

**TRIBHUVAN UNIVERSITY**

**Faculty of Humanities and Social Sciences**

**ONLINE ASSIGNMENT SUBMISSION**

**A PROJECT REPORT**

**Submitted to**

**Department of Bachelor in Computer Application**

**Madan Bhandari Memorial College**

***In partial fulfilment of the requirements for the Bachelors in Computer Application***

Submitted by

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August 04, 2024

Under the Supervision of

**Mr. Ramesh Pokharel**



**TRIBHUVAN UNIVERSITY**

**Faculty of Humanities and Social Sciences**

**Madan Bhandari Memorial College**

# SUPERVISOR’S RECOMMENDATION

I hereby recommend that this project prepared under my supervision by **Aadarsha Chaudhary** and **Swastika Regmi** entitled “**Online Assignment Submission**” in partial fulfilment of the requirements for the degree of Bachelor of Computer Application is recommended for the final evaluation.

------------------

**SIGNATURE**

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**TRIBHUVAN UNIVERSITY**

**Faculty of Humanities and Social Sciences**

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Bachelor in Computer Application (BCA)

# LETTER OF APPROVAL

This is to certify that this project prepared by **Aadarsha Chaudhary** and **Swastika Regmi** entitled “**Online Assignment Submission**” in partial fulfilment of the requirements for the degree of Bachelor in Computer Application has been evaluated. In our opinion it is satisfactory in the scope and quality as a project for the required degree.

|  |  |
| --- | --- |
| …………………………………………  **Ramesh Pokharel**  Supervisor  Madan Bhandari Memorial College | ………………………………………..  **[Name]**  External Examiner  FOHSS, TU |
| …………………………………………  **Phul Babu Jha**  Program Coordinator  Madan Bhandari Memorial College | ……………………………………….  **Dr. Babu Ram Adhikari**  Campus Chief  Madan Bhandari Memorial College |

# ABSTRACT

Almost all the colleges include some form of assignment in their courses. To effectively manage these submitted assignments, a well-designed assignment submission system is needed, hence the need for an online assignment submission system to facilitate the collection of assignments on due dates. The purpose of **Online Assignment Submission** is to provide a platform to help students to submit their assignments online without submitting any physical files. Lecturers will be able to add grade and comment on assignments. Any project behind the schedule, the system will be able to send an alert to the student notifying the status. **Online Assignment Submission** is providing an online document sharing for students and lecturers. Supervisors can check the student projects’ and assignments’, online and assist them if necessary. Moreover, the proposed system allows supervisors to share documents and files with their students and communicate with text chat. The system was developed using Django.

**Keywords:** *Django framework, PostgreSQL, Assignments, DBMS*

# ACKNOWLEDGEMENT

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In the end, we would also like to thank Tribhuvan University for giving us this opportunity via the course of Computer Application to help us understand the project ethics at this early stage and helped us to evaluate our knowledge and expand it a little more.

Sincerely,

Aadarsha Chaudhary & Swastika Regmi

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# LIST OF ABBREVIATIONS

CSS Cascading Style Sheet

HTML Hypertext Markup Language

SQLite Structured Query Language Lite

Django Django Framework

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# CHAPTER 1: INTRODUCTION

## Introduction

In contemporary educational institutions, assignments and projects are integral components of course curricula. Effective management of these submissions requires a well-designed system, making an online assignment submission platform essential. The primary goal of the Online assignment submission is to create an efficient and user-friendly platform for students to submit their assignments and projects quickly and easily.

Traditionally, students submit their assignments in hard copy, a process that is not only cumbersome but also inefficient. This method demands that students print and bind their work, incurring unnecessary expenses and consuming valuable time. Additionally, the physical submission of assignments poses significant risks, such as the loss of assignments or the possibility that teachers may not receive them.

The Online assignment submission system addresses these issues by providing a web-based solution developed using the Django framework and PostgreSQL database. This platform offers a streamlined, cost-effective alternative to traditional methods, ensuring that assignments are submitted and received reliably and efficiently. By leveraging modern web technologies, the system enhances the submission process for both students and educators, promoting a more organized and hassle-free educational experience.

In summary, the Online assignment submission system is designed to simplify and modernize the assignment submission process, saving time, reducing costs, and minimizing the risks associated with traditional hard copy submissions. This innovative approach supports a more efficient educational workflow, benefiting both students and teachers.

## Problem Statement:

Nowadays, most universities follow the old system of student assignment submission, which requires students to print their assignments, bind them, and submit the hard copies to the respective teachers. This process is not only time-consuming but also incurs additional costs for students who need to buy papers, pay for printing, and bind the documents. Moreover, if a student misses a lecture, they often remain unaware of the assignment details, leading to further complications. In many cases, universities have separate campuses or designated submission points for assignments, necessitating additional travel for students to submit their work. This old-fashioned system also increases the risk of assignments being lost or misplaced, either by the students or by the teachers, which can result in significant stress and academic repercussions for the students involved. Additionally, the physical handling and storage of numerous paper assignments can be cumbersome and inefficient for the teaching staff, further highlighting the need for a more streamlined and modern approach to assignment submission.

## Aims & Objectives

The main objectives of Online assignment submission are to:

* To help students submit their assignments and projects online.
* To help teachers receive assignments easily and in a managed way.
* To save the time and money of students.

## Scope for the project Online Assignment Submission

**Scope:**

* Provides a user-friendly, web-based platform for students to submit assignments and projects online.
* Allows teachers to easily manage, grade, and provide feedback on assignments.
* Includes robust security measures such as user authentication, authorization, and protection against common web vulnerabilities.

**Limitations**

* Internet issues can hinder the ability of users to interact with the platform.
* Users may face a learning curve transitioning from traditional methods to the new digital system.
* Risks include server downtime, bugs, and security vulnerabilities.

## Development Methodologies

Agile process model refers to a software development approach based on iterative development. Agile methods break tasks into smaller iterations, or parts do not directly involve long term planning. The project scope and requirements are laid down at the beginning of the development process. Plans regarding the number of iterations, the duration and the scope of each iteration are clearly defined in advance.

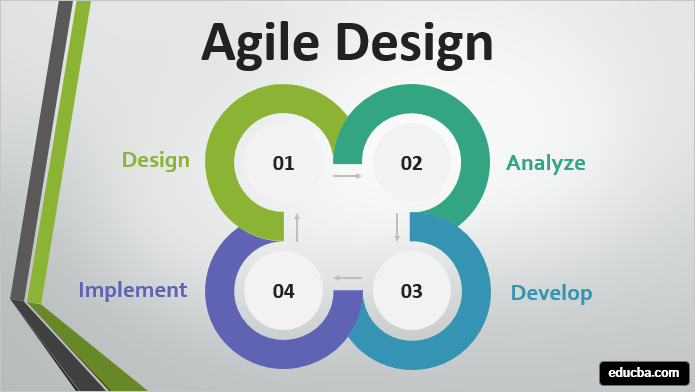


Figure i: Agile Method

* **Design**: The design of agile will be made by using any of the methodologies used above, but the best design is that which is customer or client-centric and gives fruitful results. Also, the team that takes charge of making a better agile design pays proper vigil on the project so that no time and resources will be wasted. The design is a hectic task at the inception of the project, which needs proper attention.
* **Analyze**: When the design is completed and work is on track, a proper analysis is required from time to time so that the scope of the fault should be eliminated and the quality of the product is maintained. The analyses of the design are also helpful for the team to complete work on time.
* **Develop**: Here, develop means to develop the required project management software, which is the prime moving force of the project after its completion. Management is very necessary after the project execution, so agile management is much required.
* **Implement**: The last stage of the process is to implement the agile project and its execution. The feedback of the design is most important so that the team can make changes if required. Also, the satisfaction of the client is much-required after the implementation.

## Report Organization

The report starts with the introduction of the proposed application, “Online Assignment Submission” along with the problem statement and objectives of the project. Here, we have introduced why the system is built. It also provides objectives and Scope of the project and lists the possible measures that can be applied to solve them.

Chapter 2 Analyses the similar existing models and reviews them on the basis of our project, along with requirement and feasibility analysis of those systems. It also includes both functional and non-functional requirements.

Chapter 3 provides a detailed overview of the system design along with the various algorithms used in the project.

Chapter 4 Explains the tools used on the project’s front and back end and the purpose of it. Testing of the system is also explained in this chapter.

