**DESIGN AND IMPLEMENTATION OF A COMPUTERIZED ASSIGNMENT SUBMISSION SYSTEM**

**(A CASE STUDY OF NACOSS OGITECH**)

SUBMITTED BY

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# TABLE OF CONTENTS

ACKNOWLEDGEMENT i

TABLE OF CONTENTS ii

LIST OF FIGURES vii

LIST OF TABLES ix

ABSTRACT x ABSTRAK xi

**Chapter 1.0 An Overview** 1

1.1 Introduction 1

1.2 Problem Statement 2

1.3 Objectives 3

1.4 Scope of Project 3

1.5 Expected Outcome 3

1.6 Project Significance 4

1.7 Project Outline 5

**Chapter 2.0 Literature Review** 6

2.1 Introduction 6

2.2 Background 6

2.3 Implementation Tools 7

7

2.3.2 JAVA 8

2.3.3 PHP 8

|  |  |
| --- | --- |
| 2.3.4 Apache Server | 9 |
| 2.3.5 Microsoft Personal Web Server | 9 |
| 2.3.6 Microsoft Information Internet Server(IIS) | 10 |
| 2.3.7 Macromedia Dreamweaver MX | 10 |
| 2.3.8 MySQL | 10 |
| 2.3.9 Microsoft Access | 11 |
| 2.4 Review of the Existing System | 11 |
| 2.4.1 F.S.K.T.M S.H.O.P Manual System | 11 |
| 2.4.2 The Hongkong Polytechnic University | 12 |
| 2.4.3 Celts : Monash University | 13 |
| 2.5 Comparison of Existing System | 14 |
| 2.6 Proposed System | 16 |
| 2.7 Conclusions | 17 |
|  |  |
| **Chapter 3.0 Methodology** | 18 |
| 3.2 Waterfall Model Methodology | 19 |
| 3.3 Waterfall Model Phases | 20 |
| 3.3.1 Phase 1: Planning Phase | 20 |
| 3.3.2 Phase 2: Analysis Phase | 20 |
| 3.3.3 Phase 3: Design Phase | 21 |
| 3.3.4 Phase 4: Build And Implement Phase | 21 |
| 3.3.5 Phase 5: Testing And Evaluate | 22 |
| 3.4 Conclusion | 22 |
|  |  |
| **Chapter 4.0 System Design** | 23 |

