Chapter 1

Introduction

It is based on java technology project made for the students. The StudentWorld.com prepared to provide all categories of books, notes and helps in various types of books. It facilitate candidates to register & search as well as upload books and, manage their accounts etc.

1.1 Preamble

A Project is a temporary endeavor undertaken to create a unique product, service or result. Today's era is of electronics i.e. everything is on computers whether it is s buying , selling and share event information which is going on college etc, StudentsWord.com is an online application for the selling, buying books and sharing event information, sharing important notes of any subject. Through which we can connect students for all over colleges on single platform. Portal can be accessed throughout the students and outside book reader as well with proper login provided.

Manual system:

- 24X7 online facility
- No duplication of jobs
- Sending resume saves effort, time & cost of jobseekers.
- Books search and filter is now more easier, fast and accurate.
- Save effort, time & cost of Student.

Limitations in existing system:-

- Book searching is very difficult.
- Time consuming.
- High cost for searching a book.
- Events Inviting application through post take a lot of time.
- No database/system to track of particular student.

1.2 Objective

- To Make a bridge of reach among Student and Administrator.

- To Provide information to Student.
- To Provide best book for Student.

The objective of the StudentsWorld.com is to make direct students to student's interaction so both of them will get benefit and also get important events and notes sharing information by email notification.

This document is created for documenting all major classes which are used in project. The relationship between the classes and how the classes are interacting (Process flow / class diagram) are documented in low level design document.
The low level design document is generally created before start the actual development of the project. So the low level design document helps the developer to get enough information about the development process of the projects.

1.3 Scope

- This system can be used as an application for the college students and other book reader to manage the book and event information.
- Online book and sharing of event provides the up-to date information of all the students in a particular college. This helps the college students to overcome the difficulty in getting notes and event information.
- Online books and events share help the students to sell and purchase old books and

  get information about activities.

Merits of Proposed System:

This system tends to replace the existing manual system for the recruitment process which is a time consuming, less interactive and highly expensive.

The main features of this system will be sharing books, notes, events.

1.4 Organization of Report

Chapter 1: Introduction

In This chapter brief description of application and it also include objective and scope of application.

Chapter 2: Literature Survey / Conceptual Framework

This chapter contain the conceptual framework needed for implementing the application and explained the basic concepts to understand the project and the technology, which we have to accomplish in our project.

Chapter 3: Analysis

This chapter describes the analysis phase of the project. It gives an abstract of the feasibility study, requirement analysis and specification, functional description of the system, along with the System flow diagram and behavioral description of the system.

Chapter 4: Planning

This section deals with management dexterity. It depicts the software planning process adopted for the system. It specifies the necessary hardware and software required for the project.

Chapter 5: Design

This chapter elaborates the design process used. In this phase analyzed problem is framed into a design. It describes the architectural design, data design and the interface design of the system.

Chapter 6: Implementation

This chapter deals with the implementation part of the system. In the testing section the chapter depicts the testing strategies adopted for testing the software developed.

Chapter 7: Conclusion

This chapter concludes the main part of the report with a conclusion section. It also presents the limitation that is encountered and possible future enhancements of the application.

References

This chapter concludes the references from where we refer the basic concepts regarding to our domain.

Chapter 2

Literature Survey/ Conceptual Framework

This Chapter gives the information about tools and basic resources that were used for the successful implementation of this project. This chapter is oriented towards delivering the fundamental knowledge of all the resources that were utilized for developing the project.

2.1 Technology Description

2.1.1 Java

JAVA is a programming language for building dynamic, interactive Web sites. As a general rule, JAVA programs run on a Web server, and serve Web pages to visitors on request. One of the key features of JAVA is that you can embed JAVA code within HTML Web pages, making it very easy for you to create dynamic content quickly. It is a widely-used open source general-purpose scripting language.

Benefits of Java

There has been an enormous increase in JAVA adoption and many large web applications have been developed in JAVA. JAVA has several benefits over other languages:

- **Free of cost :**JAVA is open source and is developed and updated by a community of developers from around the globe. Therefore, all its components are free to use and distribute.
- **Capable :** It can be used to design any type of website and can handle websites with a lot of traffic. Facebook, Twitter, Wikipedia and many other very widely visited websites use it as their framework. And because it is supporting server-side technology and framework, it can do anything that other CGI programs can do.
- **Easy :** It has a readable and easily understandable syntax. It is based on C++. Therefore, it is very familiar and programmers are very comfortable coding with it.
- **Platform independent :** It can be run on all major operating systems like Linux, UNIX, Mac OS and Windows.
- **Supports all major web servers :** It supports all major web servers like Apache, Microsoft IIS, Netscape, personal web server, etc.

- **Supports all major databases :** It supports all major databases including MySQL, dBase, IBM DB2, Oracle, PostgreSQL, SQLite, etc.
- **Faster developments :** It uses its own memory space and thus decreases the loading time and workload from the server. The processing speed is fast and web applications like Ecommerce, CRM, CMS and Forums are also developed faster by it.
- **Secure** : It has multiple layers of security to prevent threats and malicious attacks.
- **Large communities :** It has a large community of developers who regular and timely updates tutorials, documentation, online help and FAQs.
- **Proven and trusted :** It is being used since close to two decades now since its inception in 1995. It is trusted by thousands of websites and developers and the list is increasing day by day. It has also proven its capability and versatility by developing and maintaining some of the most highly visited and popular websites. Choose JAVA development for a object-oriented, dynamic and robust website and a much better web experience.

StudentsWorld.com is implemented using MVC pattern/MVC architecture in JAVA

2.1.2 Database-MySQL

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 amount of data, database management system play a central role in computing, as standalone utilities, or as parts of other applications.

MySQL, the most popular Open Source SQL database management system, is developed, distributed, and supported by Oracle Corporation.

Benefits of MySQL

Some of the benefits of MySQL are:

- **Easy to use :** While a basic knowledge of SQL is required and most relational databases require the same knowledge, MySQL is very easy to use with only a few simple SQL statements you can build and interact with MySQL.
- **Secure :** MySQL includes solid data security layers that protect sensitive data from intruders.

- **Inexpensive :** Available by free download from MySQL website.
- **Fast :** MySQL offers all of the features required by most database developers and is also very fast in accessing information.
- **Scalable :** MySQL can handle almost any amount of data, up to as much as 50 million rows or more. The default size limit is about 4 GB. However, you can increase this number to a theoretical limit of 8 TB of data.
- **Manages memory well :** MySQL server has been thoroughly tested to prevent memory leaks.
- **Runs on many Operating Systems :** MySQL runs on many operating systems including Windows, Linux, UNIX and others.
- **Supports several development interfaces :** Development interfaces include JDBC, ODBC, and scripting languages, letting you create database solutions that run on Windows, Linux etc.

2.2 Tools

2.2.1 Rational Rose

Rational Rose is an object oriented unified modeling language design tool intended for visual modeling and component construction of enterprise level software applications. In much the same way a theatrical director blocks out a play, a software designer uses Rational Rose to usually create (model) the framework for an application by blocking out classes with actors (Stick figures) use case elements (ovals), objects (rectangles) message/relationship (arrows) in a sequence diagram using drag and drop symbols. Rational Rose documents the diagram as it is being constructed and then generates code in the designer's choice of C++, Visual basic, Java, Oracle 8, CORBA or Data Definition Language.

Before implementing any project some basic literature survey about the technology that is being used is important. In our framework we have used Eclipse (Kepler).

2.2.2 Macromedia Dreamweaver

Adobe Dreamweaver is a proprietary web development tool developed by Adobe Systems. Dreamweaver was created by Macromedia in 1997, and was maintained by them until Macromedia was acquired by Adobe Systems in 2005.

2.3 Requirement Specifications

- **Hardware Requirements**

  Minimum RAM: 1GB

  Hard Disk: 80 GB

  Processor: Intel Pentium 4(1.50 GHZ) or above

- **Software Requirements**

  Operating system: Windows XP, 7, 8

  Front Design: HTML, CSS, Java Script

  Front-End Language: java, Servlet, JSP, JDBC

  Back-End: My-SQL 5.0,Apache Tomcat 7.5 Server

Chapter 3
Analysis

3.1 Existing System and Its Drawbacks

Students faced this problem in first year we do not want that other students faced same problems as we do. This project will help them to buy , sale their books we know that when we are in first year we go to market to buy old and new books for subject and also some equipment like mini-drafts role and draw, sheets and when we pass that year we again go to market to sale that and that dealer will purchase that book in half of a cost and sale that book to another person in about 60-70% of total cost so we try to remove that barrier and make direct students to students interaction so both of them will get benefit and again if any college is organizing some events like cultural feast, annual events, sports of that particular college.

Drawbacks of Existing System

- It takes so much time for a student to search for books at cheaper price.
- Poor communication among students regarding event information and other activities.
- Students may not know about previous year question papers, notes and study material. Here also poor communication provides a problem.

