**DESIGN AND IMPLEMENTATION OF AN ONLINE ASSIGNMENT SUBMISSION MANAGEMENT SYSTEM**

**BY**

**IBRAHIM ABUBAKAR SADIQ**

**KPT/CST/16/13271**

**MUHAMMAD USMAN**

**KPT/CST/16/13267**

**AISHA ABDULLAHI KA’OJE**

**KPT/CST/16/13269**

**THIS PROJECT IS SUBMITTED TO THE DEPARTMENT OF COMPUTER SCIENCE KADUNA POLYTECHNIC IN PARTIAL FULFILMENTOF THE REQUIRMENTS**

**FOR THE AWARD OF NATIONAL DIPLOMA**

**IN COMPUTER SCIENCE**

**DEPARTMENT OF COMPUTER SCIENCE**

**SCHOOL OF SCIENCE AND TECHNICAL EDUCATION**

**COLLEGE OF SCIENCE AND TECHNOLOGY**

**KADUNA POLYTECHNIC**

**KADUNA-NIGERIA**

**NOVEMBER, 2018.**

**DECLARATION**

We hereby declare that the project has been conducted solely by us under the guidance of MR FRANCIS ODUBI , lecturer, Department of COMPUTER SCIENCE, Kaduna Polytechnic, Kaduna and we have neither copied someone’s work nor have someone else do it for us. Authors whose works have been referred to in this project have been acknowledge.

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**IBRAHIM ABUBAKAR SADIQ Date & Signature**

**KPT/CST/16/13271**

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**MUHAMMAD USMAN Date & Signature**

**KPT/CST/16/13267**

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**AISHA ABDULLAH KA’OJE Date & Signature**

**KPT/CST/16/13269**

**APPROVAL**

This is to satisfy that this is an original work undertake by **IBRAHIM ABUBAKAR SADIQ KPT/CST/16/13271, MUHAMMAD USMAN KPT/CST/16/13267 and AISHA ABDULLAHI KA’OJE KPT/CST/16/13269**  has been prepared in accordance with the regulations governing the preparation and presentation of projects in Kaduna Polytechnic.

**MR. FRANCIS ODUBI**

***(Project Supervisor)***

***(External Supervisor)***

**MR. MUHAMMAD AUWAL AHMED**

***(Head of Department)***

**DEDICATION**

We dedicated this project to Almighty Allah, the department of computer science Kaduna polytechnic and the entire management of Kaduna polytechnic and also the Kaduna state water board.

**ACKNOWLEDGEMENT**

We wish to extent our gratitude to Almighty Allah with whom all things are possible.

We have special feeling of gratitude to our able supervisor, **MR. FRANCIS ODUBI** besides all our worries and anxiety still proved dedicated and exercise patience over the supervision of this project.

The feeling of indebtedness also goes to project coordinator and the head of Department of Computer Science and the entire lecturers for imparting knowledge to us.

Indeed, our family immensely contributed toward the successful rounding up of our programme, we will not forget to mention their names in person like Mr. and Mrs. Abdullahi Aliyu, Late Abdulrahman Aliyu and Alhaji and Hajiya Saleh Mamman, Alh. Ibrahim .K. Chawai, Barr. Muhammad Bello Ibrahim, Umar Farouk Ibrahim, Alh. Usman Ibrahim Chawai and all others.

The feeling of love and thanks goes to our reading mates and friends who were always there for us, Aminat Abdullahi, Habib Abdulrasheed, Abdulazeez T Abdulhakeem, Sadika Hassan, Maryam Muftau, Rukayyah Muideen, Hamza Abdullahi, Idris Labaran, Blessing Attah, Jamilu Salisu, Maryam Sulaiman Bello, Aliyu Haidar Abdulrahman, Jamilu Meleh and all others may Almighty Allah guide them all Amen.

