A PROJECT REPORT

ON

BLOG ENGINE

By

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PROJECT SYNOPSIS

BLOG ENGINE

INTRODUCTION

Blog range from the personal to the political and can focus on one narrow subject or a whole range of subjects. A frequently updated online personal journal or dairy. It is a place to express yourself to the world. A place to share your thought and your passions. It's anything you want it to be.

1. PURPOSE

The purpose of writing blogs could be promotion of a product or service, awareness about social issues, information sharing about any subject or purely passion for writing.

2. AUDIENCE

People who are high in openness to new experience are likely to be bloggers.

3. SCOPE OF DOCUMENT

This document will restrict itself to documenting all business requirements for the website. The document will also help in the design and development of the project. The document will represent flow of the application. The scope of the project is maintain an ongoing chronicle of information.

SYSTEM OVER VIEW

INTRODUCTION

- A blog is typically a type of website which has post appearing in reverse chronological order
- A blog is typically updated frequently and regurarly
- Blog typically have an area for people to comment or respond to the blog post
- A blog can be whatever you want it to be ; it's not about what but why.

SCOPE

Project will have following modules:

1. Article Management
    i. In this module people can register themselves to become blogger
    ii. Once registration is done, blogger can post different articles under different categories and pass comments on the questions asked by the subscribers

TYPES OF USER

- **Administrator**

Site administrator has complete control of all the activities of the website. Site admin can view as well as update accounts, blogs, database, etc.

- **User**

User is the part of entire Blog engine. He/she can view blogs, comments on blogs.

System Analysis

Project Planning and Scheduling

PROJECT PLANNING AND SCHEDULING

The Project Plan is one of the most important and useful documents in our toolkit, and should be referred to an updated throughout the project lifecycle. It is a step-by-step approach to creating a simple and effective project plan at the beginning of a project.

Blog Engine is a website which features dairy type commentary and links to articles on other sites, usually presented as a list of entities in reverse chronological order

The user will make registration through the registration forms available on the website & will get a profile to manage their account. It is a place to express yourself to the world.

The website will include an area for people to comment or respond to the blog post.

To design the website various methods will be used such as System analysis, System design, Coding, Testing, Report submission.

The users will need a computer with basic configuration with internet connection to use this website.

The project will be evaluated by the client & the project manager to review & approve decision regarding the development.

The project will be completed till May 2017 & will be live for the users as there are many things that are coming up in the development process

Gantt chart

A Gantt chart, commonly used in project management, is one of the most popular and useful ways of showing activities (tasks or events) displayed against time. On the left of the chart is a list of the activities and along the top is a suitable time scale. Each activity is represented by a bar; the position and length of the bar reflects the start date, duration and end date of the activity.

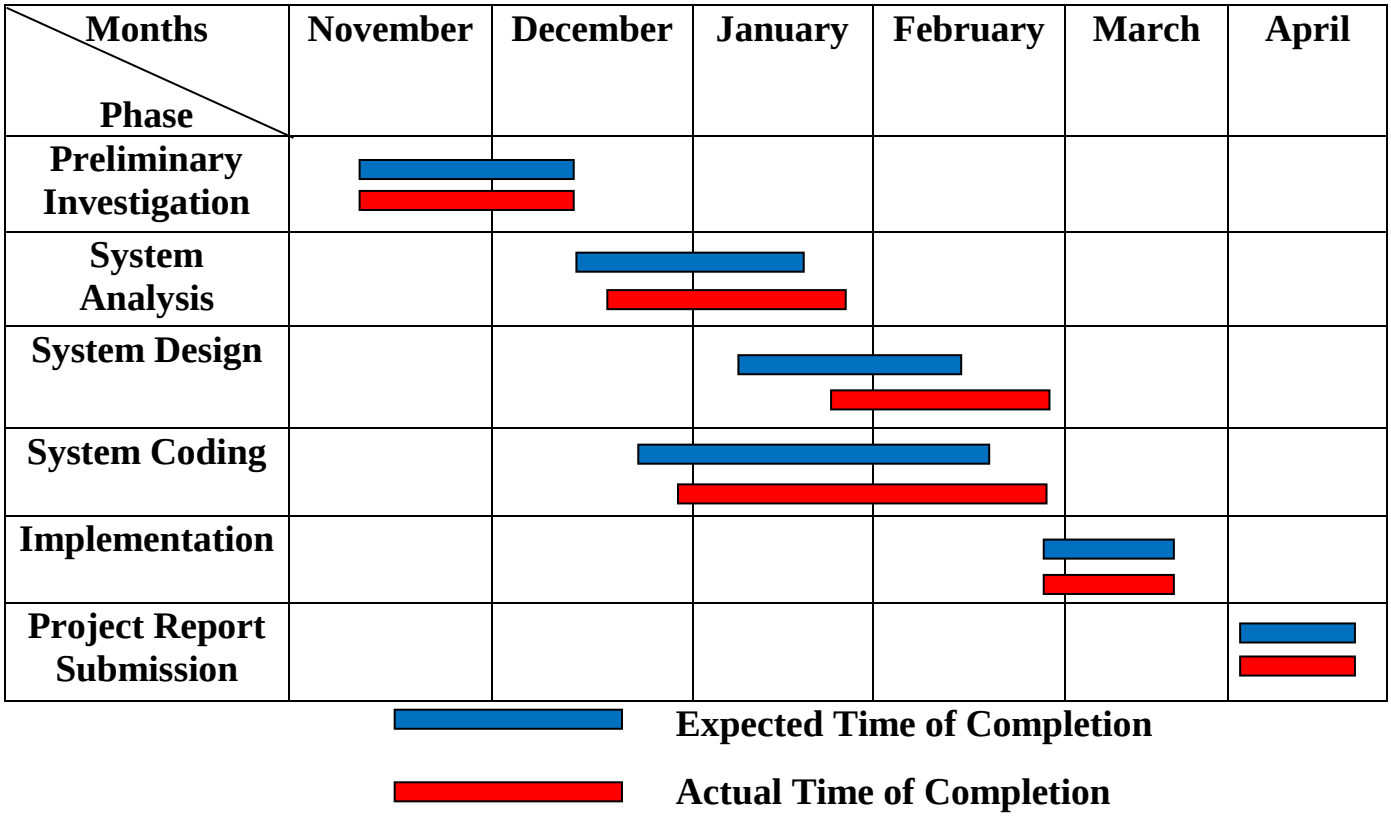
CREATING A GANTT CHART

1. **Identify Essential Tasks**
   Gantt charts don't give useful information unless they include all of the activities needed for a project or project phase Add to My Personal Learning Plan to be completed.
   So, to start, list all of these activities. Use a work breakdown structure Add to My Personal Learning Plan if you need to establish what the tasks are. Then, for each task, note its earliest start date and its estimated duration

2. ***Identify Task Relationships***
   The chart show the relationship between the tasks in a project. Some tasks will need to be completed before you can start the next one, and others can't end until preceding ones have ended. For example, if you're creating a brochure, you need to finish the design before you can send it to print.

3. ***Input Activities Into Software or a Template***
   You can draw your charts by hand or use specialist software, such as Gantto, Match ware, or Microsoft Project. Some of these tools are cloud-based, meaning that you and your team can access the document simultaneously, from any location. (This helps a lot when you're discussing, optimizing, and reporting on a project.)

4. ***Chart Progress***
   As your project moves along, it will evolve. For example, in our scenario, if quality assurance of core modules revealed a problem, then you may need to delay training, and halt development of the management information system until the issue is resolved. Update your chart to reflect changes as soon as they occur. This will help you to keep your plans, your team, and your sponsors up to date.


Months
Phase
November
December
January
February
March
April
Preliminary Investigation
System Analysis
System Design
System Coding
Implementation
Project Report Submission
Expected Time of Completion
Actual Time of Completion

Requirement Gathering

Problem Statement:

- The basic aim of problem analysis is to obtain clear understanding of the needs of the clients and the users, what exactly is desired from the website, and what the constraints on the solution are. Analysis leads to the actual specification.

- There are three basic approaches to problem analysis
  - Informal Approach.
  - Conceptual modeling-based Approach
  - Prototyping Approach.

- In this project we use Informal Approach to understand the exact requirement of the courses where the information about the system was obtained by interaction with the client & end user, Questionnaires & studying the existing documents.

STAKEHOLDERS:

Stakeholder Definition

Stakeholders are an integral part of a project. They are the end-users or clients, the people from whom requirements will be drawn, the people who will influence the design and, ultimately, the people who will reap the benefits of the completed project. It is extremely important to involve stakeholders in all phases of a project for two reasons:

Firstly: Experience shows that their involvement in the project significantly increases the chances of success by building in a self-correcting feedback loop.

Secondly: Involving them in a project builds confidence in the product and will greatly ease its acceptance in the target audience.

There are different types of stakeholders and each type should be handled differently:

1. User:

   A person who uses or visits the Website

2. Admin:

   A person who make decisions about Handling & Updating the website (in contrast to user); Users are those who have the problem that is being solved by the development of website. Examples: - Owner.

3. Project Manager:

   The person responsible for performing project management tasks.

4. Developer:

A person involved in the development of the website.

Objective & Scope of the Website

OBJECTIVE OF THE SYSTEM:

- The objective of the Website is to provide a system which handles the information of the users visiting the sites. It maintains the data of what was the purpose of visit. Data will be stored in the database. It also maintains the user's records.

There is some objective that we kept in mind while designing the website.

- **Practically:** The system is quite stable and can be operated by the people with average intelligence.
- **Efficiency:** We have tried to involve accuracy, timeliness and comprehensiveness of the system output.
- **Cost:** It is desirable to aim for the system with a minimum cost subject to the condition that it must satisfy the entire requirement.
- **Flexibility:** We have tried that the system should be modifiable depending on the changing needs of the user. Such modifications should entail extensive reconstructing or recreation of website. It should be portable to different computer systems.
- **Security:** This is very important aspect which is followed in this designing phase and tried to covers the areas of hardware reliability, fall back procedures, and physical security of data.

In this website there is a standard set of audiovisual equipment and tools available to the Users. The website has equivalent equipment and tools in the form of network-based website applications.

Scope of the System

- The scope of this project is to design and develop a system that is necessary for each and every student.
- The system that gives an easy access to the students for online management. This gives more control over the operations.
- Project scope from user perspective, limits the range of user to only those who have internet connection.
- The aim of this project is to promote an efficient, user-friendly, time-saving safe way for user to get the information online. This project is helpful to student to get each and every information.

Problems with the Existing System

Problems:

- User's need to visit different websites for different information.
- There are chances where errors could be caused due to manually handled system
- The records were maintained manually in registers.
- Risk of mismanagement of data.
- Data Loss
- Less Security.