3.2 Proposed System and Advantages

The proposed system is fully computerized, which removes all the drawbacks of existing system. Proposed system is an online application that can be accessed throughout the organization and outside as well with proper login provided. This system can be used as an application for the students of the college to selling, buying books and share event information. Students logging should be able to upload their information in the form of a file.

The home page contain various links such as links to login ,various services like buy, sale, event information and share notes etc.The administrator will verify the users and the users will use the accounts created by administrator. When the user entered into his respective page he has to update his details. And the details are to be approved by the administrator.

All the users have some common services like changing password, updating details, searching for details, checking the details, and reading the material uploaded by students.

Advantages of the Proposed System

- Placement team can easily collect student' details, and approve the details provided by them.
- As it is an online application, communication with placement officer is easy to students and recruiters, so here intimating about new placements very easy task.
- Students can know about company details through the details provided in the portal.
- Here recruiters can also search for the details provided by students on the basis of their percentage. And also give feedback on the basis of student's performance during placement.
- Placement officer can send required materials used for placements preparation to students. With this option preparation for placements becomes easy.

3.3 Feasibility Study

The candidate system will be developed using Java & Jsp language. Therefore it is compatible and supported by most of the contemporary and generally used operating system like window and linux.

3.3.1 Technical Feasibility

Technical feasibility determines whether the work for the project can be done with the existing equipment, software technology and available personnel. Technical feasibility is concerned with specifying equipment and software that will satisfy the user requirement.

3.3.2 Behavioral Feasibility

The candidate system is found to be :

- Efficient
- Time saving
- Accurate
- Robust
- Secure and
- Reliable.

3.3.3 Economic Feasibility

Economical feasibility determines whether there are sufficient benefits in creating to make the cost acceptable, or is the cost of the system too high. As this signifies cost benefit

analysis and savings. On the behalf of the cost-benefit analysis, the proposed system is feasible and is economical regarding its pre-assumed cost for making a system.

3.4 Requirement Analysis And Specification

Requirement analysis provides the appropriate mechanism for understanding what the customer wants, analyzing need, accessing feasibility.

3.4.1 Functional Requirements

A functional requirement defines a function of a system and its components. A function is described as a set of inputs, the behavior, and outputs.

Following are the functional requirements of StudentsWorld.com-

- Login Form

Input: Login Id and Password

Output: Valid User Accesses Portal

- Registration Details

Input: Enter Personal and College with other Details

Output: Details Stored

- Sale Details

Input: Enter Book Details (Subject name, Course, Stream, Price etc.)

Output: Details Stored

- Event Details

Input: Enter Event Details (Email id, Event Name etc.)

Output: Details Stored

- Buy Details

Input: Enter Buy Details (Book Name, State, City, Writer, Edition etc)

Output: Details Stored

- Searching Details

Input: Enter City and State

Output: Student Details

- Notes Details

Input: Enter Notes Details (Email id, College name, Subject name)

Output: Display on Notice Board

3.4.2 Non-Functional Requirements

A non-functional requirement is a requirement that specifies criteria that can be used to judge the operation of a system, rather than specific behaviors. Non-functional requirements are often called qualities of a system.

Following are the non functional requirements of StudentsWorld.com-

Usability

• We get the response within seconds.

• The software has a simple, user-friendly interface so customers can save time and confusion.

Reliability

• The system is more reliable because of the qualities that are inherited from the chosen platform JAVA TECHNOLOGY. The code built by using JAVA is more reliable.

Supportability

• The system is designed to be the cross platform supportable. The system is supported on a wide range of hardware and any software platform which is having Apache or any other web server installed into the system.

• The system is implemented in web environment. The JAVA is the default scripting language implemented with the Apache or any other web server installed at the server where the JAVA should be executed.

Interface

• The user interface is based on the web browser. The application is developed using JAVA.

• The Interface design is aimed at a flexible front-end communication to provide the user with clear information in navigating a user-friendly interface is planned.

Security

• It will allow only authorized users.

3.5 Information Flow Representation

3.5.1 Flow Chart:

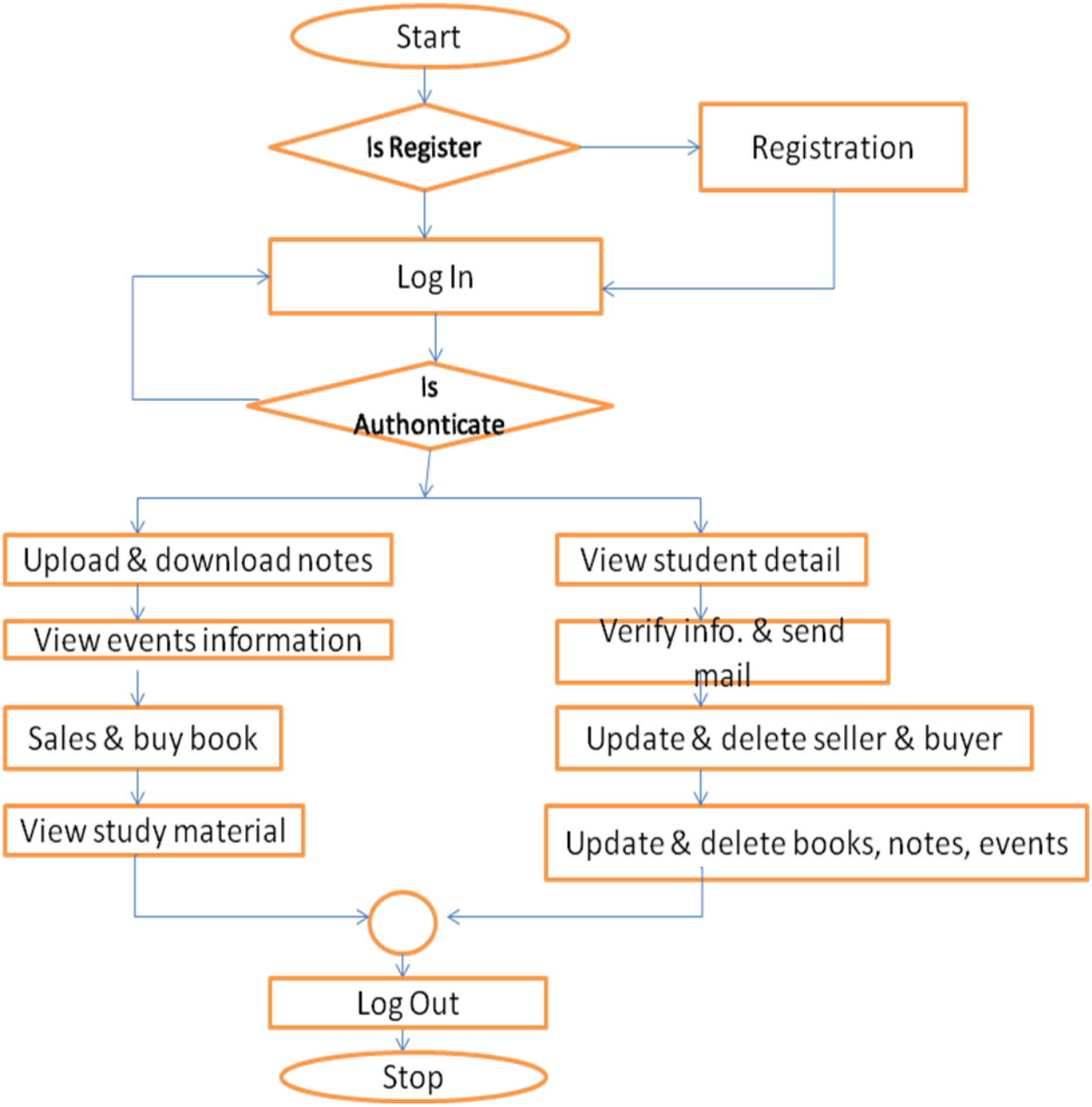

Fig. 3.1 Flow Chart

3.5.2 Use Case Diagrams:

UML is a standard language for specifying, visualizing, constructing, and documenting the artifacts of software systems. UML stands for Unified Modeling Language. UML diagrams are not only made for developers but also for business users, common people and anybody interested to understand the system.

Some of the UML Diagrams for StudentsWorld.com are-

Use Case Diagram

Use case diagrams are used to gather the requirements of a system including internal and external influences. These requirements are mostly design requirements. So when a system is analyzed to gather its functionalities use cases are prepared and actors are identified.

