Project Report

On

ONLINE SECURITY GUARD HIRING SYSTEM

Submitted in partial fulfillment of the requirements for the award of degree of

M.Sc (INFORMATION TECHNOLOGY)

TO

SHANTI DEVI ARYA MAHILA COLLEGE

DINANAGAR

Submitted To:-

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ACKNOWLEDGEMENT

With deep sense of gratitude, We express our sincere thanks and obligation to our esteemed guide Ms. Neha Saini (Assistant Professor). It is because of her able and mature guidance and co-operation without which it would not have been possible for us to complete our project. We would also like to thank Dr. Deepak Jyoti, HOD, Post Graduate Deptt. of Comp Sc. & IT, Shanti Devi Arya Mahila College, Dinanagar for providing the institute with an environment where one can use her intellect and creativity to develop something fruitful and also for allowing us the opportunity to experience dynamic professional environment during our Training. This environment facilitated us in pursuing this project.

It is our pleasant duty to thank all the staff members of the Computer Department for their time to time suggestions.

Finally, We would like to thank the almighty and our parents for their moral support and our friends with whom we shared our day-to-day experience and received lots of suggestions that improved our quality of work.

Isha Sabharwal

20862127601

Jagriti Sharma

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CERTIFICATE OF APPROVAL

This is certify that the project report entitled **ONLINE SECURITY GUARD HIRING SYSTEM** submitted to Shanti Devi Arya Mahila College, Dinanagar in partial fulfillment of the requirement for the award of degree of M.Sc (Information Technology) is an authentic and original work carried out by Isha Sabharwal (20862127601) and Jagriti Sharma (20862127624) under my guidance and supervision. The Post Graduate Deptt. of Comp Sc. & IT has accepted the report as the fulfillment of the requirements for the degree of Master of Science (Information Technology). No part of this report has been submitted to any other College/University for the reward of any Degree to the best of my knowledge.

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(Project Supervisor)
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Dinanagar

DECLARATION

We hereby declare that this project report on "OnlineSecurity Guard hiring System" which is being submitted in partial fulfillment of the Training Programme of M.Sc (Information Technology) to Shanti Devi Arya Mahila College,Dinanagar, is the result of the work carried out by us, under the guidance of Ms. Neha Saini (Assistant Professor), Shanti Devi Arya Mahila College, Dinanagar

Isha Sabharwal

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Abstract

This project manages the details of security guards and provide job to them it is also beneficial for those who search security guards online.

Introduction

"Online Security Guard Hiring System" is a web-based technology which manages security guards details. In this project it is easy to get security guards for any farm or individual only by filling one form and get response quickly by admin. When user fill the security guard required form they get booking number by which they search what is status of their security booking. This web application provides a way to effectively control record & track the booking application and security guard details.

An "Online Security Guard Hiring System" effectively manages and handles all the functioning of a security hiring farms. The software system can store the data of security guard and booking application.

Online Security Guards Hiring System is developed using PHP with MySQLi extension. It's a web-based application used to hire security guards.

Advantages:

- It helps the security farms to handle and manage guard details and booking details of guards.
- Reduce time consumption.
- Reduce error scope.

- All system managements are automated.
- Centralized database management.
- Easy operations for operator of the system.
- No paper work requirement.

Disadvantages:

- The system can only handle Single security farms.

Applications:

- To be used in security farms.

Feasibility study

Whenever we design a new system, normally the management will ask for a feasibility report of the new system. The management wants to know the technicalities and cost involved in creation of new system.

- Technical feasibility
- Economic feasibility
- Physical feasibility

Technical feasibility:

Technical feasibility involves study to establish the technical capability of the system being created to accomplish all requirements to the user. The system should be capable of handling the proposed volume of data and provide users and operating environment to increase their efficiency.
For example, system should be capable of handling the proposed volume of data and provide users.

Economic feasibility:

Economic feasibility involves study to establish the cost benefit analysis. Money spent on the system must be recorded in the form of benefit from the system. The benefits are of two types:

Tangible benefits:

- Saving man labor to do tedious tasks saves time.
-

Intangible benefits:

- Improves the quality of organization.

Physical feasibility:

It involves study to establish the time responses of the new system being created. For e.g., if the new system takes more than one day to prepare crucial finance statement for the management, wherever it was required in an hour, the system fails to provide the same.

It should be clearly establish that the new system requirements in the form of time responses would be completely met with. It may call for increase in cost. If the required cost is sacrificed then the purpose of the new system may not be achieved even if it was found to be technically feasible.

Scope of the Project

The proposed system will affect or interface with the security guards and user who search security guards.

The system works and fulfills all the functionalities as per the proposed system.

It will provide reduced response time against the queries made by different users.

This project is based on PHP language with MYSQL database manages the details of security guards and provide job to them it is also beneficial for those who search security guards online.

All possible features such as verification, validation, security, user friendliness etc have been considered.

This project has two modules i.e. admin and user.

User Module
Hiring Form: In this section, users can fill out the form to fire the guards.
Request Status: In this section, users can check the status of guard requests.
Admin Module
Secure Admin Login

Admin Setting: In this section, Admin can update the profile details, and change their password.
Dashboard: In this section, Admin briefly views the listed security guards, Total hiring requests, New requests, Accepted requests, and Rejected requests.

Security Guards: In this Section, Admin can Add security guards, edit the added guard info, and also delete the guard record.
Hiring Booking Requests: In this Section, Admin can view all, new, rejected, and accepted requests and take the appropriate action.
Hiring Report: In this section, the admin can view the hiring request in a particular period.
Search Request: In this section, Admin can search the request by booking no, name, and mobile number also.
Admin can also recover their password.

Software & Hardware requirements

- ✓ Any Version of browser after Mozilla Firefox 4.0, Internet Explorer 6.0,chrome

Hardware requirements:

- ✓ Any processor after Pentium 4.
- ✓ Any version of Windows XP or later.
- ✓ Processor speed: 2.0 GHz
- ✓ RAM : 1GB
- ✓ Hard disk: 40GB to 80 GB

Software requirements:

- ✓ Database : MySQL
- ✓ Server : Apache
- ✓ Frontend : HTML
- ✓ Scripting Language : JavaScript
- ✓ IDE : Sublime
- ✓ Technology : PHP

System Design

Design is the first step in the development phase for any techniques and principles for the purpose of defining a device, a process or system in sufficient detail to permit its physical realization.

Once the software requirements have been analyzed and specified the software design involves three technical activities - design, coding, implementation and testing that are required to build and verify the software.

The design activities are of main importance in this phase, because in this activity, decisions ultimately affecting the success of the software implementation and its ease of maintenance are made. These decisions have the final bearing upon reliability and maintainability of the system. Design is the only way to accurately translate the customer's requirements into finished software or a system.

Design is the place where quality is fostered in development. Software design is a process through which requirements are translated into a representation of software. Software design is conducted in two steps. Preliminary design is concerned with the transformation of requirements into data

Unified Modelling Language Diagrams (UML):

- The unified modelling language allows the software engineer to express an analysis model using the modelling notation that is governed by a set of syntactic semantic and pragmatic rules.
- A UML system is represented using five different views that describe the system from distinctly different perspective. Each view is defined by a set of diagram, which is as follows.

User Model View

i. This view represents the system from the users perspective.

ii. The analysis representation describes a usage scenario from the end-users perspective**.**

Structural model view

- ◆ In this model the data and functionality are arrived from inside the system.
- ◆ This model view models the static structures.

Behavioural Model View

- ◆ It represents the dynamic of behavioural as parts of the system, depicting the interactions of collection between various structural elements described in the user model and structural model view.

Implementation Model View

- In this the structural and behavioural as parts of the system are represented as they are to be built.

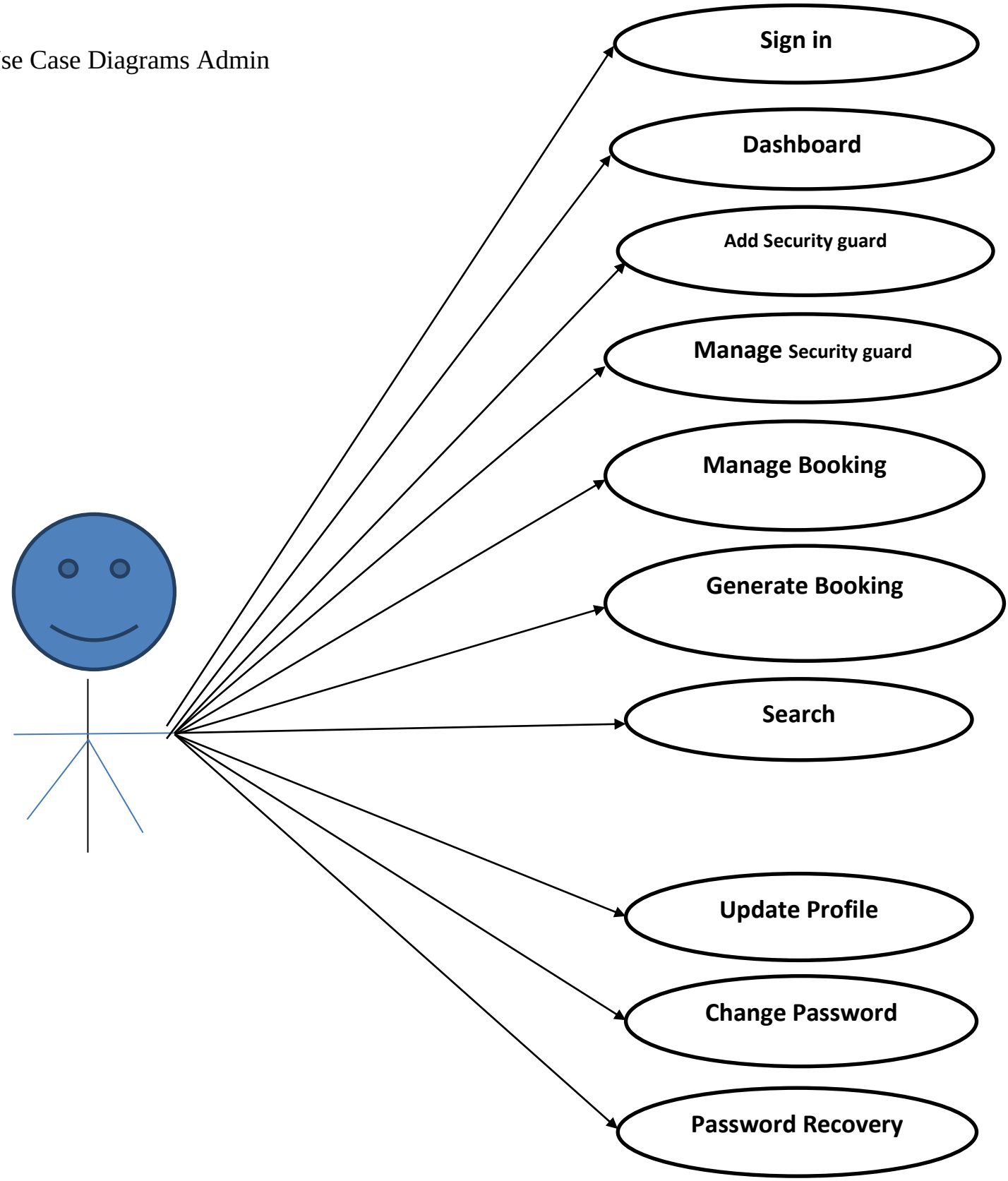
Environmental Model View

In this the structural and behavioural aspects of the environment in which the system is to be implemented are represented.

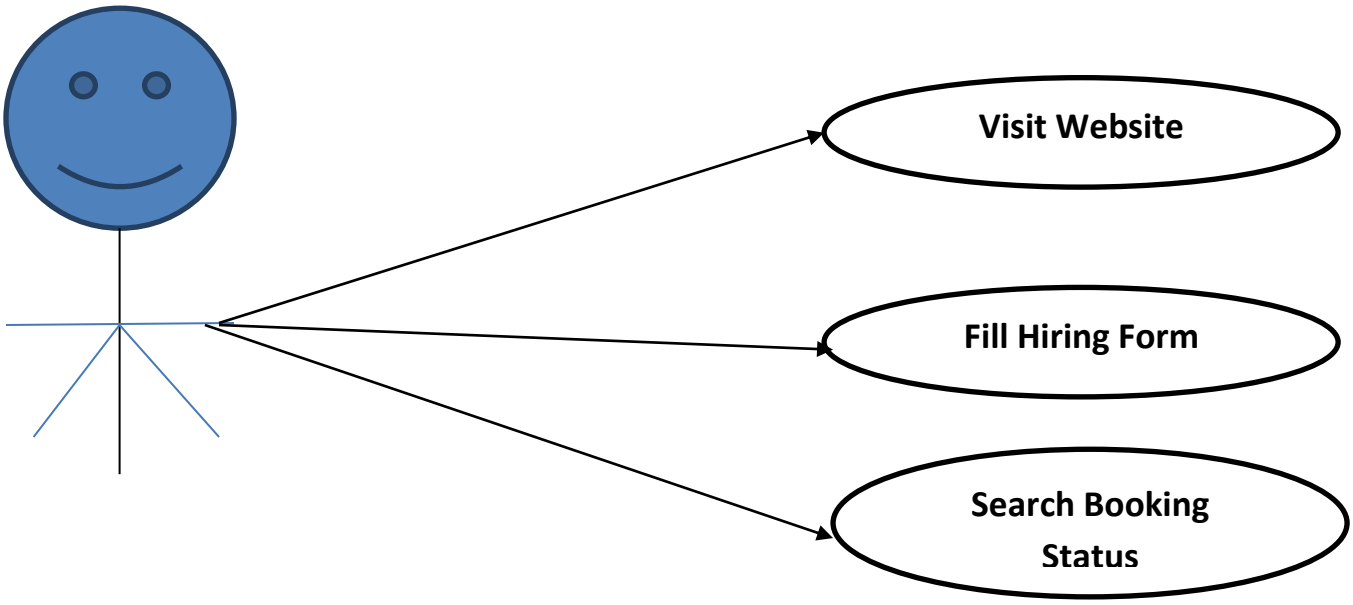
UML is specifically constructed through two different domains they are

- UML Analysis modelling, which focuses on the user model and structural model views of the system?
- UML design modelling, which focuses on the behavioural modelling, implementation modelling and environmental model views**.**

Use Case Diagrams Admin



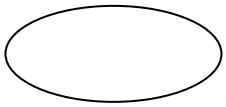
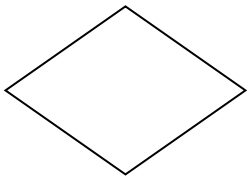
Use Case Diagrams User



ENTITY-RELATIONSHIP Diagrams

E-R (Entity-Relationship) Diagram is used to represents the relationship between entities in the table.

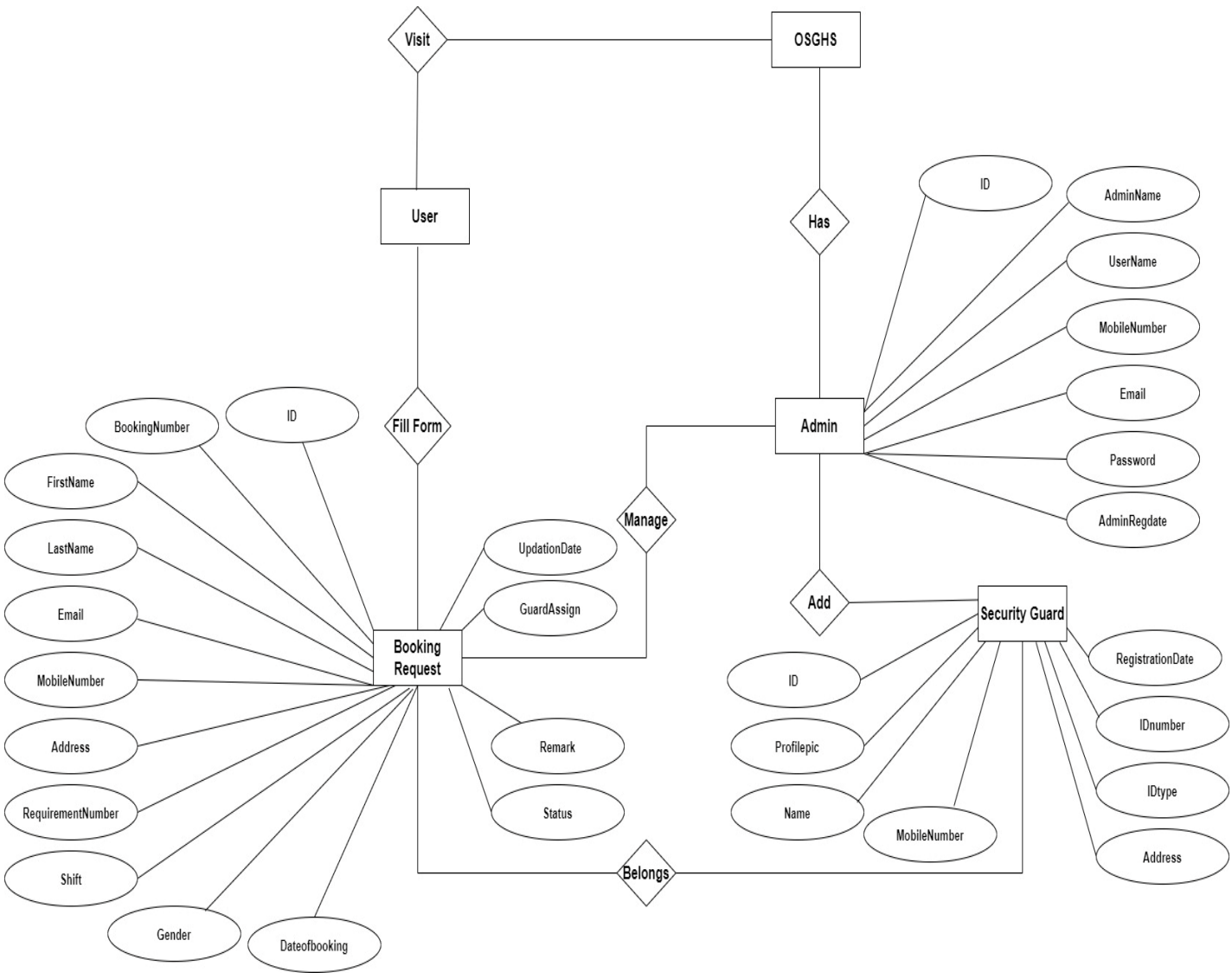
The symbols used in E-R diagrams are:

SYMBOL	PURPOSE
	Represents Entity sets.
	Represent attributes.
	Represent Relationship Sets.
_____	Line represents flow

Structured analysis is a set of tools and techniques that the analyst.

To develop a new kind of a system:

The traditional approach focuses on the cost benefit and feasibility analysis, Project management, and hardware and software selection a personal considerations.


Visit
OSGHS
User
Has
ID
AdminName
UserName
MobileNumber
Email
Password
AdminRegdate
Fill Form
Admin
BookingNumber
ID
FirstName
LastName
Email
MobileNumber
Address
RequirementNumber
Shift
Gender
Dateofbooking
Manage
UpdationDate
GuardAssign
Booking Request
Remark
Status
Add
Security Guard
ID
Profilepic
Name
MobileNumber
RegistrationDate
IDnumber
IDtype
Address
Belongs

Data Flow Diagrams

A Data Flow Diagram (DFD) is a traditional visual representation of the information flows within a system. A neat and clear DFD can depict the right amount of the system requirement graphically. It can be manual, automated, or a combination of both.

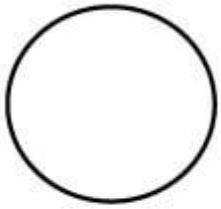
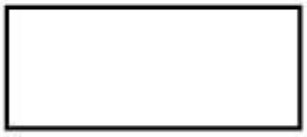
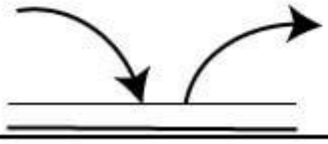
It shows how data enters and leaves the system, what changes the information, and where data is stored.

The objective of a DFD is to show the scope and boundaries of a system as a whole. It may be used as a communication tool between a system analyst and any person who plays a part in the order that acts as a starting point for redesigning a system. The DFD is also called as a data flow graph or bubble chart.

The following observations about DFDs are essential:

1. All names should be unique. This makes it easier to refer to elements in the DFD.
2. Remember that DFD is not a flow chart. Arrows is a flow chart that represents the order of events; arrows in DFD represents flowing data. A DFD does not involve any order of events.
3. Suppress logical decisions. If we ever have the urge to draw a diamond-shaped box in a DFD, suppress that urge! A diamond-shaped box is used in flow charts to represents decision points with multiple exists paths of which the only one is taken. This implies an ordering of events, which makes no sense in a DFD.
4. Do not become bogged down with details. Defer error conditions and error handling until the end of the analysis.

Standard symbols for DFDs are derived from the electric circuit diagram analysis and are shown in fig:

Symbol	Name	Function
	Data flow	Used to Connect Processes to each , other , to sources or Sinks; te arrow head indicates direction of data flow.
	Process	Perfroms Some transformation of Input data to yield output data.
	Source of Sink (External Entity)	A Source of System inputs or Sink of System outputs.
	Data Store	A repository of data; the arrow heads indicate net inputs and net outputs to store.

Symbols for Data Flow Diagrams

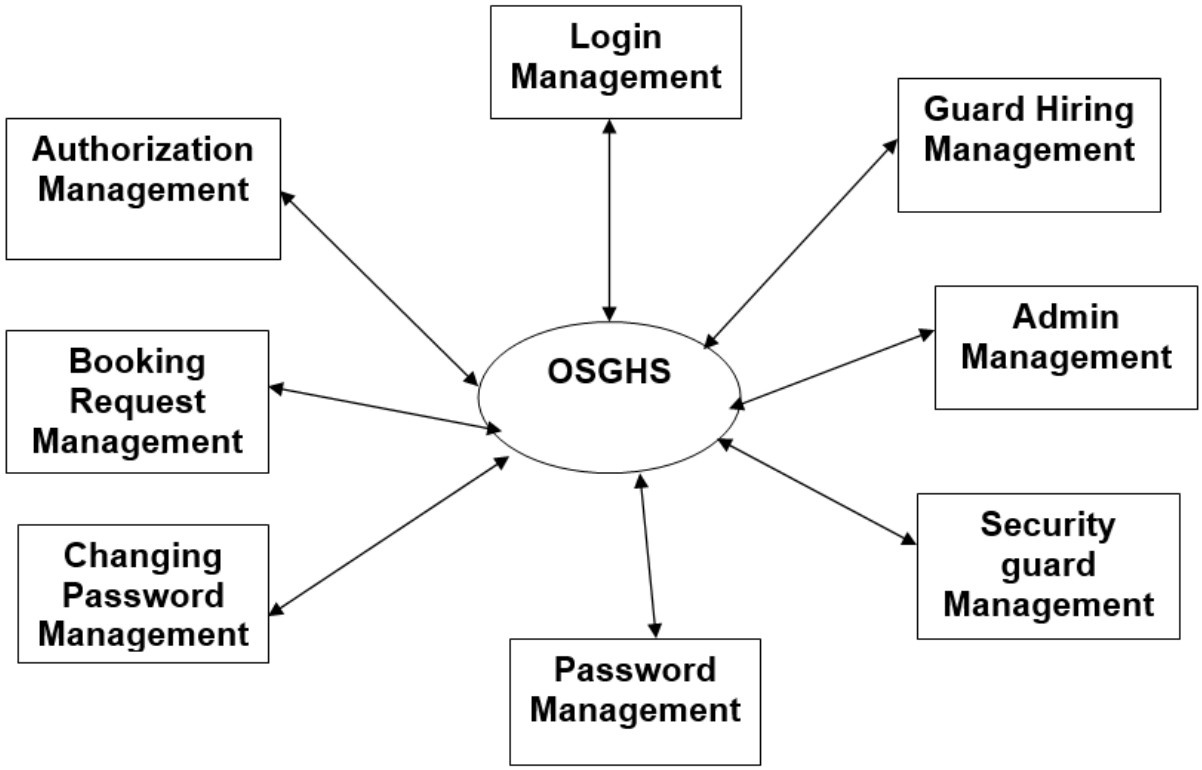
Circle: A circle (bubble) shows a process that transforms data inputs into data outputs.

Data Flow: A curved line shows the flow of data into or out of a process or data store.