Advantages of Proposed System

Advantages:

- Error in the Information is Reduce due to Process being Online.
- High Accuracy, Data security & Smooth data flow.
- System is more User-friendly & Convenient to Users.
- This System will include a Web-Site which can accessed by any User from any place or devices having Internet Connection.
- New Users can Register (Sign Up) for the Blog.
- User friendliness is provided in the website with various controls.
- The system makes the overall project management much easier and flexible.
- There is no risk of data mismanagement at any level while the project development is under process.
- It provides high level of security with different level of authentication
- Users from any part of the world can make use of the system.

New system will be much better in performance as compared to existing one

Feasibility Study

Project feasibility study is an activity that verifies whether a project can be started and completed successfully. The objective of feasibility study is to determine whether the development of the Project has a reasonable chance of success.

Technical Feasibility:

- This type of feasibility involves the study of various Hardware and Website components Available for use. Any Website project be equally feasible with available Hardware too.

    - Should have Pentium IV or higher.
    - Minimum 512MB of RAM.
    - Minimum 40GB of Disk Space.
    - Modem or LAN to get connected to Internet.

- **For Users:**

    - Internet Browser
    - Internet Connection

Economic Feasibility:

The project is economically feasible as the only cost involved is having a computer with the minimum requirements.
For the users to access the website, the only cost involved will be in getting access to the Internet.
This involves the feasibility of the proposed project to generate economic benefits.

Financial Feasibility:

Financial feasibility should be distinguished from economic feasibility.

Financial feasibility involves the capability of the Project Organization to raise the appropriate funds need to implement the proposed project.

As there are less stake holders in the project, it is financially flexible and can be used by any other class with a little modification.

Cost Benefit Analysis

Cost Benefit Analysis (CBA) is an economic tool to aid social decision-making. CBA is a term that refers both to:

- A formal discipline used to help appraise, or assess, the case for a project or proposal, which itself is process known as project appraisal; and
- An informal approach to making economic decisions of any kind.

Functional Benefits and costs are often expressed in money terms and adjusted for the time value of money, so that all flows of benefit and all flows of project costs over time are expressed on a common basis in terms of their "present value".

The project cost is less as mentioned above; even we can sell the project to other organisation which will benefit them with minor changes as per their need.

Requirement Specification

Functional Requirements:

Functional requirements are listed in the following sections as use cases for the user's actors separately.

For User

- Registration -Enrolment
- Upload Blog
- Ask queries
- Comments on Blogs

Technical Requirements:

Hardware Specification

User: -

- Should have Pentium IV or higher.
- Minimum 512MB of RAM.
- Minimum 40GB of Disk Space.
- Modem or LAN to get connected to Internet.

Website Specification

The following items are required:-

- Operating System- Windows-XP or higher
- SQL SERVER

Non-Functional Requirements:

- It consists of following parameters :-

✓ **Reliability**: The system will consistently perform its intended function.

For e.g. the important information must be validated.

✓ **Efficiency**: Unnecessary data will not be transmitted on the network and database server will be properly connected.

✓ **Reusability:** The system can be reused in any organization or site of the same group, by defining the organization master definition under website license agreement.

✓

✓ **Integrity:** Only System Administrator has rights to access the database, not every user can access all the information. Each user will be having rights to access the modules.

Tools & Technology

WEBSITE

MICROSOFT SQL SERVER

Microsoft SQL Server is a relational database management system developed by Microsoft. As a database server, it is a software product with the primary function of storing and retrieving data as requested by other software applications—which may run either on the same computer or on another computer across a network (including the Internet).

FEATURES OF MICROSOFT SQL SERVER

SQL Server Management Studio includes the following general features:

- Supports most administrative tasks for SQL Server .
- A single, integrated environment for SQL Server Database Engine management and authoring.
- Dialogs for managing objects in the SQL Server Database Engine, Analysis Services, and Reporting Services, that allows you to execute your actions immediately, send them to a Code Editor, or script them for later execution.
- Non-modal and resizable dialogs allow access to multiple tools while a dialog is open.
- A common scheduling dialog that allows you to perform action of the management dialogs at a later time.

- Exporting and importing SQL Server Management Studio server registration from one Management Studio environment to another.
- Save or print XML Showplan or Deadlock files generated by SQL Server Profiler, review them later, or send them to administrators for analysis.

JAVA

Java is a general-purpose computer programming language that is concurrent, class-based, object-oriented, and specifically designed to have as few implementation dependencies as possible. It is intended to let application developers "write once, run anywhere" (WORA), meaning that compiled Java code can run on all platforms that support Java without the need for recompilation. Java applications are typically compiled to byte code that can run on any Java virtual machine (JVM) regardless of computer architecture. As of 2016, Java is one of the most popular programming languages in use, particularly for client-server web applications, with a reported 9 million developers.[citation needed] Java was originally developed by James Gosling at Sun Microsystems (which has since been acquired by Oracle Corporation) and released in 1995 as a core component of Sun Microsystems' Java platform. The language derives much of its syntax from C and C++, but it has fewer low-level facilities than either of them.

The original and reference implementation Java compilers, virtual machines, and class libraries were originally released by Sun under proprietary licenses. As of May 2007, in compliance with the specifications of the Java Community Process, Sun relicensed most of its Java technologies under the GNU General Public License.

NetBeans IDE is an open-source integrated development environment. NetBeans IDE supports development of all Java application types (Java SE (including JavaFX), Java ME, web, EJB and mobile applications) out of the box. Among other features are an Ant-based project system, Maven support, refactorings, version control (supporting CVS, Subversion, Git, Mercurial and Clearcase).

Modularity: All the functions of the IDE are provided by modules. Each module provides a well-defined function, such as support for the Java language, editing, or support for the CVS versioning system, and SVN. NetBeans contains all the modules needed for Java development in a single download, allowing the user to start working immediately. Modules also allow NetBeans to be extended. New features, such as support for other programming languages, can be added by installing additional modules. For instance, Sun Studio, Sun Java Studio Enterprise, and Sun Java Studio Creator from Sun Microsystems are all based on the NetBeans IDE.

License: From July 2006 through 2007, NetBeans IDE was licensed under Sun's Common Development and Distribution License (CDDL), a license based on the Mozilla Public License (MPL). In October 2007, Sun announced that NetBeans would henceforth be offered under a dual license of the CDDL and the GPL version 2 licenses, with the GPL linking exception for GNU Classpath[14]

The NetBeans Platform is a framework for simplifying the development of Java Swing desktop applications. The NetBeans IDE bundle for Java SE contains what is needed to start developing NetBeans plugins and NetBeans Platform based applications; no additional SDK is required.

Applications can install modules dynamically. Any application can include the Update Center module to allow users of the application to download digitally signed upgrades and new features directly into the running application. Reinstalling an upgrade or a new release does not force users to download the entire application again.

The platform offers reusable services common to desktop applications, allowing developers to focus on the logic specific to their application. Among the features of the platform are:

- User interface management (e.g. menus and toolbars)
- User settings management
- Storage management (saving and loading any kind of data)
- Window management
- Wizard framework (supports step-by-step dialogs)
- NetBeans Visual Library
- Integrated development tools

SYSTEM DESIGN

EVENT TABLE

Definition of Event:

An occurrence at a specific time and place, that can be described and is worth remembering. It is used in system analysis and design.

Focusing on events will give you a way to divide the system requirements so you can study separately.

Need:

The complex system needs to be broken into manageable units to be understood and decomposing the events based on events.

Types of Events:

1. External : Outside System
2. Temporal : Based on System deadlines
3. State: Something inside System triggers processing needs.

Event table:

A table that list events in tabular format that is in rows and key pieces of information about each event in columns.

Designing of event table:

- While developing the list of events, the analyst should note additional information about each event for later use
- This information is entered in an event table.

- An event table comprises of rows and columns.
- Each row in the event table records information about one event.
- And each column about its key piece of information about that event.

An Event table should consist of the following attributes:

- Event
- Trigger
- Source
- Activity
- Response
- Destination

Event:

An event is an activity that changes the state of the source.

For e.g. clicking a Button, moving the mouse, etc.

Trigger:

An occurrence that tells the system that has occurred, either the arrival of data needing or of a point in time.

Source:

An external agent or actor that supplies data to the system.

Activity:

Behavior that the system performs when an event occurs.

Response:

An output produced by the system that goes to a destination.

Destination:

An external agent or actor that receives data from the system.

Sr. No	Event	Trigger	Source	Activity	Response	Destination
1	Create Blog	Request for new Blog	User	Creation of new Blog	Open Registration form of user	User
2	New user Register	To create new user Profile	User	Display & save Registration Detail	Confirmation of Registration	User
3	User Login	To open new User Profile	User	User enters Username & password & validates	Login Confirmation	User
4	Admin Login	To open Admin page	Admin	Admin enters Username & password& validates	Login Confirmation	Admin
6	Contact Us	To View Contact	User	Display Contact Details	Contact Details	User
7	Logout	To exit User/Admin profile	User/ Admin	Display Home Page	Logout	User/ Admin

8	Post	To Make a post	User	Publishing post on blog	Confirmation Of post	User
9	About Us	To view Details	User	Display Site Details	Site Details	User
10	Edit Blogger Account	To modify Blogger Account	User	Save new Details	Record Save Confirmation	User
11	Manage Blogger Account	To edit blogger Account	Admin	Update User Account	Record save Confirmation	Admin
12	Delete Blogger Account	To delete blogger Account	Admin	Delete User Account	Record Delete Confirmation	Admin
13	Add Account	To Add Account	Admin	Add User Account	Record Save Confirmation	Admin

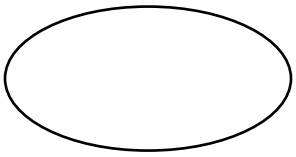
Entity Relationship Diagram

The Entity Relationship Diagram is based on perception of a real world that consists of a collection of basic objects called as Entity and relationships among these objects. Entities in database are described as set of attributes.

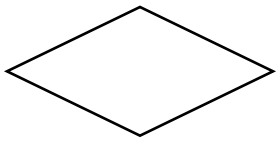
- A Relationship is an association among several Entities.
- The set of entities of the same type are called as Entity Set.
- The set of Relationships of same type are called as Relationship Set.

Notations used in E-R diagram:

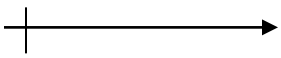
It represents Entity Set.



It represents Attributes.



