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

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

SUBMITTED BY

HCSF/15/

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# ABSTRACT

*A good system is needed to manage the submission of student assignment/project 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/project 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/project. In addition, the lecturer will be informed to check the submission records of the students. By doing this, the assignment/project 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/project after being marked. This system will improve the management of student assignment/project at the institution.*

**CHAPTER 1: AN OVERVIEW**

## 1.1 Introduction

This project is about designing and developing a client­server system to computerize assignment/project submission process in FSKTM. This system allows student to submit their assignment or project to the submission point (S.H.O.P) and the system will record the information about the submitted assignment/project: student’s name, student’s ID, lecturer name, assignment’s /project’s number, assignment’s/project’s title, due date, and submission code. The collection of the assignment/project is passed to the lecturer for the marking process. After finished marking, the lecturer passed the marked assignment/project 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 S.H.O.P 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/project’s. The deliverables are including client interface, client program, server interface, server program, and email alert program.

The aim of this system is to help the student and lecturer in submission their assignment/project processes. The student can ensure that their assignment/project is handed safely to the system and the lecturer at the same time knows that their students hand over their assignment/project 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/project. Due to this, some of the student might hand in their assignment/project later than the due time. Some of the assignments/projects are lost after the student hand in them to the S.H.O.P. It is hard to search for the lose assignments/projects 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/project because there are lots of assignment/projects to 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/Project 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:

i. To make sure the student submit their assignment on time and safely. ii. 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. iii. To let the student know that the lecturers have received their assignment/project safely and when the lecturer finish marking it, they can collect it again. iv. To avoid the loss of assignment/project after the lecturer finish marking it, only the student can take his or her own assignment/project.

## 1.4 Scope of Project

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

## 1.5 Expected Outcome

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

1. The system will record the information about the submitted assignment/project: 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/project.
3. The collection of assignment/project 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/project.

## 1.6 Projects Significance

The computerized assignment/project submission system has lot of benefits for the student and the lecturer. A good system is needed to manage the submission of student assignment/project. 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/project 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/project 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/project. Students put their assignment/project inside the pigeonhole that has been assigned for each subject. The lecturer collects the assignments/projects from 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/project 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/project to the AMS they put it into the pigeonhole. Even if they submit their assignment/project late the lecturer could not detect it. And sometimes students claim that they already submit their assignment/project, but when the lecturer collects them at the AMS, the assignments/projects could 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/project 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/project. Most of the time lecturer will put the assignment/project at the AMS again and the student can take them back. There is another problem occurs because some student could not find their assignment/project at the AMS. This is because somebody else might take the assignment/project.

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