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DEPARTMENT OF INFORMATION & COMMUNICATION TECHNOLOGY

DIPLOMA OF INFORMATION TECHNOLOGY

(DIGITAL TECHNOLOGY)

CONCEPT HOSTEL MANAGEMENT SYSTEM

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1. INTRODUCTION

Nowadays, technology is becoming more sophisticated and more convenient for humans because they no longer deal manually. If dealing manually, it is likely that humans will face various problems and conflicts. Hostels without a management system are usually done manually. Registration forms verification to other data saving processes are done manually and most at times, they are written on paper. Thus, a lot of repetitions can be avoided with an automated system. The drawbacks of existing systems lead to the design of a computerized system that will help reduce a lot of manual inputs. With this system in place, we can improve the efficiency of the system, thus overcome the drawbacks of the existing manual system.

This system is designed for concept hostel management which helps them to save the records of the hostel residents about their rooms and other things. It helps them from the manual work from which it is very difficult to find the record of the hostel residents and the bills of them, and the information of about those ones who had left the hostel years before. Next, this system will provide a section for hostel residents make a complain about the hostel. The concept hostel management system will also contain special features like how many hostel residents are in a room, hostel resident's id and free rooms available. Also, this system will help to generate payment receipt after hostel resident make a fee payment completely.

2. Problem statement

There are a lot of drawbacks in keeping and maintaining a hostel. Especially with a manual system. Since most hostels are being run by only one hostel manager, the number of hostel residents in a room are sometimes not known by the officer especially for inventory in the hostel. Next, the payment processes and payment records are recorded just on paper or huge notebooks and not systematic which can be confusion information. Also, hostel residents not received a receipt after make a payment and it can be difficult to claim deposit from manager. Lastly, the manager was slow to take action on complaints from hostel resident which until the problem they can solve by self.

3. OBJECTIVE

- To develop a system that can help admins manage hostel residents' detail, room and inventory be more effectively.
- To develop a system to facilitate the hostel fee's payment recorded more systematically.
- To provide the appropriate medium for recording student complaints more easily.
- To generate payment receipt upon the completion of the fee's transaction quickly.

4. SCOPE

4.1. SCOPE OF USERS

Admin (manager)

- Login into the system.
- Control the status of the hostel fee payment.
- Edit the details of the hostel residents and modify the hostel resident records.
- Admin can read complaint from hostel residents.

Hostel residents

- Register and login into the system.
- Can make a fee payment.
- Hostel residents will be able to know if the room is available or not.
- Book the room by complete the form register.
- Can make a complaint about room or others.

Public

- Can view vacancy room.
- Can fill application form.

4.2. SCOPE OF THE SYSTEM

This system can manage the record of hostel resident.

Inventory at concept hostel also will be managed by manager if there is a problem.

This system will display a comment from hostel residents to manager about the hostel.

This system also can make a fee payment.

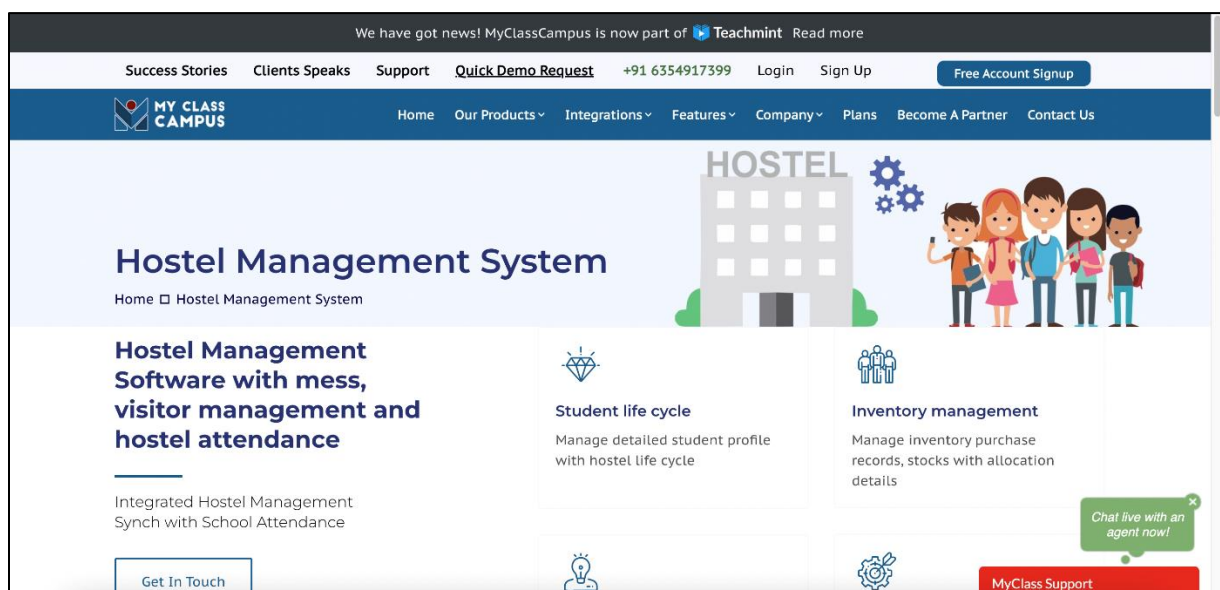
5. PROJECT SIGNIFICANCE

Concept hostel management system was developed to facilitate the data all hostel resident's information which will not has error information. This system also provides a good service and easy for new residents to stay at Concept. Next, it can provide self - satisfaction for hostel residents who want to be in a comfortable place. This system also can help owner hostel easy to calculate the cost required or calculate payment from student.

