

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

## **FACILITIES AT NHCE**

**A MINI PROJECT REPORT**

*Submitted by*

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*In partial fulfilment for the award of the degree of*

**BACHELOR OF ENGINEERING**

**IN**

**COMPUTER SCIENCE AND ENGINEERING**



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

## *Certificate*

*This is to certify that the mini project work titled*

### **FACILITIES AT NHCE**

*Submitted in partial fulfilment of the degree of Bachelor of  
Engineering*

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**USN: 1NH18CS728**

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**For**

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*Name of the Examiner*

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## Facilities at NHCE

### ORIGINALITY REPORT

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### PRIMARY SOURCES

1	Vaskaran Sarcar. "Interactive Object-Oriented Programming in Java", Springer Science and Business Media LLC, 2020 Publication	2%
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## **ABSTRACT**

This project totally deals with the details of college. The manual distribution and display of college facilities information is very difficult. In a day there may be hundreds or thousands of persons used to ask about the facilities of the college and the hostel. The time required for this will be more and the parents must travel to college to get this information from the authorities.

The NHCE Facilities Information System will display the number of college facilities like maintenance of library, hostels, data center, physical education, soft skills, laboratories etc. By this we can maintain a record of the facilities and also reduce the time for the parents to know more about college. The main purpose of this is to integrates people, place and process within the built environment. It improving the quality of life of people and the productivity of the core business. So in this project people can know all the details of the college. They have to give there input details like which facility they want to know about.

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## **CHAPTER 1**

### **INTRODUCTION**

#### **1.1 PROBLEM DEFINITION**

The manual distribution and display of library college facilities information is very difficult. In a day there may be hundreds or thousands of persons used to ask about the facilities of the college and the hostel. The time required for this will be more and the parents must travel to college to get this information from the authorities. The NHCE Facilities Information System will display the number of college facilities like maintenance of library, hostels, data center, physical education, soft skills, laboratories etc. By this we can maintain a record of the facilities and also reduce the time for the parents to know more about college. The main purpose of this is to integrates people, place and process within the built environment. It improving the quality of life of people and the productivity of the core business.

#### **1.2 OBJECTIVES**

The main objective of this application project is to simplify the Information about college. The importance of college facilities in improving student outcomes. The growing body of research has found the college facilities that can found a impact on all teachers and also college facilities which is affected to teacher recruitment, retention, commitment and efforts. The main purpose of Facility is an organizational function which integrates people, place and process within the built environment with the purpose of improving the quality of life of people and the productivity of the core business.

So in this project people can know all the details of the college. They have to give there input details like which facility they want to know about.

➤ **Existing System:**

This will cover the functionalities such as adding a new facility which can be managed and also removing a facility from being managed getting general information such as the number and capacity of facilities and their current status. In turn these people will check out the information with the head of the department and neighbors. This is time taking process to go and meet head of the department and faculty members regarding to college facilities.

➤ **Proposed System:**

The proposed system will available online. So anybody who are interested to know the college details and their facilities. And also they can join the student in online.

The benefits of this program include:

- This can be used for time reducing process.
- User will get to know that fees of the student and seats are available in college.
- Easily contact with faculty members.
- Reliable and accurate.
- User Friendly

### **1.3 METHODOLOGY TO BE FOLLOWED**

- This covers the functionality of managing the facility such as reserving a facility and the cost of using and maintaining it as assigning and de assigning a facility for use.
- The maintenance of functionality covers the maintenance of a facility such as scheduling a facility for maintenance checking maintenance status.
- It also include listing maintenance requests, calculating time of facility and more functionality.
- A user will no need to register in the system by providing essential details in order to access the page. The admin permission won't be required.
- A user cannot log in by using his/her user id and password to the system.

## MODULES:

The system of careful analysis has been identified to be presented with the following modules and roles. The modules involved are only one:

- Administrator
- user

**1.ADMINISTRATOR:** The administrator is the super user of the application. Only Admins have access into the admin page. Admin can secretly insert the facility of the college. The administrator has edit and replace the details of the college. This page cannot display in the project.

**2.USER:** A user does not have any super user privilege. User cannot have access into admin page. The admin page will be encrypted. User can only see the details of the college.

## 1.4 EXPECTED OUTCOMES

1. It displays the welcome page
2. Next it displays the Enter the number which Facility information required for you
  - a) Library
  - b) Data Center
  - c) Special Laboratories
  - d) Communication and Soft skills
  - e) Physical Education
  - f) Hostels

3. If we select option **a**, we can go to the Library Facility. After choosing this option it will display the further information present in this facility like:

- Library Services
- Department Library
- Policies and Rules

4. If we choose option **b**, we can go to the Data Center information. After choosing this option it will display the information present in this facility like:

- Computer Networking
- Hardware

5. If we choose option **C**, we can go to the Special Laboratories. After choosing this option it will display the number of laboratories.

6. If we choose option **D**, we can go to the Communication and Soft skills. After choosing this option it will display the information about this facility.

7. If we choose option **E**, we can go to the Physical Education. After choosing this option it will display the information about the physical activities present in this facility.

8. If we choose option **F**, we can go to the Hostels. After choosing this option it will display the information about accommodation for hostels.

9. After displaying all the facilities present in the college it will come out of the screen.

## 1.5 HARDWARE REQUIREMENTS

- ◆ Processor : Any Processor above 500 MHz
- ◆ RAM : 512Mb
- ◆ Hard Disk : 10 GB
- ◆ Input device : Standard Keyboard and Mouse
- ◆ Output device : VGA and High Resolution Monitor

## 1.6 SOFTWARE REQUIREMENTS

- ◆ Operating system : Windows XP
- ◆ Front End : ASP.Net 2.0
- ◆ IDE : Visual Studio 2008
- ◆ Data Base : SQL Server Management Studio 2005
- ◆ Server : Internet Information Services
- ◆ Database Connectivity : ODBC Sources (with SQL Server)

## CHAPTER 2

### OBJECT-ORIENTED PROGRAM

#### 2.1 CLASS

- class is like a blueprint or a template for creating objects in java. It defines the state or behavior of the object created. class can have any number of variables, and methods of various types to access to different values.,
- Each class has a constructor, it can be of type default or parameterized. These constructors are used to initialize objects, with default values. class can also inherit characteristics from other class.
- While defining a class, we can declare its exact form and nature, by specifies the data that it contains and the code which operates on the data.
- The class is declared by use of the class keyword. The general form of a class definition is as follows:

```
Class className {  
type instance-variable 1;  
type instance-variable 2;  
//...  
type instance-variable N;  
type method name 1(parameter-list) {  
//body of method  
}  
type method name 2(parameter-list) {  
//body of method  
}  
type method name 3(parameter-list) {  
//body of method  
}
```

}

- A class declaration can include these in order:

Access Modifier -> Class name -> Superclass -> Interface -> Body

There are various types of classes such as:

