Project Report Template

1.INTRODUCTION

1.1 Overview

The project aim is to provide real-time knowledge for all the students who have basic knowledge of Salesforce and Looking for a real-time project. This project will also help those professionals who are in cross-technology and want to switch to Salesforce.

A school is an educational institution designed to provide learning spaces and learning environments for the direction of teachers.

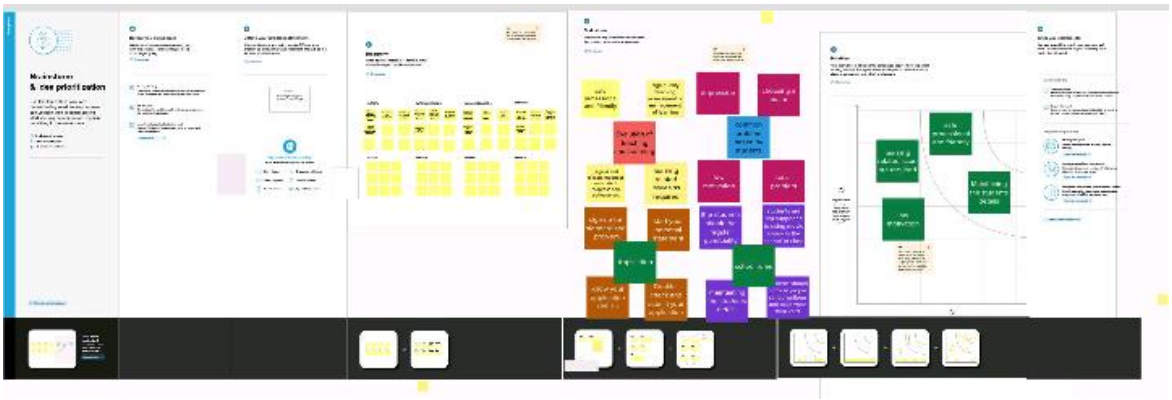
1.2 Purpose

- Education increases understanding.
- It teaches self- discipline.
- It develops the profound desire of learning.
- School atmosphere gives them a positive attitude in life.
- Student's identification skills development.

