## A Minor Project-I Proposal on

## **Assignment Management System**

Submitted in partial fulfillment of the requirements for the degree of
Bachelor of Engineering in Computer Engineering at
Pokhara University

By

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APPROVAL CERTIFICATE

This project entitled "Assignment Management System" prepared and submitted by

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supervision of "Er. Krishna Khadka" in partial fulfillment of the requirements for

the Degree of Bachelor of Engineering in Computer Engineering has been examined

and is recommended for approval and acceptance.

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**ABSTRACT** 

This project intends to enhance the efficiency, organization, and effectiveness of

Student-Teacher interaction, dealing with assignments for different courses which is

timesaving and is believed to streamline and maximize those everyday interaction

needed for the coursework. It's expected outcome is to provide online platform for

teachers and students to manage, create, assign and submit tasks and assignments. It

also motives to keep and collect data and information safely and securely. This system

helps the students to complete the given work and assignments on time as they can

check and trace the current status of the assigned work at any given timeframe.

Teachers can give or assign any kind of work and tasks and students can be expected

to receive the given tasks, complete them and submit within the same platform

without having to meet physically with teachers which would save a lot of time.

Through this efficient use of technology, increase in productivity can also be seen as

an outcome

Keywords: efficiency - assignment - streamline -timeframe - technology-productivity

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# List of symbols and abbreviations

UML: Unified Modeling Language

ER : Entity Relationship

SSD : System Sequence Diagram

#### INTRODUCTION

#### 1.1. BACKGROUND

Assignment Management System is an web based platform which shall allow students and teachers to easily access and provide information about assignments for the coursework. This system is designed to track and manage data generated by student-teachers interaction regarding assignments and other required information to assist on daily learnings.

Our project "Assignment Management System" aims to bridge the gap between the teachers and students so nothing can interfere with students learning process.

#### 1.2. PROBLEM STATEMENT

In this 21st century, technology has become an integral part of our everyday life activities. From interacting with friends and family to running our whole businesses, technology has played a vital role. Even with the pandemic such as corona virus, we are able to interact with our close ones. Likewise through the use of same technology, learning should never be restricted by any abnormal situation. Also our Time is valuable and technology can therefore help saving every seconds. Receiving and Submitting assignment while learning the wonders of the world should never unnecessarily consume our precious time or be defined by the bizarre circumstances.

### 1.3 OBJECTIVES

• The main objective of the project is to create a platform for student-teacher interaction concerning coursework

## **1.4 IMPLICATIONS**

This project aims to facilitate the day to day routine and activities of the teacher and students. It helps to save time as well as the hassle of paperwork one has to go through while submitting and providing assignments physically. The system could also be featured as a easy to use and manageable platform for teacher and students for their interaction regarding their subject matter .

## LITERATURE REVIEW

Many web applications and mobile applications have already been developed in the market which provides a similar platform for managing and updating the day to day activities of the concerned institution. We have been using these websites as a reference to make our website.

## Google Classroom

Google Classroom is a free blended learning platform developed by Google for educational institutions that aims to simplify creating, distributing, and grading assignments. The primary purpose of Google Classroom is to streamline the process of sharing files between teachers and students

**Table 1: Literature Review for Google Classroom** 

Features	Google Classroom	Assignment management System
Login/Register	<b>v</b>	<b>✓</b>
Create/ Enroll	V	<i>'</i>
Notes upload	V	<i>'</i>
Archive Classes	V	V

#### AhaSlides

AhaSlides is a platform that lets you present and host many exciting interactive activities to engage better with your students. This cloud-based platform can help you encourage students to express their opinions, and ideas in class during the activities instead of not saying anything because they're shy or afraid of judgement.

**Table 3: Literature Review for AhaSlides** 

Features	AhaSlides	Assignment management System
Login/Register	<b>✓</b>	<b>✓</b>
Create/ Enroll	<b>✓</b>	<b>✓</b>
Notes upload	×	<b>✓</b>
Archive Classes	×	<b>✓</b>

#### • Moodle

Moodle has everything you need on the table to create a collaborative learning experience, from making learning plans tailoring courses to grading students' work.

**Table 5: Literature Review for Moodle** 

Features	Moodle	Assignment management System
Login/Register	<b>✓</b>	<b>✓</b>
Create/ Enroll	<b>✓</b>	·
Notes upload	<b>✓</b>	<b>✓</b>
Archive Classes	×	<i>'</i>

## TOOL AND METHODOLOGY

## 3.1 REQUIRED TOOLS

Following are the tools needed throughout the development of the project for different purposes.

