A

SUMMER TRAINING

PROJECT REPORT ON

"ONLINE RESULT SYSTEM"

AT

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VIVEK BINDAL

DECLARATION

I, VIVEK BINDAL, student of B-Tech Vth Semester, studying at NIT , Kurukshetra, hereby declare that the summer training report on "Online Result System" submitted to NIT , Kurukshetra in partial fulfillment of Degree of BACHELOR OF TECHNOLOGY is the original work conducted by me.

The information and data given in the report is authentic to the best of my knowledge.This summer training report is not being submitted to any other University for award of any other Degree, Diploma and Fellowship.

VIVEK BINDAL

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CHAPTER-1

COMPANY PROFILE

Owners Bo Watts and Jason Vanderslice got their start in the computer service industry while still in junior high.

While enrolled at Stringer Attendance Center, Bo and Jason were employed by the State of Mississippi in a program called Tech Crews: Learning by Doing in Mississippi. This program opened doorways for computer-savvy students to apply their knowledge and skills in real business environments by performing computer services for local school districts.

This ignited a passion for all things technological in both Bo and Jason and led them both into working in the computer service industry after college. During this time, they realized that very few companies offered clients affordable, well-rounded services.

After years of working for "the man," Bo and Jason decided to step out on a leap of faith and open their own IT business, Creative Computer, in May of 2008. As they say, "the rest is history."

In 2009, Creative Computer began creating websites under the name C3 Web Studio. We are still creating websites, but we simplified our corporate structure by consolidating all services under the Creative Computer brand.

Courses:

DOEACC

PHP

NETWORKING

CORE JAVA

ADVANCE JAVA

HOW TO WRITE PRODUCT DESCRIPTIONS

A good product description can increase sales and bring more traffic to your website. Content is King, even when it comes to product descriptions. It is not good enough to throw up a bland, two-sentence description and all be well. If you are truly looking to sell products online and drive search engine traffic, it […]

CHAPTER-2
STUDY OF HTML

- **Introduction to HTML:**

The hypertext markup language (HTML) is a simple markup language. Used to create a hypertext documents that are portable from one platform to another HTML documents are SGML (Standard generalized mark up language) documents with generic semantics that are appropriate for representing information from a wide range of applications. This specification defines HTML version 3.2. HTML 3.2 aims to capture recommended practice as of early ’96 and as such a replacement for HTML2.0 (RFC 1866).

A set of instructions embedded in a document is called mark up language. These instructions describe what the document text means and how it should look like in a display. Hyper Text Mark Up language (HTML) is the language used to encode World Wide Web documents.

- **Why to use HTML?**

Website is a collection of pages, publications, and documents that reside on web server. While these pages publications and a document as a formatted in a single format, you should use HTML for home page and all primary pages in the site. This will enable the millions of web users can easily access and to take advantage of your website.

HTML is considered first for formatting any new material you plan to publish on the web. HTML documents are platform independent, meaning that they don’t confirm to any standard. If they are created properly you can move home page to any server platform or you can access them with any complaint www browser.

- **Structure of HTML**

HTML elements perform a defined task. HTML uses two types of elements

. Empty Tags

. Container Tags

These tags differ because of what they represent. Empty tags represent formatting constricts such as line breaks and horizontal rules. Container tags define a section of text, formats and dot all of the selected text. A container tag has both a beginning and an ending.

- **HTML Layout:**

An HTML document consists of text, which comprises the content of the document and tags, which, defines the structure, and appearance of the document. The structure of an HTML document is simple, consists of outer.

<HTML> (tag enclosing the document header and body)

<HTML>

<HEAD>

<TITLE>the title of HTML document</TITLE>

</HEAD>

<BODY>

This is where the actual HTML documents' text lies, which is displayed in the browser

</BODY>

</HTML>

Each document has a head and body delimited by the <HEAD> and <BODY> tag. The head is where you give your HTML document a title and where you indicate other parameters the browser may use when displaying the document. This includes the text for displaying the text. Tag also references special and indicates the hot spots that link your document to other documents.

