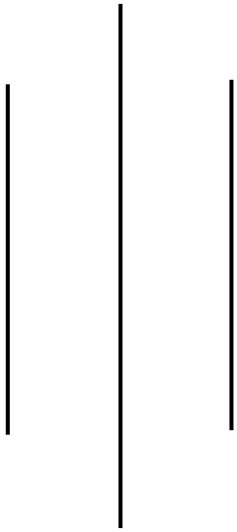
ORCHID INTERNATIONAL College
[TRIBHUVAN UNIVERSITY AFFILIATE]

Group I Assignment
Web Technology(CSC 318)



Project Report on:
CollegeSpace

Group I Members:
Jeevan Bhandari (20801/075)
Niraj Uprety (20814/075)
Karishma Sapkota Chhetri (20804/075)

Submitted To:
Shikha Sharma

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Abstract

Education is an important and traditional part of society. As time has progressed education has also changed from the traditional one. So according to the progress of education level. It also required changing the way of maintaining the student study materials, exam results, and academic notices. The "CollegeSpace" system is a web application-based system. The system contains various information such as exam results, academic notices, student materials like eBooks, teacher's notes, recommended books, syllabus, class timetable, etc.

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1. Introduction:

This project titled "CollegeSpace" is designed mainly to manage all activities like academic posts, exam results, syllabus, timetables, eBooks, old question papers, textbooks, and teacher's notes. Our system will provide everything that is necessary to the students during the four years of college.
So this system can help all the students of our college to make their study easier and faster. We aim to make the life of every OICian simpler & turn these four years into a smoother ride.

1.1 Background of the Project

As most of the work is done manually or it is based on paper work such as providing notes, syllabus, class routine, asking for documents etc. These all process takes time. If we include all the work which will be based on online system, then it can reduce time and work. For example- “Through this service one can access the complete information about the college campus such as courses available, admission procedure, college events etc.” Under this system all the details will be produced by a single click on its user screen.

1.2 Scope of Project:

Study material:
Through this service student of our college can access the complete information about the different study materials such as eBooks, teacher’s notes, textbooks, syllabus, class routine etc. and also can download them.

Exam Routines and Results:
Student can get their exam routines, board exam results, terminal exam results from our system.

Academic news:
Many tech programs, seminars happen in our college but lack of notice of those programs student cannot able to attend them so our system provide information related those events.

1.3 Objectives:

- The main objective of developing the project entitled “CollegeSpace” is to build an effective system that is fast, easy, consistent, reliable, and flexible enough so that it can incorporate any future enhancements.

- By automating the system using computers, sophisticated technology can be used for making the information more flexible, accurate, and secure, and user friendly.

- Time and manpower can be more effectively utilized and online information can be easily available to the user and at the same time, we can maintain security.

- Every student can be able to see the information online from anywhere and anytime.

1.4 Tools

1. HTML, CSS, & Jscript as font-end.

We use HTML to provide the basic structure for the website. We have attributes like links and images. We also use footer tag as well as NAV tag.

In CSS we mostly use external CSS for easy styling. We implement the design for the website using CSS. We use some display features like flex and grid. For icons, we use font awesome version 4. We use JS for form validation. In order to store the appropriate date, we did some JS functioning. We also use JS for verifying user passwords.

2. My PHP and MYSQL as backend.

In PHP we did create a database and database connection. With the help of XAMP Apache Server and SQL Server, we were able to store the data user input in the form. And use the SQL language to insert, select the data and fetch it from the database. We also displayed the data from the database to other PHP pages. We also use session features to make the user known for the entire session.

1.5 Models

- **Process Modelling**

A process model is a graphical way of representing how a business system should operate. It illustrates the processes or activities that are performed and how data move among them. There are many different process modeling techniques in use today.

2. System Analysis

Systems analysis is a problem-solving technique that decomposes a system into its component pieces for the purpose of studying how well those component parts work and interact to accomplish their purpose.

