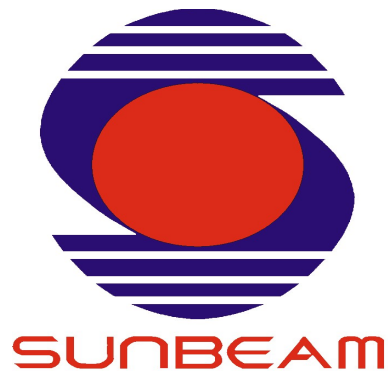


A
PROJECT REPORT ON

“ ONLINE APTITUDE PORTAL ”

SUBMITTED IN
PARTIAL FULFILLMENT OF
DIPLOMA IN ADVANCED COMPUTING (PG-DAC)



BY

MRUNALI RAGHUNATH PATIL

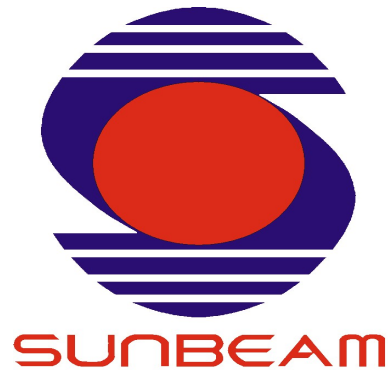
UNDER THE GUIDENCE OF

Mr.Akash Shelke

AT

**SUNBEAM INSTITUTE OF INFORMATION TECHNOLOGY,
Karad.**

**SUNBEAM INSTITUTE OF INFORMATION TECHNOLOGY,
PUNE.**



CERTIFICATE

This is to certify that the project

“ONLINE APTITUDE PORTAL”

Has been submitted by

MRUNALI RAGHUNATH PATIL

In partial fulfillment of the requirement for the Course of **PG Diploma in
Advanced Computing (PG-DAC AUG2019)** as prescribed by The **DAC
ACTS, PUNE.**

Place: Karad

Date: 27-JAN-2020

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Project Guide**

**Mr.Akash Shelke
Project Guide**

**Mr.Nilesh Katoke
Alumni Mentor**

ACKNOWLEDGEMENT

The satisfaction that accompanies the successful completion of any task would be incomplete without the mention of people whose ceaseless cooperation made it possible, whose constant guidance and encouragement crown all efforts with success.

We are grateful to our Alumni Mentor Guide project guide Mr. Rahul Sansudi and Mr. Prashant Lad (Course Coordinator, Sunbeam, Karad) for the guidance, inspiration and constructive suggestions that helped us in the preparation of this project. Lastly, we thank the entire faculty and the staff members of Sunbeam Institute of Information Technology, Karad for their support.

Mrunali Patil

DAC Aug 2019 Batch,

SIIT, Karad.

ABSTRACT

The objective of “Online Aptitude Portal” is design for students who preparing for various kind of Aptitude exams. Only registered students are allow to access all topic and related videos. if students have more better idea about topics they can also post it on feedback so its helpful for all other students. Easily access to video links. Trainer posted topic wise assignments.

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1.INTRODUCTION

1.1 Organization Overview

This Online Aptitude Portal project will basically be easy to use where students can learn aptitude topic and related formulas and some related questions. Our application provides easy tricks for solving aptitude questions quickly. We provides videos for more understanding so student can able to understand easily. We provide topic wise home assignments to students for better understanding and more practice.

1.2 Objective of the Project

The main objective of the project is to design and develop a user friendly system. Easy to use and efficient computerized system. To develop an accurate and flexible system, it will eliminate data redundancy. Computerization can be helpful as means of saving time & money. To provide better graphical user interface. Less chances of information leakage. Provides security to data by using login & password.

1.3 Scope of the Project

Online Aptitude Portal is design for students who preparing for various kind of Aptitude exams. Only registered students are allow to access all topic and related videos. if students have more better idea about topics they can also post it on feedback so its helpful for all other students. Easily access to video links. Trainer posted topic wise assignments.

2. PRODUCT OVERVIEW AND SUMMARY

Proposed System:

The proposed system is managed by the visual basic 6.0, which are user friendly windows for every user and for maintaining the database Microsoft access is used.

2.1 Organization Overview:

The Online Aptitude Portal handle all aptitude related features to help the students and managing all related things like adding and updating latest topics and questions according to students feedback.

2.2 Objective of the Project

- The main objective of the project is to design and develop a user friendly system.
 - Easy to use and efficient computerized system.
 - To develop an accurate and feasible system, it will eliminate data redundancy.
 - Computerization can be helpful as means of saving time & money.
 - To provide better graphical user interface.
 - Less chances of information leakage.
 - Provides security to data by using login & password
- ### **1.3 Scope of the Project**
- Storing information of members, employees.
 - Check validity of information provided by user.

- Storing information of members according to their id.

2.3 Existing System

The existing aptitude portal not updating latest topics and trending questions so students not get idea about which kind of things are required to prepared for exam and they studies accordingly old syllabus and not getting upgrade in there knowledge.

The following are the reasons why the current system should be computerized:

- To increase efficiency with reduced cost.
- To reduce the burden of paper work.
- To save time management for recording details of each and every topic and related questions.
- To generate required reports easily.

2.4 Design and Implementation Constraints:

Constraints are “items that will limit the developer’s options” (IEEE 830). Constraints are also sometimes called non-functional requirements because they are requirements that the system must meet, yet they do not provide or describe functionality that accomplishes the purpose of the system interaction.

1. Hardware Limitations:

The minimum hardware requirement for the system is 128 MB of Ram and a 32-MB hard-disc drive.

2. Accessibility:

Initially, the software should be available as a desktop application for a small set of users to test.

3. Others:

The application should be built using JAVA and ANGULAR inscribed in HTML, and it should, initially, be accessible through the Visual Studio 2015 Community Edition and later published on a server.