- Nested class
- Anonymous class
- Lambda expressions

### Syntax:

class ClassName

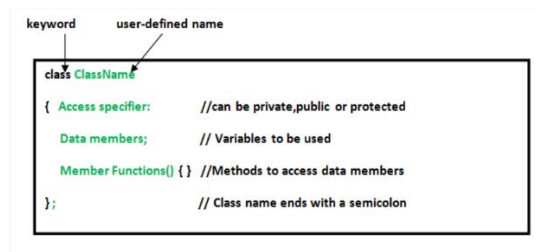


Fig 2.1 (a)

Cars	
<i>data:</i>	
1.	name
2.	model
3.	company
4.	date_of_manufacture
5.	engine
<i>functions:</i>	
1.	turn_engine()
2.	brake()
3.	accelerate()
4.	clutch()
5.	change_gears()
6.	blow_horn()

Fig 2.1 (b)

- The data, or variables, defined within a class are called instance variables. The code contained within methods. Collectively the methods and variables defined within a class are called members of the class. In most classes, the instance variables are acted upon and accessed by the methods defined for that class. Thus the methods determine how a class data can be used.
- Putting the number elements and methods into together in the definition of a class is called encapsulation.



### **2.1.1 STACK CLASS:**

- ◆ Stacks are controlled as two ways called push and pop.
- ◆ To put an item on top of the stack, we will use push.
- ◆ To take an item off the stack, we will use pop.
- ◆ Here is a class called stack which implements a stack for integers.

## 2.2 OBJECT

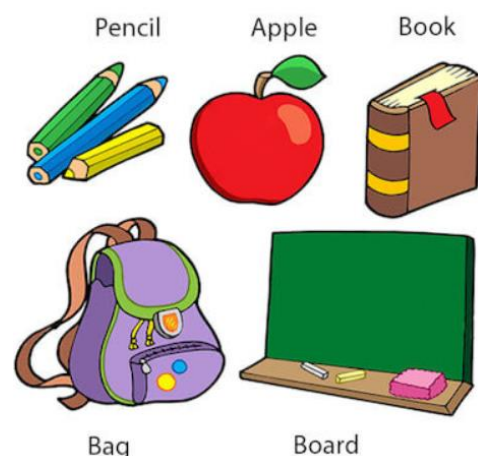
- The object is a self-contained entity that has a state, behavior and identity.
- Examples: A dog has different states colors, names, breeds as well as behaviors.
- Object allocates memory for the template class. It defines the behavior of the class. It is a specimen or instance, of class used to invoke or execute any of the methods or features of the class for which object is created.
- An object contains physical as well as logical entity whereas a class does not. Memory or storage allocation takes place for a class when object is created. The methods and the variables of a class are accessed using objects.
- Objects of a class has a twosteps process:
  - The First, must be declare a variable of the class types
  - Second. must acquire an actual, physical copy of the object and assign it to the variable, using the new operator.

### Syntax:

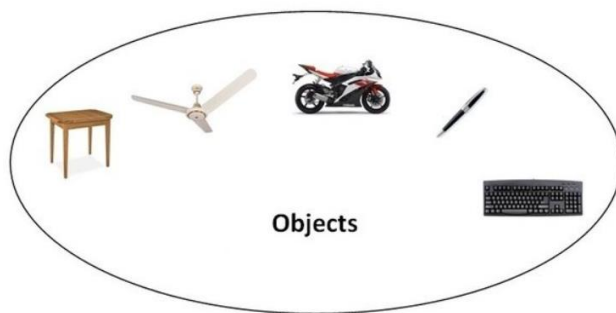
Classname objectname;

Classname reference\_variable=new Classname();

### Objects: Real World Examples



**Fig 2.2 (a)**



**Fig 2.2 (b)**

### **2.2.1 Method Overriding**

- It is a method in a subclass has the same name and type signature as a method in its superclass then the method in the subclass is said to be override method in the superclass.
- Method overriding occurs when the names and also the type signatures of the two methods which are identical. Then the two methods are simply overloaded.
- So, to access the superclass version of an overridden method can be called using Super.

### **2.2.2 Declaring Objects**

- when a class is created , we are creating a new data types.
- This type is also used to declare objects of that type.
- However, obtaining the objects of a class is a two-step process,
- In First case, we must declare a variable of the class type. This variable does not define any object. Instead of it is simply a variable that can refer to an object.
- In Second case, we must acquire an actual, physical copy of the object and assign it to that variable by using the new operator.
- The new operator is dynamically allocates memory for an object and returns a to it.

### 2.2.3 CONSTRUCTOR:

- Constructor in java is a specified type of method which is used to initialize the object. The java constructor which is invoked at the same time of an object creation. So, automatic initialization is performed through the use of a constructor.
- It constructs the value i.e provides data for the thing that's why it is referred to as Constructor
- There are two rules defined to the constructor:
  - Constructor name should be as same as its class name.
  - Constructor must have no explicit return type
- There are two types of Constructors:
  - Default constructor (no-arg constructor)
  - Parameterized constructor: It is defined as the accepts which at a certain parameter which is called Parameterized constructor.
  - Garbage Collection: It will occur only when sporadically during the execution of programs. The objects which are dynamically allocated by the new operator, how such an objects are destroyed at their own memory released for later reallocation.

## 2.3 INHERITANCE

Inheritance is an oops concept in java that permits us to define a category from an existing class. The keyword 'extends' is employed for inheritance.

- Superclass: The parent/base class from which attributes, methods are inherited.
- Subclass: The child/derived class which inherits attributes, methods.

### 1. SINGLE INHERITANCE

Single inheritance is when a category inherits properties from one class only. All the attributes except private members are inherited or extended by child class from parent class.

```
class A
{
}
class B extends A
{
}
```

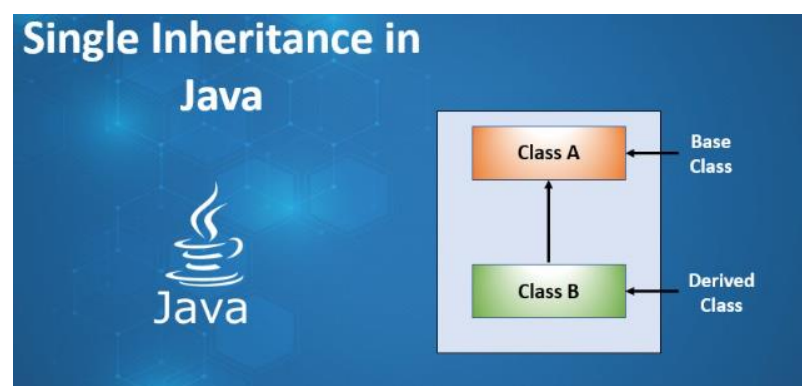
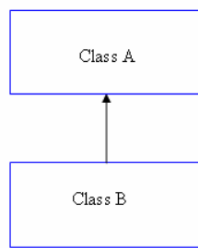


Fig 2.3 (a)

**Fig 2.3 (b)**

## 2. MULTILEVEL INHERITANCE

Multilevel inheritance is when a category inherits properties from derived class.