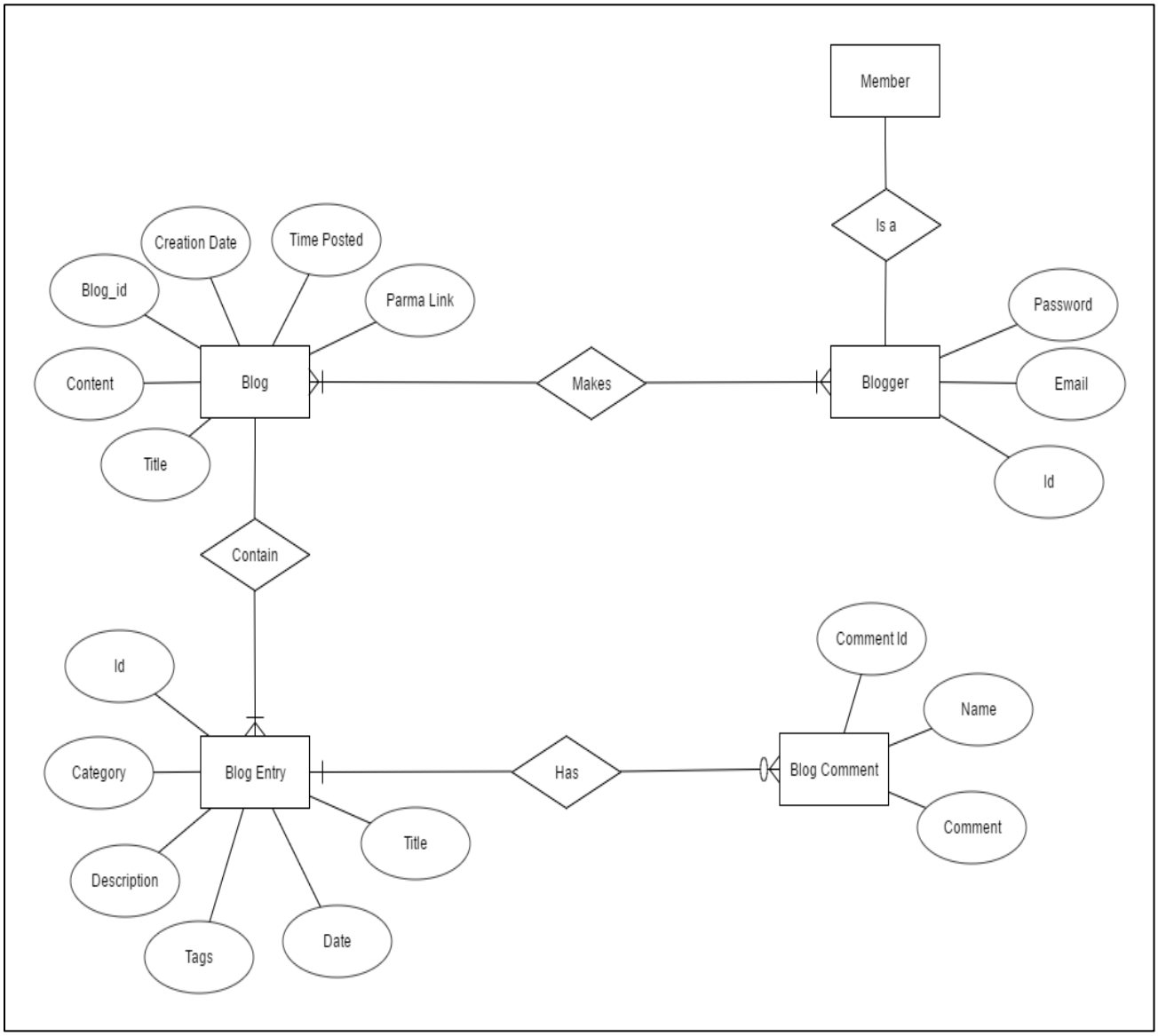
It represents relationship



It represent Flows it could be

One too many and vice versa

E-R Diagram


Member
Is a
Creation Date
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Name
Category
Blog Entry
Has
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Comment
Description
Tags
Date

Use Case Diagram

Use Case Diagram

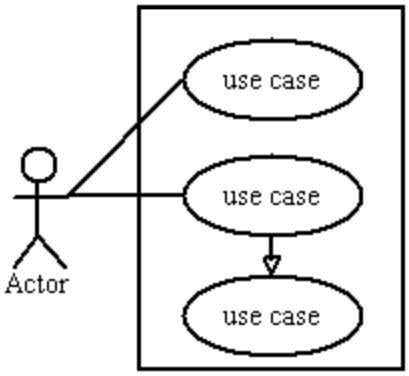
Definition:

Use-Case Diagrams model the functionality of a system using actors and use cases. Use cases are services or functions provided by the system to its users.

Basic Use-Case Diagram Symbols and Notations:

System:

Draw your system's boundaries using a rectangle that contains use cases. Place actors outside the system's boundaries.

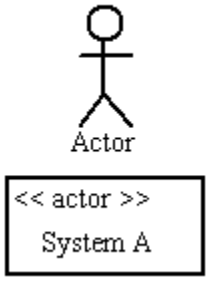


Use Case:

Draw use cases using ovals. Label with ovals with verbs that represent the system's functions.

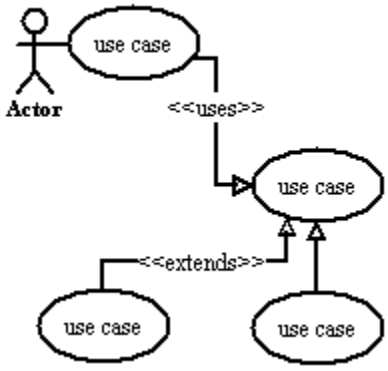
Actors:

Actors are the users of a system. When one system is the actor of another system, label the actor system with the actor stereotype.

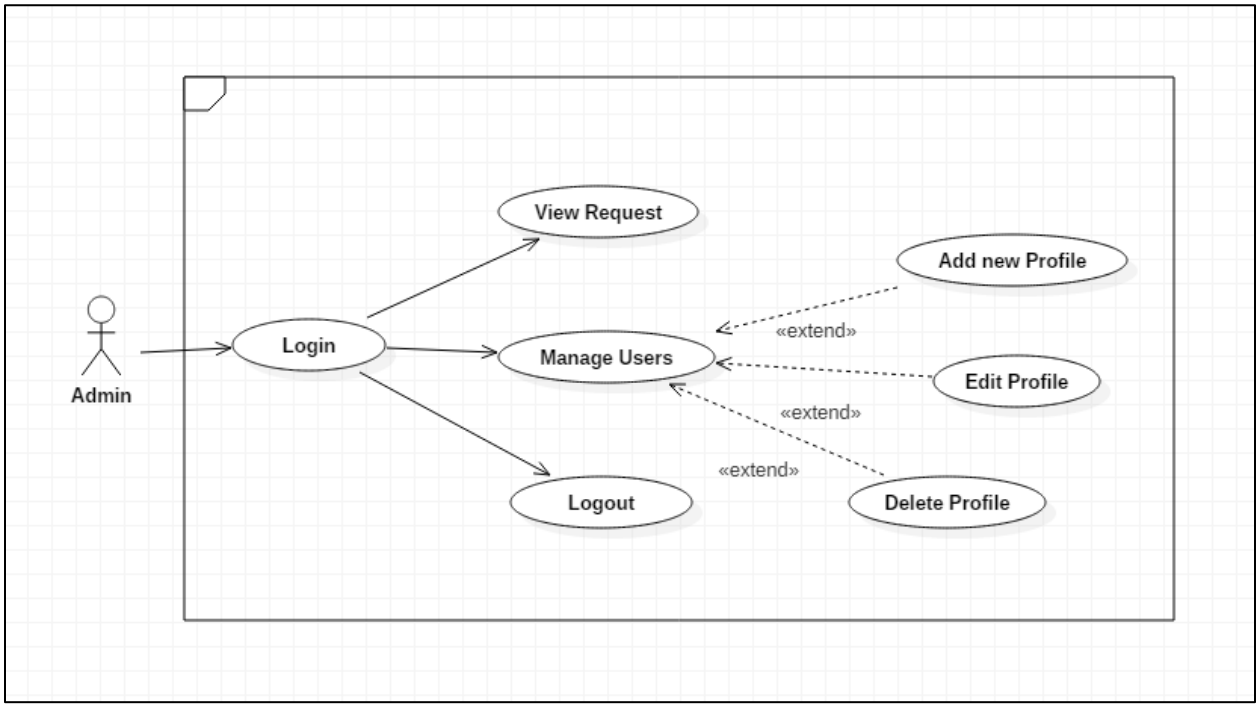


Relationships:

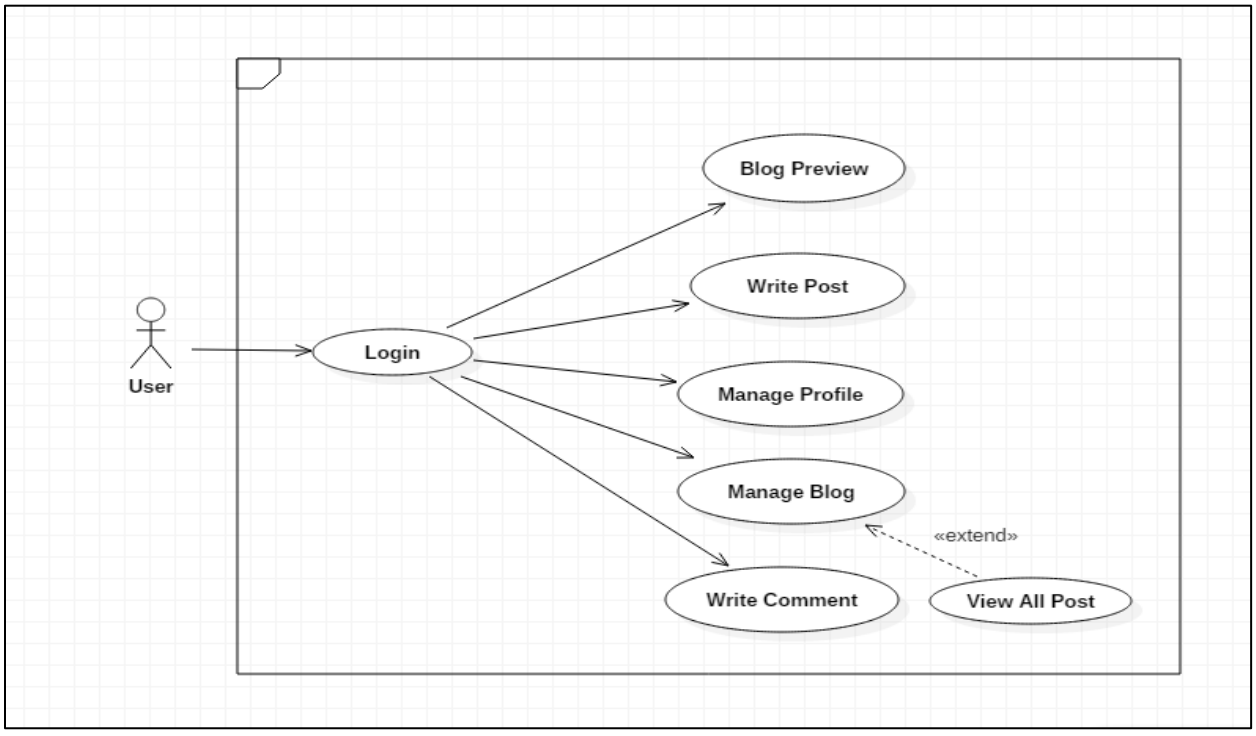
Illustrate relationships between an actor and a use case with a simple line. For relationships among use cases, use arrows labelled either "uses" or "extends." A "uses" relationship indicates that one use case is needed by another in order to perform a task. An "extends" relationship indicates alternative options under a certain use case.



