

UE21CS352B - Object Oriented Analysis & Design using Java

Mini Project Report

"Placement Management System"

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6th Semester E Section

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January - May 2024

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1)PROBLEM STATEMENT

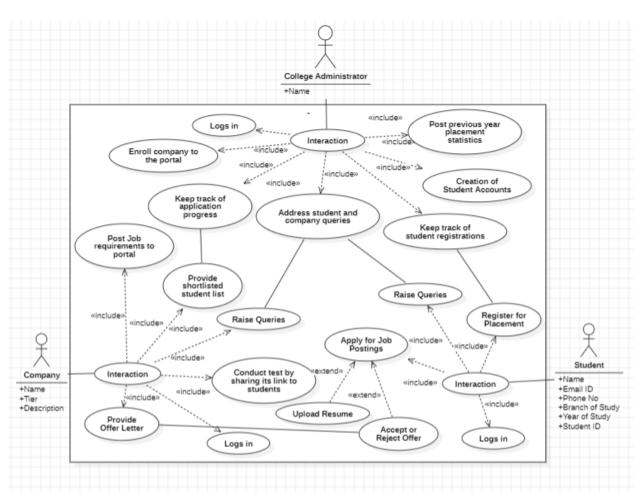
Our project aims to develop a comprehensive Placements Management System (PMS) to streamline the placement process for students, placement officers, and placement coordinators.

The system facilitates seamless interaction and efficient management of placement-related activities.

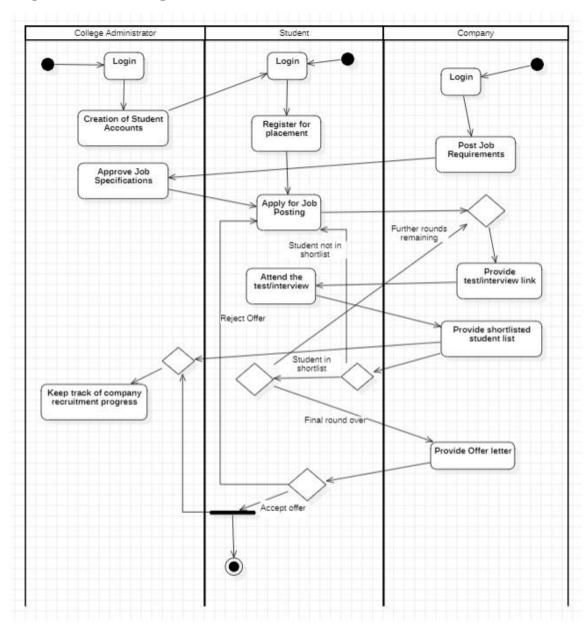
It facilitates student to easily apply for jobs and it helps companies with offering jobs and further related processes.

