People want software to reduce their pain. Most important to a client is why they need our system. So we need to make sure to solve their problem. To solve problems, we need to research about them and seek for requirements.

So the question arises, ”What problems will be solved through student jobs system and why people need that?”. Answer is simple. To make students self-dependent, give financial support to family, make thesis and internship process simple and hassle free and above all, all these things gather priceless experiences.

**Idea generating:**

First of all we gathered requirements from the users or clients and then analyze the needs. Our main focus was to fulfill the basic requirements at first. ………..[Description]………..

**Used Case Diagram:**

Used case diagram is used to model the system of an application. It is the primary form of system/software requirements for a new software program underdeveloped. It shows actor-used cases relationship………….[Description]………….

**Mock Design:**

Represents the UI/UX of a system. User interface makes a system user- friendly as a user is never exposed to the raw system/code. UI makes a system more lucrative. Mock designs are developed to create a sample of how the system will look. Then users/clients/stakeholders gives feedback which helps to improve and it also helps to make them engaged to the project. ………….[Description]…………

**Activity Diagram:**

is kind of like a flow chart of the system that shows the flow of executions of functionalities. It describes how the system will work step by step. ………….[Description]………….

**JIRA:**

is a tool designed to help all the team members to work together. Project manager assigns works and distributes between the team members that also helps to push the work forward. JIRA also tracks work-flow, issues, work urgency, schedule meeting and many more functionalities. It is like a progress monitoring tool for our system. It helps to monitor progress, work flow, maintain backlogs and overcome them. It makes team work a lot more easier.………….[Description]………….

**Class Diagram:**

The UML Class diagram is a graphical notation used to construct and visualize object oriented systems. Class diagrams are the main building block in object-oriented modeling. They are used to show the different objects in a system, their attributes, their operations and the relationships among them. It is used for general conceptual modeling of the structure of the application, and for detailed modeling translating the models into programming code. Here we’re showing.………….[Description]………….

**Git:**

Git is a free and open source distributed version control system designed to handle everything from small to very large projects with speed and efficiency. It is the most commonly used version control system. Git is easy to learn and has a tiny footprint with lightning fast performance. It keeps tracks of all the changes; give repository to access all the team members to work together; allows edit, modify, add, remove which makes necessary changes easier. It makes collaboration a lot more easier..………….[Description]………….

**TimeLine Chart:**

A timeline chart is an effective way to visualize a process using chronological order. Since details are displayed graphically, important points in time can be easy seen and understood.

compartmentalization—define distinct tasks ¡ interdependency—indicate task interrelationship ¡ effort validation—be sure resources are available ¡ defined responsibilities—people must be assigned ¡ defined outcomes—each task must have an output ¡ defined milestones—review for quality

It helps to track our work process. Tasks are divided into subtasks and after completing of a task, a checkpoint is achieved.

**Estimate:**

COCOMO is one of the most generally used software estimation models in the world. COCOMO predicts the efforts and schedule of a software product based on the size of the software.

In COCOMO, projects are categorized into three types:

1. Organic
2. Semidetached
3. Embedded