Admin Use Case



User Use Case



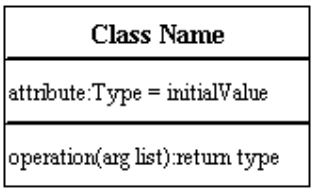
Class Diagram

Class Diagrams are the backbone of almost every object-oriented method including UML. They describe the static structure of a system.

BASIC CLASS DIAGRAM SYMBOLS AND NOTATIONS:

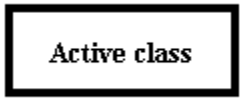
Classes represent an abstraction of entities with common characteristics. Associations represent the relationships between classes.

Illustrate classes with rectangles divided into compartments. Place the name of the class in the first partition (centred, bolded, and capitalized), list the attributes in the second partition, and write operations into the third.



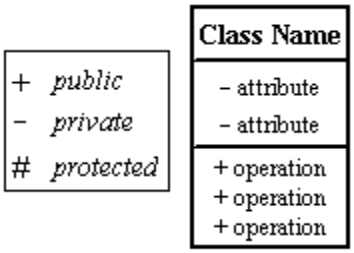
ACTIVE CLASS

Active classes initiate and control the flow of activity, while passive classes store data and serve other classes. Illustrate active classes with a thicker border.



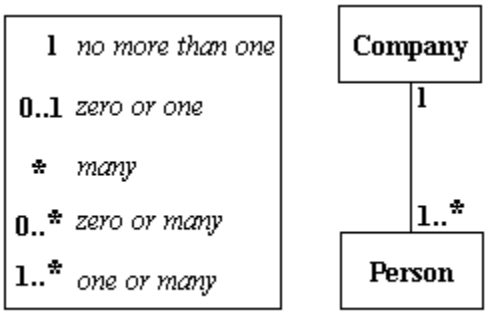
VISIBLITY:

Use Visibility marker to signify who can access the information within the class.



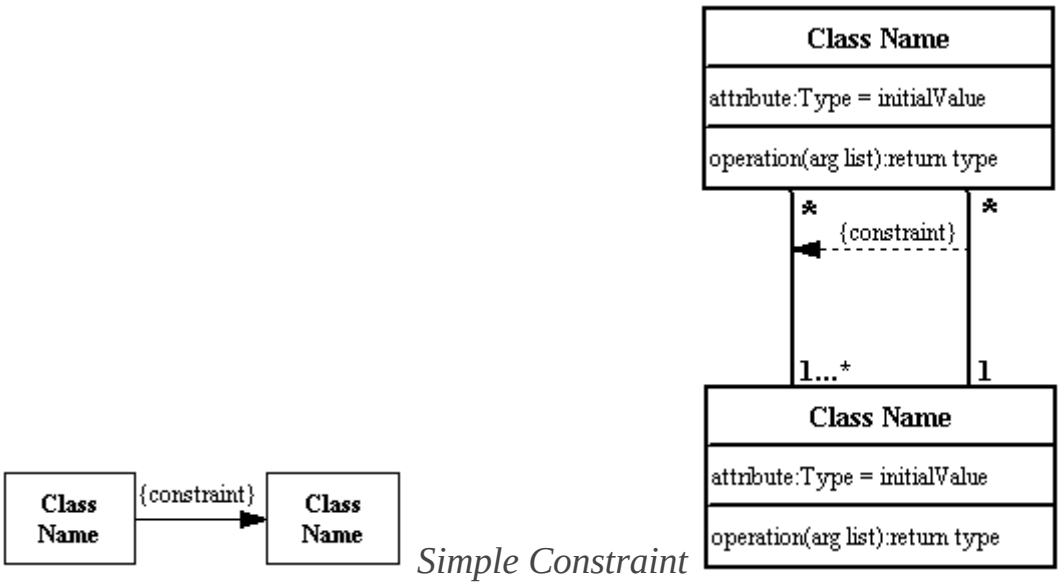
MULTIPLICITY (CARDINALITY)

Place multiplicity notations near the ends of an association. These symbols indicate the number of instances of one class linked to one instance of the other class. For example, one company will have one or more employees, but each employee works for one company only.



CONSTRAINT

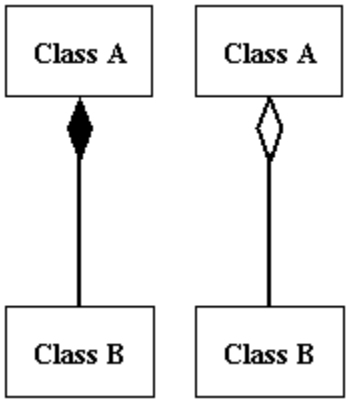
Place constraints inside curly braces {}.



Simple Constraint

COMPOSITION AND AGGREGATION

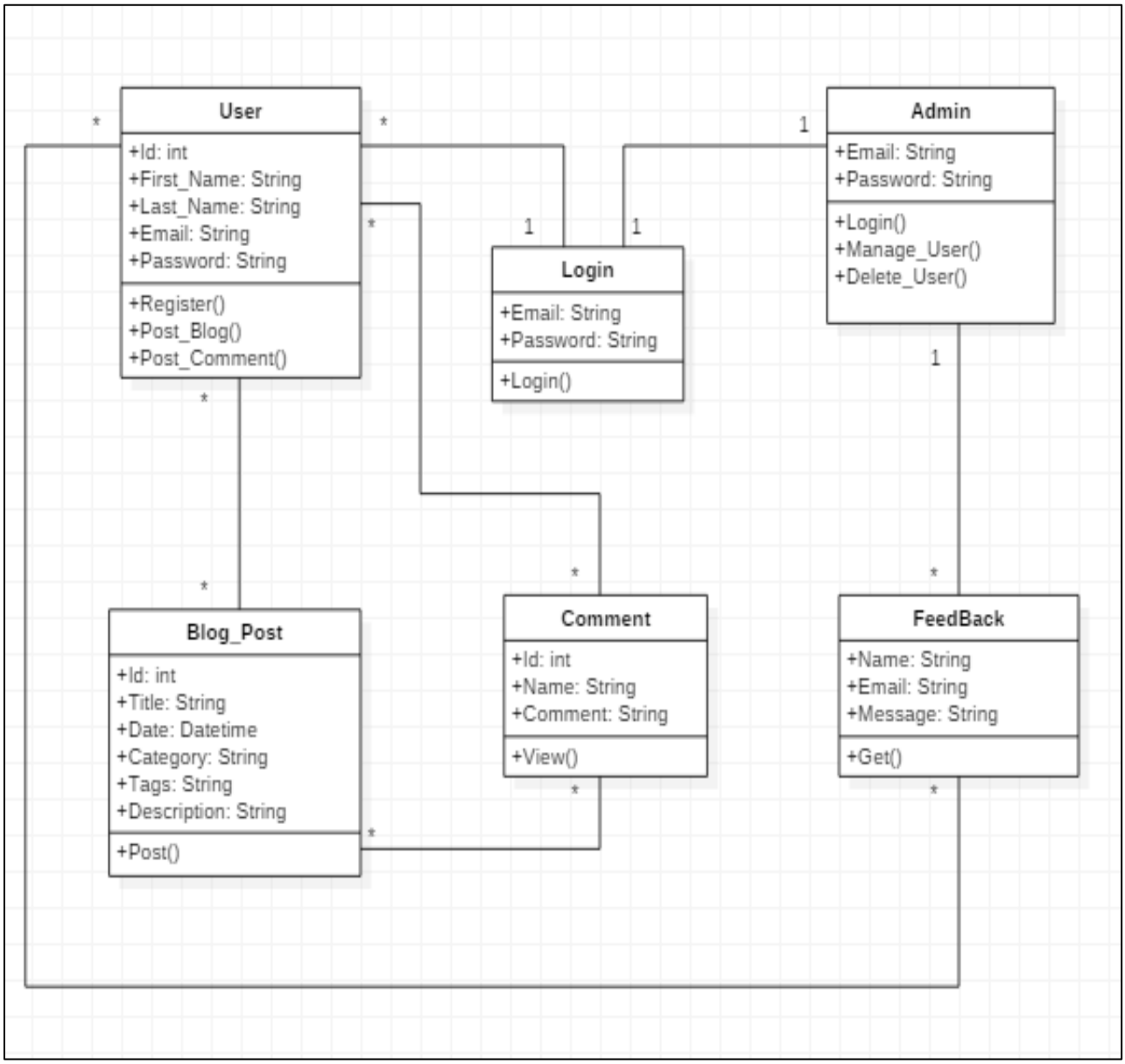
Composition is a special type of aggregation that denotes a strong ownership between Class A, the whole, and Class B, its part. Illustrate composition with a filled diamond.



GENERALIZATION

Generalization is another name for inheritance or an "is a" relationship. It refers to a relationship between two classes where one class is a specialized version of another. For example, Honda is a type of car. So the class Honda would have a generalization relationship with the class car.

Class Diagram:



Dataflow Diagram

Introduction:

- DFD shows functional relationships of the values computed by the system
- It includes input values, output values, internal, data soure.
- DFD shows the flow of data values from their source in objects through process that transform them to their destination in other objects
- A DFD does not show the control information such as time at which the process is executed this information belongs to dynamic model.

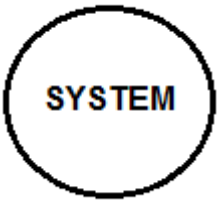
Components of DFD's:

External Entity:

- Rectangle represents the external entities, which are source of destination of data.
- A Human being is a simple example of External Entity

Process:

- A process is drawn as ellipse or circle
- It contains a system on which the user is going to perform a task.