Chapter 5 Discusses the conclusion of how the project is accomplished, its findings etc. We further discuss the recommendation of the future enhancements in the project and how it can be improved.

# 

# CHAPTER 2: BACKGROUND STUDY AND LITERATURE REVIEW

## Background Study

The traditional method of submitting assignments, involving printing, binding, and physically handing in work, is both tedious and costly for students. It also requires them to travel to specific locations, posing an inconvenience, especially for those living far from campus. Furthermore, physical assignments are prone to loss or damage, and managing large volumes of paper submissions is challenging for teachers. This method also has a significant environmental impact due to the extensive use of paper.

In response, many educational institutions are adopting digital solutions for assignment submissions. Online systems streamline the process, allowing students to upload assignments from anywhere, saving time and money. These platforms enhance administrative efficiency with centralized repositories, automated record-keeping and easy access to past submissions. They also facilitate better communication between students and teachers through discussion forums, real-time alerts, and feedback mechanisms. Additionally, advanced security measures protect against data breaches and ensure the integrity of submissions.

Studies highlight the benefits of online submissions, such as convenience, efficiency, enhanced collaboration, and improved administrative management. Researchers have emphasized the importance of cybersecurity in maintaining the integrity of these systems. The "Online assignment submission" project aims to leverage these benefits, offering a robust platform that enhances the educational experience for both students and teachers by addressing the inefficiencies and challenges of traditional methods.

## Literature Review

For this project, we researched and reviewed some of the related websites and applications. Throughout the research, we got to find out that there are various websites and applications related to Online Assignment Submission.

[1] **EduAssign**: A platform developed to streamline the assignment submission process in universities. EduAssign utilizes Django's admin interface for teacher-specific functionalities, such as assignment creation and grading. The study showed a marked improvement in the efficiency of assignment submissions and grading (Smith & Johnson, 2018).

**[2] AssignHub**: This platform provides a user-friendly interface for students to submit assignments and receive feedback. Django's robust authentication system ensures secure access to user data and submissions. The platform's deployment led to a reduction in late submissions and an increase in student engagement (Kumar & Lee, 2019).

# 

# CHAPTER 3: SYSTEM ANALYSIS AND DESIGN

## System Analysis

It is a process of collecting and interpreting facts, identifying the problems and decomposition of a system into components. System analysis is conducted for the purpose of studying a system or its parts in order to identify its objectives. It is a problem-solving technique that improves the system and ensures that all the components of the system work efficiently to accomplish their purpose.

## Requirement Analysis

Requirement analysis is done while developing a system and before implementing it, it is necessary to analyse the whole system requirement. It is categories into mainly 2 parts:

1. Functional requirements
2. Non-functional requirements

For any system, there are functional and non-functional requirements to be considered while determining the requirements of the system. The functional requirements are user visible features that are typically initiated by stakeholders of the system, such as submit assignment, login and signup. On the other hand, non-functional requirements are requirements that describe how the system will do what it is supposed to do, for example, Usability, Reliability and Availability, Performance, Security and maintainability.

### Functional Requirements

User Roles**:**

* Student
* Teacher
* Administrator (Optional)

**Student Requirements:**

* Register and Login
* View assigned projects and assignments with details (title, description, deadline)
* Download assignment files (if provided)
* Upload assignment files (with different file format support)
* Submit assignments before the deadline
* View submitted assignments and their status (submitted, graded, etc.)
* View feedback from teachers on submitted assignments

**Teacher Requirements**:

* Register and Login
* Create and manage courses
* Add note and assignments
* Specify assignment details (title, description, deadline, file types allowed)
* Download submitted assignments
* Grade assignments and provide feedback to students
* View submitted assignments and their status (submitted, graded, etc.)

### Non-Functional Requirements

1. Page Load Time: The application should load quickly to prevent user frustration and reduce bounce rates. Pages should typically load within 3 seconds or less.
2. Compatibility: The application should be compatible and adapt well to different web browsers.
3. Scalability: The application should be able to handle increased traffic during peak times, such as seasonal sales or promotions, without significant performance degradation.
4. Data Encryption: Sensitive data, such as student and teacher information and assignments details, should be encrypted to prevent unauthorised access.
5. Without the old password, the user cannot change into a new password.
6. Reliability and Availability: Application should be compatible in almost every mobile device available in the market.

## Feasibility Analysis

### Technical Feasibility

The proposed system is developed using HTML, CSS, JS and Django. Django is used as the back end language. The Web browser is used to view the web page that is available within the Windows operating system itself. As Windows is very user-friendly and GUI OS, it is very easy to use. All the required hardware and software are readily available in the market. Hence, the system is technically feasible.

a. The UI of this project is very simple.

b. Users will require an internet connection in their device to use it.

### Economic Feasibility

The system does not require extra software and hardware, i.e., it uses open-source technologies. So, there is no recurring cost other than just the internet connection. The project cost is less, and no more burdens are required. Hence, the project is said to be economically feasible.

### Operational Feasibility

This application is very easy to operate as it is made user-friendly with the help of very effective GUI tools. The main consideration is the user's easy access to all the functionality of the application. Another main consideration here is whether user organisation is trained enough to use the newer application.

### Gantt Chart

Figure ii: Gantt Chart

## 

## Data Modeling

### Data Flow Diagram(DFD)

A Data Flow Diagram (DFD) is a graphical representation that depicts the information flow and the transforms that are applied as data moves from input to output.

1. **Zero Level Data Flow Diagram**

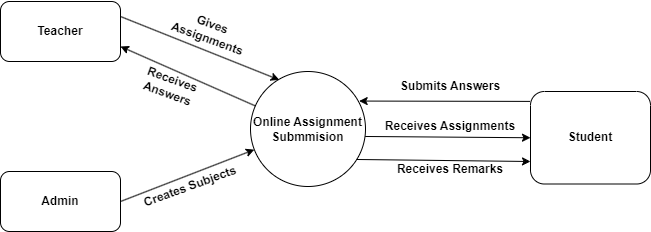


Figure iii: Zero Level DFD

Zero Level DFD of online assignment submission system, it elaborates high level process of online assignment submission system. It is overviewed of whole online assignment submission system, there are some high level entities for the process of assignment submission system

1. **First Level Data Flow Diagram**

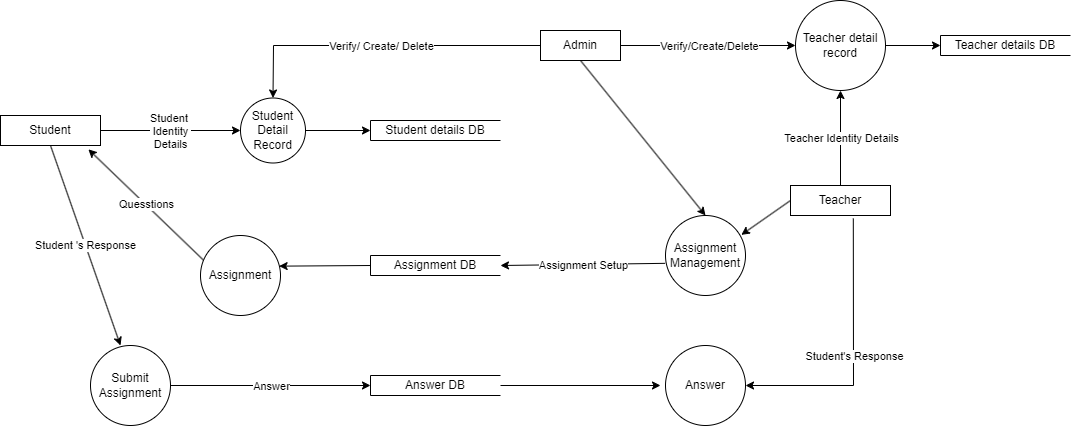


Figure iv: First Level DFD

1st Level DFD of online assignment submission system shows how the system is divided into sub system, each of which deals with one or more of the data flows to or from an external agent which together provide all the functionality of online assignment submission system as whole, above are some given entities and output of 1st level.

