Hall Mangement System

Group : 06

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Introduction:  
 Our present hall management system is way too backdated. This is not suitable for both the students and the hall management authority. To keep up with this current digital world we need an upgraded well design information system.

Subsystems:

1. Computerized Hall Seat Alocation

2. Hall Mess management System

3. Virtual Notice Board & Complain box

4. Room Maintenance System

5. Event Management System

1. Use Case for Computerized Hall Seat Allocation

Actors

* Provost
* Supervisor
* Students

Use case glossary:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Use case ID** | **Use Case** | **Paricipant Actors and Roles** | **System Response** |  |  |  |
| 1.1 | Apply For Seat | Student: Applies For Seat | Notify The Provost |  |  |  |
| 1.2 | Eligibility Checking | Provost: Checks for Eligibility | Meeting Between Student and Provost |  |  |  |
| 1.3 | Approval | Provost: Give Approval | Notify The Student and Supervisor |  |  |  |
| 1.4 | Check For Empty Room | Superviso: Checks For Empty Room | Check Empty Room From Database |  |  |  |
| 1.5 | Seat Allocation | Supervisor: Allocate a Room | Issue a Room |  |  |  |
| 1.6 | Inform Student | Supervisor: Give a Notice | Notify The Student |  |  |  |
| 1.7 | After Occupying Seat Inform Authority | Student:  After Getting Into The Room Informs The Authority | Notify The Supervisor |  |  |  |

Table 1.1: Use Case Glossary of Hall Seat Allocation

Use Case Diagram:



Figure 1.1: Use Case Diagram of Hall Seat Allocation

Use Case Naratives:

* 1. Apply For Seat

Name : Apply for Seat   
 Priority : High   
 Primary Actor : Student  
 Trigger : Student

Typical Course of Event :Apply for Seat

Use Case Documentation: Conclusion : When Supervisor Checks the Application   
 Implementation : A Notification Goes to Provost

* 1. Eligibility Checking

Name : Eligibility Checking  
 Priority : High   
 Primary Actor : Provost  
 Trigger : Provost

Typical Course of Event : Provost Checks if Student is Eligible or Not

Use Case Documentation: Conclusion : Decided Whether the Student is Eligible

* 1. Approval

Use Case Narrative:  
 Name : Approval  
 Priority : High   
 Primary Actor : Provost  
 Trigger : Provost

Use Case Documentation:   
 Conclusion : Provost Approves the Request

Typical Course of Event : Provost Decides Whether to Approve the Application

* 1. Check for Empty Room

Use Case Narrative:  
 Name : Check for Empty Room  
 Priority : High   
 Primary Actor : Supervisor  
 Trigger : Provost

Typical Course of Event : Supervisor Searchs for an Empty Room

Use Case Documentation:   
 Conclusion : An Empty Room is Selected by the Supervisor

* 1. Seat Allocation

Use Case Narrative:  
 Name : Seat Allocation   
 Priority : High   
 Primary Actor : Supervisor  
 Trigger : Supervisor

Typical Course of Event : Supervisor Tries to Allocate a Seat for the Student

Use Case Documentation:   
Conclusion : A Seat is Allocated for the Student

1.6 Inform StudentUse Case Narrative:  
 Name : Inform Student   
 Priority : High   
 Primary Actor : Supervisor,Student   
 Trigger : Supervisor

Typical Course of Event : Supervisor Attempts to Inform the Student about Seat Allocation

Typical Course of Event : Supervisor Attempts to Inform the Student about Seat Allocation

1.7 After Occupying Seat Inform AuthorityUse Case Narrative:  
 Name : After Occupying Seat Inform Authority   
 Priority : Medium   
 Primary Actor : Supervisor,Student   
 Trigger : Studebt

Typical Course of Event :  
 Student Atempts to Inform the Authority that He Has Gotten Into the Room

Use Case Documentation:   
Conclusion : Supervisor is Informed that Student has Gotten into his Room   
Implementation : The Process is Terminated

1. Use Case for Hall Mess Management System

Two sub sub-systems:

2.1.Mess Manager election

2.2.Mess Meal Selection

2.Hall Mess Management System



Figure 2.0 : Use Case Extension of Hall Mess Management System

2.1.Mess Manager Election

* Actors:
  + Students
  + Provost

Use Case Glossary:

|  |  |  |  |
| --- | --- | --- | --- |
| **Use Case ID** | **Use Case Name** | **Participant actors and roles** | **System Response** |
| 2.1.1 | Apply for mess management | Students: Apply for mess manager post | Notify the provost |
| 2.1.2 | Check whether eligible | Provost: Checks whether the applicant students are eligible to be mess manager | Show list of eligible candidates |
| 2.1.3 | Voting | Students: Vote for electing mess manager | Notify the provost with result of voting |
| 2.1.4 | Announce and approve | Provost: Announce the result and approve manager | Notify students and newly elected mess manager |