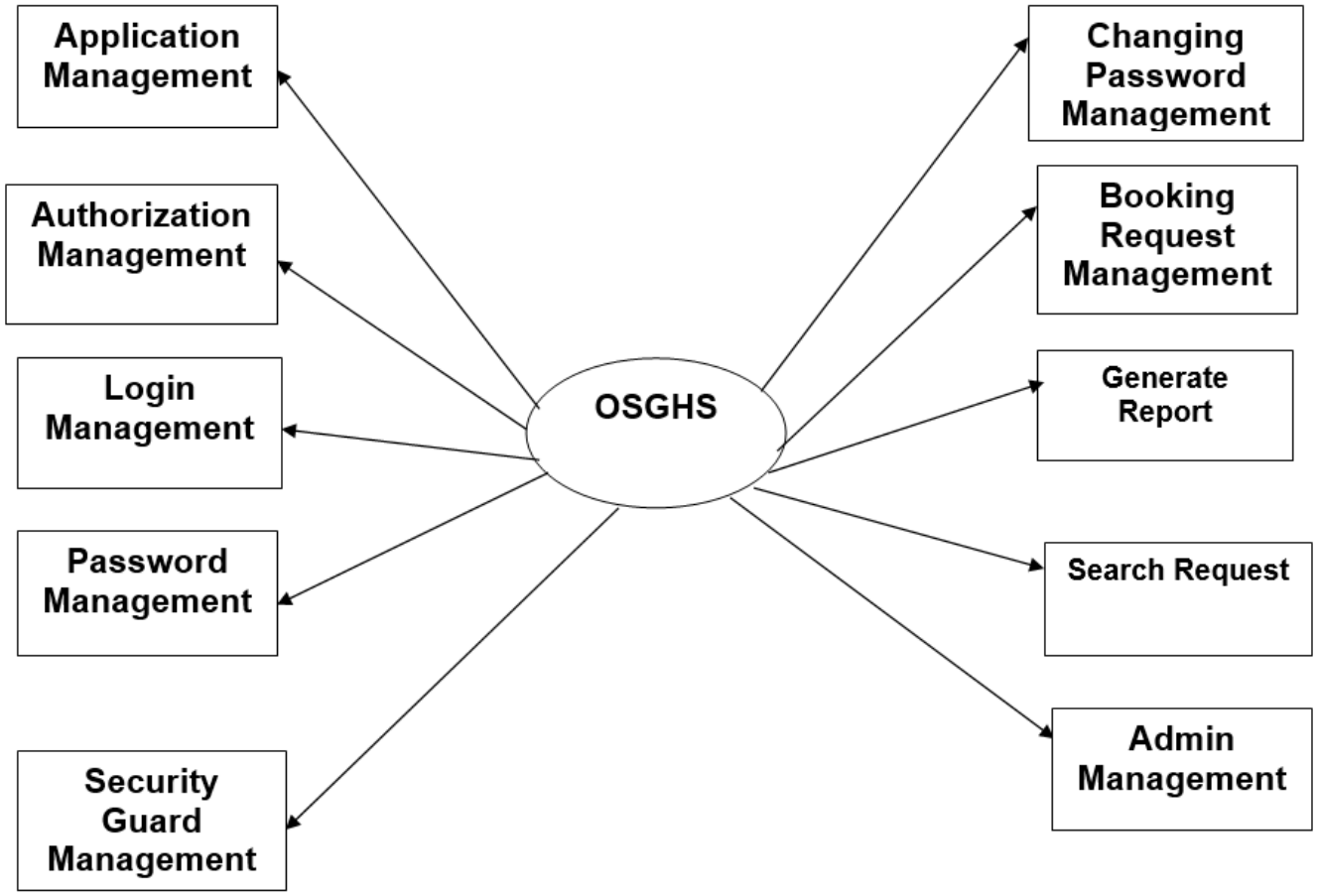
Data Store: A set of parallel lines shows a place for the collection of data items. A data store indicates that the data is stored which can be used at a later stage or by the other processes in a different order. The data store can have an element or group of elements.

Source or Sink: Source or Sink is an external entity and acts as a source of system inputs or sink of system outputs.

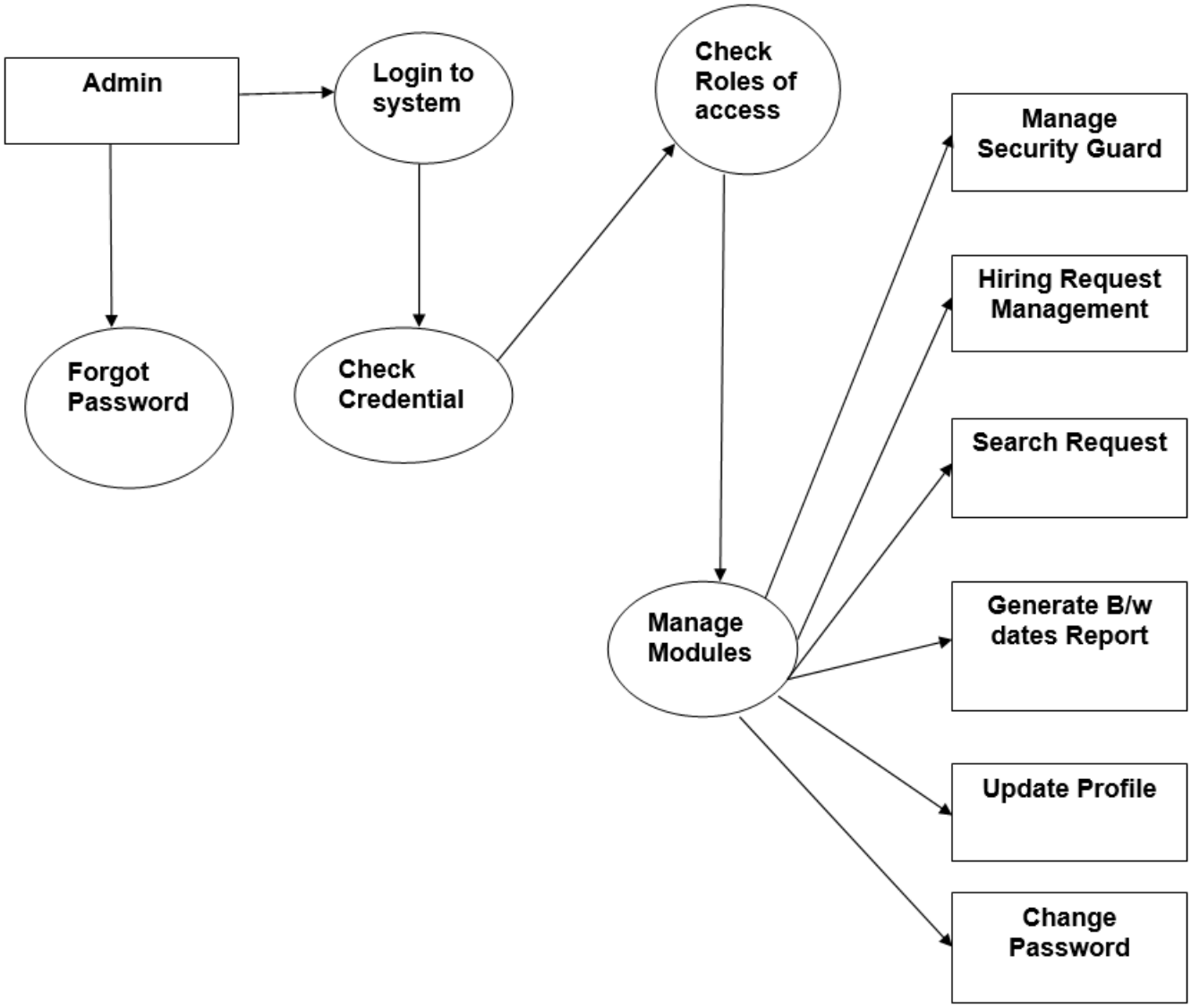
Zero Level DFD



First Level DFD



Second Level DFD



Database Design

The data in the system has to be stored and retrieved from database. Designing the database is part of system design. Data elements and data structures to be stored have been identified at analysis stage. They are structured and put together to design the data storage and retrieval system.

A database is a collection of interrelated data stored with minimum redundancy to serve many users quickly and efficiently. The general objective is to make database access easy, quick, inexpensive and flexible for the user. Relationships are established between the data items and unnecessary data items are removed. Normalization is done to get an internal consistency of data and to have minimum redundancy and maximum stability. This ensures minimizing data storage required, minimizing chances of data inconsistencies and optimizing for updates. The MS Access database has been chosen for developing the relevant databases.

“Online Security Guard Hiring System” (OSGHS) contains three MySQL tables :

tbladmin table Structure : This table store the admin login and personal Details.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	AdminName	varchar(120)	utf8mb4_general_ci		Yes	*NULL*		
3	UserName	varchar(120)	utf8mb4_general_ci		Yes	*NULL*		
4	MobileNumber	bigint(10)			Yes	*NULL*		
5	Email	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
6	Password	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
7	AdminRegdate	timestamp			Yes	current_timestamp()		

tblguard table Structure : This table store ticket detail of security guard.

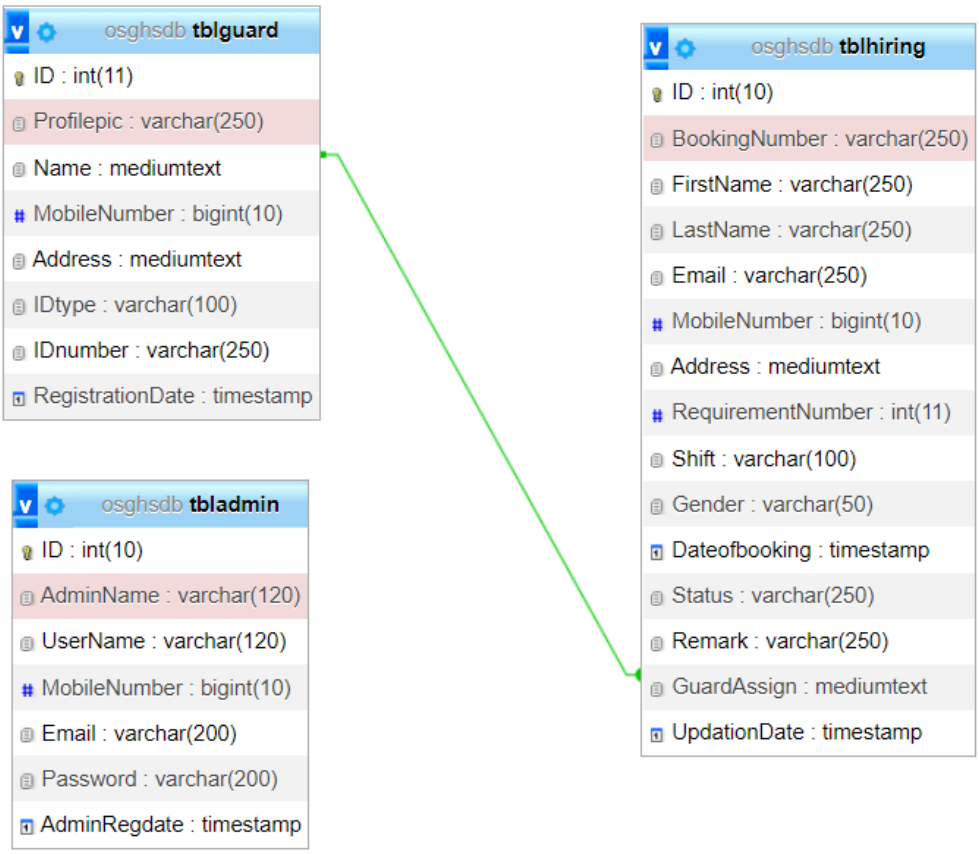
#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(11)			No	*None*		AUTO_INCREMENT
2	Profilepic	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
3	Name	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
4	MobileNumber	bigint(10)			Yes	*NULL*		
5	Address	mediumtext	latin1_swedish_ci		Yes	*NULL*		
6	IDtype	varchar(100)	latin1_swedish_ci		Yes	*NULL*		
7	IDnumber	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
8	RegistrationDate	timestamp			Yes	current_timestamp()		

tblhiring table Structure : This table store security guard booking detail.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	BookingNumber	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
3	FirstName	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
4	LastName	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
5	Email	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
6	MobileNumber	bigint(10)			Yes	*NULL*		
7	Address	mediumtext	latin1_swedish_ci		Yes	*NULL*		
8	RequirementNumber	int(10)			Yes	*NULL*		
9	Shift	varchar(100)	latin1_swedish_ci		Yes	*NULL*		
10	Gender	varchar(50)	latin1_swedish_ci		Yes	*NULL*		
11	Dateofbooking	timestamp			Yes	current_timestamp()		
12	Status	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
13	Remark	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
14	GuardAssign	mediumtext	latin1_swedish_ci		Yes	*NULL*		
15	UpdationDate	timestamp			Yes	*NULL*		ON UPDATE CURRENT_TIMESTAMP()

Class Diagram:

The class diagram shows a set of classes, interfaces, collaborations and their relationships.



System Testing

SOFTWARE TESTING TECHNIQUES:

Software testing is a critical element of software quality assurance and represents the ultimate review of specification, designing and coding.

TESTING OBJECTIVES:

1. Testing is process of executing a program with the intent of finding an error.

2. A good test case design is one that has a probability of finding an as yet undiscovered error.

3. A successful test is one that uncovers an as yet undiscovered error.

These above objectives imply a dramatic change in view port.
Testing cannot show the absence of defects, it can only show that software errors are present.

There are three types of testing strategies

1. Unit test
2. Integration test
3. Performance test

Unit Testing:

Unit testing focuses verification efforts on the smallest unit of software design module. The unit test is always white box oriented. The tests that occur as part of unit testing are testing the module interface, examining the local data structures, testing the boundary conditions, execution all the independent paths and testing error-handling paths.

Integration Testing:

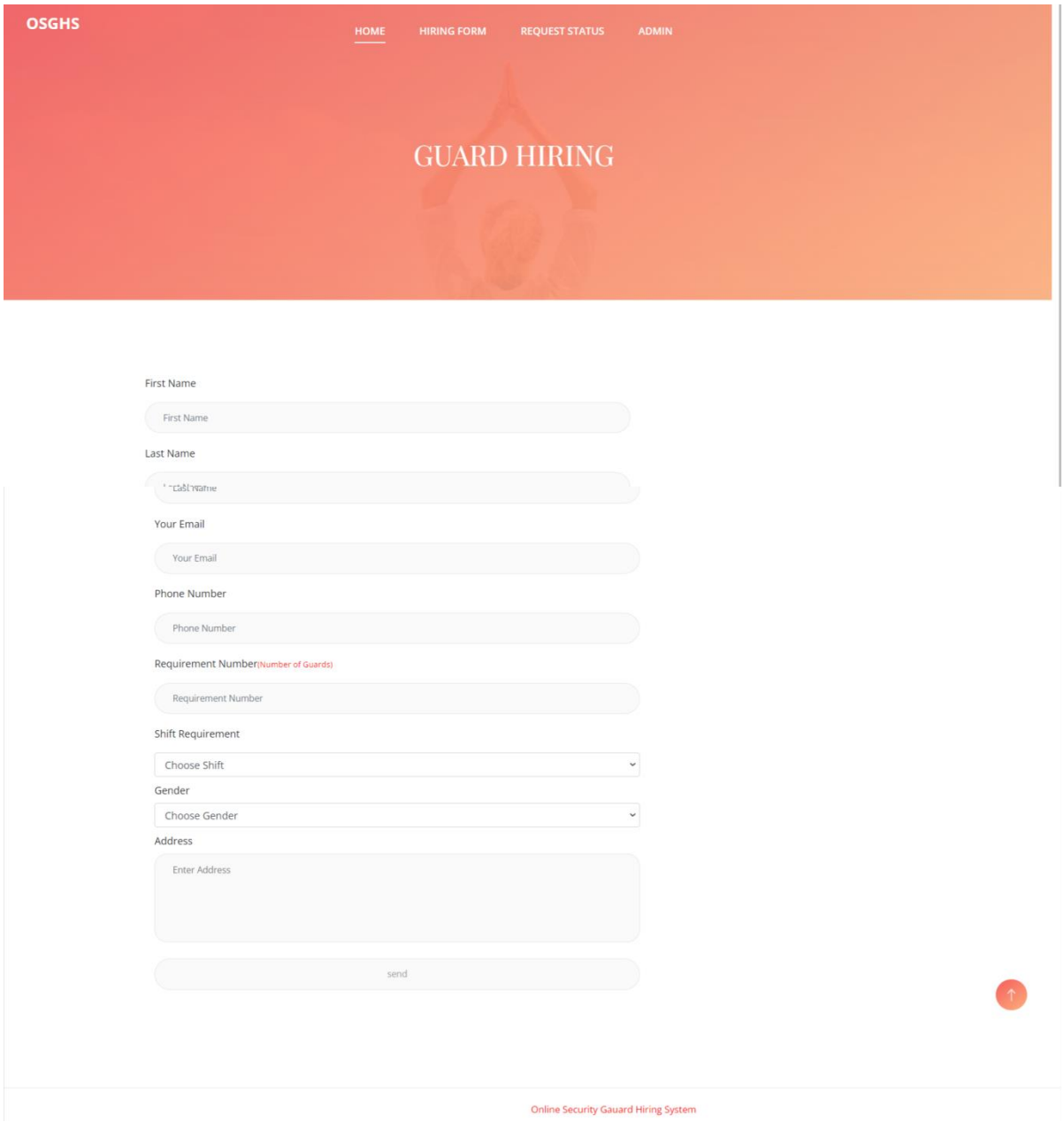
Integration testing is a systematic technique or construction the program structure while at the same time conducting tests to uncover errors associated with interfacing. Scope of testing summarizes the specific functional, performance, and internal design characteristics that are to be tested. It employs top-down testing and bottom-up testing methods for this case.

Performance Testing:

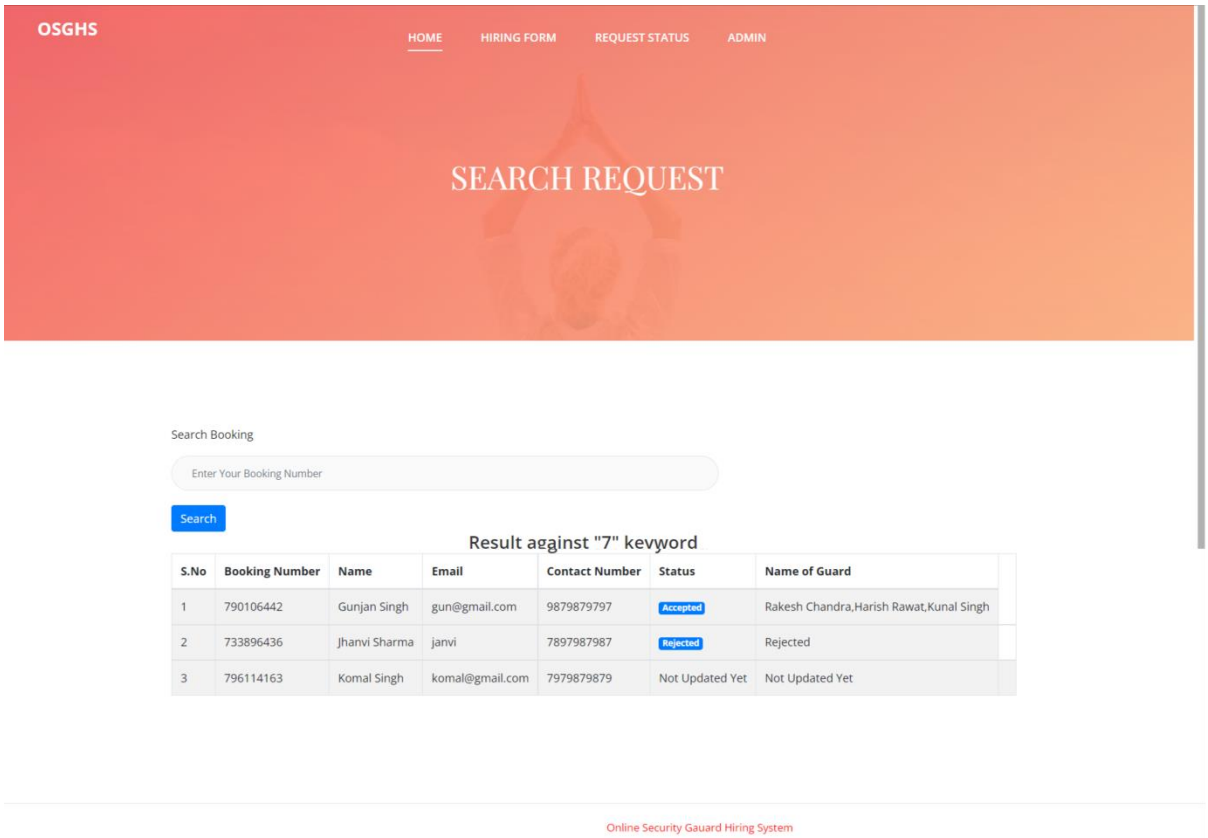
Timing for both read and update transactions should be gathered to determine whether system functions are being performed in an acceptable timeframe.

