SCHOOL MANAGEMENT SYSTEM

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- ## Overview:

This project aims to provide a management system for a school through which they can manage different entities in their school. The base assumption of this project is that it manages with the perspective of one school.

- ## Technologies Used:

1. Python for programming language.

2. Sqlite3 for Database.

3. Tabulate Package to show data in pretty format.

4. Shortuuid for unique Id.

5. Regular Expression for input validations.

6. VS Code for IDE

7. Start UML for creating Diagrams.

8. Hashlib for hashing the password.

9. Makpass for masking password

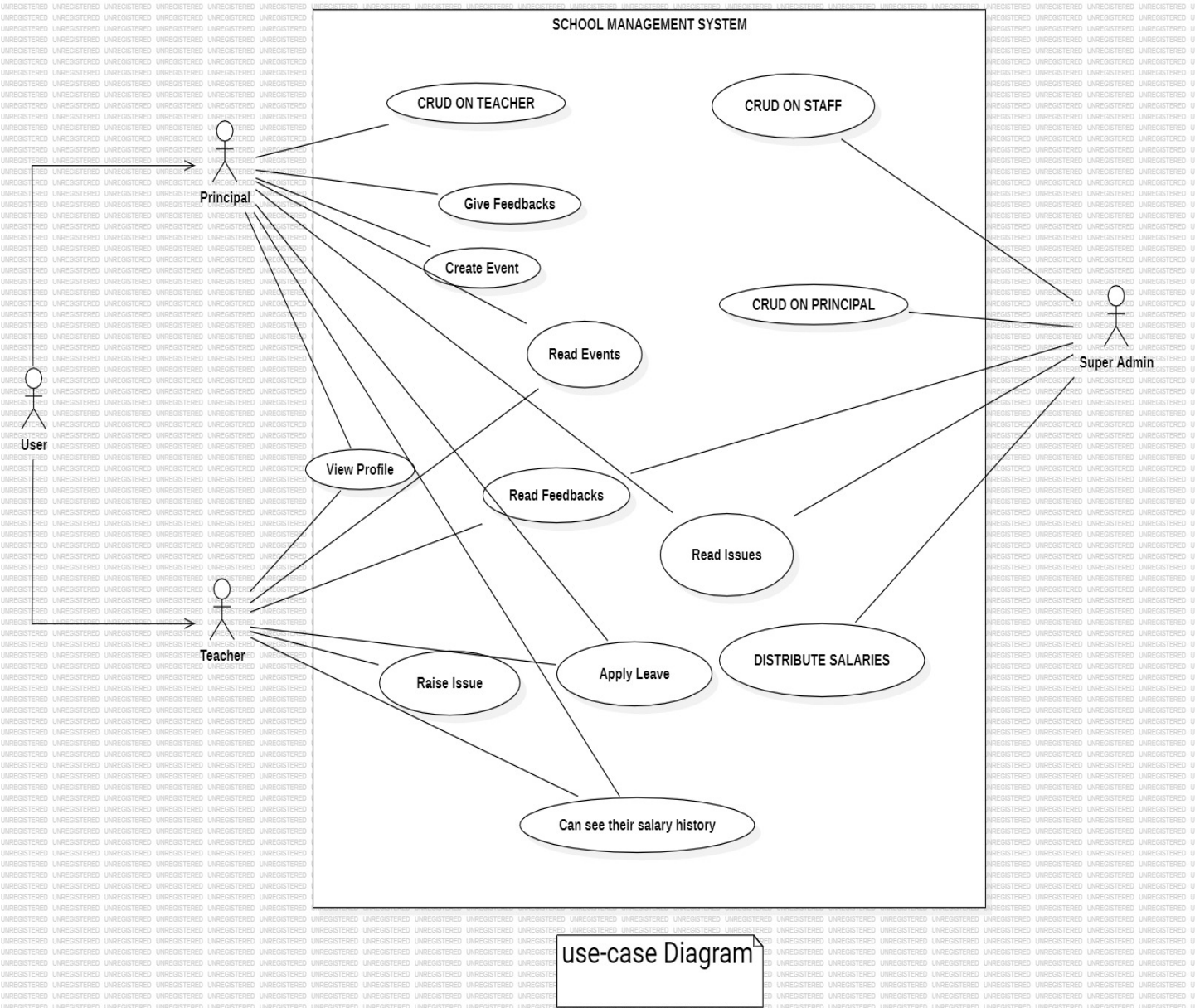10. Used logging for monitoring errors and information.