Table 2.1.Use case glossary of mess manager election

Use Case Diagram:



Figure 2.1.Use Case Diagram of Mess Manager Election

2.1.1.Apply for Mess management

* + Name: Apply for Mess management
  + Priority: High
  + Primary Actor: Students
  + Trigger: Students

Typical Course Events:Students apply for mess management post

Use Case Documentation:

Conclusion:Provost checks the applications.

Implementation:Notification will be sent to provost.

2.1.2.Check whether eligible

* + Name: Check whether eligible
  + Priority: High
  + Primary Actor: Provost
  + Trigger: Provost

Typical Course Events:

* + Provost checks the application
  + Selects eligible candidates

Use Case Documentation:

Conclusion:

* + - Eligible candidates selection done.

Implementation:

* + - Selected candidates list will be sent to students for voting.

2.1.3.Voting

* + Name: Voting
  + Priority: High
  + Primary Actor: Students
  + Trigger: Students

Typical Course Events:

* + Students check the list of eligible candidates
  + Vote for electing mess manager.

Use Case Documentation:

Conclusion:

* + Result will go to provost

Implementation:

* + Notify provost with the voting result.

2.1.4.Announce and approve

* + Name: Announce and approve
  + Priority: High
  + Primary Actor: Provost
  + Trigger: Provost

Typical Course Events:

* + Provost checks the result of vote
  + Provost approve the winner
  + Provost announce the next mess manager

Use Case Documentation:

Conclusion:

Mess manager will be selected and approved

Implementation:

Notify students about the announcement and the new mess manager

2.2.Mess Meal Selection

Actors:

* + Mess manager
  + Students
  + Time

Use Case Glossary:

|  |  |  |  |
| --- | --- | --- | --- |
| **Use Case ID** | **Use Case Name** | **Participant actors and roles** | **System Response** |
| 2.2.1 | Give Menu list | Mess Manager: Gives list of next day meals to students | Notify students with the meal list |
| 2.2.2 | Select and Submit within time | Students: Submit selected meal item | Notify the mess manager |
| 2.2.3 | Default meal if not submitted | Time: Default meal will be submitted if no item is selected within a certain amount of time | Notify the mess manager |

Table 2.2: Use Case glossary of mess meal selection

Use CaseDiagram:



Figure 2.2: Use case diagram of mess meal selection

2.2.1.Give Menu List

* + Name: Give menu list
  + Priority: High
  + Primary Actor: Mess manager
  + Trigger: Mess manager

Typical Course Events:

* + Mess manager submits next day’s meal list

Use Case Documentation:

Conclusion:

* + - List of meal will be sent to students

Implementation:

* + - Notify students about the meal list

2.2.2. Select and Submit within time

* + Name: Select and submit within time
  + Priority: High
  + Primary Actor: Students
  + Trigger: Students

Typical Course Events:

* + day’s meal list will be shown
  + Students will chose there meal
  + Students will submit their selected meal

Use Case Documentation:

Conclusion:

* + - Submitted meal item will be sent to mess manager

Implementation:

* + - Notify mess manager when students submit their meals

2.2.3. Default meal if not submitted

* + Name: Default meal if not submitted
  + Priority: High
  + Primary Actor: Time
  + Trigger: Time

Typical Course Events:

* + Students have to submit meal within certain amount of time
  + After time expires default meal will be submitted

1. Use Case for Hall Mess Management System

Two sub sub-systems:

3.1Virtualnotice board

* 1. Complain Box

3. Use Case for Hall Mess Management System



Figure 3.0 : Use Case Extension of Virtual complain box and notice board

3.1Virtualnotice board

Actor

* + Students
  + Provost
  + Superviser

Use CaseGlossary:

|  |  |  |  |
| --- | --- | --- | --- |
| **Usecase Id** | **Usecase Name** | **Actorsand Roll** | **SystemResponse** |
| 3.2.1 | Submitcomplain | Student.Submit  complain | **Notice is prepared** |
| 3.2.2 | Processing complain | Superviser.Process complain | Post is approaved for publishing |
| 3.2.3 | Takeaction | Superviser,Provost.Takeproper action | Notice willbe viewed |
| 3.2.4 | Remove | Supervisor.Remove complain | Information will be lost |

