to improve mentoring between the alumni and current students. For the authors, incorporating social network features and data mining to the alumni system can favour the orientation.

According to [Brant and Regan \(2002\)](#), there are two stages to be followed by associations to increase alumni commitment:

- Strive to know the alumnus or increase the knowledge about him/her by obtaining a comprehensive profile involving their names, addresses, telephone numbers and e-mails.
- Learn how the alumni are involved with the institution. The commitment can take many forms such as the use of e-mails to keep in contact with the institution, participation in annual events, credit cards, volunteering or traveling programs. An aggressive way to promote the interaction would be the hosting of events and services through the site, the release of regional bulletins or the cross-promotion of events.

Still about the dissemination of information, [Barnard \(2007\)](#) highlights that we should be concerned with the message content and with the channel used to disseminate it to reach the audience.

Amidst the various challenges listed, there are other concerns related to the operation of an online portal and especially how this portal should be designed to become attractive enough to draw interest when compared with many other social media to which, possibly, the alumnus is already linked.

[Chia \*et al.\* \(2012\)](#) claim that social networks are a powerful tool for people to meet and interact based on common interests and also that data mining can be used to understand the social interactions in order to increase the effectiveness of the services provided. The activity of a social network can be described as the act of sharing business or social relationships with the purpose of exploring the needs, interests or common goals. Relationship networks have been facilitated by the development of technology in a way that people can interact with each other, sharing ideas, discussing their personal or professional lives, without the need of traveling.

According to [Chia \*et al.\* \(2012\)](#), data from alumni networks can be used to enhance mentoring programs, to develop online networking and above all, they could be key components of maintaining students and strengthening university programs. The authors clarify that initially alumni networks emerged as regional groups to raise funds, however, they gained importance for

their potential to promote the name of the university, which benefits the career of all the alumni as well as current students.

In recent years, the development of the Internet and social networks have led the alumni associations to undergo major changes. The existing systems are usually developed to facilitate networking between students and their institutions of higher education, but students, for many reasons, do not use most of the current systems significantly, for example: the systems are static, they provide information only about the university through one-way communication, and they have little room for future activities and interaction between the members. In addition, traditionally, these systems are only available for the alumni and do not identify the current students or professors as potential users. Therefore, it is important for universities to find modern ways to develop networks for their alumni, in order to increase the interactions between the various categories of people associated with the university. The authors propose separated fields for general, personal and professional information and interaction ([Chia et al., 2012](#)).

## 2.2. INNOVATIVE PROCESSES AND CREATIVE TECHNIQUES

The concept of innovation is in continuous evolution and can take different forms, depending on their dimensions, frequency, processing and outputs. Many studies on the subject have been developed and, currently, the criteria to classify innovation and environments to ensure the development of innovation are increasingly clear ([Cagnazzo, Taticchi, & Botarelli, 2008](#)).

For [Tidd et al. \(2008\)](#), Joseph Schumpeter is considered the creator of the subject. He describes innovation and creative destruction associated with the theory of economic innovation. However, for this research, the most suitable line of thought is described by the authors as incremental innovation, because although innovation sometimes involves a discontinuous change starting from something completely new, most of the time the products are not new to the world and innovation can be understood as creating new possibilities through the combination of different sets of knowledge in response to an articulated or latent need. The knowledge can be previously based on own experiences or result from the search process of technology, market or competitors' actions.

According to [Khandwalla \(2006\)](#), one must keep in mind the principles of creativity to be innovative. In addition, it is necessary to consider three common features in most innovations: they are performed amidst uncertainties, they have economic implications and a political dimension that makes the management of innovations a challenge. The challenge can be minimized using management tools and an organizational design that allows a continuous flow of innovations at all levels and functions. The author adds that creativity does not necessarily originate within the organization, often the idea comes from an external environment. This study introduces 16 management tools to stimulate innovation and, among the tools designed to stimulate intelligence enhancement are: creative research, creative experiences, creative benchmarking and reverse brainstorming. Two of these techniques are especially considered in this research.

- I. Creative research: it refers to studies that request information that is rarely collected and the data is used in an innovative way.
- II. Creative benchmarking: it seeks a standard of excellence, even though the standards come from an external environment. The data produced is used to reflect on new ways to fill gaps.



Corroborating the subject, [Hidalgo and Albors \(2008\)](#) highlight that innovation does not mean using cutting-edge technology; on the contrary, it is more a way of thinking and finding creative solutions within the company instead of it being a matter of technology. The authors present several techniques of management innovations, among the techniques available on the market, the study selected those that meet the following parameters: systematic and standardized methods that have an application; methods aimed at improving competitiveness of enterprises having knowledge as the greatest benefit; methods that have free access. SCAMPER and benchmarking are among the cited techniques that develop creativity and improve processes. Such techniques and methods support the innovation process, helping companies to meet the new challenges of the market.

Still on this subject, [Santos \(2012\)](#), p. 2) highlights that it is important to use creative processes to stimulate the production of ideas, to produce new combinations, to obtain unexpected, original and useful answers and, thus, to generate innovation for information systems and the way they are used. Creativity techniques aim to help change the mental state of the people and stimulate their creativity, helping in the generation of ideas for the reformulation of problems. Among the various techniques, the author highlights the focus techniques, that is, those that help focus on the issues, avoiding the dispersion caused by random techniques. Examples of these techniques include SCAMPER, Idea box, Phoenix.

According to [Michalko \(2006\)](#), SCAMPER is a checklist of ideas stimulated by issues. The first issues were suggested by Alex Osborn, professor of creativity, and later transformed into mnemonics by Bob Eberle:

**S** - Substitute something

**C** - Combine with something else

**A** - Adapt something

**M** - Modify or magnify

**P** - Put to other uses

**E** - Eliminate something

**R** - Rearrange or revert something

According to [Serrat \(2010\)](#), the SCAMPER technique uses a set of directed questions to solve a problem (or find an opportunity). The aim is to generate creative ideas to specific problems or indicate creative ways to improve a current process or procedure. The technique is also recognized as a learning tool that promotes awareness, unity, fluency, flexibility and originality. Stimulation arises from questions that would not be normally formulated and answered otherwise. [Santos \(2012\)](#) adds that the SCAMPER technique is particularly suitable to examine the possible transformations to be applied to a product or process and, perceive the problem from different perspectives, enabling approaches of the "outside-the-box" thought.

# **REQUIREMENTS ANALYSIS**

## **CHAPTER-III**

# **SYSTEM REQUIREMENT ANALYSIS**

### **3.1 INTRODUCTION**

Software Requirement Specification (SRS) is the starting of the software Developing activity. As system grew more complex it became evident that the goal of entire System cannot be easily comprehended .Hence the need for requirement phase arose. The Software project is initiated by the client's needs. The SRS is the means of translating the ideas of the minds of clients (the input) into a formal document (the output of the requirement phase).

#### **1) Problem/Requirements Analysis:**

The process is order and more nebulous of the two, deals with understand the problem, the goal and constraints.

#### **2) Requirement Specification:**

Here, the focus is on specifying what has been found giving analysis such as representation, specification languages and tools, and checking the specifications are addressed during this activity. The Requirement phase terminates with the production of the validate SRS document. Producing the document is the basic goal of this phase.

#### **Role of SRS:**

The purpose of the Software Requirement Specification is to reduce the communication gap between the clients and the developers. Software Requirement Specification is the medium though which the clients and user needs are accurately specified. It forms the basis of software development. A good SRS should satisfy all the parties involved in the system.

#### **Scope:**

This document is the only one that one that describes the requirements of the system. It is meant for the use by the developers, and will also be the basis for validating the final delivered system. Any changes made to the requirements in the future will have to go through a formal change approval process.

### **3.2 INPUT DESIGN**

The input design is the link between the information system and the user. It comprises the developing specification and procedures for data preparation and those steps are necessary to put transaction data in to a usable form for processing can be achieved by inspecting the computer to read data from a written or printed document or it can occur by having people keying the data

directly into the system. The design of input focuses on controlling the amount of input required, controlling the errors, avoiding delay, avoiding extra steps and keeping the process simple. The input is designed in such a way so that it provides security and ease of use with retaining the privacy. Input Design considered the following things:

- What data should be given as input?
- How the data should be arranged or coded?
- The dialog to guide the operating personnel in providing input.
- Methods for preparing input validations and steps to follow when error occur.

## **OBJECTIVES**

1. Input Design is the process of converting a user-oriented description of the input into a computer-based system. This design is important to avoid errors in the data input process and show the correct direction to the management for getting correct information from the computerized system.

2. It is achieved by creating user-friendly screens for the data entry to handle large volume of data. The goal of designing input is to make data entry easier and to be free from errors. The data entry screen is designed in such a way that all the data manipulates can be performed. It also provides record viewing facilities.

3. When the data is entered it will check for its validity. Data can be entered with the help of screens. Appropriate messages are provided as when needed so that the user will not be in maze of instant. Thus the objective of input design is to create an input layout that is easy to follow.

### **3.3 OUTPUT DESIGN**

A quality output is one, which meets the requirements of the end user and presents the information clearly. In any system results of processing are communicated to the users and to other system through outputs. In output design it is determined how the information is to be displaced for immediate need and also the hard copy output. It is the most important and direct source information to the user. Efficient and intelligent output design improves the system's relationship to help user decision-making.

1. Designing computer output should proceed in an organized, well thought out manner; the right output must be developed while ensuring that each output element is designed so that people will find the system can use easily and effectively. When analysis design computer output, they should Identify the specific output that is needed to meet the requirements.

2. Select methods for presenting information.

3. Create document, report, or other formats that contain information produced by the system.

The output form of an information system should accomplish one or more of the following objectives.

- Convey information about past activities, current status or projections of the
- Future.
- Signal important events, opportunities, problems, or warnings.
- Trigger an action.
- Confirm an action.

## **3.4 REQUIREMENTS SPECIFICATION**

### **3.4.1 HARDWARE REQUIREMENTS**

- Processor : Intel Pentium IV
- Memory : 2GB RAM
- Hard Disk Drive :50 GB

### **3.4.2 SOFTWARE REQUIREMENTS**

- Development Platform :Windows 7
- Front-End Tool (Web based App) : HTML,CSS
- Eclipse Server : Xampp
- Back-End Tool (Database Layer) : MySQL

## **3.5 FEASIBILITY STUDY**

Depending on the results of the initial investigation the survey is now expanded to a more detailed feasibility study. “FEASIBILITY STUDY” is a test of system proposal according to its Workability, impact of the organization, ability to meet needs and effective use of the resources. to focuses on these major questions:

1. What are the user’s demonstrable needs and how does a candidate system meet them?
2. What resources are available for given candidate system?
3. What are the likely impacts of the candidate system on the organization?
4. Whether it is worth to solve the problem?

