**ADMIN VIEW**

**(Header & Footer)**

**Log-In Page/Landing**

**Home Page**

VALIDATIONS – FORMS – USER ACCESS - ERROR HANDLING

* **Admin dashboard**

1. view analytics

-verified & unverified users - design, and animation

Statistic #1-number of users (degree\_obtained)

Statistic #2-number of users (**graduation\_year**)

Statistic #3-Employed, unemployed, pursued studies (yearly)

Statistic #4{-feedback statistic about Functionality,Usability, and Maintainability.

Poor=1

Fair=2

Good=3

Very Good=4

Excellent=5}

b. Manage access (create, edit, delete, archive)

-access management - design, and animation – add loading for verfy

-profile management - design, and animation

-articles/news, - design, and animation

-events, design, and animation

- job listing – -validation, design, and animation

-forum - -validation, design, and animation

Login form- - -validation, design, and animation

**Alumni View**

**Included:**

1. **Header & Footer Theme (Green #165153 & yellow #f2b129 shade)**

**Institution (Address, social media and the Logo)**

**location address : Brgy. Burol, City of Dasmariñas**

**official email address : admissionandtesting@kld.edu.ph**

**schedule 07 AM – 5 PM, Philippines**

**official website : https://www.kld.edu.ph/**

**facebookhttps://www.facebook.com/KLDOfficialFBPage?mibextid=ZbWKwL**

**youtube : https://www.youtube.com/@KLDAVP**

**Log-In Page/Landing**

1. **Log In**
2. **Req Access (Alumni ID)**
3. **Privacy notice**

**Homepage**

* **Profile update**

a. Profile completion bar or badge system that visually tracks their progress. This can motivate them to reach 100%.

b. yearly notification to update their status. (via gmail/system)

* **view contents**

a. articles/news

b. events,

c. job listing (naka sort, each programs offer a specific job)

d. forum (alumni can add)

* **survey/feedback before logging-out (for ISO)** weekly - validation, design, and animation

a. 4.1 Functionality,

b. 4.2 Usability,

c. 4.3 Maintainability.

**Logging out**

* Landing page. design, and animation