Table3.1: Use case GlossaryOf complain Box

Use CaseDiagram:



Figure3.1:usecasediagram fornotice board

Use Case Narritive:

3.1.1 Notice Prepare

* Name :Notice Board
* Priority:High
* Actor:Superviser
* Trigger:Superviser

Typical courseof event:

All sorts of noticed will be prepared

Use casedocumentation:

Conclusion:Notice will be prepared by the superviser

3.1.2 Approval

* Name :Approval
* Priority:High
* Actor:Provost,Superviser
* Trigger:Provost

Typical courseof event:

Notices will be approaved by the provost forpublication

Use casedocumentation:

Conclusion:Noticed will be published after approval

Implementation:Approved notice wil bepublished

3.1.3 Post

* Name :Post
* Priority:High
* Actor:Superviser
* Trigger:Superviser

Typical courseof event: All sorts of noticed will be published here

Use casedocumentation:

Conclusion:Students will be notified ofnotice

Implementation:Student will find theirimportant notice using their hall account

3.1.4 Remove

* Name :Remove
* Priority:Medium
* Actor:Superviser,Time
* Trigger:Superviser

Typical courseof event:

Notices will be removed after a certainamount of time

Use casedocumentation:

Conclusion:Superviser will removethenoticeafter thecertain amount of time

3.2 Complain Box

Actor

* Students
* Provost
* Superviser

Use CaseGlossary:

|  |  |  |  |
| --- | --- | --- | --- |
| **Usecase Id** | **Usecase Name** | **Actorsand Roll** | **SystemResponse** |
| 3.2.1 | Submitcomplain | Student.Submit  complain |  |
| 3.2.2 | Processing complain | Superviser.Process complain |  |
| 3.2.3 | Takeaction | Superviser,Provost.Takeproper action |  |
| 3.2.4 | Remove | Supervisor.Remove complain |  |

Table3.2: Use case Glossary of complain Box

Usecase diagram:

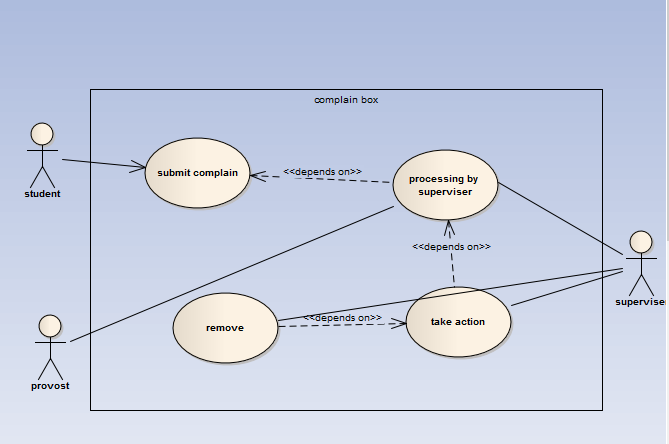


Figure3.2:usecasediagram for complain box

Use CaseNarrative:

3.2.1 Submit a Complain

Name:Submit acomplain

Priority:High

Actor:Student

Trigger:Student

Typical courseof event:

Student will submit their complain

Use CaseDocumentation:

Conclusion:A student can submit his complain

3.2.2 Processing by superviser

Name:Processingby superviser

Priority:High

Actor:Superviser

Trigger:Superviser

Typical courseof event:

The superviser will be notified about thecomplain

Use CaseDocumentation:

Conclusion:After noticing the complainsuperviser will attemt to take action

3.2.3 Take Action

Name:TakeAction

Priority:High

Actor:Superviser,Provost

Trigger:SuperViser,Provost

Typical courseof event:

Proper action will be taken aboout thecomplain

Use CaseDocumentation:

Conclusion: Motiv Accomplished

3.2.4 Remove complain

Name:Remove complain

Priority:High

Actor:Superviser

Trigger:Superviser

Typical courseof event:

Superviser will attempt to remove the complain

Use CaseDocumentation:

Conclusion:After taking proper action superviserwill remove the complain

1. Room Maintenance System

Use case glossary:

|  |  |  |  |
| --- | --- | --- | --- |
| **Use case ID** | **Use Case** | **Paricipant Actors and Roles** | **System Response** |
| 4.1 | Notify Authority through Complain Box | Student: Put a Complain to Complain Box | Notify The Supervisor |
| 4.2 | Assign Staff Member | Supervisor: Assign a Staff Member for the Job | Show Name(s) of the Designated Staff Member |
| 4.3 | Process and Take action | Stuff Member: Take Actions | Notify The Student the Process is Going |