2.1 What is Data?

Data are the collection of raw fats representing events occurring in organizations.

2.2 How are the Data used?

Proper use of data can take the guesswork out of decision-making and provide tangible support project managers can use to guide their teams. Processing converts raw data into meaning information and project managers can use this predictive information to make better decisions and keep projects on schedule and budget.

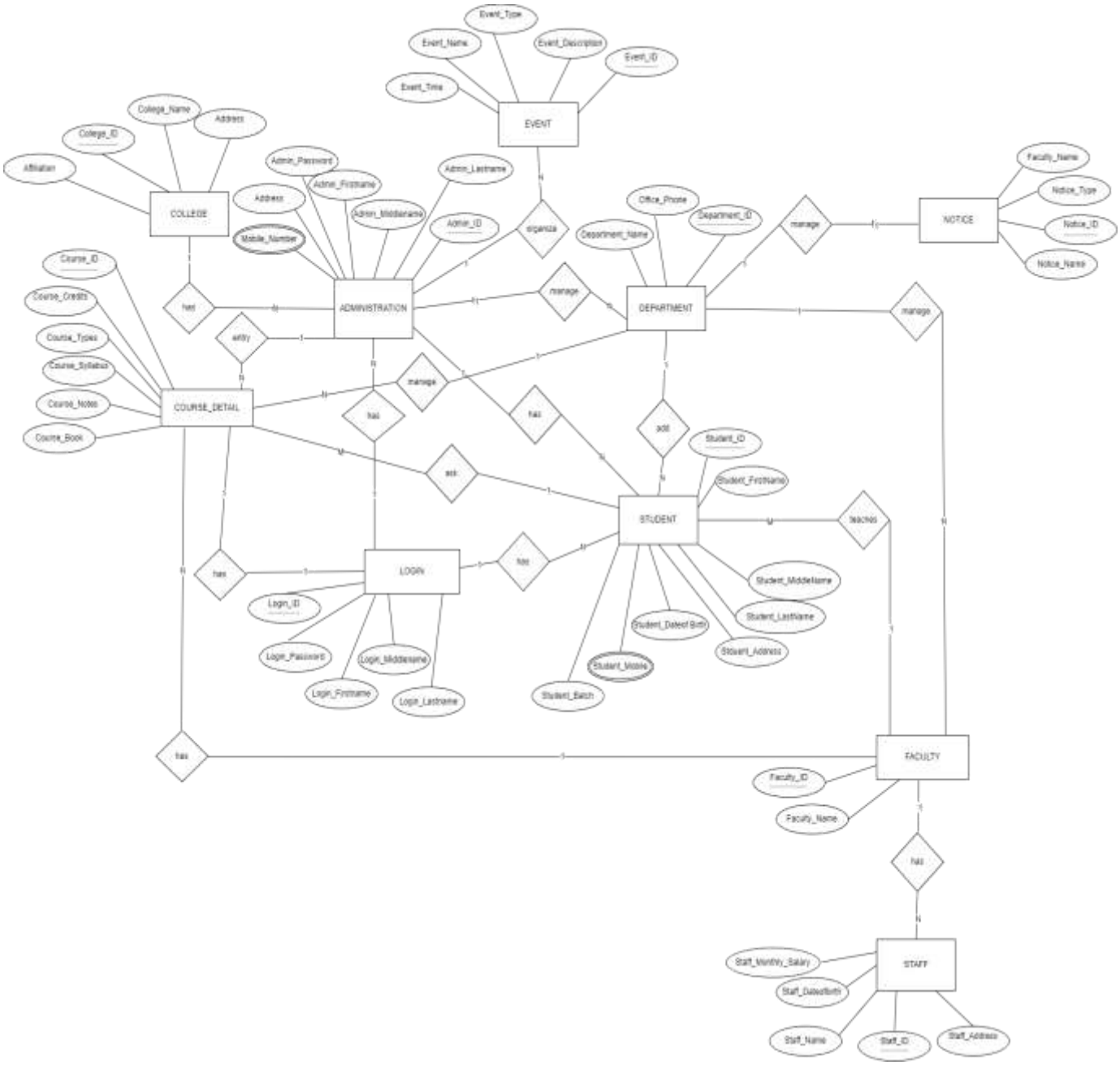
- **Data Modelling**

A data modeling describes the static structure of a system. It shows how a system is structured rather than how it behaves. The static structure of a system comprises a number of class diagrams and their dependencies.