4.1 Introduction 23

4.2 Data Flow Diagram 23

4.2.1 Context Level Diagram 23

4.3 Data Flow Diagram Level 0 25

4.4 Data Flow Diagram Level 1 For Process 1 28

4.5 Data Flow Diagram Level 1 For Process 2 29

4.6 Data Flow Diagram Level 1 For Process 3 30

4.7 Data Flow Diagram Level 1 For Process 4 30

4.8 Data Flow Diagram Level 1 For Process 5 31

4.9 Data Flow Diagram Level 1 For Process 6 32

4.10 Data Flow Diagram Level 1 For Process 7 33

4.11 Entity Relationship Diagram 34

4.12 Database Design 34

4.13 Relational Table 39

4.14 Conclusions 40

**Chapter 5.0 System Implementation** 41

5.1 Introduction 41

5.2 Login Page 41

5.2.1 Operator Module Page 42

5.2.2 Assignment Form 42

5.2.3 Lecturer Module Page 43

5.3 Assignment Submission 44

5.4 Marked Assignment 44

5.5 Collected Assignment 45

5.6 Emails Student 46

5.7 Emails Lecturer 46

5.8 View Due Date Of Assignment 47

5.9 View Marked Assignment 47

5.10 View Collected Assignment 48

5.11 Add New Assignment 49

5.12 View Submission Record 49

5.13 Logout 50

**Chapter 6.0 System Testing and Evaluation** 51

6.1 Introduction 51

6.2 Functional Testing 51

6.3 System Testing 52

6.4 Login Process 52

6.5 Add/View Record 52

6.6 Send Emails to Students 53

6.7 View Records 54

6.8 Assignment ID and Student Assignment ID 54

6.9 Conclusion 55

**Chapter 7.0 Conclusion And Future Works** 56

7.1 Introduction 56

7.2 Further Works 56

7.3 Conclusion 57 **REFERENCES** 58

**BIBLIOGRAPHY** 60

**APPENDIX** 63

Appendix A : Sample Source Code 63

Appendix B: Gantt Chart 67

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | | **LIST OF FIGURES** | | | | | | | |  |
| **Figure 3-1** | | Waterfall Model | | | | | | | | **19** |
| **Figure 4-1** | | Computerized Assignment Submission System  For FSKTM Context Level Diagram | | | | | | | | **25** |
| **Figure 4-2** | | Computerized of Assignment Submission  System for FSKTM Level 0 Diagram | | | | | | | | **27** |
| **Figure 4-3** | | Computerized of Assignment Submission System  For FSKTM Level 1 Diagram for Process 1.0 | | | | | | | | **28** |
| **Figure 4-4** | | Computerized of Assignment Submission System  For FSKTM Level 1 Diagram for Process 2.0 | | | | | | | | **29** |
| **Figure 4-5** | | Computerized of Assignment Submission System  For FSKTM Level 1 Diagram for Process 3.0 | | | | | | | | **30** |
| **Figure 4-6** | | Computerized of Assignment Submission System  For FSKTM Level 1 Diagram for Process 4.0 | | | | | | | | **31** |
| **Figure 4-7** | | Computerized of Assignment Submission System  For FSKTM Level 1 Diagram for Process 5.0 | | | | | | | | **32** |
| **Figure 4-8** | | Computerized of Assignment Submission System  For FSKTM Level 1 Diagram for Process 6.0 | | | | | | | | **32** |
| **Figure 4-9** | | Computerized of Assignment Submission System  For FSKTM Level 1 Diagram for Process 7.0 | | | | | | | | **33** |
| **Figure 4-10** | | Computerized of Assignment Submission System  For FSKTM Entity Relationship Diagram | | | | | | | | **34** |
| **Figure 4-11** | | Relational Tables | | | | | | | | **40** |
| **Figure 5-1** | | Login Snapshots | | | | | | | | **41** |
| **Figure 5-2** | | Snapshot for Operator’s Page | | | | | | | | **42** |
| **Figure 5-3** Assignment Form  **Figure 5-4** Snapshot for Lecturer’s Page  **Figure 5-5** Assignment Submission  **Figure 5-6** Marked Assignment Snapshot  **Figure 5-7** Collected Assignment  **Figure 5-8** Emails Student Snapshot  **Figure 5-9** Emails Lecturer Snapshot  **Figure 5-10** View Date Line Snapshots  **Figure 5-11** View Marked Assignment Snapshots  **Figure 5-12** View Collected Assignment Snapshots | | | | | | | |  |  | **43**  **43**  **44**  **45**  **45**  **46**  **46**  **47**  **48**  **48**  **49**  **50**  **50** |
| **Figure 5-11**  **Figure 5-12**  **Figure 5-13** | | Add New Assignment | | | |  |  |
| View Submission Records | | |  |
| Logout Snapshot |  |  |
|  |  |
|  | |

# LIST OF TABLES

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Table 1-1** | Comparison of Review Systems and Proposed System | | | |  | **15** |
| **Table 4-1** | Staff Login |  |  |  |  | **35** |
| **Table 4-2** | Staff |  |  |  |  | 3**6** |
| **Table 4-3** | Course |  |  |  |  | **36** |
| **Table 4-4** | Student |  |  |  |  | **37** |
| **Table 4-5** | Submission |  |  |  |  | **37** |
| **Table 4-6** | Marked Assignment |  |  |  |  | **38** |
| **Table 4-7** | Collected Assignment |  |  |  |  | **38** |
| **Table 4-8** | Tasks |  |  |  |  | **39** |
| **Table 4-9** | Enroll |  |  |  |  | **39** |

# ABSTRACT

*A good system is needed to manage the submission of student assignment at the university. The manual system needs to be replaced with the computerized system to give more convenience to the student and the lecturer. When students hand over their assignment the operator will keep the records of the submission details. Emails will be sent to the students to verify their submission. The same goes for the marked and collected assignment. In addition, the lecturer will be informed to check the submission records of the students. By doing this, the assignment is always kept in safe condition after the submission. The proposed system also helps lecturer to keep track of their student submission. The lecturer can check the time of submission and enable the student to collect their assignment after being marked. This system will improve the management of student assignment at the institution.*

**CHAPTER 1: AN OVERVIEW**

## 1.1 Introduction

This project is about designing and developing a client/server system to computerize assignment submission process in NACOSS (OGITECH). This system allows student to submit their assignment to the submission point and the system will record the information about the submitted assignment: Matric No, course code, assignment’s number and due date & time. The collection of the assignment is passed to the lecturer for the marking process. After finished marking, the lecturer passed the marked assignment to the submission point. The operator at the submission point will key in the submission code into the system one more time. The system is able to connect to the email server of lecturers and students to alert them on the current status of the submission process.