- **HTML Forms:**

Creating a form usually involves two independent steps: Creating the layout for the form itself and then writing a script program on the server side to process the formation you get back from a form.
To create a form, You use the <FORM> tag. Inside the opening and closing FORM tags are each of the individual form elements plus any other HTML content to create a layout for that form.
The opening tag of the FORM element usually includes the attributes: METHOD and ACTION. The METHOD attributes can be either GET or POST which determines how your form data is sent to the script to process it.
The ACTION attribute is a pointer to the script that processes the form on the server side. The ACTION can be included by a relative path or by a full URL to a script on your server or somewhere else. For example, the following <FORM> tag would call a script called form-name in cgi-bin directory on server www.myservser.com.

<FORM Method= post action=http://www.mytservser.com/cgi-bin/form-name.pl>

…….

</FORM>

- **Method Attribute:**

The other required attribute for the <form> tag sets the methods by which the browser form's data to the server for processing. There are two ways: the POST method and GET method. With POST method, the browser sends the data in two steps: the browser first contacts the form-processing server specified in the action attributes, and once contact is made, sends the data.

The GET method on the other hand, contacts the form processing server and sends the form data in a single transaction step: the browser appends the data to the form's action URL, separated by the question mark (?) character.

CHAPTER-3
STUDY OF CSS

• Introduction to CSS

A CSS (cascading style sheet) file allows you to separate your web sites (X)HTML content from it's style. As always you use your (X)HTML file to arrange the content, but all of the presentation (fonts, colors, background, borders, text formatting, link effects & so on…) are accomplished within a CSS.

At this point you have some choices of how to use the CSS, either internally or externally.

• Internal Stylesheet

First we will explore the internal method. This way you are simply placing the CSS code within the <head></head> tags of each (X)HTML file you want to style with the CSS. The format for this is shown in the example below.

<head>
<title><title>
<style type="text/css">
CSS Content Goes Here
</style>
</head>
<body>

With this method each (X)HTML file contains the CSS code needed to style the page. Meaning that any changes you want to make to one page, will have to be made to all. This method can be good if you need to style only one page, or if you want different pages to have varying styles.

• External Stylesheet

Next we will explore the external method. An external CSS file can be created with any text or HTML editor such as "Notepad" or "Dreamweaver". A CSS file contains no (X)HTML, only CSS. You simply save it with the .css file extension. You can link to the file externally by placing one of the following links in the head section of every (X)HTML file you want to style with the CSS file.

<link rel=”stylesheet” type=”text/css” href=“Path To stylesheet.css” />

Or you can also use the @import method as shown below

<style type=”text/css”>@import url(Path To stylesheet.css)</style>

Either of these methods are achieved by placing one or the other in the head section as shown in example below.

```
<head>
<title><title>
<link rel=”stylesheet” type=”text/css”href=”style.css” />
</head>
<body>
```

or

```
<head>
<title><title>
<style type=”text/css”> @import url(Path To stylesheet.css) </style>
</head>
<body>
```

By using an external style sheet, all of your (X)HTML files link to one CSS file in order to style the pages. This means, that if you need to alter the design of all your pages, you only need to edit one .css file to make global changes to your entire website.

Here are a few reasons this is better.

- Easier Maintenance
- Reduced File Size
- Reduced Bandwidth
- Improved Flexibility

CHAPTER-4
STUDY OF JAVASCRIPT

• Introduction to JavaScript

JavaScript is a new scripting language for WebPages. Scripts written with java script can be embedded into your HTML pages. With java script you have many possibilities for enhancing your HTML page with interesting elements. For example you are able to respond to user-initiated events quite easily. Some effects that are now possible with java script were some time ago only possible with CGI. So you can create really sophisticated pages with the help of java script on the Internet.

