LEARNING MANAGEMENT SYSTEM

A PROJECT REPORT

Submitted by

LINET M. SHAJI

(MM16CCSR19)

In partial fulfillment of the requirement for the award of the degree of

Bachelor of Science

In

Computer Science

UG Department of Computer Science

Mary Matha Arts & Science College Mananthavady

Wayanad-670645

March 2019

CERTIFICATE

This is to certify that this project work entitled “Learning Management System” submitted to the Kannur University, in the partial fulfillment for the award of the Bachelor of Science Degree in Computer Science, through Mary Matha Arts And Science College, Mananthavady is a record of the bonfire work done by Sreeja Surendran (MM16CCSR04) Linet M. Shaji (MM16CCSR19) Amal Joy(MM16CCSR25) under the supervision and guidance of Dr. THOMAS MONOTH

Place: Mananthavady

Date:

SIGNATURE OF THE GUIDE HEAD OF THE DEPARTMENT

Viva voce held on: _____

EXAMINER 1 EXAMINER 2

College seal

DECLARATION

I **Linet M. Shaji** hereby declare that the project report entitled "**Learning Management System**" is based on original project work carried out under the guidance of **Mr. Sabu O.J** and that is not been submitted elsewhere for the award of any other Degree or Diploma courses.

Place: Mananthavady Signature of the candidate

Date:

ACKNOWLEDGEMENT

Many people who are helped for the preparation of this project and each of their contribution have been valuable. We are extremely thankful to **Dr. SAVIO JAMES**, Principal, Mary Matha Arts and Science College for consenting us to do this project.

We are very thankful to **Dr. THOMAS MONOTH**, Head Department of Computer Science for giving the permission to carry out project work and for his valuable suggestions and guidelines.

We express our profound and sincere thanks to our project guide **Mr. SABU O.J**. We are indebted to **Mr. SABU O.J** the project guide for her expert supervision, encouragement, constructive criticism and constant support given throughout the project.

It takes us to high spirits to express our deep sense of gratitude to the faculty members of the department for indirect help during various stages of this project.

We express our sincere gratitude to all teachers in Computer Science Department and our parents and friends who helped to complete this project. Also we extend our thanks to respondents for their co-operation and above all almighty for giving to the power and knowledge to complete this project successfully

CONTENTS

CHAPTER 1

INTRODUCTION

INTRODUCTION

A web-based application is any program that is accessed over a network connection using HTTP, rather than existing within a device's memory. Web-based applications often run inside a web browser.

Learning Management System is a web based application developed using PHP, where a user can download digitalized form of study materials such as notes, question paper etc in form of pdf.

CHAPTER 2

PROBLEM ANALYSIS

2.1 PRODUCT DEFINITION

Learning Management System(LMS) is a platform for any students or teachers whom were studied in Kannur University.LMS is a web based application where a student or teacher can search and download digitalized form of notes ,question paper ,syllabus and also it provides related audio and video

It consists admin ,teachers ,student. The admin who performs all operations such as adding teacher ,courses and related subjects ,approve student etc. Any students or teacher can create their own account by providing some kind of basic information's. That information's will go to the admin panel. Then that information's will cross check with the already stored information. If it is matching, that requested person can log in to his/her account by a password and username specified while registering. From the initial stage itself there will be a specification field for identifying the teacher and student.The students can communicate with teachers by online chatting.

2.2 FEASIBILITY STUDY

A feasibility study is conducted to select the best system that meets performance requirement. This entails an identification description, and evaluation of candidate system and the selection of best system for the job. The system required performance is defined by a statement of constraints, the identification of specific system objective and a description of outputs.

The key consideration in feasibility study is:

- Economic Feasibility
- Technical Feasibility
- Operational Feasibility

2.2.1 ECONOMIC FEASIBILTY

It looks at the financial aspects of the project. It determines whether the management has enough recourses and budget to invest in the proposed system and estimate time for the recovery of cost incurred. It is also determines whether it is worthwhile to invest the money in the proposed project. Economic feasibility determines by the means of cost benefit analysis. The proposed system is economically feasible because we don't have to give the salary to the admin panel. As per the nature of this application we don't need to invest much more money in this system. Because it is not specified for the outside marketing world. It is only for the former students and teachers. So investing money is not needed. And one more thing, we are not applying any kind of fees like procedure to the users. So it is completely free for the usable. That is it is economically feasible for users, they don't have to spend money for being

a user. This is also applicable in the case of the developing side. The less time involved also helped in its economic feasibility.

Because of initially we are planning to release Learning Management System in a local area/College. So no need for a high performing server. The backend required for storing other details is also the same database that is MYSQL. The computers in the organization are highly sophisticated and don't needs extra components to load the software. Hence the organization can implement the new system without any additional expenditure. Hence, it is economically feasible.

2.2.2 TECHNICAL FEASIBILITY

It is a measure of the practically of a specific technical solution and the availability of technical resources and expertise. The proposed system uses PHP as Front-end and MYSQL as Back-end tool. MYSQL is a popular tool used to design and develop database objects such as table view, indexes.

The above tools are readily available, easy to work with and widely used for developing commercial application.

Hardware used in developing this project are Intel Pentium CPU @ 2.00GHz, 4.00 GB RAM, 64-bit operating system, x64-based processor, 1 TB Hard disk. The hardware's were already available on the existing computer system. The software Windows 10 is installed on the existing computer system. So no additional hardware and software were required to purchase and it is feasible. As the users increase we have to buy a new powerful server. IN initial stage is not required.

2.2.3 OPERATIONAL FEASIBILITY

The system will be used if it is developed well then be resistance for users that undetermined. No major training and new skills are required as it is based on DBMS model. It will help in the time saving and fast processing and dispersal of user request and applications. New product will provide all the benefits of present system with better performance.

Improved information, better management and collection of reports.

User support. User involvement in the building of present system is sought to keep in mind the user specific requirement and need.

User will have control over their information.

Faster and systematic processing of user request approval.

2.3 PROJECT PLANNING

Project planning is a discipline for starting how to complete a project within a certain timeframe, usually with defined stages, and with designated resources. One view of project planning divides the activity into:

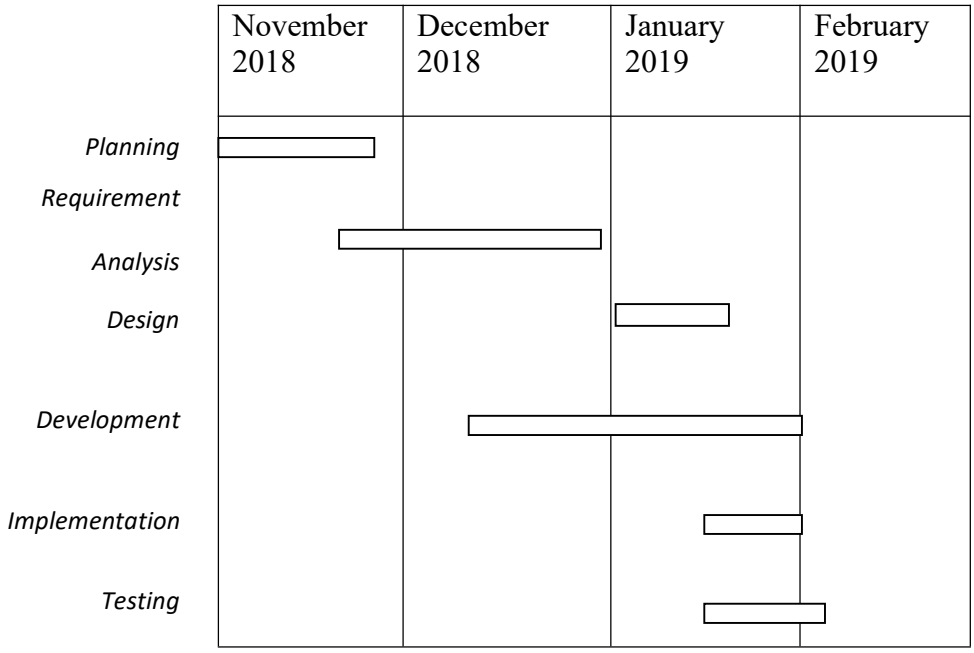
- Setting Objectives(these should be measurable)
- Identifying deliverable
- Planning the schedule
- Making supporting plans

Supporting plans may include those related to: human resources, communication methods, and management. Computer hardware and software project planning within an enterprise is often done using a supporting planning guide that describes the process that the enterprise feels has been successful in the past. Tools popularly used for the scheduling part of a plan include the Gantt Chart.