This derived class becomes the parent for the new child class. It allows accessing of grandparent class attributes by the kid class also.

class A

```
{  
}
```

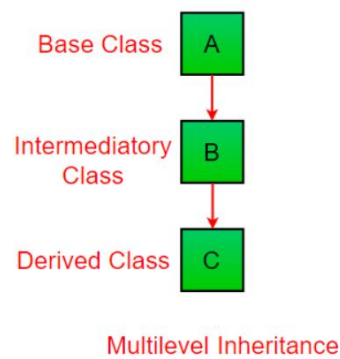
class B extends A

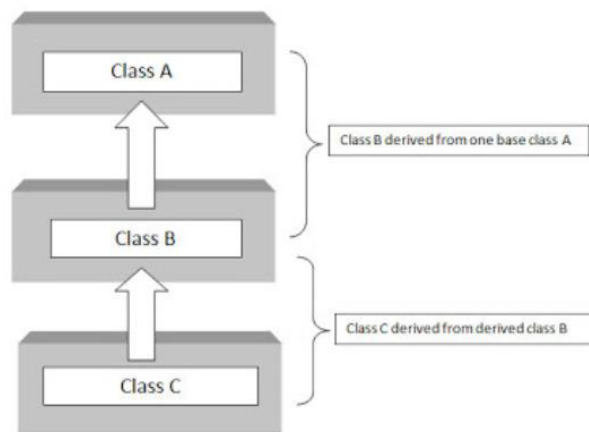
```
{  
}
```

class C extends B

```
{
```

```
}
```

**Fig 2.3 (c)**

**Fig 2.3 (d)**

### 3. HIERARCHICAL INHERITANCE

Hierarchical inheritance is when a category is inherited two or more classes. during this sort of inheritance all of the super class's sub classes inherit same attributes of the parent class.

```
class A
```

```
{  
}
```

```
class B extends A
```

```
{  
}
```

```
class C extends A
```

```
{  
}
```

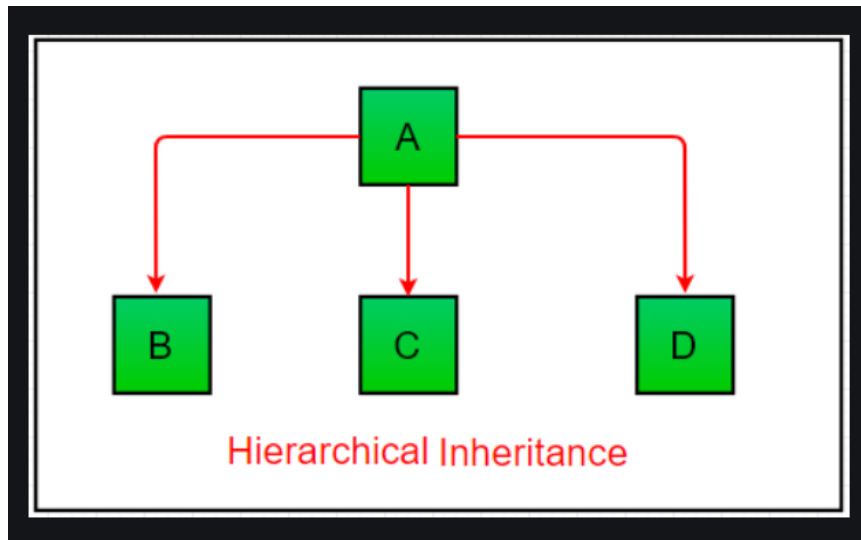


Fig 2.3 (e)

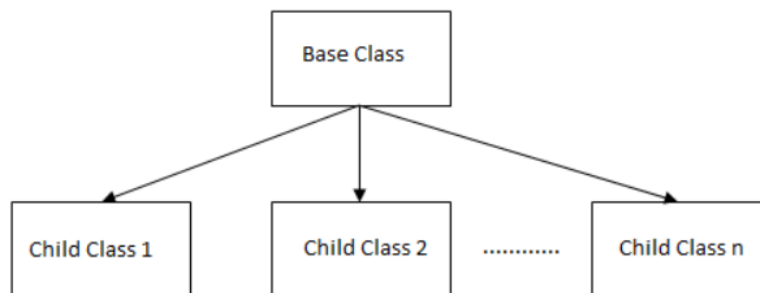


Fig 2.3 (f)

## 2.4 POLYMORPHISM

Polymorphism may be a vital concept in object-oriented programming. It means an equivalent object, method or operator acts differently in several cases.

Types of polymorphism are:

- Run-time polymorphism
- Compile-time polymorphism

Run-time polymorphism is completed using method overriding.

Method Overriding: It means different methods have same syntax and return type.



```
class A{ }

class B extends A{

public void display(){

System.out.println("Method1");

}}

class C extends A{

public void display(){

System.out.println("Method2");

}}
```

Compile-time polymorphism is completed through method overloading and operator overloading.

Method Overloading: It means different methods with same name differ in number, type or sequence of arguments passed in them.

```
class A{

public void display(int a){

System.out.println(a);

}}

class B{

public void display(String s){

System.out.println(s);

}}

class C{

public void display(int x, int y){
```

```
System.out.println(x+" "+y);  
  
}}
```

Operator overloading: '+' operator is employed for concatenation also as addition operator.

```
System.out.println(m+"ways");
```

```
System.out.println(a+b);
```

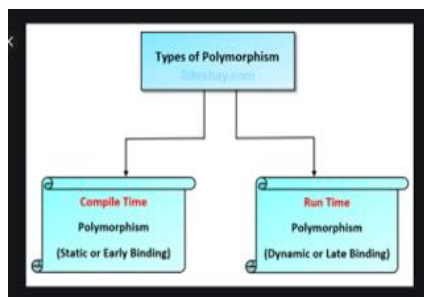


Fig 2.4 (a)

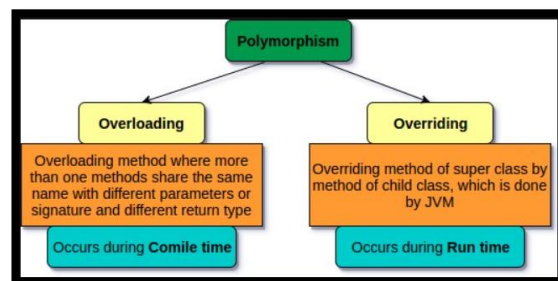


Fig 2.4 (b)

## 2.5 ABSTRACT CLASS

An abstract class may be a template definition of methods and variables of a category which may be a category of objects that contains one or more abstracted methods. Abstract classes are utilized in all OOP languages. Objects or classes maybe abstracted, which suggests that they're summarized into characteristics that are relevant to the present program's operation.