Output Screen of Project

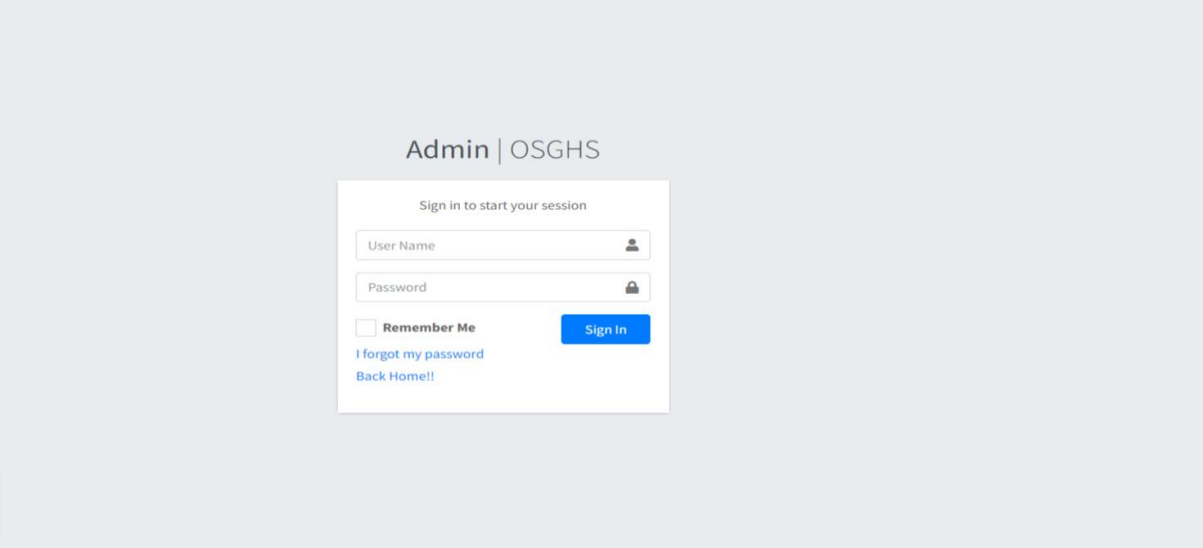
Hiring Form



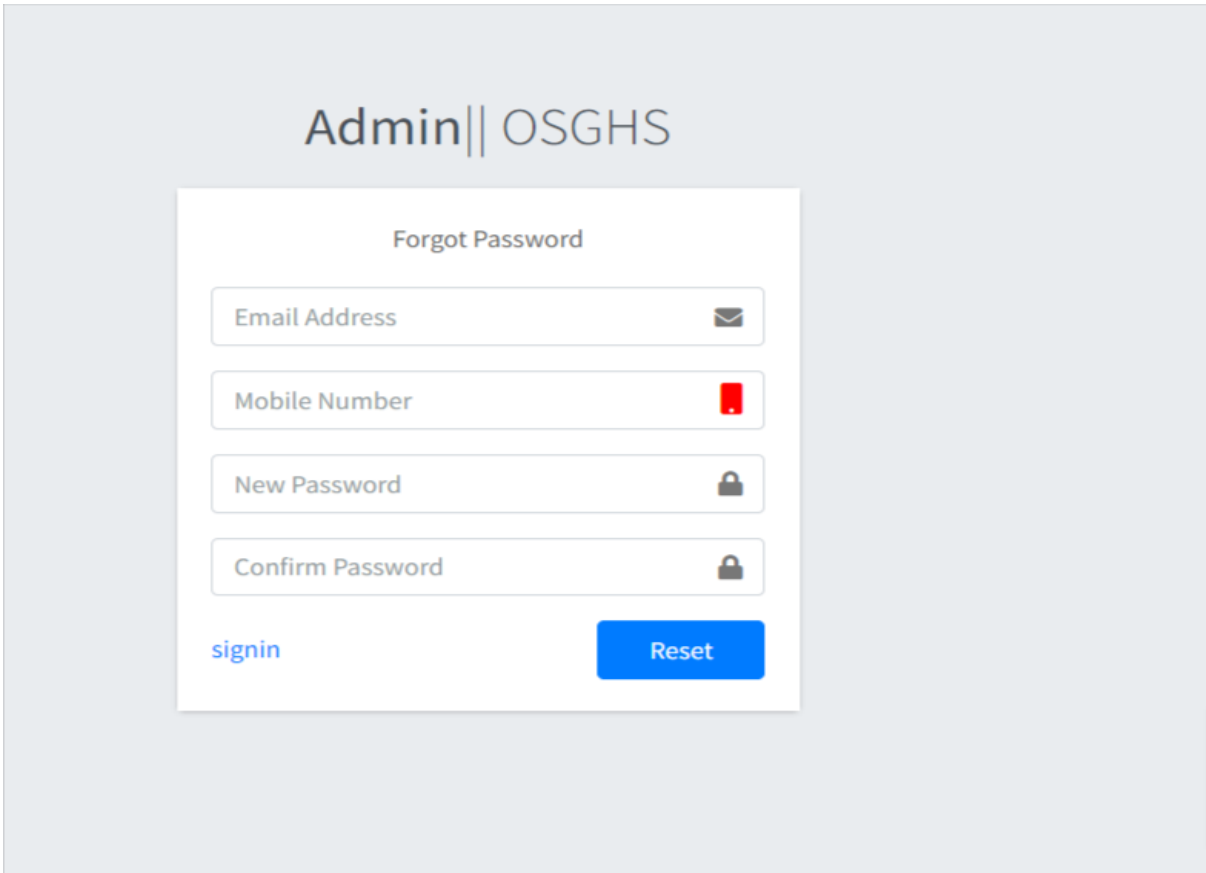
Search Hiring Request Status



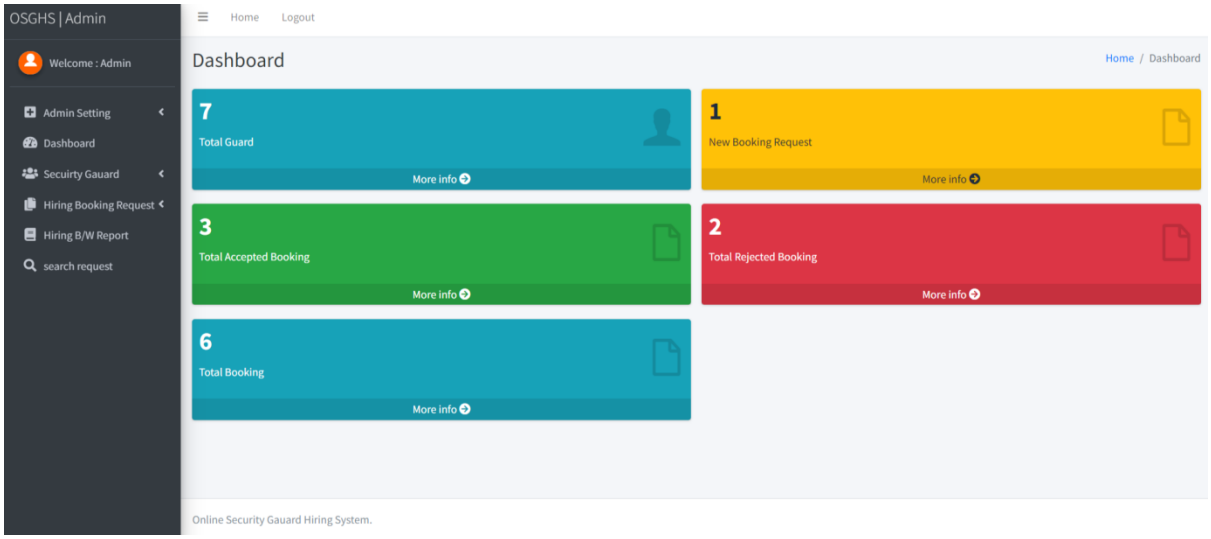
Admin Login



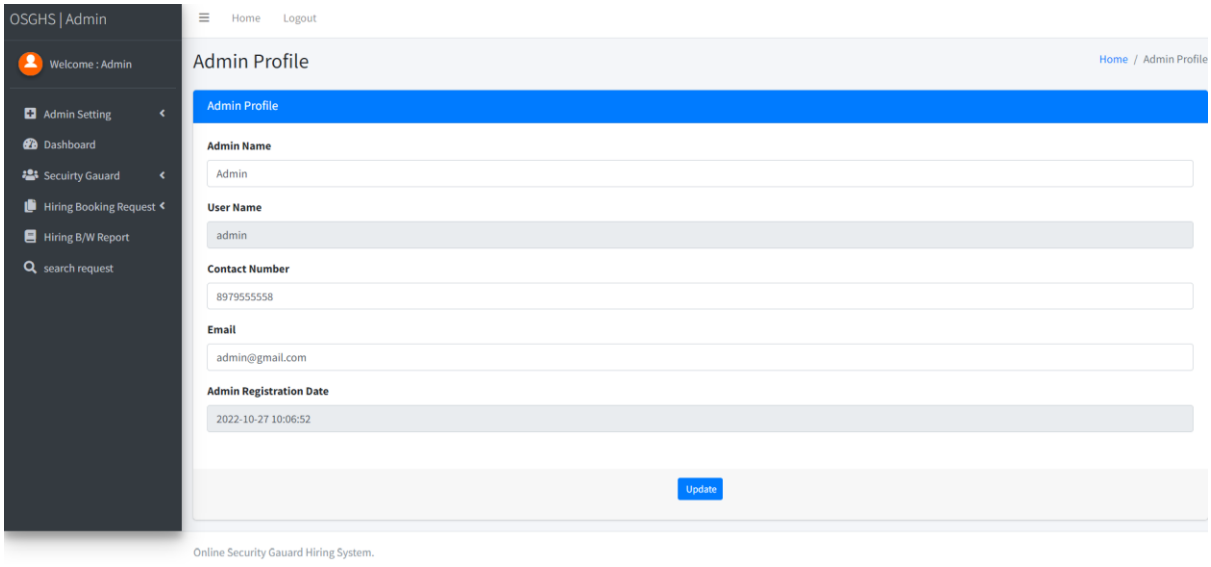
Forgot Password



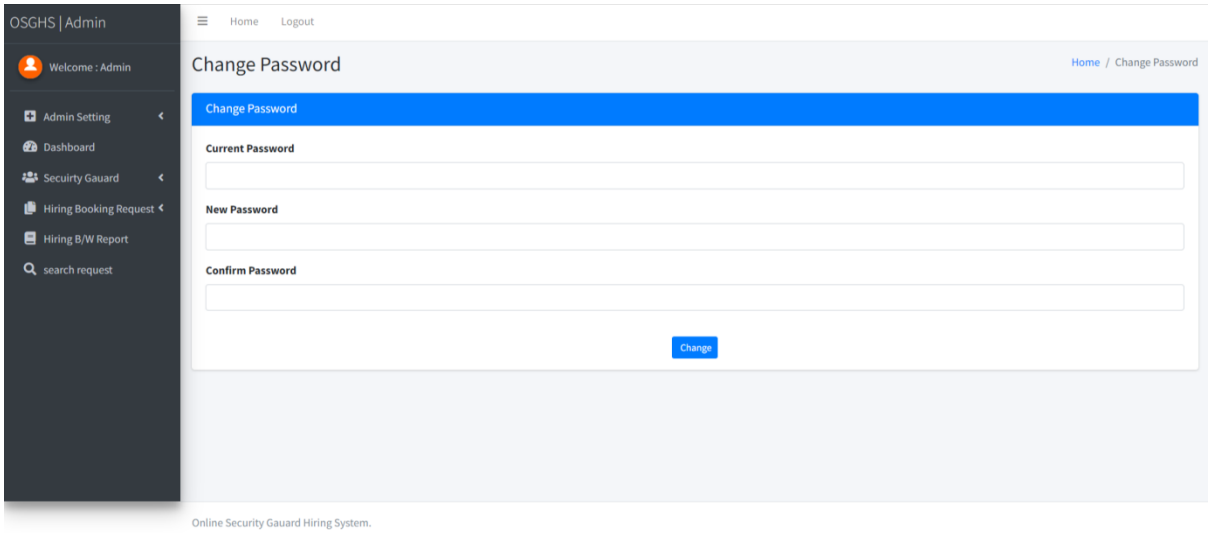
Dashboard



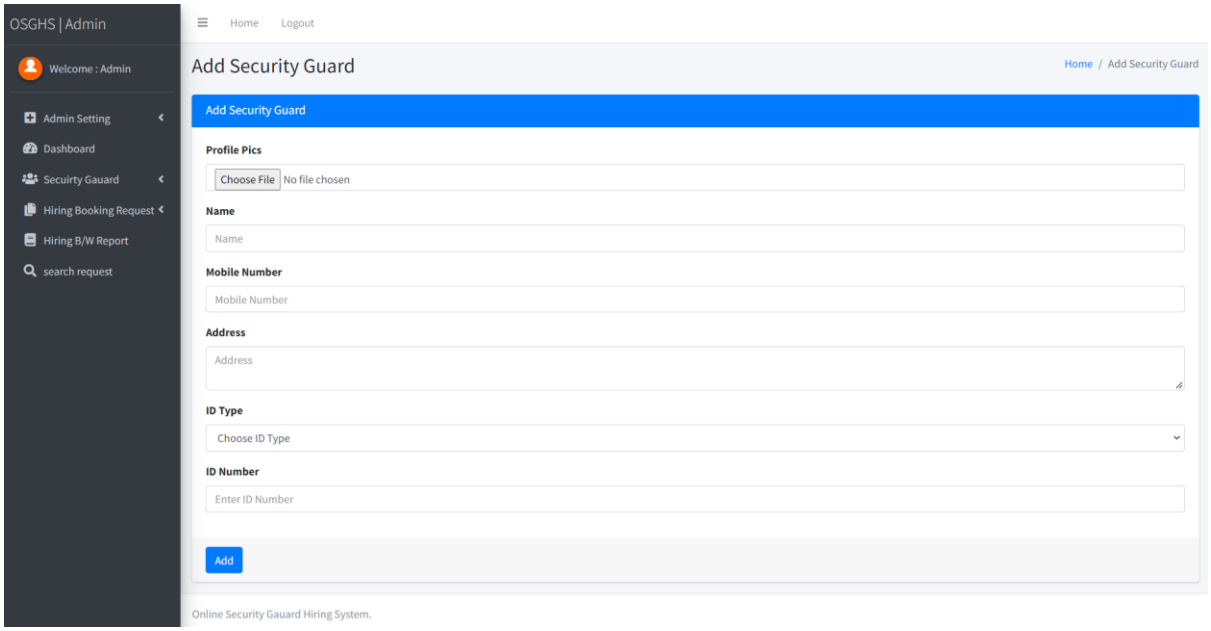
Admin Profile



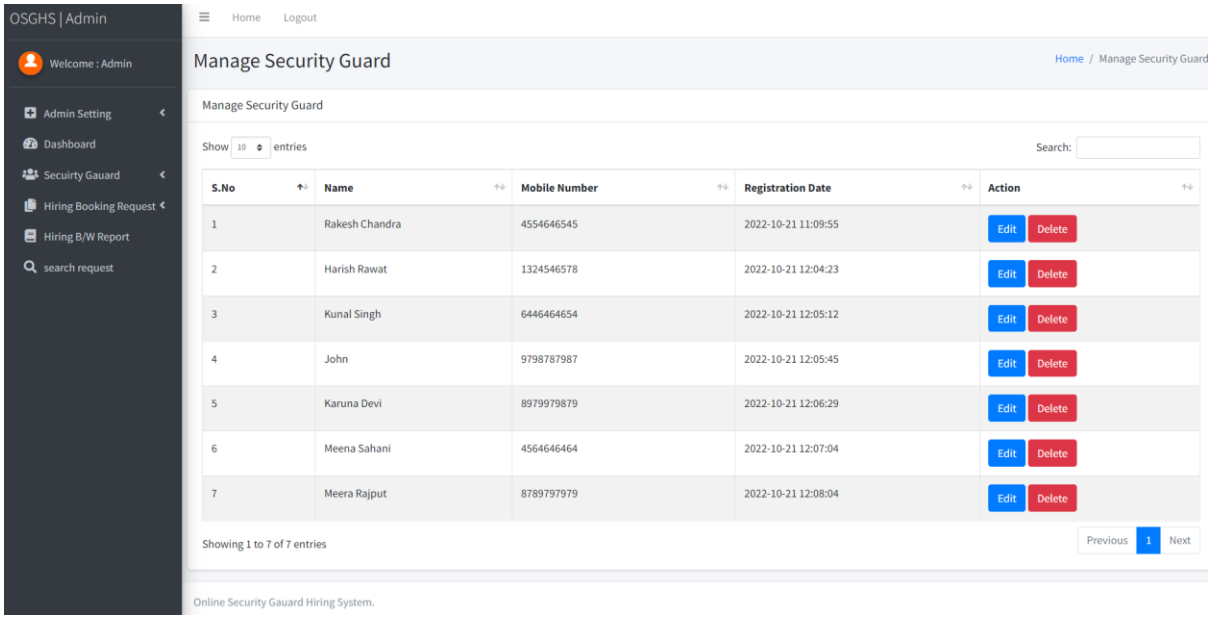
Change Password



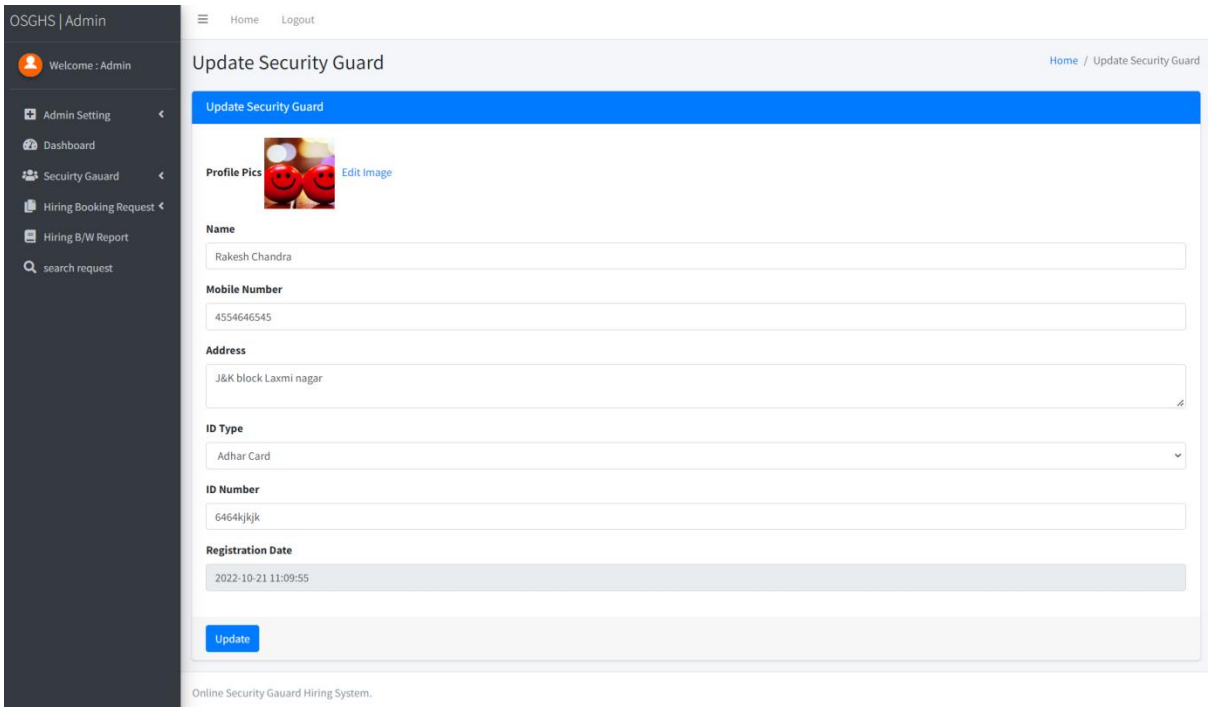
Add Security Guard



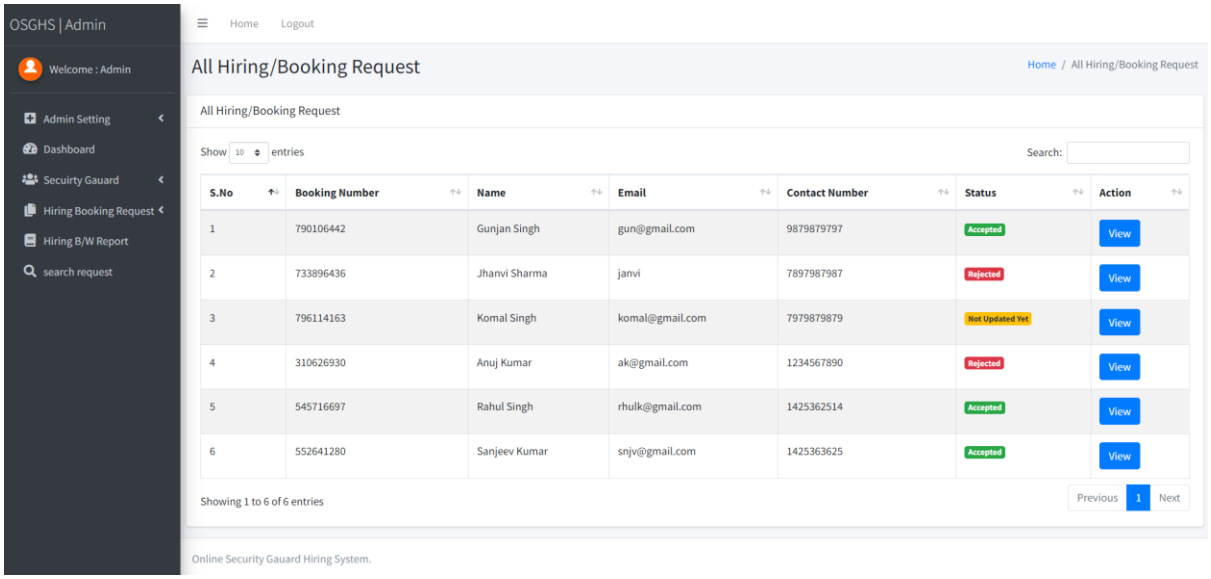
Manage Security Guard



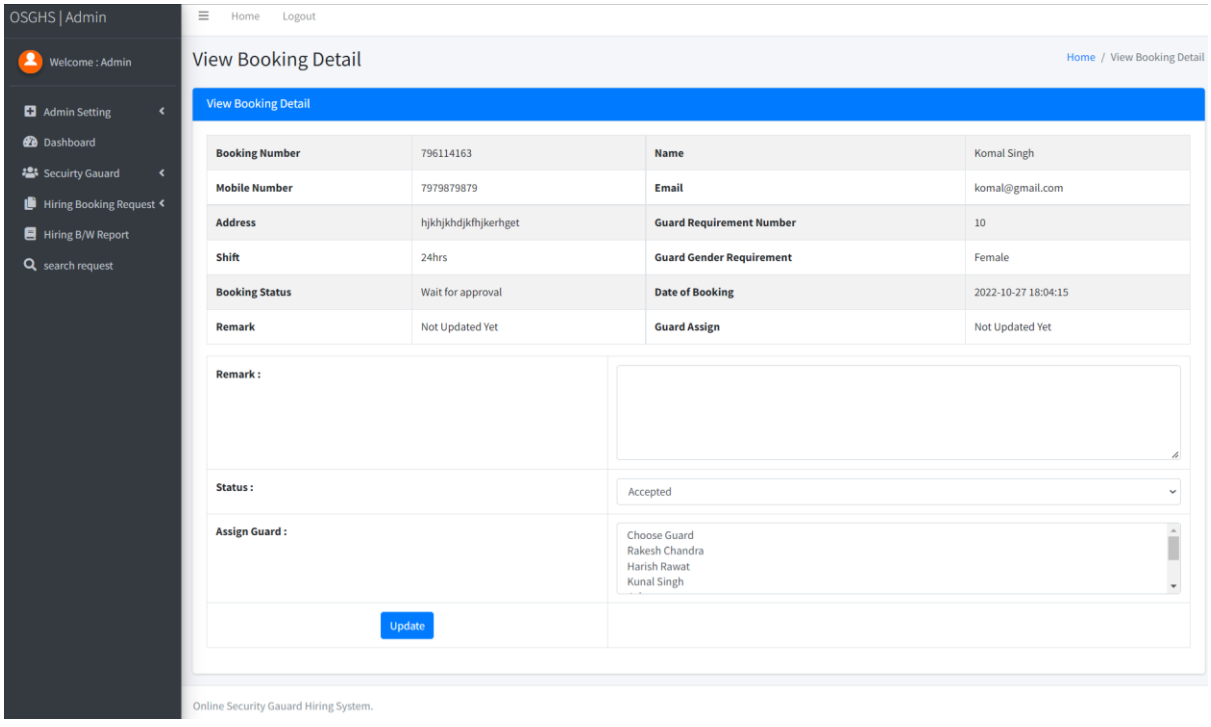
Update Security Guard



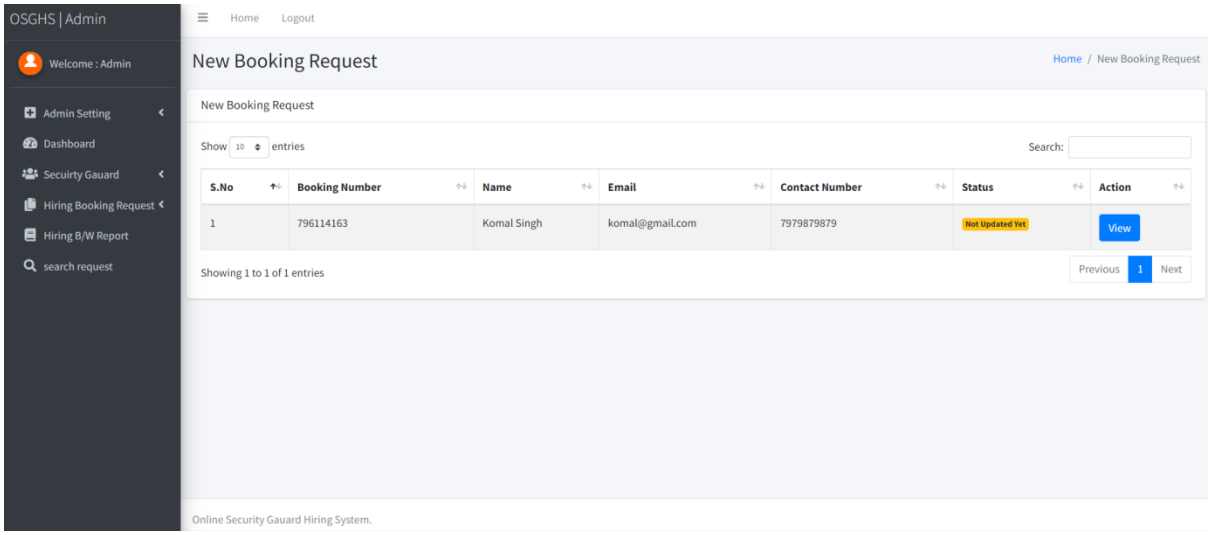
All Booking Request



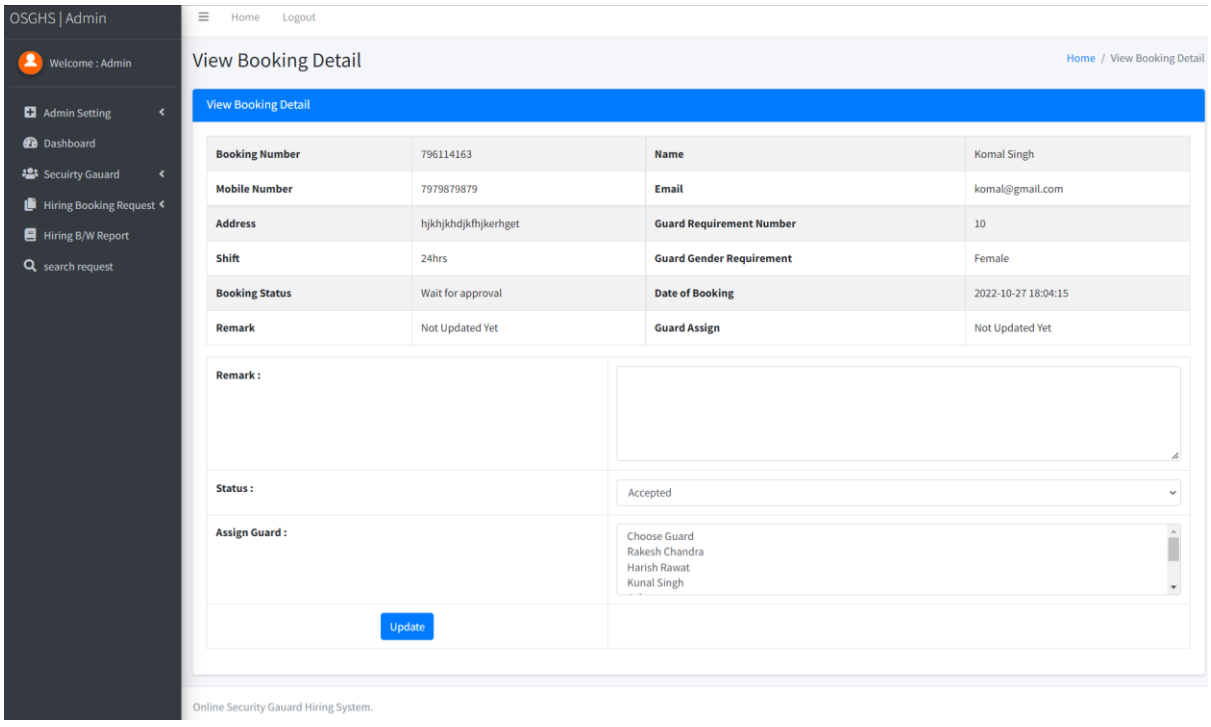
View All Booking Request



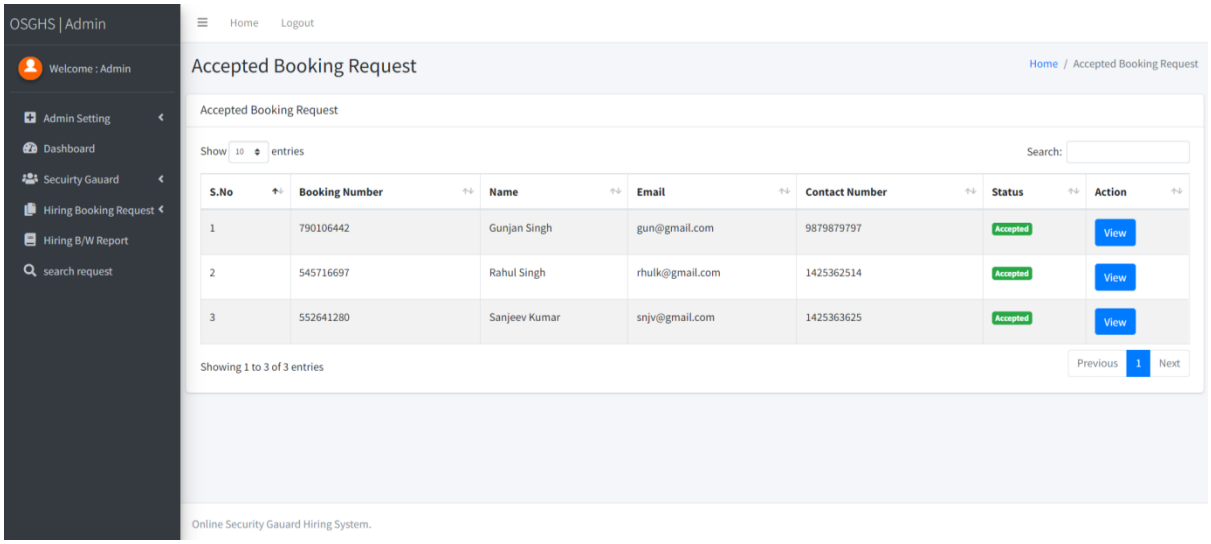
New Booking Request



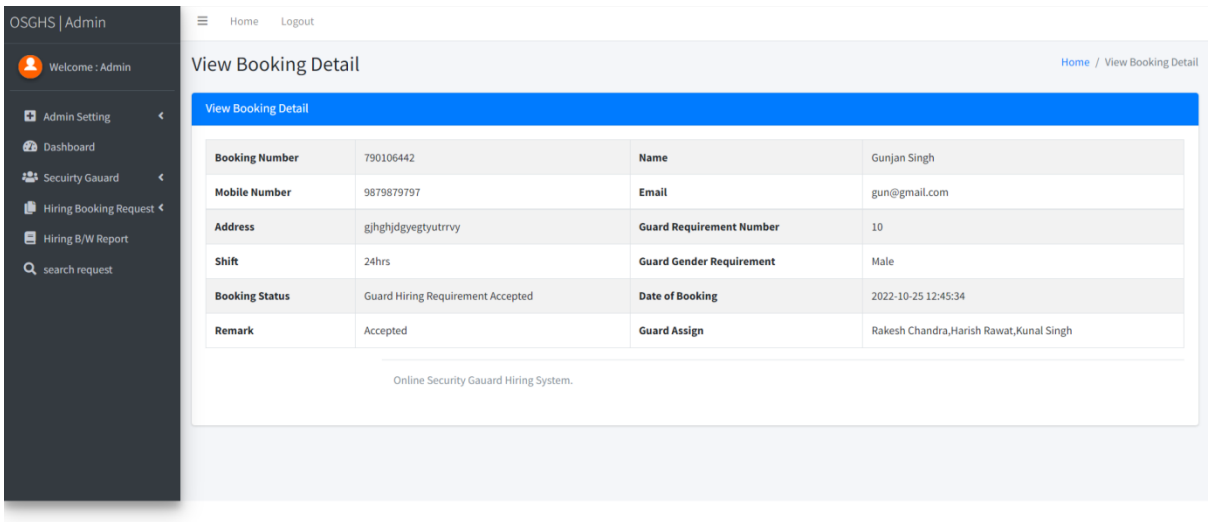
View New booking Request



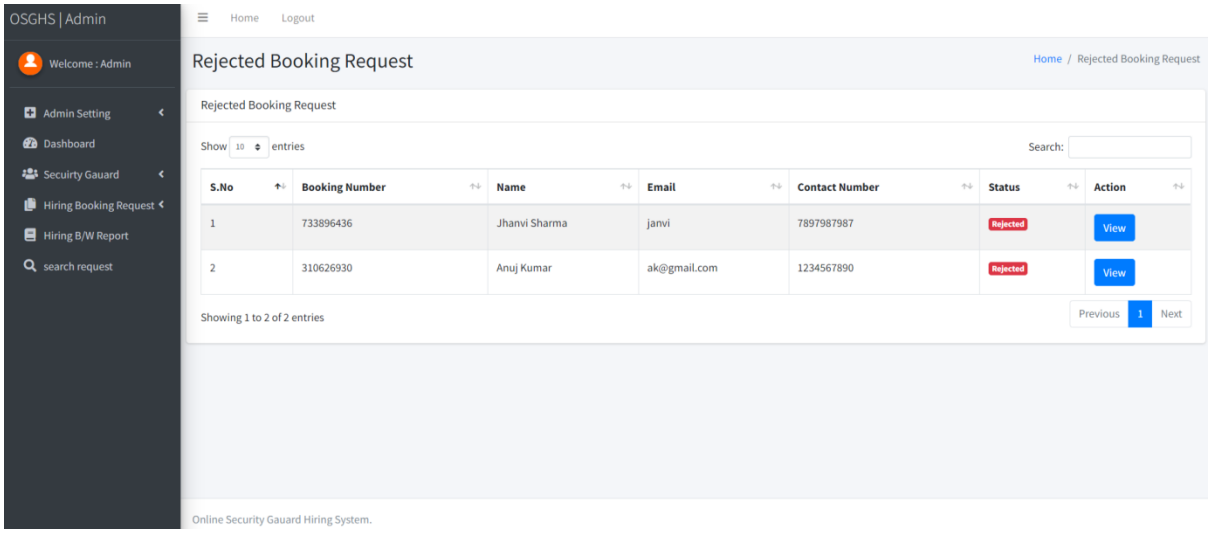
Accepted Booking Request



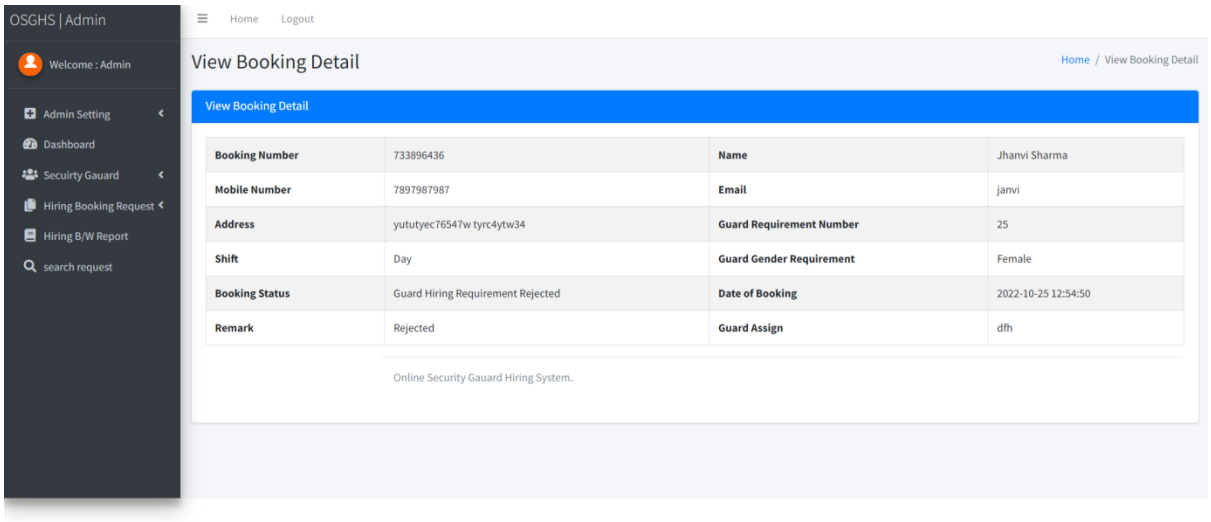
View accepted booking details



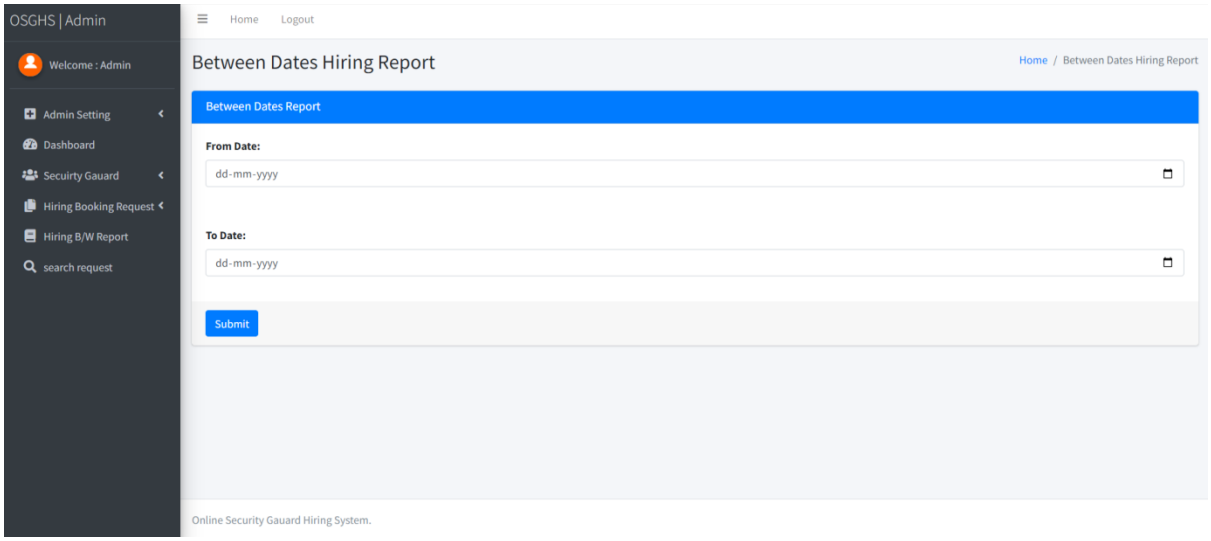
Rejected Booking Requests



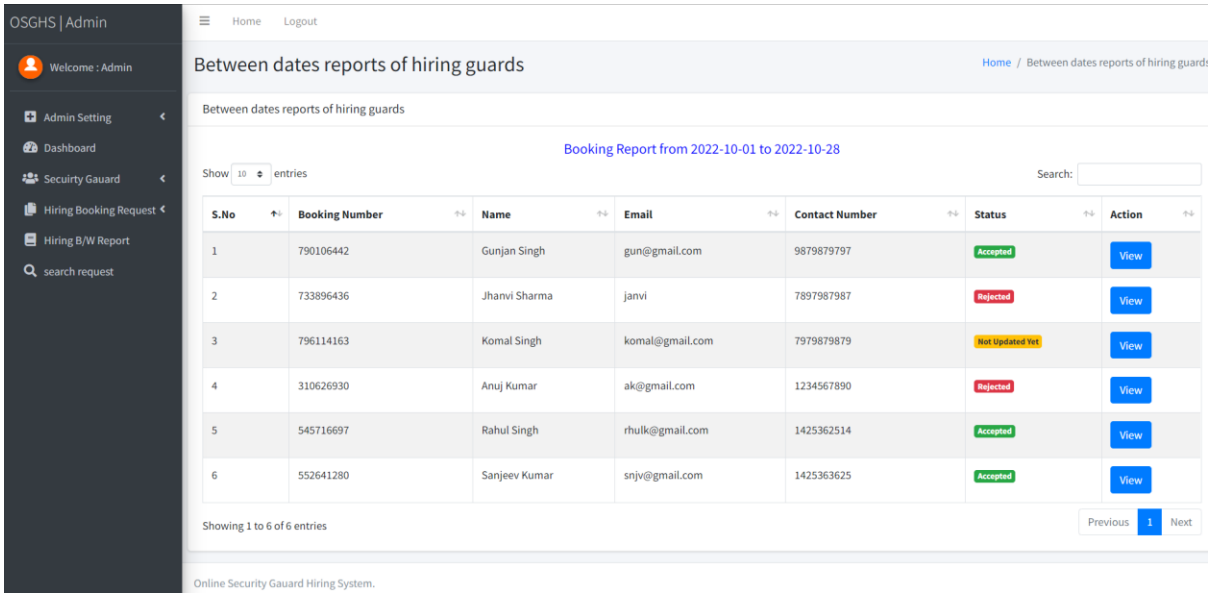
View rejected booking



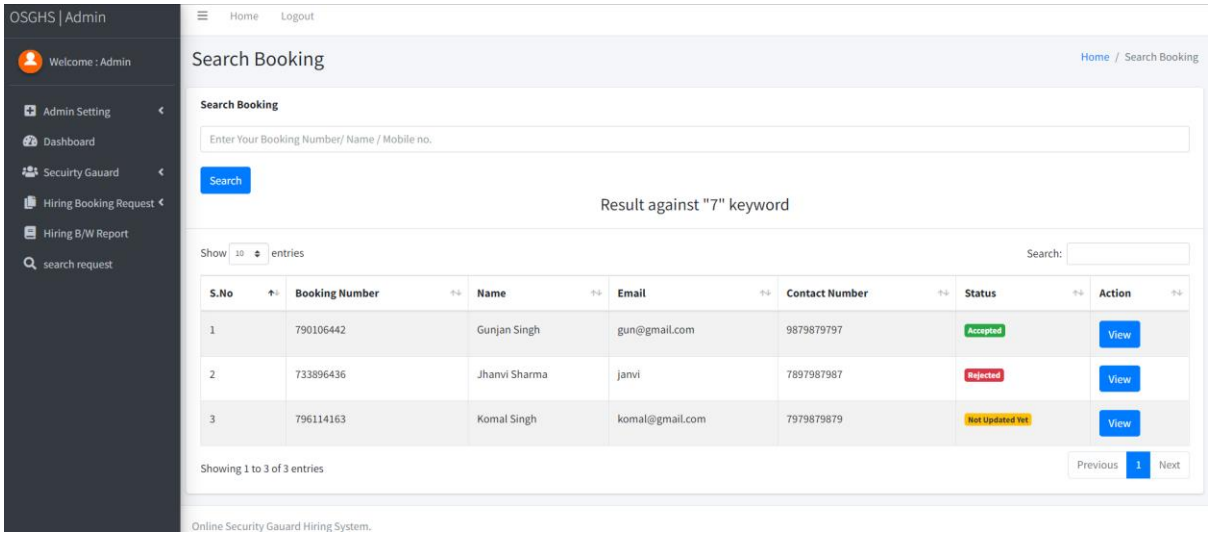
Between dates report



View between dates report



Search Request



Conclusion

The project titled as “Online Security Guard Hiring System” was deeply studied and analyzed to design the code and implement. It was done under the guidance of the experienced project guide. All the current requirements and possibilities have been taken care during the project time.

“Online Security Guard Hiring System” is a web based application which manages and handles guards details and guard hiring details.

Bibliography

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- https://www.w3schools.com/php/default.asp
- https://www.sitepoint.com/php/
- https://www.php.net/

For MySQL

- https://www.mysql.com/
- http://www.mysqltutorial.org

For XAMPP

- https://www.apachefriends.org/download.html

Project Report

On

ONLINE MARRIAGE REGISTRATION SYSTEM

Submitted in partial fulfillment of the requirements for the award of degree of

M.Sc (INFORMATION TECHNOLOGY)

TO

SHANTI DEVI ARYA MAHILA COLLEGE

DINANAGAR

Submitted To:-

Ms. Neha Saini

Assistant Professor

Post Graduate Deptt. Of Computer Science & IT

Submitted By:

Sonam Sharma

(20862127603)

Gagandeep Kaur

(20862127617)

POST GRADUATE DEPARTMENT OF COMPUTER Sc. & IT

GURU NANAK DEV UNIVERSITY, AMRITSAR

ACKNOWLEDGEMENT

With deep sense of gratitude, We express our sincere thanks and obligation to our esteemed guide Ms. Neha Saini (Assistant Professor). It is because of her able and mature guidance and co-operation without which it would not have been possible for us to complete our project. We would also like to thank Dr. Deepak Jyoti, HOD, Post Graduate Deptt. of Comp Sc. & IT, Shanti Devi Arya Mahila College, Dinanagar for providing the institute with an environment where one can use her intellect and creativity to develop something fruitful and also for allowing us the opportunity to experience dynamic professional environment during our Training. This environment facilitated us in pursuing this project.It is our pleasant duty to thank all the staff members of the Computer Department for their time to time suggestions. Finally, We would like to thank the almighty and our parents for their moral support and our friends with whom we shared our day-to-day experience and received lots of suggestions that improved our quality of work.

Sonam Sharma

20862127603

Gagandeep Kaur

20862127617

CERTIFICATE OF APPROVAL

This is certify that the project report entitled **ONLINE MARRIAGE REGISTRATION SYSTEM** submitted to Shanti Devi Arya Mahila College, Dinanagar in partial fulfillment of the requirement for the award of degree of M.Sc (Information Technology) is an authentic and original work carried out by Sonam Sharma (20862127603) and Gagandeep Kaur (20862127617) under my guidance and supervision. The Post Graduate Deptt. of Comp Sc. & IT has accepted the report as the fulfillment of the requirements for the degree of Master of Science (Information Technology). No part of this report has been submitted to any other College/University for the reward of any Degree to the best of my knowledge.

Ms. Neha Saini

Assistant Professor (Comp Sc.)
(Project Supervisor)
Shanti Devi Arya Mahila College
Dinanagar

Dr. Deepak Jyoti

Head, PG Department of Computer Sc. & IT
Shanti Devi Arya Mahila College
Dinanagar

DECLARATION

We hereby declare that this project report on "Online Marriage Registration System" which is being submitted in partial fulfillment of the Training Programme of M.Sc (Information Technology) to Shanti Devi Arya Mahila College,Dinanagar, is the result of the work carried out by us, under the guidance of Ms. Neha Saini (Assistant Professor), Shanti Devi Arya Mahila College, Dinanagar

Sonam Sharma

20862127603

Gagandeep Kaur

20862127617

Abstract

Online Marriage Registration System is responsible for keeping all the record of marriages. This system registers the marriage and generate marriage certificate.

The main objective of “Online Marriage Registration System” project is to providing easier registration of marriage and gets marriage certificate online which save lots of time.

Introduction

Introduction:-

Online Marriage Registration System is a web-based technology that will manage the records of the marriage and generate marriage certificate. It's an easy for Admin to retrieve the data of marriage couple. Online Marriage Registration System is an automatic system which delivers data processing in very high speed in systematic manner.

In Online Marriage Registration System we use PHP and MySQL Database. This project has two modules i.e. admin and user.

Admin Module

1. Dashboard: In this section, admin can briefly view the total number of the new applications, total verified application and total rejected the application.

2. Application: In this section, admin views the application details and they have also the right to change application status according to current status.

3. Reports: In this section admin can view the application details in a particular period.

4. Search: In this section, admin can search application with the help of user registration number

Admin can also update his profile, change the password and recover the password.

User Module

1. Dashboard: In this section, user can view the welcome page of the web application.

2. Registration Form: In this section, user can fill the form of marriage registration.

3. View Marriage Application: In this section, user can take print of verified certificates of marriage.

Purpose:-