Project planning helps in

- Facilitating communication
- Monitoring /measuring the project progress
- Provide overall documentation of assumptions/ planning decisions.

GANTT CHART



CHAPTER 3

SOFTWARE REQUIREMENTS SPECIFICATION

3.1 ABSTRACT

Our project entitled “Learning Management System” is a Web based application that allows user to create a profile to be a part of this application. Administrator has the full power over the system. Administrator can allow, reject teacher and student request. We will use PHP as front end and MYSQL as back end.

3.2 SYSTEM STUDY

3.2.1 EXISTING SYSTEM

There are lot of Websites and Services that provide the pdfs of the books in the internet. For example Google books provides pdfs of almost famous books. There is pdf drive provides the Pdfs of the books. There are many more existing systems.

3.2.2 LIMITATIONS OF EXISTING SYSTEM

However the existing facilities have some drawbacks. That is most of the existing systems are not open and they are not provide free service. Most of them needs payments for the books. And there is an important fact that most of the user are not sophisticated and they are not able to brows to find any think in the internet. The Learning Management System make provides free browsing. The books available in the Learning Management System are easy to find and download.

3.2.3 PROPOSED SYSTEM

Our proposed system is completely free and open source and anyone student who were studied in the Mary Matha College can register as user. User can search the study materials that they needed and if it is there then they can download it easily. The user also have provision to chat with registered teachers and can provide feedbacks to the admin. To done these whole the user must logged in first. The unsophisticated users will be comfortable with the Learning Management System because it is very simple to use and easy to find the content.

The advantages of this proposed system is like;

- This system is a web based system which can be accessed by a user from anywhere around the world.
- User friendliness is provided in the application with various controls.
- The system makes the overall project management much easier and flexible.
- Very simple to use.
- A public can easily get a part of this application if the given input details are right.
- The username and password will be texted to the email of that person.
- It is relatively easy to search study materials in this application.
- Admin can add teachers.
- Admin can easily remove public fake requests.

3.3 MODULE DESCRIPTION

The system is proposed to have following modules.

3.3.1 ADMIN MODULE

- Login
- Add and edit course
- Add and edit subjects
- View user
- View Faculty
- View Feedback

3.3.2 PUBLIC MODULE

- Search and download Study material
- Feedback

3.3.3 TEACHER MODULE

- Login
- Search and download Study material
- Upload Study Material
- Teachers can reply the questions posted by the students
- View the questions posted by the Faculty
- Feedback

3.3.4 STUDENT MODULE

- Register
- Login
- Search and download Study material
- Upload Study Material
- Users can ask questions.
- View the reply given by the Faculty
- Feedback

3.4 REQUIREMENT ANALYSIS

3.4.1 SOFTWARE SPECIFICATION

- Adobe Dream Viewer
- Windows 10
- PHP

3.5 SOFTWARE DESCRIPTION

3.5.1 ABOUT FRONT END

The front end is designed using of HTML , PHP ,CSS Java script

- **HTML**- HTML or Hyper Text Markup Language is the main markup language for creating web pages and other information that can be displayed in a web browser.HTML is written in the form of HTML elements consisting of tags enclosed in angle brackets (like <html>), within the web page content. HTML tags most commonly come in pairs like <h1> and </h1>, although some tags represent empty elements and so are unpaired, for example <img>. The first tag in a pair is the start tag, and the second tag is the end tag (they are also called opening tags and closing tags). In between these tags web designers can add text, further tags, comments and other types of text-based content. The purpose of a web browser is to read HTML documents and compose them into visible or audible web pages. The browser does not display the HTML tags, but uses the tags to interpret the content of the page.HTML elements form the building blocks of all websites. HTML allows images and objects to be embedded and can be used to create interactive forms. It provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. It can embed scripts written in languages such as JavaScript which affect the behavior of HTML web pages.
- **CSS-** Cascading Style Sheets (CSS) is a style sheet language used for describing the look and formatting of a document written in a markup language. While most often used to style web pages and interfaces written in HTML and XHTML, the language can be applied to any kind of XML document, including plain XML, SVG and XUL. CSS is a cornerstone

specification of the web and almost all web pages use CSS style sheets to describe their presentation.CSS is designed primarily to enable the separation of document content from document presentation, including elements 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 pages to share formatting, and reduce complexity and repetition in the structural content (such as by allowing for table less web design).CSS can also allow the same markup page to be presented in different styles for different rendering methods, such as on-screen, in print, by voice (when read out by a speech-based browser or screen reader) and on Braille-based, tactile devices. It can also be used to allow the web page to display differently depending on the screen size or device on which it is being viewed. While the author of a document typically links that document to a CSS file, readers can use a different style sheet, perhaps one on their own computer, to override the one the author has specified. However if the author or the reader did not link the document to a specific style sheet the default style of the browser will be applied.CSS specifies 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

- **JAVA SCRIPT-** - JavaScript (JS) is a dynamic computer programming language. It is most commonly used as part of web browsers, whose implementations allow client-side scripts to interact with the user, control the browser, communicate asynchronously, and alter the document content that is displayed. It is also being used in server-side programming, game development and the creation of desktop and mobile applications. JavaScript is a prototype-based scripting language with dynamic typing and has first class functions. Its syntax was influenced by C. JavaScript copies many names and naming conventions from Java, but the two languages are otherwise unrelated and have very different semantics. The key design principles within JavaScript are taken from Scheme programming languages. It is a multiparadigm language, supporting object-oriented, imperative, and functional programming styles. The application of JavaScript to use outside of web pages—for example, in PDF documents, site-specific browsers, and desktop widgets—is also significant. Newer and faster JavaScript VMs and platforms built upon them (notably Node.js) have also increased the popularity of JavaScript for server-side web applications. On the client side, JavaScript was traditionally implemented as an interpreted language but just-in-time compilation is now performed by recent (post-2012) browsers.
- **PHP**- is a server-side scripting language designed for web development but also used as a general-purpose programming language. PHP is now installed on more than 244 million websites and 2.1 million web servers. Originally created by Rasmus Lerdorf in 1995, the reference implementation of PHP is now produced by The PHP Group. While PHP originally stood for Personal Home Page, it now stands for PHP: Hypertext Preprocessor, a recursive backronym.PHP code is interpreted by a web server with a PHP processor module, which generates the resulting web page: PHP commands can be embedded directly into an HTML source document rather than calling an external file to process data. It has also evolved to include a command-line

interface capability and can be used in standalone graphical applications. PHP is free software released under the PHP License.
PHP can be deployed on most web servers and also as a standalone shell on almost every operating system and platform, free of charge.

2.3.2 BACK END

The back end is designed using MySQL which is used to design the databases.

- **MYSQL**- MYSQL ("My S-Q-L", officially, but also called "My Sequel") is (as of July 2013) the world's second most widely used open-source relational database management system (RDBMS). It is named after co-founder Michael Widenius daughter, MYSQL. The SQL phrase stands for Structured Query Language. The MYSQL development project has made its source code available under the terms of the GNU General Public License, as well as under a variety of proprietary agreements. MYSQL was owned and sponsored by a single for profit firm, the Swedish company MYSQL AB, now owned by Oracle Corporation .MYSQL is a popular choice of database for use in web applications, and is central components of the widely used LAMP open source web application software stack (and other 'AMP' stacks). LAMP is an acronym for "Linux, Apache, MYSQL, Perl /PHP/Python." Free-software-open source projects that require a full-featured database management system often use MYSQL. For commercial use, several paid editions are available, and offer additional functionality. Applications which use MYSQL databases include: TYPO3, MODx, Joomla, WordPress, phpBB, MyBB, Drupal and other software. MySQL is also used in many high-profile, large-scale websites, including Wikipedia, Google (though not for searches), Facebook, Twitter, Flickr, and YouTube

CHAPTER 4

SOFTWARE DESIGN

4.1 SOFTWARE DESIGN

Design is the second phase in the system development life cycle. Software design is the first of the three technical activities in the software development process such as design, code writing and testing.