Data Stores:

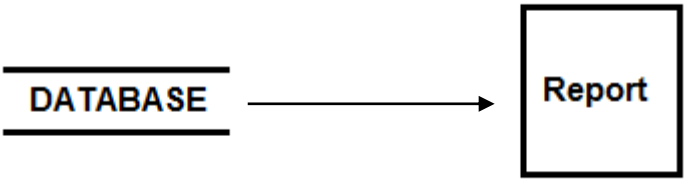
- Data store is a passive object within DFD which stores data for later Process
- One Can say database of the website

Data Flow:

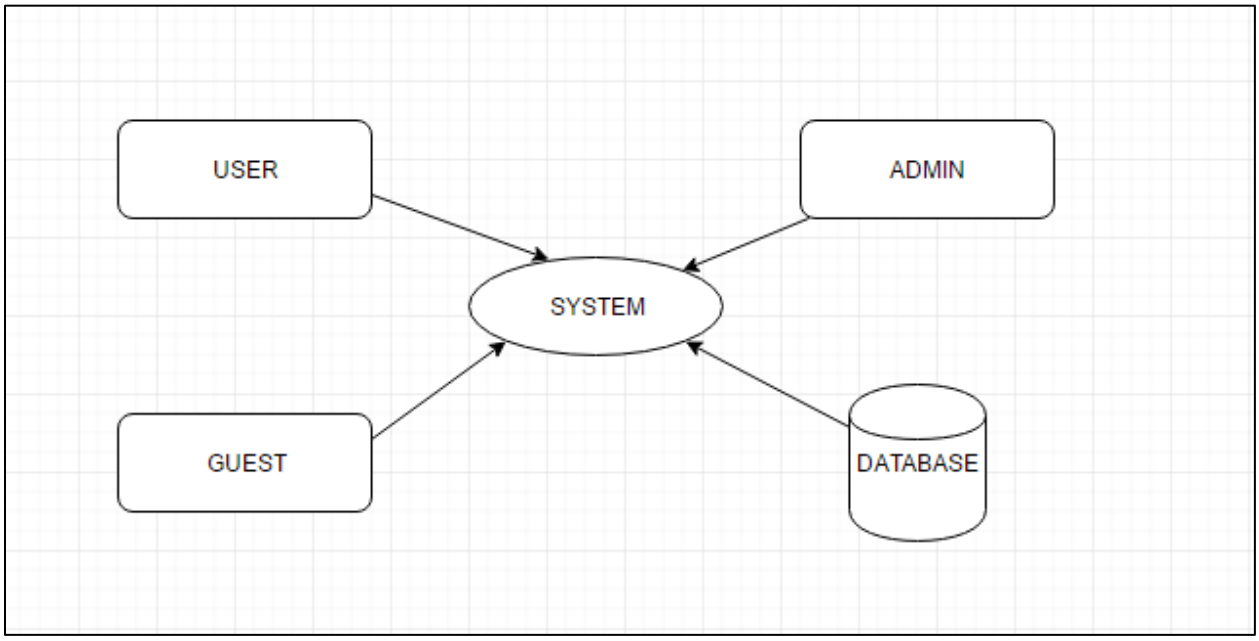
- Data flow connects the output of an object or process to input of another object or process
- Double headed arrows can be used to show two ways flows
- Data flow is represented as an arrow between procedure and consumer data

Reports:

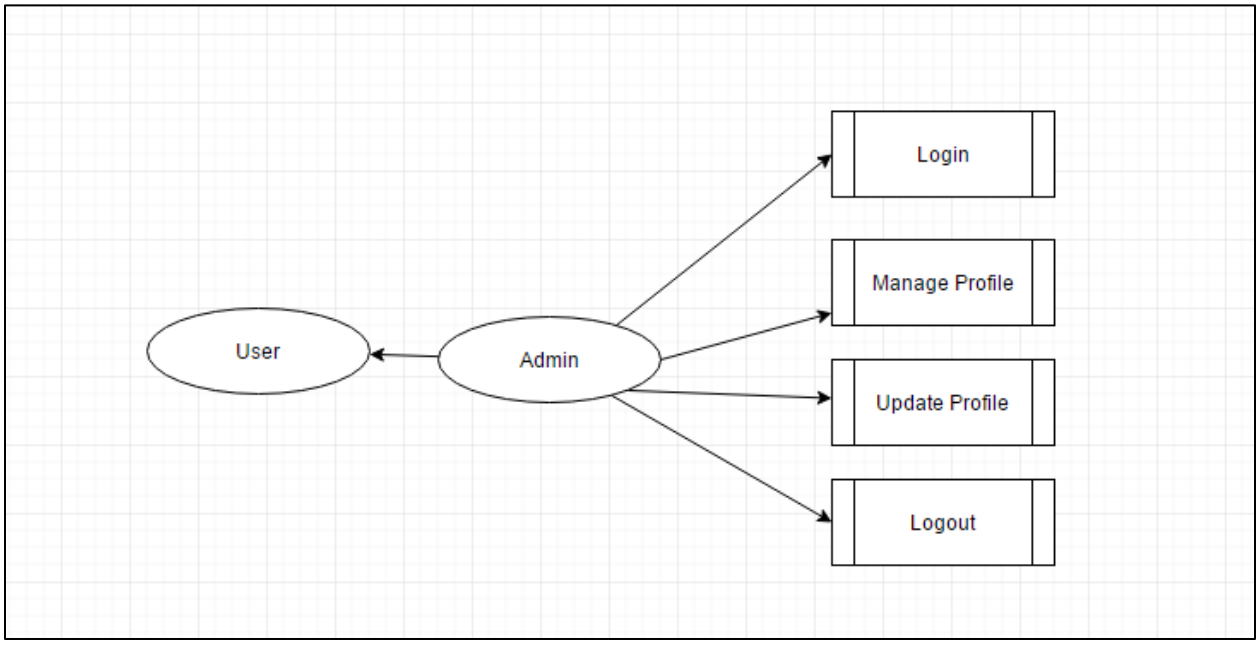
- Final outcome can be showed with the help of reports
- They are mainly obtained from data stores
- They are represented by square which is sliced from top right corner



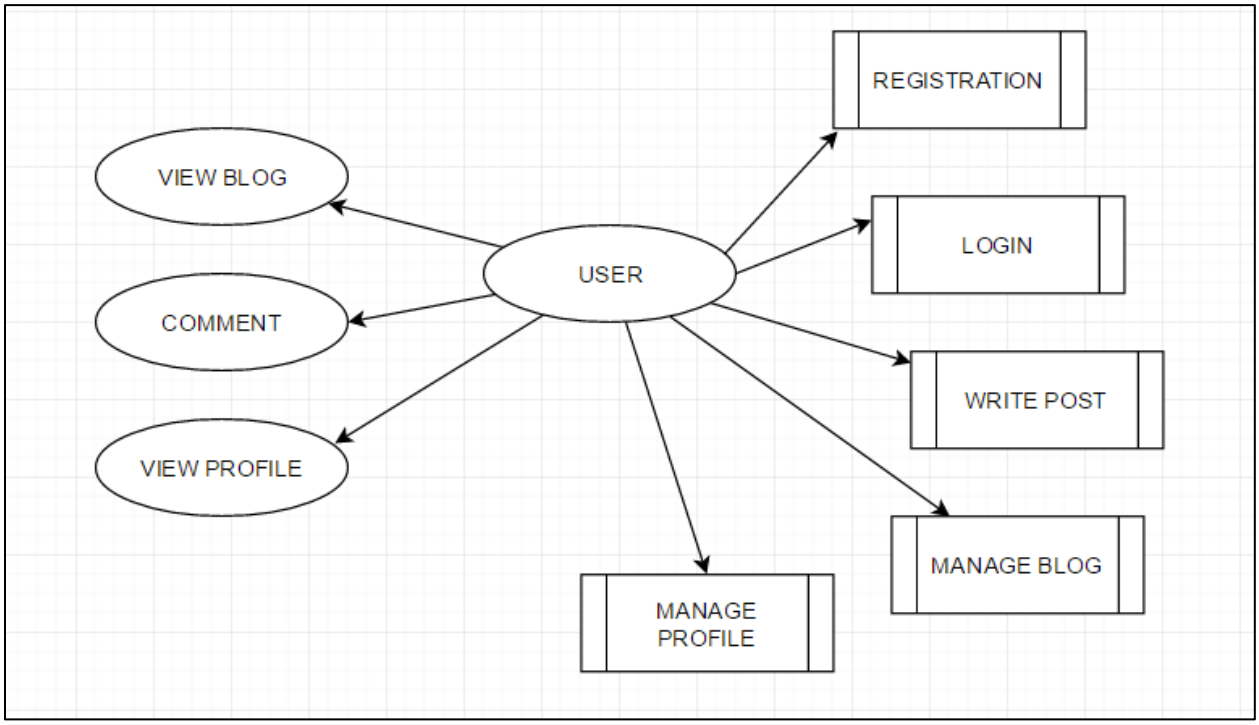
DFD Level 0



DFD Admin Level



DFD User Level



CODING PHASE

Database Design

User Database:

Column Name	Data Type	Allow Nulls
id	int	☐
First_name	varchar(100)	☑
Last_name	varchar(100)	☑
Email	varchar(100)	☑
Password	varchar(100)	☑

Blog Post Database:

Column Name	Data Type	Allow Nulls
id	int	☐
title	varchar(200)	☐
date	datetime	☐
category	varchar(100)	☐
tags	varchar(100)	☐
description	nvarchar(1000)	☐

Feedback Database:

Column Name	Data Type	Allow Nulls
Name	varchar(50)	☐
Email	varchar(50)	☐
Message	varchar(50)	☐

Comment Database:

Column Name	Data Type	Allow Nulls
id	int	☐
Name	varchar(100)	☑
Comment	varchar(200)	☑

User Post Database:

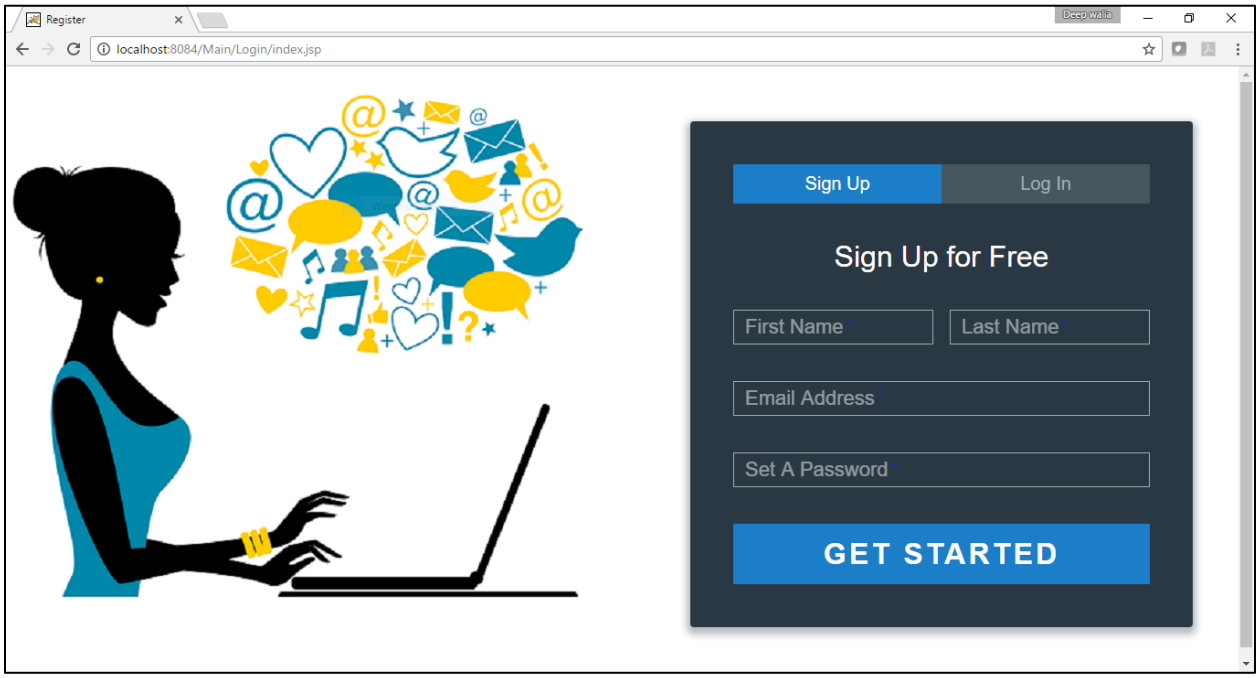
Column Name	Data Type	Allow Nulls
id	int	☐
title	varchar(200)	☐
date	datetime	☐
category	varchar(100)	☐
tags	varchar(100)	☐
description	nvarchar(1000)	☐