The main purpose of developing Online Marriage Registration System is to computerized the tradition way of registering marriage. Another purpose for developing this application is to generate the report automatically. This software design specification is made with the purpose of outlining the software architecture and design of the Marriagr Registration System in detail.

Scope:

The Software design document would demonstrate how the design will accomplish the functional and non- functional requirements captured in the Software Requirement specification (SRS). The document will provide a framework to the programmers through describing the high level components and architecture, sub systems, interfaces, database design and algorithm design. This is achieved through the use of architectural patterns, design patterns, sequence diagrams, class diagrams, relational models and user interfaces

Requirement Specification

Hardware Configuration :

Client Side:

RAM	512 MB
Hard disk	10 GB
Processor	1.0 GHz

Server side:

RAM	**1 GB**
Hard disk	**20 GB**
Processor	**2.0 GHz**

Software Requirement:

Client Side:

Web Browser	Google Chrome or any compatible browser
Operating System	Windows or any equivalent OS

Server Side:

Web Server	APACHE
Server side Language	PHP5.6 or above version
Database Server	MYSQL
Web Browser	Google Chrome or any compatible browser
Operating System	Windows or any equivalent OS

APACHE

The Apache HTTP Server Project is an effort to develop and maintain an open-source HTTP server for modern operating systems including UNIX and Windows. The goal of this project is to provide a secure, efficient and extensible server that provides HTTP services in sync with the current HTTP standards.

The Apache HTTP Server ("httpd") was launched in 1995 and it has been the most popular web server on the Internet since April 1996. It has celebrated its 20th birthday as a project in February 2015.

PHP

- PHP stands for PHP: Hypertext Preprocessor.

- PHP is a server-side scripting language, like ASP.
- PHP scripts are executed on the server.
- PHP supports many databases (MYSQL, Informix, Oracle, Sybase, Solid, Generic ODBC, etc.).

- PHP is an open source software .

- PHP is free to download and use.

MYSQL

- MYSQL is a database server
- MYSQL is ideal for both small and large applications
- MYSQL supports standard SQL
- MYSQL compiles on a number of platforms

- MYSQL is free to download and use

- How to access MySQL:

  http://localhost/phpmyadmin

Feasibility analysis

The analysis of the requirement has lead to a conclusion that the project is feasible with respect to time and cost. The data collection from the field is assured by the client to provide. The technology used to develop is almost Open Source, therefore less cost for implementation and maintenance will be involved. A feasibility study is an analysis used in measuring the ability and likelihood to complete a project successfully including all relevant factors. It must account for factors that affect it such as economic, technological and time factors. It is used to assess the strengths and weaknesses of a proposed project and present directions of activities which will improve a project and achieve desired results.

Economic feasibility

The purpose of economic feasibility assessment is to determine the positive economic benefits to the organization that the proposed system will provide. The assessment typically involves a cost/benefits analysis.

Technical feasibility

Technical analysis is a trading tool employed to evaluate securities and attempt to forecast the future movement. I am using java language and other tools like net beans to develop the software.

Operational feasibility

Operational feasibility is a measure of how well proposed system solves the problems, and takes advantage of the opportunities identified during scope definition and how it satisfies the requirements analysis phase of the system development.

Analysis and Design

Analysis:

In present all marriage registration work done on the paper. The whole year data is stored in the registers. We can't generate reports as per our requirements because its take more time to calculate report of marriage.

Disadvantage of present system:

- **Not user friendly:** The present system not user friendly because data is not stored in structure and proper format.
- **Manual Control:** All report calculation is done manually so there is a chance of error.
- **Lots of paper work:** Visitors maintain in the register so lots of paper require storing details.
- **Time consuming**

Design Introduction:

Design is the first step in the development phase for any techniques and principles for the purpose of defining a device, a process or system in sufficient detail to permit its physical realization.

Once the software requirements have been analyzed and specified the software design involves three technical activities - design, coding, implementation and testing that are required to build and verify the software.

The design activities are of main importance in this phase, because in this activity, decisions ultimately affecting the success of the software implementation and its ease of maintenance are made. These decisions have the final bearing upon reliability and maintainability of the system. Design is the only way to accurately translate the customer's requirements into finished software or a system.

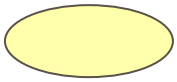
Design is the place where quality is fostered in development. Software design is a process through which requirements are translated into a representation of software. Software design is conducted in two steps. Preliminary design is concerned with the transformation of requirements into data

UML Diagrams:

Actor:

A coherent set of roles that users of use cases play when interacting with the use `cases.

Use case:A description of sequence of actions, including variants, that a system performs that yields an observable result of value of an actor.



UML stands for Unified Modeling Language. UML is a language for specifying, visualizing and documenting the system. This is the step while developing any product after analysis. The goal from this is to produce a model of the entities involved in the project which later need to be built. The representation of the entities that are to be used in the product being developed need to be designed.

USECASE DIAGRAMS:

Use case diagrams model behavior within a system and helps the developers understand of what the user require. The stick man represents what's called an actor.

Use case diagram can be useful for getting an overall view of the system and clarifying who can do and more importantly what they can't do.