### ER Diagram

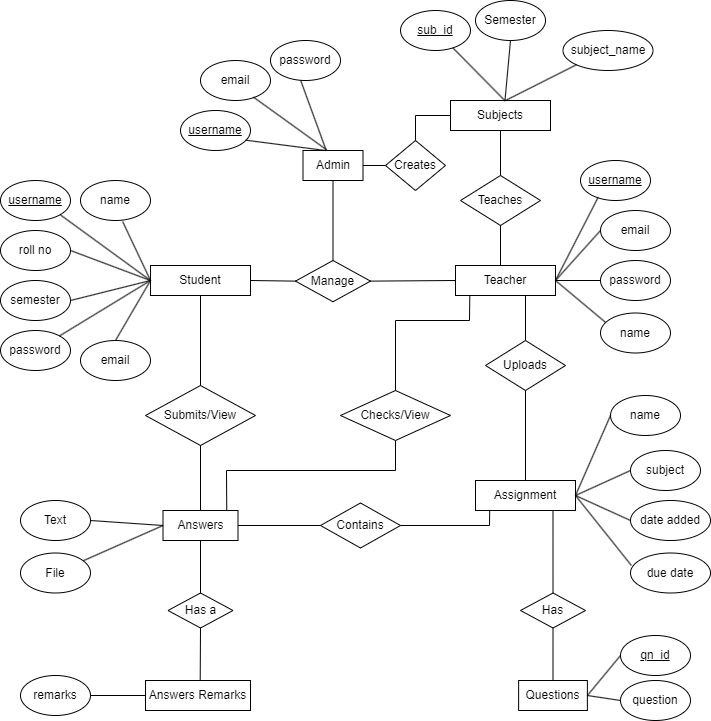


Figure v: ER Diagram

## System Design

System design is the process of defining the components, modules, interfaces, and data for a system to satisfy specified requirements. System development is the process of creating or altering systems, along with the processes, practices, models, and methodologies used to develop them.

User interface components User interface application components are not relevant to the structural development of the application and are more user experience/ interface oriented. They refer to the home screen, displaying dashboards, logs, notifications, profiles and more.

## Architectural Design

In an online assignment submission System, users interact with the system through a simple user interface. The data is collected from the users and stored in the database through which the server provides package detail to the user. In order to perform transactions to the user. The system uses different database tables including different attributes for each entity. A user has a unique account username, which makes them different from other users. In this way-our system architecture is designed, which is an abstract view of the system.

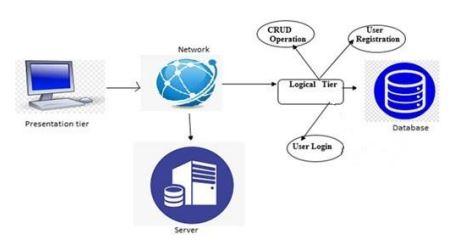


Figure vi: Architectural Design

## Database Schema Design

A well-designed database schema is crucial for ensuring efficient data management, retrieval, and maintenance. The provided ER diagram represents a schema for a system that involves students, teachers, assignments, and user management. Here's a detailed description of the database schema design:

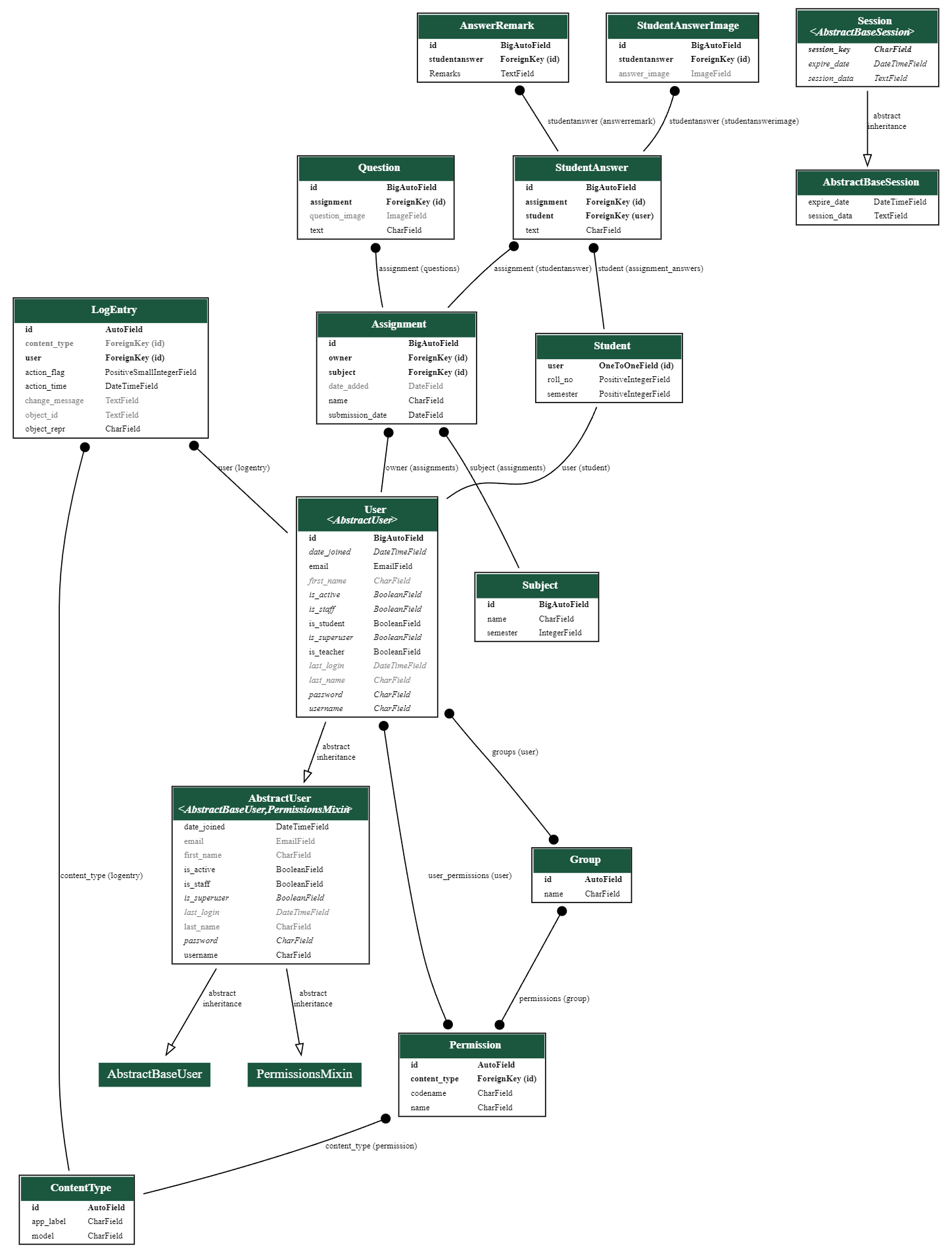


Figure vii: Database Schema

## Interface Design

User Interface is the front-end application view to which the user interacts in order to use the software. The user can manipulate and control the software as well as hardware by means of user interface. Today, user interface is found at almost every place where digital technology exists, right from computers, mobile phones, music players, airplanes, ships, etc.

### Interface Structure Diagrams

The interface structure design defines the basic components of the interface and how they work together to provide functionality to users. An interface structure diagram is used to show how all screens, forms and reports are related and how the user moves from one to another.

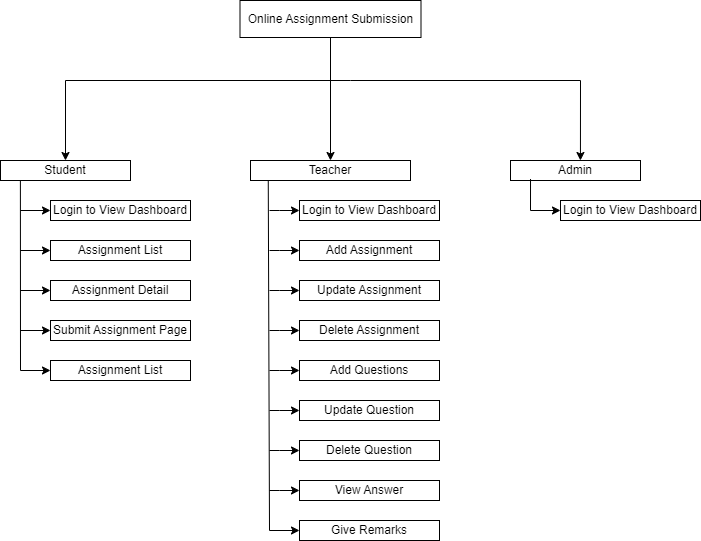


Figure SEQ Figure \\* roman ix: Interface Structure Diagram

Figure viii: Interface Structure Diagram

# 

# CHAPTER 4: IMPLEMENTATION AND TESTING

## Tools Used

### Front End Tools:

HTML, CSS is used in order to design the front-end views of the system.