**ABSTRACT**

*This project is aimed to download and uploading online assignment for student with each assignment having information about the instruction, deadline and submission details. The Min goal of this project is to design and implement online assignment submission with an interface used for uploading test program by instructors who would be able to appraise assignment automatically. The system provides an interface for testing assignment such they that can be plugged-in by the lecturers. The testing could invoke a complier and make a tet run for the complier code and check the file type (extension. The most apparent advantages offered by online assignment submission is that offers faster transmission of assignment that using traditional way by using online system. The interface is used to invoke different testing program by lecturers to save the time and cost for lecturers by enable them to put up a faster response fro students as well as increasing the quality of the feedback provided to students. This is implemented with PHP programming language and MYSQL as the database for effective information keeping.*

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**CHAPTER ONE**

**INTRODUCTION**

**1.0 Background of the Study**

An online assignment handling is a system contained within the Module virtual learning environment. The functionality of the standard assignment handling module has been extended to cater for all the Department’s needs in terms of receiving assignments from students, making them available to tutors to mark, returning grades, comments and marked work to students and keeping Registry and course administrators informed at all stages of the process. Extension requests are an integral part of the system.

Universities, Polytechnics and colleges of education are considered the main provider of knowledge in various fields. Various courses of studies are taught in institutions, covering several fields including applied Sciences, Math, Computer, Human Resource, and Accounting. Most courses at universities consist of theoretical as well as practical subject matter. To evaluate the level of understanding and degree of comprehension among students, assignments are often given. Assignments are submitted by students either individually or in groups. Assignment management involves collecting, marking, and redistributing to students. Treg (2007) breaks the process down into four stages: submission, recording, marking, and return. Online assignment submission and management (OASM) involves the use of the World-Wide Web, the Internet and computers to aid this process (Jones, 2003). With traditional assignment submission system, lots of problems arise especially when the students have to submit the answers of the assignment to the lecturer. There may be problems due to distance, time, or format of the assignment (written or printed). Also, every learning process requires administrative support. Much of this administrative support is to some degree transparent but if the latter is not well organized it could disrupt the flow of learning between students and the staff.  
As the educational world is moving faster and becoming more competitive, almost every [university](https://projectchampionz.com.ng/tag/university/) started to use an online submission system, or newer technologies to facilitate their task, to have more time, and to be in pace with this fast moving IT world.

**1.1 Motivation**

The manual method of submitting assignments to the course lecturer or directly to the lecturer in Kaduna Polytechnic is simply not effective as these papers could get damaged or get missing due to the carelessness of the course representative or the lecturer.

As a result of this inconveniencies caused by the method adopted by the institution, the motivation to come up with a better and simpler method of an online assignment submission system for Kaduna Polytechnic with a user friendly and attractive interface came about.

**1.2 Purpose of the Study**

The main purpose of this project is to develop an online student assignment submission system that will facilitate the processes of the assignment submission in Kaduna Polytechnic, Kaduna

The specific objectives include:

Providing means of effective record of student’s assignment.

To ease the process of retrieving student’s assignment.

To restrict student’s assignment access to authorized personnel.

**1.3 Methodology**

The new system will be achieved using Structured System Analysis and Design Methodology. The software required to design the new system includes Adobe Dreamweaver, the programming language that will be used comprises of Hypertext Mark-up Language, Java Scripts, Cascading Style Sheet and Hypertext Pre-processor (PHP), the website will be tested on a local web server “Xamp” and Structured Query Language is used for the Database design.

**1.4 Scope of the Project**

The research work is restricted to Computer Science Department Kaduna Polytechnic on the course offered in the department such as: C++, Java, HCI etc.

**1.5 Expected Contribution to knowledge**

As a result of this project research and implementation, it is quite exciting to know that the following will be an added knowledge:

* How student assignment submission is being computerized and managed without redundancy or errors.
* How database is being created and linked to the programming language used.
* Understanding program design, coding and implementation.

**1.6 Definition of terms**

**Assignment**: A task or piece of work allocated to someone as part of a job course of study.

**Student:** A student or pupil is a learner, or someone who attends an educational institution. Submission Management System.

**Online:** Online "indicated a state of connectivity. Submission Management System.

**Lecture:** A lecture is an oral presentation intended to present information or teach people about a particular subject, for example by a university or college teacher.

**Submission:** The action of presenting a proposal, application, or other document for consideration or judgment. Submission management system.