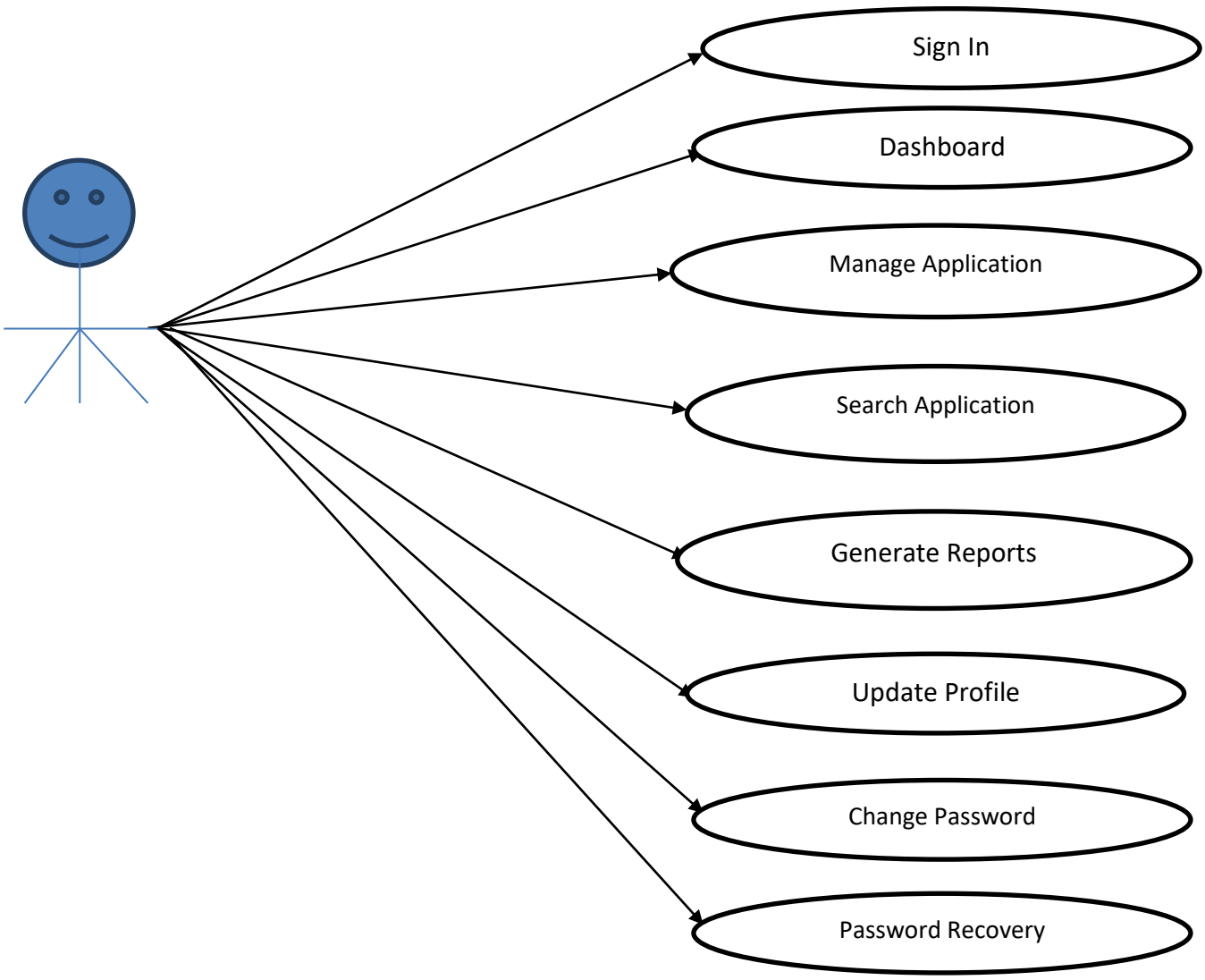
Use case diagram consists of use cases and actors and shows the interaction between the use case and actors.

- The purpose is to show the interactions between the use case and actor.
- To represent the system requirements from user's perspective.
- An actor could be the end-user of the system or an external system.

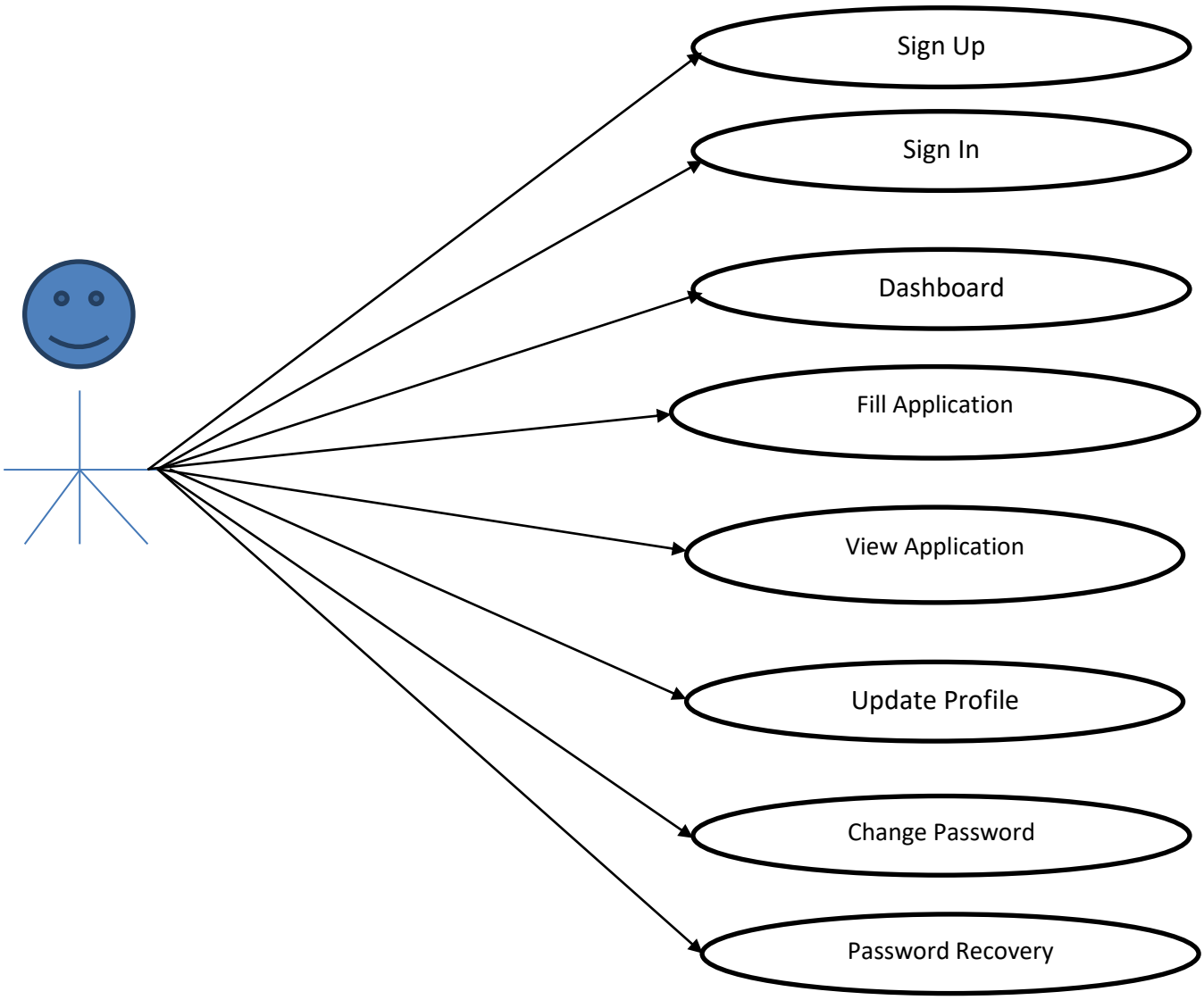
USECASE DIAGRAM: A Use case is a description of set of sequence of actions. Graphically it is rendered as an ellipse with solid line including only its name. Use case diagram is a behavioral diagram that shows a set of use cases and actors and their relationship. It is an association between the use cases and actors. An actor represents a real-world object. Primary Actor – Sender, Secondary Actor Receiver.

Use Case Diagrams:

Admin



User


Sign Up
Sign In
Dashboard
Fill Application
View Application
Update Profile
Change Password
Password Recovery

Class Diagram:

A description of set of objects that share the same attributes operations, relationships, and semantics

ER Diagram:

The Entity-Relationship (ER) model was originally proposed by Peter in 1976 [Chen76] as a way to unify the network and relational database views. Simply stated the ER model is a conceptual data model that views the real world as entities and relationships. A basic component of the model is the Entity-Relationship diagram which is used to visually represent data objects. Since Chen wrote his paper the model has been extended and today it is commonly used for database design for the database designer, the utility of the ER model is:

- It maps well to the relational model. The constructs used in the ER model can easily be transformed into relational tables.
- It is simple and easy to understand with a minimum of training. Therefore, the model can be used by the database designer to communicate the design to the end user.
- In addition, the model can be used as a design plan by the database developer to implement a data model in specific database management software.

ER Notation

There is no standard for representing data objects in ER diagrams. Each modeling methodology uses its own notation. The original notation used by Chen is widely used in academics texts and journals but rarely seen in either CASE tools or publications by non-academics. Today, there are a

number of notations used; among the more common are Bachman, crow's foot, and IDEFIX.

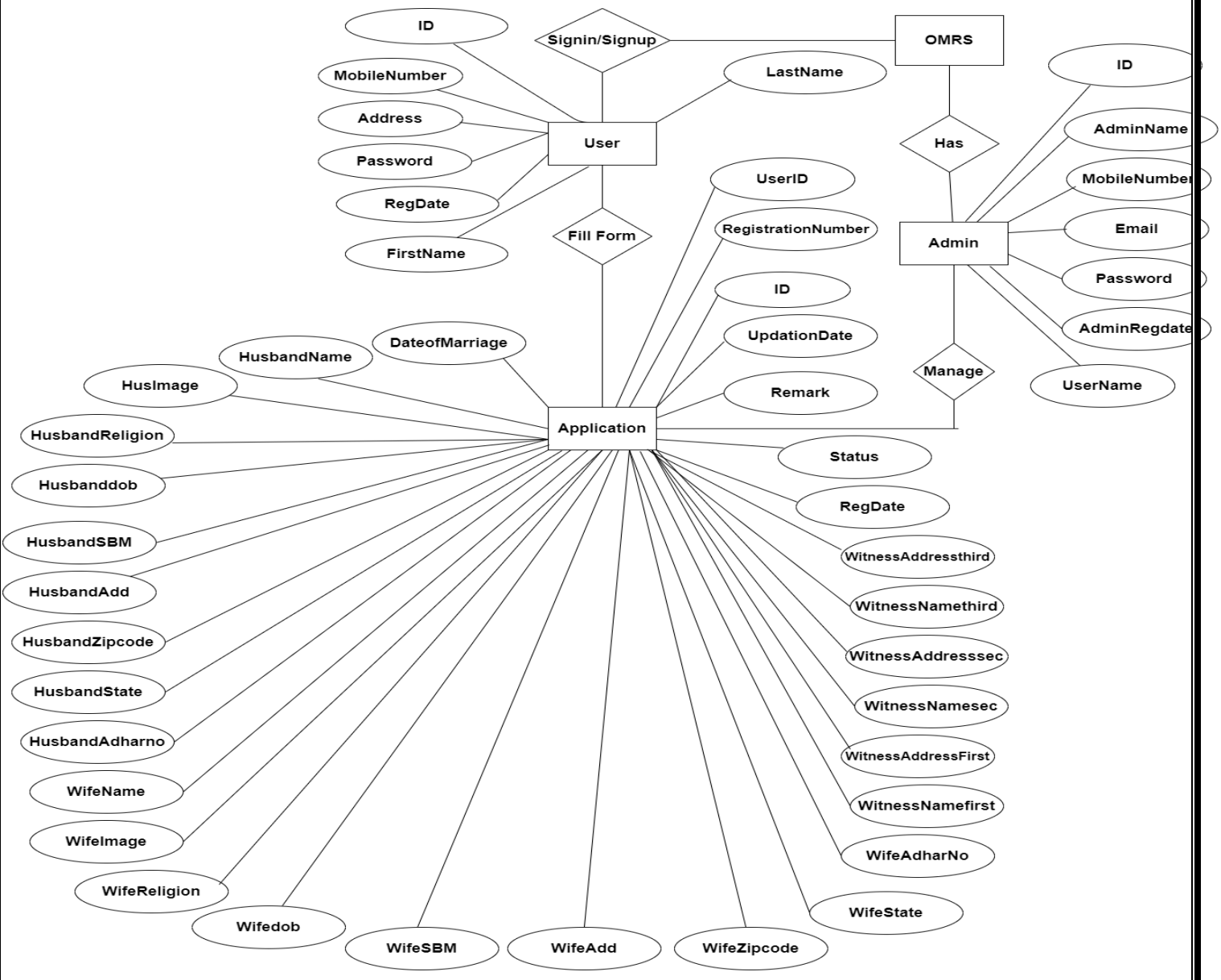
All notational styles represent entities as rectangular boxes and relationships as lines connecting boxes. Each style uses a special set of symbols to represent the cardinality of a connection. The notation used in this document is from Martin. The symbols used for the basic ER constructs are:

- **Entities** are represented by labeled rectangles. The label is the name of the entity. Entity names should be singular nouns.
- **Relationships** are represented by a solid line connecting two entities. The name of the relationship is written above the line. Relationship names should be verbs
- **Attributes**, when included, are listed inside the entity rectangle. Attributes which are identifiers are underlined. Attribute names should be singular nouns.
- **Cardinality** of many is represented by a line ending in a crow's foot. If the crow's foot is omitted, the cardinality is one.

Existence is represented by placing a circle or a perpendicular bar on the line. Mandatory existence is shown by the bar (looks like a 1) next to the

entity for an instance is required. Optional existence is shown by placing a circle next to the entity that is optional.

ER Diagram



MySQL Data Tables:

Admin Table:(Table name is admin)

This store admin personal and login details.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	AdminName	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
3	UserName	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
4	MobileNumber	bigint(10)			Yes	*NULL*		
5	Email	varchar(200)	latin1_swedish_ci		Yes	*NULL*		
6	Password	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
7	AdminRegdate	timestamp			Yes	current_timestamp()		

Category Table(Table name is tbluser)

This table stores the data of registered users

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	FirstName	varchar(150)	utf8mb4_general_ci		Yes	*NULL*		
3	LastName	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
4	MobileNumber	bigint(10)			Yes	*NULL*		
5	Address	mediumtext	utf8mb4_general_ci		Yes			
6	Password	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
7	RegDate	timestamp			Yes	current_timestamp()		

Marriage Registration Table: (Table name is tblregistration)

This table stores the details of marriage couple and admin remark

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	RegistrationNumber	varchar(100)	utf8mb4_general_ci		Yes	*NULL*		
3	UserID	int(10)			Yes	*NULL*		
4	DateofMarriage	varchar(200)	utf8mb4_general_ci		No	*None*		
5	HusbandName	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
6	HusImage	varchar(200)	utf8mb4_general_ci		No	*None*		
7	HusbandReligion	varchar(50)	utf8mb4_general_ci		Yes	*NULL*		
8	Husbanddob	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
9	HusbandSBM	varchar(50)	utf8mb4_general_ci		Yes	*NULL*		
10	HusbandAdd	mediumtext	utf8mb4_general_ci		Yes			
11	HusbandZipcode	int(10)			Yes	*NULL*		
12	HusbandState	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
13	HusbandAdharno	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
14	WifeName	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
15	WifeImage	varchar(200)	utf8mb4_general_ci		No	*None*		
16	WifeReligion	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
17	Wifedob	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
18	WifeSBM	varchar(50)	utf8mb4_general_ci		Yes	*NULL*		
19	WifeAdd	mediumtext	utf8mb4_general_ci		Yes			
20	WifeZipcode	int(10)			Yes	*NULL*		
21	WifeState	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
22	WifeAdharNo	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
23	WitnessNamefirst	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
24	WitnessAddressFirst	mediumtext	utf8mb4_general_ci		Yes			
25	WitnessNamesec	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
26	WitnessAddresssec	mediumtext	utf8mb4_general_ci		Yes			
27	WitnessNamethird	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
28	WitnessAddressthird	mediumtext	utf8mb4_general_ci		Yes			
29	RegDate	timestamp			No	current_timestamp()		ON UPDATE CURRENT_TIMESTAMP()
30	Status	varchar(100)	utf8mb4_general_ci		Yes	*NULL*		
31	Remark	varchar(120)	utf8mb4_general_ci		Yes	*NULL*		
32	UpdationDate	timestamp			Yes	*NULL*		ON UPDATE CURRENT_TIMESTAMP()

Implementation and System Testing

After all phase have been perfectly done, the system will be implemented to the server and the system can be used.

System Testing

The goal of the system testing process was to determine all faults in our project .The program was subjected to a set of test inputs and many explanations were made and based on these explanations it will be decided whether the program behaves as expected or not. Our Project went through two levels of testing

1. Unit testing
2. Integration testing

UNIT TESTING

Unit testing is commenced when a unit has been created and effectively reviewed .In order to test a single module we need to provide a complete environment i.e. besides the section we would require

- The procedures belonging to other units that the unit under test calls
- Non local data structures that module accesses

- A procedure to call the functions of the unit under test with appropriate parameters

1. Test for the admin module

- **Testing admin login form-**This form is used for log in of administrator of the system. In this form we enter the username and password if both are correct administration page will open otherwise if any of data is wrong it will get redirected back to the login page and again ask the details.
- **Report Generation:** admin can generate report from the main database.

INTEGRATION TESTING

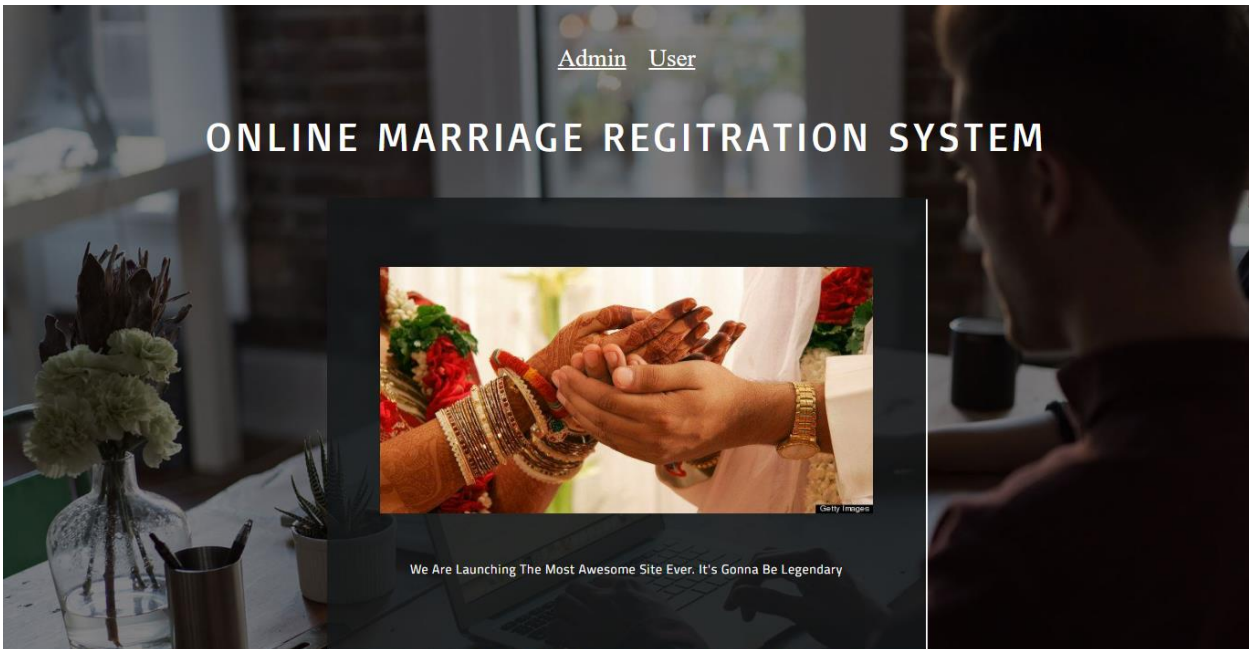
In the Integration testing we test various combination of the project module by providing the input.

The primary objective is to test the module interfaces in order to confirm that no errors are occurring when one module invokes the other module.

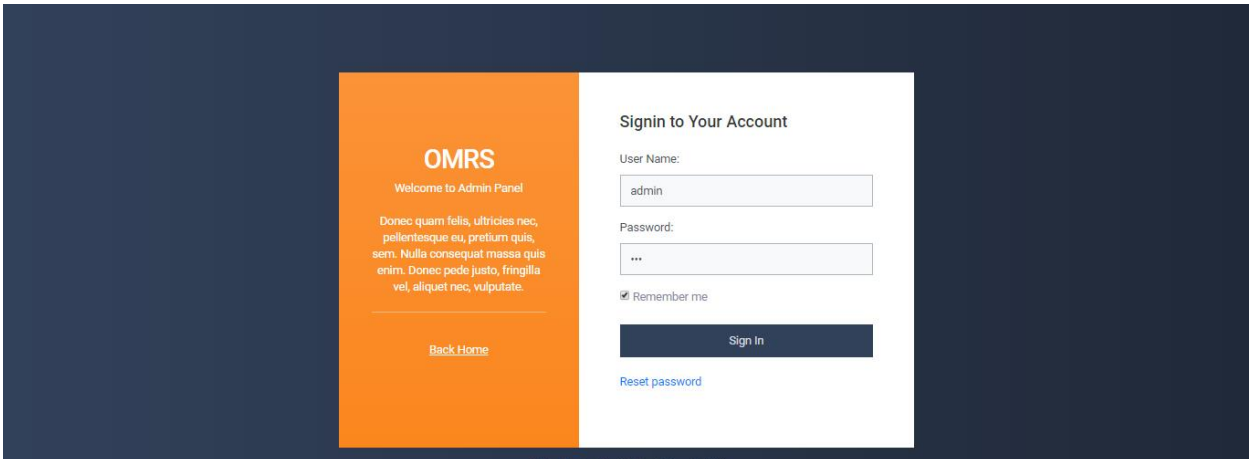
Evaluation

Project URL: http://localhost/omrs

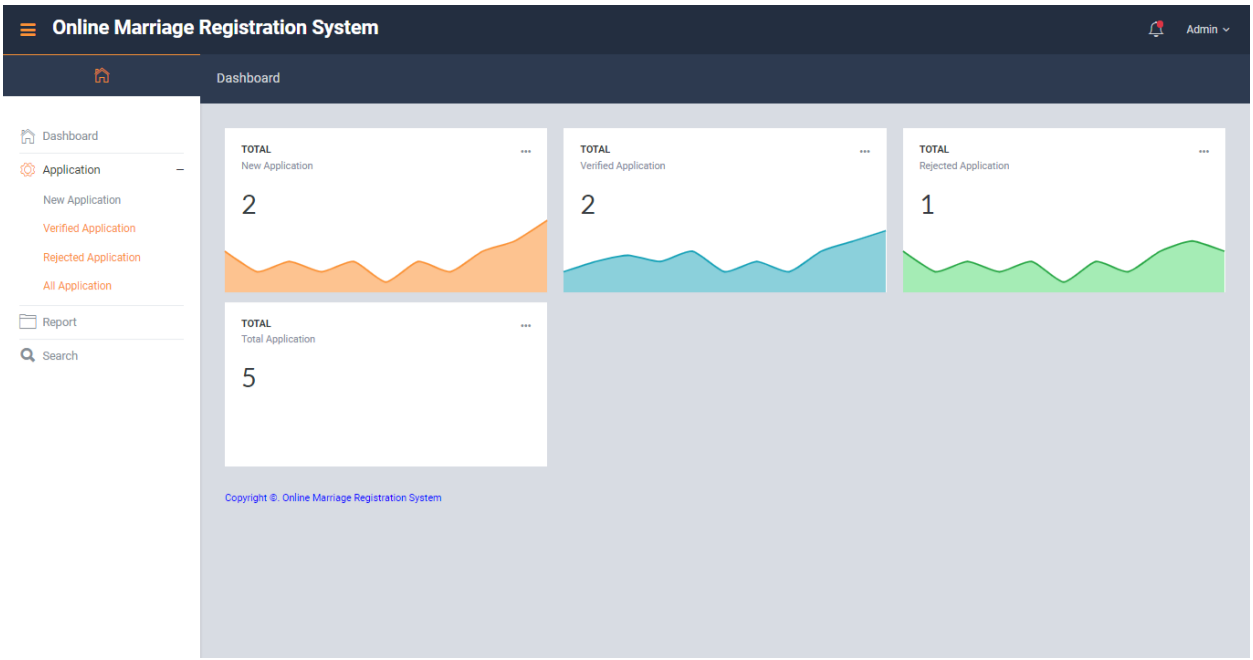
Home Page



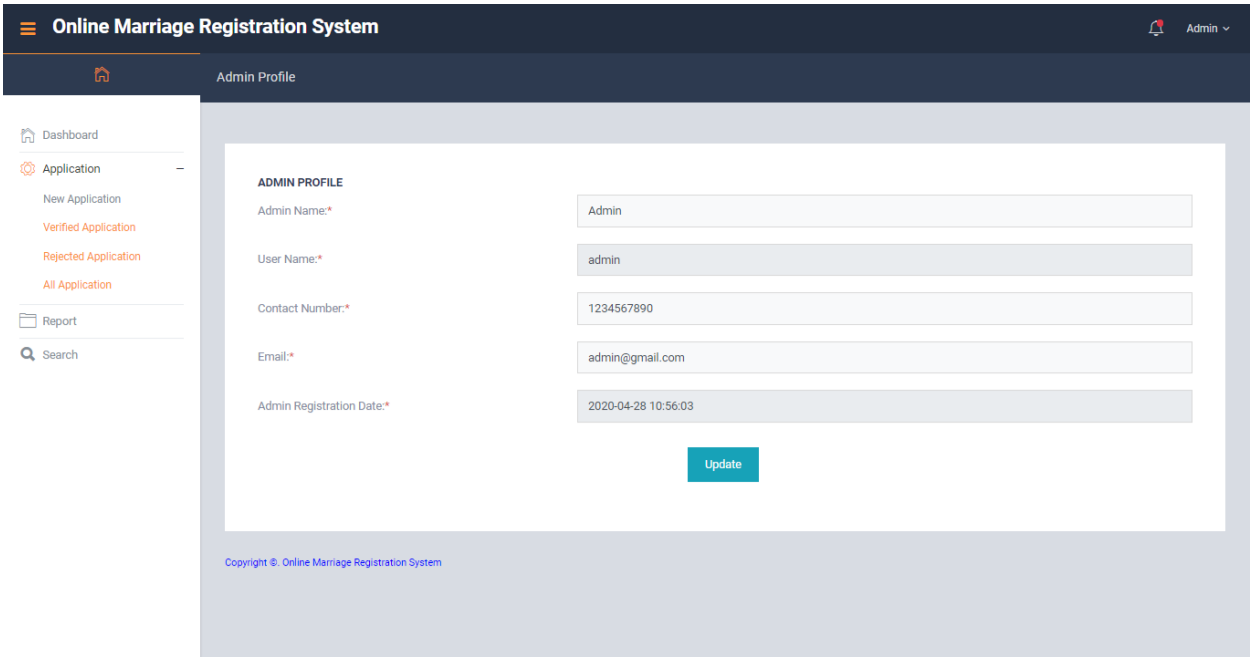
Admin Login Page


OMRS
Welcome to Admin Panel
Donec quam felis, ultricies nec, pellentesque eu, pretium quis, sem. Nulla consequat massa quis enim. Donec pede justo, fringilla vel, aliquet nec, vulputate.
Back Home
Signin to Your Account
User Name:
admin
Password:
Remember me
Sign In
Reset password