• Difference between Java and JavaScript

Although the names are almost the same Java is not the same as Java Script. These are two different techniques for Internet programming. Java is programming language. JavaScript is a scripting language as the name implies. The difference is that we can create real programs with java. But java script in not real programming. Java Script is meant to be easy to understand and easy to use. JavaScript authors should not have to care too much about programming. We could say that Java Script is rather an extension to HTML than a separate computer language. Of course this is not the official definition but it makes it easier to understand the difference between java and java script.

• How does a JavaScript run?

The first browser to support java script was the Netscape Navigator 2.0 of course the higher versions do have java script as well. You might know that java does not run on all Netscape Navigators 2.0 (or higher versions) versions. But this is not true for java script -although there are some problems with the different versions.

The Mac version for example seems to have many bugs. In the near future there are going to be some other browsers, which support java script. The Microsoft Internet explorer 3.0 is going to support java script. JavaScript enabled browsers are going to spread soon - it is worth learning this new technique now. You might realize that is really easy to write Java Script scripts. We have to know is some basic techniques and some work-around for problems you might encounter. Of course we need a basic. Understanding HTML before reading this tutorial you can find many really good online resources about HTML. Best you make an online search about 'html' at yahoo if you want to get informed about HTML. Now I want to show some small scripts so you can learn how they are implemented into HTML-documents and to show which possibilities you have with the new scripting language. The following is a very small script, which will only print a text into an HTML document.

<html>

<head>

My first JavaScript

</head>

<body>

This is a normal HTML document

<script language=”JavaScript”>

Document.write (“this is a java script”)

</script>

Backing HTML again

</body>

</html>

If you are using a java script enabled-browser at the moment then you will have the possibility to see this script working. If your browser doesn’t support Java Script then this output might be some kind of strange…

This is a normal HTML document

This is java script!

Back in HTML again.

- **Functions**

Functions are declared between the <Head> tag of HTML page. Functions are called by user-initiated events. It seems reasonable to keep the functions between the <Head> tags. They are loaded first before a user can do anything that might call a function. Scripts can be placed between inside comment fields to ensure that older browser do not display the script itself.

<html>

```
<head>

<script language=”JavaScript”>

 function pushbutton ()

{

        alert (“Hello!”);

}

</script>

</head>

<body>

<form>

<input type=”button” name=”Button1” value=”push me” onclick=”pushbutton ()”>

</form>

</body>

</html>
```

If we want to test this one immediately and you are using a Java Script enabled browser then please go ahead and push the button.

This script will create a button and when you press it a window will pop up saying “hello!”. In fact we have a lot of possibilities just by adding functions to our scripts.

The common browsers transmit the form information by either method: here’s the complete tag including the GET transmission method attribute for the previous form

Example

```
<Form method =GET action=http://www.mycompany.com/cgi-bin/upfdate.pl>

……

</form>
```

Input elements.

Use the <input> tag to define any one of a number of common form elements including text fields multiple choice lists click able images and submission buttons. There are many attributers for this tag only that types and name attributes are required for each element, each type of input element uses only a subset of the followed attributes. Additional <input> attributes may be required based upon which type of the form element you specify.

- **Submit button:**

The submit button (<input type=submit>) does what its name implies, settings in motion the form's submission to the server from the browser. We many have more than submit buttons will be added to the parameter list the browser sends along to the server.

Example

< Input type =”submit”>

<Input type=”submit” value=”submit” name=”name”>

- **Reset button:**

The reset button if firm <input> button is nearly self- explanatory; it lets the user reset erase or set to some default value all elements in the form. By default the browser displays a reset button worth the label “reset”. We can change that by specifying a value attribute with tour own button label.

.

CHAPTER-5

Jquery

- ## Introduction to Jquery

The purpose of jQuery is to make it much easier to use JavaScript on your website.

- ### What is Jquery?

jQuery is a client-side JavaScript library that abstracts away browsers' different implementations into an easy-to-use API. What jQuery does best is to interact with the DOM (add, modify, remove elements on your page), do AJAX requests, create effects (animations) and so forth. It does not provide an application framework, it's merely a tool amongst others that should be used what it's meant to be used for. However, there's a plethora of plugins due to a thriving community, and there's pretty much a plugin for anything you can think of.