### Back End Tools:

Django is used in order to create a link between the databases and is used for the majority of server-side scripting.

**SQLite:** SQLite is the primary database that is used in the system. It is used to store and receive data for the system.

## Implementation Details of Modules (Description of procedures and functions)

There are different module descriptions. They are:

**Student**

* **Login**: Once they have registered, they need to sign in to the available service at the time.
* **View Assignment**: Logging in with the application will provide you the lists of assignments work with their description.
* **Answer submission:** Students can submit answers to assignments.
* **View Own Answers and Remarks:** Students can view their submitted answers and any remarks linked to their answers
* **log out:** Student can log out from the system.

**Teacher**

* **Login:** Registered teacher can log in their accounts.
* **Create Assignments:** Teachers can create assignments.
* **View and Grade Student Submissions:** Teachers can view student submissions and provide feedback or grades as remarks.
* **Modify Assignments:** Teachers can edit assignments they have created
* **logout**- Admin can log out from the system.

**Admin**

* **Login:** Registered admin can log in their accounts.
* **Manage Users:** Admins can create, edit, and delete users.
* **Manage Assignments:** Admins can create, edit, and delete any assignments, not just those they own, due to elevated permissions.
* **Manage Permissions and Groups:** Admins can create, edit, and delete groups and permissions, allowing them to control the access levels of other users.
* **View Logs:** Admins can view logs of actions performed in the system.
* **logout**- Admin can log out from the system.

## Testing:

Testing is the process of detecting errors. It performs a very critical role for quality assurance and for ensuring the reliability of software. The results of testing are used later on during maintenance also.

### Test Cases for Unit testing:

Unit testing is a software development process in which the smallest testable parts of an application, called units, are individually and independently examined for proper operation.

Various unit testing was done on both admin and user sides like user and admin login details to validate the data.

The results of different test were shown as:

Table 1: Admin login

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Id** | **Test Case Description** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| **1** | Admin enters a wrong username | username: ad1min  password: admin123 | Display message\*\*Incorrect username or password\*\* | As Expected, | **Pass** |
| **2** | Admin enters a wrong password | username:admin  password: ad1min33 | Display message\*\*Incorrect username or password\* | As Expected, | **Pass** |
| **3** | Admin enters a correct username and password | username: admin  password: 12345 | Logged into admin page | As Expected, | **Pass** |

Table 2: User Login

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Id** | **Test Case Description** | **Test Data** | **Expected Result** | **Actual Result** | **Pass/Fail** |
| **1** | User enters a wrong username | username:swastike password: 4567 | Display message\*\*Incorrect username or password\* | As Expected, | **Pass** |
| **2** | User enters a wrong password | email:swastika  password: abcd | Display message\*\*Incorrect username or password\* | As Expected, | **Pass** |
| **3** | User enters correct username and password | email:swastika  password: 1234 | User logs in successfully | As Expected, | **Pass** |

### Test Cases for System Testing:

The overall testing of the system after integrating all the functions of the project is known as system testing. When all the functions of online assignment submission are integrated, then system testing is done.

Check system behaviour,

* If the site launches properly with all the relevant pages and features.
* If the user can register/login to the site.
* If the session is working as expected.

Table 3: System Testing

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **SN** | **Action** | **Input** | **Expected Outcomes** | **Actual Outcomes** | **Test Results** |
| 1. | Visit website | Simply search the URL | Login page | Login page | Pass |
| 2. | Admin login | Username: admin  Password: 12345678 | Input Successful | Input Successful | Pass |
| 3. | Upload Assignment Details | Name: Write DNS List  Subject: Computer Networking  Date: 2024-08-03 | Input Successful | Input Successful | Pass |
| 4. | Student login | Username: swastika  Password: 1234 | Input Successful | Input Successful | Pass |
| 5 | Submits Answers | Text: Answers of DNS list  File chosen: ans.png | Input Successful | Input Successful | Pass |
| 6 | Teacher login | Username: aadarsh  Password: 123456 | Input Successful | Input Successful | Pass |
| 7 | Upload Assignment Details | Name: List pros and cons of Ecommerce  Subject: MIS and Business  Date: 2024-08-04 | Input Successful | Input Successful | Pass |
| 8 | Check Answers | File: ans.png | Output Successful | Output Successful | Pass |
| 9 | Give Remarks | Text: Good job | Input Successful | Input Successful | Pass |

# 

# CHAPTER 5: CONCLUSION AND FUTURE RECOMMENDATION

## Conclusion

In conclusion, the project mainly focuses on the development of relation between teacher and student through the use of technology via web app. Thus, the government also should promote the web app on such fruitful sector like schools and especially in engineering college. Not only government but also the technical person should use the knowledge for the development of engineering education system. This system can help universities and other educational firms to increase their productivity and quality of services.

## Lesson Learned/ Outcome

While doing this project we have improved our programming language and writing skills as well as our time management skill. It was difficult at the beginning because it is our first project and everything was new. It is our first project, it has turned out to be what we have wanted. We would like to add some new features in this system in the upcoming days. We also learned about proper time management as we had the deadline to submit our project along with the documentation.

## Future Recommendation

While implementing the Online assignment submission, certain limitations and areas for improvement have been identified. To enhance the system and address these limitations, the following recommendations are suggested for future work:

* Mobile Application Development: Mobile application for the online assignment submission system can be developed to serve the increasing usage of smartphones and mobile devices. This would provide users with a more convenient and accessible platform for assignment submission.
* Integration with Other Educational Tools: Integrating the system with other widely used educational tools and platforms to create a more cohesive digital learning environment.

# 

# REFERENCE

[1] Mike Joy. “The boss' online submission and assignment system.” Journal on Educational Resources in Computing (JERIC), Volume 5 Issue 3, Sept. 2005

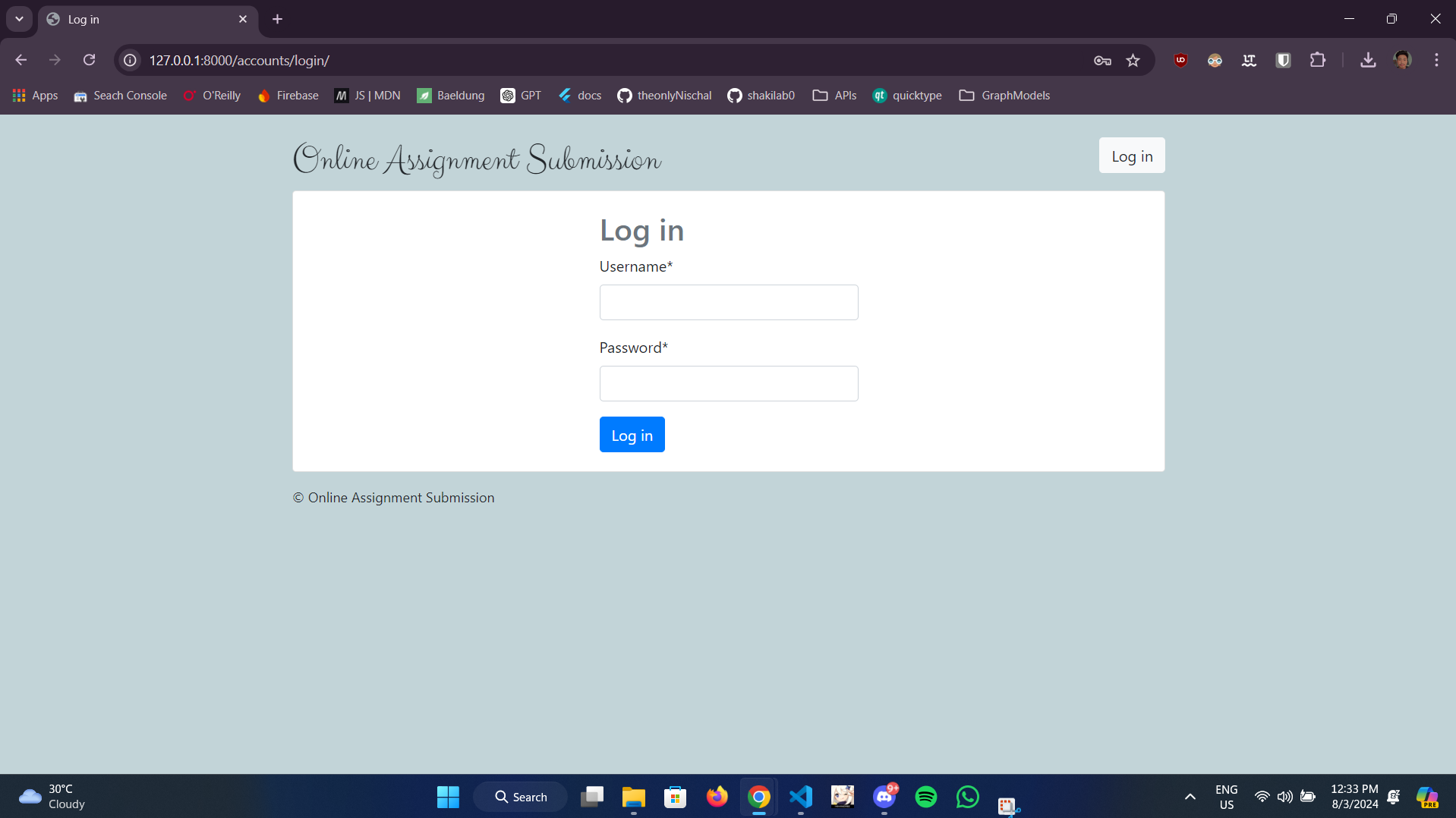
[2] Bagheri Faez, Poorya & Abd Rahman, Nor & Harun, Khalida & Publications, SDIWC. (2014). Online Project and Assignment Submission, Management and Progress Monitoring System (OPAS).