**Table 6 : Required Tools with their uses** 

Tools	Uses
HTML,CSS and JAVASCRIPT	For Front-End
VS code	For writing Source code
PHP	For Back-End
MySQL	For managing database
Git & github	Code hosting platform for version control and collaboration
Draw.io	For diagrams

## 3.2 APPROACH USED

## 3.2.1 USE CASE DIAGRAM

In this application, there can be multiple users at a same time. Users can be differentiated into 2 types namely teachers and students. Teachers can create classes while students can enroll in those classes.

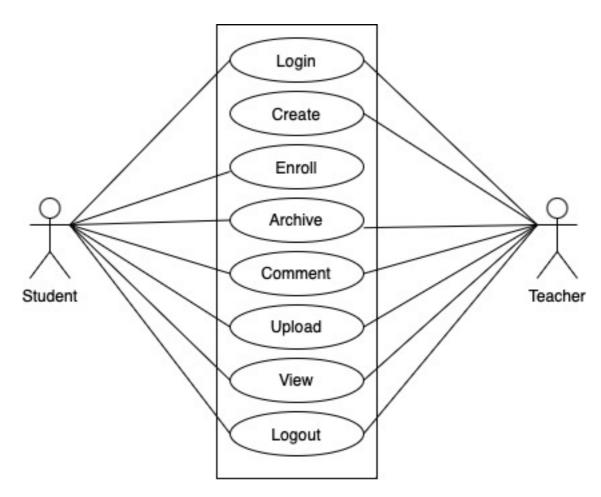


Figure 1: Use Case Diagram

Use Case UC1: Sign Up

Primary Actor: User

**User:** Wants to sign up to the system

**Preconditions:** User must provide name, password and email address

**Postconditions:** Username is registered.

Use Case UC2: Sign In

**Primary Actor:** User

User: Wants to sign in to the system

**System:** Checks the entered credentials for authorization and authentication

**Precondition:** User wants to use the application

**Postcondition:** User is signed in and greeted with the home screen.

**Basic flow:** 

• The user inserts his/her account credentials in the application

• System allows the user if the credentials match with the ones stored in database.