3. REQUIREMENTS

3.1 Functional Requirements:

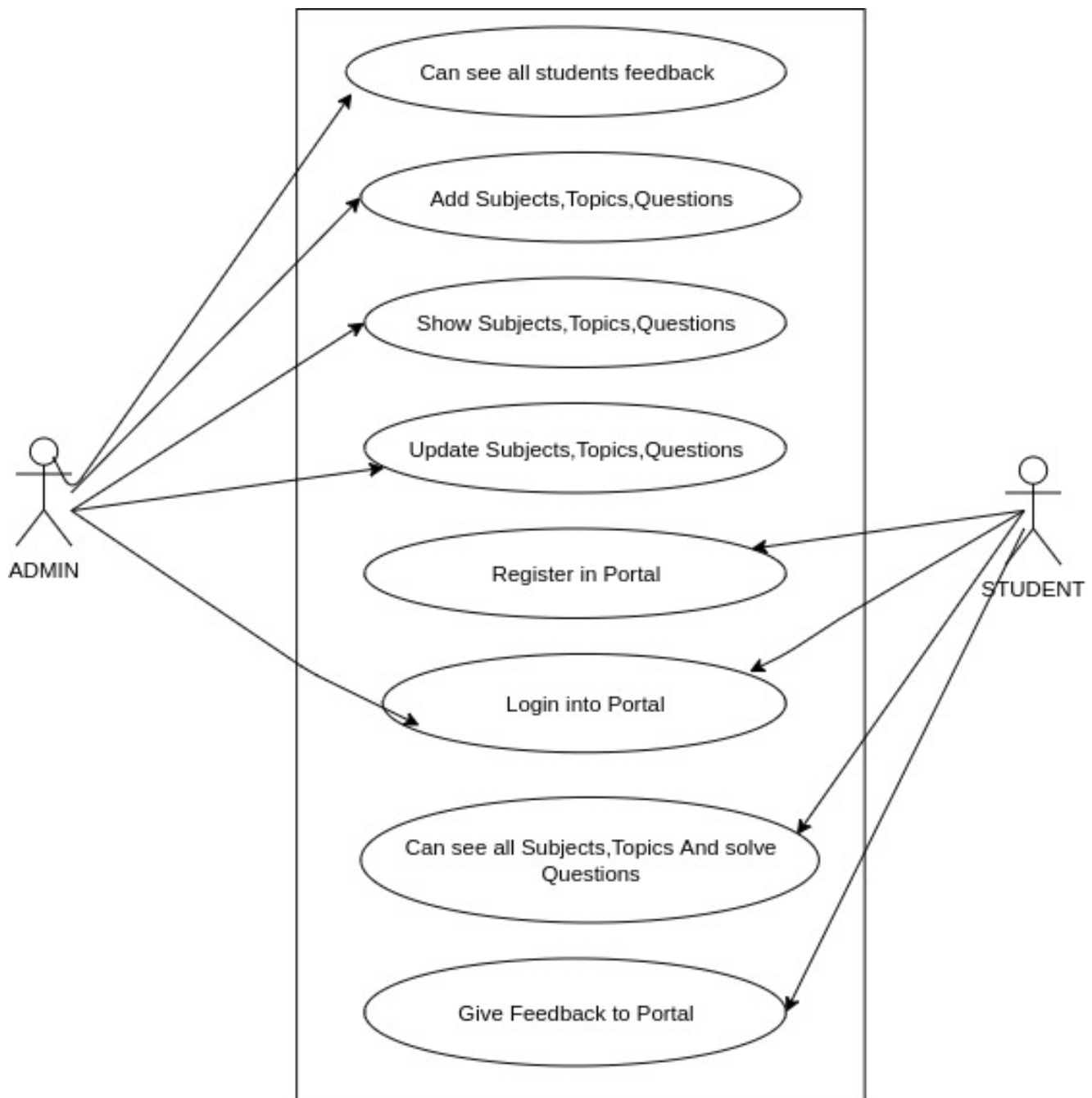
Basically, functional requirements describe the features, functioning, and usage of a product/system/software from the perspective of the product and its user. Although referred to as "requirements," they really are a form of design, high-level. Functional requirements also often are called "functional specifications," and "specification" is a synonym for design.

3.1.1 Use case for Admin:

This Project Manager use case diagram gives us the brief information about the functionalities performed by an Project Manager user. Briefly following functionalities done by the Admin as per the bellow diagram.

- Login.
- Adding/Updating Topics And Questions
- Log Off.

USE-CASE-DIAGRAM:



3.2 Non - Functional Requirements

Non-functional requirements are not non-functional at all. Rather, they describe various quality factors, or attributes, which affect the functionality effectiveness. They do not exist in the abstract but only with respect to relevant functionality such as, usability, reliability, and maintainability. For instance, if the software doesn't satisfy relevant usability requirements for applicable functional usage, users can't use it appropriately and thus will not achieve the required functioning. Inadequate usability may cause errors which nullify the value of the functioning, such as miscalculating something.

Usability difficulties could cause the user not to use (all) the functions necessary to achieve the value, perhaps because they're not able to employ the necessary functions. It may take so long and be so unpleasant to use the software that the user can't use it as much as is needed or even abandons its use entirely.

3.2.1 Usability Requirement:

Usability is the ease of use and learnability of a human-made object. The object of use can be a software-application, website, book, tool, MACHINE, process, or anything a human interacts with. A usability study may be conducted as a primary job function by a usability analyst or as a secondary job function by designers, technical writers, marketing personnel, and others. It is widely used in consumer electronics, communication, and knowledge transfer objects and mechanical objects such as a door handle or a hammer.

Usability includes methods of measuring usability, such as needs analyst and the study of the principles behind an object's perceived efficiency or elegance. In human-computer interaction and computer science, usability studies the elegance and clarity with which the interaction with a computer program or a web site is designed. Usability differs from user satisfaction and user experience because usability also considers usefulness.

Usability Requirements for this project design should support the following from the perspective of its primary users:

Efficiency of use: goals are easy to accomplish quickly and with few or no user errors

Intuitiveness: the interface is easy to learn and navigate; buttons, headings, and help/error messages are simple to understand

Low perceived workload: the interface appears easy to use, rather than intimidating, demanding and frustrating.

3.2.2 Performance Requirement:

Performance requirement within system engineering, encompasses the set of roles, skills, activities, practices, tools, and deliverables applied at every phase of the systems development life cycle which ensures that a solution will be designed, implemented, and operationally supported to meet the non-functional requirements for performance.

In our project basic performance requirements get maintain by using object oriented concepts such as major pillars of object oriented programming thought process are 'Abstraction', 'Modularity', 'Encapsulation', 'Hierarchy' and minor pillars are 'Concurrency', 'Persistence', 'Typing'. These pillars keep the inter-functionalities for the project as 'loosely coupled and highly cohesive'.

3.2.3 Reliability Requirement:

Reliability Requirement is requirement that emphasizes dependency in the life cycle management of a product. Dependability, or reliability, describes the ability of a system or component to function under stated conditions for a specified period of time. Reliability requirement may also describe the ability to function at a specified moment or interval of time (Availability).

Reliability is theoretically defined as the probability of success ($\text{Reliability} = 1 - \text{Probability of Failure}$), as the frequency of failures; or in terms of availability, as a probability derived from reliability, testability and maintainability. Testability, Maintainability and maintenance are often defined as a part of "reliability engineering" in Reliability Programs.

Reliability plays a key role in the cost-effectiveness of systems. In this project, to achieve the reliability requirement of the software the various programming layers have to rely on each other inclusively. For example in our project, we have database, POGO layer, DAO layer, Controller layer, Service layer. Among these, each layer has to rely on other layer. For example, POGO layer has dependency on database, for the implementation of DAO layer it has to take some help of POGO layer and so on. This activity shows the reliability requirements of our project.

Limitations of existing system

Time consumption:

As the records are to be manually maintained it consumes a lot of time.

Paper work:

Lot of paper work is involved as the records are maintained in the files & registers

Storage requirements:

As files and registers are used the storage space requirement is increased.

Less reliable:

Use of papers for storing valuable data information is not at all reliable.

Accuracy:

As the system is in manual there are lot many chances of human errors. These can cause errors in calculating mechanism or maintaining customer details.

Difficulty in keeping new records:

It is difficult for keeping all the new entries of members, their account and transaction details.

4.PROJECT DESIGN

4.1 Data Model

A data model organizes data elements and standardizes how the data elements relate to one another. Since data elements document real life people, places and things and the events between them, the data model represents reality. A data model is a set of symbols and text used for communicating a precise representation of an information system. A data model provides the details of information to be stored, and is of primary use when the final product is the generation of computer software code for an application or the preparation of a functional specification to aid a computer software make-or-buy decision. The figure is an example of the interaction between process and data models.