[3] Demir, Ö., Soysal, A., Arslan, A., Yürekli, B., & Yılmazel, Ö. (2010). Automatic Grading System for Programming Homework. Computer Science Education: Innovation and Technology, CSEIT.

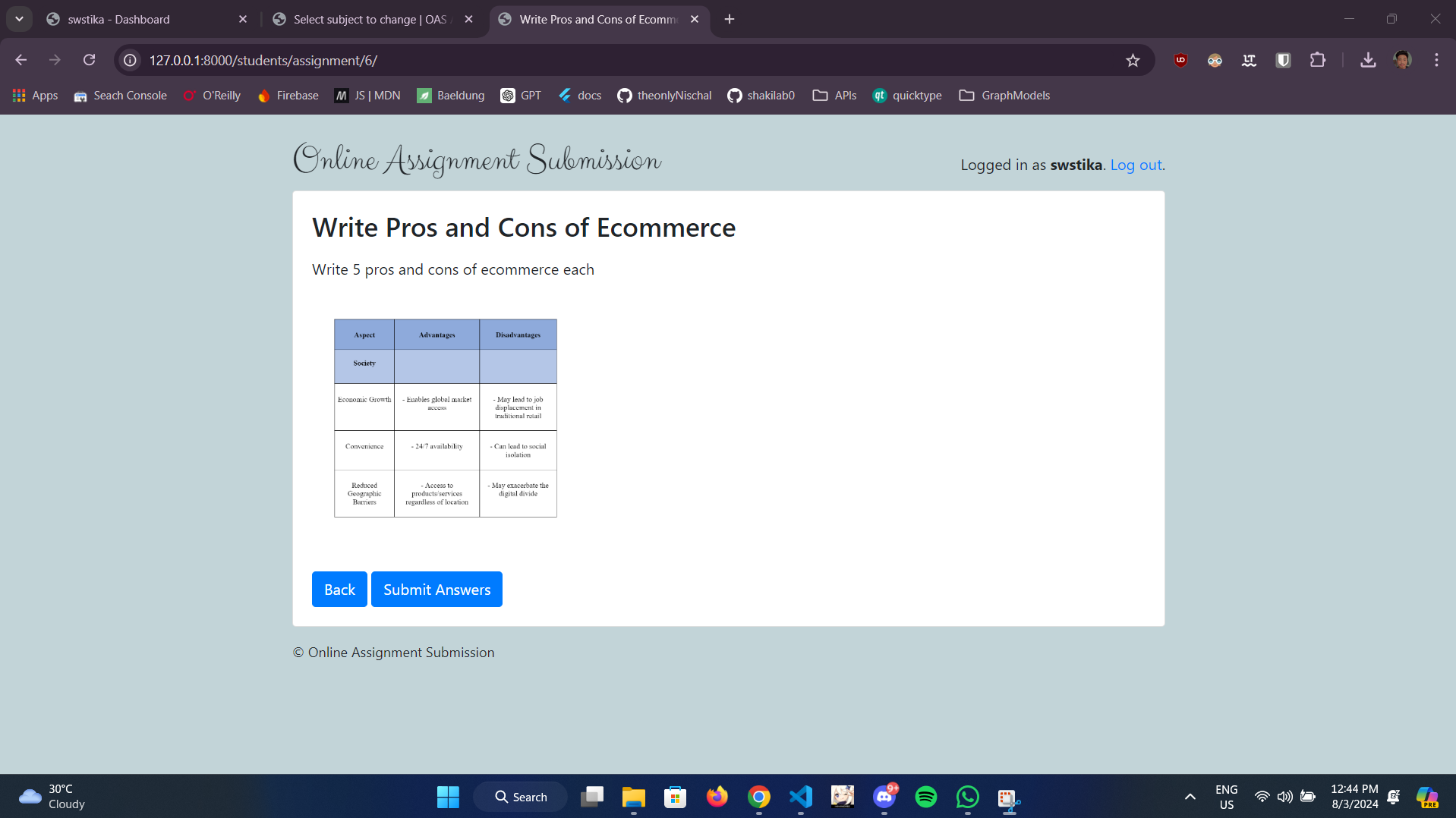
# APPENDICES

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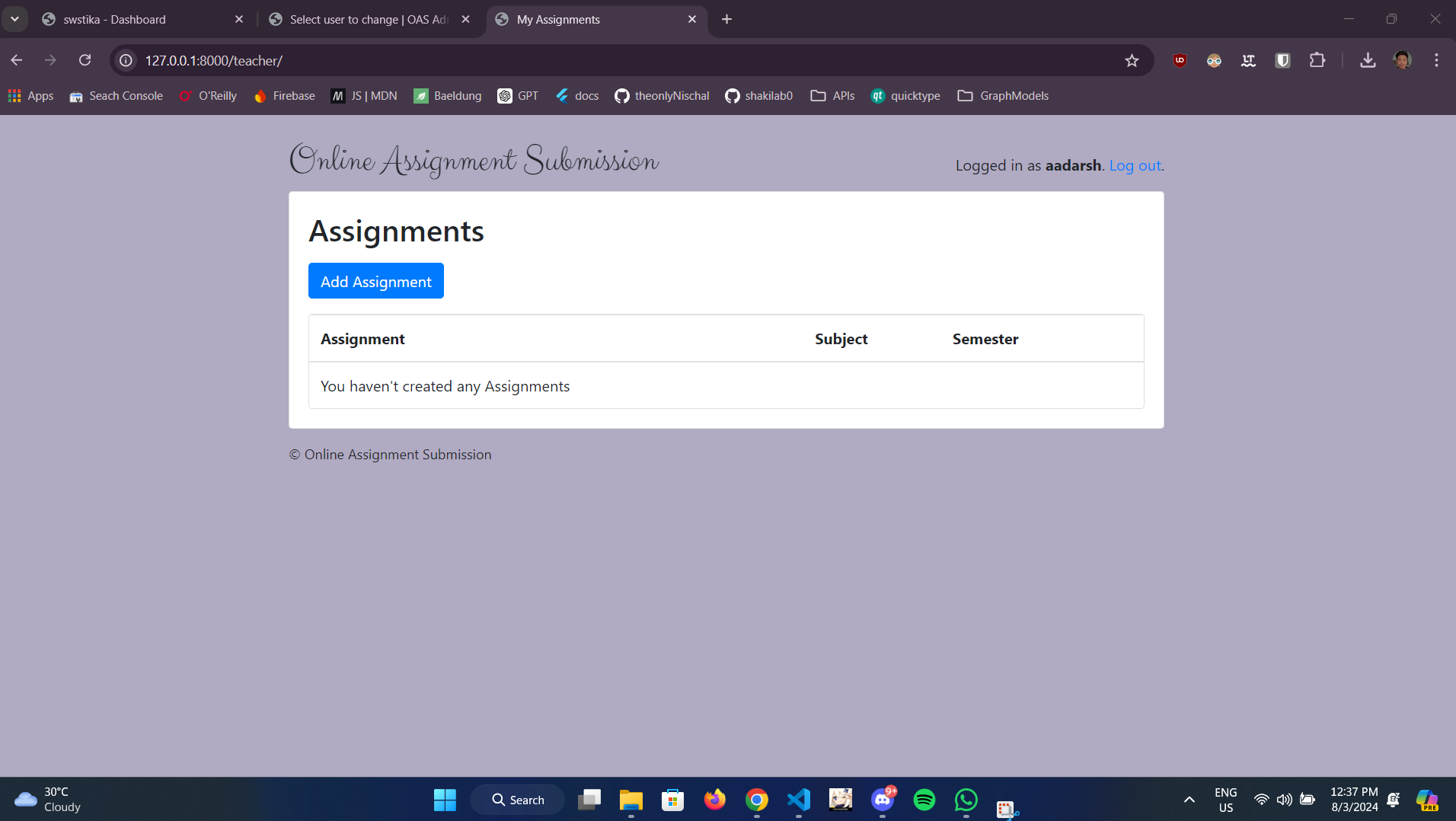
* **Login Page**