**CHAPTER TWO**

**LITERATURE REVIEW**

**2.0 Preamble**

Literature Review entails to examine the critical points of past and current knowledge in a particular field of study. This is an objective, through summary and critical analysis of a relevant research available, which includes findings and contribution to the topic design and implementation of an online assignment submission system for Kaduna polytechnic.

**2.1 Review of Related Work**

There are many systems that can be developed in order to manage the student records. Some of the institution still used the manual system of managing records. However, computerized system can be developed to replace the manual system using the latest technology nowadays. A good system helps to make the process of storing data easier and managing the records efficiently. Replacing the manual system with the computerized system required a lot of effort of adaptation to a new environment. John (2005).

The manual system is very simple but it is not safe. When the students hand over their assignment to their class reps or lecturer they put it into the shelf. Even if they submit their assignment late the lecturer could not detect it, and sometimes students claim that they already submit their assignment, but the lecturer collects them at the class, the assignments could not be found. It hard to find out the truth since there is no proves. Charles (2002).

For the lecturer, they have to collect their student’s assignment after the due time. After the lecturer finish marking them, they have to return it back to the student. This is because the policy states that the lecturer cannot keep their student assignment. There is another problem occurs because some student could not find their assignment at the School. This is because somebody else might take the assignment. Felix (2006).

By developing computerized assignment/project submission system these problem can be solved. The system will have a record of the time when the student submits their assignment the confirmation that the lecturer has collect the student assignment, and also a record of the student who already takes back their assignment. Felix (2006).

Berge (1998) explained the difference between distance education and distance learning. Distance education was seen as the formal process of distance learning, within formation being broad in scope, for example, college courses. While, distance learning was seen as the acquisition of technologies and other forms of learning at a distance. This may be why most educational institutions used the term distance education. In reviewing five in situational definition so distance education, these were them a in tenets: Historically, it meant correspondence education, it is planned teaching and learning, connects learners at a distance, designed to encourage learner interaction, uses audio, video and computer technologies as delivery modes, delivery modes evolve as technology expands and grows. Gottschalk (2000) described distance learning as abroad cast of lectures to distant locations, usually through video presentations. Hall & Snider (2000), as mentioned above, characterized distance learning with three criteria; they are: a geographical distance separates communication between the trainer and the participant; the communication is two ways and interactive, and some form of technology is used to facilitate the learning process. Willis (1994) in his definition of distance learning he identified the acquisition of knowledge and skills as another criterion and supported the former three criteria by saying that distance learning occurred through mediated information and instruction and encompassed all technologies and other forms of learning at a distance. Porter (1997) shared that distance learning was education or training offered to learners who are in a different location than the source or provider of instruction. Porter went on to say that the technologies used in distance learning, the structure of a course or program, and the degree of super vision for a distance learning course can be varied to meet a particular’s group’s needs or interests.

**2.1.1 Computerized System**

According to Oparah and Oguike (2006), they stated that computerization does not only involve computer technology consisting of only hardware and software but also the communication devices to interact and share data as well as transferring data/information from one location to another. Besides, computers can be used for keeping records and these records are always available whenever they are needed and the need of carrying office file from one place to another is eliminated; also there is no more loss of document or tempering with documents during transit as everything will be done electronically.

Oparah and Oguike (2006) also stated that computers have replaced manual technology because of its ability to process large volume of data or even handle complex work (processing cap ability) at a very high speed. It gives out accurate result at each time except when it is fed with incorrect data, Garbage-in-garbage-out. Hence, the need for computerization is certified. Furthermore, French, (2010) states that a file is a document stored in the computer individually by name and is organized in a particular way with a well-defined structure consisting of collection of records each of which are made up of fields. More so, Lucas, (2011) commented that a typical organization has a large number of files, many of which may be stored on a computer device. These data are called machine readable because one can use computer to process them. Paper files on the other hand are much less accessible. A large organization related file as part of a database. Oparah and Oguike, (2006) defined a database as a single organization or collection of structured data stored with a minimum duplication of data items so as to provide consistent and controlled pool of data. The data is common to all users of the system but is independent of programs that use the data. Databases are normally set up in order to meet the information needs of major parts of an organization. It is not possible to construct a database in a single operation; it is usually a built-up section. During this process it is possible to:

1. Add new ―files‖ of data.
2. Add new fields to record already present in the database. iii. Create relationship between the items in the database.