2)MODELS

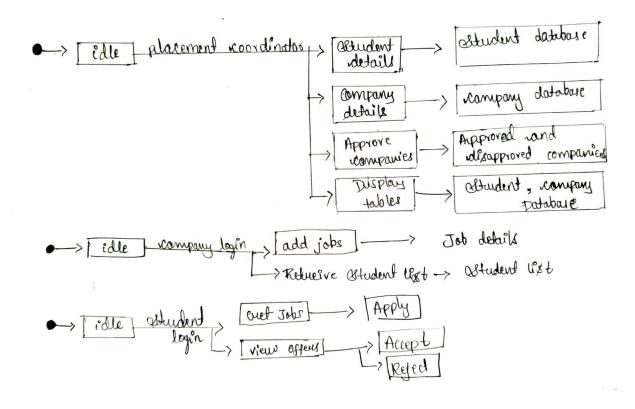
USE CASE DIAGRAM



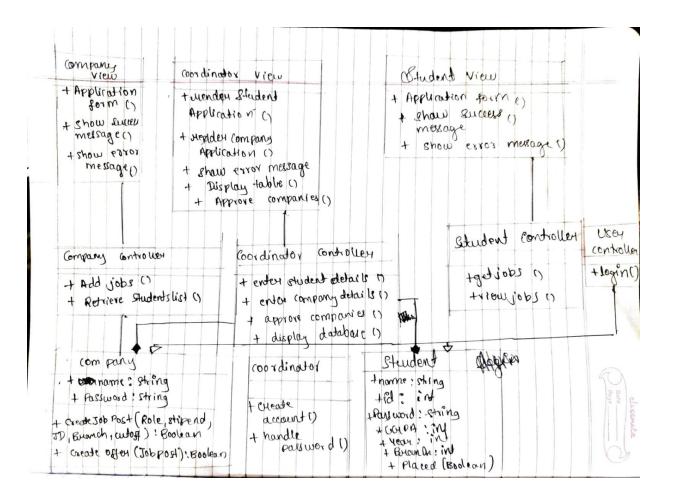
ACTIVITY DIAGRAM

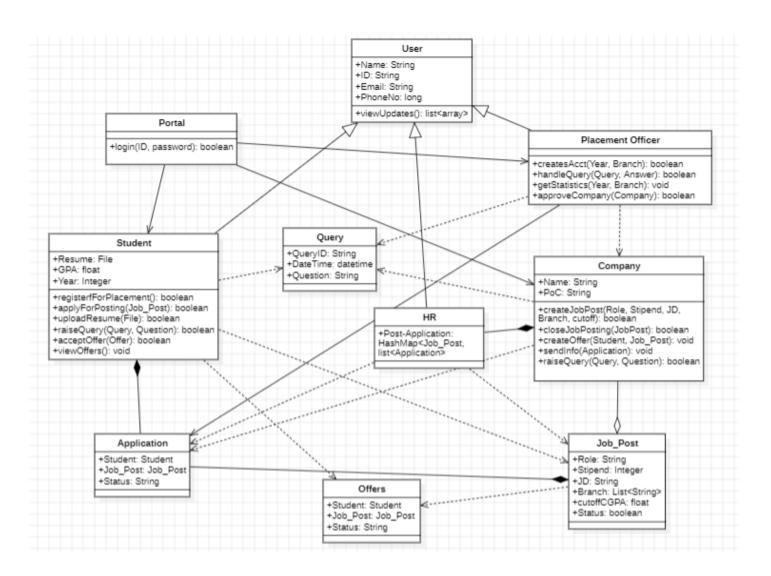


STATE DIAGRAM



CLASS DIAGRAM (MVC)





3) Architectural patterns and principles

Single responsibility principle

The Single Responsibility Principle (SRP) is a design principle in object-oriented programming that states that a class should have only one reason to change. In other words, a class should have only one responsibility or task, and all of its methods and properties should be directly related to fulfilling that responsibility.

Model-View-Controller (MVC) Pattern: The MVC pattern is used to separate concerns within the application. Models represent the data, Views represent the presentation layer (e.g., CompanyView, StudentView), and Controllers handle the interaction between models and views (e.g., CompanyController, StudentController).

Observer Pattern: The ActionListener interface is used for event handling in Swing components, which follows the Observer pattern. Listeners (Observers) are registered with the components (Subjects) to receive notifications when events occur.

Separation of Concerns: The code separates different concerns into distinct classes. For example, database operations are handled in the model classes (Company), user interface rendering and event handling are managed in the view classes (CompanyView, StudentView), and business logic and interaction management are handled in the controller classes (CompanyController, StudentController)

The Factory Pattern -The Factory Pattern is a creational design pattern that provides an interface for creating objects in a superclass, but allows subclasses to alter the type of objects that will be created. It abstracts the process of object creation, allowing the client code to use the factory method to create objects without needing to specify the exact class of the object being created.

The Singleton Pattern -

The singleton pattern is a creational design pattern that ensures a class has only one instance and provides a global point of access to that instance. It involves creating a class with a method that returns the same instance of the class every time it is called, rather than creating a new instance.