- ## Modules:

- **Super Admin:** Super Admin is an entity which is one per school. Super Admin has different functionalities which include:
    a. **Handling Principal**: Super Admin can approve a principal, view, update and delete a principal from the db.
    b. **Handle Staff:** Super Admin can perform CRUD operations on staff members.
    c. **Distribute Salary:** Super Admin can distribute salary to the respective teacher and principal.
    d. **Approve Leave:** Super Admin can approve the leave status applied by other entities.

- **Principal:** Principal is an entity which is also one per school. Principal has different functionalities which include:
    a. **Handle Teacher**
    b. **Handle Feedback**
    c. **Handle Events**
    d. **Handle Leaves**
    e. **See Salary History**
    f. **View Issues**

- **Teacher:** Teacher is an entity which can be many per school. The teacher can see his/her feedback, salary history, events, raise issues and view profile.
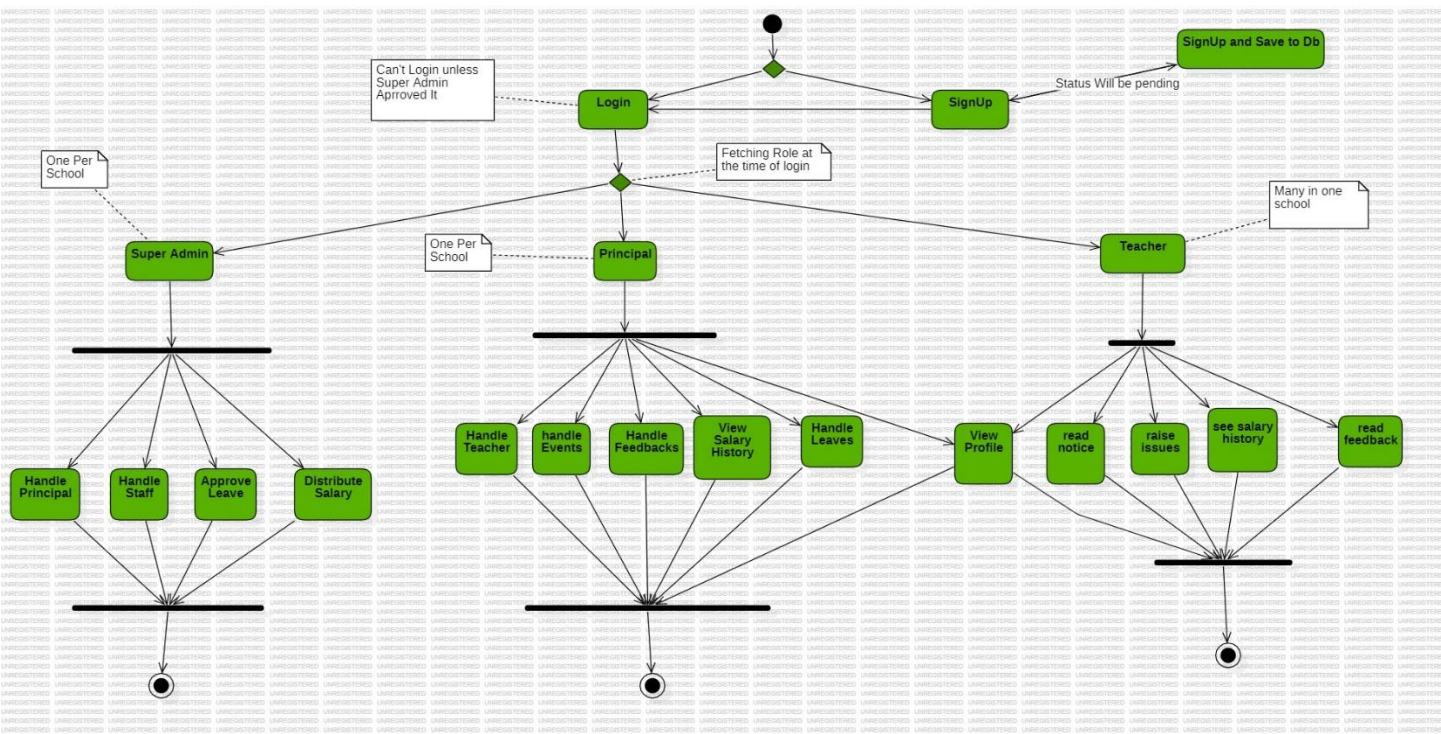
Other Functionalities:

- Login and Signup for different profiles.
- Input validation through regular expressions.
- Decorator to handle exceptions in the code.
- Pretty Print module which will print data in pretty format.

