NAMES**: ZIGIRUMUGABE pacifique**
REG no: 221020448
CLASS no: 67
PROJECT NAME**: ONLINE HOSTELS MANAGEMENT**

OUR PROJECT PLANNING

An online hostel management project was a system that we have created to track and assign rooms, making operations more efficient and accurate

An online hostel management system ensures that record management and flawless execution of administrative tasks such as managing hostel applications, registration forms, allotments of

rooms, fees management, mess payment management, disciplinary issues and easy communication with students and parents

Actually aim and objectives to build such software is to build an application program to reduce the manual work for managing the rent, allots, Beds and hostels. It tracks all the details about

the hostel, rooms, payment. Provides the searching facilities based on various factors. Such as rent, hostel, rooms and payment.

DESIGN

In early phase of our project we introduced features, structures and criteria's for success and major deliverables are planned out. The aim is to develop one or more designs
That can be used to achieve the desired project goals.
The way our software is designed in a way that it will solve the problems that early challenged the students while registraling there hostels.
Despite that there are also some other technical and functional requirements that user must full fill to have an interaction to our system,
Among them includes the following below:
-user generates account
-user allow the hostel staff members or guardians to scan's the student's id and access its profile.
-user has permission of renewing the student's registration
-user shall
-generate the users profile containing the following information users account no, full name, phone no& room no.
-User must allow the warden to add new users to the system data base.
-user must allow putting hold on a room if any room is not available at the moment.
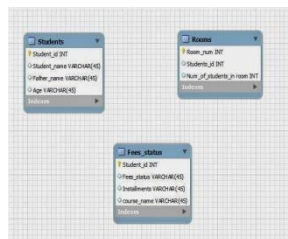 After designing our system we've also introduced the way on how user shall interact to our system
 In our home page we have sign up option this is for new student here system will require him/her to create new account
To access the system, for second option we have sign in option this is for admin (warden) who actual have an account.
 So after those procedures the user will be able to interact with our system freely.
 Where by student will be able to full fill his credentials and become registered in any hostel basing on choice.

DEVELOPMENT

The above figure show how our data base is constructed, our basic target is to keeep students in hostels with different angles such that their room number , fees status ,their course name can be many more,just as mentioned in a picture above to show the abstract view it can be extendedand reduced according to requirementsand thinking during the designing of the project.
To build our system we focused on making features that are friendly to user in case he /she will be interacting to the system.
The front end is that layer above the back end and it includes all soft ware or hard ware that is a part of user interface .human or digital users interact directly with various aspects
Of the front end of program, including user entered data programs, websites and other features.
We tried to design our back end in a way that is friendly to user, and is flexible.
For back end we enhance codes that are update so that our system must be updated more easily,
For instance we enhanced enough local storage capacity so that no problem of storage will ever exist in it, we have also designed our system in way that users are able to update,
Delete, or clear their information, our back end has property of access every page of it no matter what page you are using.

TESTING

While we were introducing with our project we faced challenges either for back end part and front end side but, as we tried hard we find the solution
Major of the challenges we faced some time included the way to design our front en so that it will be friendly to user we also had have challenge of back end. But as we accessed more platforms and see how it runt we collected errors and completed our task,
To fix the challenges we used related projects to that of us and see how was designed from scratch and used it as reference.
So far, we have good progress and our project is running well.

DEPLOYMENT

For installation of projects in our machines, we used JDK, XXAMP and as well net beans16; we were also required to create the data base which worked as storage, where all information's are being kept. The performance was truly Awesome since we cared a lot about features we used in our software design as we mentioned above.
We also had have deployed a single document type, models and overall project definition were made available for use.