Data models are often used as an aid to communication between the business people defining the requirements for a computer system and the technical people defining the design in response to those

requirements. They are used to show the data needed and created by business processes. The data model simply describes the structure of data entities and their relationships. For example, in a banking system, entities will typically include Account, Customer and Loan. Account has several attributes, such as account number, type (savings or checking), status, and current balance.

A relationship may dictate that one customer can have one or more accounts, and one account is associated to one or two customers. Data modeling spans the evolution of the high-level model that displays the data entities in a given business domain into a model that shows details of how the data is stored.

4.1 Database Design

Database design is the process of producing a detailed data model of a database. This data model contains all the needed logical and physical design choices and physical storage parameters needed to generate a designing a data definition language, which can then be used to create a database. A fully attributed data model contains detailed attributes for each entity.

The term database design can be used to describe many different parts of the design of an overall database system. Principally, and most correctly, it can be thought of as the logical design of the base data structures used to store the data. In the relational model these are the tables and views. In an object database the entities and relationships map directly to object classes and named relationships. However, the term database design could also be used to apply to the overall process of designing, not just the base data structures, but also

the forms and queries used as part of the overall database application within the database management system (DBMS).

The process of doing database design generally consists of a number of steps which will be carried out by the database designer. Usually, the designer must:

- Determine the data to be stored in the database.
- Determine the relationships between the different data elements.
- Superimpose a logical structure upon the data on the basis of these relationships.

Within the relational model the final step above can generally be broken down into two further steps that of determining the grouping of information within the system, generally determining what are the basic objects about which information is being stored, and then determining the relationships between these groups of information, or objects. This step is not necessary with an object database.

Table name: User

Primary Key: id

Description: This table is used to store detailed information of Users.

```
File Edit View Search Terminal Help
mysql> DESC User;
+-----+-----+-----+-----+-----+-----+
| Field | Type          | Null | Key | Default | Extra          |
+-----+-----+-----+-----+-----+-----+
| id     | int(11)       | NO   | PRI | NULL    | auto_increment |
| email  | varchar(255)  | YES  |     | NULL    |                |
| name   | varchar(255)  | YES  |     | NULL    |                |
| password | varchar(255) | YES  |     | NULL    |                |
| phone  | varchar(255)  | YES  | UNI | NULL    |                |
| role   | varchar(255)  | YES  |     | NULL    |                |
+-----+-----+-----+-----+-----+-----+
6 rows in set (0.01 sec)

mysql> 
```

Table name: Subject

Primary Key: id

Description: This table is used to store detailed information of Subject.

```
File Edit View Search Terminal Help
mysql> DESC Subject;
+-----+-----+-----+-----+-----+-----+
| Field | Type          | Null | Key | Default | Extra          |
+-----+-----+-----+-----+-----+-----+
| id     | int(11)       | NO   | PRI | NULL    | auto_increment |
| subject | varchar(255) | NO   |     | NULL    |                |
+-----+-----+-----+-----+-----+-----+
2 rows in set (0.00 sec)

mysql> 
```

Table name: Topic

Primary Key: id

Foreign Key: s_id

Description: This table is used to store detailed information of Topic.

```
File Edit View Search Terminal Help
mysql> DESC Topic;
+-----+-----+-----+-----+-----+-----+
| Field          | Type          | Null | Key | Default | Extra          |
+-----+-----+-----+-----+-----+-----+
| id             | int(11)       | NO   | PRI | NULL    | auto_increment |
| description    | varchar(1000) | YES  |     | NULL    |                |
| tname          | varchar(255)  | NO   |     | NULL    |                |
| s_id           | int(11)       | YES  | MUL | NULL    |                |
+-----+-----+-----+-----+-----+-----+
4 rows in set (0.01 sec)

mysql> 
```

Table name: Question

```
mysql> DESC Question;
```

Field	Type	Null	Key	Default	Extra
id	int(11)	NO	PRI	NULL	auto_increment
answerkey	varchar(255)	NO		NULL	
option1	varchar(255)	YES		NULL	
option2	varchar(255)	YES		NULL	
option3	varchar(255)	YES		NULL	
option4	varchar(255)	YES		NULL	
question	varchar(255)	NO		NULL	
t_id	int(11)	YES	MUL	NULL	

```
8 rows in set (0.00 sec)

mysql> 
```