Individual instances that are resulting from classes are objects. Declaring a category as abstract means it cannot be directly instantiated, which suggests that an object cannot be created from it. That protects the code from getting used incorrectly. An Abstract class which subclasses are to be further define as attributes are necessary for individual. Abstract classes similar with main classes, which are the default type. A concrete class has no abstracted methods and should be instantiated and utilized in code.

### **Syntax:**

Class abstract classname {...}

Points to Remember:

- An abstract class should be announced with an abstract keyword.
- It have only abstract methods and also non-abstract methods.
- It can't be instantiated.
- It can have constructors as well as static methods also.
- It can have final methods which may force the subclass to not change the body of the tactic .

## **2.6 MULTITHREADING**

Multithreading in java could also be a process of executing multiple threads. A thread may be a lightweight sub-process which is that the smallest unit of processing. Multiprocessing as well as multithreading, both are used to perform multitasking. However, we use multithreading than multitasking than multiprocessing because threads use a shared memory. They won't allocate separate memory spaces to saves memory, and switching between the threads which takes less time to process. Java Multithreading is typically utilized in games, animation, etc.

Multitasking could also be a process of executing multiple tasks simultaneously. We use multitasking to utilize the CPU. Multitasking are often achieved in two ways:

- o Process-based Multitasking (Multiprocessing)
  - o Thread-based Multitasking (Multithreading)
- 1) Process-based Multitasking (Multiprocessing)

- Each process has an address in memory. Process based multitasking allocates a separate memory areas.
- A process is heavyweight.
- Cost of communication between the tactic is high.
- Switching from one process to a different requires a while for saving and loading register, memory maps, updating lists, etc.

### 2) Thread-based Multitasking (Multithreading)

- Threads share an equivalent address space.
- A thread is lightweight.
- Cost of communication between the thread is slow

## 2.7 I/O FUNCTIONS IN JAVA

I/O functions in java are wont to process the input and provides output. It uses concept of Streams to operations fast. we will also perform file handling in java using these streams.

- System. Out
- System.in
- System. Err
- Output Stream
- Input Stream

Example:

```
Scanner s=new Scanner(System.in);
```

```
System.out.println("Hello");
```

```
System.err(0);
```



**Fig 2.7(a)**

## 2.8 PACKAGES IN JAVA

Packages in java is to encapsulate a gaggle of classes sub-packages and interfaces. It prevents naming conflicts and also provides controlled access and are referred to as data encapsulation.

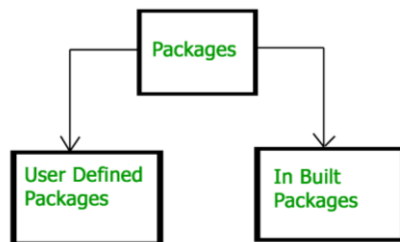


Fig 2.8 (a)

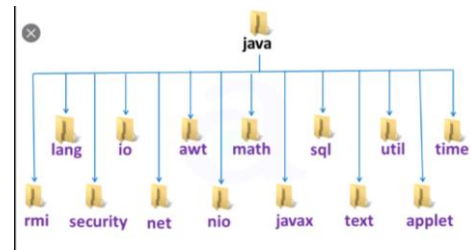


Fig 2.8 (b)

- Packages are containers for classes that are used the category name.
- Through the utilization of the interface keyword ;Java allows to completely abstract the interface from its implementation.
- By Using interface, we will specifies the set of methods which will be implemented by one or more class.
- In interface itself, doesn't actually define any implementation.
- A class can implement quite one interface.,
- Java provides a partitioning the category name space into more manageable chunks. This mechanism is named a package.
- In package is both a naming and a visibility control mechanism.
- It is feasible to define classes inside a package that aren't accessible by code outside that packages.
- we will define class members that are only exposed to other members of an equivalent package.

### 2.8.1 Defining Package

- To create a package simply include a package command is that the first statement during a Java source file.
- Any classes declared within that file is belong to the required package.
- package statement defines name space during which classes are stored.
- If we skip the package statement the category names are put into the default package, which has no name.
- The general sort of the package statement is as follows package pkg;
- during this pkg is that the name of the package.
- for instance we will consider the subsequent statement creates a package called My Package.  
package My Package.
- The general sort of a multileveled package statement is taken into account as: package pkg1[.pkg2[.pkg3]];

## 2.9 Exception handling

- It allows us to handle the runtime errors caused by exceptions.
- An exception is an not normal ,It occurs during the execution of a program like compile time that includes the flow of instructions.
- Languages that do not support exception handling, errors must be checked and handled manually—typically through the use of error codes [system generated error codes from 0 to 499].
- This approach is as cumbersome as it is troublesome.
  
- Java's exception handling avoids these problems and, brings semantic error management into the object- oriented world. All exception handling types are subclasses of the built-in class which is called Throwable.

### 2.9.1 Exception Types:

- Throwable is at the highest of the exception class hierarchy.
- In the below Throwable they are two subclasses which takes partition exceptions into two different branches.
- One branch is headed by Exception.
- This class is employed for exceptional conditions that user programs should catch.
- This is also the category that you simply will subclass to make your own custom exception types.
- There is a crucial subclass of Exception, called Runtime Exception. Exceptions of this sort are automatically defined for the programs that you simply write and include things like division by zero and invalid array indexing.
- The other branch is topped by Error.



- These are not expected to be caught under normal circumstances by your program, are typically created in response to catastrophic failures that cannot usually be handled by your program.
- Exceptions of type Error are employed by the Java run-time system to point errors having to do with the run-time environment, itself.
- Stack overflow is an example of such a mistake .