During the phase, the analytic schedule design activities, works with the user to determine the various data input to the system, plans how data will flow through the system, designs required outputs and writes program specifications. Again the analyst's activities focus on solving a user's problem in logical terms.

During this second step, analysts employ a variety of tools such as data flow diagram, entity-relationship diagrams, data dictionaries and Gantt chart.

The system's design converts the theoretical solution introduced by the feasibility study into a logical reality. During design the analyst;

- Draws a model of new system, using data flow and entity-relationship diagrams.
- Develop methods for collecting the inputting data.
- Defines the detailed data requirements with a data dictionary.
- Write program specification.
- Specifies control techniques for the system's outputs, Database and inputs.
- Identifies and orders any hardware or software that the system will need.

In the physical design phase, necessary software is developed to accept input from the user, to perform necessary calculations through the manipulation of data stored in the database to produce the appropriate result.

4.1.1 INPUT DESIGN

Input design is the method by which valid data are accepted from the user. This part of the design requires very careful attention. If the data going into the system is incorrect then the processing and output will magnify these errors. Inaccurate input data are most common cause of error in data processing.

In the case of Learning Management System, following input screens are used:-

- Login
- Adding Faculty
- Registration
- Adding Study Material
- Adding Course and Subject
- Chat
- Feedback

4.1.2 OUTPUT DESIGN

Output design is one of the most important features of the information system. When the output is not of good quality, the users will be averse to use the newly designed system and may not use the system. There are many types of outputs, all of which can be either highly useful or can be critical to the users, depending on the manner and degree to which they are used. Outputs from computer systems are required primarily to communicate the result of processing to users.

4.2 DATAFLOW DIAGRAM

Data flow diagram is a means of representing a system at any level of detail with a graphic network of symbols showing data flows, data processes and data sources/destinations.

The data flow diagram is analogous to a road map. It is a network model of all possibilities with different details shown on different hierarchical levels. This processes of representing different details level is called “leveling” or “Partitioning” by some data flow diagram advocates. Like a road map, there is no starting point or stop point, no time or timing, or steps to get somewhere. We just know that the data path must exist because at some point it will be needed. A road map shows all existing or planned roads because the road is needed.

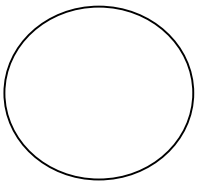
Details that are shown on the different levels of the data flow diagram such as volumes, timing, frequency, etc…. Is shown on supplementary diagrams or in the data. For example, data store contents may be shown in the data dictionary.

Data flow diagram (DFD) uses a number of symbols to represent the systems. Data flow diagram also known as “Bubble Chart” is used to clarify system requirements and identifying the major transformations that will become programs in system design. So it is the starting point of the design phase that functionally decomposes the requirement specifications down to the level of details

4.2.1 Terms used in DFD

- Process

A process transforms data values. The lowest level process is pure functions without side effects. An entire data flow graphics high level process.



Graphical Representation

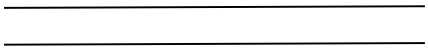
- Data Flows

A data flow connects the output of an object or process to input of another object or process. It represents the intermediate data value within a computation. It is represented by an arrow and labeled with a description of data, usually its name or type.

Graphical Representation

- Data store

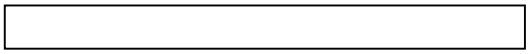
A data store is a passive object with in a data flow diagram that stores data for later access.



Graphical Representation

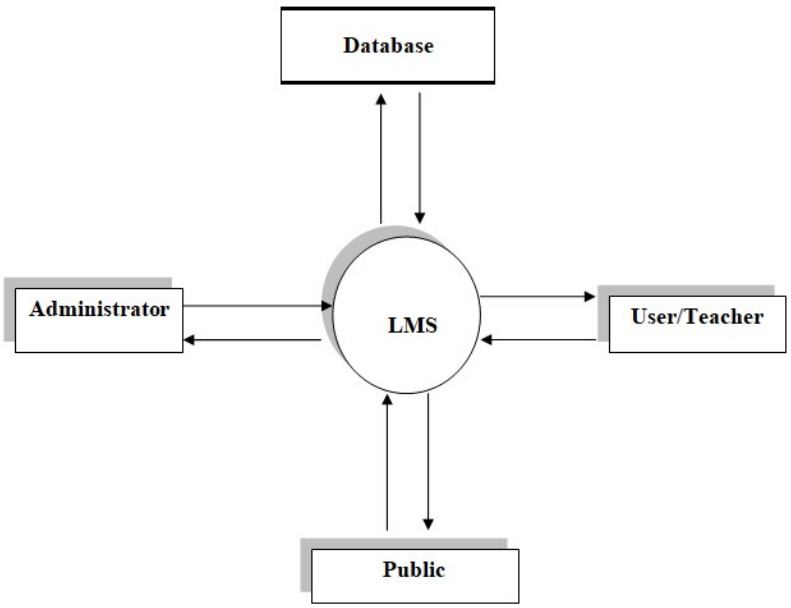
- Input /Output Symbol

A rectangle represents an external entity such as a librarian, a library member.