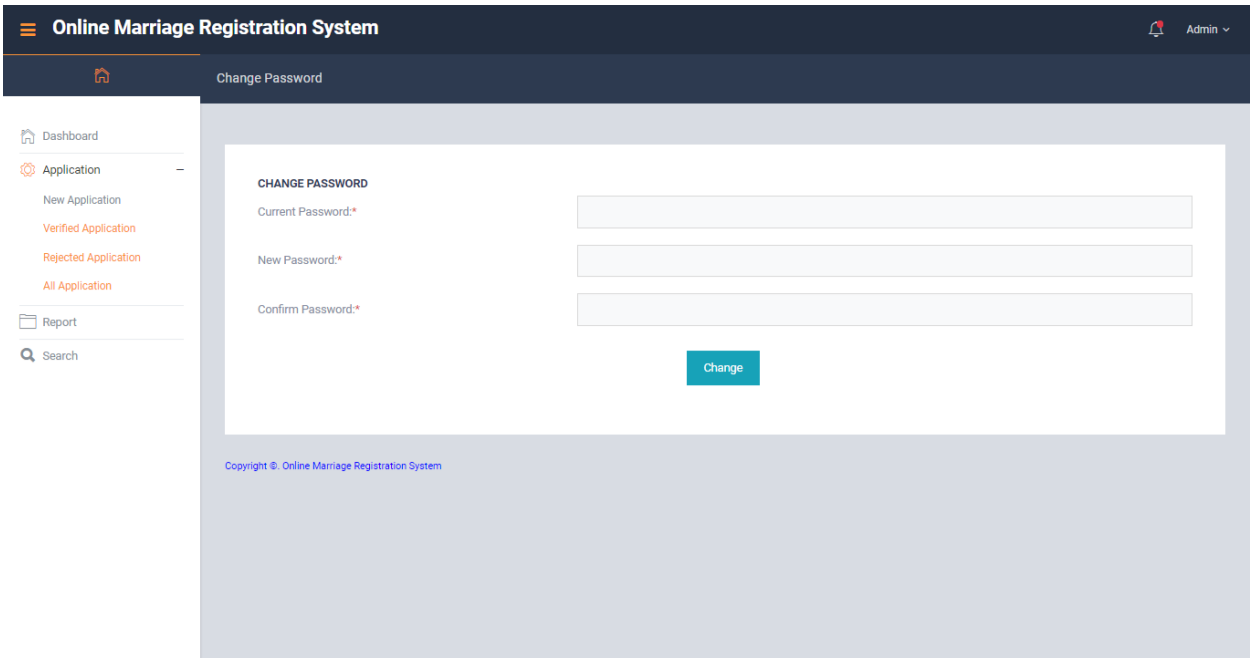
Dashboard


Online Marriage Registration System
Admin
Dashboard
Dashboard
Application
New Application
Verified Application
Rejected Application
All Application
Report
Search
TOTAL
New Application
2
TOTAL
Verified Application
2
TOTAL
Rejected Application
1
TOTAL
Total Application
5
Copyright ©. Online Marriage Registration System

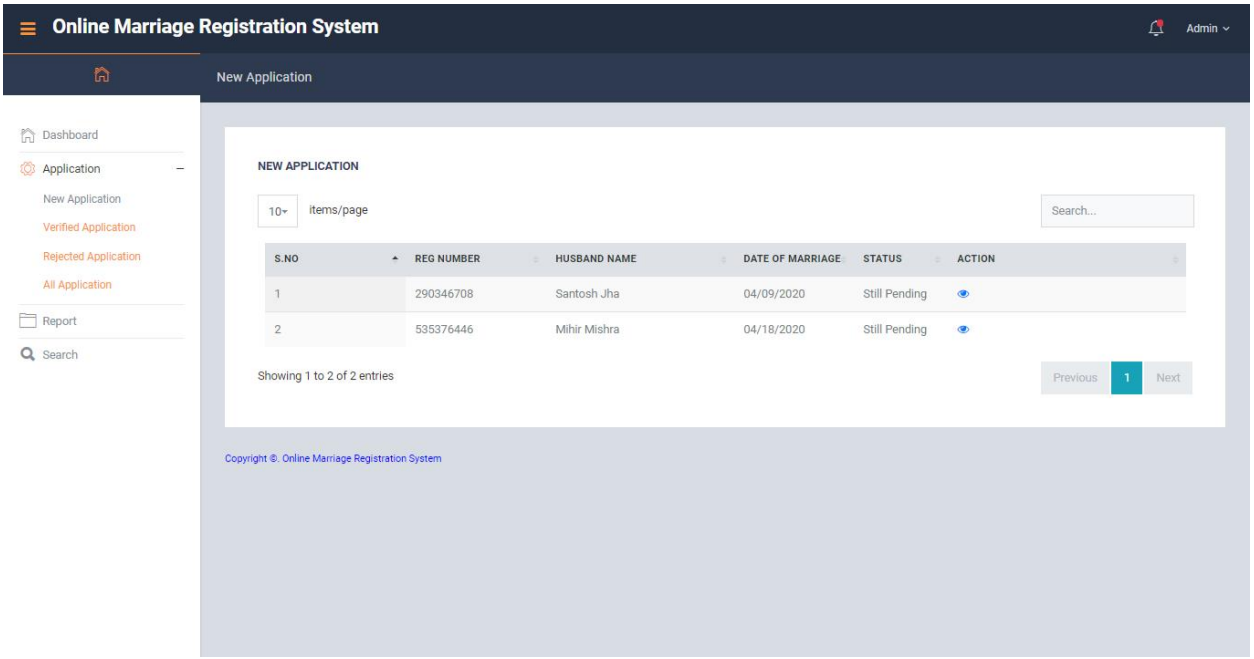
Profile



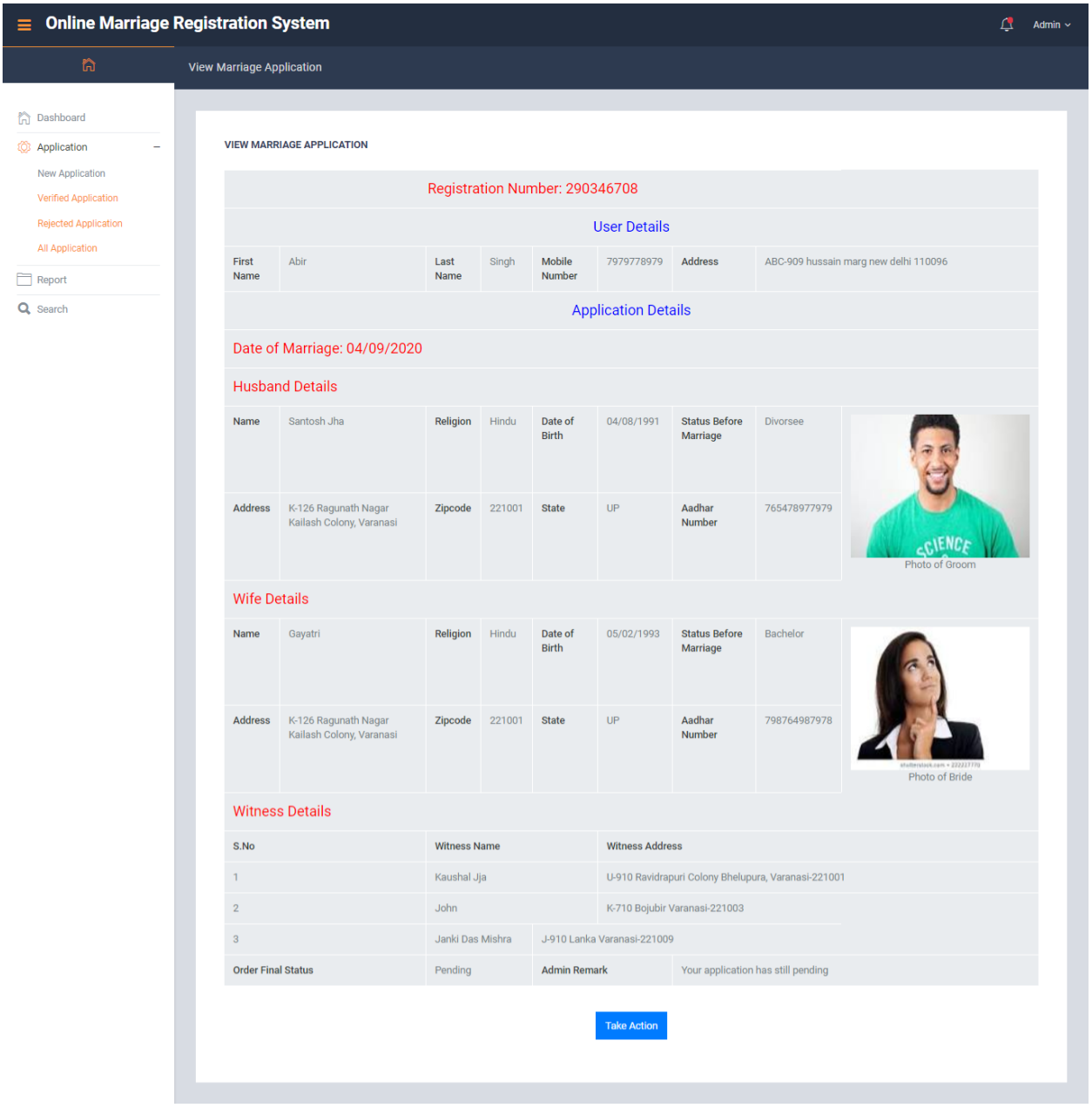
Change Password



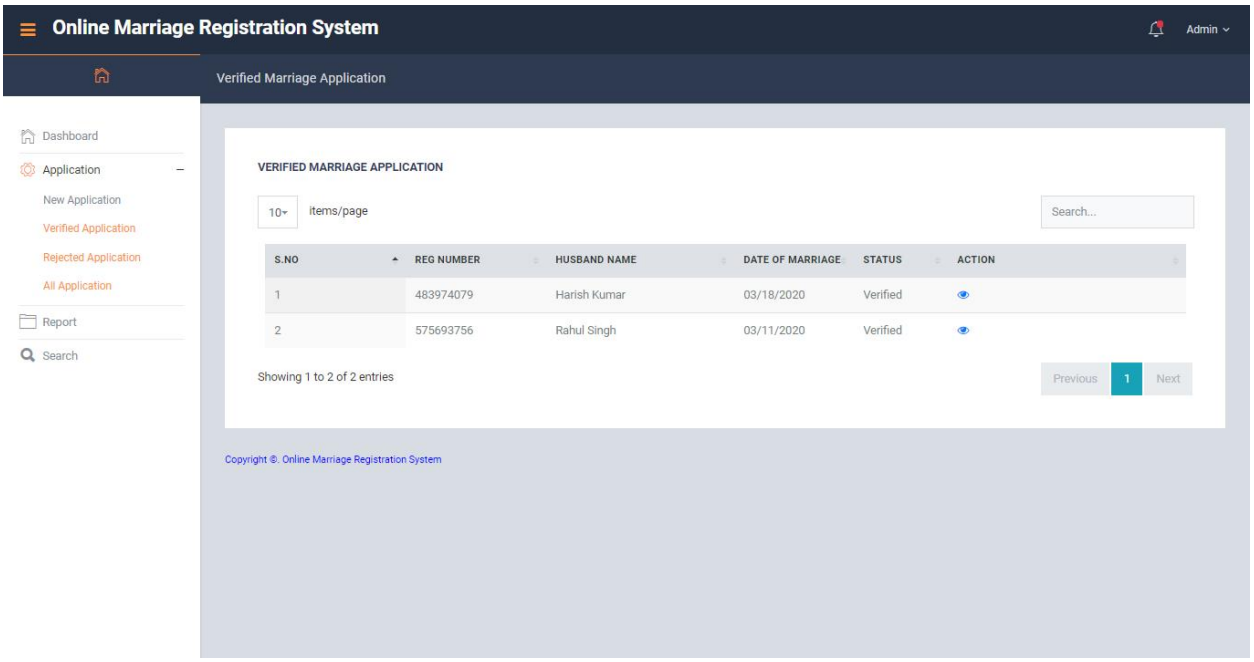
New Application



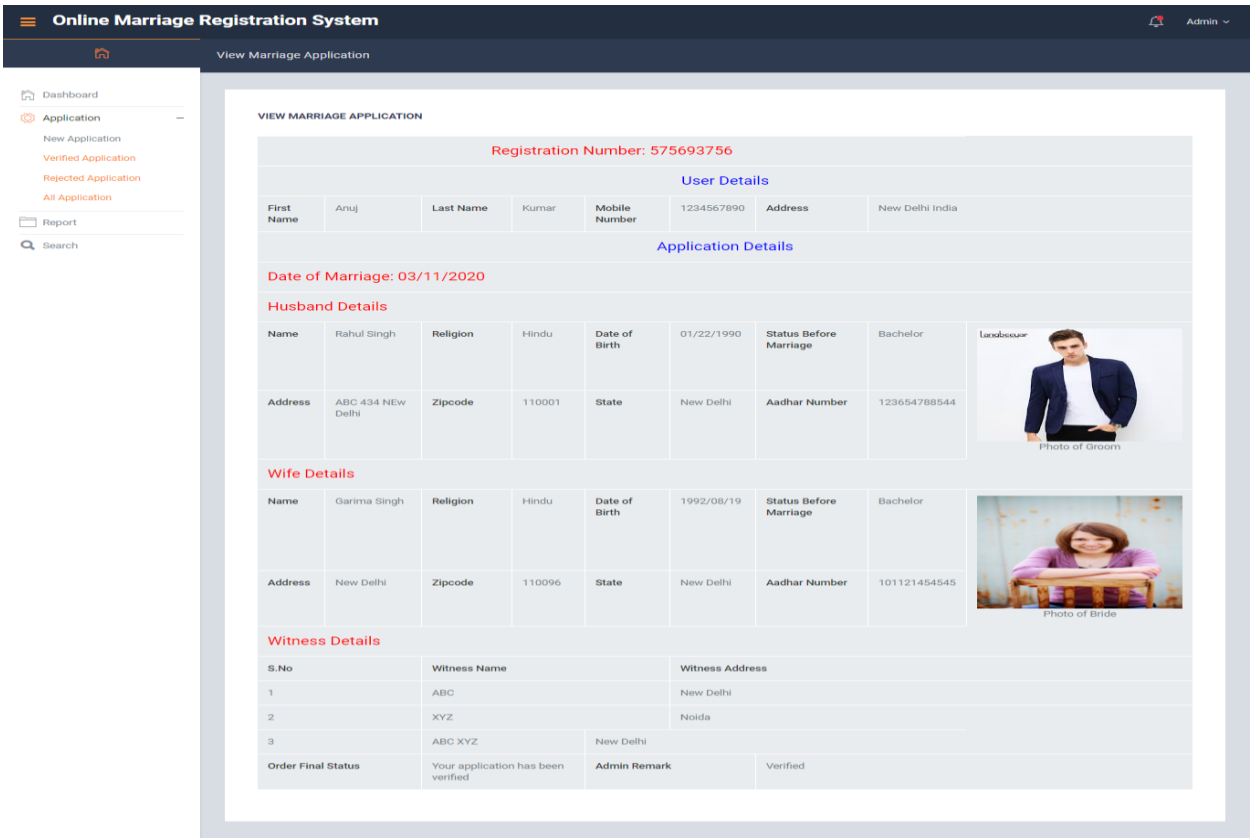
View New Application



Verified Application



View Verified Application



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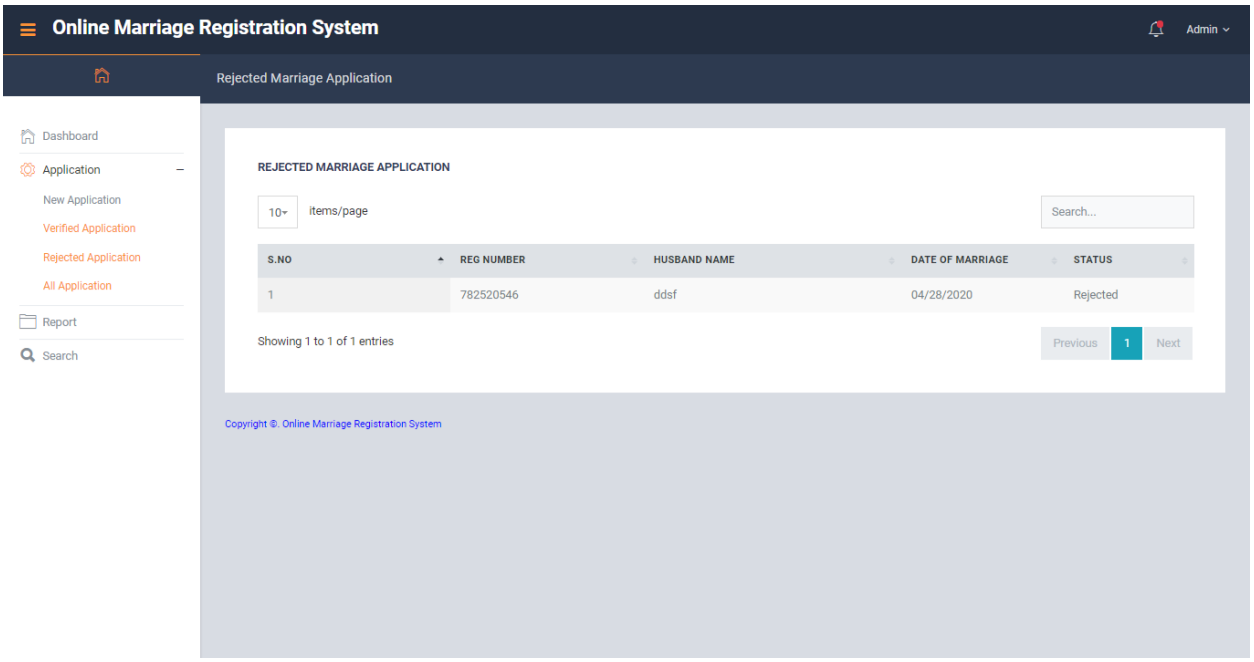
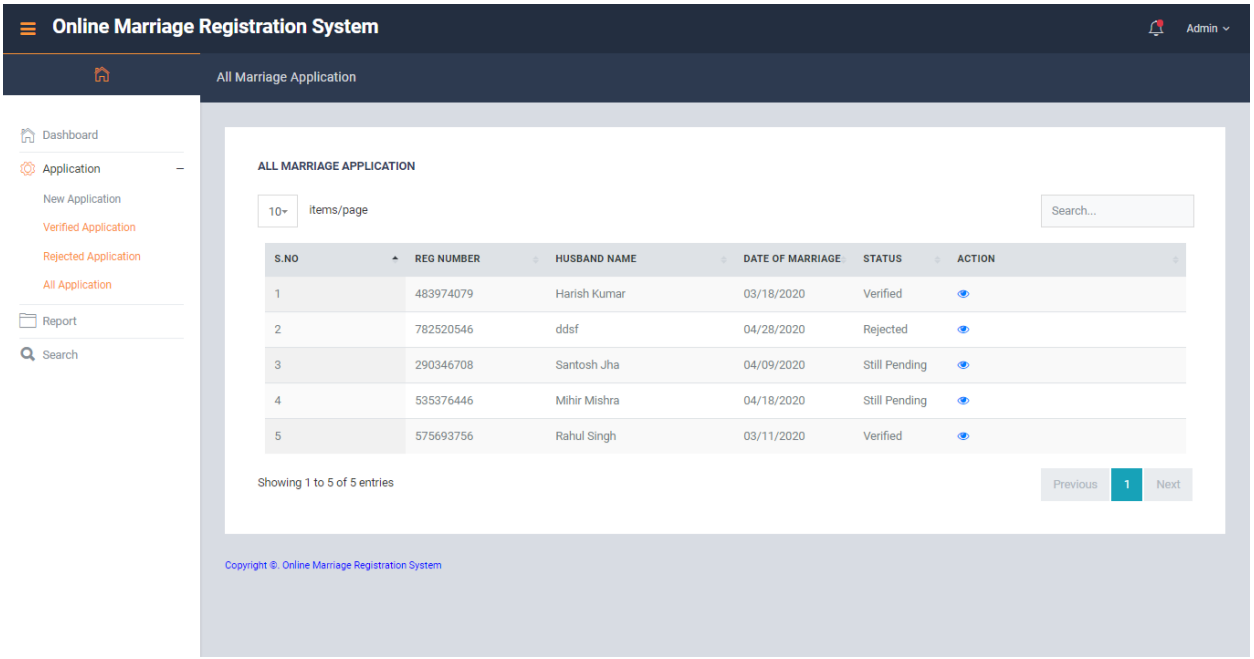
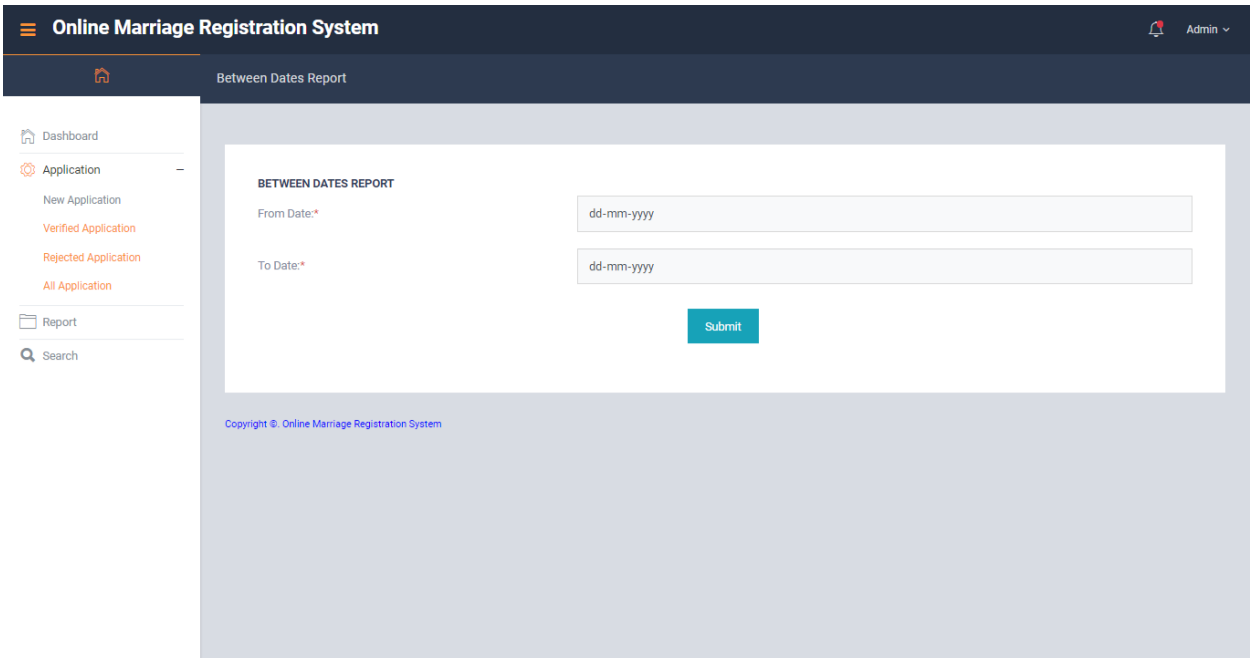