During feasibility analysis for this project, following primary areas of interest are to be considered. Investigation and generating ideas about a new system does this. Steps in feasibility analysis eight steps involved in the feasibility analysis are: Form a project team and appoint a project leader. Prepare system flowcharts. Enumerate potential proposed system. Define and identify characteristics of proposed system. Determine and evaluate performance and cost effective of each proposed system. Weight system performance and cost data. Select the best-proposed system. Prepare and report final project directive to management.

Three key considerations involved in the feasibility analysis are

- ECONOMICAL FEASIBILITY
- TECHNICAL FEASIBILITY
- SOCIAL FEASIBILITY

### **3.5.1 ECONOMICAL FEASIBILITY**

This study is carried out to check the economic impact that the system will have on the organization. The amount of fund that the company can pour into the research and development of the system is limited. The expenditures must be justified. Thus the developed system as well within the budget and this was achieved because most of the technologies used are freely available.

### **3.5.2 TECHNICAL FEASIBILITY**

This study is carried out to check the technical feasibility, that is, the technical requirements of the system. Any system developed must not have a high demand on the available technical resources. This will lead to high demands on the available technical resources. This will lead to high demands being placed on the client. The developed system must have a modest requirement, as only minimal or null changes are required for implementing this system.

### **3.5.3 SOCIAL FEASIBILITY**

The aspect of study is to check the level of acceptance of the system by the user. This includes the process of training the user to use the system efficiently. The user must not feel threatened by the system, instead must accept it as a necessity. The level of acceptance by the users solely depends on the methods that are employed to educate the user about the system and to make him familiar with it. His level of confidence must be raised so that he is also able to make some constructive criticism, which is welcomed, as he is the final user of the system.

# **SYSTEM DESIGN**



## CHAPTER-IV

# SYSTEM DESIGN

### 4.1 INTRODUCTION

System design is transition from a user oriented document to programmers or data base personnel. The design is a solution, how to approach to the creation of a new system. This is composed of several steps. It provides the understanding the procedural details necessary for implementing the system recommended in the feasibility study. Designing goes through logical and physical stages of development, logical and physical stages of development, logical design reviews the present physical system, prepare input and output specification, details of implementation plan and prepare logical design walkthrough.

### 4.2 MODULES

**Registration Module:** In this module, the user can register onto the system. This is made attractive with the help of CSS. JavaScript is used for validating the input fields that will be feeded by the user.

**Chat Module:** The chat module is made with the help of Php. The users can chat with each other for their benefit. The users can see the registered members online and accordingly chat with them.

**Post module:** The post module allows the users to post to what's on their mind. Sharing and exchanging of views and ideas will be done here. Enquiries and doubts on jobs, internships can be well clarified.

**User Search:** Whenever user searches for the alumni help in the search bar, the database is queried in order to retrieve the accurate results.

**Event Manager Module:** This module maintains the information about various events that are conducted by college. Details of notifications are also maintained. The manager can add, delete, edit and view event details.

**Alumni & Student Module:** The Alumni/Students can register themselves and after the approval from the administrator, they can logon into their account and can send mails, post queries, update their profiles and even search for other student details. One can view the event details and search for specific information. The module provides mail and query functionalities.

### **4.3 DATA FLOW DIAGRAM:**

1. The DFD is also called as bubble chart. It is a simple graphical formalism that can be used to represent a system in terms of input data to the system, various processing carried out on this data, and the output data is generated by this system.
2. The data flow diagram (DFD) is one of the most important modeling tools. It is used to model the system components. These components are the system process, the data used by the process, an external entity that interacts with the system and the information flows in the system.
3. DFD shows how the information moves through the system and how it is modified by a series of transformations. It is a graphical technique that depicts information flow and the transformations that are applied as data moves from input to output.
4. DFD is also known as bubble chart. A DFD may be used to represent a system at any level of abstraction. DFD may be partitioned into levels that represent increasing information flow and functional detail.

### **4.4 UML DIAGRAMS**

UML stands for Unified Modeling Language. UML is a standardized general-purpose modeling language in the field of object-oriented software engineering. The standard is managed, and was created by, the Object Management Group.

The goal is for UML to become a common language for creating models of object oriented computer software. In its current form UML is comprised of two major components: a Meta-

model and a notation. In the future, some form of method or process may also be added to; or associated with, UML.

The Unified Modeling Language is a standard language for specifying, Visualization, Constructing and documenting the artifacts of software system, as well as for business modeling and other non-software systems.

The UML represents a collection of best engineering practices that have proven successful in the modeling of large and complex systems.

The UML is a very important part of developing objects oriented software and the software development process. The UML uses mostly graphical notations to express the design of software projects.

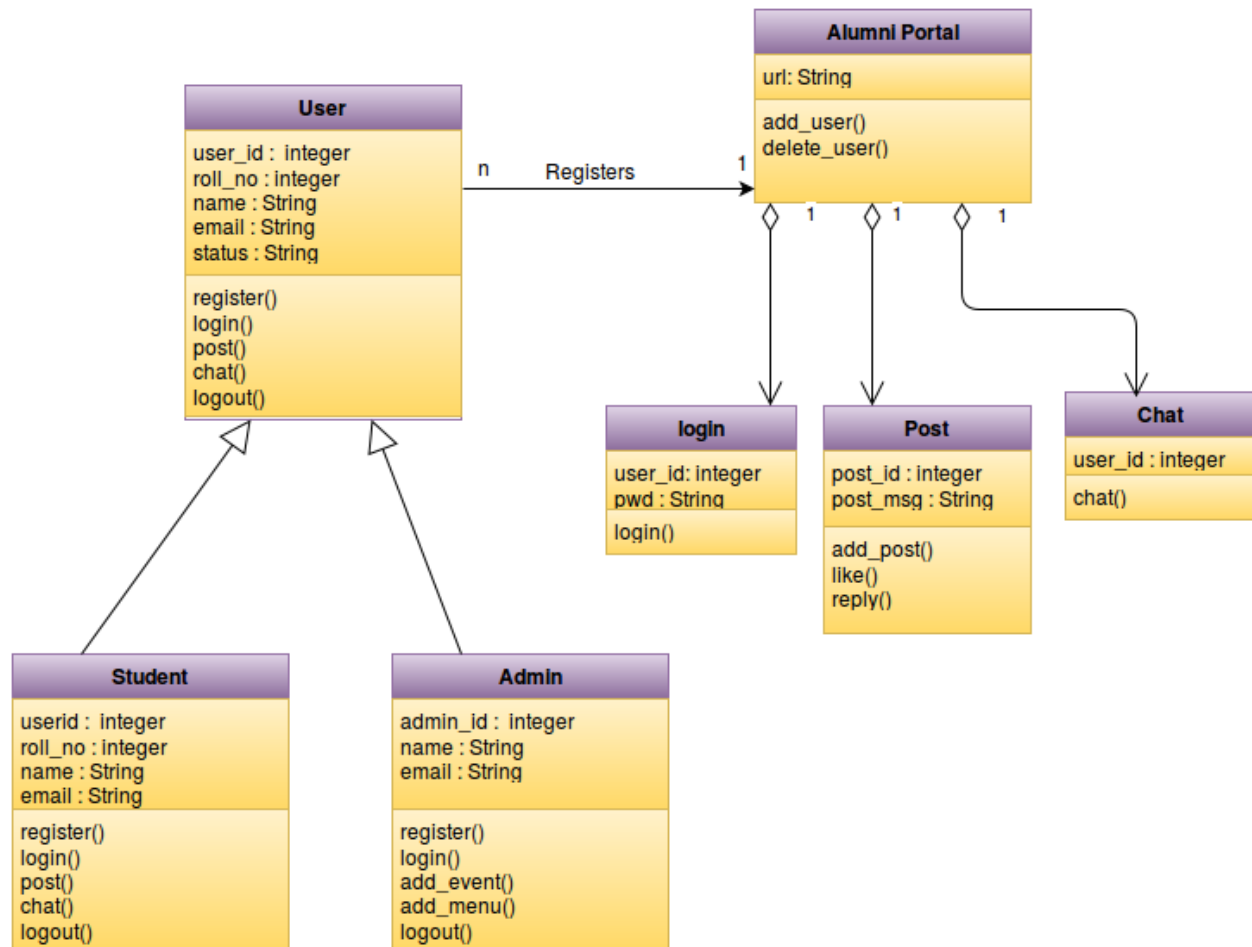
## **GOALS:**

The Primary goals in the design of the UML are as follows:

- Provide users a ready-to-use, expressive visual modeling Language so that they can develop and exchange meaningful models.
- Provide extendibility and specialization mechanisms to extend the core concepts.
- Be independent of particular programming languages and development process.
- Provide a formal basis for understanding the modeling language.
- Encourage the growth of OO tools market.
- Support higher level development concepts such as collaborations, frameworks, patterns and components.
- Integrate best practices.

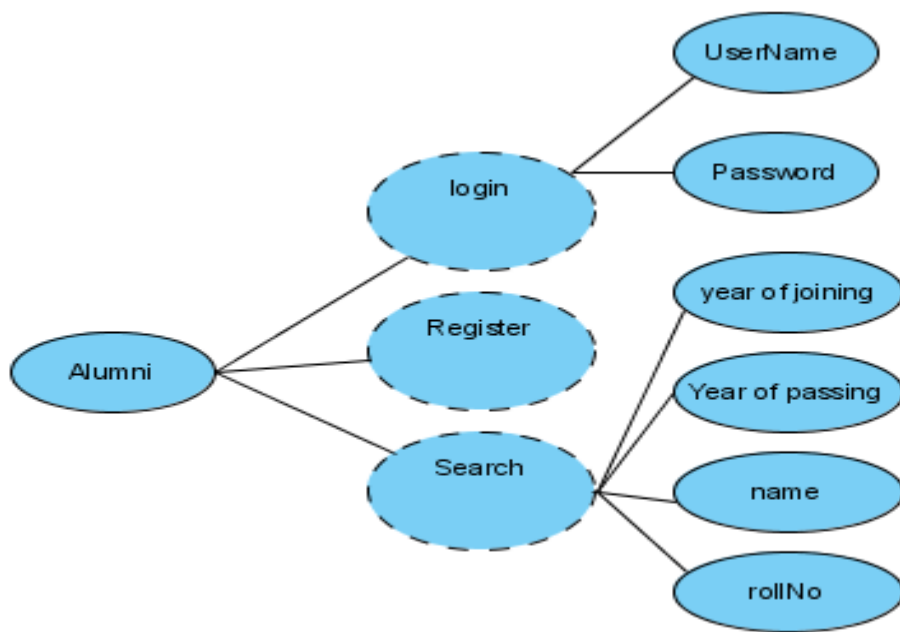
### **4.4.1 CLASS DIAGRAM:**

In software engineering, a class diagram in the Unified Modelling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among the classes. It explains which class contains information.