2. PROBLEM DEFINITION & DESIGN THINKING

2.1 Empathy Map

2.2 Ideation & Brainstoring Map



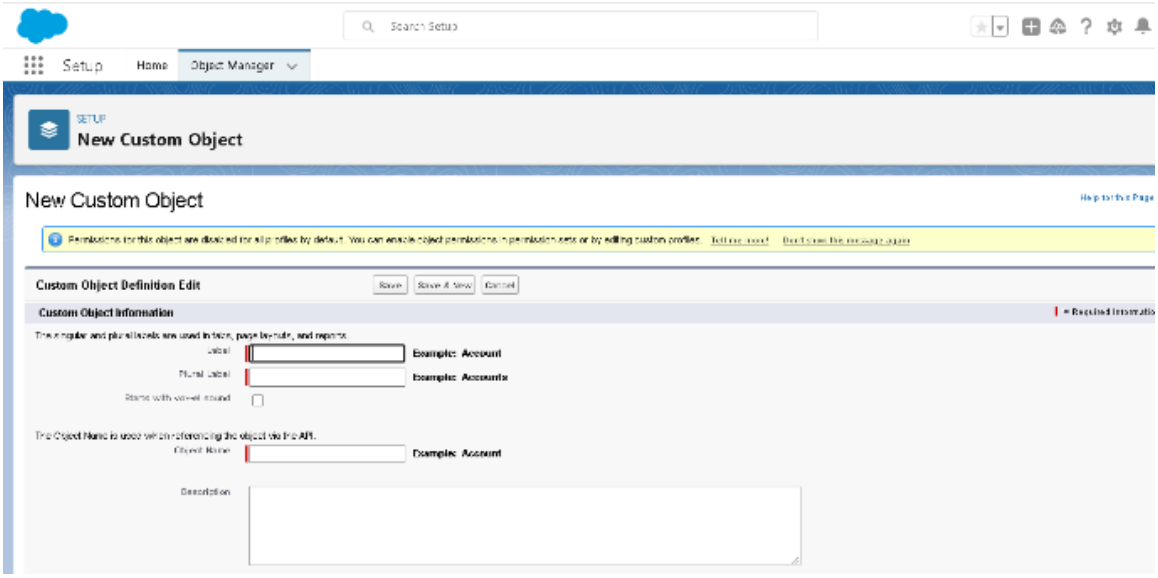
3.RESULT

3.1 Data Model:

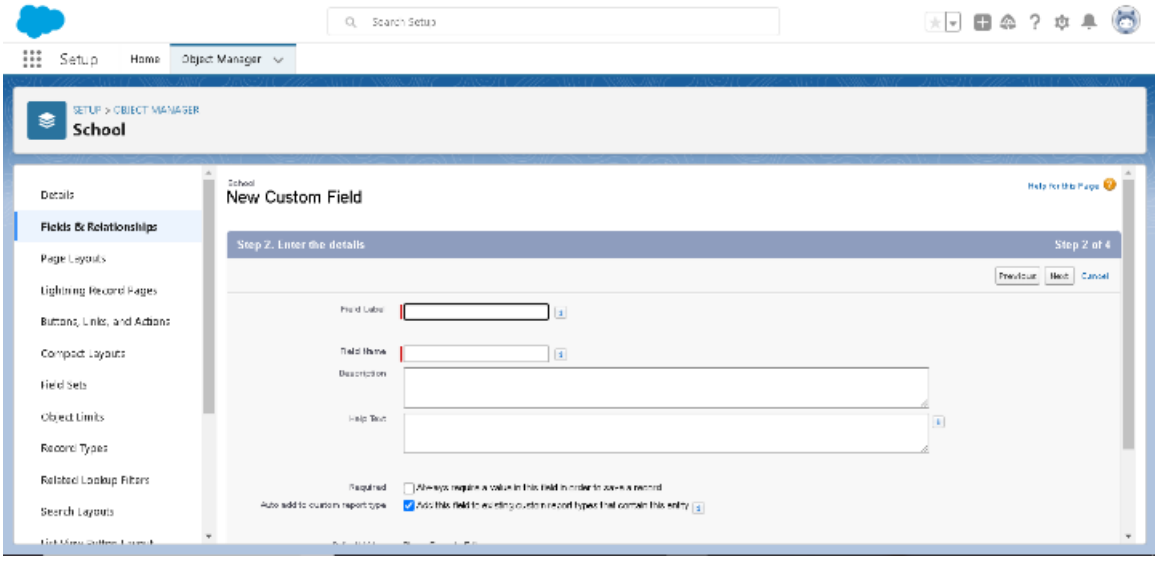
Object name	Fields in the object	
School	**Field label**	**Data type**
	Address	Text area
	District	Text area
	State	Text area
	School website	Text area
	Phone number	Phone
	Number of Students	Roll up summary
	Highest Marks	Roll up summary
Students	**Field label**	**Data type**
	Phone number	Phone
	School	Master detail relationship
	Results	Picklist
	Class	Number
	Marks	Number
Parents	**Field label**	**Data type**
	Parent Address	Text area
	Parent number	Phone