Forms & Screen Layouts

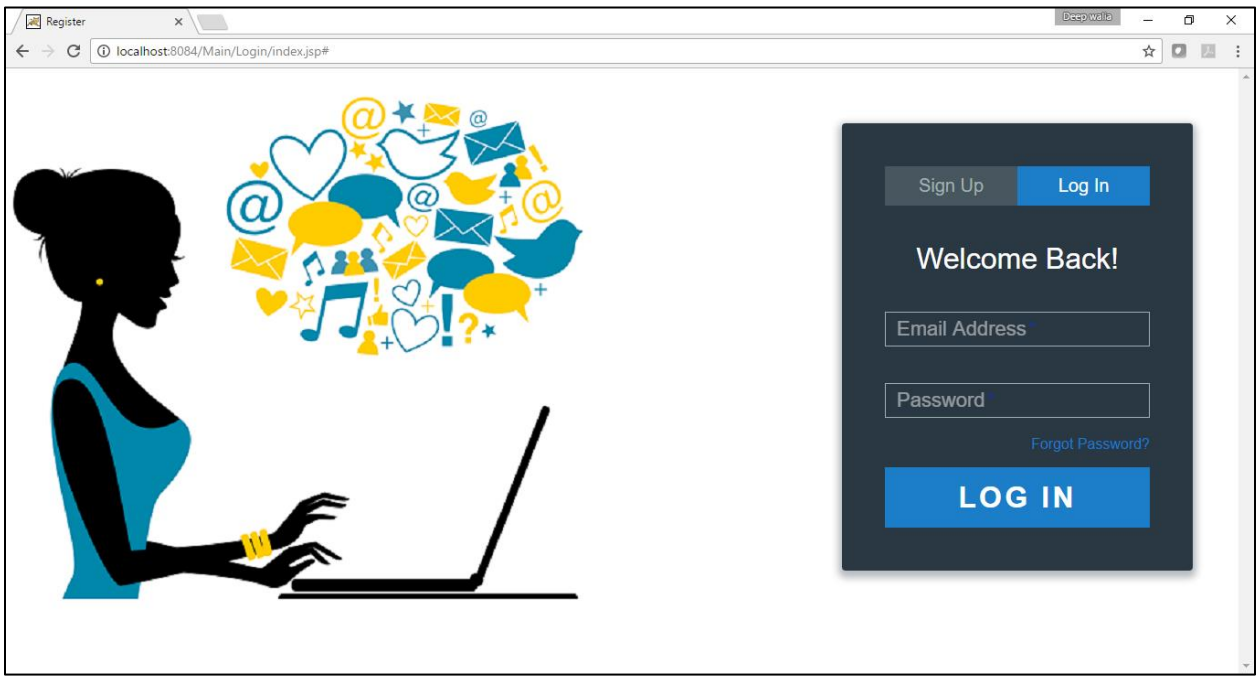
Index Page:


Blog
HOME
PRICING
THEMES
ABOUT US
CONTACT US
LOGIN
We Are Creative Nerds
Publish Your Passions, Your Way. Blog unites Beauty and advanced Technology to Create your unique and Stunning blog.It's easy and free
SIGN UP
Easy to Use
No technical experience required! Make your free website with our easy drag & drop functionality. Everything you need is at your fingertips.
Powerful & Flexible
Get under the hood. Advanced users can easily edit images online, as well as add HTML, Javascript, and sitewide CSS. Take complete control of your website
Customer Support
Known for award-winning customer support, available 24/7 to assist you as you make your free website and expand your online presence.
Blog Engine
A responsive, retina-ready & wide multipurpose Site.
TAKE THE TOUR
Hang onto your memories
Save the moments that matter, lets you safely store thousands of posts, photos, and more with Google for free.
Socially Connected
Your blog is the center of your online identity.Our powerful tools publish to,syn with, and import from twitter,instagram,and more.
Seriously, put anything you want here.
Seven post types to get you started. Your brain can do the rest. This thing is yours. Use it however you like.

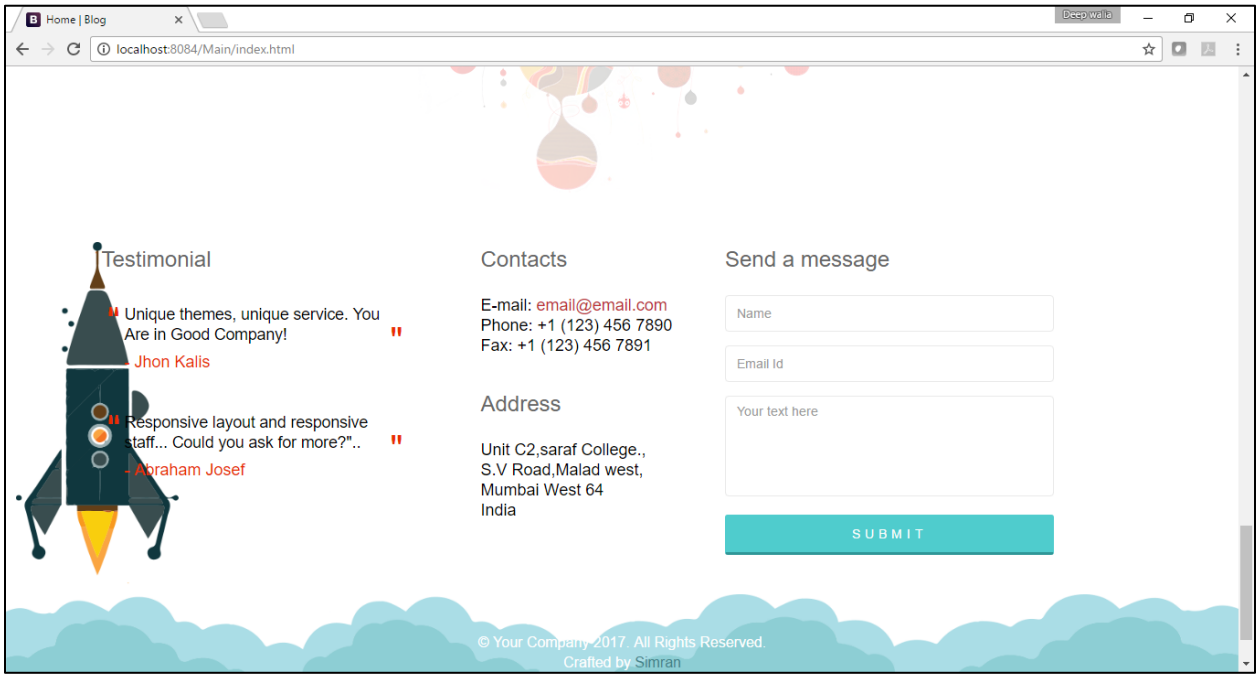
User Registration Form:



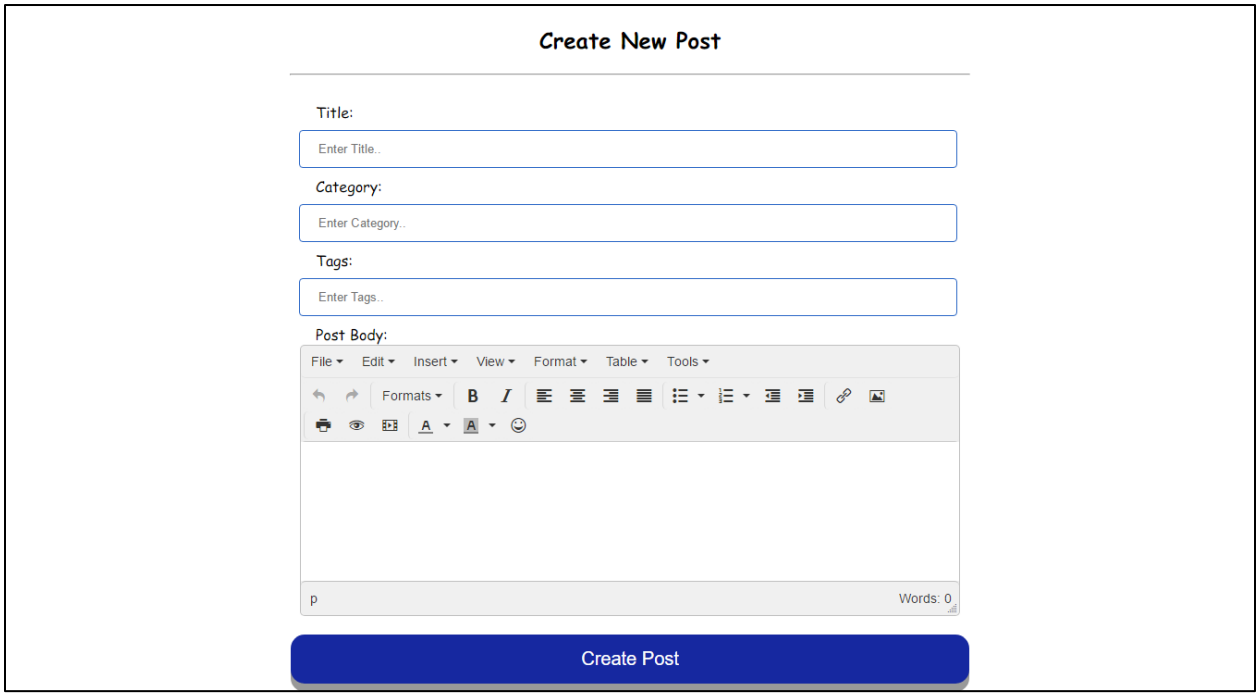
Login Screen:



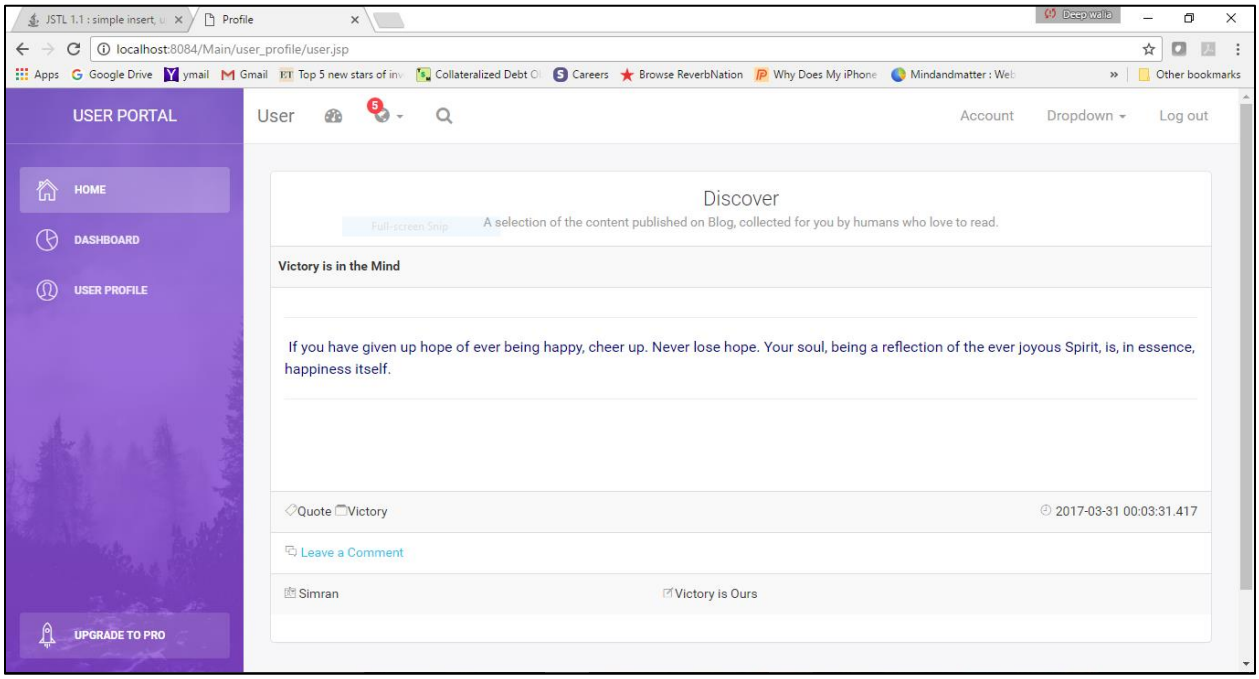
Contact Us/Feedback:



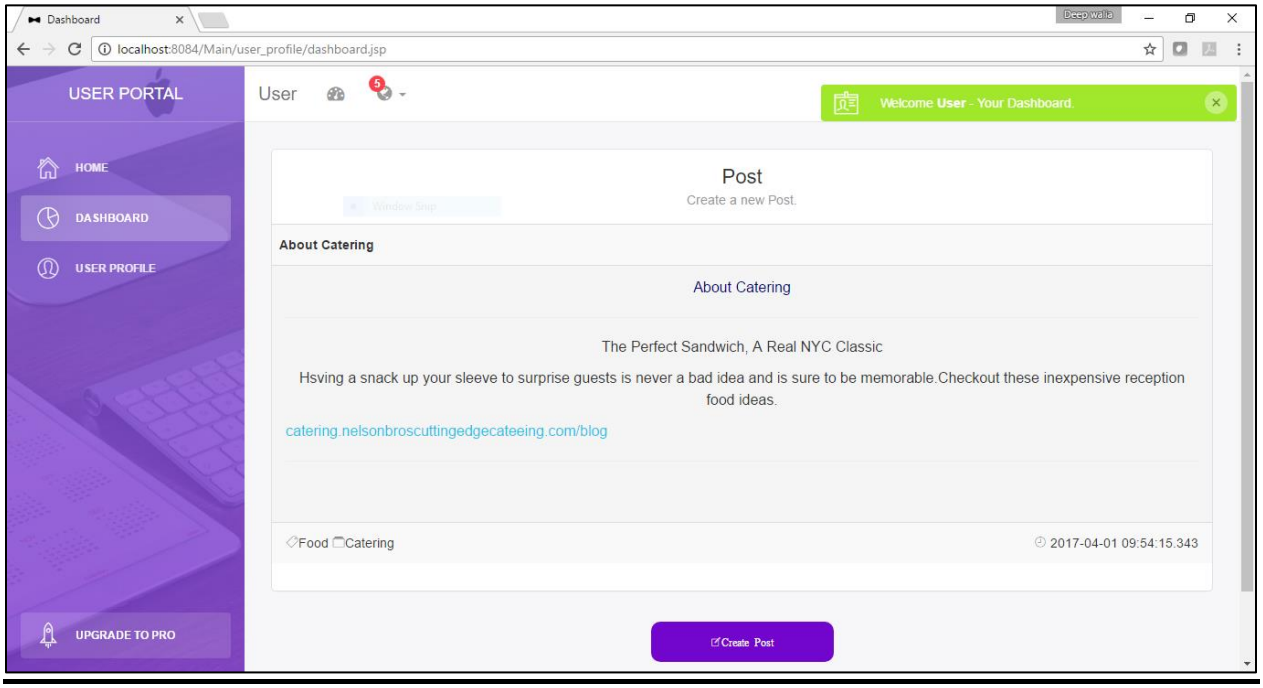
Post Creation:



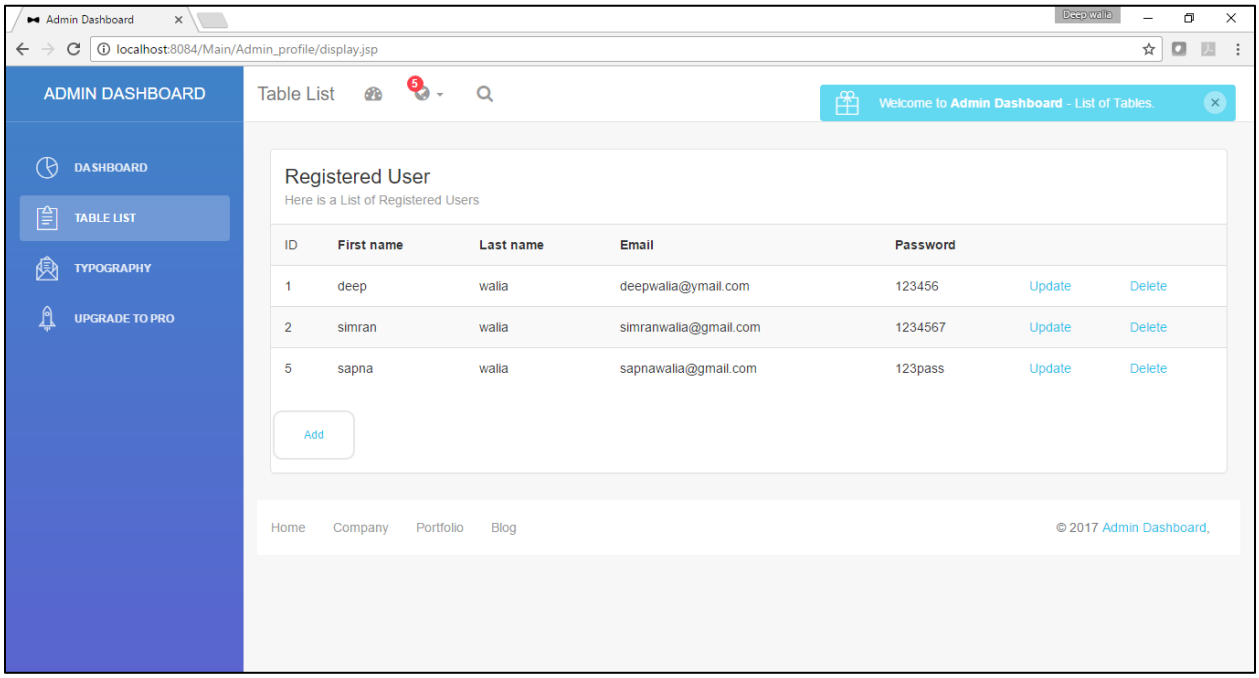
User Portal:



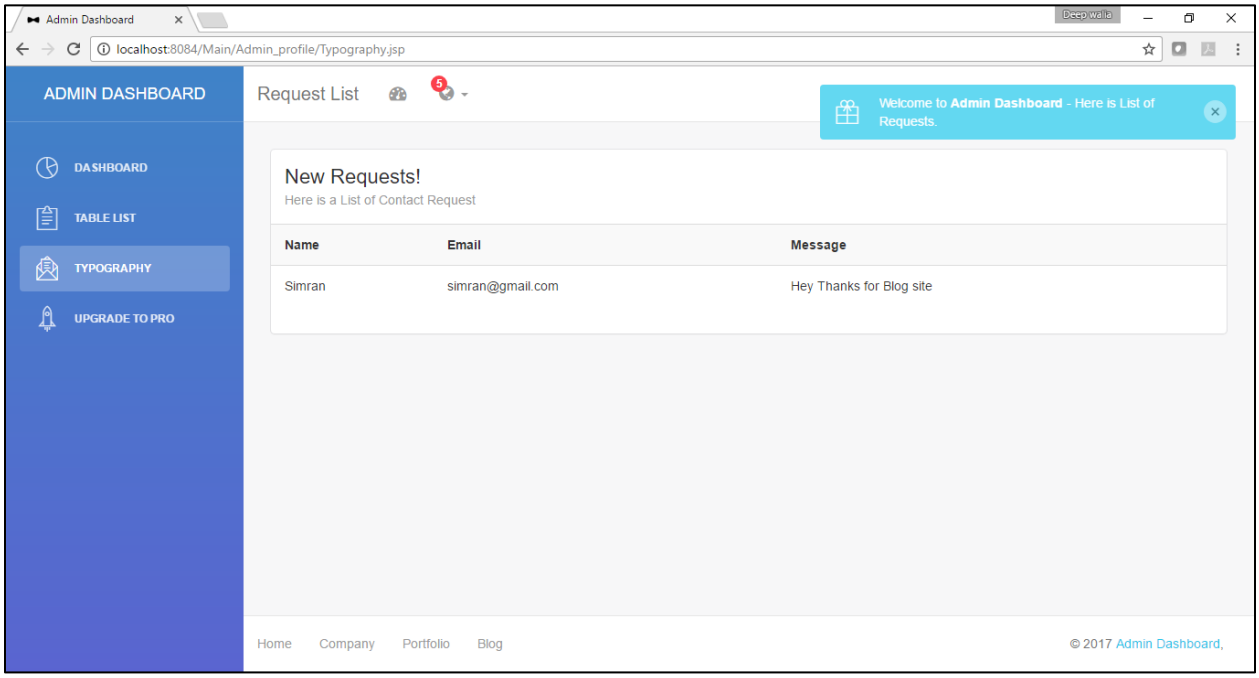
User Dashboard:



Admin Portal Table-List:



Admin Portal:



Source Codes

Registration

```
<%@page contentType="text/html" pageEncoding="UTF-8"%>
<!DOCTYPE html>
<%@ page import ="java.sql.*" %>
<%
   String pwd = request.getParameter("userpass");
   String fname = request.getParameter("userFname");
   String lname = request.getParameter("userLname");
   String email = request.getParameter("userEmail");

   String url="jdbc:sqlserver://localhost:1434;databaseName=Blog";
   String id="sa";
   String password="123456";
   Class.forName("com.microsoft.sqlserver.jdbc.SQLServerDriver");
   Connection con = DriverManager.getConnection(url,id,password);
   Statement st = con.createStatement();

   PreparedStatement prep = con.prepareStatement("insert into Registration(First_name, Last_name,
Email, Password) values ( ?, ?, ?, ?)");

prep.setString(1, fname);
prep.setString(2, lname);
prep.setString(3, email );
prep.setString(4, pwd);;

  int i= prep.executeUpdate();;
```

```
   if (i > 0) {

       //session.setAttribute("userid", user);
       response.sendRedirect("../user_profile/user.jsp");}
      // out.print("Registration Successfull!"+"<a href='index.jsp'>Go to Login</a>");

    else {
       response.sendRedirect("index.jsp");
   }
  try{

  PreparedStatement prep1 = con.prepareStatement("insert into userLoginInfo(Email, Pass) values
( ?, ?)");

prep1.setString(1, email );
 prep1.setString(2, pwd) ;

int j=prep1.executeUpdate();;

  }
  catch (SQLException e){

  }
%>
```

Testing Phase

The goal of this document is to develop a test plan for class management. This document defines all the procedures and activities required to prepare for testing of the functionalities of the system which are specified. The objectives of the test plan are to define the activities to perform testing. Website testing is a process of running with intent of finding errors in website. Website testing assures the quality of website and represents final review of other phases of website like specification, design, code generation, etc.

Testing and its types

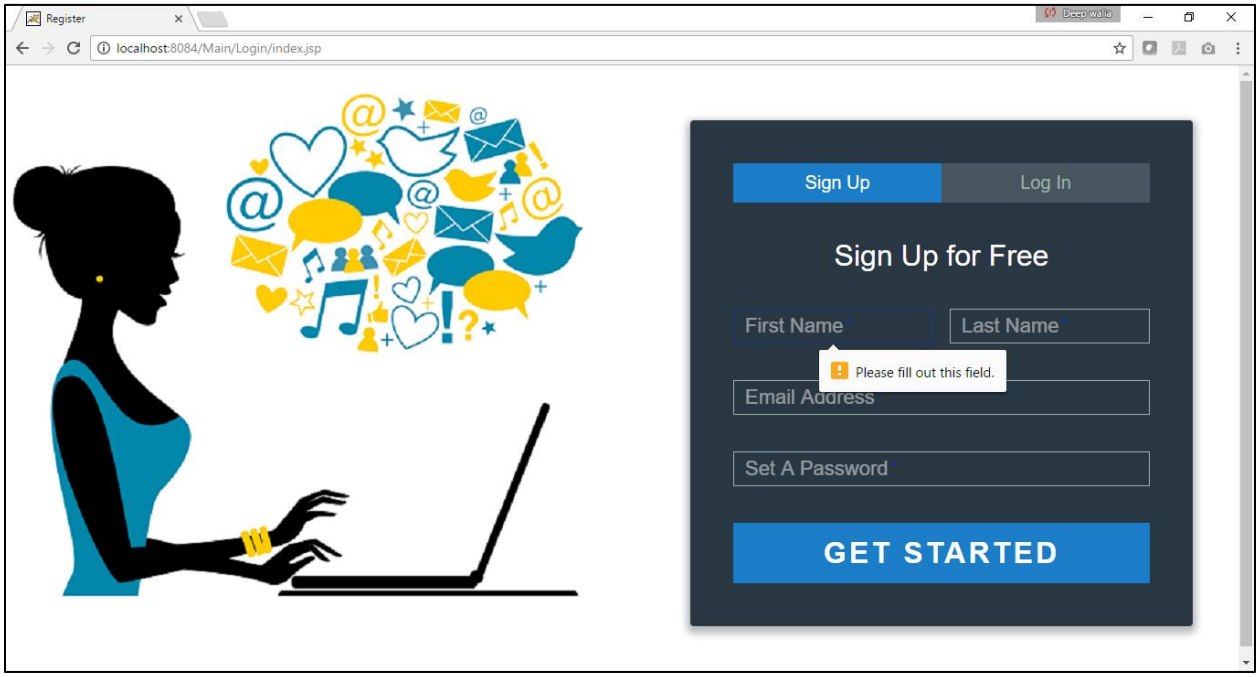
- Testing is a process of examining a product to determine what effects it contains, whether defect is in code or system. Hence we have tested this application by reviewing the construction, the composition by exercising the functions, matching output with assumed output and examining results.

- Since we have tested throughout the development of our website, we need to continue testing after we post our files on the web. We can load our file on to the web server and test them before making your URL available for users to access the website.

- Each phase of our website development has a parallel activity

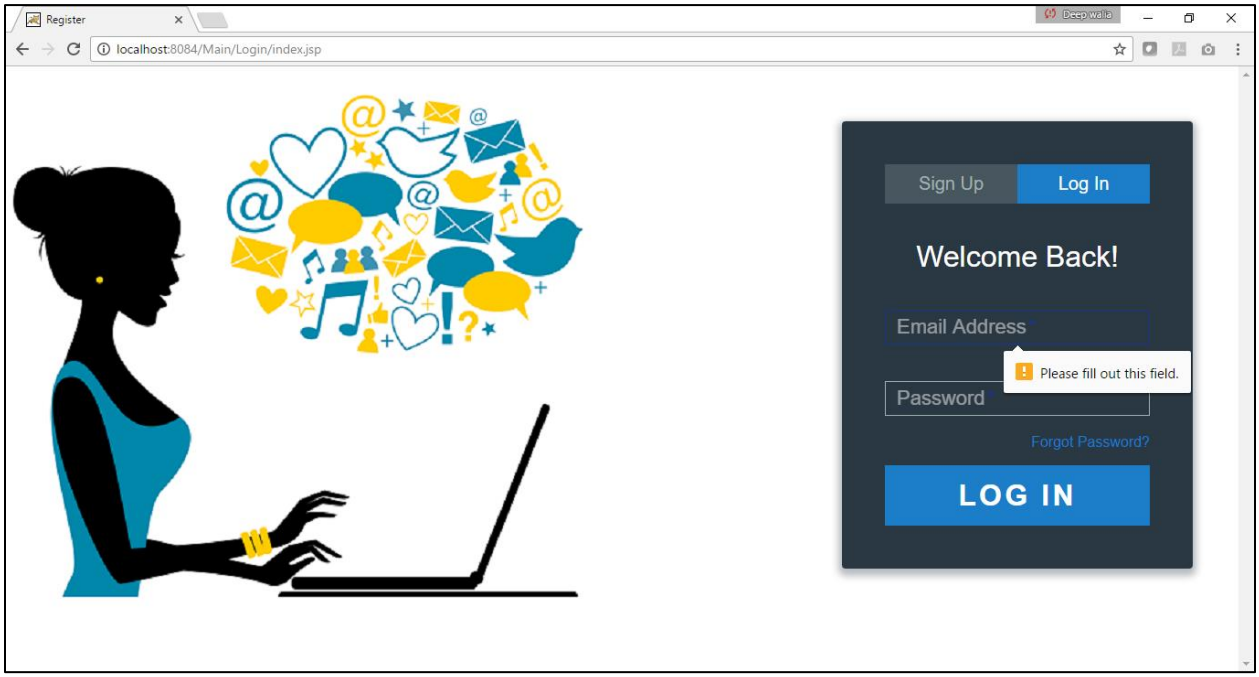
Module Testing:

- This is a first step of testing phase, in this phase modules are tested against the specifications mentioned during system design.
- Module testing also deals with the errors which are occurred during coding phase and previous phases. So we can say Unit testing deals with the internal logic of the module.
- In the class Management modules are Login module, Registration module. We have used White-Box Testing, in terms of the code's inner structure and its control flow. This has also helped us in finding bugs which led to including validations as and when required.



Integration Testing

- In Integration testing a system consisting of different module are tested for the problem arising from the component interaction.
- The main goal of this phase is that to check whether the module can be integrated together hence this phase deals with checking whether the user interface is working properly or not.
- We have conducted test for subsystem created by combining three modules which had been mentioned earlier and it resulted in proper functionality as required.



System Testing

- System testing verifies the entire application as a whole, after integration of all modules and its validation, according to our original site requirement. Certain Categories of system testing have been included:

- **Compatibility Testing:** We have accessed the performance of our entire application in a particular environment define by its hardware, software, etc.

- **Load Testing:** The response time is quite impressive as it response time does not exceed the average response time of the website.

- **Security Testing:** Only registered users can access & download the content of the website such as notes, documents, etc. Others can only view the Website.

- **Performance Testing:** The Updates made by the admin are very well reflected on the website the very next second.

Maintenance and Evolution

SITE MAINTENANCE:

- The term support and maintenance describes activates that occur after the system is made operational. Support activates assist users in realizing the full benefit of the system. Maintenance activates ensure that the site functions at peak efficiency and that needed changes are implemented with minimal disruption to the organization.

- Website maintenance is done to accomplish the following objectives:
  - Correct faults
  - Improved performance of website
  - Update the website with the latest Technology
  - Plan to add new functionalities
  - Inform and feature content continuously
  - Website should be alive and fresh
    - Place more emphasis on user interface design and functionalities
    - Adaptive maintenance modify website to adapt to environment such as change in hardware, platform, database or upgrading to new technology.

- The performance of the website can be measured by two factors:
  - **Efficiency:** It indicates the matter in which the inputs are used by the website.
  - **Effectiveness:** The effectiveness is the measure for deciding the website provides the desired output. When the website is ineffective, it goes out of control and it needs a major correction.

Future Enhancements

Future Enhancement

1. Subscriber Management will be implemented
2. Category wise reports will be generated
3. Subscription wise reports will be generated
4. Chat Features will be implemented
5. and Many More New Ideas

Bibliography:

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- http://stackoverflow.com/questions/19420677/how-to-retrieve-multiple-blob-images-from-mysql-using-jsp
- https://www.youtube.com/watch?v=3jwe6PL1BqA
- https://www.youtube.com/watch?v=h81Cyg1d_Zk