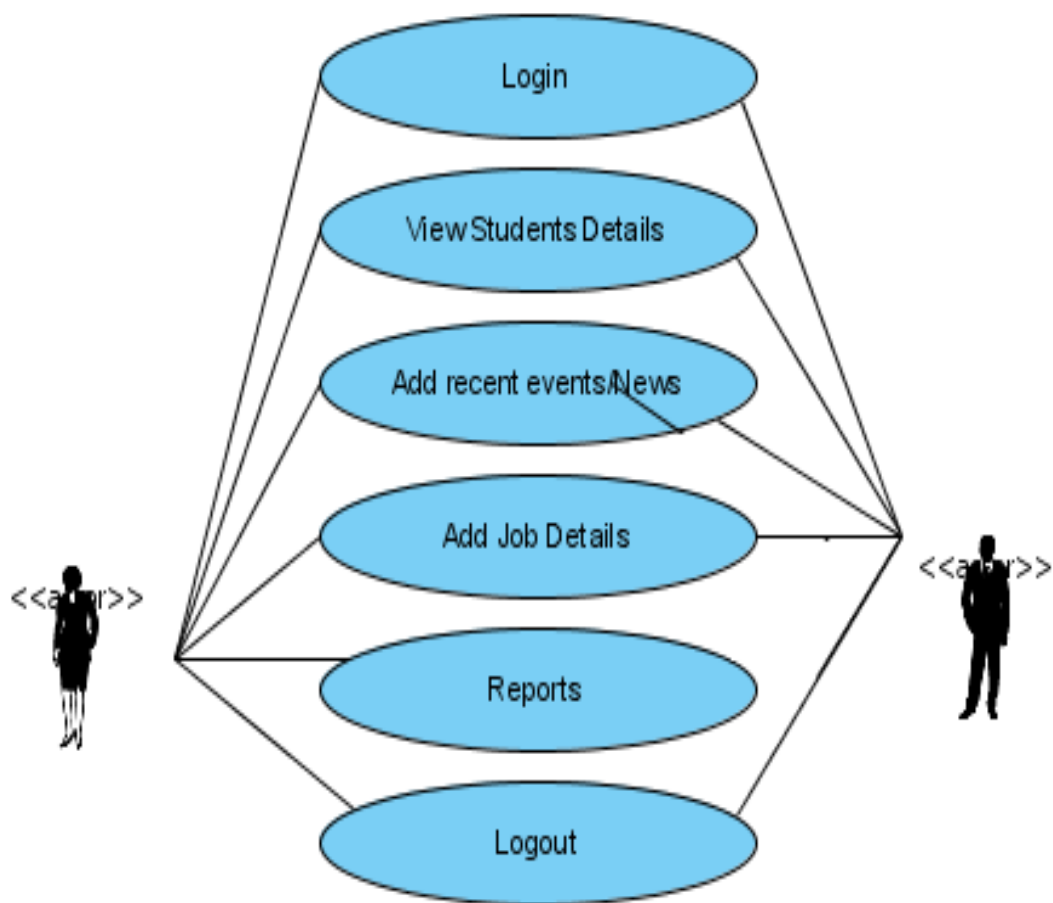


#### 4.4.2 USE CASE DIAGRAM:

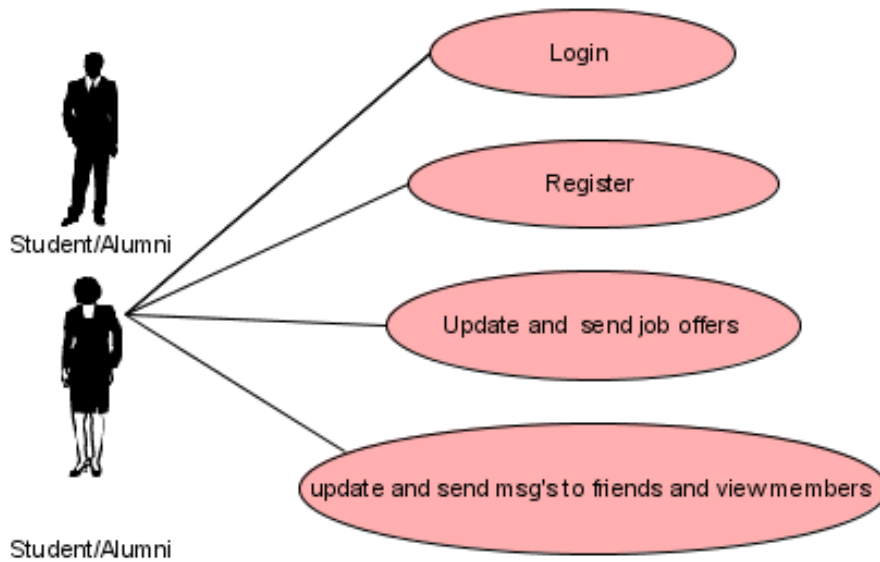
A use case diagram in the Unified Modeling Language (UML) is a type of behavioral diagram defined by and created from a Use-case analysis. Its purpose is to present a graphical overview of the functionality provided by a system in terms of actors, their goals (represented as use cases), and any dependencies between those use cases. The main purpose of a use case diagram is to show what system functions are performed for which actor. Roles of the actors in the system can be depicted.



## Administrator Use Case



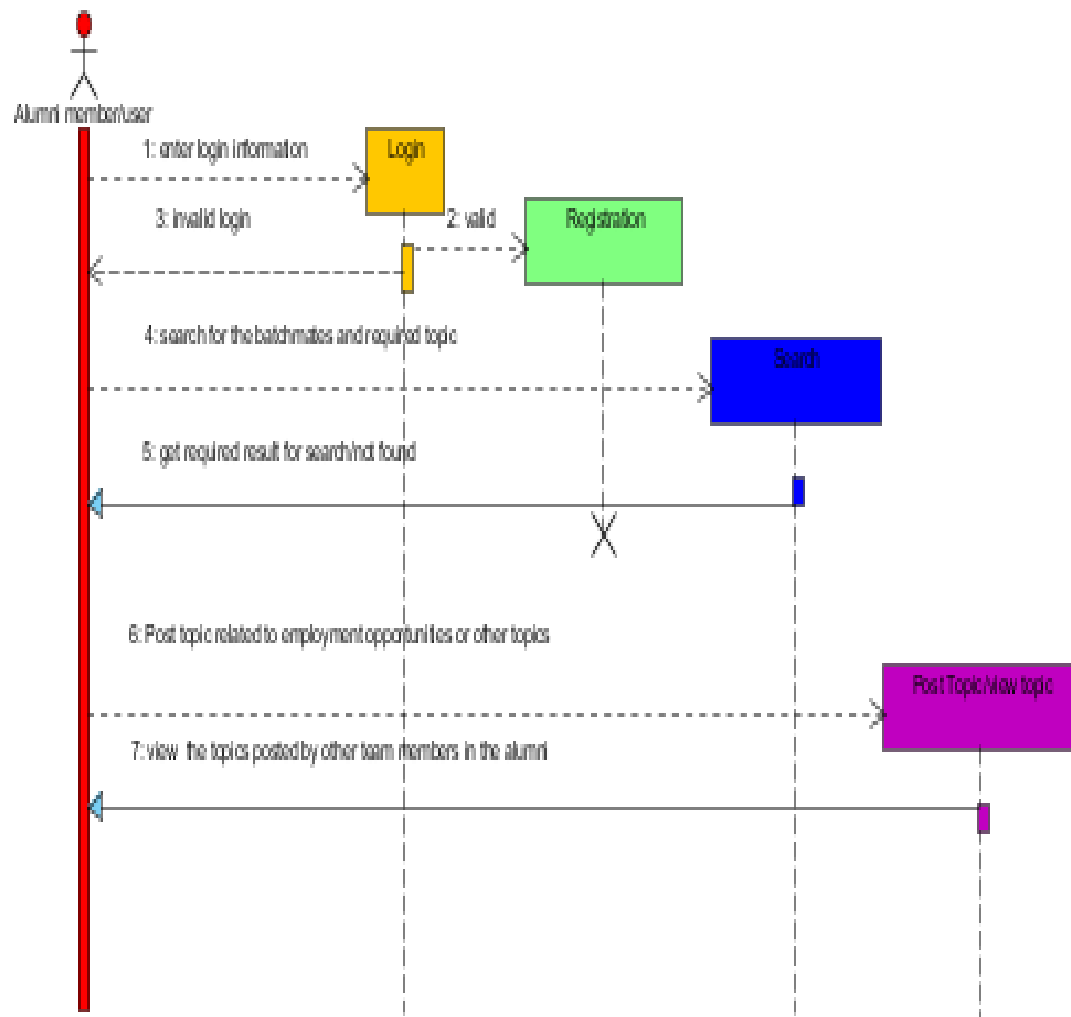
## Student/Alumni UseCase



### 4.4.3 SEQUENCE DIAGRAM

A sequence diagram in Unified Modeling Language (UML) is a kind of interaction diagram that shows how processes operate with one another and in what order. It is a construct of a Message Sequence Chart. Sequence diagrams are sometimes called event diagrams, event scenarios, and timing diagrams.

# sd AlumniSequence





## **SYSTEM IMPLEMENTATION**

## **CHAPTER-V**

### **IMPLEMENTATION**

#### **5.1 Software Environment**

Implementation is the stage of the project when the theoretical design is turned out into working System. Thus it can be considered to be the most critical stage in achieving a successful new system and in giving the user, confidence that the new system will work and be effective.