**2.1.2 Learner Attitude towards Using Technology**

Learner’s perceptions about the characteristics of instructional delivery media and their ability to learn using these media have been shown to be key determinants in predicting student motivation and success in traditional classrooms (Coggins, 1988; Gee,1990).These perceptions may also be equally important when implementing computer technologies as the major source of information transfer to students in computer-mediated learning environments.

Few empirical studies indicated an interaction between learning style and attitude toward computer technology. According to Reiff and Powell (1992), the reflective observation subjects had a negative attitude toward computers. They suggested that for students whose learning styles are concrete and experimentation-activity oriented, computer-assisted instruction would be an appropriate option, while when reflective learners are introduced to this method of instruction, they may feel uncomfortable and frustrated. Similarly, a study by Enochs, Handley, and Wallenberg (1984) found that“… students with more interest in objects or things (concrete experience) and less interest in working with people learned better using computer-assisted instruction.”

Al-Kodmanyetal’s (1999) case study on using Asynchronous Learning Networks (ALNs) to teach students on two different camp uses found that without prior exposure to the technologies involved, the technologies used in the course became barriers to learning. One of their suggestions for on line instruction is not to attempt teaching the technology and the course at the same time, rather, impose certain prerequisites on technologies that are used in the course or include a mini-course on the technologies that are part of the course itself. Researchers have also argued that the successful implement at ionofany new technology depends on factors related to users’ attitudes and opinions (Davis, Bagozzi, & Warshaw, 1989; Zoltan & Chapanis, 1982). For instance, Webster and Hackley (1997) studied teaching effectiveness in technology-mediated distance learning and found a positiverel at ion ship between students’ attitudes toward technology and their learning out comes. It seems, then, that being knowledge able about technologies and knowing how to use them is key online learning outcomes.

**2.1.3 Computer based Interaction and Communication**

Another form of empowering online learners is by providing multiple forms of inter action and communication opportunities. Davie & Wells (1998) related that a sense of mastery and community are two elements that support personal power. While a sense of mastery entails acquisition of skills for participation in the electronic classroom, a sense of community is the feeling of belonging to a supportive group of individuals working together make meaning, combat mutual isolation as distance learners, to provide support for and challenge one another and to learn to value the contributions of one self and others. As facilitators, trainers are encouraged to increase interaction with students because instructors that are aware of their students as unique individuals are in as strategic position to support a sense of mastery and community.

Another empowering opportunity is synchronous and asynchronous learner-learner interaction. Soo & Bonk (1998) in asking experts to rank types of interactions found that asynchronous learner-learner interaction was rated the most important type of interaction. Soo & Bonk, however, also noted that technology seems to be the factor that both enables and constrains the learning want to instil in these online environments. Neal (1997) accentuates Soo and Bonk’s concern, by saying that multiple technologies provided richer communication than any one technology alone. Each technology promoted a different type of interaction and used different senses. Neal also added that each technology proved effective for different students’ learning styles.

Overall, learning styles, attitude towards using technology, online learner skills and online interaction and communication are some important factors that need critical consideration when planning, designing and implement ingane-learning system. Learners need to be valued and taking time out to review the issued is cussed above is just the beginning of the valuing process and of youre-learning program’s success.

**CHAPTER THREE**

**METHODOLOGY AND DESIGN**

**3.0 Preamble**

Research methodology is a systematic study of principles guiding scientific and other types of investigations. This has to do with procedures or techniques of investigations i.e. methods used by the researcher to collect data or information.

There are various methods of data collections – Primary and Secondary methods. Primary methods include interviews, questionnaire etc. and Secondary methods includes documentation and so on.

**3.1 Method of Data Collection8**

There are different methods of data collection but the method of data collection used in this project work is Documentation Method.

Documentation method is a secondary method of data collection. This method involves the use of journals, handbooks, newspapers and projects. This method of data collection was used because it serves as a basis of reference to existing research work. This includes:

a) Internet

b) Past Projects

**a) Internet:** This method of data collection is secondary. The web was used in sourcing for information such as e-learning system. Example [www.wikipedia.com/lms](http://www.wikipedia.com/lms)

**3.2 System Modeling**

System Modeling can be done using several Modeling Language, but in this project work, we are using the Unified Modeling Language (UML).