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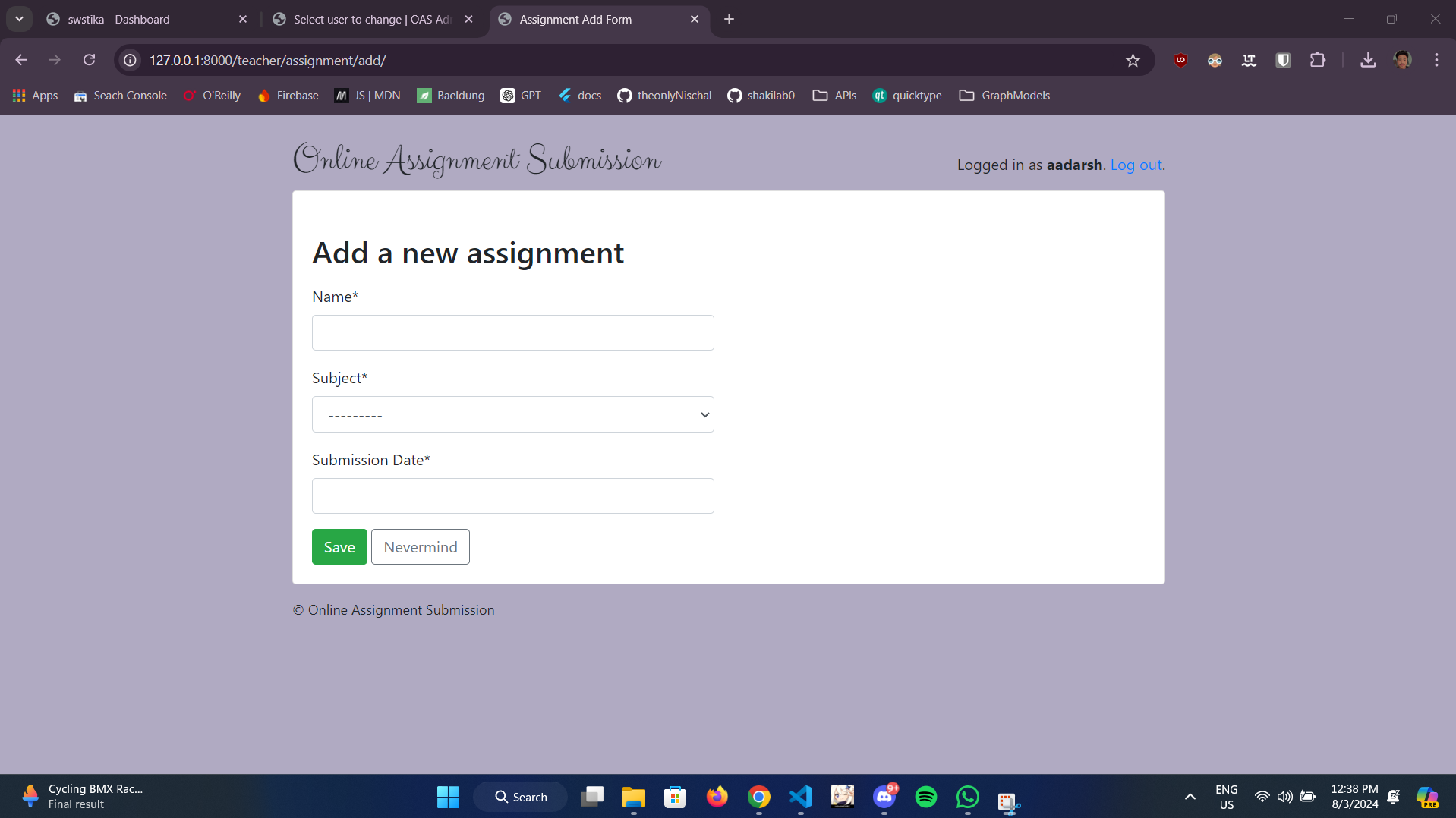
* **Assignment Detail Page**

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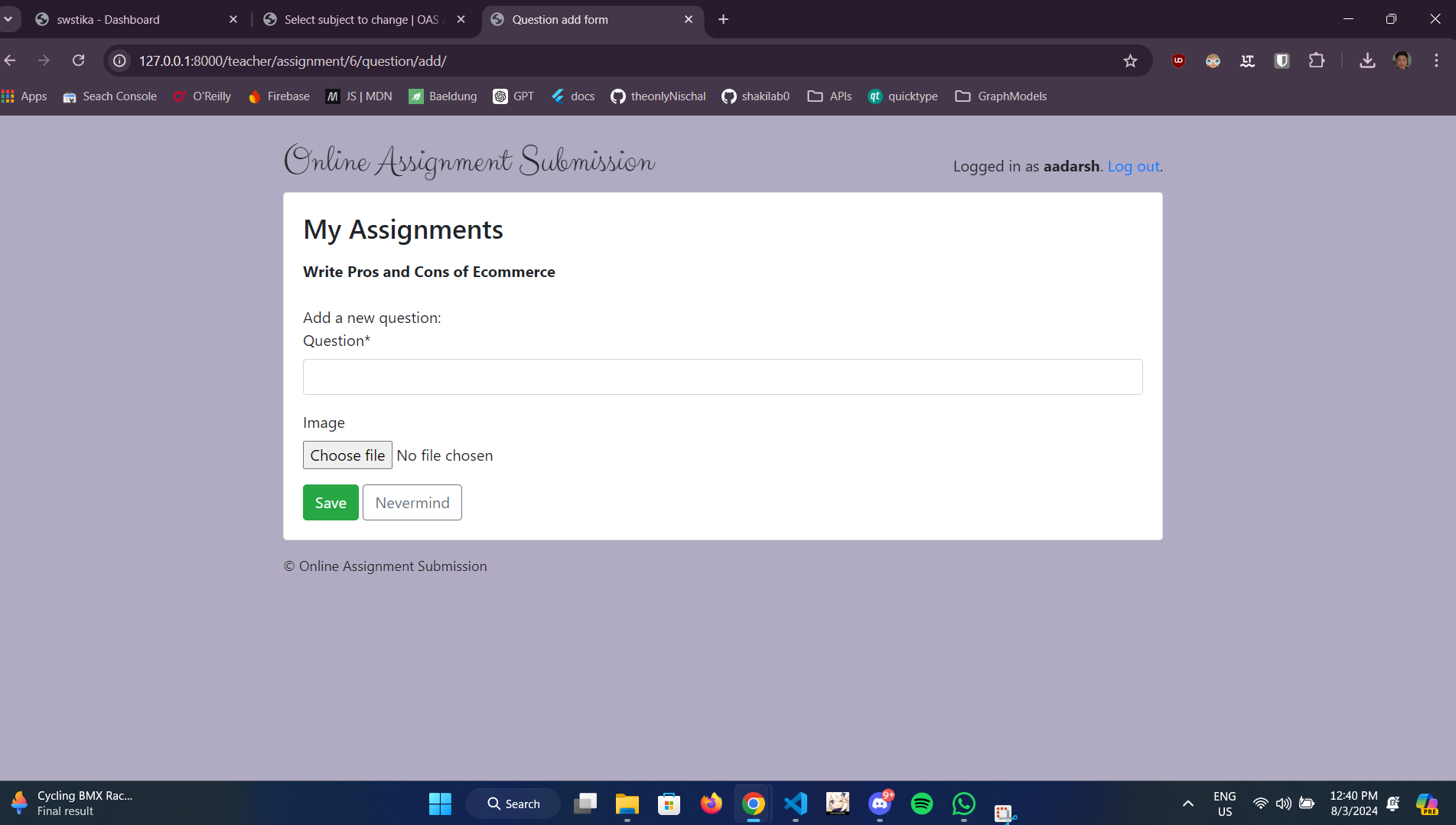
* **Teacher Dashboard**