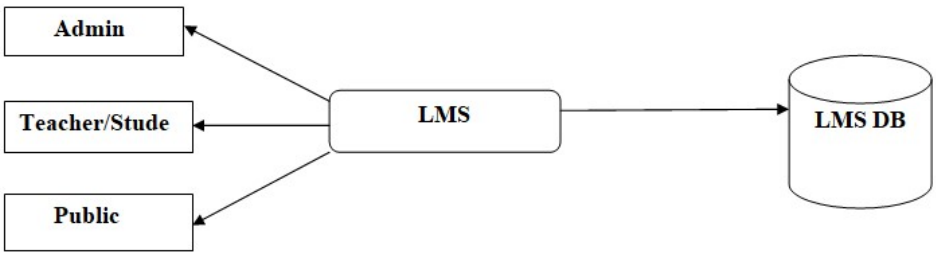


Graphical Representation

4.2.2 Context level

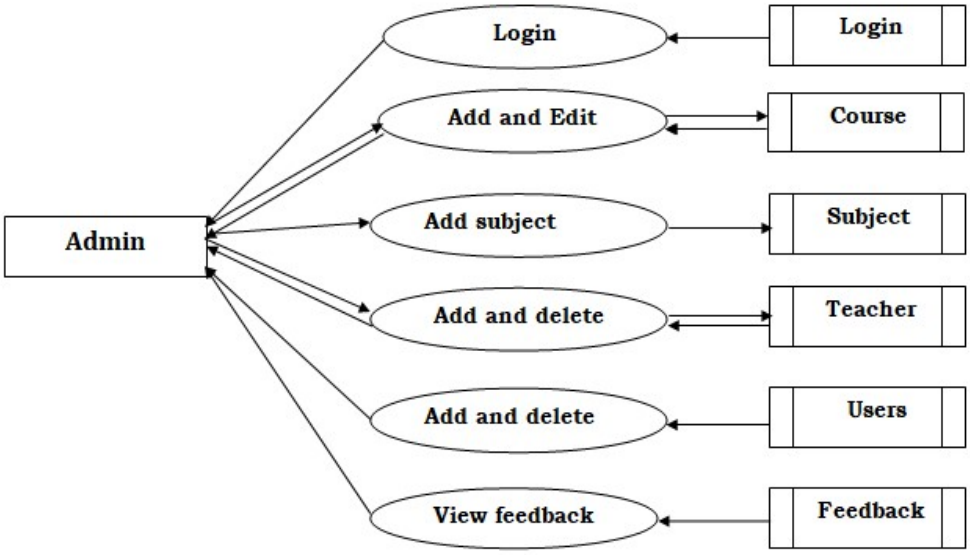


4.4.3 DFD Level 0

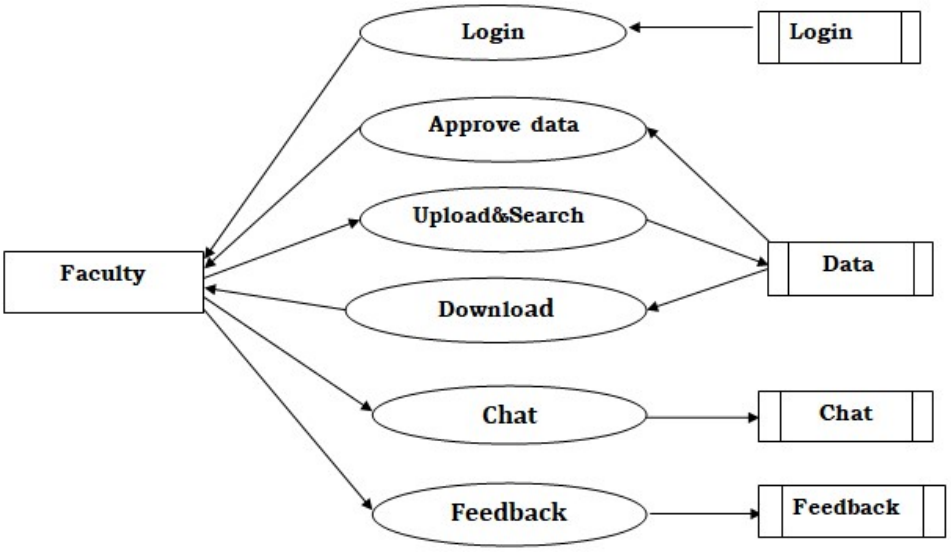


4.4.4 DFD Level 1: User-Public

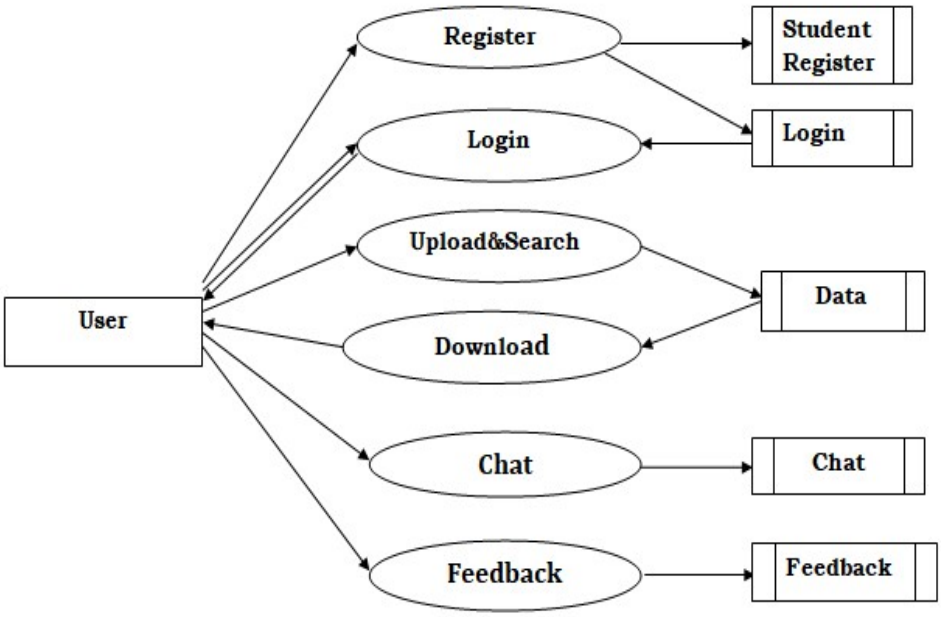
4.4.5 DFD Level 2: User-Admin



4.4.6 DFD Level 2: User-Teacher



4.4.7 DFD Level 2: User-Student



4.3 DATABASE DESIGN

Database is a collection of related tables, which whole data. We use data to produce information to the user and the management. So database design should be done in a way we can store all the needed information correctly and clearly. Redundancy and loss of flexibility must be avoided. In the computerized inventory control system we design a database, which successfully avoid this problem.

- **Normalization**

Normalization is the technique that helps us to convert conceptual scheme into a computer represent table form. This helps in avoiding redundancy and its associated problem of loss and flexibility. 1NF implies that all the fields of the table should have simple atomic values and should have no repeating fields. 2NF says that the entire table must be in 1NF and each nonprime field must fully dependent upon each candidate key.

- **First Normal Form**

Eliminate repeating groups in individual tables; create a separate table for each set or related data. Identify each set of related data with a primary key.

- **Second Normal Form**

Create separate tables for sets of values that apply to multiple records. Relate these tables with a foreign key.

- **Third Normal Form**

If we decompose the table such that non-candidate key becomes functionally dependent on another non-candidate key, then the redundancy is removed.

4.4 TABLE DESIGN

The data base tables used in this project was given below.

Table 4.4.1

Name: Login

Description: Store the details of users who were logged in this application

Field	Data type	Default	Key	Extra
user_id	Int	Null	Primary	auto increment
user_name	Varchar	Null		
password	Varchar	Null		
Type	Varchar	Null		

Table 4.4.2

Name: Student

Description: Student table, all details about the student

Field	Data type	Default	Key	Extra
user_id	Int	Null	primary	auto increment
admission_no	Int	Null		
Name	Varchar	Null		
Dob	Int	Null		
Gender	Varchar	Null		
Course	Varchar	Null		
phone/email	Varchar	Null		
Password	Varchar	Null		
Status	Varchar	Pending		

Table 4.4.3

Name: Teacher

Description: Store all the details about the teacher

Field	Data type	Default	Key	Extra
user_id	Int	Null	primary	auto increment
Name	Int	Null		
Dob	Varchar	Null		
Gender	Varchar	Null		
Department	Varchar	Null		
Qualification	Varchar	Null		
phone/email	Varchar	Null		
Password	Varchar	Null		
Status	Varchar	Approved		
Email	Varchar	Null		

Table 4.4.4

Name: Course

Description: Store information about course.

Field	Data type	Default	Key	Extra
Id	Int	Null	primary	Auto Increment
Course	Varchar	Null		

Table 4.4.5

Name: Subject

Description: Store information about subject.

Field	Data type	Default	Key	Extra
Id	Int	Null	primary	Auto Increment
Course	Varchar	Null		
Semester	Varchar	Null		
Subject	Varchar	Null		

Table 4.4.7

Name: Upload

Description: Store information about study material.

Field	Data type	Default	Key	Extra
Id	Int	null	Primary	Auto Increment
user_id	Int	null		
File	Varchar	null		
Status	Varchar	null		
Semester	Varchar	null		
Category	Varchar	null		
Type	Varchar	null		
Subject	Varchar	null		
Course	Varchar	null		
Title	Varchar	null		

Table 4.4.8

Name: Chat

Description: Store information about chat.

Field	Data type	Default	Key	Extra
c_id	Int	Null	primary	auto_increment
from_id	Int	Null		
to_id	Int	Null		
Chat	Varchar	Null		

Table 4.4.9

Name: Search and Download

Description: Store information about study materials downloaded

Field	Data type	Default	Key	Extra
Id	Int	Null	primary	Auto Increment
Type	Varchar	Null		
description	Varchar	Null		

Table 4.4.10

Name: Feedback

Description: Store information about message sended.

Field	Data type	Default	Key	Extra
f_Id	Int	Null	primary	Auto Increment
Name	Varchar	Null		
Message	Varchar	Null		
Type	Varchar	Null		

Table 4.4.11

Name: Ratting

Description: Store information about the Ratting.

Field	Data type	Default	Key	Extra
rating_id	Int	Null	Primary	Auto Increment
post_id	Int	Null		
rating_number	Int	Null		
total_points	Int	Null		
Created	Datetime	Null		
Modified	Datetime	Null		
Status	Tinyint	1		

CHAPTER 5

SYSTEM TESTING

5.1 TEST PLAN

A software test plan is a document describing the testing scope and activities. It is the basis formally testing any software/product in a project.