Recently, it also set a new usage record with being used on 54 per cent of Alexa's top 17,000 most visited websites, while Flash was "only" at 47 per cent.

- ### How do I use Jquery?

First off, you should learn some basics. jQuery, like many other libraries, uses the global `$` variable as a shortcut. Basically, `window.jQuery === window.$` (and therefore, `$("div")` and `jQuery("div")` are identical. You can use whichever you prefer, but `$` is shorter and neater, it also provides better readability since it's easier to spot than `jQuery`, which is a more conventional name for a variable (being plain text). There are two parts to jQuery. There are methods which run on collections and rely on `$.fn` (a shortcut for `$.prototype`). There are then utility methods which run directly on `$`—for example `$.data()` and `$.ajax()`, which don't require a collection to work.

- ### Making sure the document is ready:

One thing that I see several times a week in the #jQuery help channel on FreeNode, is people misunderstanding how the DOM works. The browser basically has to parse the entire markup you gave it and the DOM hierarchy before you can interact with it. This can be tricky, especially if you're using jQuery because it won't tell you when you, for example, try to change a background color on an element and the collection were empty. Querying the DOM before

it’s ready will leave you at risk for problems like these, where you see that you have an element with id `foo` in the document, but nothing happens when you run your code and you yell at jQuery because it’s not working.

- **$.get():**

When you simply want to retrieve data, It does support more parameters, but I think you can see that for yourself should you ever need to use it on a more advanced level.

```
$.get("/some/path/mydata.html", function(data) {
   // do something with `data` that you retrieved
   // from the server
});
```

- **$.post():**

This one is super useful if you ever need to submit a form, for example. It does a lot of work for you so you don’t have to repeat yourself every time you want to push data back to the server.

```
<form method="post" action="/some/path/form.php" id="userform">
   <label for="username">Username:</label>
   <input id="username" name="username" />
   <label for="password">Password:</label>
   <input id="password" name="password" type="password" />
   <input type="submit" />
</form>
// cache our form
var userform = $("#userform");

// bind the `submit` event
userform.on("submit", function(evt) {
   // serialize the form
   var data = userform.serialize();

   // POST the data to the server using the form's action URL
   $.post(userform.attr("action"), data, function() {
```

```
        // Data sent, let's clear the form elements
        userform.find("input, select, textarea").val("");
    });

    // Make sure the browser doesn't send the user over
    // to the action URL
    evt.preventDefault();
});
```

CHAPTER -6
STUDY OF DATABASE

- **What is Database?**

A database can be summarily described as a repository for data. This makes clear that building databases is really a continuation of a human activity that has existed since writing began; it can be applied to the result of any bookkeeping or recording activity that occurred long before the advent of the computer era. However, this description is too vague for some of our purposes, and we refine it as we go along. The creation of a database is required by the operation of an enterprise. We use the term enterprise to designate a variety of endeavors that range from an airline, a bank, or a manufacturing company to a stamp collection or keeping track of people to whom you want to write New Year cards. Throughout this book we use a running example that deals with the database of a small college. The college keeps track of its students, its instructors, the courses taught by the college, grades received by students, and the assignment of advisors to students, as well as other aspects of the activity of the institution that we discuss later. These data items constitute the operational data — that is, the data that the college needs to function. Operational data are built from various input data (application forms for students, registration forms, grade lists, schedules) and is used for generating output data (transcripts, registration records, administrative reports, etc.) Note that no computer is necessary for

- **Introduction to Database Concepts**

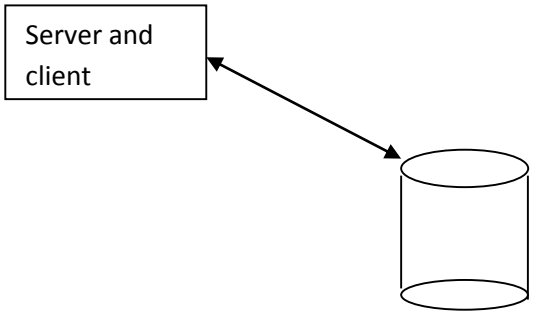
using such a database; a college of the 1930's would have kept the same database in paper form. However, the existence of computers to store and manipulate the data does change user expectations: we expect to store more data and make more sophisticated use of these data.