## 2.9.2 Exception Hierarchy

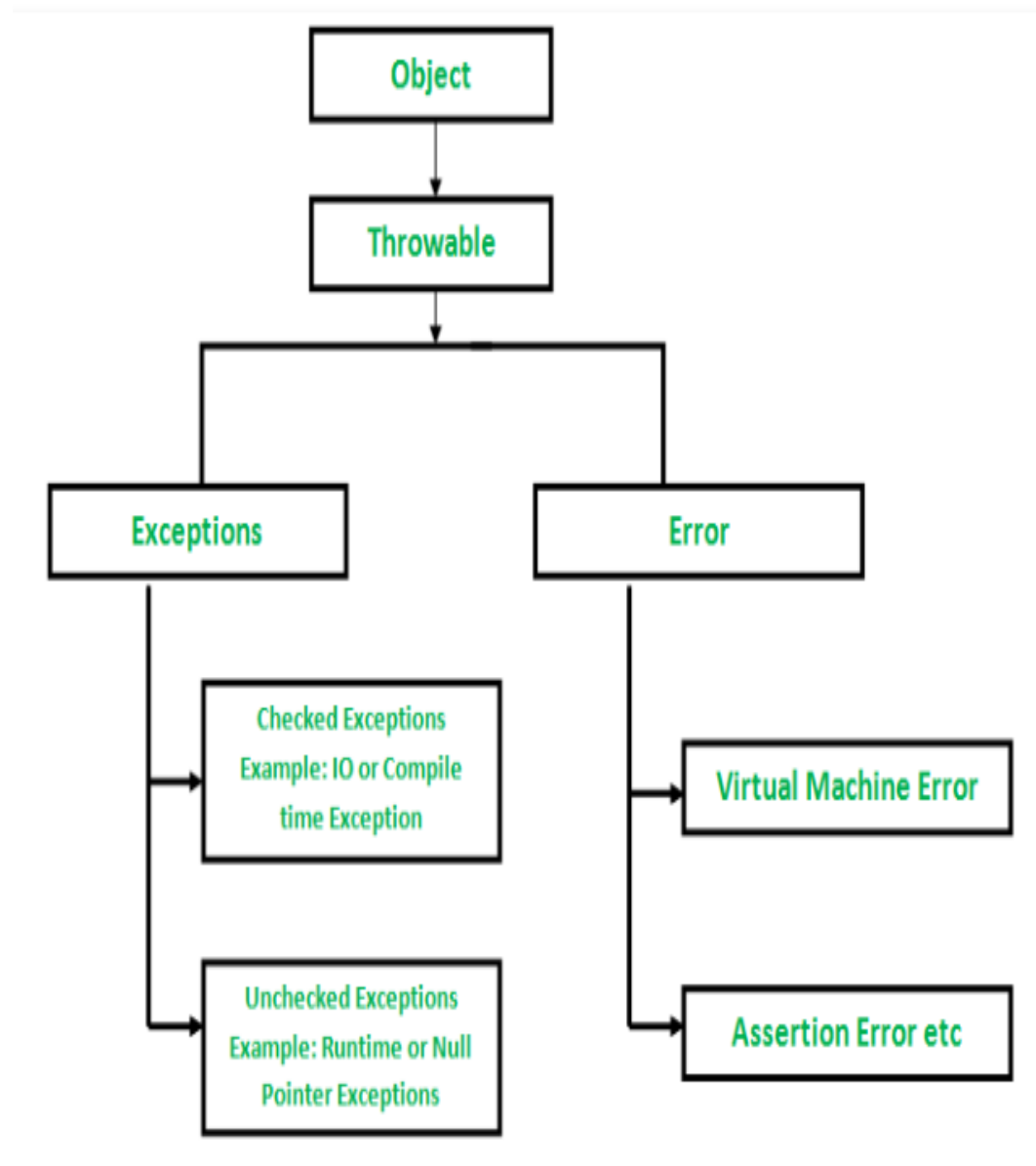


Fig 2.9(a)

### 2.9.3 Exception-Handling in Java five keywords

#### I. **try**

Program statements that you simply want to watch for exceptions are contained within a try block.

If an exception occurs within the try block, it is thrown.[an object representing that exception is created and thrown in the method that caused it]

#### II. **catch**

The code which going to can catch this exception (using catch) and handle it in some rational manner.

It generated exceptions which are automatically thrown by the Java run-time application.

#### III. **throw**

For manually throw an exception, we use the keyword called as throw.

#### IV. **throws**

Any exception that's thrown out of a way must be specified intrinsically by a throws clause.

#### V. **finally**

Any code that absolutely must be executed after a try block completes, is put during a finally block.

## CHAPTER 3

### DESIGN

#### 3.1 ALGORITHM

Step 1: start

Step 2: It displays “Facilities at NHCE”.

Step3: Choose the option you want to perform

Do you want to know the details of college?

Step 4: Enter the number which facility information required for you

1. Library
2. Data center
3. Special Laboratories
4. Communication and Soft skills
5. Physical education
6. Hostels

Step 5: If you want to know the information about Library.

1. It asks Library services
2. It asks Department library
3. It asks policies and rules

Step 4: If you want to display the details about Data center.

1. It asks Computer networking information.
2. It asks Hardware information.

Step 5: If you select information about Special laboratories it will display all the laboratories which is presented in a college.