**3.2.1 Use Case Diagrams**

Use Cases are services or functions provided by the system to its users and to identify the primary elements and processes that form the system. The primary elements are termed as “actors” (User) and the processes are called “Use cases”. The Use Case diagram shows how actors interact with each use case and the purpose of a Use Case diagram is to provide a graphical view of the functionality provided by the system in terms of actors, goals of actors (represented as Use cases) and dependencies between Use cases.



***Fig. 3.1 Use Case Diagram: showing system functions***

* + 1. **Class Diagram**

Class diagram in the Unified Modelling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system’s classes, their attributes, operations (or methods), and the relationship among them. E-learning management system has the following Classes.



***Fig. 3.2 Class Diagram***

**3.3 DATABAE DESIGN**

MySQL, the most popular Open Source SQL database, is provided by MySQL is a relational database that stores data in separate tables rather than putting all the data in one big storeroom. This adds speed and flexibility. The tables are linked by denned relations making it possible to combine data from several tables on request. The SQL part of MySQL stands for "Structured Query Language" - the most common standardized language used to access databases.

**3.4 Input Specification**

Input specification is the logical presentation of how data is stored in the computer’s memory. The input specification used in this project work is presented below:

**Table 3.1: Login**

|  |  |  |  |
| --- | --- | --- | --- |
| **FIELD NAME** | **DATA TYPE** | **LENGTH** | **DESCRIPTION** |
| Username | Character | 10 | Username |
| Password | Character | 15 | Access Code |

**Primary key:** Password

**Table 3.2: Lecturer**

|  |  |  |  |
| --- | --- | --- | --- |
| **FIELD NAME** | **DATA TYPE** | **LENGTH** | **DESCRIPTION** |
| lecturer\_id | Integer | 10 | Primary key |
| Username | Varchar | 15 | User name of the user (lecturer) |
| Password | Varchar | 15 | password of the user (lecturer) |
| First name | Varchar | 20 | First Name of the user (lecturer) |
| Last name | Varchar | 20 | Last Name of the user (lecturer) |
| Department\_id | Varchar | 20 | secondary key linking to the department |
| Location | Varchar | 10 | Location of profile picture |
| About | Varchar | 30 | Description of the lecturers achievements |
| lecturer\_status | Varchar | 15 | This shows if the lecturer has registered his/her account or not |
| lecturer\_stat | Varchar | 10 | This shows if the lecturer has been disabled or not |

**Primary key:** lecturer\_id

**Table 3.3: Department**

|  |  |  |  |
| --- | --- | --- | --- |
| **FIELD NAME** | **DATA TYPE** | **LENGTH** | **DESCRIPTION** |
| department\_id | Integer | **10** | Primary key of the table |
| department\_name | varchar | **20** | Name of the department |
| Head | Varchar | **15** | Name of the Head of the Department |

**Primary key:** department\_id

**Table 3.4: Student**

|  |  |  |  |
| --- | --- | --- | --- |
| **FIELD NAME** | **DATA TYPE** | **LENGTH** | **DESCRIPTION** |
| Reg No | Integer | **10** | Primary key of the table |
| First name | Varchar | **25** | first Name of the user (student) |
| Lastname | Varchar | **25** | last Name of the user (student) |
| class\_id | Integer | **10** | class a student belongs to |
| Username | Varchar | **15** | User name of the user (student) |
| Password | Varchar | **15** | password of the user (student) |
| Location | Varchar | **20** | location of profile picture |
| Status | Varchar | **11** | this shows if the student has registered his/her account or not |

**Primary key:** student\_id

|  |  |  |  |
| --- | --- | --- | --- |
| **FIELD NAME** | **DATA TYPE** | **LENGTH** | **DESCRIPTION** |
| Class \_id | Integer | **11** | Primary key of the table |
| Class\_name | Varchar | **20** | Name of the class consisting of the“level” |