- **DATABASE MODELS**

JDBC and accessing the database through applets and JDBC API via an intermediate server resulted server resulted in a new type of database model which is different from the client-server model. Based on number of intermediate server through the request should go it is named as single tire, two tire and multi tire architecture.

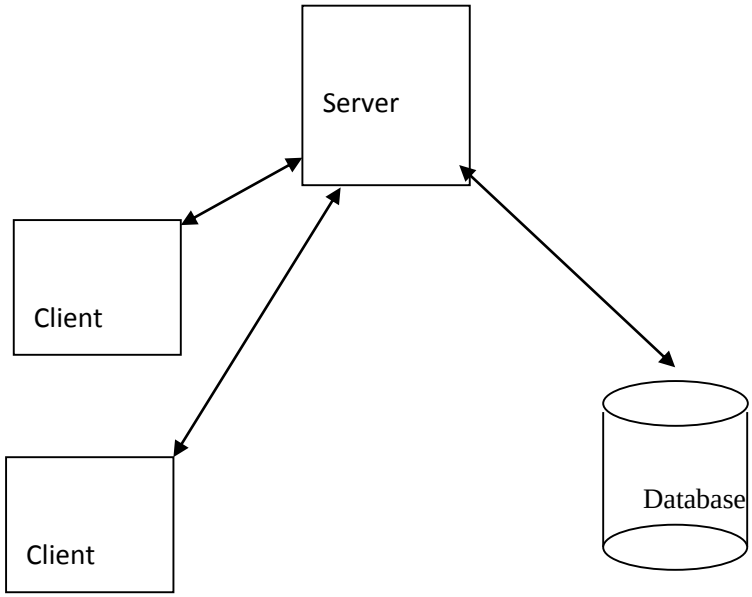
- **Single Tier**

In a single tier the server and client are the same in the sense that a client program that needs information (client) and the source of this type of architecture is also possible in java, in case flat files are used to store the data. However this is useful only in case of small applications. The advantage with this is the simplicity and portability of the application developed.



- **Two Tier (client-server)**

In two tier architecture the database resides in one machine and client in different machine they are connected through the network. In this type of architecture a database management takes control of the database and provides access to clients in a network. This software bundle is also called as the server. Software in different machines, requesting for information are called as the clients.



- **Three Tier and N-Tier**

In the three-tier architecture, any number servers can access the database that resides on server which in turn serve clients in a network. For example, you want to access the database using java applets, the applet running in some other machine, can send request only to the server from which it is down loaded. For this reason we will need to have a intermediate server which will accept the requests from applets and them to the actual database server. This intermediate server acts as a two-way communication channel also. This is the information or data from the database is passed on to the applet that is requesting it. This can be extended to make n tiers of servers, each server carrying to specific type of request from clients, however in practice only 3 tiers architecture is popular.

CHAPTER-7

STUDY OF PHP

- ## Introduction of Php

PHP started out as a small open source project that evolved as more and more people found out how useful it was. Rasmus Lerdorf unleashed the first version of PHP way back in 1994.

- PHP is a recursive acronym for "PHP: Hypertext Preprocessor".
- PHP is a server side scripting language that is embedded in HTML. It is used to manage dynamic content, databases, session tracking, even build entire e-commerce sites.
- It is integrated with a number of popular databases, including MySQL, PostgreSQL, Oracle, Sybase, Informix, and Microsoft SQL Server.
- PHP is pleasingly zippy in its execution, especially when compiled as an Apache module on the Unix side. The MySQL server, once started, executes even very complex queries with huge result sets in record-setting time.
- PHP supports a large number of major protocols such as POP3, IMAP, and LDAP. PHP4 added support for Java and distributed object architectures (COM and CORBA), making n-tier development a possibility for the first time.
- PHP is forgiving: PHP language tries to be as forgiving as possible.
- PHP Syntax is C-Like.