Table name: Feedback

Primary Key: id

Foreign Key: u_id

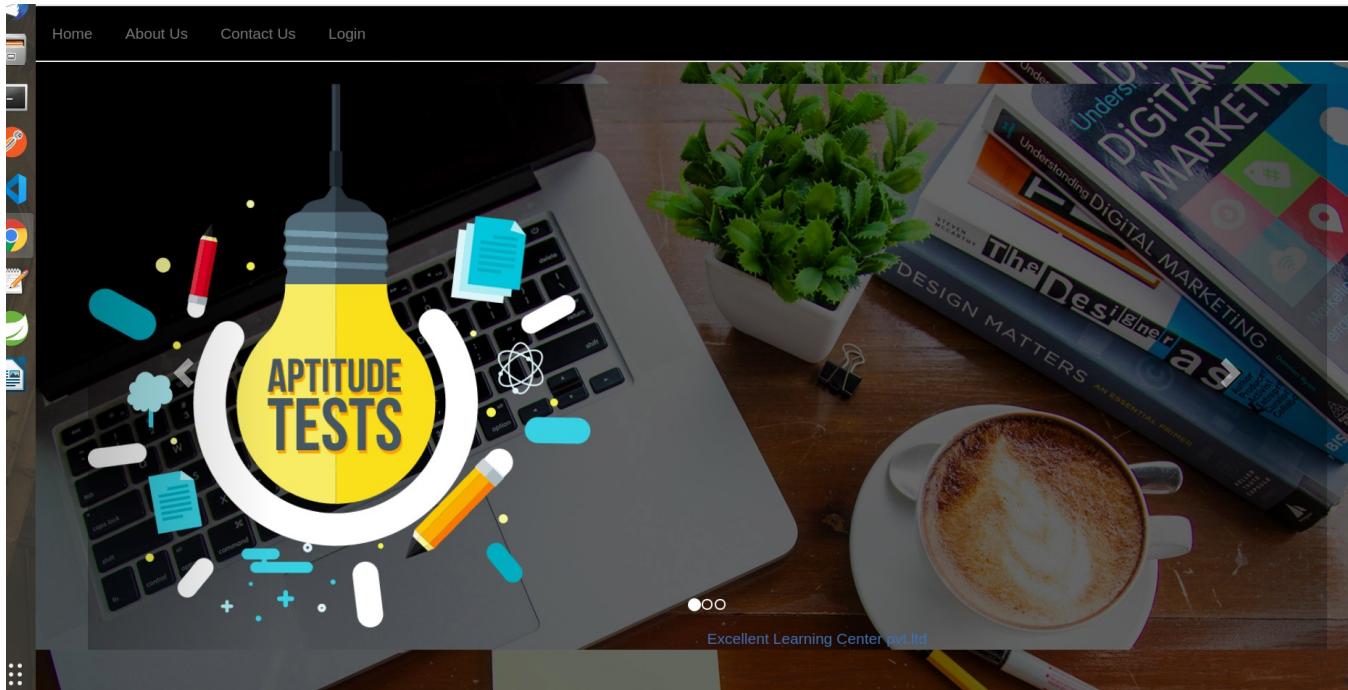
Description: This table is used to store detailed information of user Feedback record.

```
mysql> DESC Feedback;
+-----+-----+-----+-----+-----+-----+
| Field      | Type          | Null | Key | Default | Extra          |
+-----+-----+-----+-----+-----+-----+
| id         | int(11)       | NO   | PRI | NULL    | auto_increment |
| rating     | int(11)       | NO   |     | NULL    |                |
| suggestion | varchar(255)  | YES  |     | NULL    |                |
| u_id       | int(11)       | YES  | MUL | NULL    |                |
+-----+-----+-----+-----+-----+-----+
4 rows in set (0.01 sec)

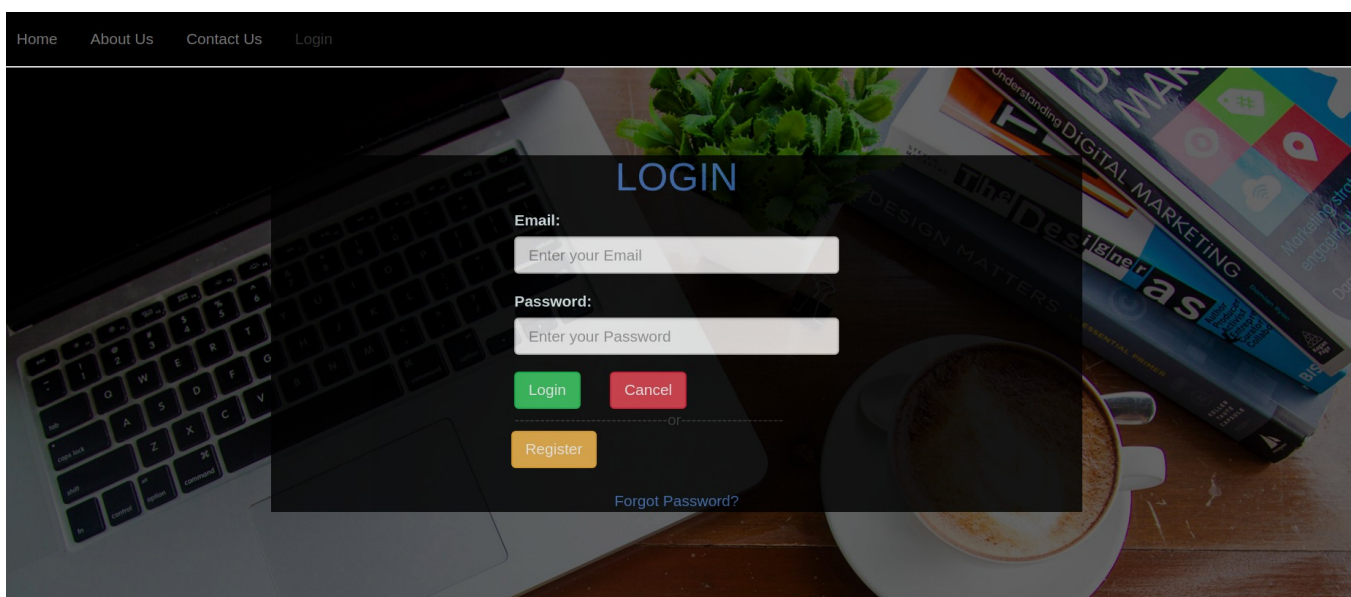
mysql> 
```

PROJECT-SCREENSHOTS:

HOME PAGE:



LOGIN PAGE:



FORGET PASSWORD:

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Enter Registered Email:

Email :

xyz@mail.com

Get OTP

[Home](#) [About Us](#) [Contact Us](#) [Login](#)

Change Password

OTP:

123465

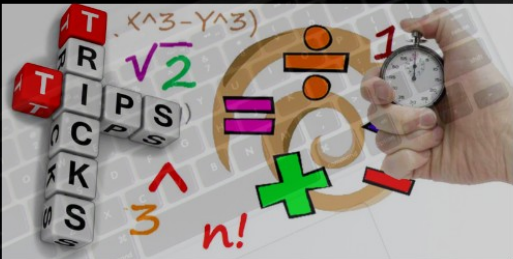
New Password:

xyz@gmail.com

Submit

ABOUT US:

Home About Us Contact Us Login

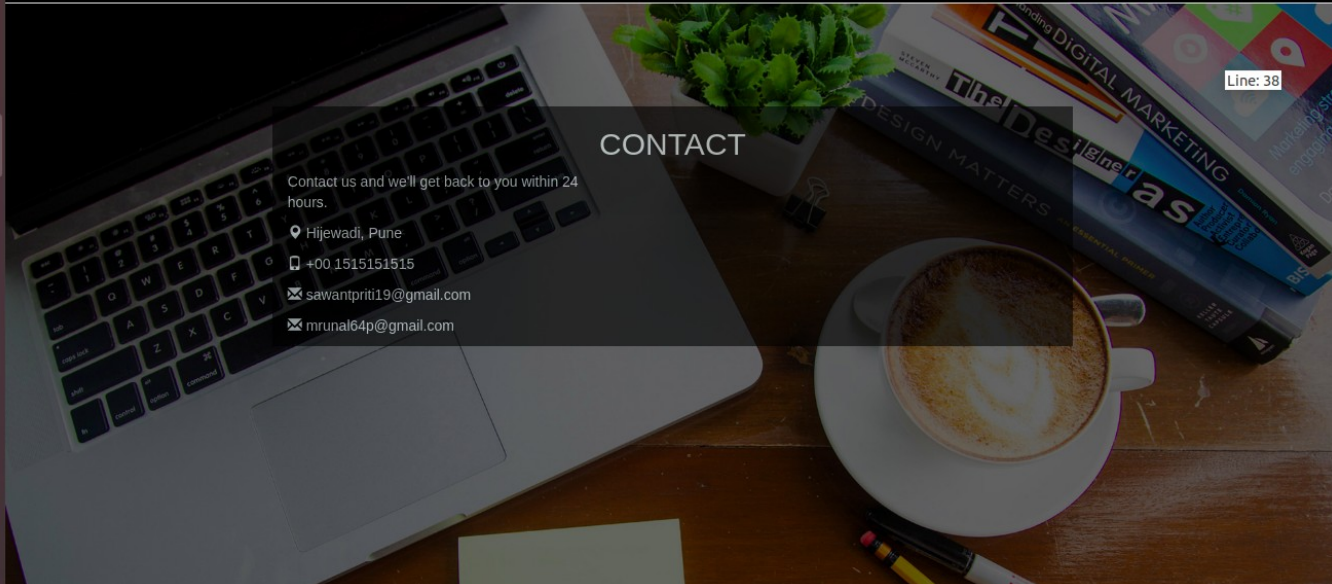


Line: 38

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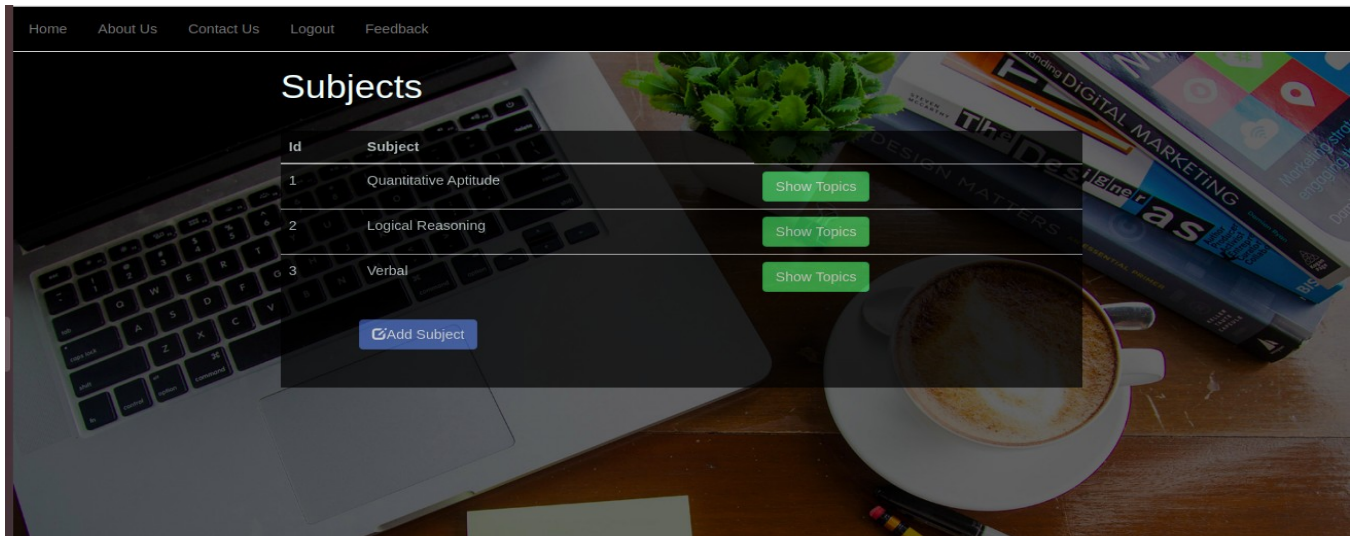
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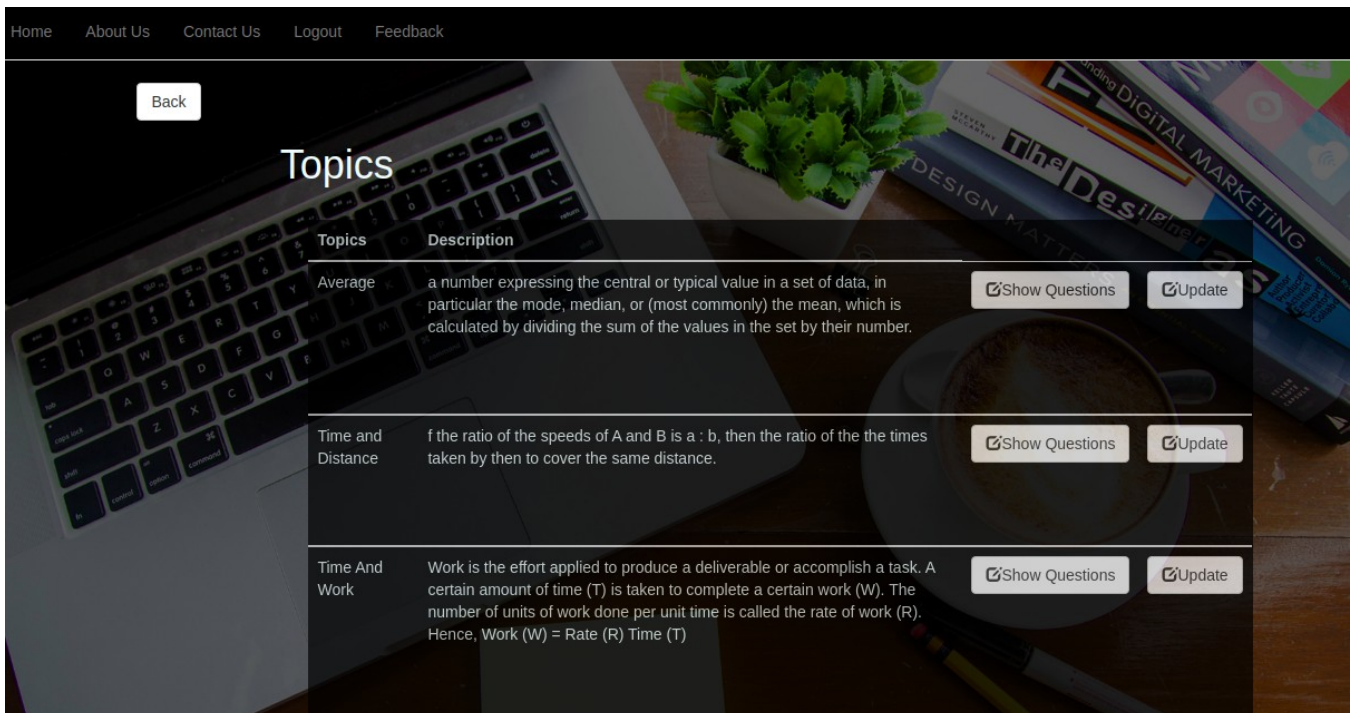
✉️ mrunal64p@gmail.com

ADMIN FUNCTIONALITY:

SUBJECT:



TOPIC:



QUESTION:

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Questions

Questions	Option 1	Option 2	Option 3	Option 4	Answer Key	
In the first 10 overs of a cricket game, the run rate was only 3.2. What should be the run rate in the remaining 40 overs to reach the target of 282 runs?	6.25	6.5	6.75	7	1	<div>Update</div>
A grocer has a sale of Rs. 6435, Rs. 6927, Rs. 6855, Rs. 7230 and Rs. 6562 for 5 consecutive months. How much sale must he have in the sixth month so that he gets an average sale of Rs. 6500?	Rs. 4991	Rs. 5991	Rs. 6001	Rs. 6991	1	<div>Update</div>
The average of 20 numbers is zero. Of them, at the most, how many may be greater than zero?	0	1	10	19	4	<div>Update</div>

ADD SUBJECT:

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Subjects

Subject Name

Enter Subject Name

Submit

ADD TOPICS:

About Us Contact Us Logout Feedback

Topic

Topic Name

Description

Submit

ADD QUESTIONS:

Home About Us Contact Us Logout Feedback

Question

Question

Option 1

Option 2

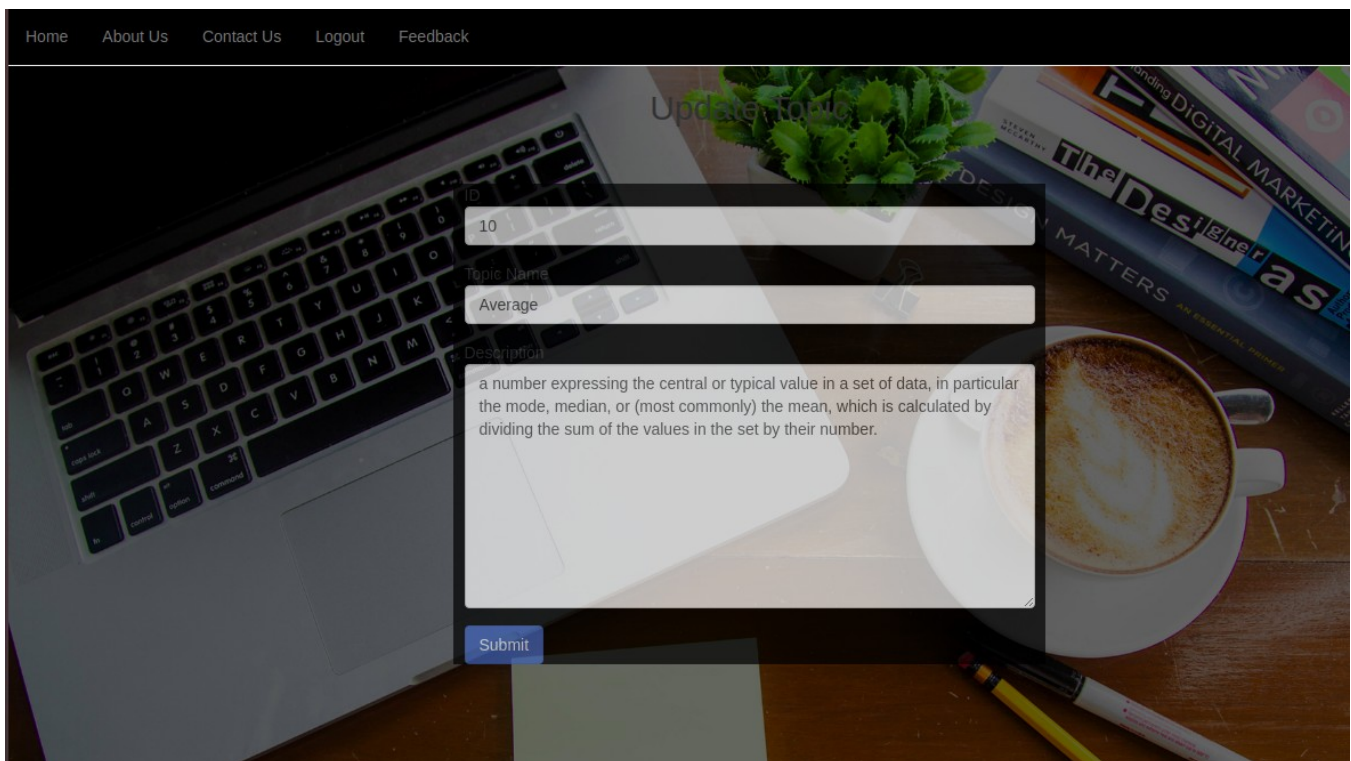
Option 3

Option 4

Answerkey

Submit

UPDATE TOPICS:



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Update Topic

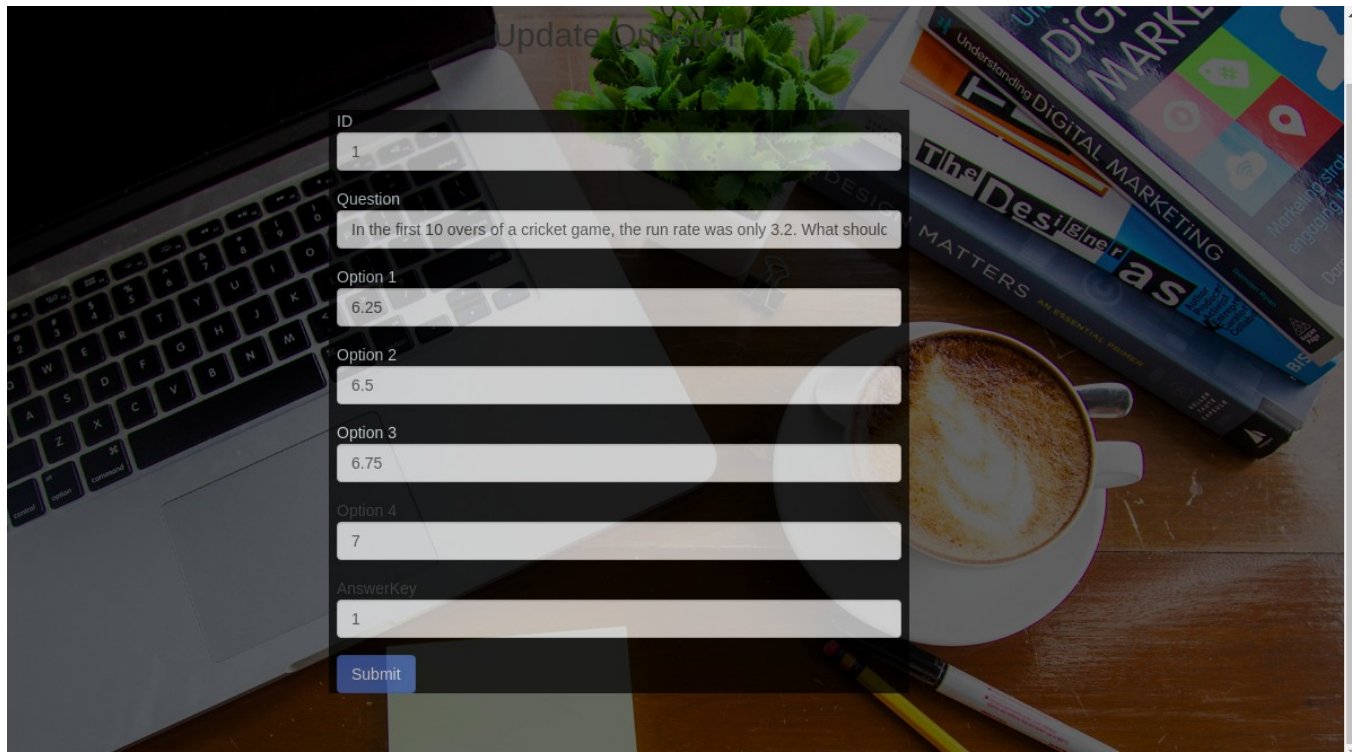
ID: 10

Topic Name: Average

Description: a number expressing the central or typical value in a set of data, in particular the mode, median, or (most commonly) the mean, which is calculated by dividing the sum of the values in the set by their number.