2.3 ER diagram

Entity Relationship diagram is a notational way to describe the relationship in a database. The main components of the E-R model are the entity set and relationship set.

ER model for our project-



- **Relational model**

The relational model means that the logical data structures—the data tables, views, and indexes—are separate from the physical storage structures.

- **Physical model**

Physical Model determine how that data should be accessed and then carries out the task. A physical data model consists of the table's structure, column names and values, foreign and primary keys and the relationships among the tables.

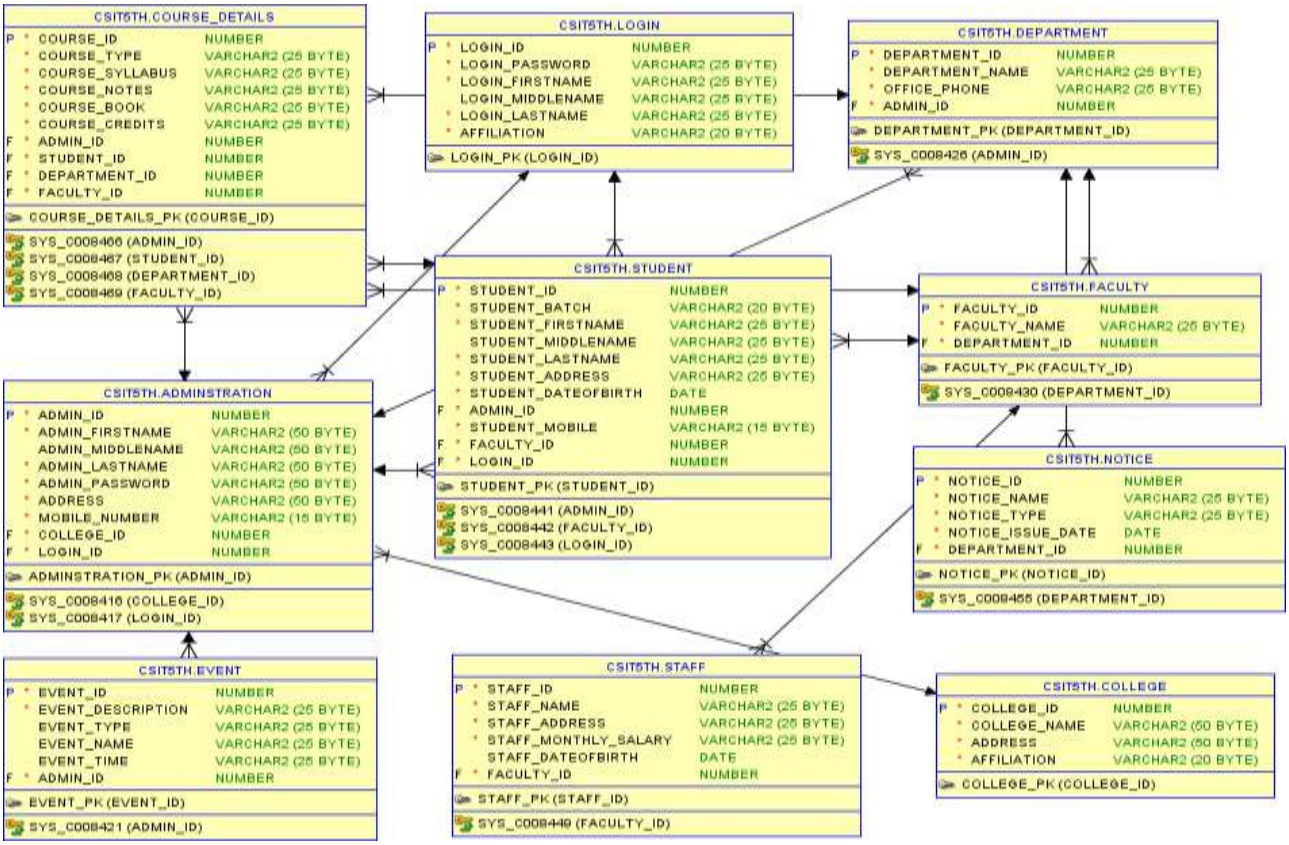


Fig: Relational Database Model based on our project

3. System Design

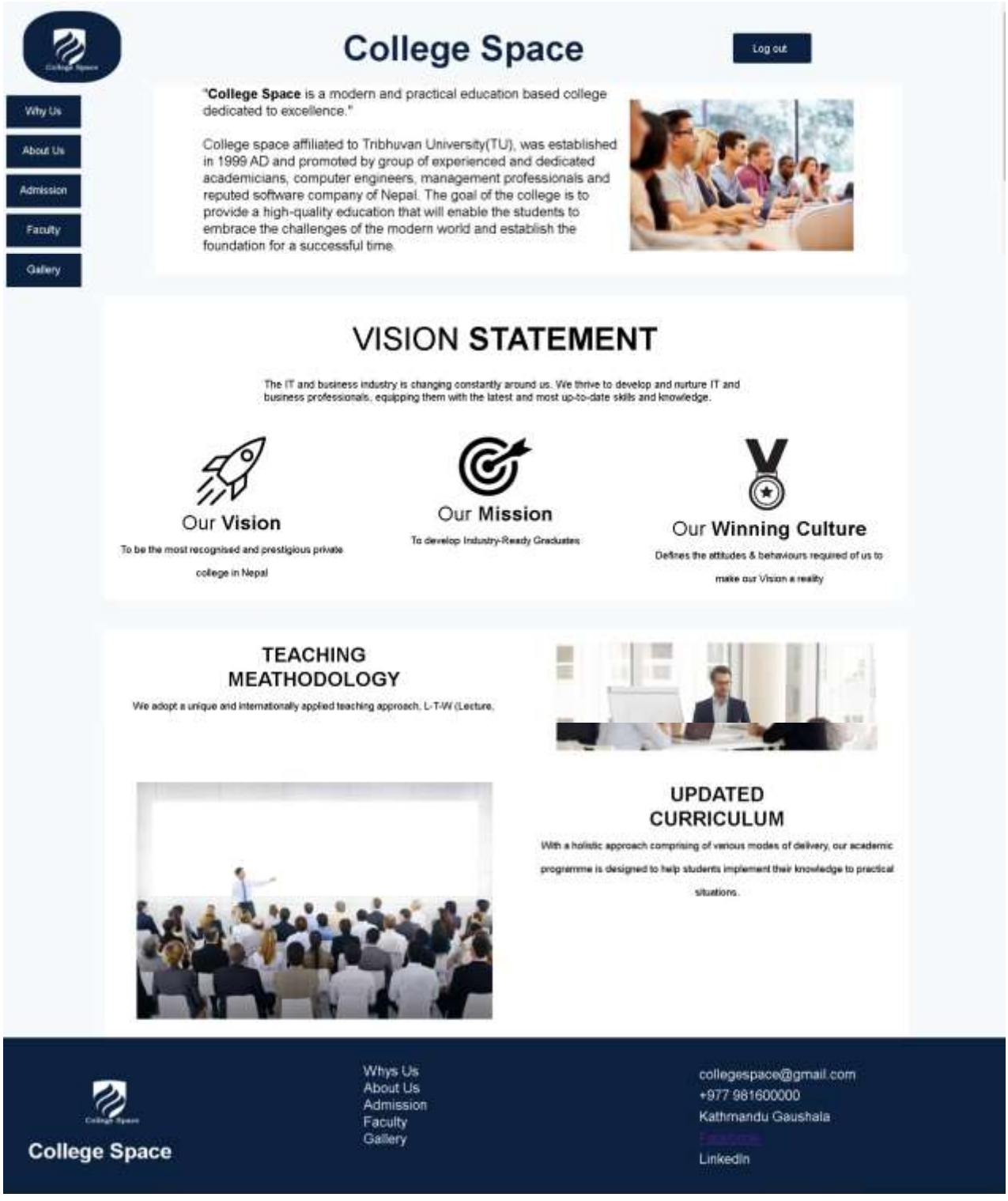
A system design is a complete set of standards intended to manage design at scale using reusable components and patterns, by reducing redundancy of System Design while creating plans for information systems and designing the architecture, components, and interfaces for a system so that it meets the end-user requirements. Having a design system in place can be hugely beneficial to companies and teams that are growing and need to keep track of everything.