6. LITERATURE REVIEW

The existing system is manual based and need lot of efforts and consume enough time. In the existing system we can apply for the hostels online but the allotment processes are done manually. It may lead to corruptions in the allocation process as well as hostel fee calculation. The existing system does not deal with mess calculation and complaint registration.

My Class Campus offers an advanced cloud-based Hostel Management system for paperless hostel management operations. It has a Mobile App interface as well for convenient experience. It covers many important aspects of hostel management.



7. METHODOLOGY

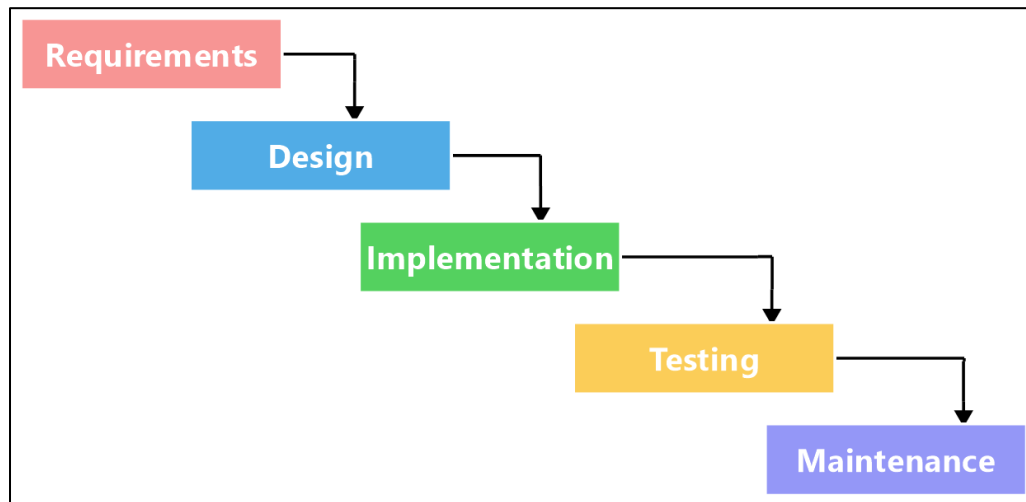


Figure 1 : waterfall model

Requirement

- In this phase, we identify the requirements of the Concept Hostel Management system in detail. During this process, the manager of the system is interviewed to know what is their expectation from the system.

Design

- The second phase is a preliminary design or a quick design. In this stage, we create a simple design of the system. However, it's not a complete design. It gives a brief of the system to the manager. This quick design helps us in developing the prototype.

Implementation

- At this point, should be fully prepared to complete the work itself. Using the requirement documentation, work together to develop the product or service you've been tasked to create.

Testing

- When completed the system, and then move to the verification phase. Though you've likely been testing the product as you go, use this step to see how it performs as a whole. You should be testing for functionality to ensure that there aren't any bugs or issues that need to be fixed.

More importantly, use the verification phase to check the product against your stakeholder requirements. Go through the product piece by piece to ensure total client satisfaction when you deliver it. Once you've found and fixed any problems you find, you can deliver the product to your client.

Maintenance

- No matter how thorough your testing, there will likely be issues that your client will discover as they use the finished product. Before you can close the project system, you have to address and resolve these issues to achieve full customer satisfaction.

8. COST PLANNING

BIL.	ITEM	QUANTITY	COST
1.	Laptop <u>Hardware</u> Product Name: ACER V3 Processor: Intel(R) Core (TM) i3-2348M CPU @ 2.30GHz 2.30 GHz RAM: 4.00GB <u>Software</u> System Type: 64-bit operating system, x64-based processor Edition: Windows 10	1	RM1800

SOFTWARE

BIL	ITEM
1.	PHP
2.	XAMPP
3.	Microsoft Word
4.	Microsoft PowerPoint
5.	Adobe Photoshop

9. GANTT CHART

Task Description	Estimate
1.0 Requirement	10 days
1.1 Identify problem	1 day
1.2 Define objective	1 day
1.3 Define system and user scope	1 day
1.4 identify Methodology	1 day
1.5 identify Hardware and software component	1 day
1.6 Calculate the cost	1 day
1.7 Develop Gantt Chart	1 day
1.8 collect all the input data through interview and review document	3 days
2.0 Design	8 days
2.1 Create Context Diagram (CD)	1 day
2.2 Create Data Flow Diagram (DFD)	2 days
2.3 Create Entity Relation Diagram (ERD)	2 days
2.4 Design User interface	3 days
3.0 Development	66 days
3.1 Create system interfaces	5 days
3.2 Create database and relationships	10 days
3.3 Code control system	15 days
3.4 HTML code	5 days
3.5 SQL code	5 days
3.6 PHP code	5 days
4.0 Testing	6 days
4.1 system testing with dummy and real data	3 days
4.2 User testing	3 days
5.0 Maintenance	5 days
5.1 Create user manual and report system	3 days
5.2 Repair the system in case of an error	2 days
TOTAL	95 days

10. CONCLUSION

In conclusion, the project was developed for user requirements specification and analysis of existing systems, with flexibility for future improvements. It is able to manage hostel resident's details, payment details and complaint details, in addition this system provides hostel information and room information to facilitate users. Users can also share feedback and interact in this system about the hostel's opinion.

This system is very useful for hostel allocation and messy calculations. Concept hostel management software is designed for those who want to manage rooms and complaints in the hostel. Therefore, there is a lot of tension to hostel owners and the software is usually not used in this context.

This system addresses the problem of managing hostels and avoids problems that occur when brought in manually. The identification of weaknesses of existing systems leads to designing computerized systems that will be compatible with existing systems with more user -friendly and more GUI -oriented systems.

11. REFERENCE

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