Step 6: Exit

### 3.2 DESIGN GOALS

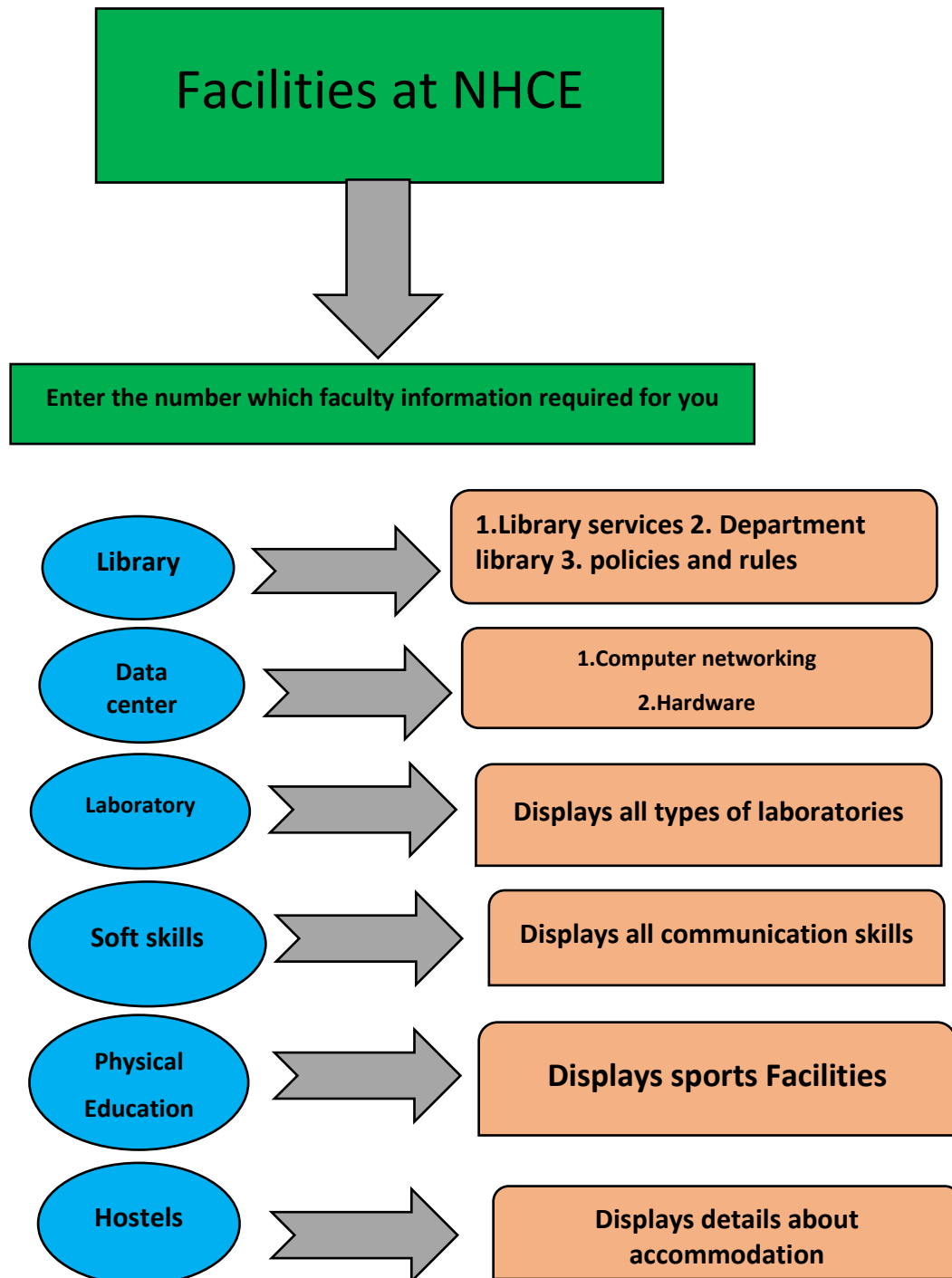


Fig 3.2(a)

### 3.2.1 Library

Function name	<code>LIBRARY ab1=new LIBRARY ();</code>
Work	Display data of all information about library .
Input	Library services, department of library, policies and rules
Process	Reads data from database
Output	Display data of library information

### 3.2.2 Data Center

Function name	<code>DATA ab2=new DATA();</code>
Work	Display data of all information about data information center.
Input	Computer networking, hardware
Process	Stores and Reads data from database.
Output	Display information about data center.

### 3.2.3 Special laboratories

Function name	<code>LABORATORIES ab3=new LABORATORIES();</code>
---------------	---

Work	Displays all information about laboratories.
Input	N/A
Process	Stores Laboratory data in database
Output	Displays laboratories data in database

### 3.2.4 Communication and Soft skills

Function name	COMMUNICATION ab4=new COMMUNICATION();
Work	Display all details from database
Input	N/A
Process	Reads data from data
Output	Display data of Soft skills.

### 3.2.5 Physical Education

Function name	PHYSICAL ab5=new PHYSICAL ();
Work	Stores all details about sports.
Input	N/A

Process	Reads data from data.
Output	Display data of Sports facilities.

### 3.2.6 Hostels

Function name	HOSTELS ab6=new HOSTELS();
Work	Display all details from Hostels
Input	N/A
Process	Reads data from data
Output	Display data of Hostel accommodation.



## CHAPTER 4

### IMPLEMENTATION

1. This program starts with switch case that includes.

->User mode

->Exit

#### 2. User mode:

After choosing this mode few options are displayed like

1. Library
2. Data center
3. Special laboratories
4. Communication and soft skills
5. Physical education
6. Hostels

##### 1. Library details:

In this function we can find information about library. To know the all details, we have choose some options like which information you want to know is: Library services, Department Library, Policy and rules.

##### 2. Data center:

Using this function, we can know the information about data center. To know the

Details, we have choose some options like: Computer networking, Hardware.

### **3.Special Laboratories:**

This function is used to show the different laboratories, we need no to be enter any details. The details are it will displays types of laboratories for different branches.

### **4.Communication and Soft skills:**

This function is used to check the details of communication skills, In this it displays the how communication skills will be learnt in a college. It shows which department offers qualitative training by experienced professionals.

### **5.Physical Education:**

This function is used to show the information about physical information like Sports facilities. Which uses to encourage students to explore their latent talents by providing this facility.

### **6. Hostels:**

This function is used to display the information about hostels. It displays the different hostels accommodation.

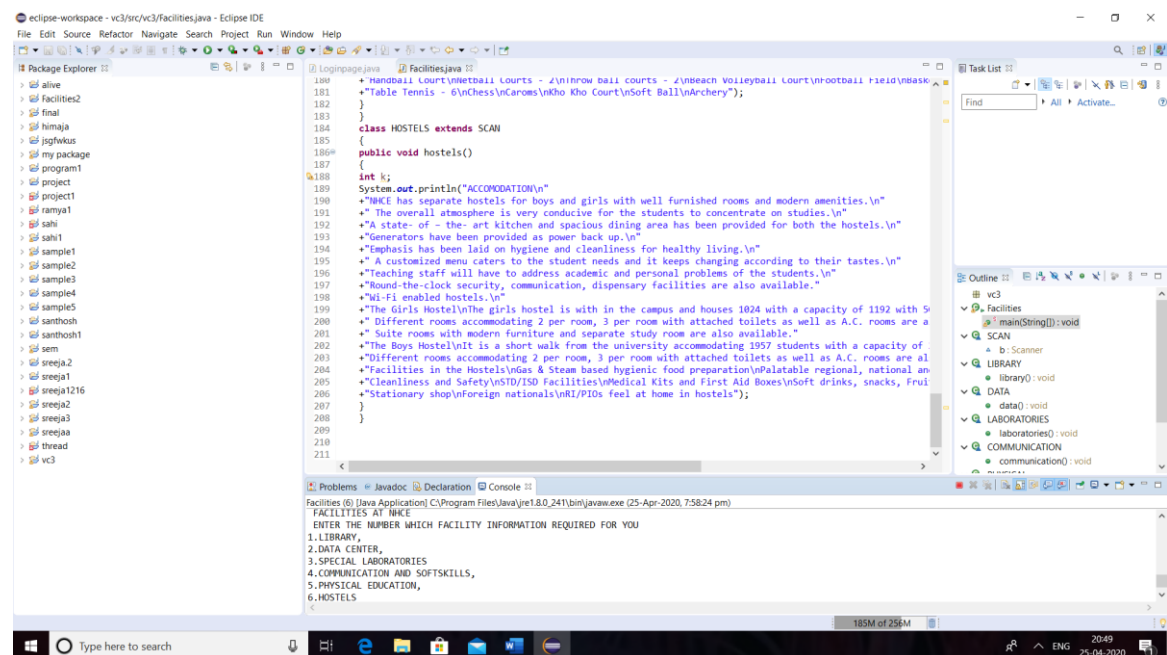
### **7. Exit:**

After the user is done with to know the information about facilities at NHCE. we can choose the exit option to come out of the page.