Notations in Use Case Diagram are-

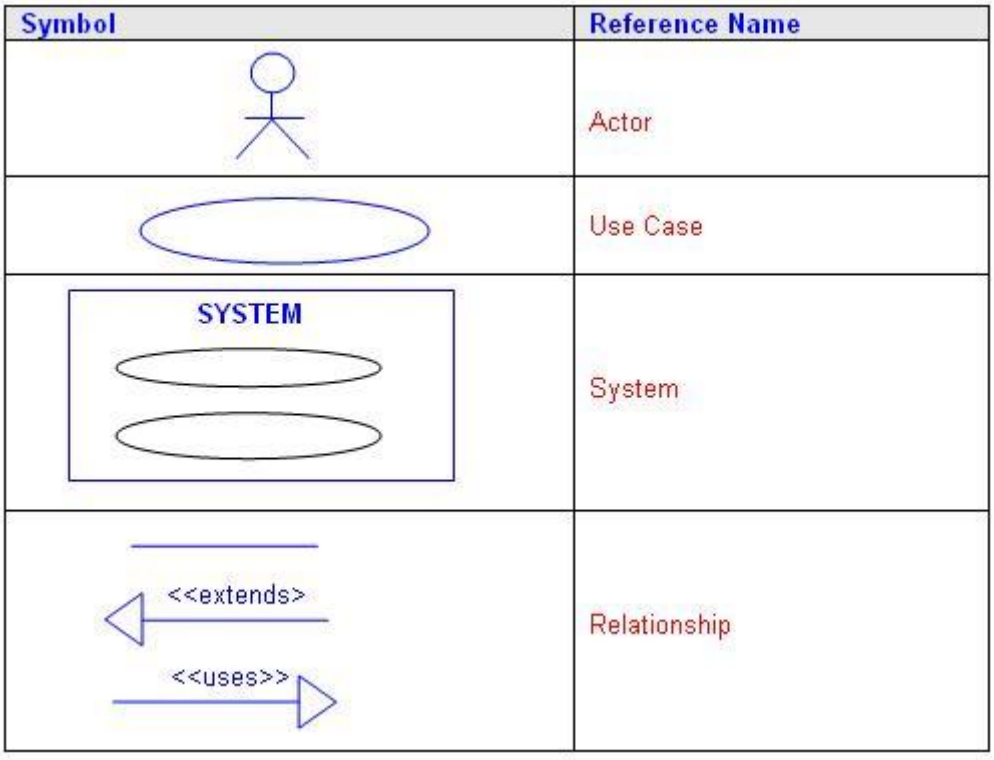

Fig 3.2:UML Notations

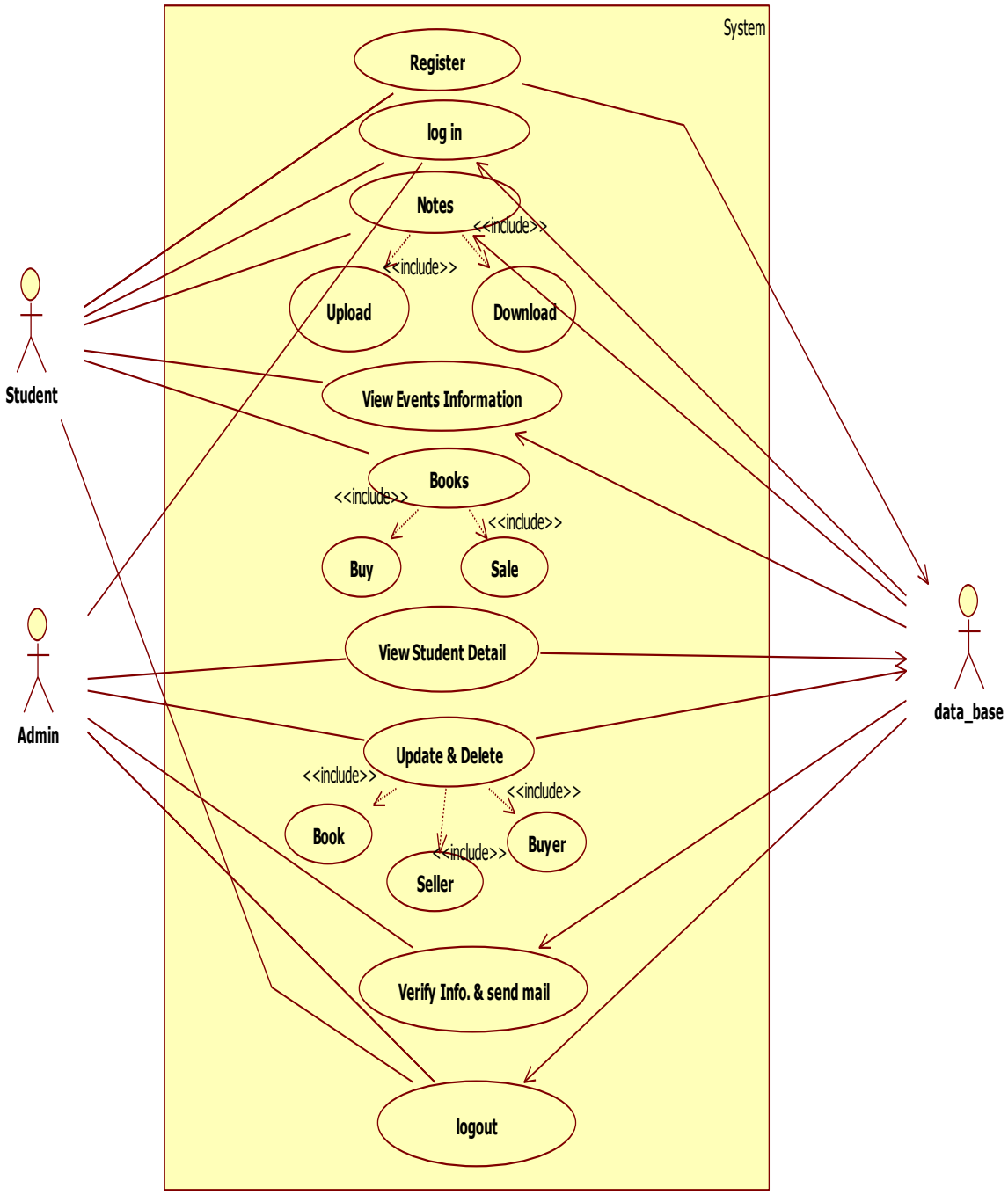

Fig. 3.3 Use Case Diagram

3.5.3 Use Case Description

USECASE	DESCRIPTION
Register	The student register on the web site
Login	Student login and search book & apply for book.
Notes	Student can download and upload.
View Event Information	Student can view event information
Books	Student can buy and sell.
View student detail	Employer view a self profile and view applicant profile.
Update & Delete	Admin can update and delete books, seller, buyer
Verify information and send mail	Admin can verify the information and send verification mail.
Logout	After work complete admin, and student is logout.

Chapter 4

Planning

4.1 Planning

It represents the planning of the project which includes the time span that we have divided to complete the project that includes time line chart and project schedule. It also includes resource planning and team organization of the project.

The software project management process begins with a set of activities that are collectively called Project Planning that involves estimation. Software cost and effort estimation will never become an exact science but can be transformed from indistinguishable to a series of systematic steps.

Following things have been estimated before the software development:-

4.1.1 Project Complexity

It has strong effect on uncertainty that is inherent in planning. Our project belongs to the Category of evolutionary project, as the requirements is very large. An expert team usually Develops such system.

4.1.2 Project Size

It is another factor that can affect the accuracy of estimates. As the project size increases; the Interdependency among various elements of the software grows rapidly. Therefore it is essential to estimate the Project Size in lines of code.

4.1.3 Structural Uncertainty

The structure refers to the degree to which requirements have been solidified, the case with Which functions can be compartmentalized, and the hierarchical nature of informational that Must be processed.

4.1.4 Risk

Risk is measured by the degree of certainty in the quantitative estimates established for resources, cost and schedule.

4.2 Scheduling:

Scheduling is to determine critical path-the chain of tasks that determines the duration of the project to establish "most likely" time estimates for individual tasks by applying statistical models. It calculates "boundary times" that defines a time "window" for a particular task.

4.2.1 Timeline (Gantt chart):

When creating a software project schedule, the planner begins with a set of tasks (the breakdown structure). If automated tools are used, the work breakdown is inputted as a task network or task outline. A timeline chart can't be developed for an entire project alternatively; separate charts can be developed for each project function or for each individual working on the project. Once the necessary information for generating a timeline chart has been input, the majority of software project scheduling tools produce tables – a tabular listing of all project tasks, their planning actually start and end-dates and a variety of related information.

Figure 4.1 shows the Gantt Chart for our system.