This system is important to replace the manual system that is used at NACOSS now. By developing this system, it is expected to overcome the problems of manual system that being used. The development of this system is needed because it provide a systematic method in managing the submission of student assignment’s. The deliverables are including client interface, client program, server interface, server program.

The aim of this system is to help the student and lecturer in submission their assignment processes. The student can ensure that their assignment is handed safely to the system and the lecturer at the same time knows that their students hand over their assignment on time since there are records for every process.

## 1.2 Problem Statement

The problems arises from the manual system used at the NACOSS OGITECH S.H.O.P is that it has no record about the time of the student hand over their assignment. Due to this, some of the student might hand in their assignment later than the due time. Some of the assignment are lost after the student hand in them to the S.H.O.P. It is hard to search for the lose assignment because there is no record of who may responsible for taking it. The lecturer does not know whether all of his or her student has submits their assignment because there are lots of assignmentto be collected. The lecturer find out about which student does not submit their works only after he or she finishes marking the assignment. By this time it was too late to know what exactly happens. After the lecturer finish marking the assignment and return it back, some student does not get their assignment back because they could find it anymore since anyone can take it.

## 1.3 OBJECTIVES

The main objective of this project is to create a paperless environment and automated system by developing a Computerized Assignment Submission System for NACOSS OGITECH. In addition to assist the student, it also reduces unnecessary workload of lecturers.

Other objectives of the project are as follows:

1. To make sure the student submit their assignment on time and safely.
2. To help the lecturer know whether his or her student has submit their assignment on time as required and find out who does not submit their assignment.
3. To let the student know that the lecturers have received their assignment safely and when the lecturer finish marking it, they can collect it again.
4. To avoid the loss of assignment after the lecturer finish marking it, only the student can take his or her own assignment.
5. To give a room for interaction among the lecturals and students also, among the students

## 1.4 Scope of Project

The scope for the computerized assignment submission system is at the NACOSS OGITECH. The students hand in their assignment to the S.H.O.P before the due time. The operator at the S.H.O.P will collect the assignment. The operator will pass all of the assignment to the lecturers to be marked. After the lecturers finish marking them, they passed the assignment back to the operator at the S.H.O.P. The collection of the assignment will be kept at the S.H.O.P. The student can collect their assignment from the operator at the S.H.O.P.

## 1.5 Expected Outcome

The computerized assignment submission system will provide the following procedures to replace the manual system.

1. The system will record the information about the submitted assignment: student’s name, student’s ID, lecturer name, assignment’s /project’s number, assignment’s/project’s title, due date, and submission code.
2. Email will be sent to verify that the lecturer have received the student assignment.
3. The collection of assignment is passed to the lecturer for the marking process. The system alerts the lecturer by an email sent automatically stating the submission status.
4. After the lecturer finished marking, the operator will key in the submission code one more time into the system.
5. An email will be sent to tell the student that their assignment has been finished mark by the lecturer and they can collect them at the S.H.O.P.
6. The system will keep the record after the students have collected their assignment.

## 1.6 Projects Significance

The computerized assignment submission system has lot of benefits for the student and the lecturer. A good system is needed to manage the submission of student assignment. The manual system needs to be replaced with the computerized system to give more convenience to the student and the lecturer.

By implementing this system, it helps the student to overcome the problem of losing their assignment after they already submit it. And also to make sure the student can collect their assignment after the lecturer has finished marking it. The student has to be punctual to hand over their assignment or else they will have a record of late of submission. This is important to encourage the student to be punctual all the time. This system helps the lecturer to make sure that the students have already submitted their assignment on time. This system also detects which students do not hand in their assignment yet. Since the lecturer has to handle lots of student’s assignment, this system helps saving the lecturer’s time.

## 1.7 Outline of Project Report

This report is divided into 7 chapters:

i. Chapter 1: An overview of the proposed system. Explain the general description of the proposed system ii. Chapter 2: The existing system that has similarity with the proposed system and the comparison among them. iii. Chapter 3: Contain the methodology that will be used to develop the system. iv. Chapter 4: Explanation of how the proposed system is designed.

v. Chapter 5: Implementation of the proposed system in FSKTM. vi. Chapter 6: Testing and evaluate the proposed system. vii. Chapter 7: Conclusion of the proposed system and further extension that can be made on the system.