##### **5.1.1 HTML**

Hypertext Markup Language (HTML) is the standard markup language for creating web pages and web applications. With Cascading Style Sheets (CSS) and JavaScript, it forms a triad of cornerstone technologies for the World Wide Web [3] Web browsers receive HTML documents from a web server or from local storage and render them into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects, such as interactive forms, may be embedded into the rendered page. It provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by tags, written using angle brackets. Tags such as `<img />` and `<input />` introduce content into the page directly. Others such as `<p>...</p>` surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HTML tags, but use them to interpret the content of the page.

HTML documents imply a structure of nested HTML elements. These are indicated in the document by HTML tags, enclosed in angle brackets thus: `<p>`

In the simple, general case, the extent of an element is indicated by a pair of tags: a "start tag" `<p>` and "end tag" `</p>`. The text content of the element, if any, is placed between these tags.

Tags may also enclose further tag markup between the start and end, including a mixture of tags and text. This indicates further (nested) elements, as children of the parent element.

The start tag may also include attributes within the tag. These indicate other information, such as identifiers for sections within the document, identifiers used to bind style information to the presentation of the document, and for some tags such as the `<img>` used to embed images, the reference to the image resource.

Semantic HTML is a way of writing HTML that emphasizes the meaning of the encoded information over its presentation (look). HTML has included semantic markup from its inception, but has also included presentational markup, such as `<font>`, `<i>` and `<center>` tags. There are also the semantically neutral `span` and `div` tags. Since the late 1990s when Cascading Style Sheets were beginning to work in most browsers, web authors have been encouraged to avoid the use of presentational HTML markup with a view to the separation of presentation and content. Some elements, such as the line break `<br>`, do not permit any embedded content, either text or further tags. These require only a single empty tag (akin to a start tag) and do not use an end tag. Many tags, particularly the closing end tag for the very commonly used paragraph element `<p>`, are optional. An HTML browser or other agent can infer the closure for the end of an element from the context and the structural rules defined by the HTML standard. These rules are complex and not widely understood by most HTML coders.

The World Wide Web is composed primarily of HTML documents transmitted from web servers to web browsers using the Hypertext Transfer Protocol (HTTP). However, HTTP is used to serve images, sound, and other content, in addition to HTML. To allow the web browser to know how to handle each document it receives, other information is transmitted along with the document. This meta data usually includes the MIME type (e.g. `text/html` or `application/xhtml+xml`) and the character encoding (see Character encoding in HTML).

In modern browsers, the MIME type that is sent with the HTML document may affect how the document is initially interpreted. A document sent with the XHTML MIME type is expected to be well-formed XML; syntax errors may cause the browser to fail to render it. The same document sent with the HTML MIME type might be displayed successfully, since some browsers are more lenient with HTML.

The general form of an HTML element is therefore: `<tag attribute1="value1" attribute2="value2">"content"</tag>`. Some HTML elements are defined as empty elements and take the form `<tag attribute1="value1" attribute2="value2">`. Empty elements may enclose no content, for instance, the `<br>` tag or the inline `<img>` tag. The name of an HTML element is the

name used in the tags. Note that the end tag's name is preceded by a slash character, "/", and that in empty elements the end tag is neither required nor allowed. If attributes are not mentioned, default values are used in each case.

Most of the attributes of an element are name-value pairs, separated by "=" and written within the start tag of an element after the element's name. The value may be enclosed in single or double quotes, although values consisting of certain characters can be left unquoted in HTML (but not XHTML). Leaving attribute values unquoted is considered unsafe. In contrast with name-value pair attributes, there are some attributes that affect the element simply by their presence in the start tag of the element, [8] like the ismap attribute for the img element.

**There are several common attributes that may appear in many elements:**

The id attribute provides a document-wide unique identifier for an element. This is used to identify the element so that stylesheets can alter its presentational properties, and scripts may alter, animate or delete its contents or presentation. Appended to the URL of the page, it provides a globally unique identifier for the element, typically a sub-section of the page. The class attribute provides a way of classifying similar elements. This can be used for semantic or presentation purposes. For example, an HTML document might semantically use the designation class="notation" to indicate that all elements with this class value are subordinate to the main text of the document. In presentation, such elements might be gathered together and presented as footnotes on a page instead of appearing in the place where they occur in the HTML source. Class attributes are used semantically in micro formats. Multiple class values may be specified; for example class="notation important" puts the element into both the "notation" and the "important" classes.

An author may use the style attribute to assign presentational properties to a particular element. It is considered better practice to use an element's id or class attributes to select the element from within a stylesheet, though sometimes this can be too cumbersome for a simple, specific, or ad hoc styling.

The title attribute is used to attach sub textual explanation to an element. In most browsers this attribute is displayed as a tooltip. The lang attribute identifies the natural language of the element's contents, which may be different from that of the rest of the document. For example, in an English-language document.

### 5.1.2 CSS

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language. Although most often used to set the visual style of web pages and user interfaces written in HTML and XHTML, the language can be applied to any XML document, including plain XML, SVG and XUL, and is applicable to rendering in speech, or on other media. Along with HTML and JavaScript, CSS is a cornerstone technology used by most websites to create visually engaging webpages, user interfaces for web applications, and user interfaces for many mobile applications.

CSS is designed primarily to enable the separation of presentation and content, including aspects such as the layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple HTML pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content.

Separation of formatting and content makes it possible to present the same markup page in different styles for different rendering methods, such as on-screen, in print, by voice (via speech-based browser or screen reader), and on Braille-based tactile devices. It can also display the web page differently depending on the screen size or viewing device. Readers can also specify a different style sheet, such as a CSS file stored on their own computer, to override the one the author specified.

Changes to the graphic design of a document (or hundreds of documents) can be applied quickly and easily, by editing a few lines in the CSS file they use, rather than by changing markup in the documents.

The CSS specification describes a priority scheme to determine which style rules apply if more than one rule matches against a particular element. In this so-called cascade, priorities (or weights) are calculated and assigned to rules, so that the results are predictable.

CSS information can be provided from various sources. These sources can be the web browser, the user and the author. The information from the author can be further classified into inline,

media type, importance, selector specificity, rule order, inheritance and property definition. CSS style information can be in a separate document or it can be embedded into an HTML document. Multiple style sheets can be imported. Different styles can be applied depending on the output device being used; for example, the screen version can be quite different from the printed version, so that authors can tailor the presentation appropriately for each medium.

The style sheet with the highest priority controls the content display. Declarations not set in the highest priority source are passed on to a source of lower priority, such as the user agent style. This process is called cascading.

One of the goals of CSS is to allow users greater control over presentation. Someone who finds red italic headings difficult to read may apply a different style sheet. Depending on the browser and the web site, a user may choose from various style sheets provided by the designers, or may remove all added styles and view the site using the browser's default styling, or may override just the red italic heading style without altering other attributes.

### **5.1.3 PHP**

PHP is a server-side scripting language designed for web development but also used as a general-purpose programming language. Originally created by Rasmus Lerdorf in 1994,[3] the PHP reference implementation is now produced by The PHP Group.[4] PHP originally stood for Personal Home Page, but it now stands for the recursive acronym PHP: Hypertext Preprocessor

PHP is an acronym for “PHP Hypertext Preprocessor”.

PHP is one of the most Web Development programming languages.

More than Millions of web Developer are using PHP to create dynamic and interactive Application.

PHP is Open Source.

PHP is very easy to use.

PHP is also known as Server Scripting language

**PHP has a huge collection of uses such as:**

Database management

Generating dynamic content on a page

Handling data from forms

Controlling and limiting site access to users

Data encryption

PHP code may be embedded into HTML code, or it can be used in combination with various web template systems, web content management systems, and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in the web server or as a Common Gateway Interface (CGI) executable. The web server combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web page. PHP code may also be executed with a command-line interface (CLI) and can be used to implement standalone graphical applications.

The standard PHP interpreter, powered by the Zend Engine, is free software released under the PHP License. PHP has been widely ported and can be deployed on most web servers on almost every operating system and platform, free of charge.

The foundation of PHP 7 is a PHP branch that was originally dubbed PHP next generation (phpng). It was authored by Dmitry Stogov, Xinchun Hui and Nikita Popov, and aimed to optimize PHP performance by refactoring the Zend Engine while retaining near-complete language compatibility. As of 14 July 2014, WordPress-based benchmarks, which served as the main benchmark suite for the phpng project, showed an almost 100% increase in performance. Changes from phpng are also expected to make it easier to improve performance in the future, as more compact data structures and other changes are seen as better suited for a successful migration to a just-in-time (JIT) compiler. Because of the significant changes, the reworked Zend Engine is called Zend Engine 3, succeeding Zend Engine 2 used in PHP 5.

Because of major internal changes in phpng, it must receive a new major version number of PHP, rather than a minor PHP 5 release, according to PHP's release process. Major versions of PHP are allowed to break backward-compatibility of code and therefore PHP 7 presented an opportunity for other improvements beyond phpng that require backward-compatibility breaks.

## 5.1.4 XAMPP

XAMPP stands for Cross-Platform (X), Apache (A), Maria DB (M), PHP (P) and Perl (P). It is a simple, lightweight Apache distribution that makes it extremely easy for developers to create a local web server for testing and deployment purposes. Everything needed to set up a web server – server application (Apache), database (MariaDB), and scripting language (PHP) – is included in an extractable file. XAMPP is also cross-platform, which means it works equally well on Linux, Mac and Windows. Since most actual web server deployments use the same components as XAMPP, it makes transitioning from a local test server to a live server extremely easy as well.

XAMPP is a light-weight easy to install bundle that will allow you to do local development on websites in case you don't have a server hosted already. Also, I'm being biased here, because frankly I believe in open source (ironical that I have a mac). Also, I like to scratch and build upwards so that in the long run it helps me learn better rather than just following manuals and documentation. Since this post is for absolute beginners, it's good to start out with XAMPP which does the basic task of setting out the environment for you so you can start building stuff right away.

Xampp is a local server that provides you many facilities. You can run on Xampp HTML, PHP, WORDPRESS, PERL, Magento, etc. You cannot run your website with xampp because it is a local server. There is a scripting language that you cannot run direct. You will need a server to run the PHP scripting language. Then you need a xampp local server for running the PHP files.

With the help of xampp you can easily run your php files. By the way, you can also do the same with the name Wampp local server. There is a small difference between xampp server and Wampp server. XAMPP is a great development tool and it is developed keeping developer in mind. It's very easy to install and contains all the tools needed, and it also provides GUI based control panel for starting and stopping modules/services and updating config files. XAMPP is the perfect application for developers. It can be installed and used very easily. I recommend using it for development phase without any doubt.