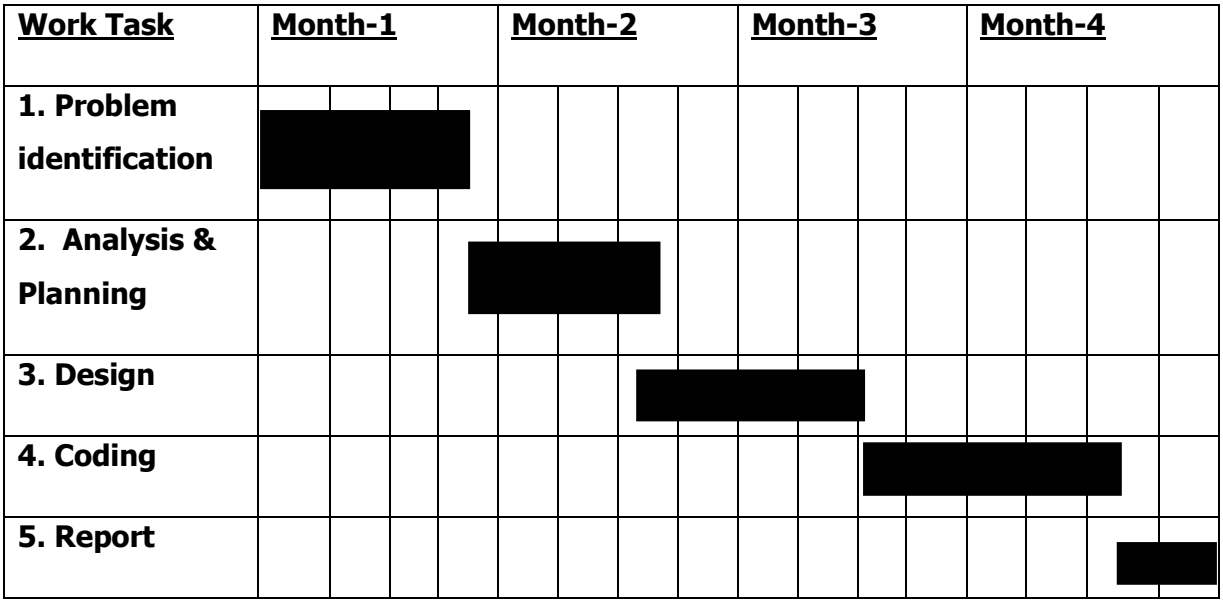

Fig. 4.1: Timeline (Gantt Chart) of our system

4.3 Team Organization

Our software development team is a Democratic Decentralized team with the following silent features:

- There is no permanent team leader. Rather, each member has been assigned a specific module to be accomplished.
- This is ensured by the fact that the team that is working to build this system comprises of three members aided by the guidance of project guides.
- Decisions on the problem and approach are made by group consensus.
- Communication among the team members is horizontal.

Figure 4.3 show the team organization of the system.

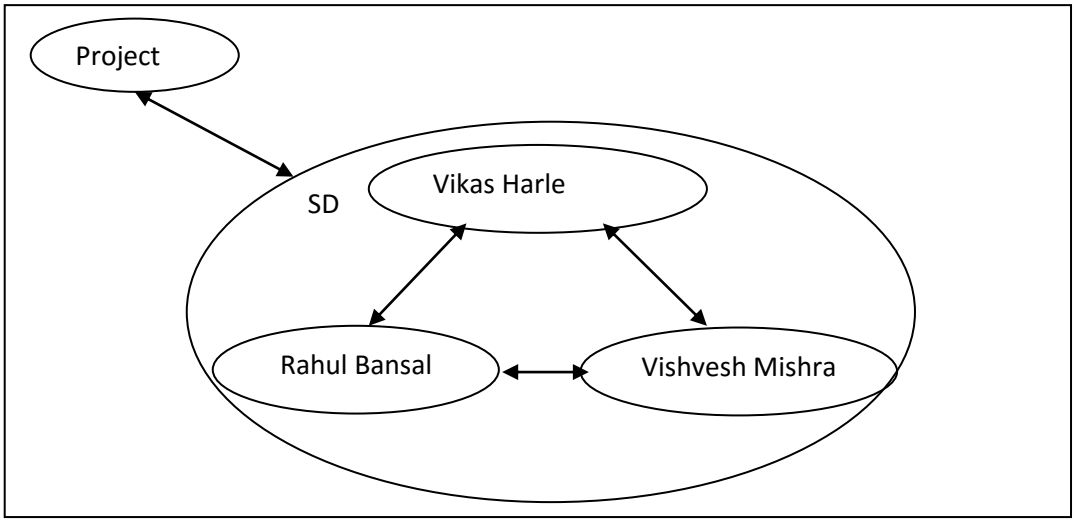

Figure 4.3: Team Organization of the System

Chapter 5

Design

Design is both "the process of defining the architecture, components, interfaces, and other characteristics of a system or component" and "the result of that process". Viewed as a process, software design is the activity, within the software development life cycle, where software requirements are analyzed in order to produce a description of the internal structure and organization of the system that will serve as the basis for its construction. More precisely, a software design (the result) must describe the architecture of the system that is, how the system is decomposed and organized into components and must describe the interfaces between these components. In a classical software development life cycle, software design consist of two activities that fit between

Software requirements analysis and software coding and testing:

- Software architectural design – sometimes called top-level design, where the top-level structure and organization of the system is described and the various components are identified.
- Software detailed design – where each component is sufficiently described to allow for its coding.

Software design plays an important role in the development of a software system in that it allows the developer to produce various models that form a kind of blueprint of the

Solution to be implemented.

Design is a meaningful engineering representation of something i.e. to be built. It can be traced to the customer requirement and at the same asset for quality against a set of predefines criteria.

5.1 Interface design:-

- User interface should be designed for more understanding.
- Interface should be designed to take online book and events detail.
- Admin interface should be designed to manage user , delete user and approve a event post.

5.2 Architectural design:-

This application is based on web server architecture. The application will be upload on server machine and database will be kept on server.

5.2.1 Design Class Diagram:

A class diagram is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations and the relationships among objects. Figure 5.1.2 represents class diagram of the system.

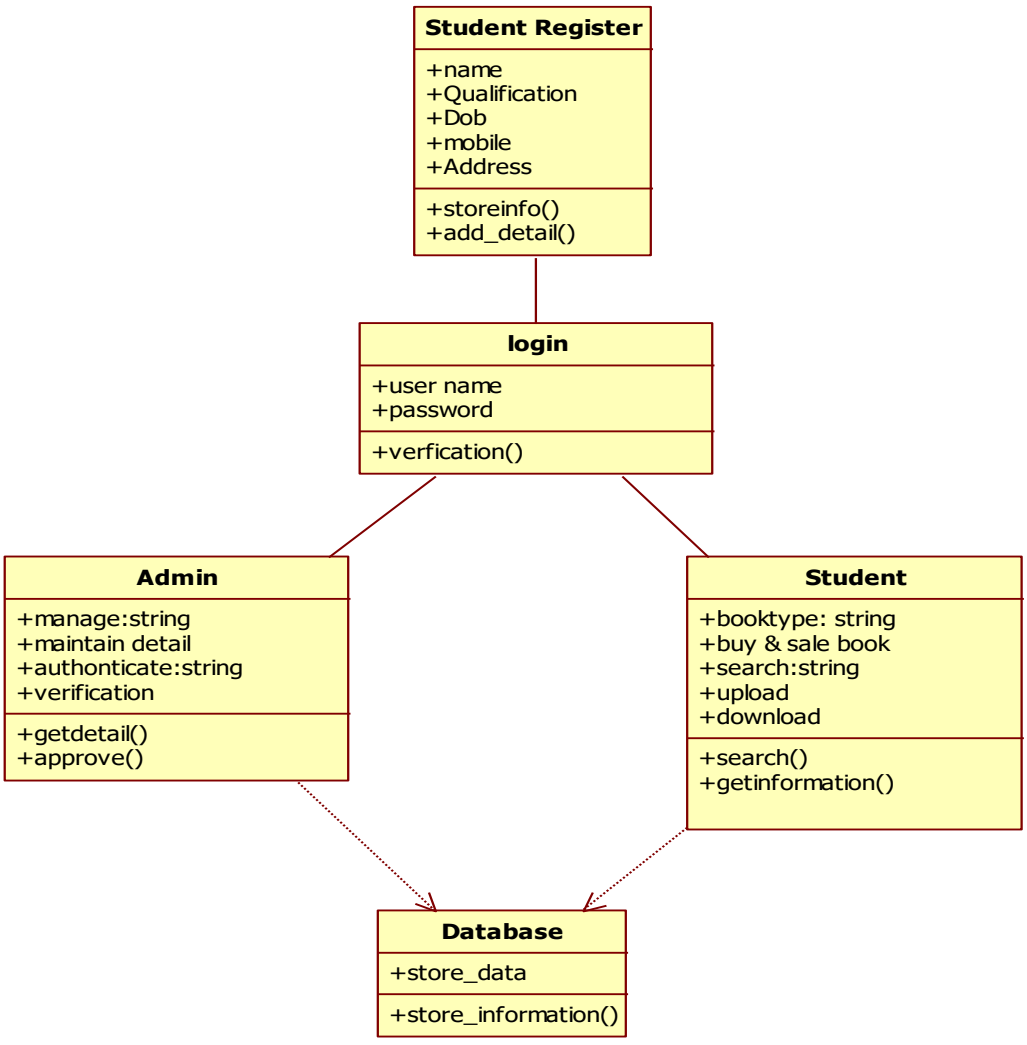

Figure 5.2: Design Class Diagram of the system

5.2.2 Description of Design Class Diagram

CLASS	DESCRIPTION
Student Register	In this class employee register on the site. and use a some attribute like name, experience, post, qualification, age. and use a some methods like storeinfo(), add_detail() etc.
Login	In this class Student and Admin login on the site. and login time use a some attribute like user name, password. and use a some methods like verification() etc.
Admin	In this class admin login on the site. complete his work with the help of attributes and method, use a some attribute like maintain, manage, authentication, verification and use a some methods like approve(), getdetail() etc.
Student	In this class Student login on the site. complete his work with the help of attributes and method, use a some attribute like booktype, bookdescriptio search, upload download. and use a some methods like search() , getinformation() etc.
Database	In this class store a database and use a some attributes like store data & use a some method like store_information() etc.