A test is a set of data that the system will process as normal input. However, data are created with the express intent of determining whether the system process them correctly. There are two general strategies for testing software. Software Testing have a test cases that result in executing every instruction in the module; but is every path through the program is tested.

5.2 LEVELS OF TESTING

Systems are not designed as entire systems nor are they tested as single terms. So, performing of both Unit and System testing is essential.

5.2.1Unit Testing

Unit testing, we have to rest the programs making up the system. The software units in a system are the modules and routines that are assembled and integrated to perform a specific function. Unit testing focus on the module independent of none another. In order locate errors, this enables, to detect errors in coding and logic that are contained within that module alone.

The primary goal of unit testing is to take the smallest piece of testable software in the application. Isolate it from the reminder of the code, and determine whether it behaves exactly as you between modules. Unit testing has proven its values in that a large percentage of defects are identified during its use.

The most common approach to unit testing requires drives and stubs to be written. The driver stimulates a calling unit and the stub simulates a called unit. The investment of developer time in this activity sometimes results in demoting unit testing to a lower level of priority and that is almost always a mistake. Even though the drivers and stubs cost time and money. Unit testing provides some undeniable advantage. It allows for automation of the testing process reduces difficulties of discovering error contained in more complex piece of the application, and test coverage is often enhanced because attention is given to each unit.

5.2.2 Integration Testing

Integration testing is a systematic testing for conducting tests to uncover errors associated within the interface. The objective is to take unit tested modules and build a program structure. Here, correction is difficult because the vast expense of the entire program complicate the isolation of causes.

Integration testing is logical extension of unit testing. In its simplest form, to units that have already been tested are combined into a component and the interface between them is tested. A component, in thud sense, refers to an integrated aggregate of more than one unit. In a realistic scenario, many units are combined into components which are in turn aggregated into even larger parts of the program. The idea is to test combination of pieces and eventually expand the process are tested together. Beyond that, if the program is composed of more than one process, they should be tested in pairs rather than all at once.

Integration testing identifies problems that occur when units are combined. By using a test plan that requires you to test each unit and ensure the viability of each before combining units, you know method reduces the number of possibilities to a far simple level of analysis.

5.2.3 System Testing

In this phase, the entire software system was tested. After integration testing, the entire software was tested against various clients. The software has been tested for its functionality as well as limitation. The various interfaces developed were thoroughly debugged and were found to be working correctly.

System testing of software or hardware is testing conducted on a complete, integrated system to evaluate the system's compliance with its specified requirements. System testing falls within the scope of black box testing, and as such, should require to knowledge of the inner design of the code or logic. As a rule, system testing takes, as its input, all of the "integrate" software components that have successfully passed integration testing and also the software system itself integrated with any applicable hardware systems. The purpose of integrated test is to detect any inconsistence between the software units that are integrated together called assemblages or between any of the assemblages and hardware. System testing a more limiting type of testing; It seeks to detect defects both within the "inter assemblages" and also within the system as whole. System testing is performed on the entire system requirement specification and test not only the design, but also the software requirement specification(SRS). System testing is an investigatory testing phase, where the focus is to have almost a destructive attitude behavior and even the believed expectations of the customer. It is also intended to test up to and beyond the bounds defined in the software/hardware requirement specification.

5.2.4User Acceptance Testing

User acceptance testing is the software testing process where system tested for acceptability & validates the end to end business flow. Such type of testing is executed by client in separate environment & confirms whether system meets the requirements as per requirements specification or not. User Acceptance testing also known as Customer Acceptance Testing(CAT), if the system is being built or developed by an external supplier.

CHAPTER 6

IMPLEMENTATION & MAINTANANCE

6.1 IMPLEMENTATION

System implementation is the stage when the user has thoroughly tested the system and approves all the features provided by the system. The various tests are performed and the system is approved only after all the requirements are met and the user is satisfied.

Implementation is the process of hosting the web application in network. This phase is less creative that system design. Depending on the size of the organization that will be involved in using the application and the risk involved in its use, system developers may choose to test the operations in only one area of the firm with only one or two persons.

The implementation of the web based or lab based network project has some extra steps at a time of implementation. We need to configure the system according the requirement of the software.

6.2 MAINTENANCE

The better the system design, the easier it will be maintain and the maintenance can prove be every expensive. It is important to detect software design errors early on; as it is less costly than errors remain unnoticed until maintenance is necessary. Maintenance is performed most often to improve the existing software rather than to respond to a crisis or system failure. As user requirements change, software and documentation should be changed as part of the maintenance work.

Maintenance account for 50-80 % of total system development. To put maintenance in its proper perspective requires considerable skill and experience is and is an important and ongoing aspect of system development. Maintenance demands more orientation and training than any other programming activities. The environment for tools, methods and training.

CHAPTER 7

PROJECT LEGACIES

7. PROJECT LEGACIES

The software has been developed for the present requirements and is tested and accepted. It is verified with valid data. The developed system has to a good extended succeeded in rectifying the hurdles and headaches that were present in the existing system and provides reliable and comprehensive information. Reports generated with live data have proved to be informative. The newly developed system consumes less processing time and productivity is increased.

In this application is successfully executed and the output is displayed in user-friendly manner. The system is developed in such a way that if any modifications and enhancements are needed in future, can be done at ease without disturbing the proper working of the system

7.1. FUTURE SCOPE

In the future, we could include new features to the application. New features like opening the pdfs from the application itself and the content based search etc. And make this application more impressive to be used by the outside world also.

CHAPTER 8

USER MANUALS

8.1 SECURITY

Security is an important consideration in android application. The first step in securing our application is deciding where you need security and what it needs to protect.

In this application, application can access data and inputs with system permissions.

8.2 USER MANUALS

The User Manuals provides the detailed description regarding the usage of the software.

8.2.1 User

User can download the applications and install.

It has following permissions needed.

- WRITE_EXTERNAL_STORAGE
- READ_EXTERNAL_STORAGE
- INTERNET ACCESS

CHAPTER 9

CONCLUSION

CONCLUSION

Our application “Learning Management System” is a web application that is implemented in MYSQL as back end and PHP and JavaScript as front end in windows operating system. The database approach of developing the system helped in reducing data redundancy, improving data consistency, establishing data integration and developing a speedy error free and flexible system.

We take this opportunity to express our sense of indebtedness and gratitude to all those people who helped us in completing this project .We are immensely grateful to our esteemed faculties for their supervision and guidelines without which this work would not have been possible. This project has contributed a lot to our knowledge that has provided to be a value addition for us.

CHAPTER 10

REFERENCES

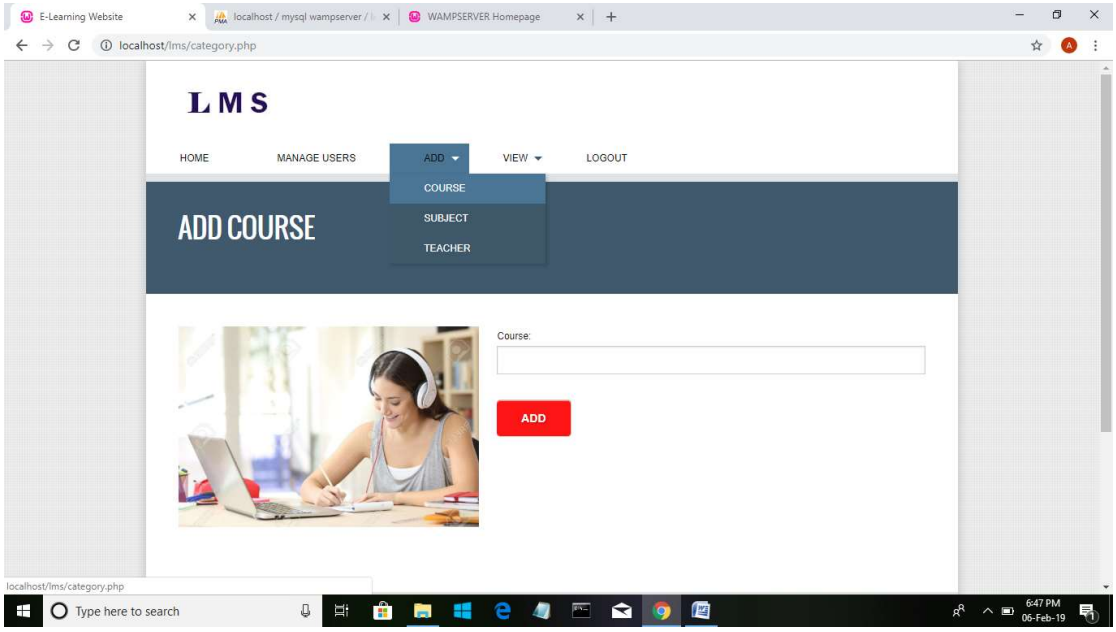
References

- www.google.com
- www.wikepedia.com
- www.googlescholar.com
- www.lynda.com
- K K Agarwal, Yogesh Singh, “Software Engineering ”, Third Edition, New age International Publishers.
- Rajib Mall, “Fundamentals of Software Engineering”, PHI Publishers.
- Programming in PHP O’reilley
- HTML-Definitive Guide O’reilley
- JavaScript-Definitive Guide O’reilley