3.2 Activity & Screenshot

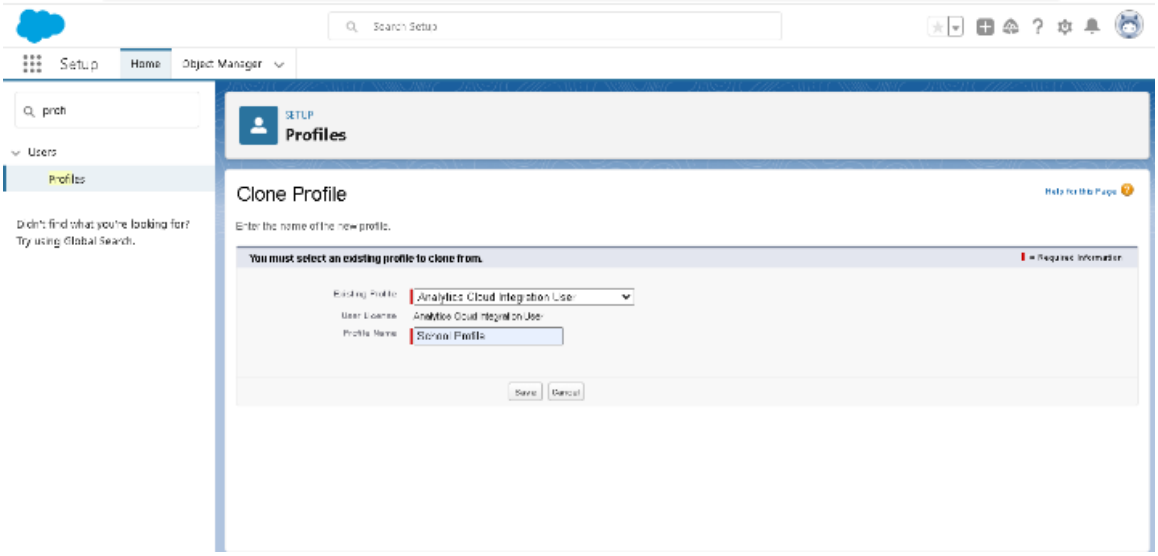
- **To create new costom object that related to our topic and type the other details too.**



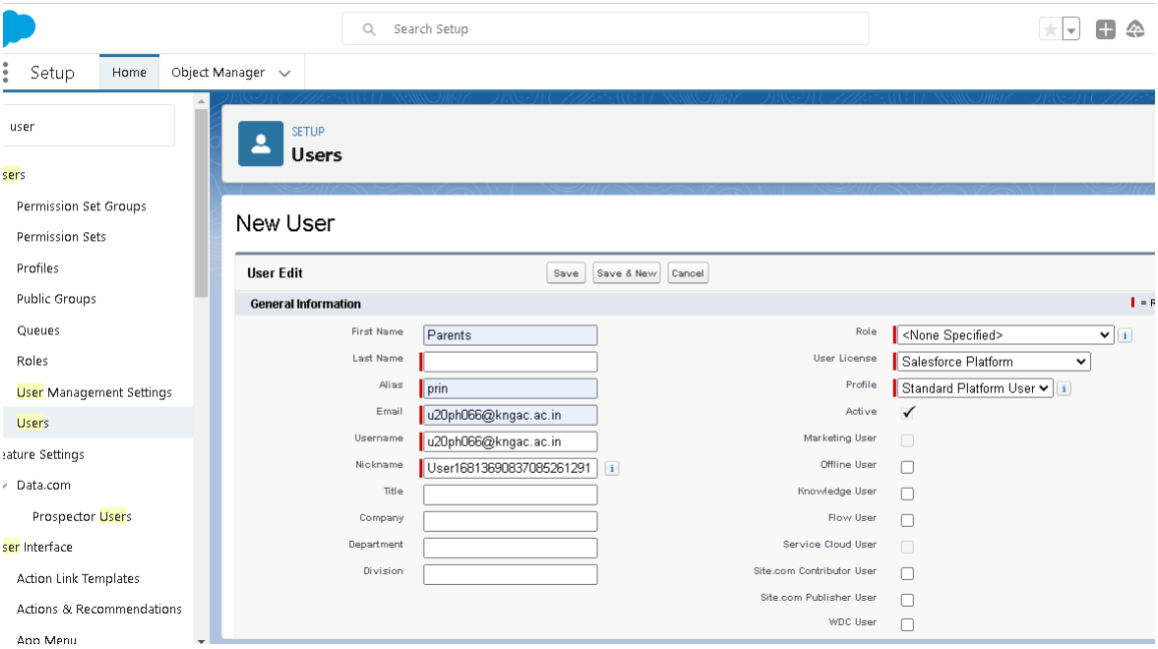
- **Creation of fields for the costom objects**