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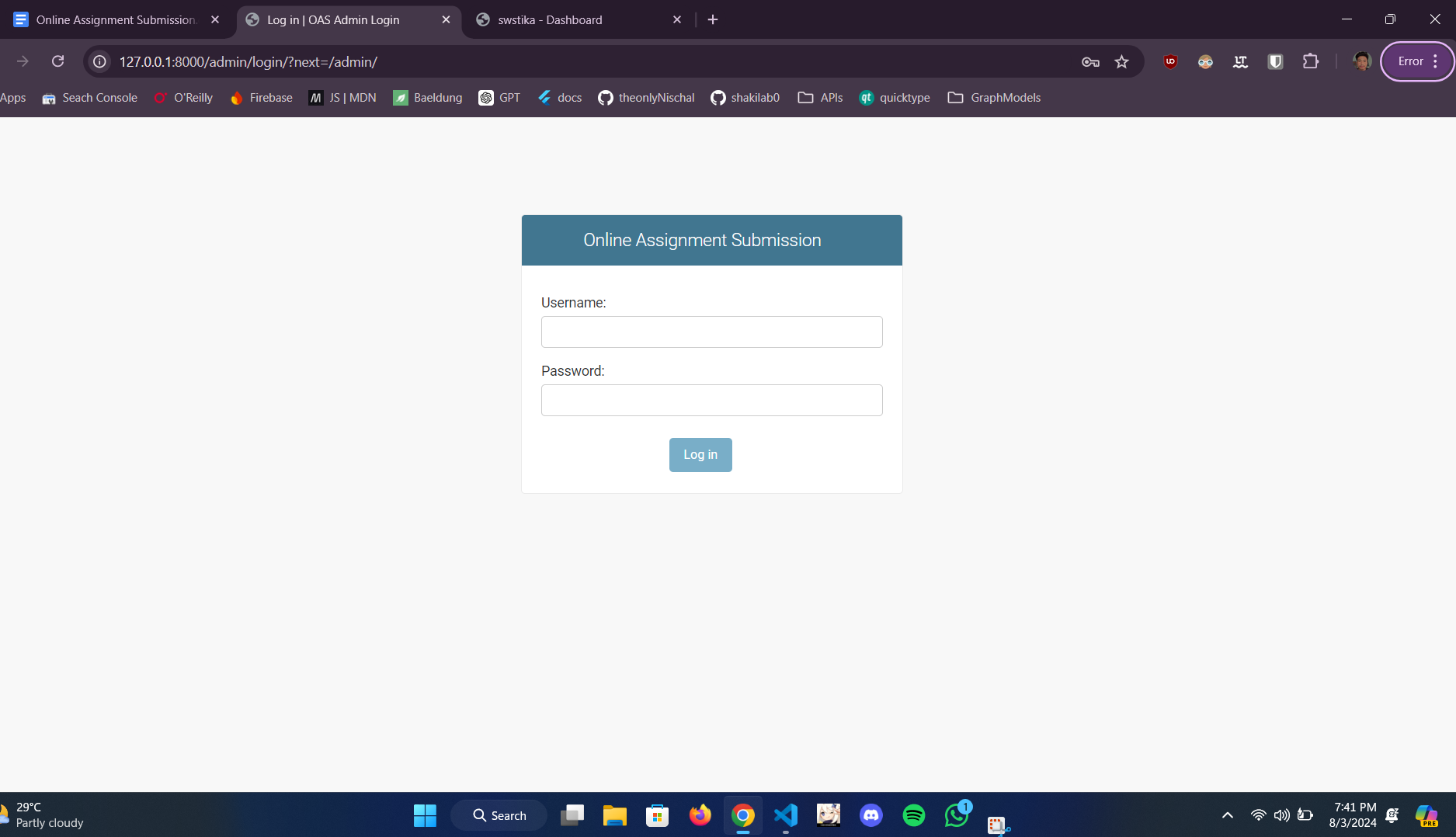
* **Add Assignment Page**

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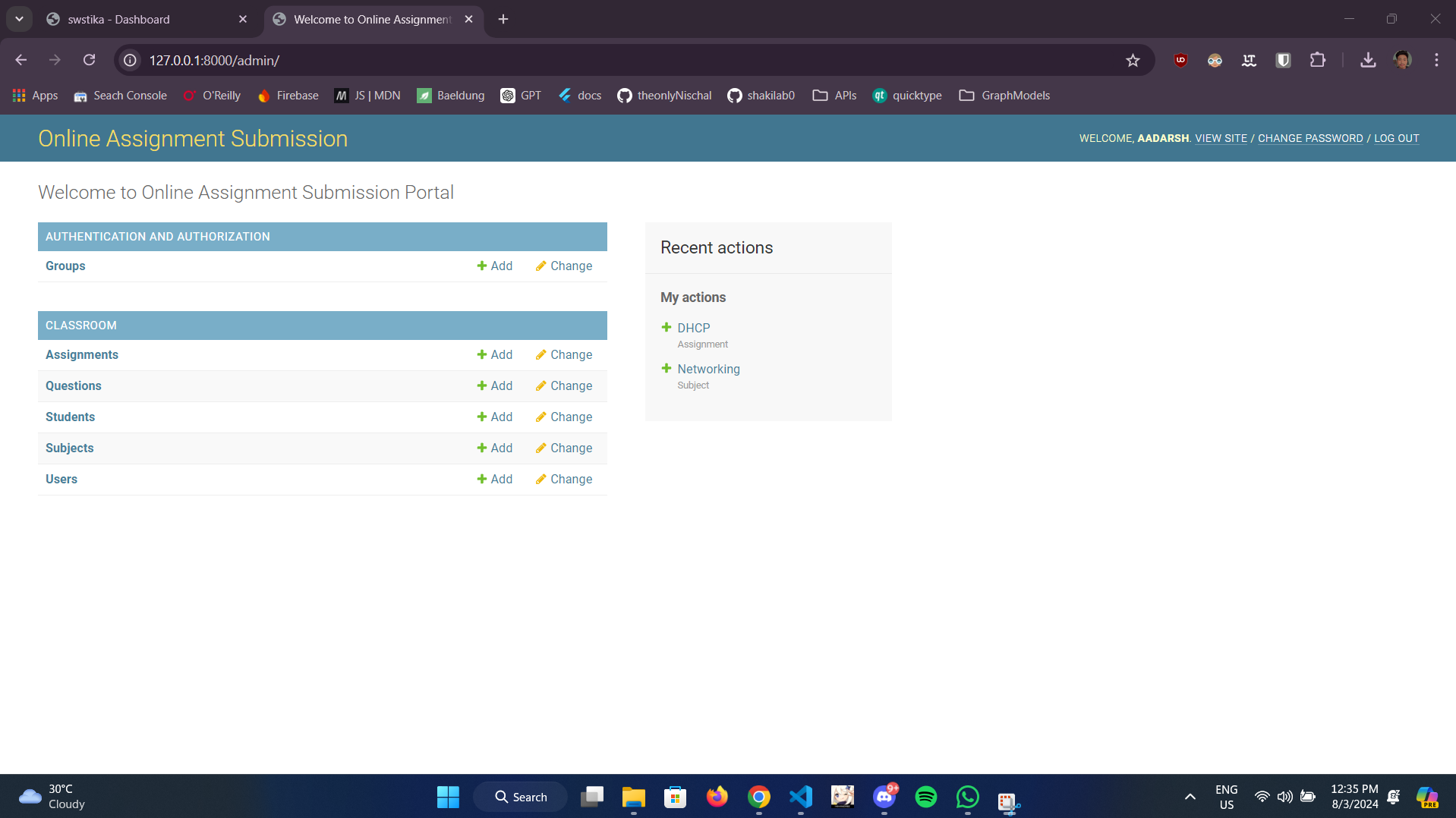
* **Question adding Page**