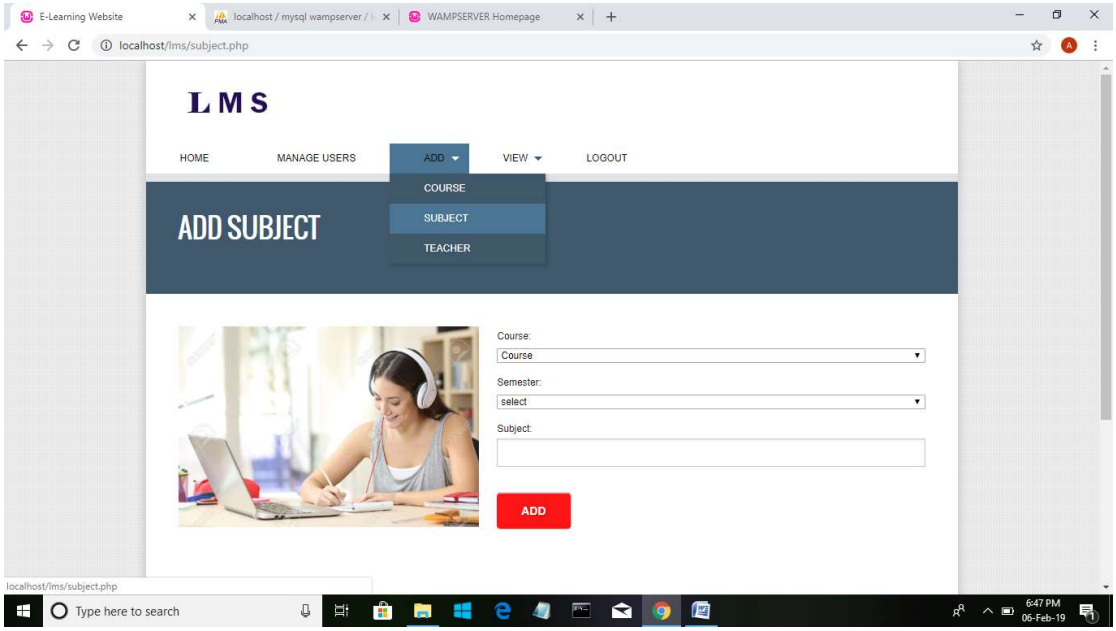
CHAPTER 10

APPENDIX

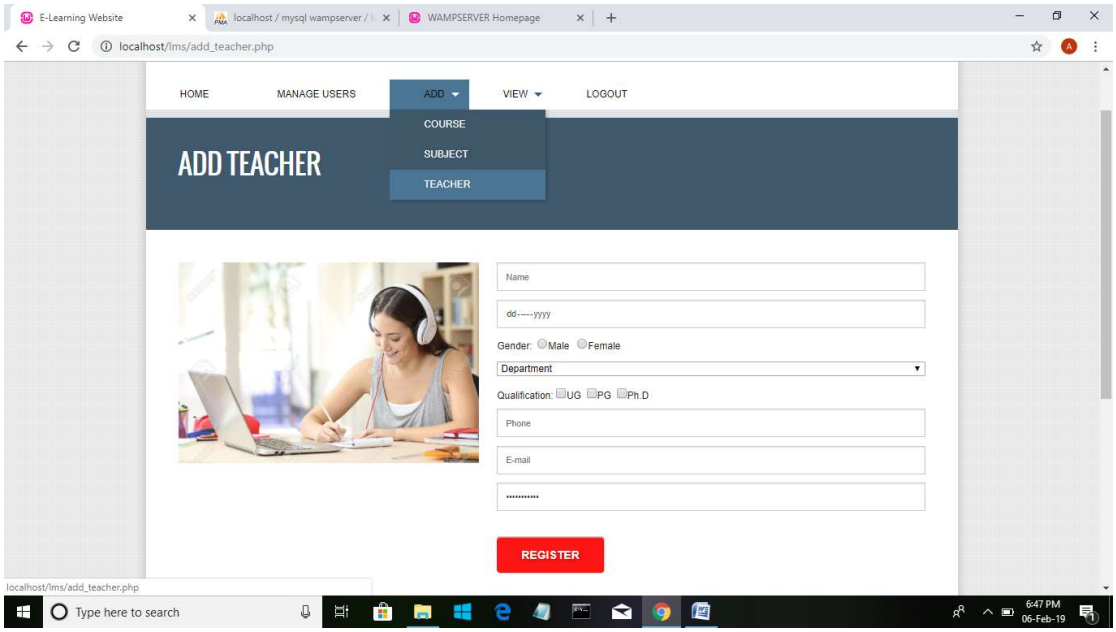
1. Add Course



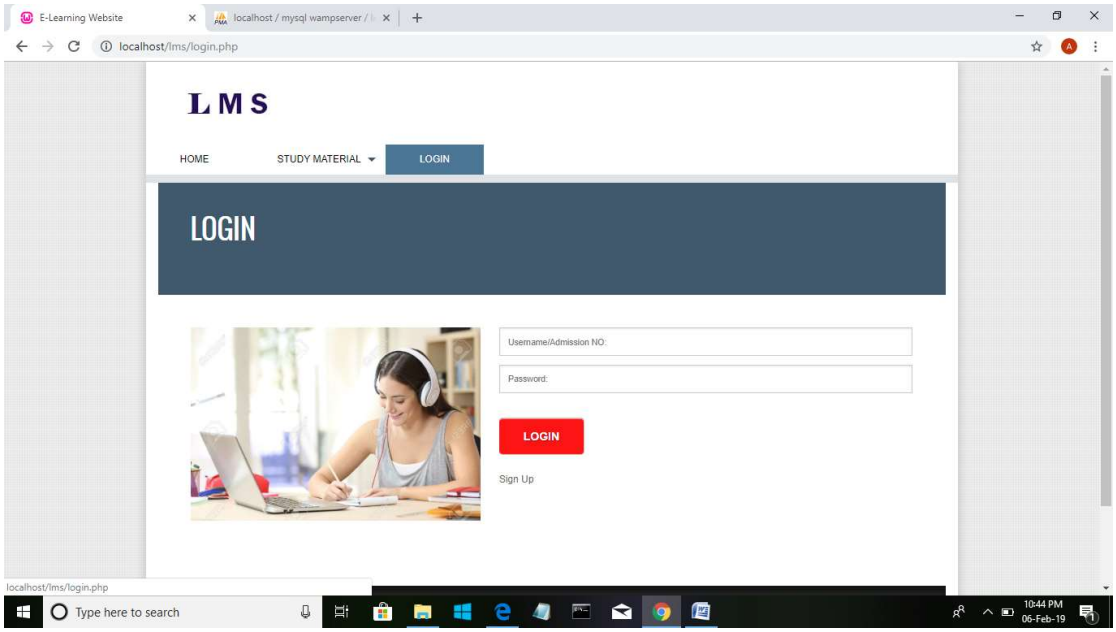
2.Add Subject



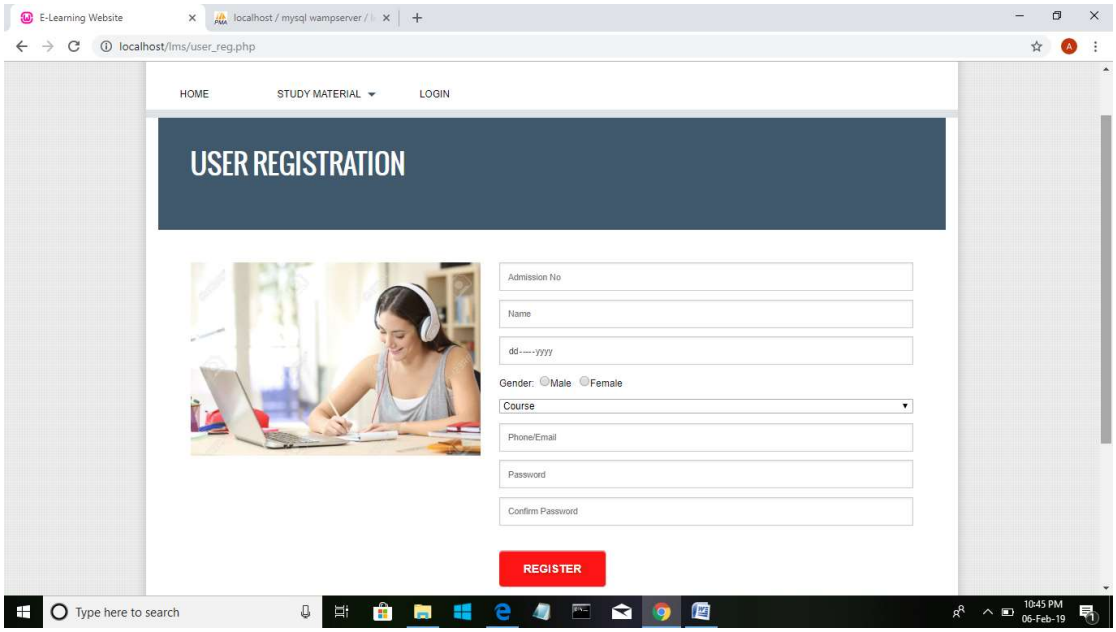
3.Add Teacher