Chapter 6

Implementation

Within software engineering, programming (the *implementation*) is regarded as one phase in a software development process.

Implementation is the stage where the theoretical design is turned into a working system. The most crucial stage in achieving a new successful system and in giving confidence on the new system for the users that it will work efficiently and effectively.

StudentsWorld.com is implemented using MVC pattern in java and MySql which is explained as below-

6.1 MVC

MVC, or Model-View-Controller is a software architecture, or design pattern, that is used in software engineering, whose fundamental principle is based on the idea that the logic of an application should be separated from its presentation. Precisely, MVC is simply a better way of separating the logic of your application from the display.

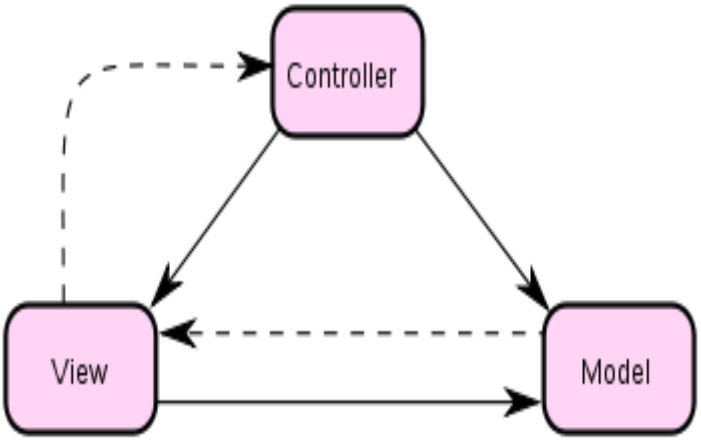

Figure 6.1: MVC Pattern

The MVC principle is to separate the application into 3 main parts, known as the Model, the View, and the Controller.

Model

- A model is an object representing data or even activity, e.g. a database table.
- The model manages the behavior and data of the application domain, responds to requests for information about its state and responds to instructions to change state.
- The model represents enterprise data and the business rules that govern access to and updates of this data. Often the model serves as a software approximation to a real-world process, so simple real-world modeling techniques apply when defining the model.
- The model is the piece that represents the state and low-level behavior of the component. It manages the state and conducts all transformations on that state. The model has no specific knowledge of either its controllers or its views. The view is the piece that manages the visual display of the state represented by the model. A model can have more than one view.

View

- A view is some form of visualization of the state of the model.
- The view manages the graphical and/or textual output to the portion of the bitmapped display that is allocated to its application. Instead of a bitmapped display the view may generate HTML or PDF output.
- The view renders the contents of a model. It accesses enterprise data through the model and specifies how that data should be presented.
- The view is responsible for mapping graphics onto a device. A view typically has a one to one correspondence with a display surface and knows how to render to it. A view attaches to a model and renders its contents to the display surface.

Controller

- A controller offers facilities to change the state of the model. The controller interprets the mouse and keyboard inputs from the user, commanding the model and/or the view to change as appropriate.
- A controller is the means by which the user interacts with the application. A controller accepts input from the user and instructs the model and view to perform actions based on that input. In effect, the controller is responsible for mapping end-user action to application response.

- The controller translates interactions with the view into actions to be performed by the model. In a stand-alone GUI client, user interactions could be button clicks or menu selections, whereas in a Web application they appear as HTTP GET and POST requests. The actions performed by the model include activating business processes or changing the state of the model. Based on the user interactions and the outcome of the model actions, the controller responds by selecting an appropriate view.

- The controller is the piece that manages user interaction with the model. It provides the mechanism by which changes are made to the state of the model.

A simple way to think of this would be to consider the following:

- A user interacts with the view - by clicking on a link or submitting a form.
- The Controller handles the user input, and transfers the information to the model
- The Model receives the information and updates it's state (adds data to a database, for example, or calculates today's date)
- The View checks the state of the Model and responds accordingly (listing the newly entered data, maybe)
- The View waits for another interaction from the user.

MVC has a really good philosophy. The idea that you are separating the logic from the display is not new, but MVC presents the idea nicely. Code presentation and layout are simpler, making your application more maintainable. The view is in the view files, the logic in the template, and the controller handles them all.

SQLyog

SQLyog is a free and open source tool written in Sql intended to handle the administration of MySQL with the use of a web browser. It can perform various tasks such as creating, modifying or deleting databases, tables, fields or rows; executing SQL statements; or managing users and permissions.

Features provided by the program include:[8]

- Web interface
- MySQL database management
- Import data from CSV and SQL
- Administering multiple servers

- Creating complex queries using Query-by-Example (QBE)
- Searching globally in a database or a subset of it
- Transforming stored data into any format using a set of predefined functions, like displaying BLOB-data as image or download-link
- Live charts to monitor MySQL server activity like connections, processes, CPU/Memory usage, etc.
- Working with different operating systems

Modules of the System

StudentsWorld.com

- Book ,Notes and Event Information Gathering
- Communication student to student
- Sale Book
- purchase Book
- Share Event
- Share important Notes of any subject

General Operations performed by users

Maintaining a five level hierarchy of users. Each level shall have distinguished powers.

The users shall be

- Administrator
- Authorized users (Students)

Student

- User can Login with provided user ID and password.
- Students can sale theirs books through our website to any students.
- They can also purchase books through our sides from any authorized student.
- They can see event and activity details on by clicking on event module and they can also share event which is going on their colleges.
- They can also share important notes of related any subject.
- They can chat with other students.

Administrator

- Has full access to all the modules of this system.
- Admin can Login with user ID and password.
- Can view, delete and update Book details.
- ADMIN can view, update, delete student's personal and academic and details.
- He can change his Password.
- He can delete, update event and activity details .
- ADMIN also has mail facility to all.
- He can chat with other users.
- ADMIN manage study material
- He can student feedback.

6.2 Coding

Coding is the phase of a software development project where developer's actually input the **source code** into a computer that will be compiled into the final **software program**.

Source code is the high level language (i.e. C#, Java, PHP, Python, etc) that is typed into an **IDE** (integrated development environment) and stored in a text file on the computer. This text file is **compiled** into machine code, which are the instructions actually understood by the computer.

6.3 Testing

Why testing is done

- Testing is the process of running a system with the intention of finding errors.
- Testing enhances the integrity of a system by detecting deviations in design and errors in the system.
- Testing aims at detecting error-prone areas. This helps in the prevention of errors in a system.
- Testing also add value to the product by confirming to the user requirements.

Causes of Errors

The most common causes of errors in a software system are:

- **Communication gap between the developer and the business decision maker:** A communication gap between the developer and the business decision maker is normally due to subtle differences between them. The differences can be classified into five broad areas: Thought process, Background and Experience, Interest, Priorities, Language.

- **Time provided to a developer to complete the project:** A common source of errors in projects comes from time constraints in delivering a product. To keep to the schedule, features can be cut. To keep the features, the schedule can be slipped. Failing to adjust the feature set or schedule when problems are discovered can lead to rushed work and flawed systems.

- **Over Commitment by the developer:** High enthusiasm can lead to over commitment by the developer. In these situations, developers are usually unable to adhere to deadlines or quality due to lack of resources or required skills on the team.

- **Insufficient testing and quality control:** Insufficient testing is also a major source of breakdown of e-commerce systems during operations, as testing must be done during all phases of development.

- **Inadequate requirements gathering:** A short time to market results in developers starting work on the Web site development without truly understanding the business and technical requirements. Also, developers may create client-side scripts using language that may not work on some client browsers.

- **Keeping pace with the fast changing Technology:** New technologies are constantly introduced. There may not be adequate time to develop expertise in the new technologies. This is a problem for two reasons. First, the technology may not be
properly implemented. Second, the technology may not integrate well with the existing environment.