**XAMPP has four primary components. These are:**



1. Apache: Apache is the actual web server application that processes and delivers web content to a computer. Apache is the most popular web server online, powering nearly 54% of all websites.

2. MySQL: Every web application, howsoever simple or complicated, requires a database for storing collected data. MySQL, which is open source, is the world's most popular database management system. It powers everything from hobbyist websites to professional platforms like WordPress. You can learn how to master PHP with this free MySQL database for beginner's course.

3. PHP: PHP stands for Hypertext Preprocessor. It is a server-side scripting language that powers some of the most popular websites in the world, including WordPress and Facebook. It is open source, relatively easy to learn, and works perfectly with MySQL, making it a popular choice for web developers.

4. Perl: Perl is a high-level, dynamic programming language used extensively in network programming, system admin, etc. Although less popular for web development purposes, Perl has a lot of niche applications.

Different versions of XAMPP may have additional components such as phpMyAdmin, OpenSSL, etc. to create full-fledged web servers.

## **5.1.5MySQL**

MySQL, the most popular Open Source SQL database management system, is developed, distributed, and supported by Oracle Corporation. The MySQL Web site (<http://www.mysql.com/>) provides the latest information about MySQL software.

- **MySQL is a database management system.**

A database is a structured collection of data. It may be anything from a simple shopping list to a picture gallery or the vast amounts of information in a corporate network. To add, access, and process data stored in a computer database, you need a database management system such as MySQL Server. Since computers are very good at handling large amounts of data, database tables. The database enforces these rules, so that with a well-designed database, your application never sees management systems play a central role in computing, as standalone utilities, or as parts of other applications.

- **MySQL software is Open Source :**

Open Source means that it is possible for anyone to use and modify the software. Anybody can download the MySQL software from the Internet and use it without paying anything. If you wish, you may study the source code and change it to suit your needs. The MySQL software uses the GPL (GNU General Public License), <http://www.fsf.org/licenses/>, to define what you may and may not do with the software in different situations. If you feel uncomfortable with the GPL or need to embed MySQL code into a commercial application, you can buy a commercially licensed version from us.

- **MySQL databases are relational :**

A relational database stores data in separate tables rather than putting all the data in one big storeroom. The database structures are organized into physical files optimized for 30 speed. The logical model, with objects such as databases, tables, views, rows, and columns, offers a flexible programming environment. You set up rules governing the relationships between different data fields, such as one-to-one, one-to-many, unique, required or optional, and “pointers” between different inconsistent, duplicate, orphan, out-of-date, or missing data. The SQL part of “MySQL” stands for “Structured Query Language”. SQL is the most common standardized language used to access databases. Depending on your programming environment, you might enter SQL directly (for example, to generate reports), embed SQL statements into code written in another language, or use a language specific API that hides the SQL syntax. SQL is defined by the ANSI/ISO SQL Standard. The SQL standard has been evolving since 1986 and several versions exist. In this manual, “SQL-92” refers to the standard released in 1992, “SQL:1999” refers to the standard released in 1999, and “SQL:2003” refers to the current version of the standard. We use the phrase “the SQL standard” to mean the current version of the SQL Standard at any time.

## **5.2 Sample Code**

KIET ALUMNI PORTAL

**///inserting regular Student to data base....file name connect.php**

```
$conn = new mysqli(server,username,password,database);
```

```
if ($conn->connect_error) {
```

```
    die("Connection failed: " . $conn->connect_error);
```

```
}
```

```
////data insertion////
```

```
$insert = "INSERT INTO
```

```
regularStudent(name,rollno,branch,course,year,contact,mail,parent_contact,address,question,answer,username,password)VALUES('$name','$rollno','$branch','$course','$year','$contact','$mail','$parent_contact','$address','$question','$answer','$username','$password')";
```

```
if($conn->query($insert) === true){
```

```
    echo "<center><p style = 'color:red'>". "Done". "</p></center>";
```

```
}
```

```
else{
```

```
    echo "<center><p style = 'color:red'>". "Registration Failed". "</p></center>";
```

```
}
```

```
////inserting alumni students to database.....file name connect.php
```

```
$conn = new mysqli(server,username,password,database);
```

```
if ($conn->connect_error) {
```

```
    die("Connection failed: " . $conn->connect_error);
```

```
}
```

```
////data insertion////
```

```
$insert = "INSERT INTO
```

```
alumniStudent(name,rollno,branch,course,passyear,contact,mail,address,companyname,location,work,question,answer,username,password)VALUES('$name','$rollno','$branch','$course','$passyear','$contact','$mail','$address','$companyname','$location','$work','$question','$answer','$username','$password')";
```

```
if($conn->query($insert) === true){
```

```
    return "Done";
```

```
}else{
```

```

        return "Failed";
    }
}

/////sending messagesfile name connect.php

function sendMessage($username,$rollno,$message){

    $conn = new mysqli(server,username,password,database);

    if ($conn->connect_error) {

        die("Connection failed: " . $conn->connect_error);

    }

    $insert = "INSERT INTO
chat(username,rollno,message)VALUES('$username','$rollno','$message')";

    if($conn->query($insert) === true){

        return $mess = "";

    }

}

/////alumni  posting ...file name alumni_profile

    $conn = new mysqli(server,username,password,database);

    if ($conn->connect_error) {

        die("Connection failed: " . $conn->connect_error);

    }

    if ($_SERVER["REQUEST_METHOD"] == "POST") {

        $post = $_POST["post"];

```

```
$post_id = mt_rand();#genrating random number for post id.....
```

```
if ($post != "" and $post != " " and $username != ""){
```

```
    $insert = "INSERT INTO  
posts(username,rollno,post,post_id)VALUES('$username','$rollno','$post','$post_id')";
```

```
    if($conn->query($insert) === true){
```

```
        echo "<center><p style = 'color:red'>". "Done". "</p></center>";
```

```
    }else{
```

```
        echo "<center><p style = 'color:red'>". "Failed". "</p></center>";
```

```
    }
```

```
    }else {
```

```
        echo "<center><p style = 'color:red'>". "Write somethings". "</p></center>";
```

```
    }
```

```
}
```

```
/////display posts to the students .....file name alumni_post and regular_post
```

```
$sql = "SELECT * FROM posts ORDER BY id DESC";
```

```
$display =$conn->query($sql);
```

```
if ($display->num_rows > 0) {
```

```
    while ($row = $display->fetch_assoc()) {
```

```
        $post_id = $row["post_id"];
```

```
        echo "<div class='event-content'>";
```

```
        echo "<h3 style = 'color: #21d4fd'>". $row["username"]. "</h3>";
```

```

        echo "<p class='time-p'>".$row['time']."</p>";

        echo "<p>".$row["post"]."</p>";

        echo "<h6><a href='regular_comments.php?post_id=$post_id'>". "QUERIES". "</a></h6>";

        echo "</div>";

    }

} else {

    echo "<center><p style = 'color:red'>". "No Posts". "</p></center>";

}

///publishing an event..

function publishEvent($title,$date,$description){

    $conn = new mysqli(server,username,password,database);

    if ($conn->connect_error) {

        die("Connection failed: " . $conn->connect_error);

    }

    ////data insertion/////

    $insert = "INSERT INTO
event(title,_date,description)VALUES('$title','$date','$description')";

    if($conn->query($insert) === true){

        echo "<center><p style = 'color:red'>". "Event have been Published". "</p></center>";

    }

    else{

        echo "<center><p style = 'color:red'>". "Failed to Publish event". "</p></center>";

    }

}

```

file name connect.php

////displaying an event

```
function displayEvent(){
```

```
    $conn = new mysqli(server,username,password,database);
```

```
    if ($conn->connect_error) {
```

```
        die("Connection failed: " . $conn->connect_error);
```

```
    }
```

```
    $sql = "SELECT * FROM event ORDER BY id DESC";
```

```
    $display = $conn->query($sql);
```

```
    if ($display->num_rows > 0) {
```

```
        while ($row = $display->fetch_assoc()) {
```

```
            echo "<div class='event-content'>";
```

```
            echo "<h3>".$row["title"]."</h3>";
```

```
            echo "<p class='date'>". "Date ".$row["_date"]."</p>";
```

```
            echo "<p>".$row["description"]."</p>";
```

```
            echo "</div>";
```

```
        }
```

```
    }else {
```

```
        echo "<center><p style = 'color:red'>". "No Event". "</p></center>";
```

```
    }
```

```
}
```

file name connect.php

/////sending report to admin

```
function sendReports($username,$report){
```

```
$conn = new mysqli(server,username,password,database);  
if ($conn->connect_error) {  
    die("Connection failed: " . $conn->connect_error);  
}  
  
////data insertion////  
  
$insert = "INSERT INTO reports (username, report) VALUES ('$username', 'report')";  
if ($conn->query ($insert) === true){  
    echo "<center><p style = 'color: red'>". "Done". "</p></center>";  
} else {  
    echo "<center><p style = 'color: red'>". "Failed". "</p></center>";  
}  
}
```



# TESTING

# **CHAPTER-VI**

## **TESTING**

### **6.1 INTRODUCTION**

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or weakness in a work product. It provides a way to check the functionality of components, sub-assemblies, assemblies and/or a finished product. It is the process of exercising software with the intent of ensuring that the software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of test. Each test type addresses a specific testing requirement.

Types of Testing

### **6.1 UNIT TESTING**

Unit testing involves the design of test cases that validate that the internal program logic is functioning properly, and that program inputs produce valid outputs. All decision branches and internal code flow should be validated. It is the testing of individual software units of the application. It is done after the completion of an individual unit before integration. This is a structural testing, that relies on knowledge of its construction and is invasive. Unit tests perform basic tests at component level and test a specific business process, application, and/or system configuration. Unit tests ensure that each unique path of a business process performs accurately to the documented specifications and contains clearly defined inputs and expected results.

### **6.2 INTEGRATION TESTING**

Integration tests are designed to test integrated software components to determine if they actually run as one program. Testing is event driven and is more concerned with the basic outcome of screens or fields. Integration tests demonstrate that although the components were individually satisfactory, as shown by successfully unit testing, the combination of components is correct and consistent. Integration testing is specifically aimed at exposing the problems that arise from the combination of components.