Use Case UC3: Create Classroom

**Primary Actor:** Teacher

User: Wants to create new classroom

**System:** authenticates and authorize new classroom creation

**Precondition**: User should be teacher

**Postcondition:** Classroom is created with a classroom id for students to enroll

**Use Case UC4: Enroll Classroom** 

**Primary Actor:** Students

User: Wants to join classroom created by their teacher

System: authenticates and authorize classroom access for the students

**Precondition:** User must have classroom id

Post condition: Students enrolls to their resp. Classroom

**Use Case UC5: Assignment** 

**Primary Actor:** Teacher

**Secondary Actor:** Student

**System:** create assignment and notify students

#### **Preconditions:**

• The ones to create assignment should be teacher

• Students should be the ones to receive and submit assignment

#### **Postconditions:**

• Teacher provides assignment to its students

• Student receives, then completes the assignment and receives grades

Use Case UC6: Sign Out

Primary Actor: User

**User:** Wants to sign out from the system

**System:** Ends the session with the user

**Precondition:** User must be signed in

**Postcondition:** Sign out process is successful

## 3.2.2 ENTITY RELATIONSHIP DIAGRAM

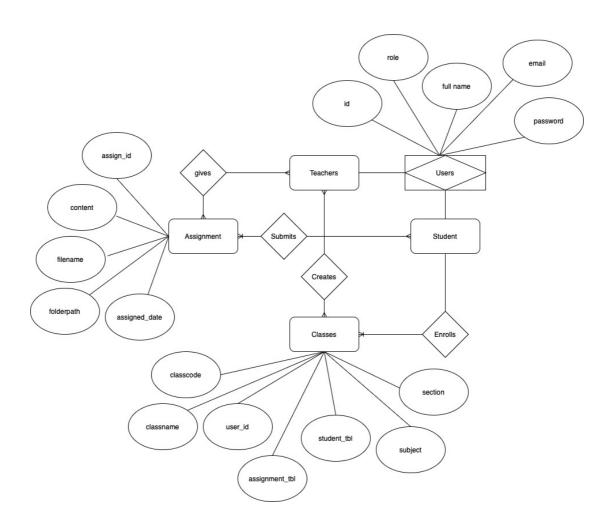


Figure 2 : E-R Diagram

## 3.2.3 SYSTEM SEQUENCE DIAGRAM

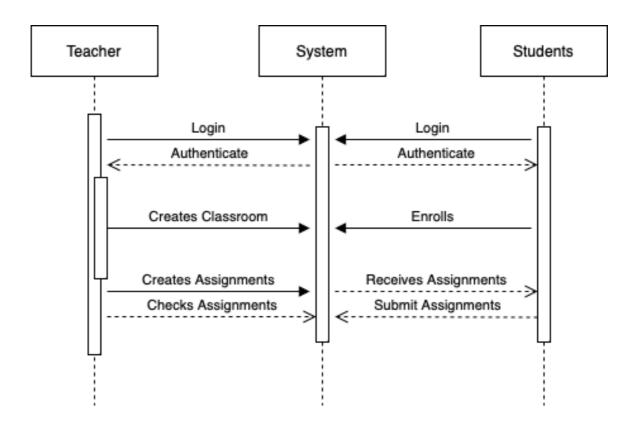


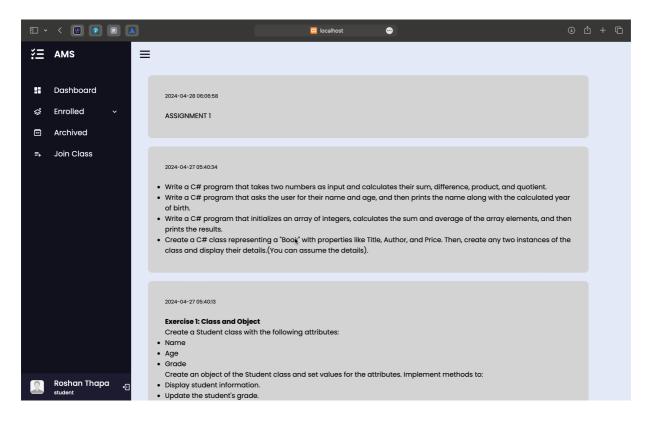
Figure 3 : Sequence Diagram

#### **EXPECTED OUTPUT**

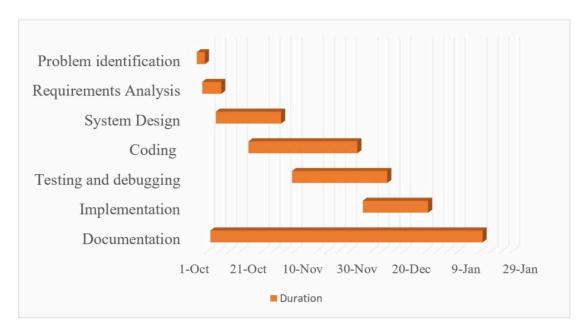
The expected output for Assignment management System is a comprehensive, integrated, and user-friendly software platform that streamlines academic processes in the college or educational institution. Some key expected output and benefits of our project are:

- Create and Enroll Classes
- Assignment management
- Archive Classes
- To-do List
- Notes upload

Figure 5 : Home Page



## TIMELINE CHART



**Figure 4 : Timeline Chart** 

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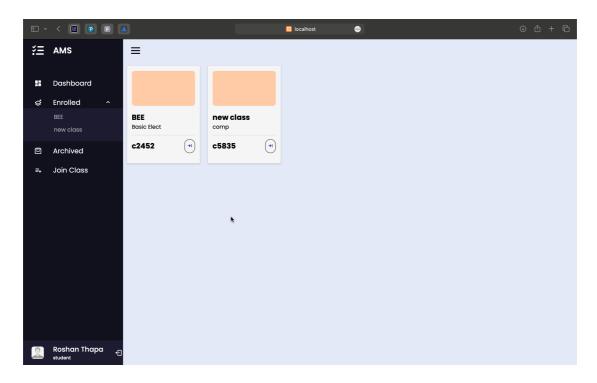
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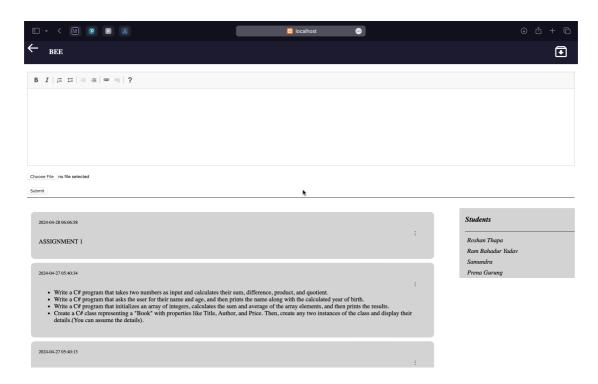
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## **APPENDICES: WIREFRAMES**



**Appendix 1: Class Enrolled Page** 



**Appendix 2 : Class Page**