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Testing Principles

- To discover as yet undiscovered errors.
- All tests should be traceable to customer's requirement.
- Tests should be planned long before the testing actually begins.
- Testing should begin "in the small" & progress towards "testing in the large".
- Exhaustive Testing is not possible.
- To be most effective training should be conducted by an Independent Third Part

Testing Objectives

- Testing is a process of executing a program with the intent of finding errors.
- A good test case is one that has a high probability of finding an as yet undiscovered error.
- A successful test is one that uncovers an as yet undiscovered error.

Kinds of Testing

Unit Testing- The most 'micro' scale of testing; to test particular functions and code modules. Typically done by the programmer and not by the testers, as it requires detailed knowledge of the internal program design and code.

Not always easily done unless the application has a well-designed architecture with tight code; may require developing test drive modules or test harnesses.

Integration Testing- Testing of combined parts of an application to determine if they function together correctly. The 'parts' can be code modules, individual applications, client and server applications on a network, etc. This type of testing is especially relevant to client/ server and distributed systems.

Functional Testing- Black-box type testing geared to functional requirements of an application; testers should do this type of testing. This doesn't mean that the programmers shouldn't check that their code works before releasing it.

Specifications; covers all combined parts of the system.

Regression Testing- Re-testing after fixes or modifications of the software or its environment. It is difficult to determine how much re testing is needed, especially near the end of the development cycle. Automated testing tools can be especially useful for this type of testing.

Acceptance Testing- Final testing based on the specifications of the end user or customer or based on use by end-users/ customers over some limited period of time.

User Acceptance Testing- Determining if software is satisfactory to an end user customer.

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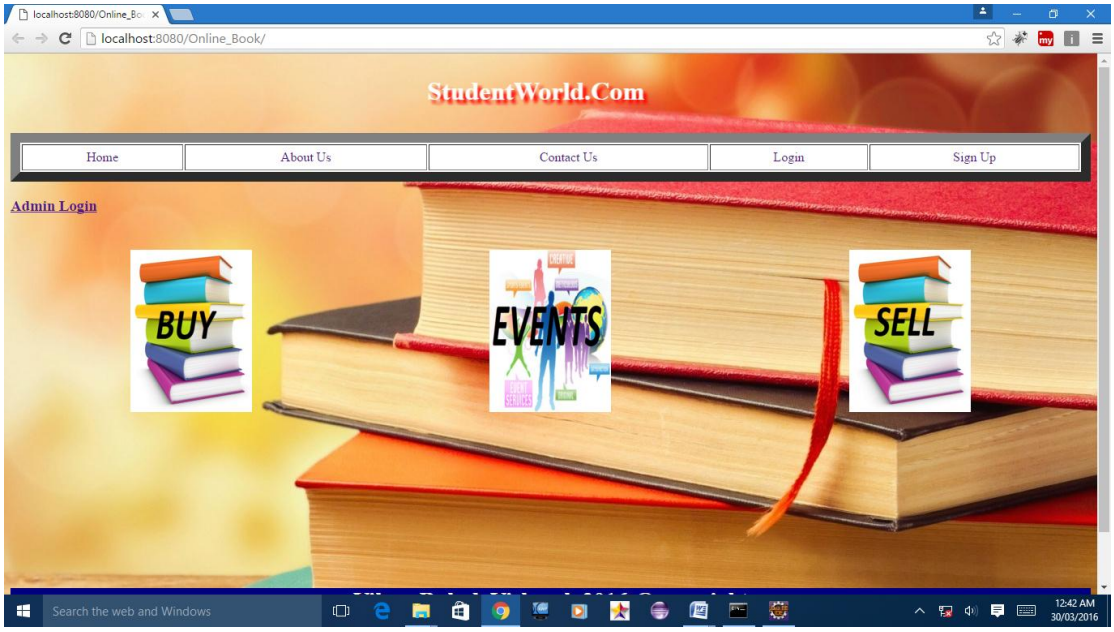

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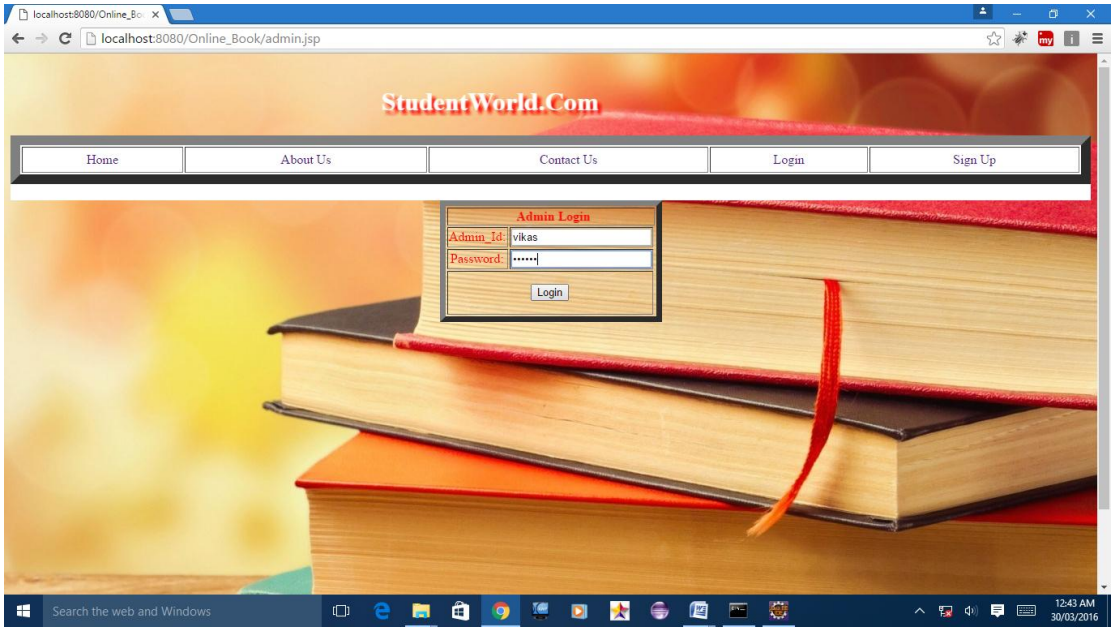
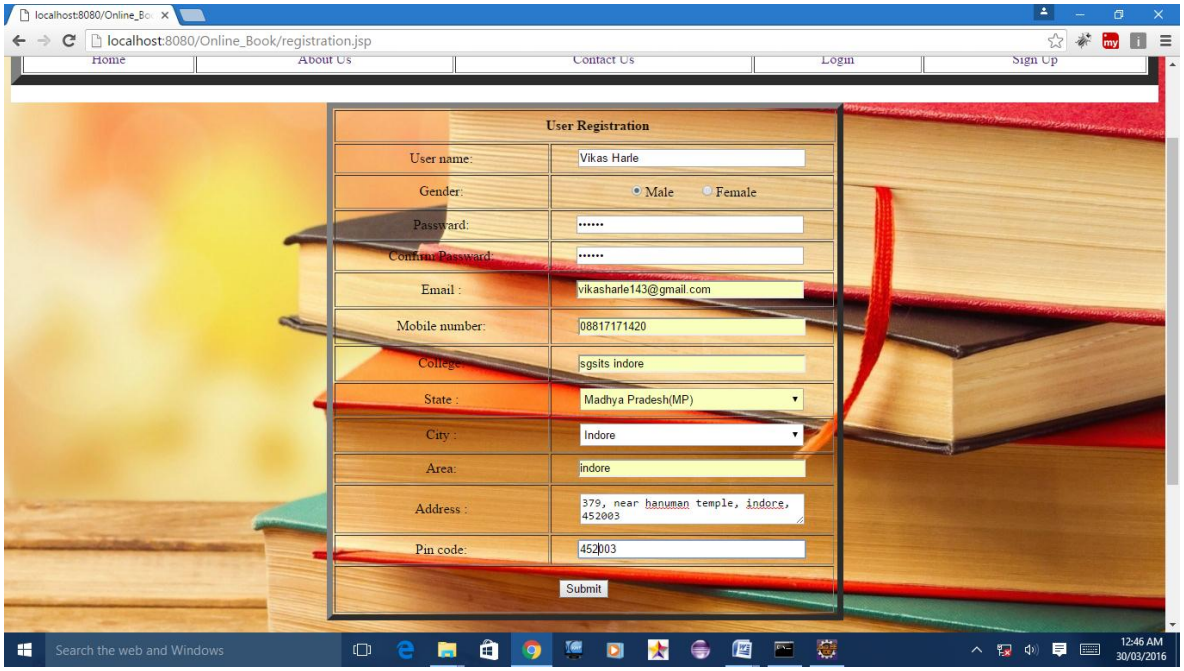