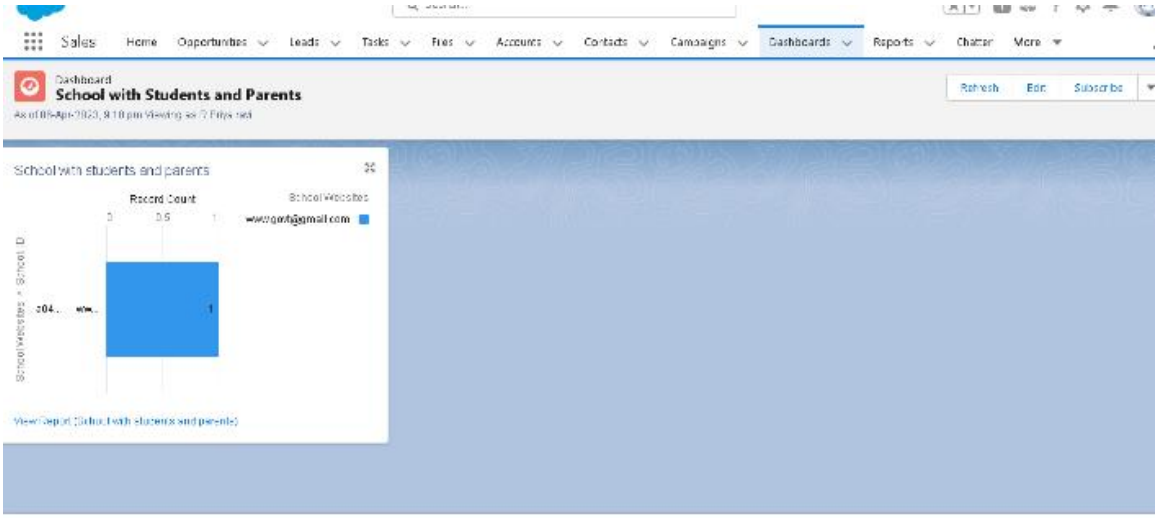
- **Creation on profile**



- **Creating a new user**



- **Finally after completing those tasks, we get the reports of our project and dashbord**.

- 

4. TRAILHEAD PROFILE PUBLIC URL

Team lead- https://trailblazer.me/id/p2020batch

Team Member1 -https://trailblazer.me/id/p2020batch1

Team Member2 -https://trailblazer.me/id/r2020batch2

Team Member3 -https://trailblazer.me/id/s2020batch16

5. ADVANTAGES

- Improve student admission lifecycle.
- Students indentification skills deveiopment.
- Provide extra courses .
- Online and offline mode admission process.
- Maintaing the student details.
- Assist the scholarship essays.
- Extracurricular activitives.

DISADVANTAGES

- College is expensive.
- Sometimes, brilliand students get bored because of the long tenure of academic sessions.
- Exams and grades can sometimes lead to stress and anxiety.
- It is costly and rigid.
- College is a platform where students experince much more freedom than before and thus misuse it.

6. APPLICATION

- In schools and colleges to tracking the students results and marks.
- Store information related to your school and college current and potential students.
- Improving interactions and communications.
- Collecting data for marketing.

7. CONCLUSION

Students relationship management entails all aspects off enteraction off management has with its students. CRM for higher education plays and important role in the automation of the institute's communication process.

8. FUTURE SCOPE

- Education means range of view, outlook, field or opportunity of activity, operation and application of education.
- Increasing the rate of economic growth and stability.
- The boundaries with in which your research project will be performed.
- Study is to set the context early on so that reader can interpret the results and discussions with the given context in mind.