Table 4.1: Use Case Glossary of Room Management

Use Case Diagram:



Figure 4.1: Use Case Diagram of Room Management

Use Case Narrative:

* 1. Notify Authority through Complain Box

Name : Notify Authority through Complain Box   
 Priority : High   
 Primary Actor : Student  
 Trigger : Student

Typical Course of Event :  
 Notify Authority about any Disruptions through Complain Box

Use Case Documentation:   
 Conclusion : When a Notification is Sent to the Student about the Acknowledgement  
 Implementation : Supervisor Gets to Know about the Problem

* 1. Assign Staff Member

Name : Assign Staff Member  
 Priority : High   
 Primary Actor : Supervisor  
 Trigger : Supervisor

Typical Course of Event :  
 For the Job, Staff Member(s) is/are assigned by the Supervisor.

Use Case Documentation:   
 Conclusion : When a Staff Member is Assigned

* 1. Process and Take Action

Name : Process and Take Action   
 Priority : High   
 Primary Actor : Staff Member  
 Trigger : Staff Member

Typical Course of Event :  
 Staff Member is Processing about the Problem, and the Student is Getting notified about the Ongoing Process

Use Case Documentation:   
 Conclusion : When the Complain is Processed and Solved Totally

Implementation: The Problem is Solved!

5.Event Management System

Actors

* Provost
* Students
* Organizer

Use case glossary:

|  |  |  |  |
| --- | --- | --- | --- |
| **Use case ID** | **Use Case** | **Paricipant Actors and Roles** | **System Response** |
| 5.1 | Propose a Event | Students: Students Propose a Event | Notify The Organizer |
| 5.2 | Approval | Provost: Approves it | Meeting Between Student and Provost |
| 5.3 | Start Organizing | Organizer:  Starts Organizing | Management and Decoration |
| 5.4 | Registration | Students:  Register for Events | Check For Events and Participation |
| 5.5 | Scheduling | Organizer: Schedule Events | Notify The Students |
| 5.6 | Publishing Result | Organizer: Publishes Result | Notify The Students |

Table 5.1: Use Case Glossary of Hall Seat Allocation

Use Case Diagram:



Figure 5.1: Use Case Diagram of Event Management System

Use Case Narrative:

5.1 Propose a Event

Name : Propose a Event  
 Priority : Medium   
 Primary Actor : Students  
 Trigger : Students

Typical Course of Event :  
 Proposal for Events Such As Cultural and Sports Events

Use Case Documentation:   
 Conclusion : When the Provost Notices the Proposal  
 Implementation : Accepting the Proposal He Will Notify the Students

5.2 Approval

Name : Approval  
 Priority : High   
 Primary Actor : Provost  
 Trigger : Students

Typical Course of Event :  
 Provost Decides if He Will Approve the Event or Not

Use Case Documentation:   
 Conclusion : Approves the Proposal of Event  
 Implementation : Notifies the Students After Approving it

5.3 Start Organizing

Name : Start Organizing  
 Priority : High   
 Primary Actor : Organizer  
 Trigger : Organizer

Typical Course of Event :  
 Organizers Decides What Events Can Be Organized or Not

Use Case Documentation:   
 Conclusion : Organizer Will Finish Organizing All Events (Sports,Cultural)

5.4 Registration

Name : Registration   
 Priority : Low  
 Primary Actor : Students  
 Trigger : Organizer

Typical Course of Event :  
 Students Will Decide For What Event He Will Register. He Can Either Choose to Participate in Sports Events or Cultural Events.

Use Case Documentation:   
 Conclusion : Students Register For Their Desired Events

5.5 Scheduling

Name : Scheduling  
 Priority : High   
 Primary Actor : Organizer  
 Trigger : Organizer

Typical Course of Event :  
  
 Organizer Will Try to Schedule All the Events in Time So that None of the Events’ Time Overlapps With Another

Use Case Documentation:   
 Conclusion : Organizer Gives A List of All Events

5.6 Publishing Result

Name : Publishing Result   
 Priority : Medium   
 Primary Actor : Organizer  
 Trigger : Students,Organizer

Typical Course of Event :  
 Organizer’s Work is to Give a List Where The Winner, Runners up Name Will be Shown Who Has Participated in Sports or Cultural Events.

Use Case Documentation:   
 Conclusion : Students Will be Informed The Winners and Runners Up Through a List on the Notice Board   
 Implementation : Process Will be Terminated After That