- ## Common uses of Php

- PHP performs system functions, i.e. from files on a system it can create, open, read, write, and close them.
- PHP can handle forms, i.e. gather data from files, save data to a file, thru email you can send data, return data to the user.
- You add, delete, modify elements within your database thru PHP.
- Access cookies variables and set cookies.
- Using PHP, you can restrict users to access some pages of your website.
- It can encrypt data.

- **Characteristics of Php**

Five important characteristics make PHP's practical nature possible −

- Simplicity
- Efficiency
- Security
- Flexibility
- Familiarity

- **"Hello World" Script in PHP**

To get a feel for PHP, first start with simple PHP scripts. Since "Hello, World!" is an essential example, first we will create a friendly little "Hello, World!" script.

As mentioned earlier, PHP is embedded in HTML. That means that in amongst your normal HTML (or XHTML if you're cutting-edge) you'll have PHP statements like this −

```
<html>

  <head>
    <title>Hello World</title>
  </head>

  <body>
    <?php echo "Hello, World!";?>
  </body>

</html>
```

It will produce following result −

Hello, World!

If you examine the HTML output of the above example, you'll notice that the PHP code is not present in the file sent from the server to your Web browser. All of the PHP present in the Web page is processed and stripped from the page; the only thing returned to the client from the Web server is pure HTML output.

All PHP code must be included inside one of the three special markup tags ate are recognised by the PHP Parser.

```
<?php PHP code goes here ?>

<?    PHP code goes here ?><script language="php"> PHP code goes here </script>
```

CHAPTER-8

PROJECT ONLINE RESULT SYSTEM ABSTRACT

Online Result System is very useful for school students so that they can view their result any time and anywhere. In this system first school has to register itself on server and then he is able to upload result and student is able to see that result by choosing school and roll no and other information.. Very easy to setup and manage powerful administration.

RESULT.COM is a very useful system related to schools .Results are uploaded , deleted and selected as per desired information.

It provides services for three types of users – Administrator, School administrator, Students.

- **Features:**

  - Flexible and User- Friendly UI
  - Manage different schools at locations based on the requests.
  - Create and manage corporate logins for some schools.
  - School can manage their result classwise and examwise with this .
  - Give Feedback to Administrator.

- **Technologies Used:**

HTML,CSS, Java Script, jQuery,PHP

- **PROBLEM STATEMENT**

Problem statement is one of the basic and important phases of project phase. When the basic problem is determined, it is documented and the symptomatic problem is analyzed, then the current list of basic problem is completed. A system is simply a set of components that interact to accomplish some purpose.

RESULT.COM is an online software application which fulfills the requirement of a typical management of details of schools and students in a result system.

The aim of this application is to reduce the manual effort needed to manage results. Also this application provides an interface to users to view the details like the schools, student etc.

Current system is a manual one in which users are maintaining name, school_id ,username ,password to store the information like school's Director's name ,schoolid which is generated by system ,username and password for login.

This project is developed using HTML,CSS ,JAVA SCRIPT, jQuery ,PHP.

- # SYSTEM ANALYSIS

System Analysis is first stage according to System Development Life Cycle model. This System Analysis is a process that starts with the analyst.

Analysis is a detailed study of the various operations performed by a system and their relationships within and outside of the system. One aspect of analysis is defining the boundaries of the system and determining whether or not a candidate system should consider other related systems. During analysis, data are collected on the available files, decision points, and transactions handled by the present system.

Logical system models and tools that are used in analysis. Training, experience, and common sense are required for collection of the information needed to do the analysis.

- ## CURRENT System:

Disadvantages:

The following are the disadvantages of current system

1. More manual hours need to generate required reports
2. It is tedious to manage historical data which needs much space to keep all the past years applications.
3. User need to wait more time to get his application status.
4. Data is not in sync in case of manual system.