## **6.3 FUNCTIONAL TESTING**

Functional tests provide systematic demonstrations that functions tested are available as specified by the business and technical requirements, system documentation, and user manuals.

Functional testing is centered on the following items:

Valid Input : identified classes of valid input must be accepted.

Invalid Input : identified classes of invalid input must be rejected.

Functions : identified functions must be exercised.

Output : identified classes of application outputs must be exercised.

Systems/Procedures: interfacing systems or procedures must be invoked.

Organization and preparation of functional tests is focused on requirements, key functions, or special test cases. In addition, systematic coverage pertaining to identify Business process flows; data fields, predefined processes, and successive processes must be considered for testing. Before functional testing is complete, additional tests are identified and the effective value of current tests is determined.

## **6.4 SYSTEM TESTING**

System testing ensures that the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. An example of system testing is the configuration oriented system integration test. System testing is based on process descriptions and flows, emphasizing pre-driven process links and integration points.

## **6.5 WHITE BOX TESTING**

White Box Testing is a testing in which in which the software tester has knowledge of the inner workings, structure and language of the software, or at least its purpose. It is purpose. It is used to test areas that cannot be reached from a black box level.

## **6.6 BLACK BOX TESTING**

Black Box Testing is testing the software without any knowledge of the inner workings, structure or language of the module being tested. Black box tests, as most other kinds of tests, must be written from a definitive source document, such as specification or requirements document, such as specification or requirements document. It is a testing in which the software under test is treated, as a black box .you cannot “see” into it. The test provides inputs and responds to outputs without considering how the software works.

### **Test strategy and approach**

Field testing will be performed manually and functional tests will be written in detail.

### **Test objectives**

- All field entries must work properly.
- Pages must be activated from the identified link.
- The entry screen, messages and responses must not be delayed.

### **Features to be tested**

- Verify that the entries are of the correct format
- No duplicate entries should be allowed
- All links should take the user to the correct page.

**Test Results:** All the test cases mentioned above passed successfully. No defects encountered.

## **6.7 ACCEPTANCE TESTING**

User Acceptance testing is a critical phase of any project and requires significant participation by the end user. It also ensures that the system meets the functional requirements.

It is a level of the software testing where a system is tested for acceptability. The purpose of this test is to evaluate the system’s compliance with the business requirements and assess whether it is acceptable for delivery.

**6.8: Test Cases:**All the test cases mentioned below passes successfully. No defects encountered.

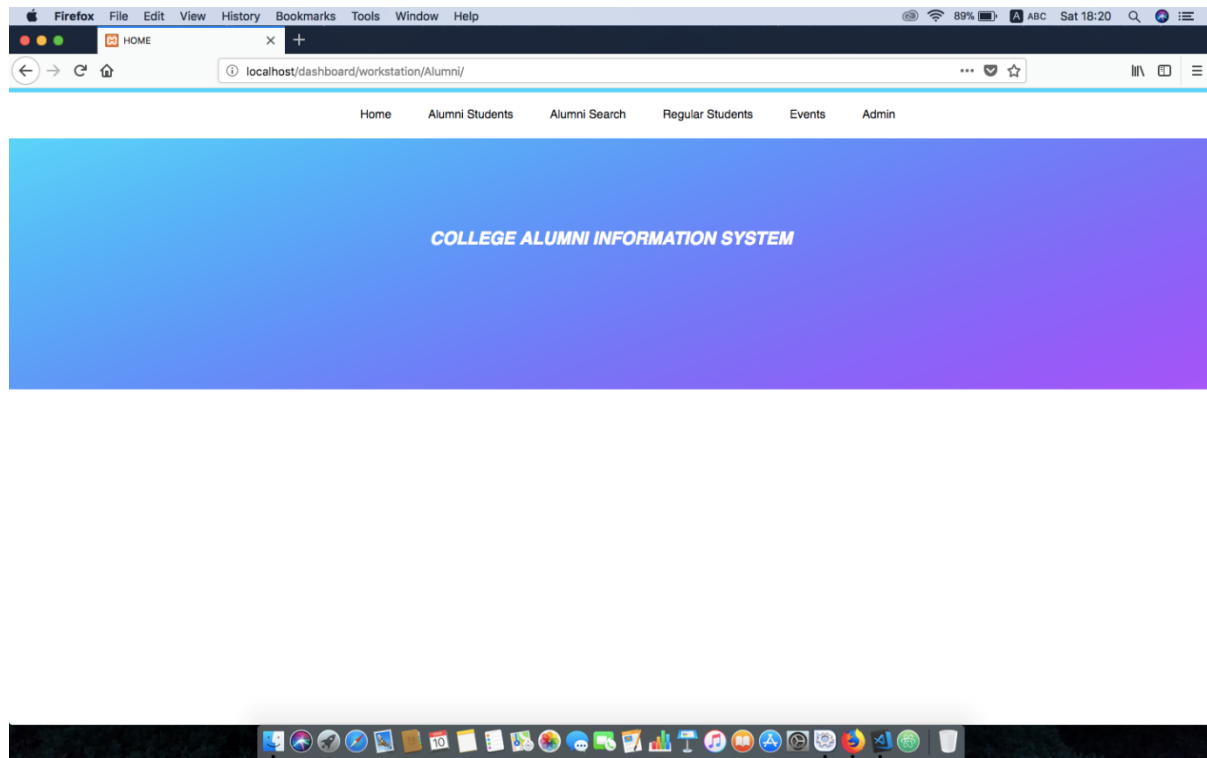
Test No.	Input	Expected behaviour	Observed Behaviour	Status
1	Without Username while registering	Error should be displayed	Error is Displayed	Yes
2	Without Password while login	Error should be displayed	Error is Displayed	Yes
3	Without Blood group while registering	Error should be displayed to enter blood group	Error is Displayed	Yes
4	Without Contact number while registering	Error should be displayed to enter Contact Number	Error is Displayed	Yes

## **OUTPUT SCREENS**

# CHAPTER-VII

## OUTPUT SCREENS

### 1. HOME PAGE



**Login and Registration Forms.**

For your security this question will be shown when you forget your password



STUDENT

localhost/dashboard/workstation/Alumni/regular\_student\_form.php

HomeAlumni StudentsAlumni SearchRegular StudentsEventsAdmin

ALUMNI INFORMATION SYSTEM

Login and Registration Forms.

Register Now

Name

Roll No

Branch

Course

year

Contact

Mail ID

parent phone

address

Account Info.

For your security this question will be shown when you forget your password

Create question

Your answer

LOGIN

Username

Password

Forget password?

login

SEARCH STUDENT

localhost/dashboard/workstation/Alumni/search\_student.php

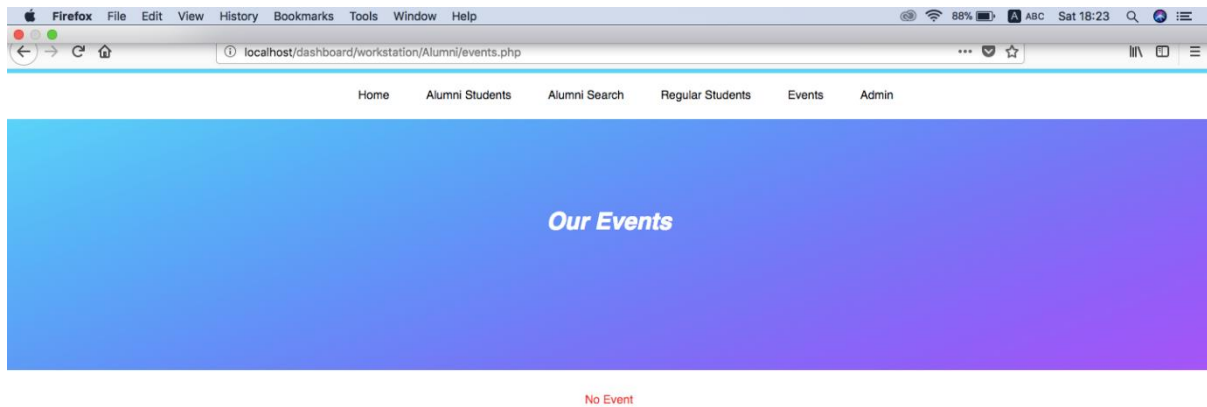
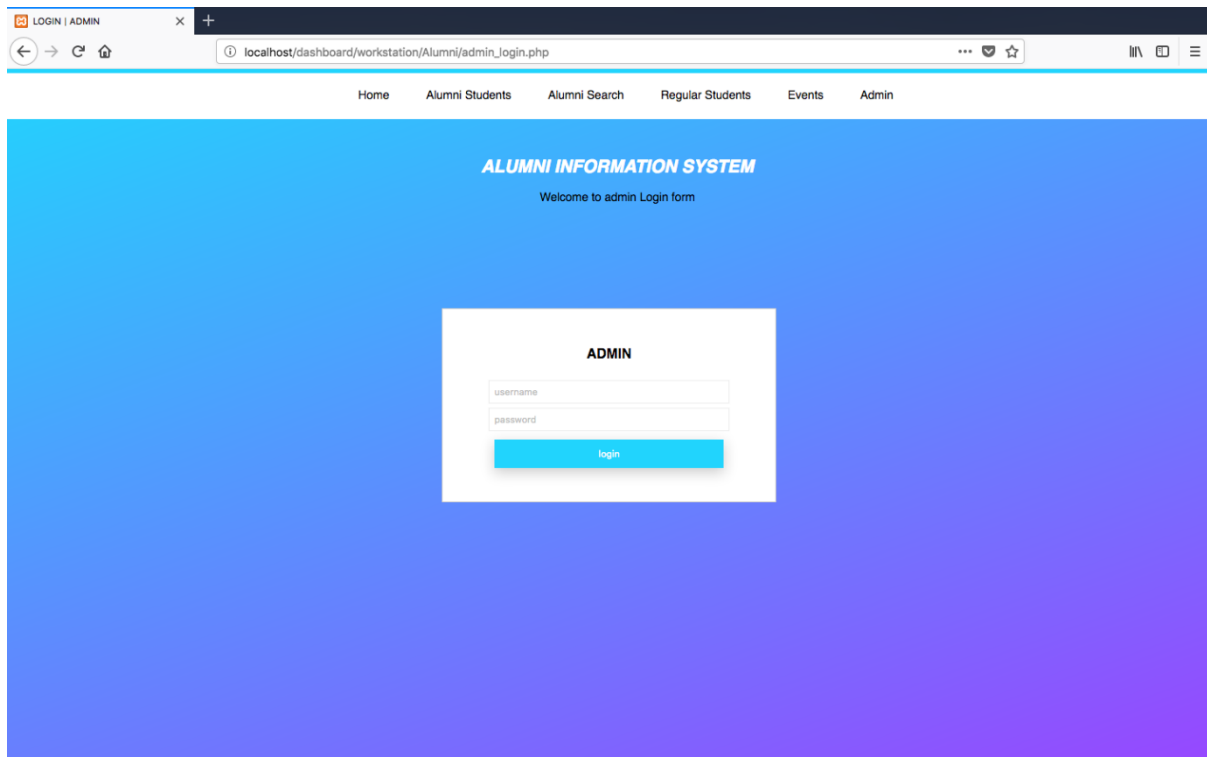
HomeAlumni StudentsAlumni SearchRegular StudentsEventsAdmin

