A project report

On

Student Management System

Bachelor of Computer Application

**Submitted to**

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Purbanchal

University

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## 

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I would like to thank our respected staff, IT teachers for giving us such an amazing opportunity of making project which enhanced our knowledge and gave us practical knowledge about the subject.

I extend my thanks to my team mates Benjin Lama, Bishal Subedi as their ideas did immense helps in the project, without their kind support, it would not have been possible for me to complete this project with success.

I addressed several difficulties coordinating the activities of the project. But I am sincerely indebted to my teacher for valuable suggestion and constant supervisor as well as for providing necessary information regarding the project.

## Abstract

This report describes the working principles, construction and design of Student management system. This **Student management system** deals with creating a interactive experience. In this we divided various separated but often repeated tasks into various function that are called when they are needed. Some of the most prominent functions that includes getdata(), menu(), viewedata(), and other with the help of these function we were able to make a readable code. For the sake of managing the records we went with file management system and that allowed us to store the data of the students in the file which we name as “data.txt”.

And to create a level of abstraction we used a password based system that made sure that all the user had a level of authority when it came to using this system. Also we utilized some of the most prominent library header files, in c programming, such as:

#include<windows.h>

#include<stdio.h>

#include<conio.h>

#include <stdlib.h>

#include<string.h> //contains strcmp(),strcpy(),strlen(),etc

#include<ctype.h> //contains toupper(), tolower(),etc

#include<dos.h> //contains \_dos\_getdate

#include<time.h>

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# Chapter 1: INTRODUCTION

## Introduction

In the student management system, we are aiming to create a use able piece of code that allows the user to use the code to be able to use basic level of management in any sort of institute. With this aim we are embarking to create the code and we did the project and are aiming to create something that is practically feasible in real world context.

## Problem statement

The system that we are trying to make is really vast hence there are lots of things to be accounted for. Not only that the intricate data and the large amount of variable in the program has made the undertaking not that easy. Hence we have faced a lot of problem so far.

**1.3 Objectives**

* To provide an interactive experience to be able to manage various aspects of the student in a school.
* To make a practically feasible piece of code in the use for the real world context
* To make use of the existing knowledge of c programming with the addition of some self-taught knowledge to bring out the best of our ability to make a real product

*What is the current status of similar project*

*What is the overarching goal of the project*

*What do you want to achieve with the project*

*Comparision with the product out there what are their short comings and what you think can be imporoved*

## 1.4 Scope

The main focus of this project is to make a practical code and to make it use able in the real world context and for this we use some very advance libraries for the sake of making the project more interactive (more explaining

# Chapter 2: System Analysis

## 2.1 Requirement Gathering Process

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Requirement  No. | Requirement  Name. | Requirement  Description. | Process  Gathering. | Function  Number |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

**2.2 Feasibility Study**

We think that this project is really feasible in the context of the current rise of the need for the management system in various institutes that are trying to make the transition to having a more intuitive system that they can use to manage the student’s data more properly and this is why we wanted to make this project.

*Really fesible xha ki xhaina*

*Kasto area ma implement garna milcha*

## 2.3 Gantt chart

***Project scheduling***