- ## PROPOSED SYSTEM:

Proposed system is a software application which avoids more manual hours that need to spend in record keeping and generating reports. This application keeps the data in a centralized way which is available to all the users simultaneously. It is very easy to manage historical data in database. No specific training is required for the employees to use this application. They can easily use the tool that decreases manual hours spending for normal things and hence increases the performance.

Advantages:

The following are the advantages of proposed system

1. Can generate required reports easily
2. Easy to manage historical data in a secure manner
3. Centralized database helps in avoiding conflicts
4. Easy to use GUI that does not requires specific training.

CHAPTER-9

REQUIRMENTS ANALYSIS AND REQURIEMENTS SPECIFICATION

The requirement phase basically consists of three activities:

- Requirement Analysis
- Requirement Specification
- Requirement Validation

Requirement Analysis:

Requirement Analysis is a software engineering task that bridges the gap between system level software allocation and software design. It provides the system engineer to specify software function and performance, indicate software's interface with the other system elements and establish constraints that software must meet.

The basic aim of this stage is to obtain a clear picture of the needs and requirements of the end-user and also the organization. Analysis involves interaction between the clients and the analysis. Usually analysts research a problem by asking questions and reading existing documents. The analysts have to uncover the real needs of the user even if they don't know them clearly. During analysis it is essential that a complete and consistent set of specifications emerge for the system. Here it is essential to resolve the contradictions that could emerge from information got from various parties. This is essential to ensure that the final specifications are consistent.

It may be divided into 5 areas of effort.

- Problem recognition
- Evaluation and synthesis
- Modeling
- Specification
- Review

Each Requirement analysis method has a unique point of view. However all analysis methods are related by a set of operational principles. They are

- The information domain of the problem must be represented and understood.
- The functions that the software is to perform must be defined.
- The behavior of the software as a consequence of external events must be defined.

- The models that depict information, function and behavior must be partitioned in a hierarchical or layered fashion.
- The analysis process must move from essential information to Implementation detail

Requirement Analysis in this Project:

The main aim in this stage is to assess what kind of a system would be suitable for a problem and how to build it. The requirements of this system can be defined by going through the existing system and its problems. They discussing (speak) about the new system to be built and their expectations from it. The steps involved would be-

Problem Recognition:

The main problem is here while applying for the new schools with same name. If we want to verify the old data or historical data it is very difficult to find out..

Evaluation and Synthesis:

In the proposed system this application saves the lot of time, and it is time saving process when we use this application. Using this application we can easy to manage schools results and easy to maintain the historical data. No specific training is required for the employees to use this application. They can easily use the tool that decreases manual hours spending for normal things and hence increases the performance.

REQUIREMENTS SPECIFICATION

Specification Principles:

Software Requirements Specification plays an important role in creating quality software solutions. Specification is basically a representation process. Requirements are represented in a manner that ultimately leads to successful software implementation. Requirements may be specified in a variety of ways. However there are some guidelines worth following: -

Representation format and content should be relevant to the problem

Information contained within the specification should be nested

Diagrams and other notational forms should be restricted in number and consistent in use.

Representations should be revisable.

Software Requirements Specifications:

The software requirements specification is produced at the culmination of the analysis task. The function and performance allocated to the software as a part of system engineering are refined by establishing a complete information description, a detailed functional and behavioral description, and indication of performance requirements and design constraints, appropriate validation criteria and other data pertinent to requirements.

CHAPTER-10

FEASIBILITY STUDY

All projects are feasible given unlimited resources and infinite time. But the development of software is plagued by the scarcity of resources and difficult delivery rates. It is both necessary and prudent to evaluate the feasibility of a project at the earliest possible time.

Three key considerations are involved in the feasibility analysis.

Economic Feasibility:

This procedure is to determine the benefits and savings that are expected from a candidate system and compare them with costs. If benefits outweigh costs, then the decision is made to design and implement the system. Otherwise, further justification or alterations in proposed system will have to be made if it is to have a chance of being approved. This is an ongoing effort that improves in accuracy at each phase of the system life cycle.