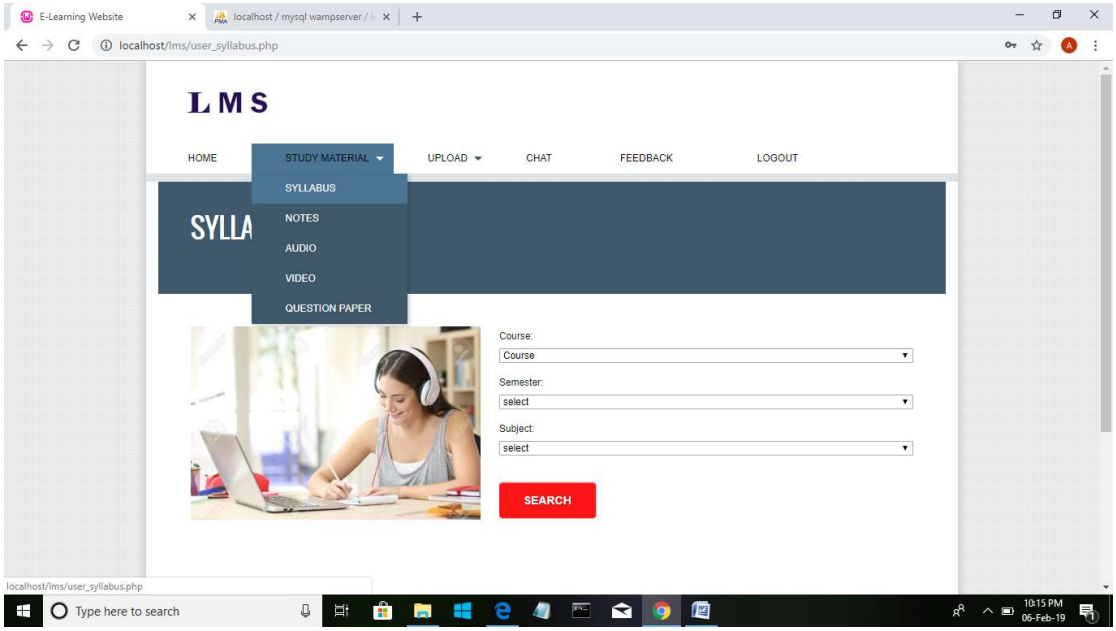
4.Login



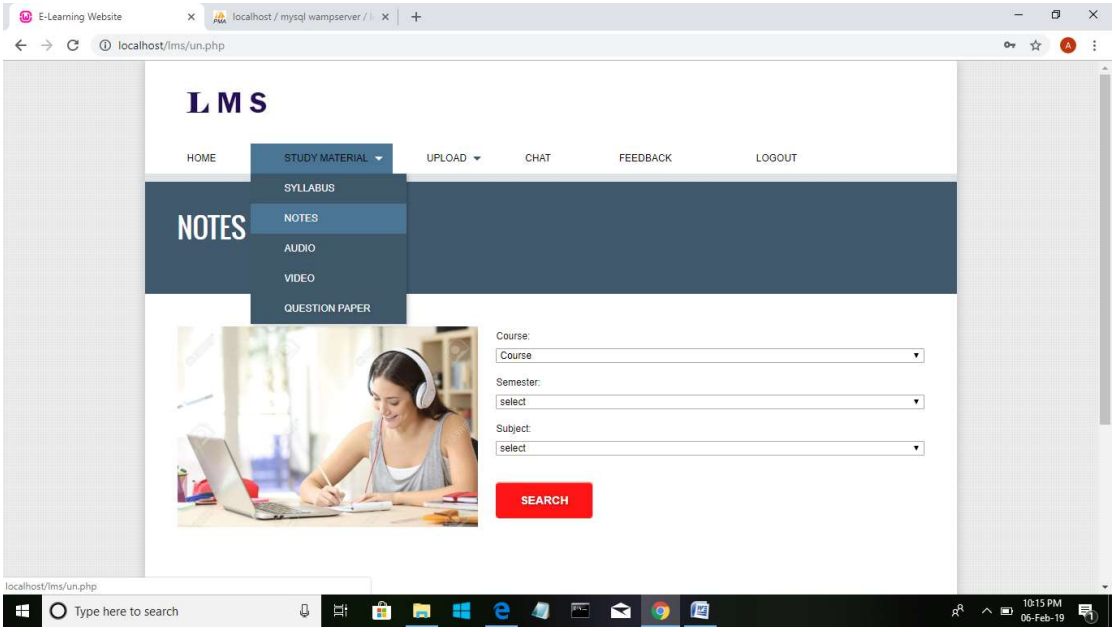
5.Student Register



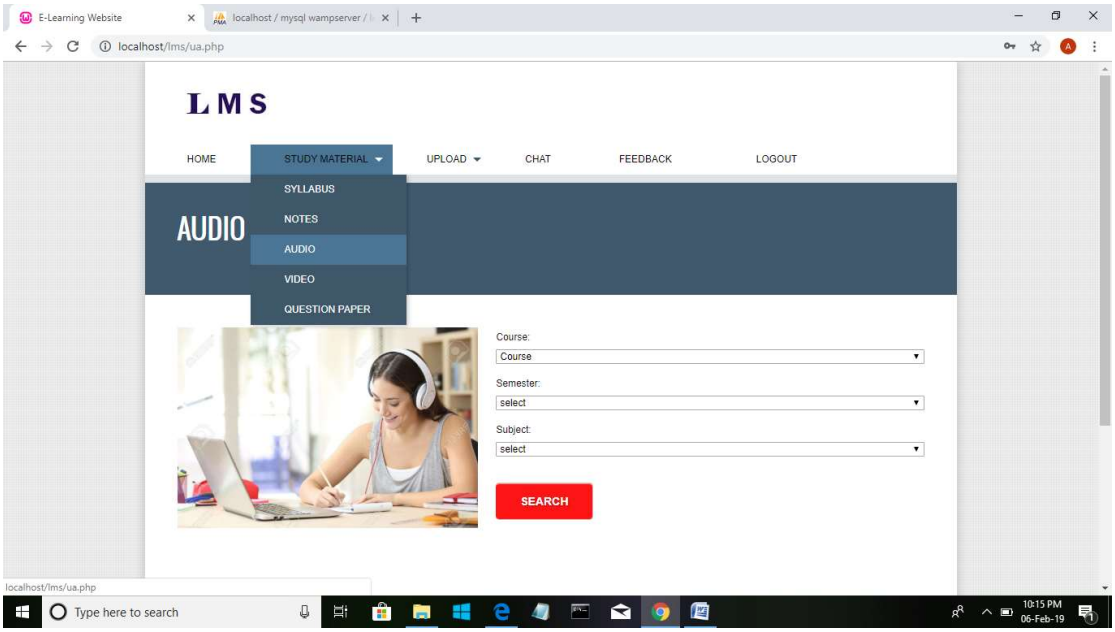
6.Search and Download Syllabus



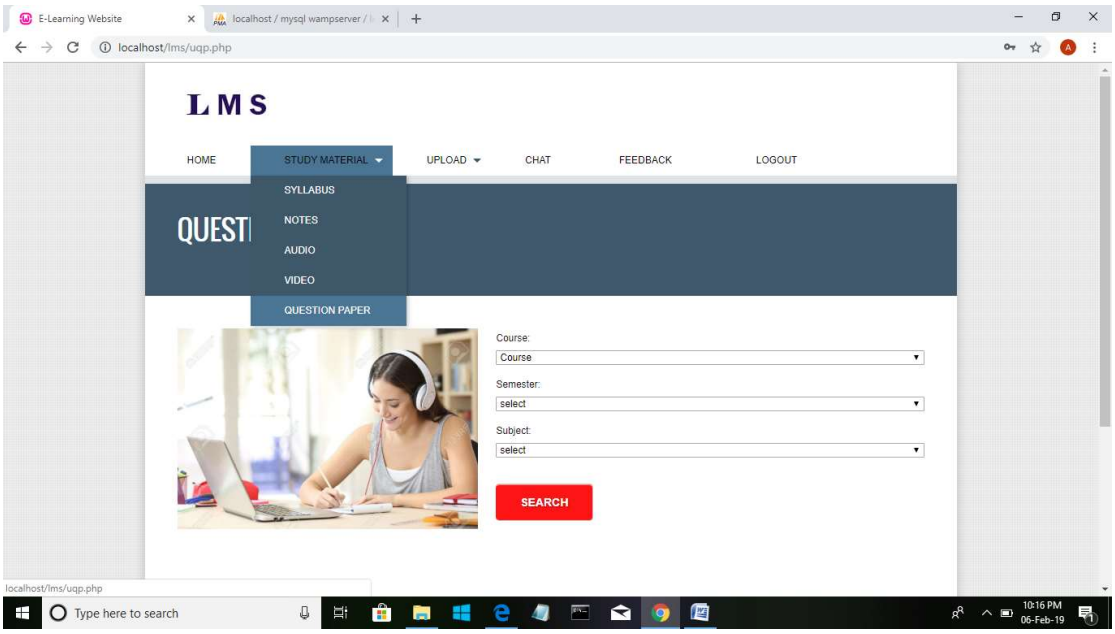