Submit

UPDATE QUESTIONS:



Update Question

ID: 1

Question: In the first 10 overs of a cricket game, the run rate was only 3.2. What should

Option 1: 6.25

Option 2: 6.5

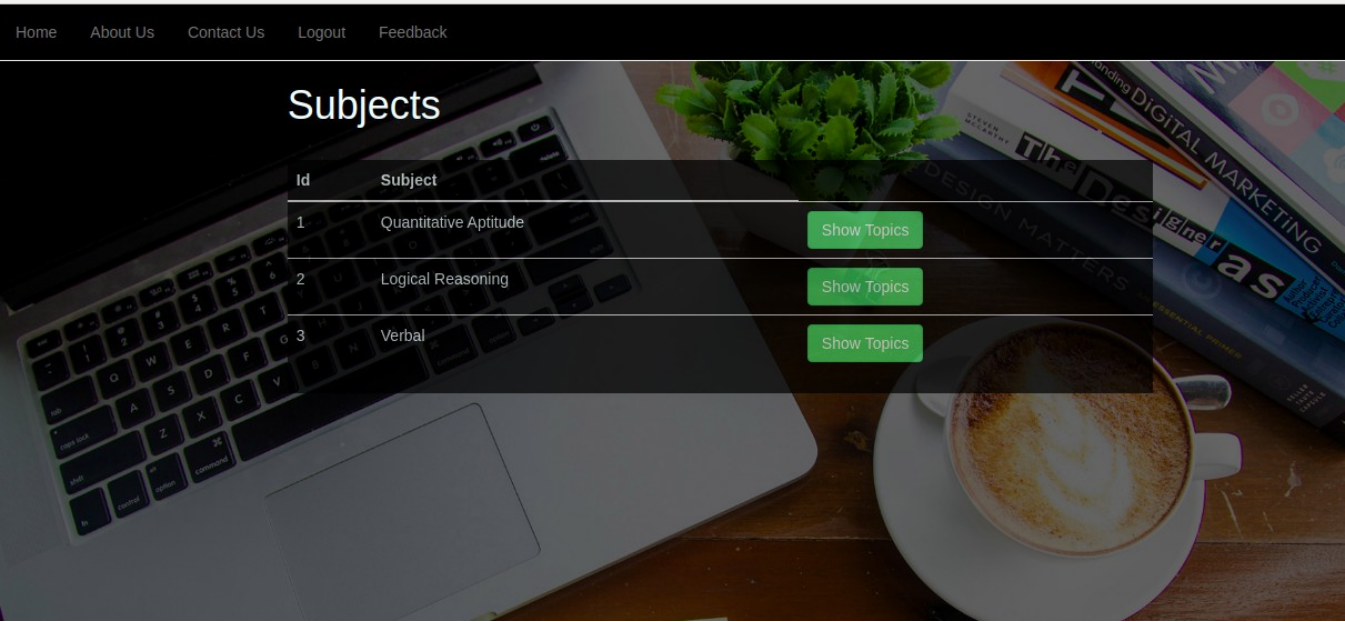
Option 3: 6.75

Option 4: 7

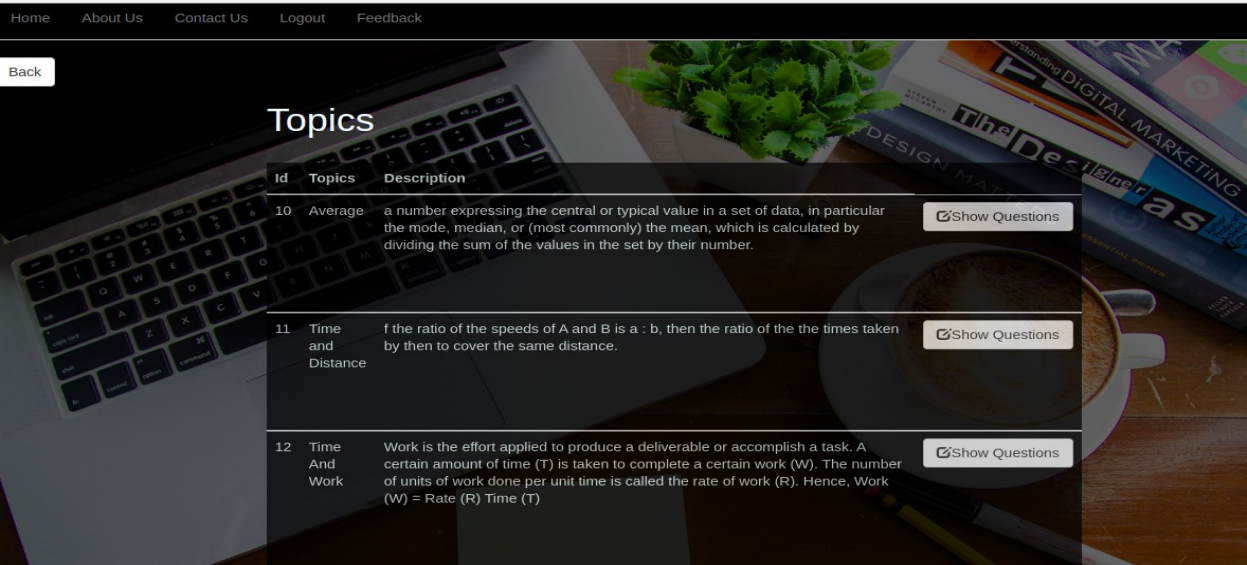
AnswerKey: 1

Submit

STUDENT FUNCTIONALITY:



TOPIC:



QUESTION:

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localhost says
ans : 1is right

OK

Questions

1. In the first 10 overs of a cricket game, the run rate was only 3.2. What should be the run rate in the remaining 40 overs to reach the target of 282 runs?

☐ 6.25

☐ 6.5

☐ 6.75

☐ 7

2. A grocer has a sale of Rs. 6435, Rs. 6927, Rs. 6855, Rs. 7230 and Rs. 6562 for 5 consecutive months. How much sale must he have in the sixth month so that he gets an average sale of Rs. 6500?

☐ Rs. 4991

☐ Rs. 5991

☐ Rs. 6001

☐ Rs. 6991

3. The average of 20 numbers is zero. Of them, at the most, how many may be greater than zero?

☐ 0

☐ 1

☐ 10

☐ 19

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Questions

1. In the first 10 overs of a cricket game, the run rate was only 3.2. What should be the run rate in the remaining 40 overs to reach the target of 282 runs?

☐ 6.25

☐ 6.5

☐ 6.75

☐ 7

2. A grocer has a sale of Rs. 6435, Rs. 6927, Rs. 6855, Rs. 7230 and Rs. 6562 for 5 consecutive months. How much sale must he have in the sixth month so that he gets an average sale of Rs. 6500?