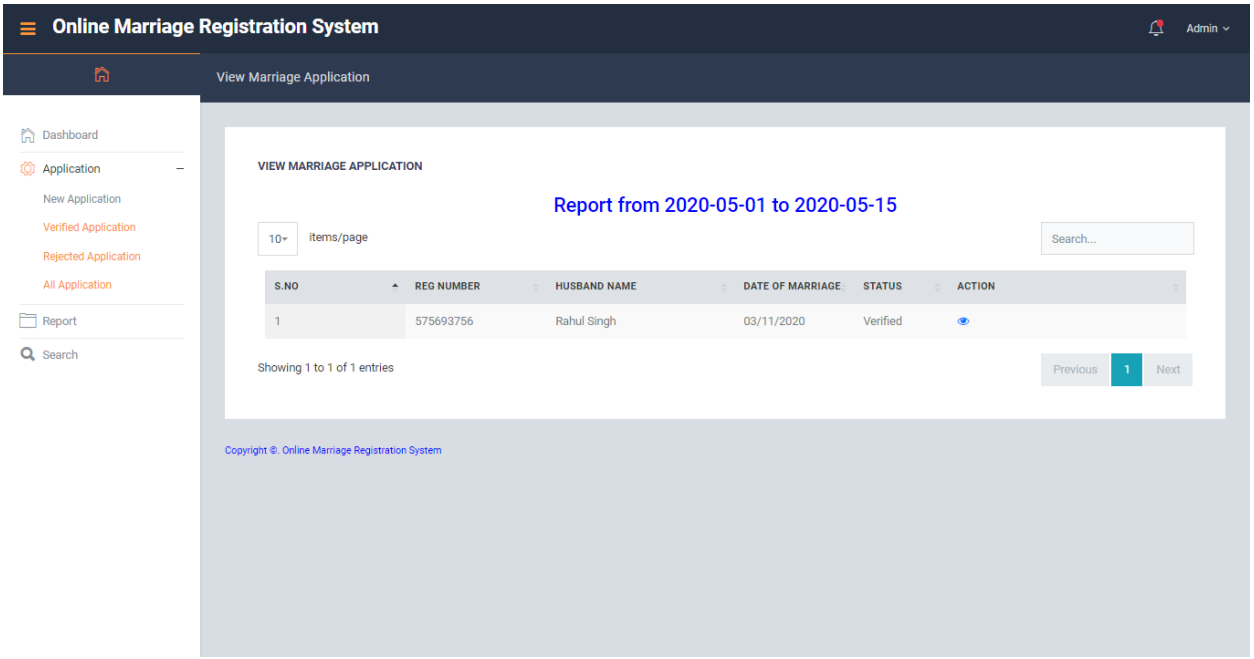
All Application



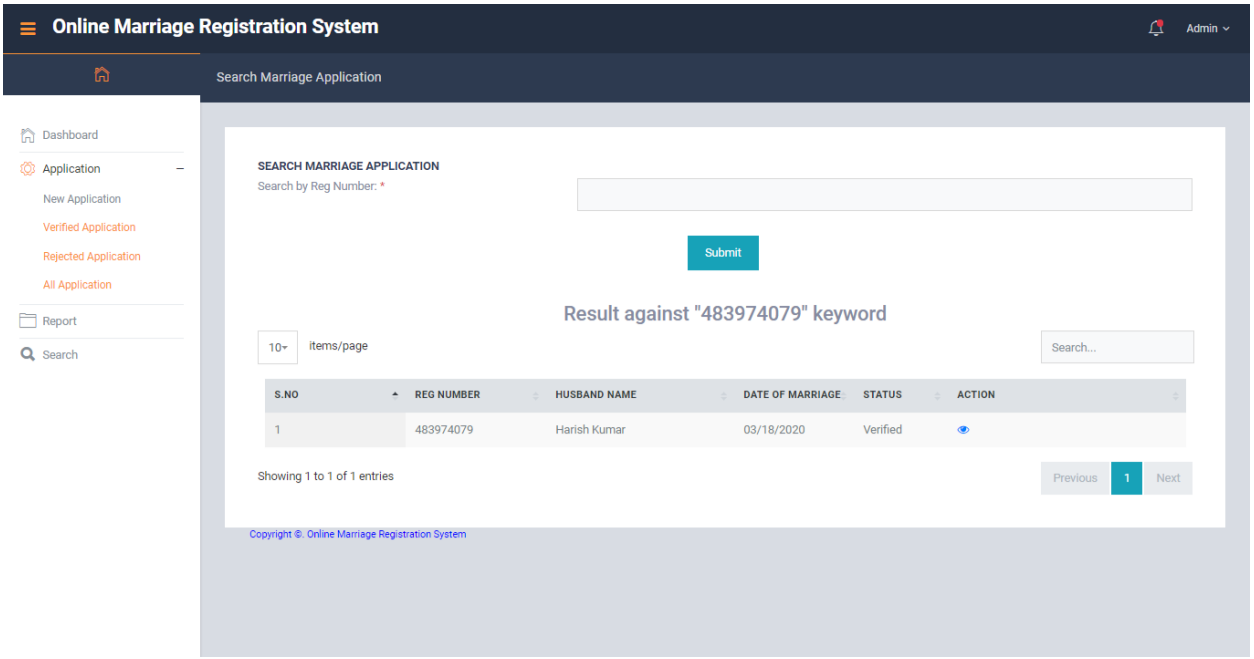
Reports



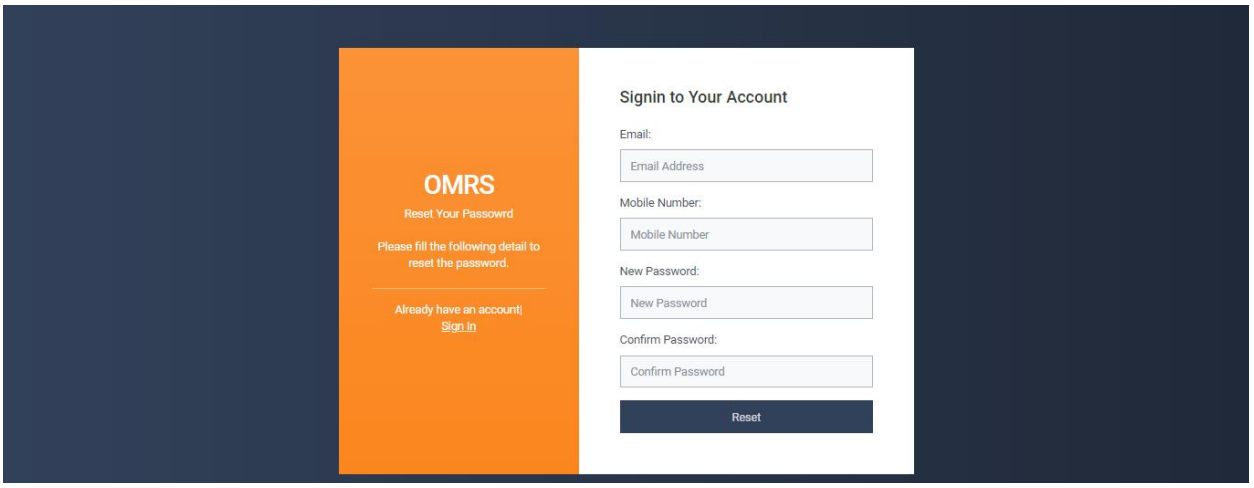
View Reports



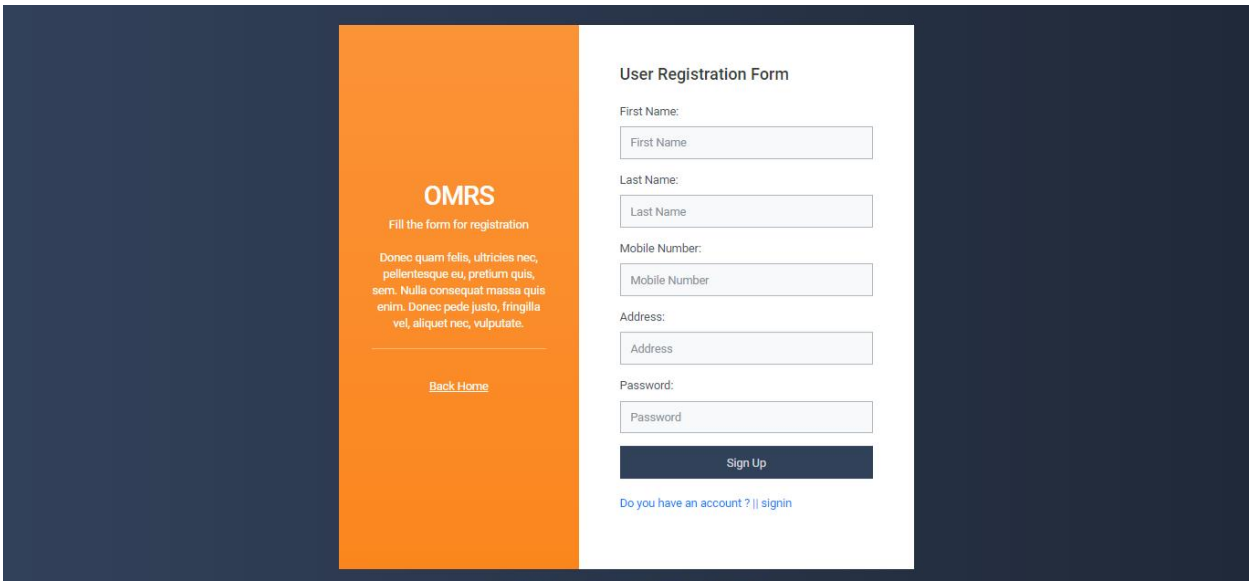
Search



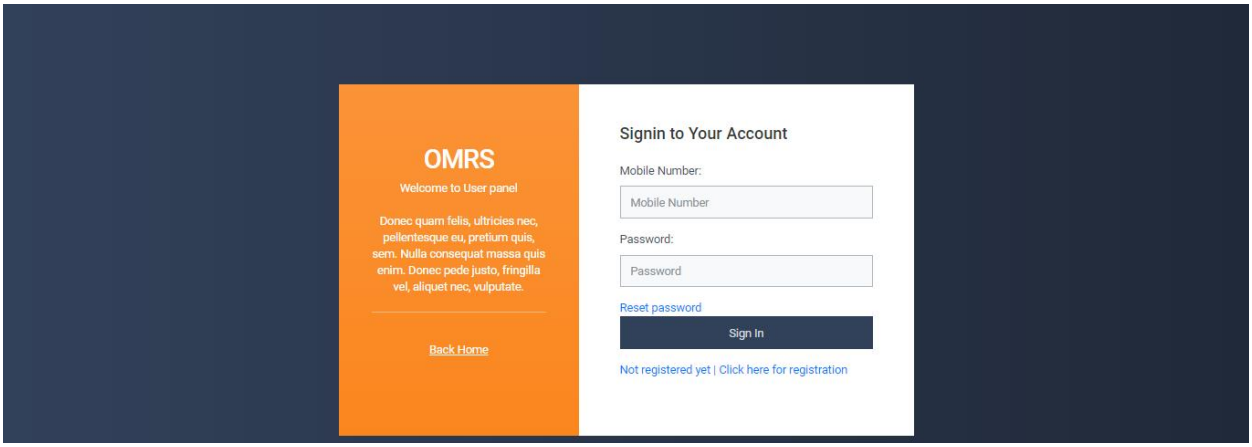
Reset Password



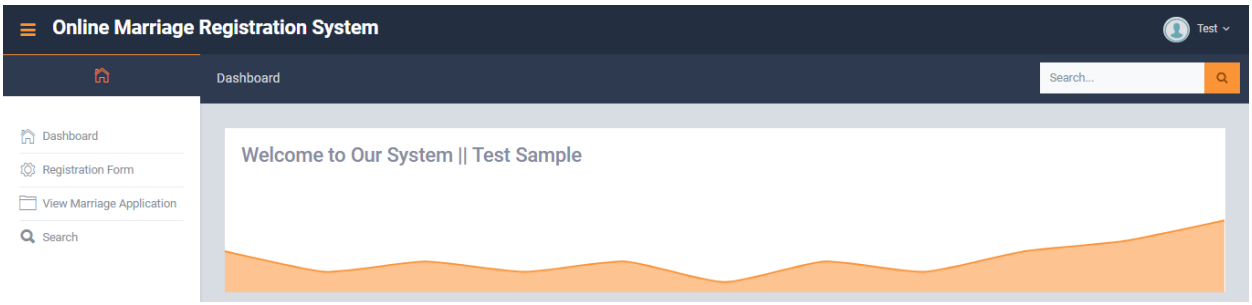
User Registration



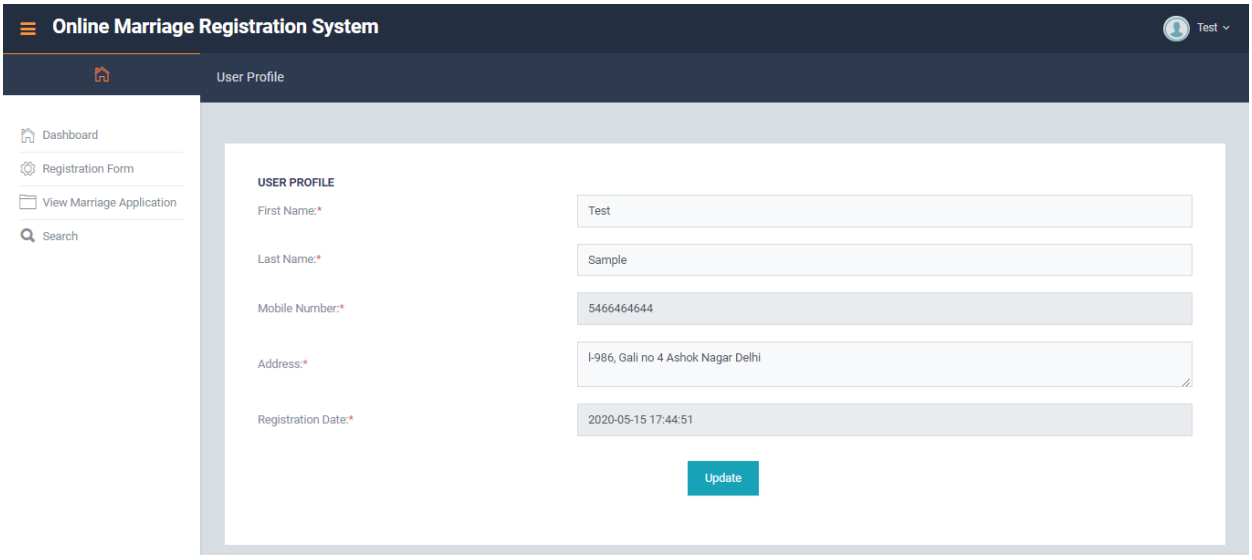
User Login Page



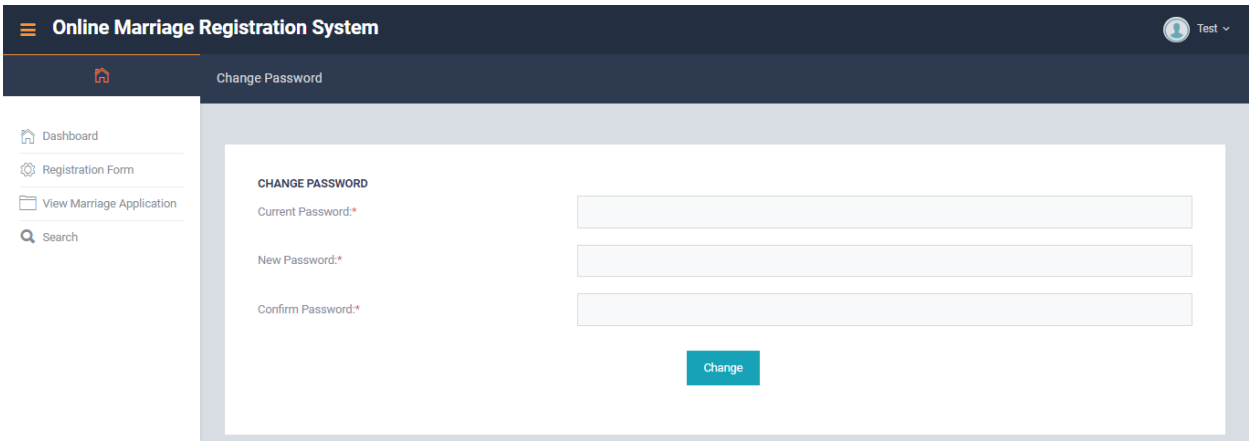
Dashboard



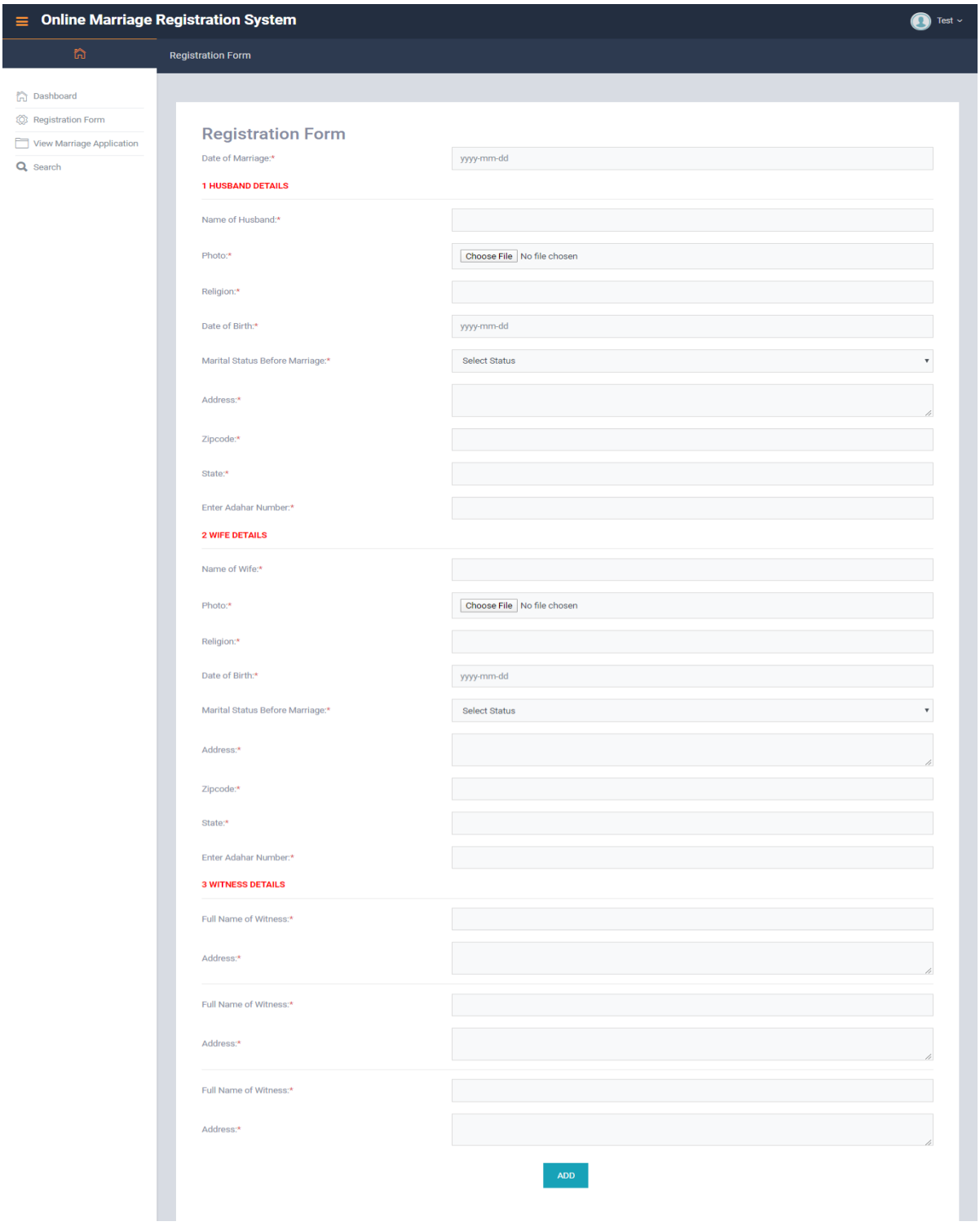
User Profile



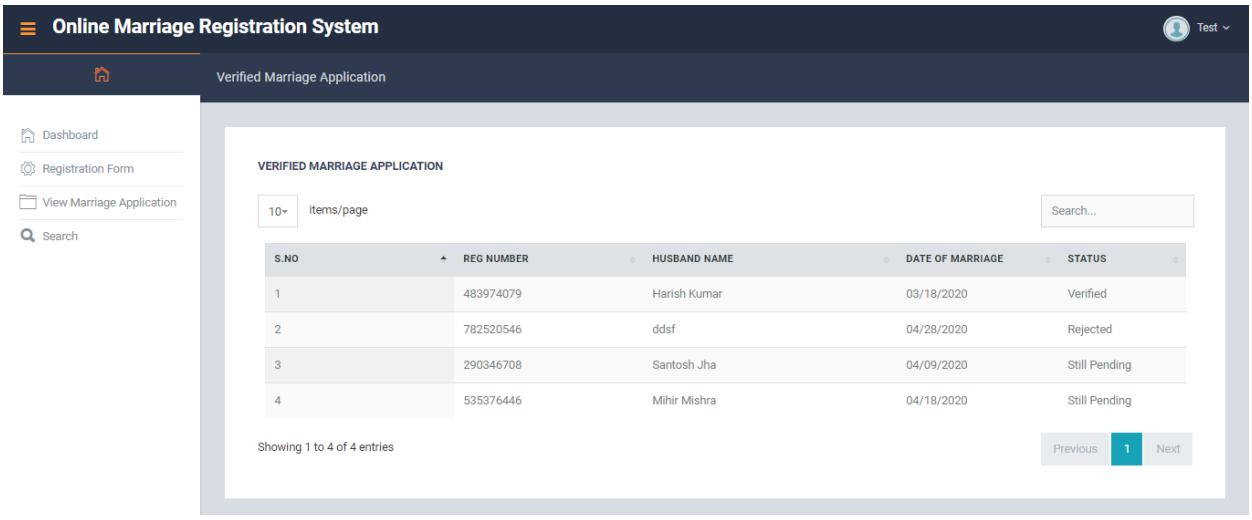
Change Password



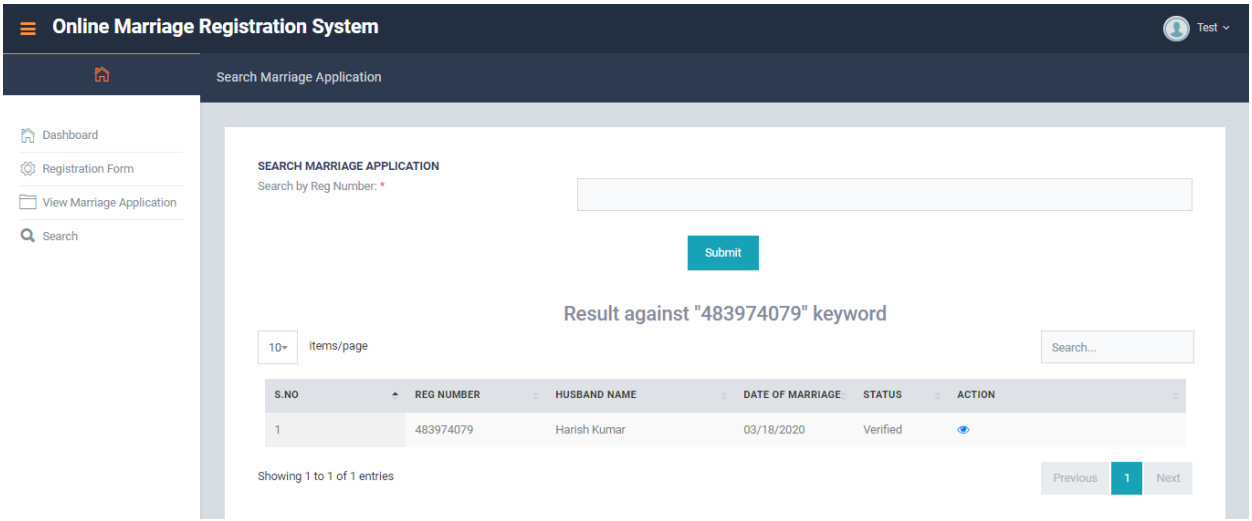
Registration Form



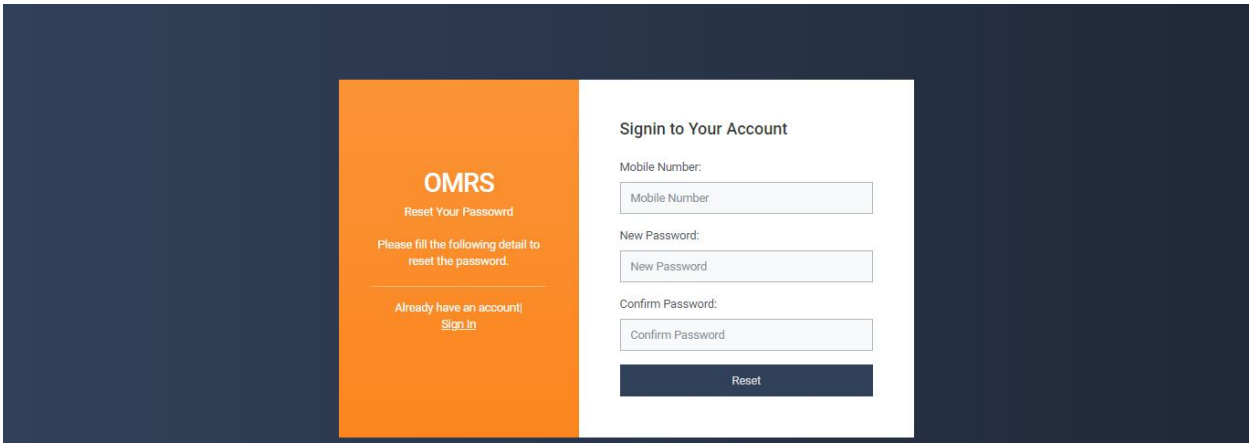
Applied Marriage Applications



Search Application



Forgot Password



Conclusion

This Application provides a computerized version of Marriage Registration which will benefit the people who wants to register their marriage.