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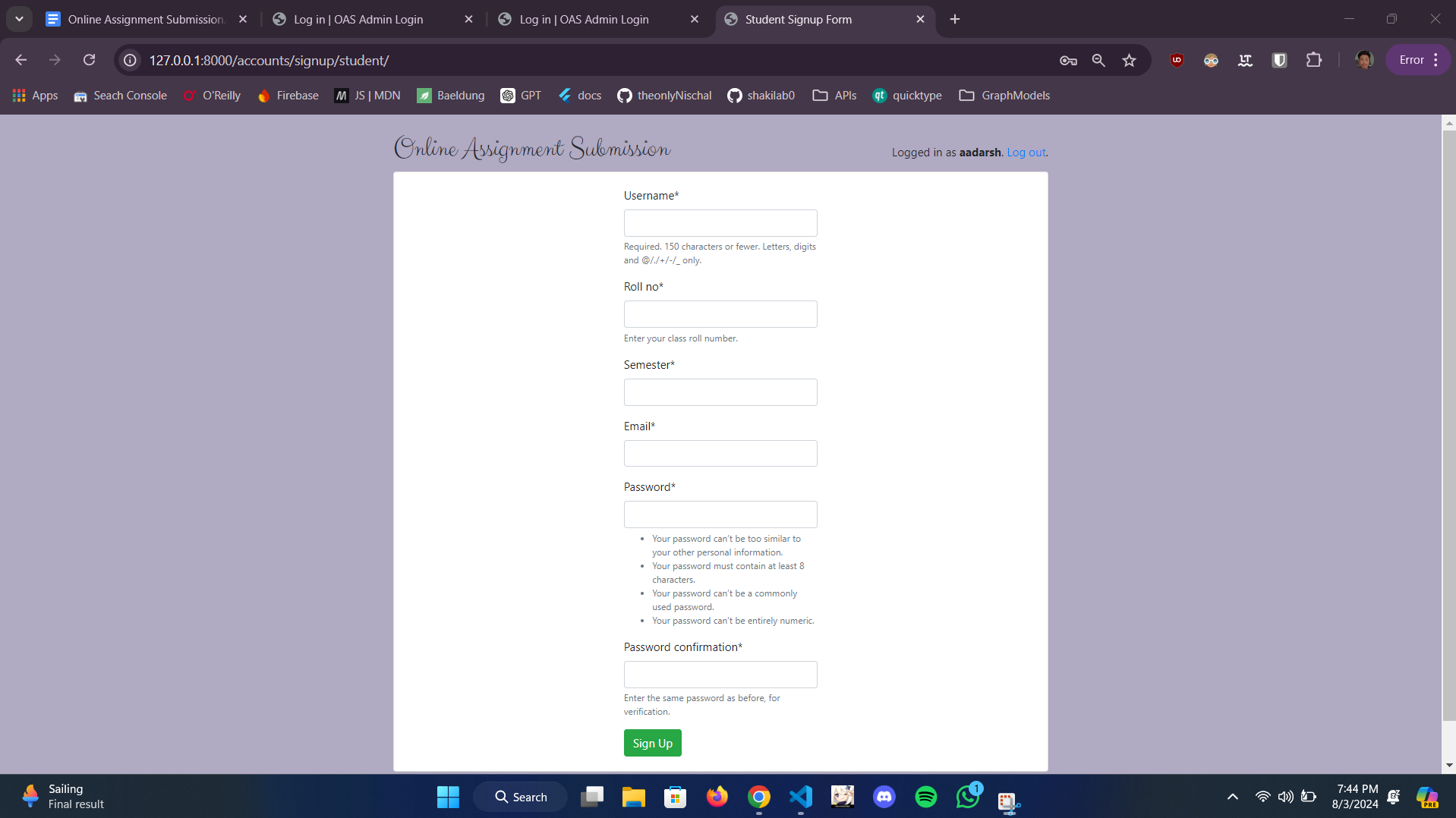
* **Admin Login**

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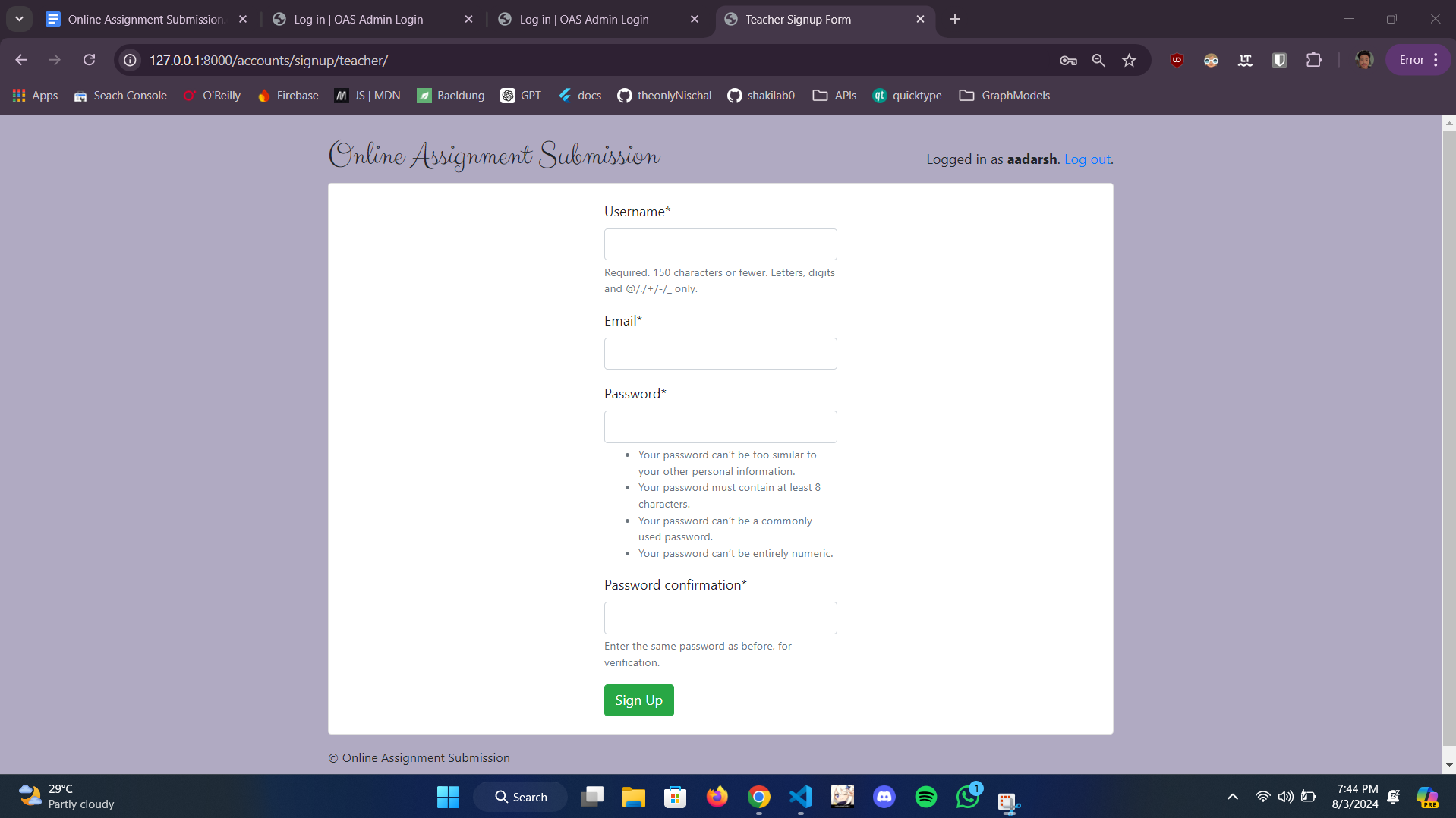
* **Dashboard**

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* **Student Sign Up page**

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* **Teacher Sign up page**

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