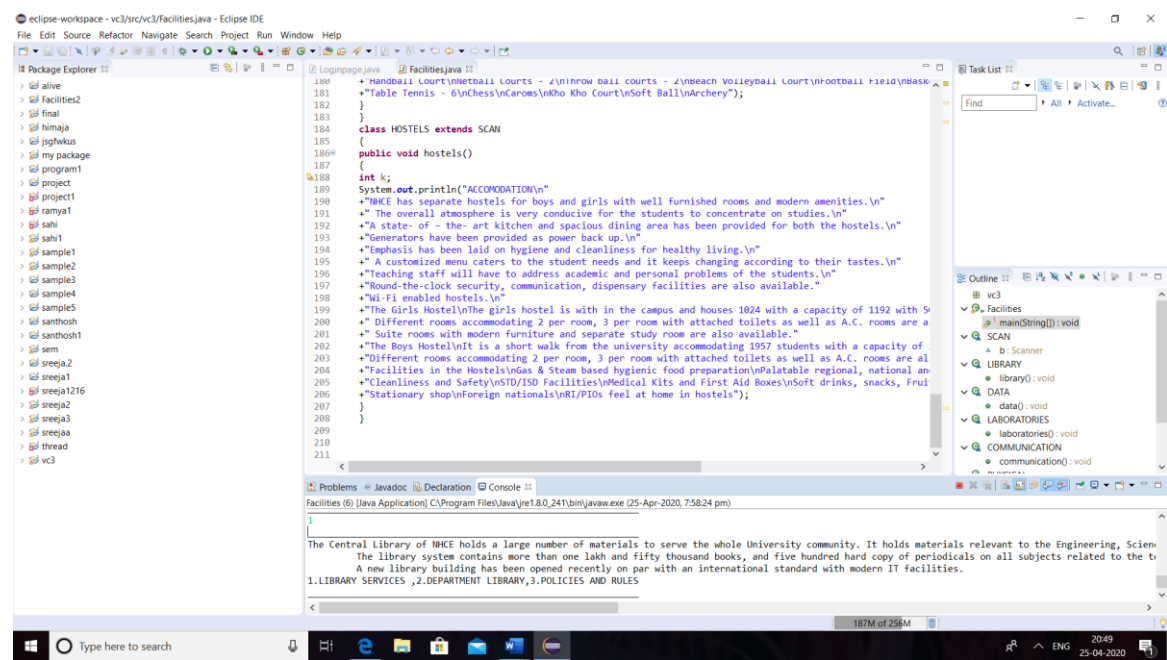
# CHAPTER 5

## RESULTS

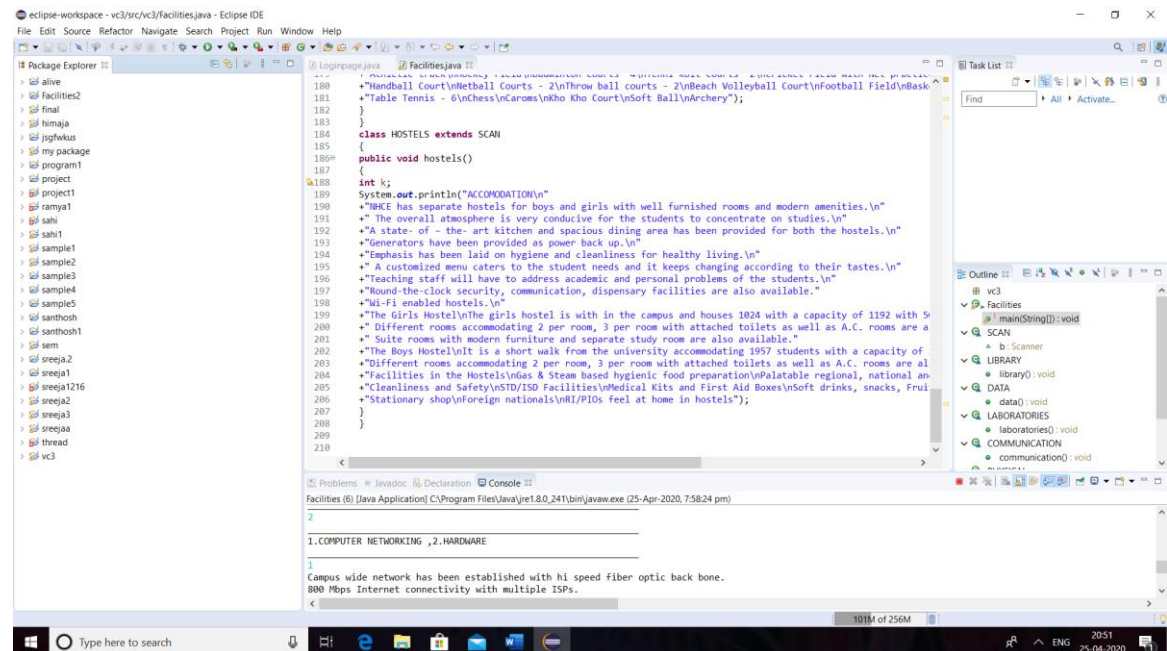
### 5.1 Home page:



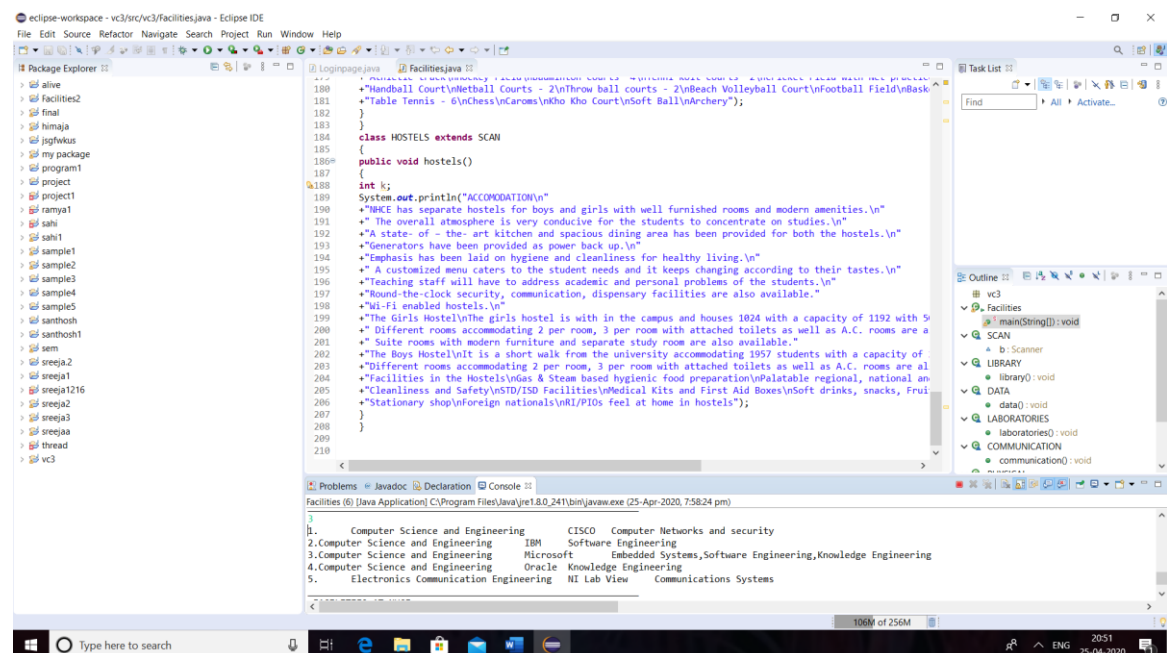
### 5.2 Library:



## 5.3 Data Center:



## 5.4 Special Laboratories:



## 5.5 Communication and Soft skills:

```

180  *Handball Court\nMethall Courts - 2\nThrow ball courts - 2\nBeach Volleyball Court\nFootball Field\nBasketball Courts - 2\nTable Tennis - 6\nChess\nCarroms\nKho Kho Court\nSoft Ball\nArchery");
181  }
182  }
183  }
184  class HOSTELS extends SCAN
185  {
186  public void hostels()
187  {
188  int k;
189  System.out.println("ACCOMODATION\n");
190  *NHKE has separate hostels for boys and girls with well furnished rooms and modern amenities.\n"
191  *The overall atmosphere is very conducive for the students to concentrate on studies.\n"
192  *A state-of-the-art kitchen and spacious dining area has been provided for both the hostels.\n"
193  *Generators have been provided as power back up.\n"
194  *Emphasis has been Laid on hygiene and cleanliness for healthy living.\n"
195  *A customized menu caters to the student needs and it keeps changing according to their tastes.\n"
196  *Teaching staff will have to address academic and personal problems of the students.\n"
197  *Round-the-clock security, communication, dispensary facilities are also available.\n"
198  *Wi-Fi enabled hostels.\n"
199  *The Girls Hostel\nThe girls hostel is with in the campus and houses 1024 with a capacity of 1192 with 50
200  *Different rooms accommodating 2 per room, 3 per room with attached toilets as well as A.C. rooms are a
201  *Suite rooms with modern furniture and separate study room are also available.\n"
202  *The Boys Hostel\nIt is a short walk from the university accommodating 1957 students with a capacity of
203  *Different rooms accommodating 2 per room, 3 per room with attached toilets as well as A.C. rooms are al
204  *Facilities in the Hostels\nGas & Steam based hygienic food preparation\nPalatable regional, national an
205  *Cleanliness and Safety\nSTD/STD Facilities\nMedical Kits and First Aid Boxes\nSoft drinks, snacks, Fruit
206  *Stationary shop\nforeign nationals\nPIOs feel at home in hostels");
207  }
208  }
209  }
210  }

```

Facilities (6) [Java Application] C:\Program Files\Java\jre1.8.0\_241\bin\javaw.exe (25-Apr-2020, 7:58:24 pm)

Mission:  
To facilitate the transition of students from a world of raw talent and aspirations into a world of intellectual élan and maturity by providing them a platform for all such skills and knowledge that constitute a complete professional. In the process of building successful careers in engineering and science, the areas which are most often overlooked are Aptitude and Soft skills. It is with the intention of bridging this gap that the department of Communication and Soft Skills came into being. The department offers qualitative training by experienced professionals in the following areas:  
Quantitative Aptitude and Reasoning

## 5.6 Physical Education:

```

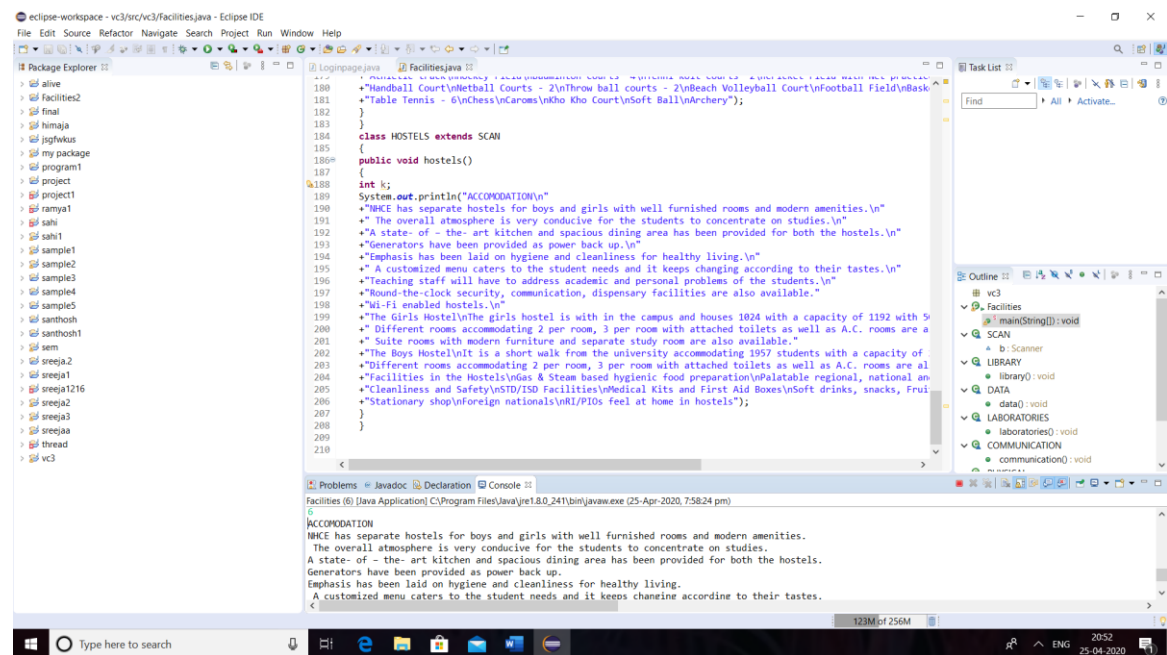
180  *Handball Court\nMethall Courts - 2\nThrow ball courts - 2\nBeach Volleyball Court\nFootball Field\nBasketball Courts - 2\nTable Tennis - 6\nChess\nCarroms\nKho Kho Court\nSoft Ball\nArchery");
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206  *Stationary shop\nforeign nationals\nPIOs feel at home in hostels");
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210  }

```

Facilities (6) [Java Application] C:\Program Files\Java\jre1.8.0\_241\bin\javaw.exe (25-Apr-2020, 7:58:24 pm)

NHKE encourages students to explore their latent talents by providing good games and sports facilities. The institute is equipped with the following.  
Athletic track  
Hockey Field  
Badminton Courts -4  
Tennis Courts -2  
Cricket Field with Net practice - 3  
Handball Courts - 2

## 5.7 Hostels:



## **CHAPTER 6**

### **CONCLUSION**

The project is successfully completed to the extent possible. The results of the project are shown earlier.

#### **Future Scope**

Some more functions or modules may be added to project. After studying and understanding Graphic User Interface (GUI) of java, the inputs and outputs can be improved and implemented using GUI.

## REFERENCES

- Herbert Scheldt, “The Complete Reference Java2”, 5<sup>th</sup> edition TMH, 2002.
- Timothy A. Budd, “An Introduction to Object-Oriented Programming”, 3/E, Pearson, 2008.
- Jim Keogh, “The Complete Reference J2EE”, TMH, 2006.
- Diestel & Diestel, “JAVA – How to program”, 6<sup>th</sup> edition, PHI, 2007.