3.1 UI Design of the System

User interface design

User interface (UI) design is the process designers use to build interfaces in software or computerized devices, focusing on looks or style. The objective of this project is to develop a GUI (Graphical user interface) based software i.e., platform independent, user friendly and which can be fit into any college system. It will remove data redundancy and will be fast in operation. The application that we are developing will have a user friendly and menu-based interface to describe how the processes currently related to each other and how activities with in process are related describe major information and decision activity relationships between processes.

The picture below is the required homepage of our system.

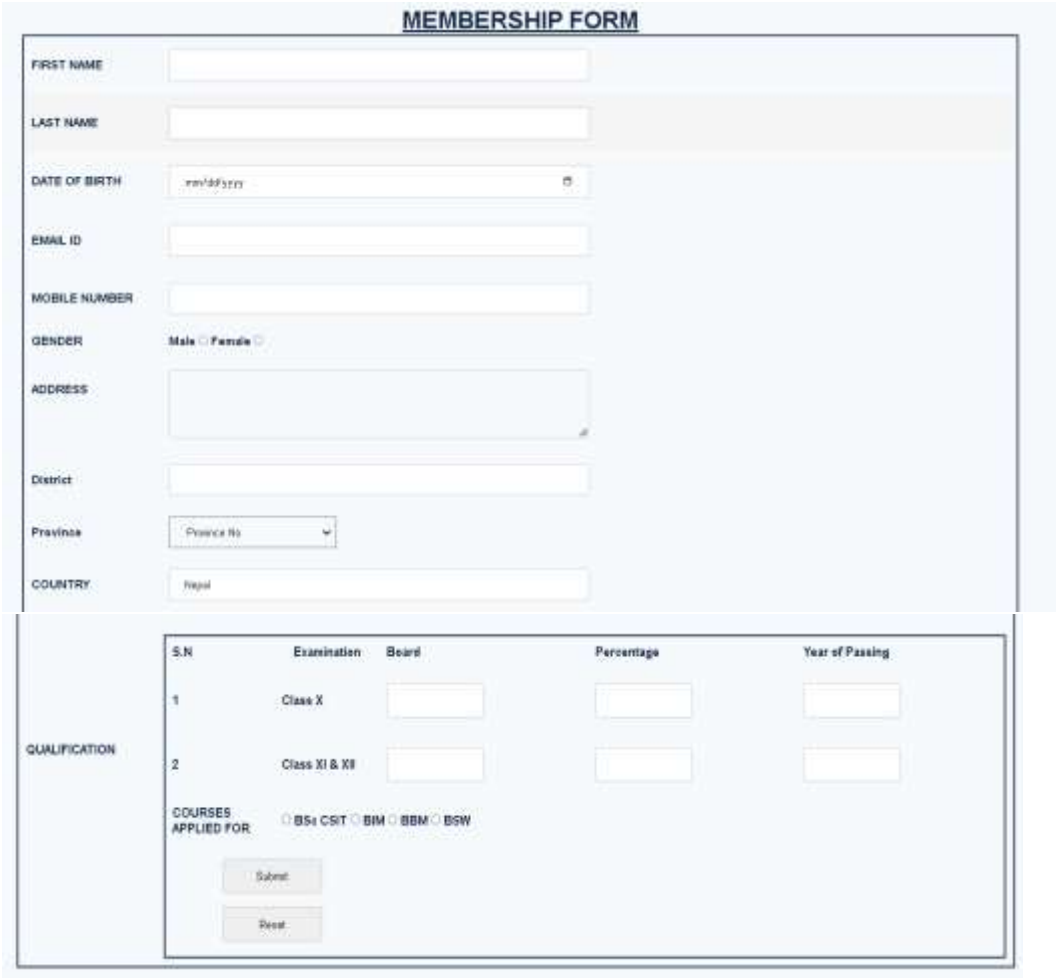


3.2 Customer LogIn

Forms

Forms are sometimes referred to as “data entry screens”. They are the interfaces you use to work with your data this helps to protect data and to ensure that the data is entered properly. Forms also allow you to control how other users interact with the data in the database.

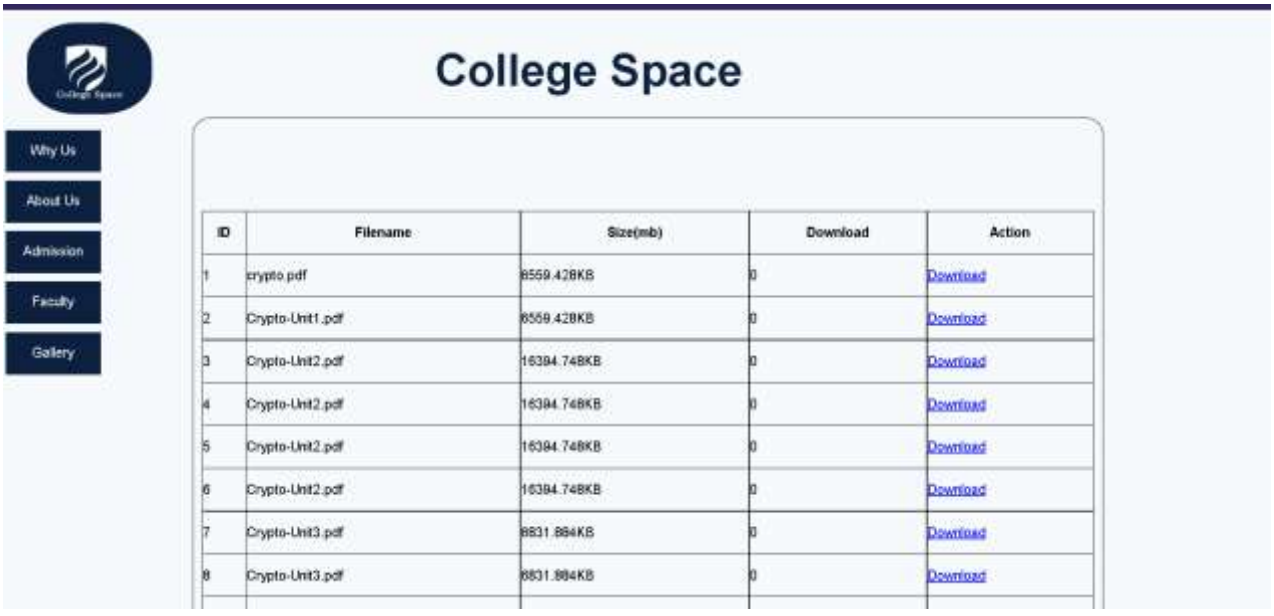
The required form used in our system-



Reports

All the above-mentioned data are stored in the back end and can be retrieved as reports with filtering options. A report can be run at any time, and will always reflect the current data in the database. Reports are what you use to summarize and present data in the tables.