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☐ Rs. 6001

☐ Rs. 6991

3. The average of 20 numbers is zero. Of them, at the most, how many may be greater than zero?

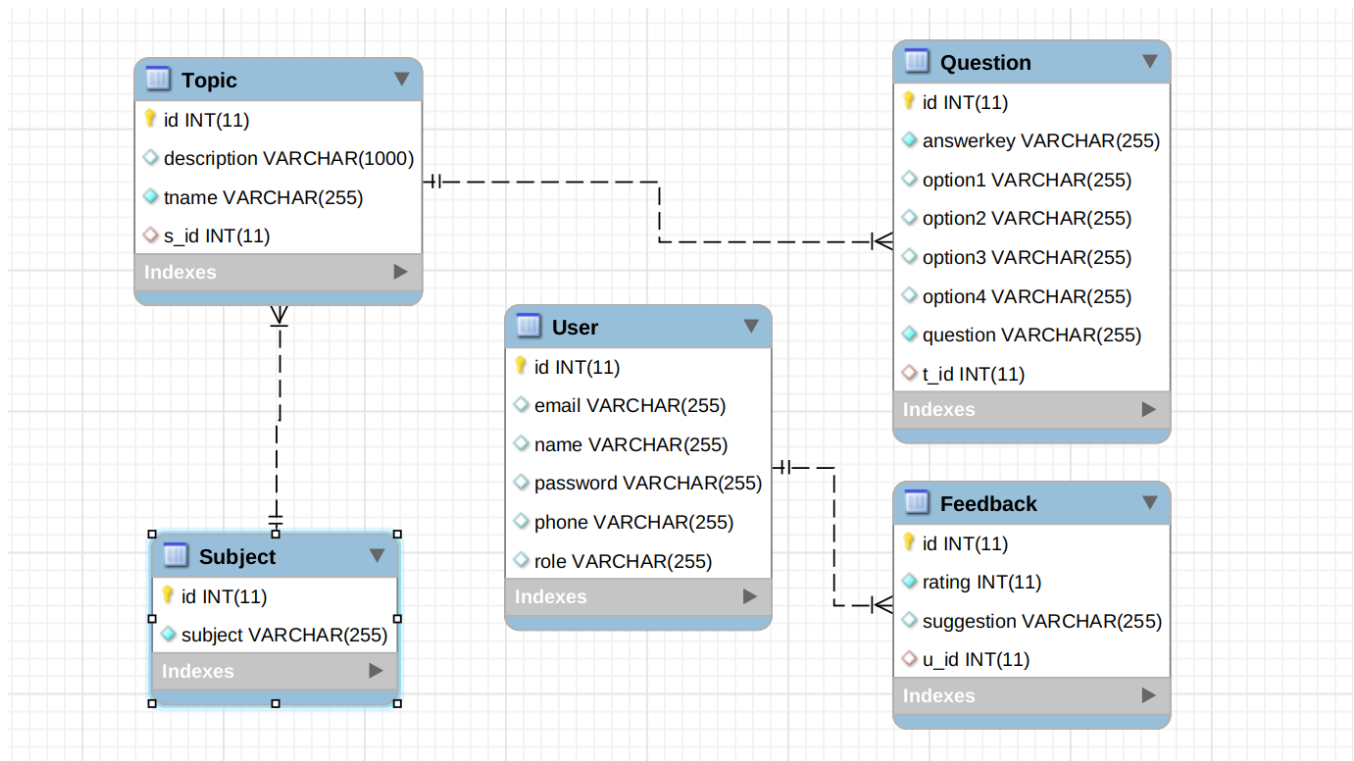
☐ 0

☐ 1

☐ 10

☐ 19

DATA-FLOW DIAGRAM:



4.2 Process Model

A software process model is a standard format for following stages of software developing.

- Planning.
- Organization
- Running a development project.

Hundreds of different models exist and are used, but many are minor variations on a small number of basic model. We surveyed the important basic models, and tried how to choose between them. We have to consider following constraints while building a software or any real world project.

A (software/system) process model is a description of the sequence of activities carried out in a software project, and the relative order of these activities.

A process model provides a fixed generic framework that can be tailored to a specific project. Project specific parameters will include:

- Size,(person-years)
- Budget,
- Duration.

Project Plan = Process Model + Project Parameters.

There are different types of basic process models are existed, in our project we used Agile model as a process model.

Agile modeling is a methodology for modeling and documenting software systems based on best practices. It is a collection of values and principles that can be applied on an (agile) software development project. This methodology is more flexible than traditional modeling methods, making it a better fit in a fast changing environment. It is part of the agile software development tool kit.

5. TEST REPORT

System testing is designed to uncover the weaknesses that were not found in earlier tests. In the testing phase, the program is executed with the explicit intention of finding errors. This includes forced system failures and validation of the system, as its user in the operational environment will implement it. For this purpose test cases are developed.

When a new system replaces the old one, such as in the present case, the organization can extract data from the old system to test them on the new. Such data usually exist in sufficient volume to provide sample listings and they can create a realistic environment that ensures eventual system success. Regardless of the source of test data, the programmers and analyst will eventually conduct four different types of tests

System Testing

The system testing deals with the process of testing the system as a whole. This is done after the integration process. Moving through each module from top to bottom tests the entire . The verification and validation process are then The errors that occur the testing phase are eliminated and a well functioning system is developed. Test case design focuses on a set of techniques, which meets all testing objectives, which are mentioned below.

1. Testing is a process of executing a program with the intent of finding an error.

2. A successful test is one that uncovers an as yet undiscovered error. Testing demonstrates that software functions work according to specifications. In addition data collected from testing provides a good indication of software reliability and some indication of software quality as a whole. Testing results in the deduction in the numbers of errors. Critical modules are tested as early as possible .The following tests have been carried out after developing the system.

Various Testing Methods:

Unit testing focuses verification efforts on the smallest unit of the software design, the module. This is also known as Module Testing. The modules are tested separately. This testing is carried out during programming stage itself.

Validation Testing:

Validation testing can be defined in many ways but a simple definition is that validation succeeds when the software functions in a manner that can be reasonably expected by the users .After validation test has been conducted one of the two possible conditions exists

1. The function or the performance characteristics to confirm specification and are accepted.
2. A deviation from specification is uncovered and a deficiency list is created.

Output Testing:

After performing the validation testing the next step is output testing of the proposed system since no system is useful if it does not produce the required output in the specific format. The outputs generated or displayed by the system under consideration are tested by asking the users about the formats required by them.

1. PROJECT RELATED STATISTICS:

Project related statistics shows what the realistic scenario of our project is. It includes actual look and feel, functionality of the project. Following are the some screenshots of our project that is Project management System.

1. Screen shot of Login Page

System Maintenance & Evaluation

The maintenance activity consist of following tasks:

1. Backup
2. Diagnostic
3. Integrity changes
4. Recovery
5. Design changes
6. Performance tuning

These features ensure the availability of the databases round the clock as the database maintenance is possible online when the system is in use. RDBMS allows an online maintenance, rapid recovery and software based fault tolerance. The rapid recovery features allows the system administrator to provide 'time' to go back for the recovery of the data if the system fails due to power or network crash. Based on this time, system automatically goes back and collects all the change and writes to disk.

7. CONCLUSION

The “ONLINE APTITUDE PORTAL” is successfully designed and developed to fulfilling the necessary requirements, as identified in the requirements analysis phase, such as the system is very much user friendly, form level validation and field level validation are performing very efficiently. The new computerized system was found to be much faster and reliable and user friendly then the existing system, the system has been designed and developed step by step and tested successfully. It eliminates the human error that are likely to creep in the kind of working in which a bulk quantity of data and calculations as to be processed.

The system results in quick retrieval of information that is very vital for the progress any organization. Cost is minimized in case of stationary. Burden of manual work is reduced as whenever transaction takes place, there is a no need to record it in many places manually.

Future Scope

The software has been developed in such a way that it can accept modifications and further changes. The software is very user friendly and future any changes can be done easily. Software restructuring is carried out. Software restructuring modifies source code in an effort to make it amenable to future changes. In general, restructuring does not modify the overall program architecture. It tends to focus on the design details of individual modules and on local data structure defined within modules.

Every system should allow scope for further development or enhancement. The system can be adapted for any further development. The system is so feasible to allow any modification need for the further functioning of programs.

Since the objectives may be brought broad in future, the system can be easily modified accordingly, as the system has been modularised. The future expansion can be done in a concise manner in order to improve the efficiency of the system.

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