**Table 3.5: Class**

**Primary key:** class\_id

**Table 3.6: Admin User Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **FIELD NAME** | **DATA TYPE** | **LENGTH** | **DESCRIPTION** |
| User\_id | Integer | **11** | Primary key of the table |
| Username | Varchar | **15** | User name of the admin |
| Password | Varchar | **15** | password of the admin |
| First name | Varchar | **25** | First Name of the admin |
| Last name | Varchar | **25** | Last Name of the admin |

**Primary key:** user\_id

**Table 3.7: Add Assignment**

|  |  |  |  |
| --- | --- | --- | --- |
| **FIELD NAME** | **DATA TYPE** | **LENGTH** | **DESCRIPTION** |
| A\_id | Integer | **11** | Primary key of the table |
| Title\_of\_assignment | Varchar | **15** | Title |
| Question | Varchar | **15** | Assignment Question |
| Solution | Varchar | **25** | Solution to Assignment |
| Scores | Varchar | **25** | Scores |

**Primary key:** A\_id

* 1. **Input Design**

This declares and show the result obtained from the input specified.

**3.5.1 Login**

**This is the result from the login input**

|  |
| --- |
| Login |
| Username:  Password: |

**Fig 3.3: Login**

**3.5.2 Student Registration**

**This is the result achieved from the student registration input**

**STUDENT REGISTRATION**

Reg No:

First name:

Lastname:

Gender:

Username:

Password

**SAVE**

**SEARCH**

**UPDATE**

**DELETE**

**CLOSE**

**Fig 3.4: Student Registration**

**3.5.3: Lecturer registration**

**This is the result achieved from the lecturer registration input**

**LECTURER REGISTRATION**

Lecturer\_Id:

First name:

Lastname:

Gender:

Username/Regno:

Password:

**SAVE**

**SEARCH**

**UPDATE**

**DELETE**

**CLOSE**

**Figure 3.5: Lecturer Registration**

**Fig 3.5 lecturer registration**

**3.5.4: Course Registration**

**This is the result achieved from the course registration input**

**SAVE**

**SEARCH**

**UPDATE**

**DELETE**

**CLOSE**

Course\_Id:

CourseTitle:

Course code:

**COURSE REGISTRATION**

**Fig 3.6: Course Registration**

**3.5.5: Class Registration**

**This is the result achieved from the class registration input**

**SAVE**

**SEARCH**

**UPDATE**

**DELETE**

**CLOSE**

**CLASS REGISTRATION**

Class\_Id:

Class Name:

**Fig. 3.7: Class Registration**

**3.5.6: Assignment**

**This is the result achieved from the Assignment input**

**SAVE**

**SEARCH**

**UPDATE**

**DELETE**

**CLOSE**

**ASSIGNMENT**

A\_Id:

Title

Question

Solution:

Score

**Fig. 3.8: Assignment**

**3.6: ONLINE ASSIGNMENT SUBMISSION SYSTEM FOR DEPARTMENT OF COMPUTER SCIENCE**

**Lecturer Registration Report**

**S/N LECTURERID FULLNAME GENDER USERNAME PASSWORD DATE**

**1 9999999999999 XXXXXXXX XXXXXX XXXXXXXX XXXXXXX xxxxxx**

**2 9999999999999 XXXXXXXX XXXXXX XXXXXXXX XXXXXXXX xxxxxxx**

**3 9999999999999 XXXXXXX XXXXXX XX XXXXX XXXXXXXX xxxxxx**

**Fig3.8 showing Lecturer Registration Report**

**3.6.2: ONLINE ASSIGNMENT SUBMISSION SYSTEM FOR DEPARTMENT OF COMPUTER SCIENCE**

**Student Registration Report**

**S/N STUDENTID FULLNAME GENDER USERNAME PASSWORDDATE**

**1 9999999999999 XXXXXXXX XXXXXXX XXXXXXX XXXXXXXX xxxxxx**

**2 9999999999999 XXXXXXXX XXXXXXX XXXXXXX XXXXXXXX xxxxxxx**

**3 9999999999999 XXXXXXXX XXXXXXX XXXXXXX XXXXXXXX xxxxxx**

**Fig3.9 showing Student Registration Report**

**3.6.3: ONLINE ASSIGNMENT SUBMISSION SYSTEM FOR DEPARTMENT OF COMPUTER SCIENCE**

**Course Registration Report**

**S/N COURSEID COURSECODE COURSETITLE**

**1 99999999999XXXXXXXX XXXXXXX**

**2 99999999999XXXXXXXX XXXXXXX**

**3 99999999999XXXXXXXX XXXXXXX**

**Fig 3.10 showing Course Registration Report**

**3.6.4: ONLINE ASSIGNMENT SUBMISSION SYSTEM FOR DEPARTMENT OF COMPUTER SCIENCE**

**Class Registration Report**

**S/N CLASSID CLASSNAME**

**1 99999999999XXXXXXXX**

**2 99999999999XXXXXXXX**

**3 99999999999XXXXXXXX**

**Fig 3.11 showing Class Registration Report**

**3.7 System Requirements**

System requirement is a combination of hardware and software components that makes work to be carried out. The system requirement for this research work is subdivided into Hardware and Software requirements.

**3.7.1 Hardware Requirements**

Hardware is the computer equipment and devices that are involved in the function of a computer system together with the software components. Hardware are the physical components of the computer system assembled together to interact with the software in order to form a composite system.

The minimum hardware requirements are:

1. CPU Pentium III (886 MHz) processor
2. 100MB available disks space
3. RAM (256MB)
4. 14’SVGA Colored Monitor
5. U.P.S 650va (uninterruptible power supply)
6. Hard Disk Drive (HDD) of 60GB

**3.7.2 Software Requirements**

Software is set of program modules needed to control and co-ordinate the activities of the hardware device of the computer system.

The software requirements are:

* Operating System (O/S) (e.g. Windows XP)
* Xammp
* Cascading Style Sheet (CSS)
* Hyper text Make up Language (HTML)
* Java Script
* Programming Hyper TextPre-processor (PHP)

**3.8 Choice of programming Language**

This project is design-using HTML, CSS, JAVA SCRIPT and PHP as the programming language for the front-end while the My SQL is used for the design of the database (back-end).

PHP is the web development language written by and for web developers. PHP stands for Programming Hyper Text Pre-processor. It is a robust server-side open source scripting language that is extremely flexible and very easy to learn.

**CHAPTER FIVE**

**SUMMARY, RECOMMENDATION AND CONCLUSION**

**5.0 Summary**

Throughout the development of student assignment submission management system, it can be seen that, the design of this project work will enhance the ego of any department in terms of reductions in human error and enhanced the assignment submission process and management of any the department.

Chapter one: this chapter entails the background study of our project.

Chapter two: this chapter entails the literature review of our project.

Chapter three: this entails the methodology and design of our project.

Chapter four: this entails the System testing and evaluation of our project.

Chapter five: this entails the final phase of our project and furthermore contains every information about our project.

**5.1 Conclusion**

It has been shown clearly that, manual method of saving file system lead to time consuming, roughness of work and also generates inadequate information. But these problems have been solved, with the help of computer to manage all work and information needed in the activities of computerized environment.

Also, with student assignment submission System, management of assignment in the department of computer science will be done in an efficient and effective way.

Finally, with the computerized system, department will spend less time in carry out their operation, and accurate manipulation of files would be carried out, with provision of adequate and reliable information.

**5.2 Recommendation**

It is recommended that the computerized system be adopted in the department of computer science that will help in time spend in management student assignment and it will avoid human error and duplication of files.

In order to ensure the long way of the newly designed system,

However, it is recommend that:

1. Anti-virus Application must be use ensure the safety of the system.
2. Cleaning of computer accessories, servicing and frequent maintenance should also be given priority.
3. The new system should be adopted by any department in the Kaduna polytechnic.

Above all, it will also be wise enough to make back-up copies of all database files on auxiliary storage device such as compact disk, flash drive so as to guide against loss of vital information that may occur during system breakdown.