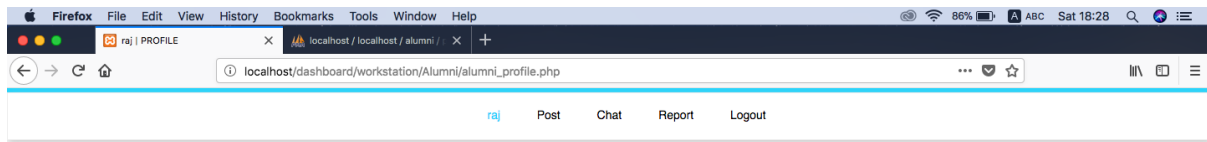
ALUMNI INFORMATION SYSTEM SEARCH

☐ Alumni student. ☐ Regular student.

Enter roll no

Search





Write post

Post

#### My Posts

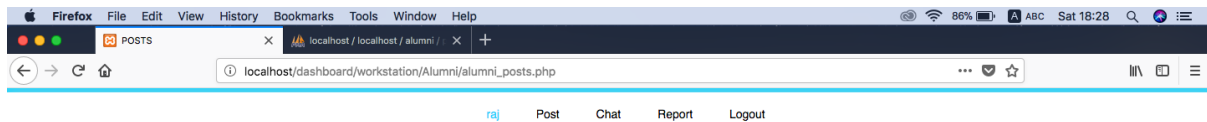
[Delete](#)

raj

2018-03-08 17:17:32

hihi

[QUERIES](#)



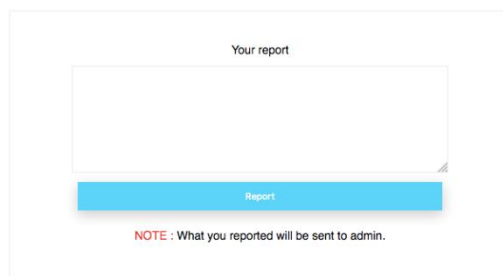
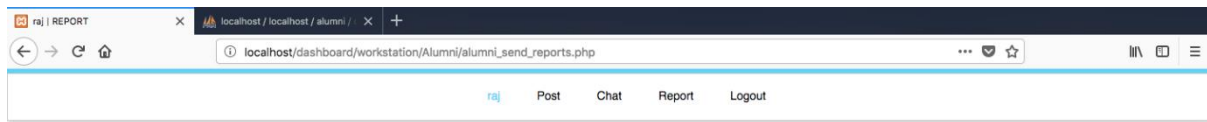
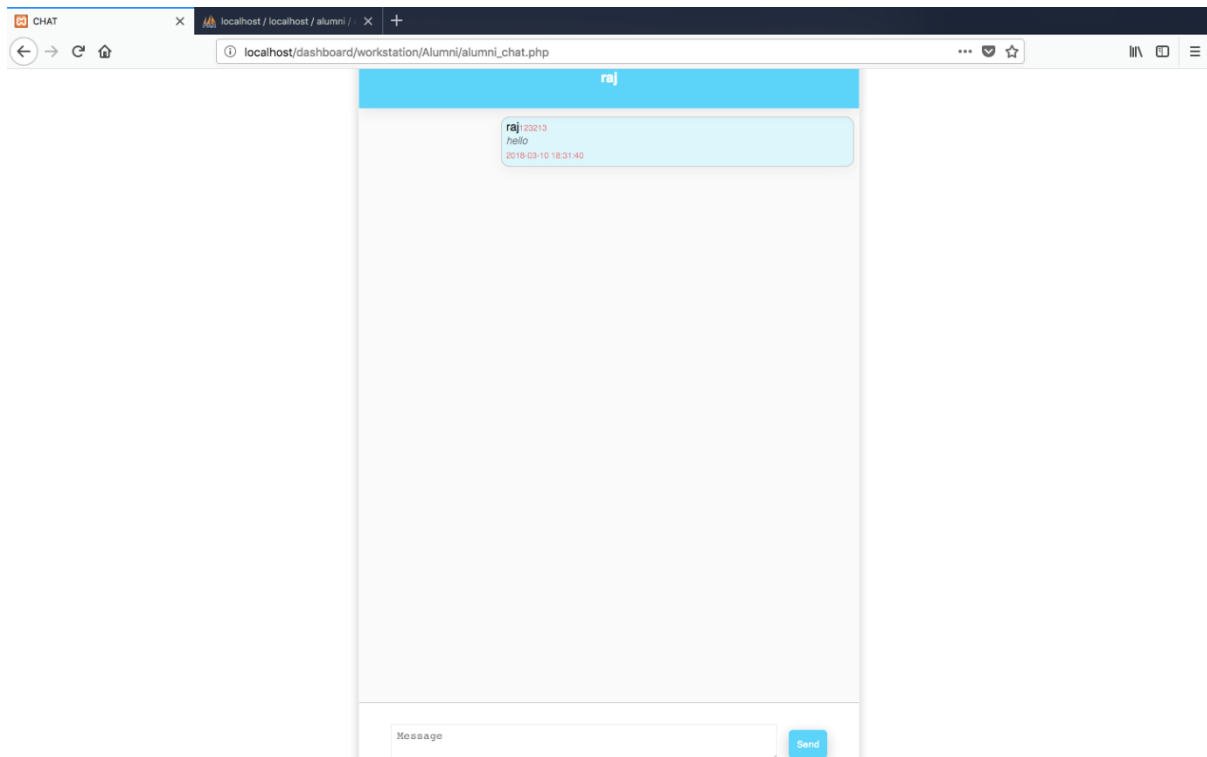
beny


2018-03-08 17:17:32

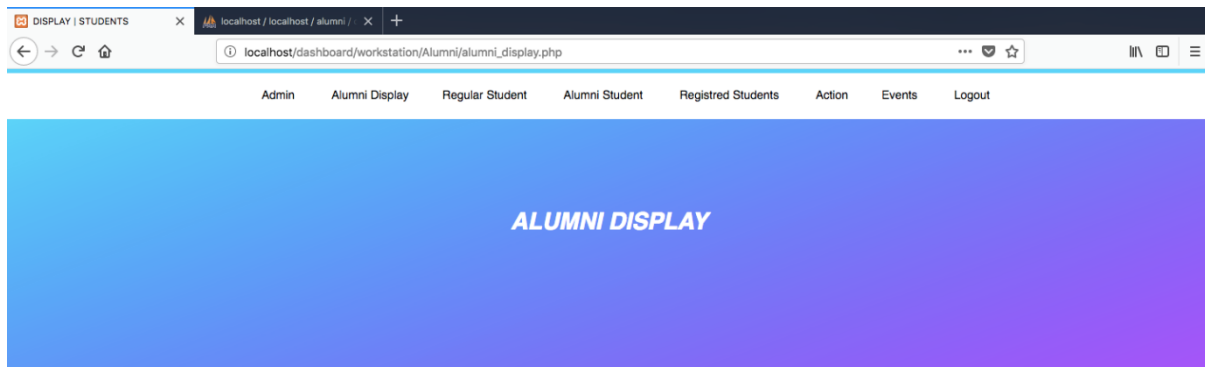
hihi

[QUERIES](#)





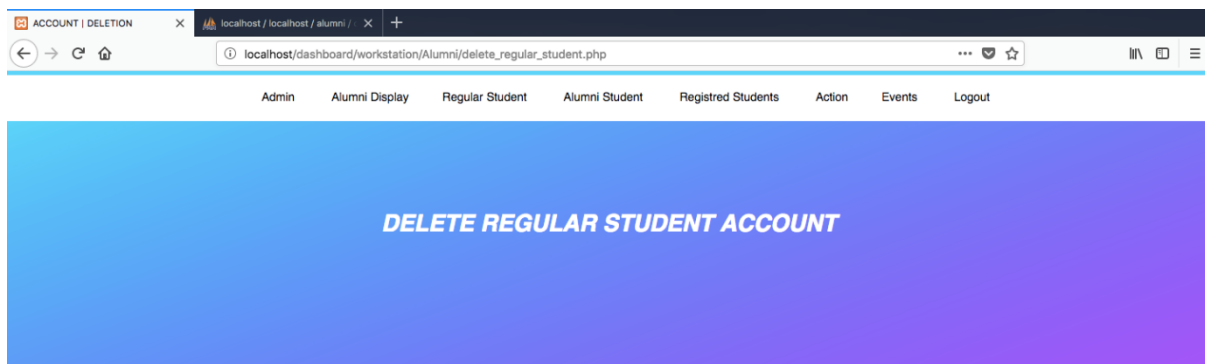




**Display**

Branch

Pass year



**Enter roll no of student**

# DELETE ALUMNI STUDENT ACCOUNT

Enter rollno

Search

Rollno	name	Branch	Course	passYear	Contact	Mail	Address	Company Name	Location	Work	Delete	Block
123213	beny	CSE	b.tech	2016	123213	dengbeny@gmail.com	asasdsadjas	ddsadsad	dasdsa	sadasdas	<a href="#">Delete</a>	<a href="#">Block</a>