Diagrams:

USE-CASE DIAGRAM: To showcase how different actors will access different functions according to their role.
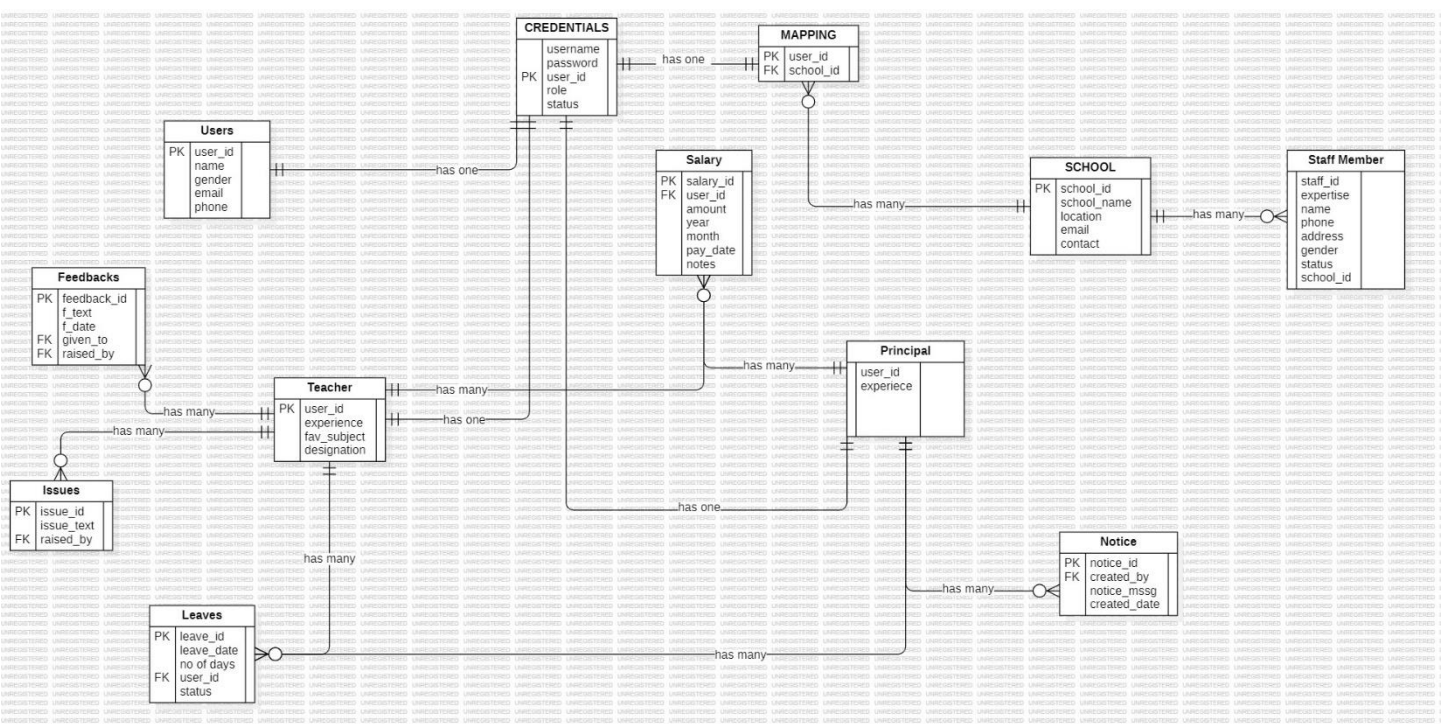

use-case Diagram

ACTIVITY FLOW DIAGRAM: Showcase the flow of code based on different activity of end user/ client.

Activity Flow Diagram For School Management System

DATABASE SCHEMA DIAGRAM:

ER DIAGRAM FOR SCHOOL MANAGEMENT SYSTEM