The required Report used in our system-

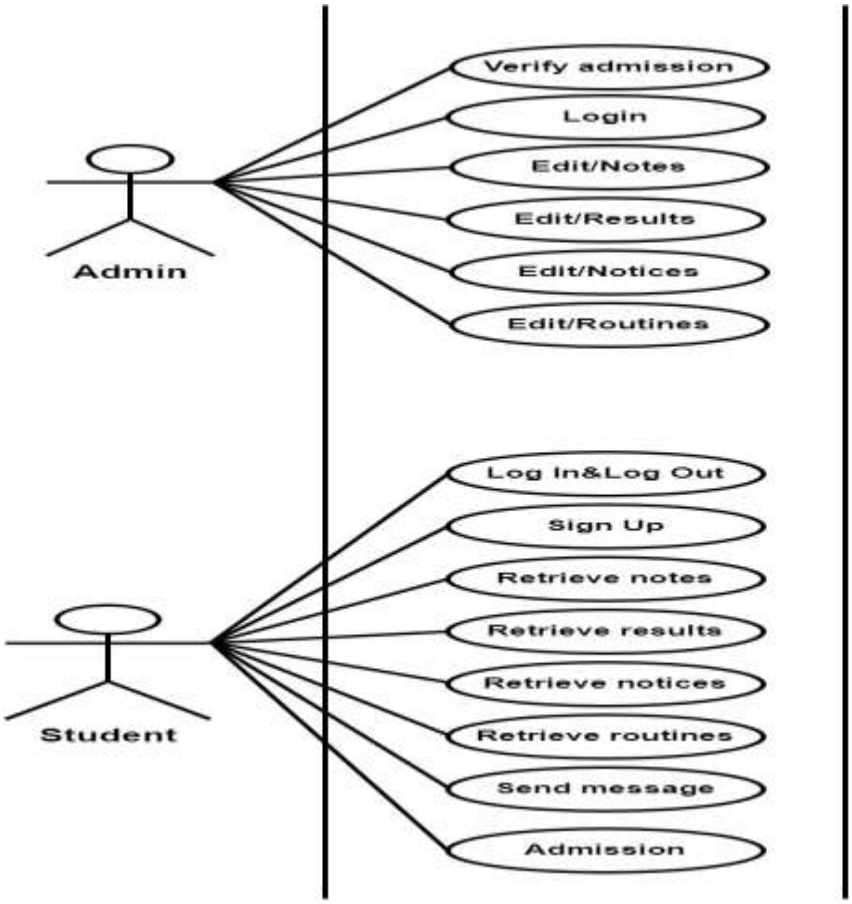


4. Diagram

Diagrammatic techniques are used to visualize, construct and document software systems under development. The most general modeling language to describe both the structure and behavior of a software system is Unified Modelling Language (UML) created by the Object management group. UML diagrams can be divided into two categories: The first type includes four diagram types representing structural information. The second includes the remaining four representing general types of behavior. The diagrams one can create using UML can be shown by a Use case diagram (Figure 4.1).

4.1 Use-Case Diagram

A use case diagram is part of the Unified Modelling Language (UML) which is a way to summarize details of a system and the users within that system. It is generally shown as a graphic depiction of interactions among different elements in a system. A use case diagram consists of actors that are normally the stakeholders of the system and their use cases commonly defined as goals. Use case diagrams will specify the events in a system and how those events flow, however, use case diagram does not describe how those events are implemented.



(Figure 4.1) Use-Case diagram of “CollegeSpace” management

5. Summary/Conclusion:

The project entitled as “College Space”Management System Is the system that deals with the issues related to a particular college. Therefore, this project is designed keeping in view the day-to-day problems faced by the students of our college. In this, instead of direct Contacting with the faculty the student can directly checks the Results from the System if the student is registered in as “College Space” Management System. “College Space” Management System helps educational institute to do regular activities accurately, fastly and reliably. We hope that our system will certainly help the students to reduce unnecessary wastage of time personally going to each department for some information.

Thank You!!!