7.Search and Download Notes



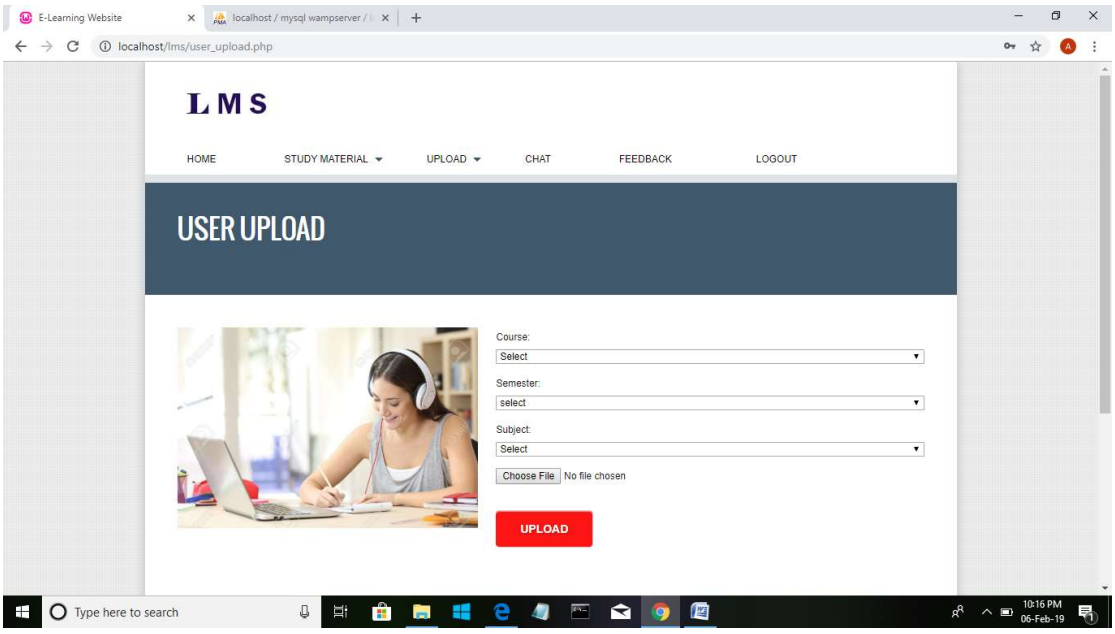
8.Search and Download Audio



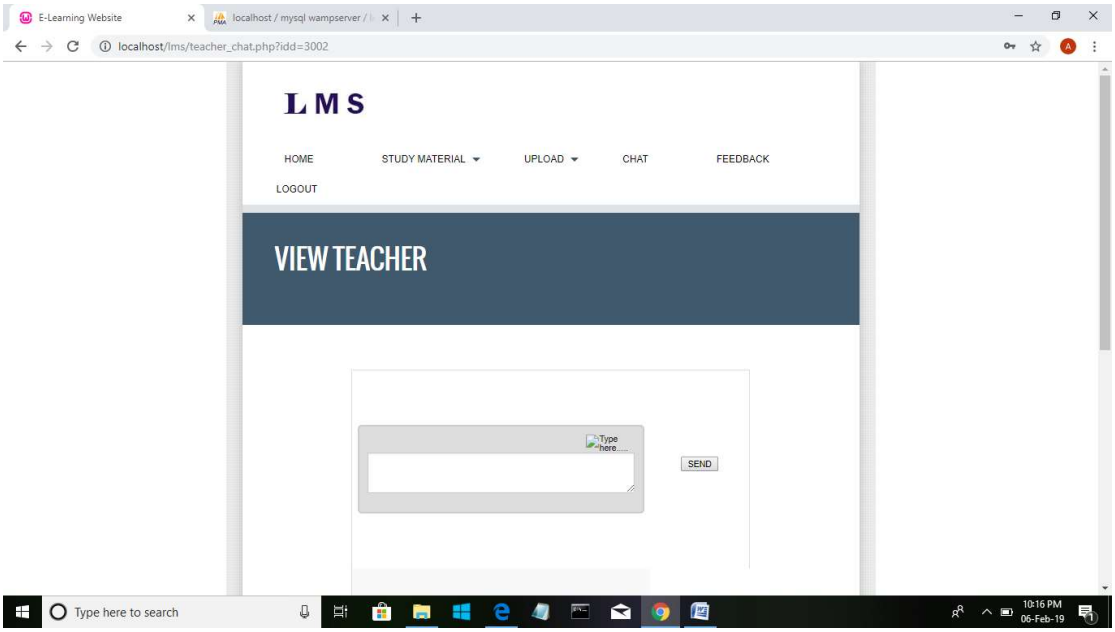
9.Search and Download Question Paper



10..Upload study Materials



10.Chat



11.Feedback