**CHAPTER 2**

**LITERATURE REVIEW**

## 2.1 Introduction

There are many system can be developed in order to manage the student records.

Some of the institutional 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.

Some of the implementation tools can be used are HTML, JAVASCRIPT,CSS, and PHP. The client­ server architecture is needed to develop the computerized system.

## 2.2 Background

NACOSS ASM is a place where the student can submit their assignment. Students put their assignment inside the pigeonhole that has been assigned for each subject. The lecturer collects the assignmentfrom the S.H.O.P after the due time of submission. After finished marking them, the lecturer put it back at the ASM to be collected by the student. Instead, they have to hand over the assignment to the lecturer room.

## 2.3 Implementation Tools

There are many implementation tools can be used to develop a computerized system for this project. This is a client and server system which server searches the data and sends it back to the client. As a matter of fact a client server system is a special case of a co­operative computer system. All such systems are characterized by the use of multiple processes that work together to form the system solution.

### 2.3.1 JAVASCRIPT

The JAVA programming language helps write more powerful programs that run in the browser, from the desktop, on a server, or on a consumer service. JAVA programs are on program called JAVA Virtual Machine JAVAVM. JAVA is web­ enabled and network savvy.

JAVA’s client­server library is easy to use because ordinary mortals can do network programming. It has automatic memory management. JAVA is rich with powerful standards libraries (http://www.corewebprogramming.com).

JAVA technology has grown that include the portfolio of specialized platforms such as JAVA2 Platform, Standard Edition and JAVA2 Platform, Enterprise Edition.

### 2.3.3 PHP

PHP is a server scripting language. It stands for PHP: Hypertext Preprocessor. Programs in PHP are included in amongst the normal text of HTML pages. These programs executed by a PHP enabled WWW server. The PHP is based on C language in UNIX environment.

Its flexibility and relatively small learning curve (especially programmers who have a background in C, Java, or Perl) make it one of the most popular scripting languages around (K.Glass, 2004).

The advantage of PHP is the inclusion of a very a very large number of library routines including oracle and MySQL. PHP was a legitimate development solution and began to be used for commercial web site.

### 2.3.4 Apache Server

Apache Web server is one of the most popular Web server. Its main job is to parse any file requested by a browser. Then it will display the correct results based on the code within the file. It works best in UNIX environments, but it runs well under Windows. It can be used to host a Web site to the general public, or a company­wide intranet. It makes use of third­party modules.

Apache is a great Web server. It is extremely quick and amazingly stable (Bulger,

2004).

### 2.3.7 Macromedia Dreamweaver MX

Macromedia Dreamweaver MX is the next generation of Macromedia’s leading design and development platform. It is the integration of top­notch design tools and great server­side programming functionality. It can create sophisticated data­driven applications. Using the tools it provides, information such as text can be entered directly onto the page and then customizing the working environment.

### 2.3.8 MySQL

MySQL is the most popular open source SQL database that is free or many uses. MySQL is a relational database management system in which basically means that it can store data in separate tables.

Its acceptance was aided in part by the variety o other technologies such as PHP, Java, Perl, Python, and the like that have encouraged its use through stable, well documented modules and extensions (Converse, 2004).

It is a non­procedural language, user specifies what must be done but does not have to know the physical storage format and activities take place. It allows user to create table structures and database as well as defined access rights to database.

## 2.4 Review of the Existing System

### 2.4.1 The NACOSS ASM Manual System

The manual system is very simple but it is not safe. When the students hand over their assignment to the AMS they put it into the pigeonhole. Even if they submit their assignment late the lecturer could not detect it. And sometimes students claim that they already submit their assignment, but when the lecturer collects them at the AMS, the assignmentcould not be found. It hard to find out the truth since there is no proves.

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. Most of the time lecturer will put the assignment at the AMS again and the student can take them back. There is another problem occurs because some student could not find their assignment at the AMS. This is because somebody else might take the assignment.

By developing computerized assignment submission system these problem can be solved. The system will have a record of the time when the student submit their assignment, the confirmation that the lecturer have collect the student assignment, and also a record of the student who already takes back their assignment.

Some of the assignment and project require many interactions between the students and lecturers. These processes can be very extensive and will eventually become uncontrollable due to the size of students, workload and different deadlines.