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**APPENDIX**

<?php include('header\_dashboard.php'); ?>

<?php include('session.php'); ?>

<body background="admin/images/adminimage.jpg">

<?php include('navbar\_student.php'); ?>

<div class="container-fluid">

<div class="row-fluid">

<?php include('student\_message\_sidebar.php'); ?>

<div class="span6" id="content">

<div class="row-fluid">

<!-- breadcrumb -->

<ul class="breadcrumb">

<?php

$school\_year\_query = mysql\_query("select \* from school\_year order by school\_year DESC")or die(mysql\_error());

$school\_year\_query\_row = mysql\_fetch\_array($school\_year\_query);

$school\_year = $school\_year\_query\_row['school\_year'];

?>

<li><a href="#">Message</a><span class="divider">/</span></li>

<li><a href="#"><b>Inbox</b></a><span class="divider">/</span></li>

<li><a href="#">School Year: <?php echo $school\_year\_query\_row['school\_year']; ?></a></li>

</ul>

<!-- end breadcrumb -->

<!-- block -->

<div id="block\_bg" class="block">

<div class="navbar navbar-inner block-header">

<div id="" class="muted pull-left"></div>

</div>

<div class="block-content collapse in">

<div class="span12">

<form action="read\_message.php" method="post">

<div class="pull-right">

<button class="btn btn-info" name="read"><i class="icon-check"></i> Read</button>

Check All <input type="checkbox" name="selectAll" id="checkAll" />

<script>

$("#checkAll").click(function () {

$('input:checkbox').not(this).prop('checked', this.checked);

});

</script>

</div>

<ul class="nav nav-pills">

<li class="active"><a href="student\_message.php"><i class="icon-envelope-alt"></i>inbox</a></li>

<li class=""><a href="sent\_message\_student.php"><i class="icon-envelope-alt"></i>Send messages</a></li>

</ul>

<?php

$query\_announcement = mysql\_query("select \* from message

LEFT JOIN student ON student.student\_id = message.sender\_id

where message.reciever\_id = '$session\_id' order by date\_sended DESC

")or die(mysql\_error());

$count\_my\_message = mysql\_num\_rows($query\_announcement);

if ($count\_my\_message != '0'){

while($row = mysql\_fetch\_array($query\_announcement)){

$id = $row['message\_id'];

$id\_2 = $row['message\_id'];

$status = $row['message\_status'];

$sender\_id = $row['sender\_id'];

$sender\_name = $row['sender\_name'];

$reciever\_name = $row['reciever\_name'];

?>

<div class="post" id="del<?php echo $id; ?>">

<div class="message\_content">

<?php echo $row['content']; ?>

</div>

<div class="pull-right">

<?php if ($status == 'read'){

}else{ ?>

<input id="" class="" name="selector[]" type="checkbox" value="<?php echo $id; ?>">

<?php } ?>

</div>

<hr>

Send by: <strong><?php echo $row['sender\_name']; ?></strong>

<i class="icon-calendar"></i> <?php echo $row['date\_sended']; ?>

<div class="pull-right">

<a class="btn btn-link" href="#reply<?php echo $id; ?>" data-toggle="modal" ><i class="icon-reply"></i> Reply </a>

</div>

<div class="pull-right">

<a class="btn btn-link" href="#<?php echo $id; ?>" data-toggle="modal" ><i class="icon-remove"></i> Remove </a>

<?php include("remove\_inbox\_message\_modal.php"); ?>

<?php include("reply\_inbox\_message\_modal\_student.php"); ?>

</div>

</div>

<?php }}else{ ?>

<div class="alert alert-info"><i class="icon-info-sign"></i> No Message Inbox</div>

<?php } ?>

</form>

</div>

</div>

</div>

<!-- /block -->

</div>

});

return false;

});

});

</script>

<script>

/\* jQuery(document).ready(function(){

jQuery("#reply").submit(function(e){

e.preventDefault();

var id = $('.reply').attr("id");

var \_this = $(e.target);

var formData = jQuery(this).serialize();

$.ajax({

type: "POST",

url: "reply.php",

data: formData,

success: function(html){

$.jGrowl("Message Successfully Sent", { header: 'Message Sent' });

$('#reply'+id).modal('hide');

}

});

return false;

});

}); \*/

</script>

</div>

<?php include('create\_message\_student.php') ?>

</div>

<?php include('footer.php'); ?>

</div>

<?php include('script.php'); ?>

</body>

</html>