4)Github Link

https://github.com/mmohana27/OOAD-Project

5)Individual Contribution

Mohana: Coded for full placement coordinator

part, company and student part of the project, Diagrams

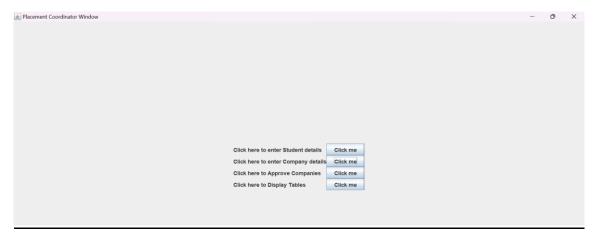
Kunjam: Connection of database

Keerthana: Diagrams, database

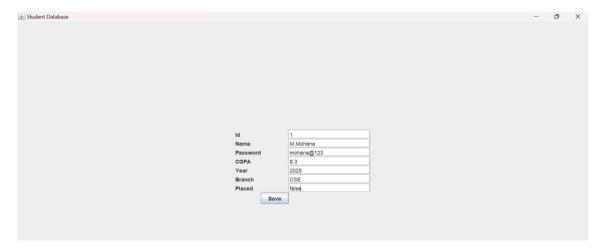
Krishna: Database

6) Screenshots

Placement coordinator window



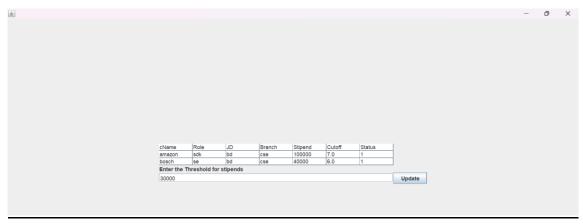
Student database



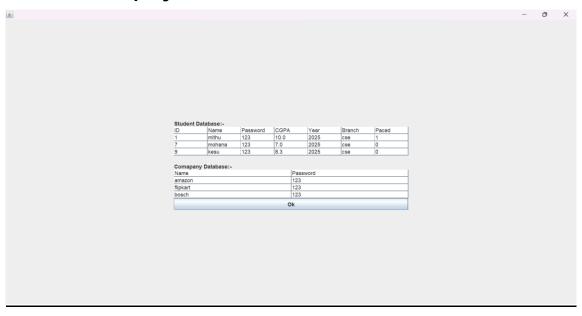
Company database



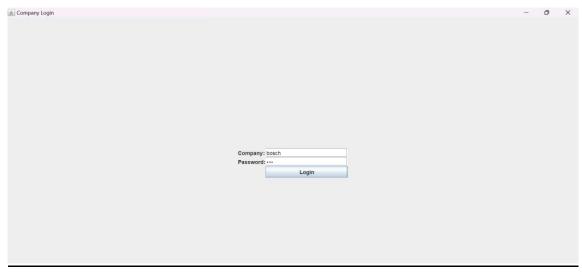
Approval of companies



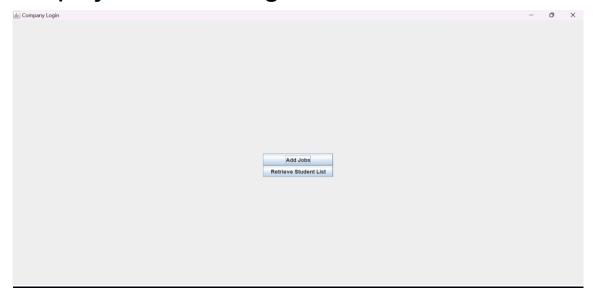
All tables displayed



Company login



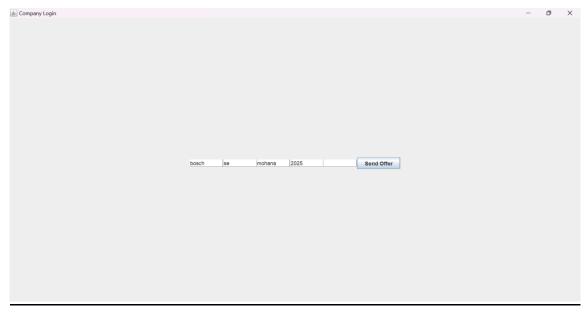
Company window after log in



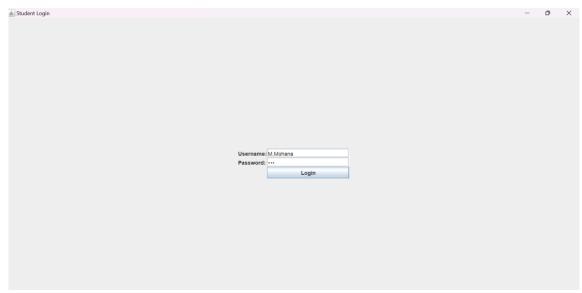
Company adding jobs



Company retrieving students



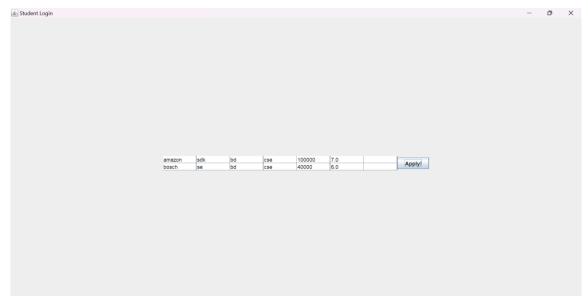
Student login



Students window after log in



Jobs that can be applied by student



Offers given to student