# REGULAR STUDENT DISPLAY

Display

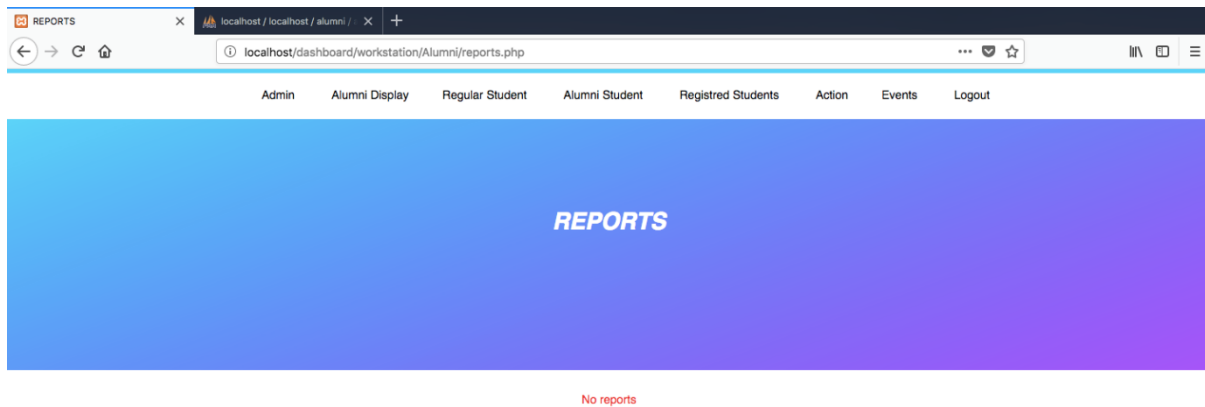
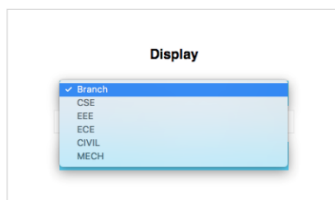
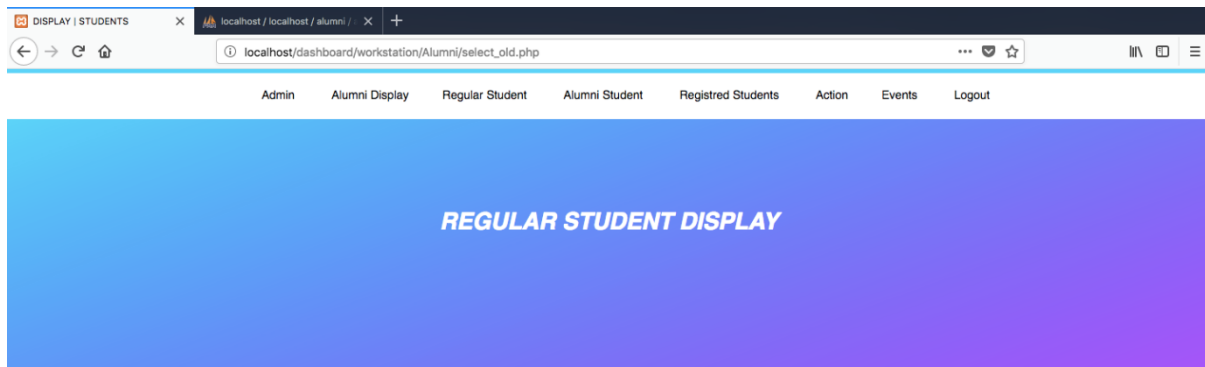
Branch

1st year

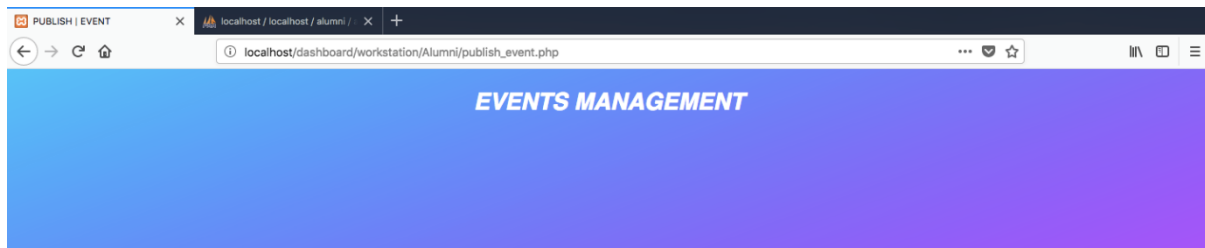
2nd year

3rd year

4th year







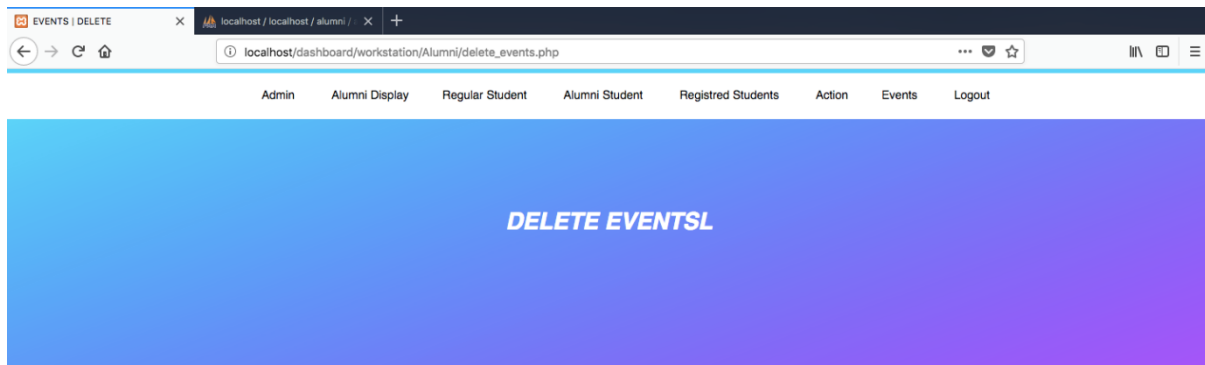
### Create Event

Date

dd / mm / yyyy

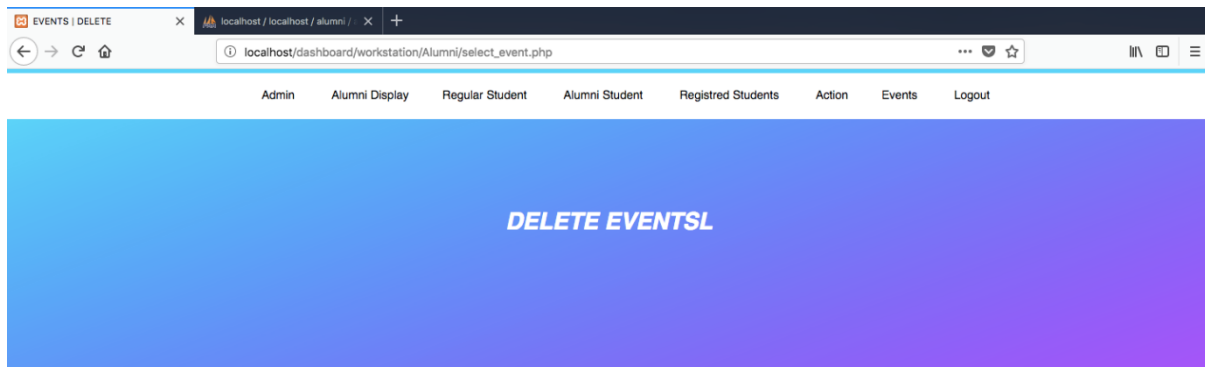
Description

Publish



Delete

**name of event**  
Date 2018-03-04  
event description

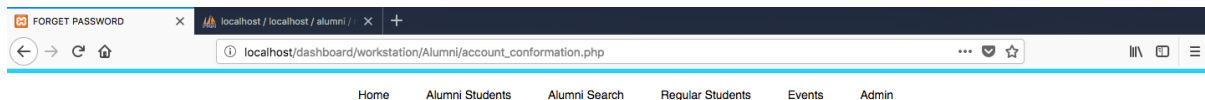


[Edit](#)

**name of event**

Date 2018-03-04

event description



## CONFORM YOUR ACCOUNT

**Fill Your details**

☐ Alumni student. ☐ Regular student.

username

rollno

Submit

## CONFORM YOUR ACCOUNT

Answer the question.

Q: when is my birthday?

Submit

## Generate New Password

Submit

## Our Events

### name of event

Date 2018-03-04

event description

## **CONCLUSION**

## **CHAPTER-VIII**

### **CONCLUSION**

By using this system a great interaction can be maintained in between the passed out students and with current students. A good networking can be developed in between the current students and alumni. By using the system can clear their doubt in any area, The Alumni student can share their knowledge by posting the articles and also providing opportunities by using this application.

## **FUTURE SCOPE OF PROJECT**

## **CHAPTER-IX**

### **FUTURE SCOPE OF PROJECT**

- In order to ease the work, an Android app can also be built.
- To add certain social networking features such as of LinkedIn.
- To involve companies to avail the services of this platform.



## REFERENCES

- [1] N. Barnes, A. Lescault, 2011, Social media adoption soars as higher-Ed experiments abd reevaluates its used new communication tools <http://www.umassd.edu/cmr/studies> and Research/socialmediaadoptionsoars/
- [2] G. Crisp, I. Cruz, Mentoring College Students: A Critical Review of the Literature between 1990 and 2007, *Research in Higher Education*, 525-545,
- [3] ABET (2009). Criteria for accrediting computer programs: Effective for evaluations during the 2010-2011 accreditation cycle. Baltimore: ABET, Inc. Retrieved January 2010, from [http://abet.org/uploadedFiles/Accreditation/Accreditation\\_Process/Accreditation\\_Documents/cac-criteria-2010-2011.pdf](http://abet.org/uploadedFiles/Accreditation/Accreditation_Process/Accreditation_Documents/cac-criteria-2010-2011.pdf), 2-3.
- [4] Research: Principles, Methods, and Practices (Second Ed.), Tampa, FL: Global Text Project.
- [5] Chenail, R. J., Cooper, R., & Desir, C. (2010). Strategically reviewing the research literature in qualitative research. *Journal of Ethnographic& Qualitative Research*, 4(2010), 88-94.
- [6] De-la-Torre-Pérez, H., Roa-Rivera, R. O., Saldivar-González, S. J., Muñoz-del-Real, G. Roa-Rivera, G. I., & García-Cabrales, P. G. (2012). Seguimiento a los egresados, función sustantiva de las demandas de un mercado laboral. *Global Conference on Business and Finance Proceedings*, 7(1), 836-841.
- [7] Saulnier, B., & White, B. (2011). IS 2010 and ABET accreditation: An analysis of ABET-accredited information systems programs. *Journal of Information Systems Education*, 22(4), 347-354.