ABOUT US

CONTACT

STUDENT LOGIN

STUDENT REGISTRATION



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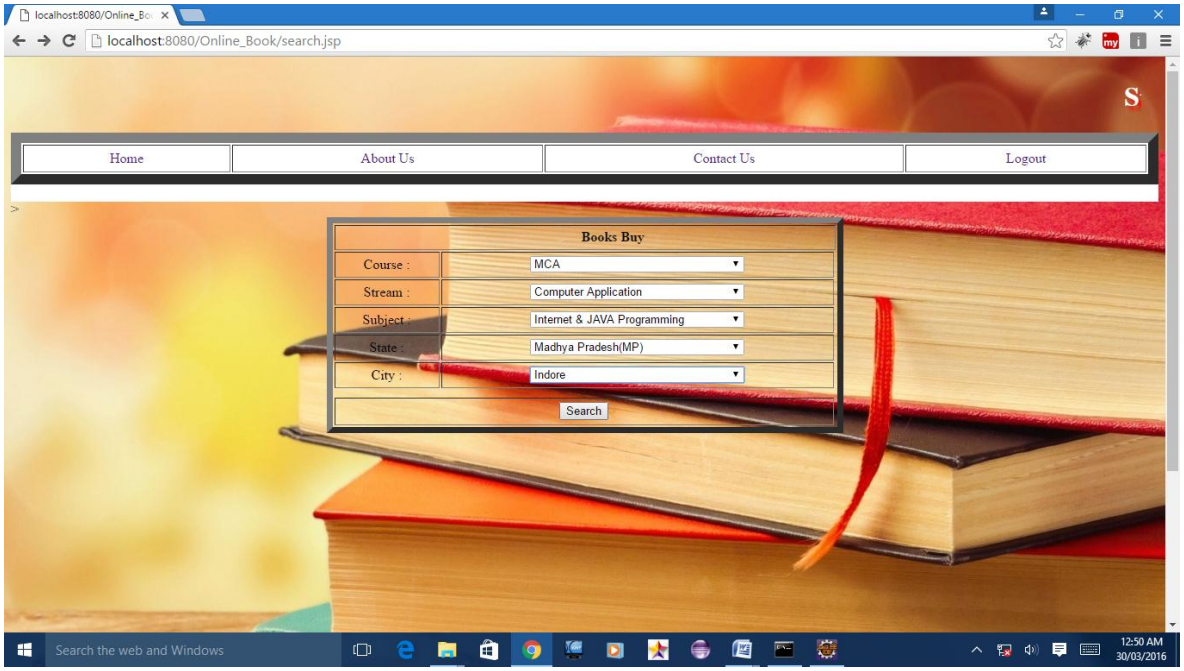

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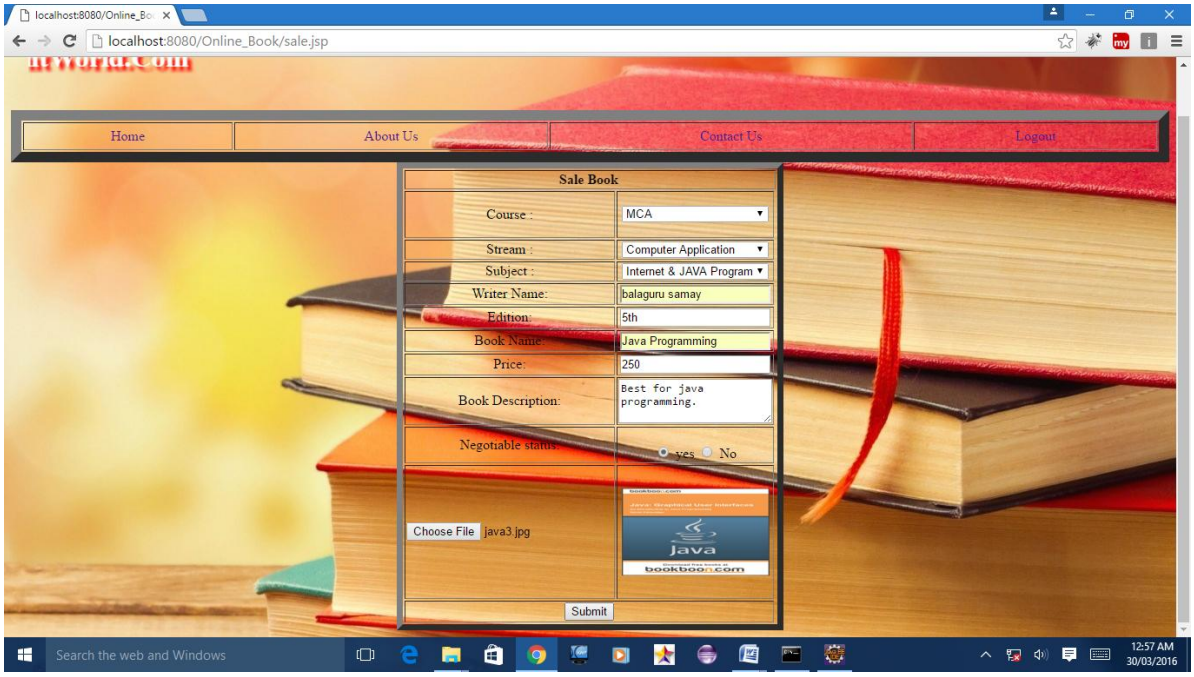

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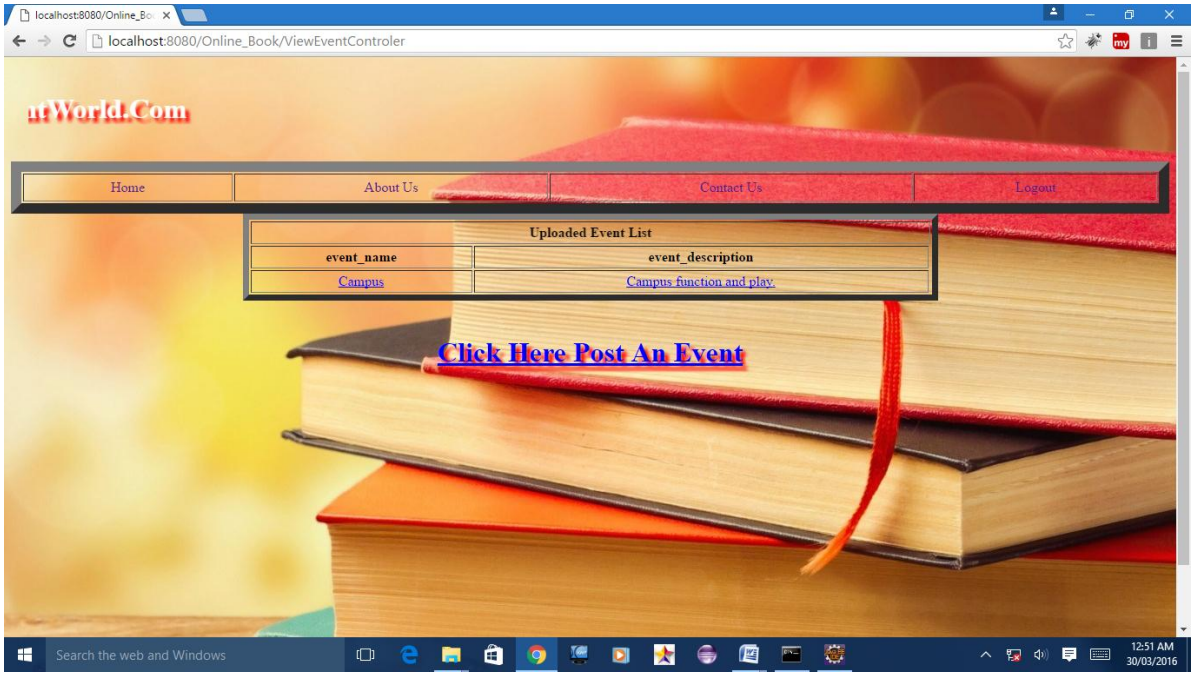