Technical Feasibility:

Technical feasibility centers on the existing computer system (hardware, software, etc.,) and to what extent it can support the proposed addition. If the budget is a serious constraint, then the project is judged not feasible.

Operational Feasibility:

People are inherently resistant to change, and computers have been known to facilitate change. It is understandable that the introduction of a candidate system requires special effort to educate, sell, and train the staff on new ways of conducting business.

FEASIBILITY STUDY IN THIS PROJECT

1. **Technical feasibility:** The system is self-explanatory and does not need any extra sophisticated training. As the system has been built by concentrating on the Graphical User Interface Concepts, the application can also be handled very easily with a novice User. The overall time that is required to train the users upon the system is less than half an hour. The System has been added with features of menu-driven and button interaction methods, which makes the user the master as he starts working through the environment. The net time the customer should concentrate is on the installation time.
2. **Financial Feasibility:**

i) Time Based: Contrast to the manual system management can generate any report just by single click. In manual system it is too difficult to maintain historical data which become easier in this system. Time consumed to add new records or to view the reports is very less compared to manual system. So this project is feasible in this point of view

ii) Cost Based: No special investment need to manage the tool. No specific training is required for employees to use the tool. Investment requires only once at the time of installation. The software used in this project is freeware so the cost of developing the tool is minimal and hence the overall cost.

CHAPTER-11

DATABASE DESIGN

Database Tables: The total number of database tables that were identified to build the system is 11. The major part of the database is categorized as

1. Data Dictionary components: These components are used to store the major information like branch details, employee details, deliveries, dispatches and receivers details etc.

2.. General components: These components are used to store the general information like login information etc.

DATA DICTIONARY

The logical characteristics of current systems data stores, including name, description, aliases, contents, and schools. Identifies processes where the data are used and where immediate access to information needed. Serves as the basis for identifying database requirements during system design.

Uses of Data Dictionary:

- To manage the detail in large systems
- To communicate a common meaning for all system elements
- To Document the features of the system
- To facilitate analysis of the details in order to evaluate characteristics and determine where system changes should be made.
- To locate errors and omissions in the systems

DB Tables

Login: Holds Login details like srno, schoolid , user id, password and authentication information of users.

Result: Holds Information like srno , schoolid , board, examtype ,class, studentname,roll,fathername,English,Hindi,Sanskrit,Maths,Social Studies,Science.

School: srno,schoolname,directorname,contact,email,schooltype,board,schoolid,username,password,photo.

TABLES

TABLE NAME: Login

The following table explains all the fields.

Field Name	Data Type	Size
SRNO	INT	
SCHOOLID	VARCHAR	20
USERNAME	VARCHAR	30
PASSWORD	VARCHAR	30
STATUS	VARCHAR	10

TABLE NAME: RESULT

The following table explains all the fields.

Field Name	Data Type	Size
SRNO	INT	
SCHOOLID	VARCHAR	100
BOARD	VARCHAR	50
EXAMTYPE	VARCHAR	100
CLASS	INT	
STUDENTNAME	VARCHAR	100
ROLL	VARCHAR	50
FATHERNAME	VARCHAR	100
HINDI	INT	
ENGLISH	INT	

SANSKRIT	INT	
SCIENCE	INT	
SOCIAL STUDIES	INT	
MATHS	INT	

TABLE NAME: SCHOOL

The following table explains all the fields.

Field Name	Data Type	Size
SRNO	INT	
SCHOOLNAME	VARCHAR	50
DIRECTORNAME	VARCHAR	50
CONTACT	VARCHAR	100
EMAIL	VARCHAR	30
SCHOOLTYPE	VARCHAR	100
BOARD	VARCHAR	100
SCHOOLID	INT	
USERNAME	VARCHAR	40
PASSWORD	VARCHAR	40
PHOTO	VARCHAR	40