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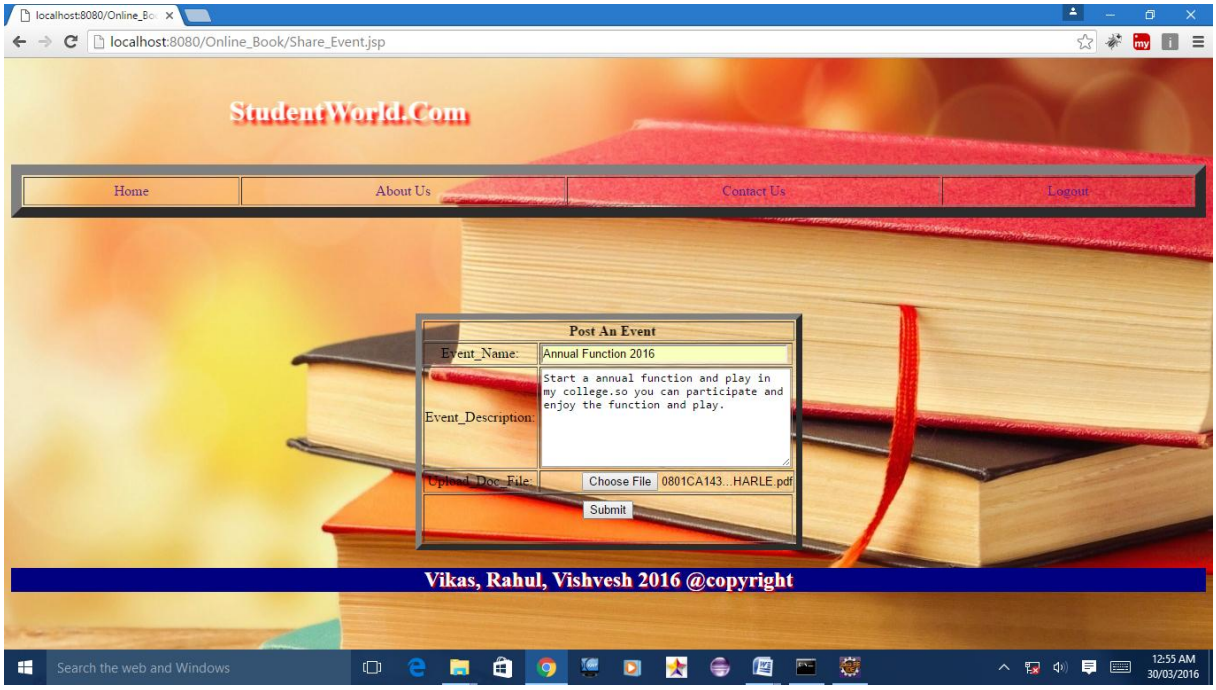

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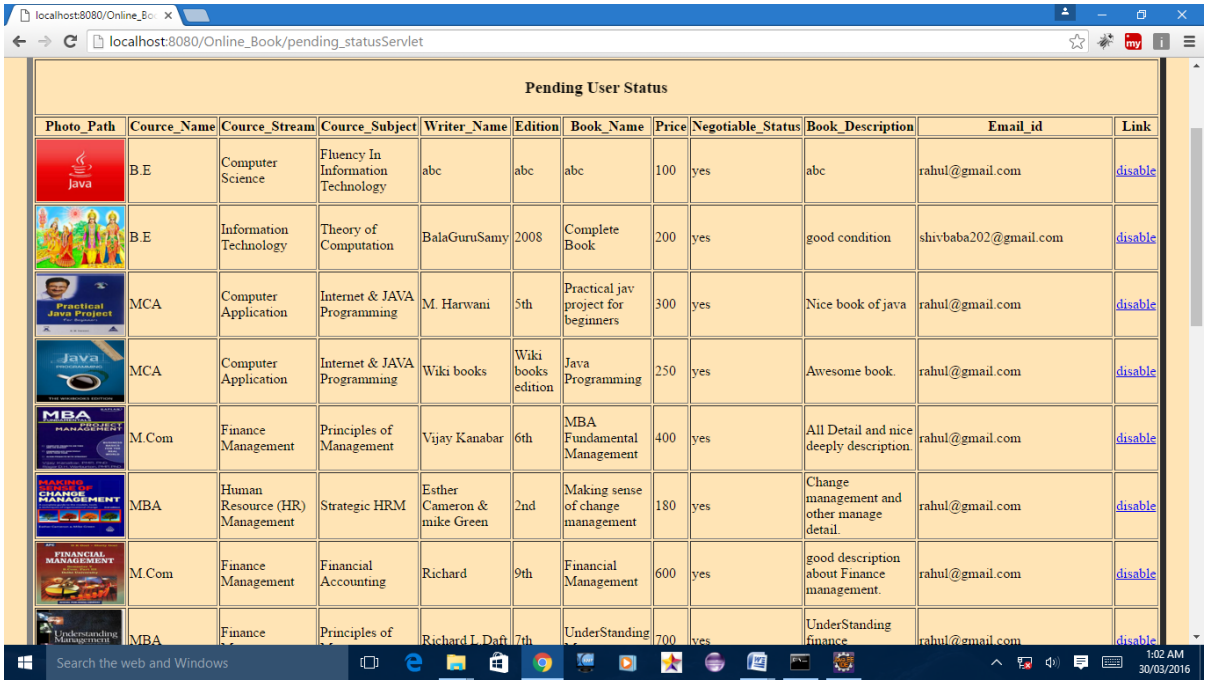

Pending User Status

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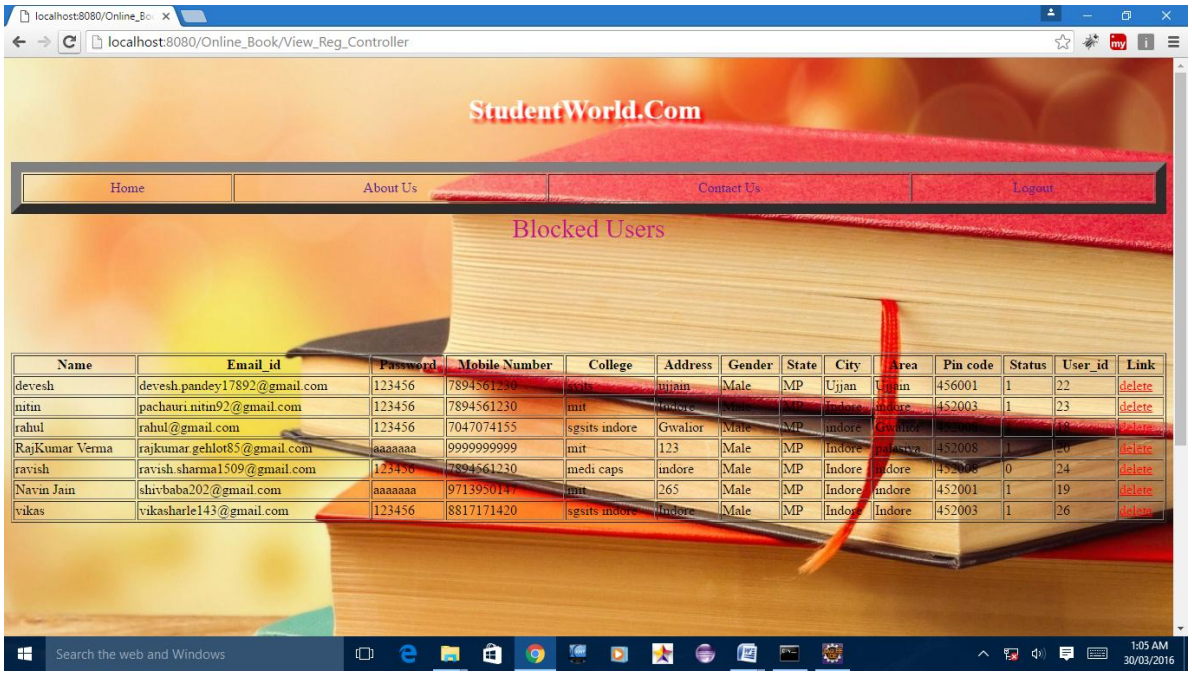
	B.E	Information Technology	Theory of Computation	BalaGuruSamy	2008	Complete Book	200	yes	good condition	shivbaba202@gmail.com	disable
	MCA	Computer Application	Internet & JAVA Programming	M. Harwani	5th	Practical jav project for beginners	300	yes	Nice book of java	rahul@gmail.com	disable
	MCA	Computer Application	Internet & JAVA Programming	Wiki books	Wiki books edition	Java Programming	250	yes	Awesome book.	rahul@gmail.com	disable
	M.Com	Finance Management	Principles of Management	Vijay Kanabar	6th	MBA Fundamental Management	400	yes	All Detail and nice deeply description.	rahul@gmail.com	disable
	MBA	Human Resource (HR) Management	Strategic HRM	Esther Cameron & mike Green	2nd	Making sense of change management	180	yes	Change management and other manage detail.	rahul@gmail.com	disable
	M.Com	Finance Management	Financial Accounting	Richard	9th	Financial Management	600	yes	good description about Finance management.	rahul@gmail.com	disable
	MBA	Finance	Principles of	Richard L. Daft	7th	UnderStanding	700	yes	UnderStanding finance	rahul@gmail.com	disable

ADMIN EVENT VERIFICATION

VIEW REGISTER USER



Chapter 7

Conclusion

7.1 Conclusion

From a proper analysis of positive points and constraints on the component, it can be safely concluded that the product meets the objective for which it has been developed . This component can be easily plugged in many other systems. Also the component is user friendly. Generally the students of the Colleges have to face a lot of problems for the book of particular subject and previous year notes and papers. So, there is a need to develop a system that can solve the mentioned problem. This software comes with just that solution.

While completing this project we learnt how to develop application using JAVA, how information technology management approach is followed in developing of information technology project, how to work in company's framework in a team and complete the training and project work successfully.

The project gave us invaluable experience of how to tackle problems during the development.

Reference

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- www.roseindia.java.com**.**
- www.javatpoint.com**.**
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- www.w3school.com