It makes entire process online and can generate reports. It has a facility of admin login where admin can fill the marriage details and generate marriage certificate.

The Application was designed in such a way that future changes can be done easily. The following conclusions can be deduced from the development of the project.

- Automation of the entire system improves the productivity.
- It provides a friendly graphical user interface which proves to be better when compared to the existing system.
- It gives appropriate access to the authorized users depending on their permissions.
- It effectively overcomes the delay in communications.
- Updating of information becomes so easier.

- System security, data security and reliability are the striking features.
- The System has adequate scope for modification in future if it is necessary.

Future Enhancement

I have tried to design the software in such a way that the user may not have any difficulty in using this system and further expansion is also possible. New requirements will be added and risk will be analyzed in every phase until the requirement of user will not be fulfilled. The most priority will be given to keep confidential data secure and easy and simple for use.

The further enhancements which can be made in the system are:

- Any requirement that will make system easy to use or make a system secure, these requirement will be add using Spiral Model. Other requirement related to government or municipality will be added when required.
- For the identity of user and for their data integrity, digital signature can be added to this system.
- For the identity of user and for verification, image of user can be added to this system.
- There will be provision of filling form in multiple languages.
- A great concern will be given on frontend design which will make user to use system easily and enjoy while using this system.

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- https://www.php.net/

For MySQL

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- http://www.mysqltutorial.org

For XAMPP

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Project Report

On

HOSTEL MANAGEMENT SYSTEM

Submitted in partial fulfillment of the requirements for the award of degree of

M.Sc (INFORMATION TECHNOLOGY)

TO

SHANTI DEVI ARYA MAHILA COLLEGE

DINANAGAR

Submitted To:-

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Assistant Professor

Post Graduate Deptt. Of Computer Science & IT

Submitted By:

Kajal

(20862127604)

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POST GRADUATE DEPARTMENT OF COMPUTER Sc. & IT

GURU NANAK DEV UNIVERSITY, AMRITSAR

ACKNOWLEDGEMENT

With deep sense of gratitude, We express our sincere thanks and obligation to our esteemed guide Ms. Manpreet Kaur (Assistant Professor). It is because of her able and mature guidance and co-operation without which it would not have been possible for us to complete our project. We would also like to thank Dr. Deepak Jyoti, HOD, Post Graduate Deptt. of Comp Sc. & IT, Shanti Devi Arya Mahila College, Dinanagar for providing the institute with an environment where one can use her intellect and creativity to develop something fruitful and also for allowing us the opportunity to experience dynamic professional environment during our Training. This environment facilitated us in pursuing this project.

It is our pleasant duty to thank all the staff members of the Computer Department for their time to time suggestions.

Finally, We would like to thank the almighty and our parents for their moral support and our friends with whom we shared our day-to-day experience and received lots of suggestions that improved our quality of work.

Kajal

20862127604

Nirmala Devi

20862127623

CERTIFICATE OF APPROVAL

This is certify that the project report entitled **HOSTEL MANAGEMENT SYSTEM** submitted to Shanti Devi Arya Mahila College, Dinanagar in partial fulfillment of the requirement for the award of degree of M.Sc (Information Technology) is an authentic and original work carried out by Kajal (20862127604) and Nirmala Devi (20862127623) under my guidance and supervision. The Post Graduate Deptt. of Comp Sc. & IT has accepted the report as the fulfillment of the requirements for the degree of Master of Science (Information Technology). No part of this report has been submitted to any other College/University for the reward of any Degree to the best of my knowledge.

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Assistant Professor (Comp Sc.)
(Project Supervisor)
Shanti Devi Arya Mahila College
Dinanagar

Dr. Deepak Jyoti

Head, PG Department of Computer Sc. & IT
Shanti Devi Arya Mahila College
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DECLARATION

We hereby declare that this project report on "HOSTEL MANAGEMENT SYSTEM" which is being submitted in partial fulfillment of the Training Programme of M.Sc (Information Technology) to Shanti Devi Arya Mahila College,Dinanagar, is the result of the work carried out by us, under the guidance of Ms. Manpreet Kaur (Assistant Professor), Shanti Devi Arya Mahila College, Dinanagar

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ABSTRACT

As the name specifies “HOSTEL MANAGEMENT SYSTEM” is software developed for managing various activities in the hostel. For the past few years the number of educational institutions is increasing rapidly. Thereby the number of hostels is also increasing for the accommodation of the students studying in this institution. And hence there is a lot of strain on the person who are running the hostel and software’s are not usually used in this context. This particular project deals with the problems on managing a hostel and avoids the problems which occur when carried manually.

Identification of the drawbacks of the existing system leads to the designing of computerized system that will be compatible to the existing system with the system Which is more user friendly and more GUI oriented. We can improve the efficiency of the system, thus overcome the drawbacks of the existing system.

- Less human error
- Strength and strain of manual labor can be reduced
- High security
- Data redundancy can be avoided to some extent
- Data consistency
- Easy to handle
- Easy data updating
- Easy record keeping
- Backup data can be easily generated

INTRODUCTION

1.1 Problem definition

We have got nine hostels in our university, which consist of four boy's hostel and five girl's hostel. All these hostels at present are managed manually by the hostel office. The Registration form verification to the different data processing are done manually.

Thus there are a lot of repetitions which can be easily avoided. And hence there is a lot of strain on the person who are running the hostel and software's are not usually used in this context. This particular project deals with the problems on managing a hostel and avoids the problems which occur when carried manually

Identification of the drawbacks of the existing system leads to the designing of computerized system that will be compatible to the existing system with the system which is more user friendly and more GUI oriented. We can improve the efficiency of the system, thus overcome the drawbacks of the existing system.

1.Admin Panel

1.Admin Login

Admin can login through login form.

2. Admin Profile

Admin can manage his own profile. Admin can also change his password

3.Courses

Admin can create add course, edit courses and also delete the course

4. Rooms

Admin can create rooms and allots seater to particular rooms and assign the fees.

5. Registration

Admin can create student profile and allot the rooms

6. Manage the Registration

Admin can manage the all the student Profile. Take a print out of all profiles and also delete the profile.

7. Forgot Password

Admin can also retrieve the password if admin forgot the password.

User Panel

1. **User Registration----** User can register through user registration form
2. **User Login--** User can login through login form
3. **Forgot Password—**user can retrieve password through forgot password link
4. **User Dashboard**
5. **User Profile—**User can manage own profile
6. **Book Hostel** – User can book hostel
7. **Room Details-** Booked Room Details
8. **Change Password-** User Can change own password
9. **User access log-** User can watch last login details

SYSTEM ENVIRONMENT

2.1 Hardware Configuration

1. Pentium IV Processor

2. 512 MB RAM

3. 40GB HDD

4. 1024 * 768 Resolution Color Monitor

Note: This is not the "System Requirements".

2.2 Software Configuration

1. OS : Windows XP

2.PHP Triad (PHP5.6, MySQL, Apache, and PHPMyAdmin)

2.3 Software Features

2.3.1 PHP TRIAD

PHPTriad installs a complete working PHP/MySQL server environment on Windows platforms (9x/ NT). Installs PHP, MySQL, Apache, and PHPMyAdmin.

2.3.1.1 PHP

PHP is a scripting language originally designed for producing dynamic web pages. It has evolved to include a command line interface capability and can be used in standalone graphical applications. While PHP was originally created by Rasmus Lerdorf in 1995, the main implementation of PHP is now produced by **The PHP Group** and serves as the *de facto* standard for PHP as there is no formal specification. PHP is free software released under the PHP License, however it is incompatible with the GNU General Public License

(GPL), due to restrictions on the usage of the term *PHP*. It is a widely-used general-purpose

scripting language that is especially suited for web development and can be embedded into HTML. It generally runs on a web server, taking PHP code as its input and creating web pages as output. It can be deployed on most web servers and on almost every operating system and platform free of charge. PHP is installed on more than 20 million websites and 1 million web servers.

PHP originally stood for Personal Home Page. It began in 1994 as a set of Common Gateway Interface binaries written in the C programming language by the Danish/Greenlandic programmer Rasmus Lerdorf. Lerdorf initially created these Personal Home Page Tools to replace a small set of Perl scripts he had been using to maintain his personal homepage. The tools were used to perform tasks such as displaying his résumé and recording how much traffic his page was receiving. He combined these binaries with his Form Interpreter to create PHP/FI, which had more functionality. PHP/FI included a larger implementation for the C programming language and could communicate with databases, enabling the building of simple, dynamic web applications.

Lerdorf released PHP publicly on June 8, 1995 to accelerate bug location and improve the code. This release was named PHP version 2 and already had the basic functionality that PHP has today. This included Perl-like variables, form handling, and the ability to embed HTML. The syntax was similar to Perl but was more limited, simpler, and less consistent. Zeev Suraski and Andi Gutmans, two Israeli developers at the Technion IIT, rewrote the parser in 1997 and formed the base of PHP 3, changing the language's name to the recursive initialism *PHP: Hypertext Preprocessor*. The development team officially released PHP/FI 2 in November 1997 after months of beta testing. Afterwards, public testing of PHP 3 began, and the official launch came in June 1998. Suraski and Gutmans then started a new rewrite of PHP's core, producing the Zend Engine in 1999. They also founded Zend Technologies in Ramat Gan, Israel.

On May 22, 2000, PHP 4, powered by the Zend Engine 1.0, was released. On July 13, 2004, PHP 5 was released, powered by the new Zend Engine II. PHP 5 included new features such as

improved support for object-oriented programming, the PHP Data Objects extension (which defines a lightweight and consistent interface for accessing databases), and numerous performance enhancements. The most recent update released by The PHP Group is for the older PHP version 4 code branch.

In 2008, PHP 5 became the only stable version under development. Late static binding has been missing from PHP and will be added in version 5.3. PHP 6 is under development alongside PHP 5. Major changes include the removal of register_globals, magic quotes, and safe mode. The reason for the removals was because register_globals had given way to security holes, and magic quotes had an unpredictable nature, and was best avoided. Instead, to escape characters, Magic quotes may be substituted with the addslashes() function, or more appropriately an escape mechanism specific to the database vendor itself like mysql_real_escape_string() for MySQL.

PHP does not have complete native support for Unicode or multibyte strings; Unicode support will be included in PHP 6. Many high profile open source projects ceased to support PHP 4 in new code as of February 5, 2008, due to the GoPHP5 initiative, provided by a consortium of PHP developers promoting the transition from PHP 4 to PHP 5. It runs in both 32-bit and 64-bit environments, but on Windows the only official distribution is 32-bit, requiring Windows 32-bit compatibility mode to be enabled while using IIS in a 64-bit Windows environment. There is a third-party distribution available for 64-bit Windows.

Usage

PHP is a general-purpose scripting language that is especially suited for web development. PHP generally runs on a web server, taking PHP code as its input and creating web pages as output. It can also be used for command-line scripting and client-side GUI applications. PHP can be deployed on most web servers, many operating systems and platforms, and can be used with many relational database management systems. It is available free of charge, and the PHP Group provides the complete source code for users to build, customize and extend for their own use.

PHP primarily acts as a filter, taking input from a file or stream containing text and/or PHP

instructions and outputs another stream of data; most commonly the output will be HTML. It can automatically detect the language of the user. From PHP 4, the PHP parser compiles input to produce bytecode for processing by the Zend Engine, giving improved performance over its interpreter predecessor. Originally designed to create dynamic web pages, PHP's principal focus is server-side scripting,and it is similar to other server-side scripting languages that provide dynamic content from a web server to a client, such as Microsoft's Active Server Pages, Sun Microsystems' JavaServer Pages, and mod_perl. PHP has also attracted the development of many frameworks that provide building blocks and a design structure to promote rapid application develo-pment (RAD). Some of these include CakePHP, Symfony, CodeIgniter, and Zend Framework, offering features similar to other web application frameworks.

The LAMP architecture has become popular in the web industry as a way of deploying web applic-ations. PHP is commonly used as the *P* in this bundle alongside Linux, Apache and MySQL, although the *P* may also refer to Python or Perl. As of April 2007, over 20 million Internet domains were hosted on servers with PHP installed, and PHP was recorded as the most popular Apache module. Significant websites are written in PHP including the user-facing portion of Facebook, Wikipedia (MediaWiki), Yahoo!, MyYearbook, , Digg, Wordpress and Tagged. In addition to server-side scripting, PHP can be used to create stand-alone, compiled applications and libraries, it can be used for shell scripting, and the PHP binaries can be called from the command line.

2.3.1.1.1 Speed optimization

As with many scripting languages, PHP scripts are normally kept as human-readable source code, even on production web servers. In this case, PHP scripts will be compiled at runtime by the PHP engine, which increases their execution time. PHP scripts are able to be compiled before runtime using PHP compilers as with other programming languages such as C (the language PHP and its extensions are written in). Code optimizers aim to reduce the computational complexity of the compiled code by reducing its size and making other changes that can reduce the execution time with the overall goal of improving performance. The nature of the PHP compiler is such that there are often opportunities for

code optimization, and an example of a code optimizer is the Zend Optimizer PHP extension.

Another approach for reducing overhead for high load PHP servers is using PHP accelerators. These can offer significant performance gains by caching the compiled form of a PHP script in shared memory to avoid the overhead of parsing and compiling the code every time the script runs.

2.3.1.1.2 Security

The National Vulnerability Database stores all vulnerabities found in computer software. The overall proportion of PHP-related vulnerabilities on the database amounted to: 12% in 2003, 20% in 2004, 28% in 2005, 43% in 2006, 36% in 2007, and 35% in 2008. Most of these PHP-related vulnerabilities can be exploited remotely: they allow hackers to steal or destroy data from data sources linked to the webserver (such as an SQL database), send spam or contribute to DOS attacks using malware, which itself can be installed on the vulnerable servers.

These vulnerabilities are caused mostly by not following best practice programming rules: technical security flaws of the language itself or of its core libraries are not frequent. Recognizing that programmers cannot be trusted, some languages include taint checking to detect automatically the lack of input validation which induces many issues. However, such a feature is being developed for PHP

Hosting PHP applications on a server requires a careful and constant attention to deal with these security risks. There are advanced protection patches such as Suhosin and Hardening-Patch, especially designed for web hosting environments. Installing PHP as a CGI binary rather than as an Apache module is the preferred method for added security. With respect to securing the code itself, PHP code can be obfuscated to make it difficult to read while remaining functional.

2.3.1.1.3 Syntax

```
<html>
<head>
    <title>PHP  Test  </title>
</head>
<body>
```

```
<?php echo "<p> Hello World </p>"; ?>
</body></html>
```

Note : - Code in bold letters shows the PHP code embedded within HTML

PHP only parses code within its delimiters. Anything outside its delimiters is sent directly to the output and is not parsed by PHP. The most common delimiters are <?php and ?>, which are open and close delimiters respectively. <script language="php"> and </script> delimiters are also available. Short tags can be used to start PHP code, <? or <?= (which is used to echo back a string or variable) and the tag to end PHP code, ?>. These tags are commonly used, but like ASP-style tags (<% or <%= and %>), they are less portable as they can be disabled in the PHP configuration. For this reason, the use of short tags and ASP-style tags is discouraged. The purpose of these delimiters is to separate PHP code from non-PHP code, including HTML.

Variables are prefixed with a dollar symbol and a type does not need to be specified in advance. Unlike function and class names, variable names are case sensitive. Both double-quoted ("") and heredoc strings allow the ability to embed a variable's value into the string. PHP treats newlines as whitespace in the manner of a free-form language (except when inside string quotes), and statements are terminated by a semicolon. PHP has three types of comment syntax: /* */ serves as block comments, and // as well as # are used for inline comments. The echo statement is one of several facilities PHP provides to output text (e.g. to a web browser).

In terms of keywords and language syntax, PHP is similar to most high level languages that follow the C style syntax. *If* conditions, *for* and *while* loops, and function returns are similar in syntax to languages such as C, C++, Java and Perl.

2.3.1.1.4 Data types

PHP stores whole numbers in a platform-dependent range. This range is typically that of 32-bit signed integers. Unsigned integers are converted to signed values in certain situations; this behavior is different from other programming languages. Integer variables can be assigned using

decimal (positive and negative), octal, and hexadecimal notations. Floating point numbers are also stored in a platform-specific range. They can be specified using floating point notation, or two forms of scientific notation. PHP has a native Boolean type that is similar to the native Boolean types in Java and C++. Using the Boolean type conversion rules, non-zero values are interpreted as true and zero as false, as in Perl and C++. The null data type represents a variable that has no value.The only value in the null data type is *NULL*. Variables of the "resource" type represent references to resources from external sources. These are typically created by functions from a particular extension, and can only be processed by functions from the same extension; examples include file, image, and database resources. Arrays can contain elements of any type that PHP can handle, including resources, objects, and even other arrays. Order is preserved in lists of values and in hashes with both keys and values, and the two can be intermingled. PHP also supports strings, which can be used with single quotes, double quotes, or heredoc syntax. The Standard PHP Library (SPL) attempts to solve standard problems and implements efficient data access interfaces and classes.

2.3.1.1.5 Functions

PHP has hundreds of base functions and thousands more from extensions. These functions are well documented on the PHP site, but unfortunately, the built-in library has a wide variety of naming conventions and inconsistencies. PHP currently has no functions for thread programming.

Version 5.2 and earlier

Functions are not first-class functions and can only be referenced by their name—directly or dynamically by a variable containing the name of the function. User-defined functions can be created at any time without being prototyped. Functions can be defined inside code blocks, permitting a run-time decision as to whether or not a function should be defined. Function calls must use parentheses, with the exception of zero argument class constructor functions called with the PHP new operator, where parentheses are optional. PHP supports quasi-anonymous functions through the create_function() function, although they are not true anonymous functions because anonymous functions are nameless, but functions can only be referenced by name, or indirectly through a variable $function_name();, in PHP.

Version 5.3 and newer

PHP gained support for first-class functions and closures. True anonymous functions are supported

function getAdder($x) using the following syntax :

```
function  getAdder($x)
      {
            return function ($y) use ($x)
            { return $x + $y;
            };
      }
      $adder  =  getAdder(8);
      echo  $adder(2);  //  prints  "10"
```

Here, getAdder() function creates a closure using parameter $x (keyword "use" forces getting variable from context), which takes additional argument $y and returns it to the caller. Such a function can be stored, given as the parameter to another functions, etc. For more details see Lambda functions and closures RFC.

2.3.1.1.6 Objects

Basic object-oriented programming functionality was added in PHP 3. Object handling was completely rewritten for PHP 5, expanding the feature set and enhancing performance. In previous versions of PHP, objects were handled like primitive types. The drawback of this method was that the whole object was copied when a variable was assigned or passed as a parameter to a method. In the new approach, objects are referenced by handle, and not by value. PHP 5 introduced private and protected member variables and methods, along with abstract classes and final classes as well as abstract methods and final methods. It also introduced a standard way of declaring constructors and destructors, similar to that of other object-oriented languages such as C++, and a standard exception handling model.

Furthermore, PHP 5 added interfaces and allowed for multiple interfaces to be implemented. There are special interfaces that allow objects to interact with the runtime system. Objects implementing

ArrayAccess can be used with array syntax and objects implementing Iterator or IteratorAggregate can be used with the foreach language construct. There is no virtual table feature in the engine, so static variables are bound with a name instead of a reference at compile time. If the developer creates a copy of an object using the reserved word *clone*, the Zend engine will check if a __clone() method has been defined or not. If not, it will call a default __clone() which will copy the object's properties. If a __clone() method is defined, then it will be responsible for setting the necessary properties in the created object. For convenience, the engine will supply a function that imports the properties of the source object, so that the programmer can start with a by-value replica of the source object and only override properties that need to be changed.

2.3.1.1.7 Resources

PHP includes free and open source libraries with the core build. PHP is a fundamentally Internet-aware system with modules built in for accessing FTP servers, many database servers, embedded SQL libraries such as embedded PostgreSQL, MySQL and SQLite, LDAP servers, and others. Many functions familiar to C programmers such as those in the stdio family are available in the standard PHP build. PHP has traditionally used features such as "magic_quotes_gpc" and "magic_quotes_runtime" which attempt to escape apostrophes

(') and quotes (") in strings in the assumption that they will be used in databases, to prevent SQL injection attacks. This leads to confusion over which data is escaped and which is not, and to problems when data is not in fact used as input to a database and when the escaping used is not completely correct. To make code portable between servers which do and do not use magic quotes, developers can preface their code with a script to reverse the effect of magic quotes when it is applied.

PHP allows developers to write extensions in C to add functionality to the PHP language. These can then be compiled into PHP or loaded dynamically at runtime. Extensions have been written to add support for the Windows API, process management on Unix-like operating systems, multibyte strings (Unicode), cURL, and several popular compression formats. Some more unusual features include integration with Internet Relay Chat, dynamic generation of images and Adobe Flash

content, and even speech synthesis. The PHP Extension Community Library (PECL) project is a repository for extensions to the PHP language. Zend provides a certification exam for programmers to become certified PHP developers.

2.3.1.2 MY SQL

What is a database?

Quite simply, it's an organized collection of data. A database management system (DBMS) such as Access, FileMaker Pro, Oracle or SQL Server provides you with the software tools you need to organize that data in a flexible manner. It includes facilities to add, modify or delete data from the database, ask questions (or queries) about the data stored in the database and produce reports summarizing selected contents.

MySQL is a multithreaded,multi-user SQL database management system(DBMS). The basic program runs as a server providing multi-user access to a number of databases.Originally financed in a similar fashion to the JBoss model, MySQL was owned and sponsored by a single for-profit firm, the Swedish company MySQLAB now a subsidiary of Sun Microsystem , which holds the copyright to most of the codebase. The project's source code is available under terms of the GNU General Public Licence, as well as under a variety of proprietory agreements.

MySQL is a database.The data in MySQL is stored in database objects called tables.A table is a collections of related data entries and it consists of columns and rows.Databases are useful when storing information categorically. A company may have a database with the following tables: "Employees", "Products", "Customers" and "Orders".

2.3.1.2.1 Database Tables

A database most often contains one or more tables. Each table is identified by a name (e.g. "Customers" or "Orders"). Tables contain records (rows) with data.

2.3.1.2.2 Queries

A query is a question or a request.With MySQL, we can query a database for specific information and have a record set returned.

2.3.1.2.2.1 Create a connection to a database

Before you can access data in a database, you must create a connection to the database.In PHP, this is done with the mysqli_connect() function.

Syntax

$con=mysqli_connect("servername", "username", "password", "db name");

Parameter	Description
servername	Optional. Specifies the server to connect to. Default value is "localhost:3306"
username	Optional. Specifies the username to log in with. Default value is the name of the user that owns the server process
password	Optional. Specifies the password to log in with. Default is ""

Example

In the following example we store the connection in a variable ($con) for later use in the script. The “die” part will be executed if the connection fails:

```
<?php  $con=mysqli_connect("localhost", "root", "", "acrsdb");
if(mysqli_connect_errno()){
$con=mysqli_connect("servername", "username", "password", "db name");
}?>
```

2.3.1.2.2.2 Closing a Connection

The connection will be closed automatically when the script ends. To close the connection before, use the mysql_close() function:

```
<?php  $con=mysqli_connect("localhost", "root", "", "acrsdb");
if(mysqli_connect_errno()){
$con=mysqli_connect("servername", "username", "password", "db name");
}
Mysql_close();?>
```

2.3.1.2.2.3 Create a Database

The CREATE DATABASE statement is used to create a database in MySQL.

Syntax

CREATE DATABASE database_name

To get PHP to execute the statement above we must use the mysql_query() function. This function is used to send a query or command to a MySQL connection.

2.3.1.2.2.4 Create a Table

The CREATE TABLE statement is used to create a table in MySQL

Syntax

```
CREATE TABLE table_name
(
   column_name1  data_type,
   column_name2  data_type,
   column_name3 data_type,
   ....
)
```

2.3.1.2.3 MySQL Functions

mysqli_affected_rows — Get number of affected rows in previous MySQL operation

mysqli_change_user — Change logged in user of the active connection

mysqli_client_encoding — Returns the name of the character set

mysqli_close — Close MySQL connection mysqli_connect

— Open a connection to a MySQL Server mysqli_create_db

— Create a MySQL database mysqli_data_seek — Move

internal result pointer mysqli_db_name — Get result data

mysqli_db_query — Send a MySQL query

mysqli_drop_db — Drop (delete) a MySQLdatabase

mysqli_errno — Returns the numerical value of the error message from previous MySQL

operation mysqli_error — Returns the text of the error message from previous MySQL operation

mysqli_escape_string — Escapes a string for use in a mysql_query

mysqli_fetch_array — Fetch a result row as an associative array, a numeric array, or both

mysqli_fetch_assoc — Fetch a result row as an associative array

mysqli_fetch_field — Get column information from a result and return as an

object mysqli_fetch_lengths — Get the length of each output in a result

mysqli_fetch_object — Fetch a result row as an object

wsmysql_num_rows — Get number of rows in result mysql_pconnect

— Open a persistent connection to a MySQL server

mysql_ping — Ping a server connection or reconnect if there is no

connection mysql_query — Send a MySQL query

mysql_result — Get result data mysql_select_db

— Select a MySQL database mysql_set_charset

— Sets the client character set mysql_stat —

Get current system status mysql_tablename —

Get table name of field mysql_thread_id —

Return the current thread ID

mysql_unbuffered_query — Send an SQL query to MySQL, without fetching and buffering

the result (*See Appendix 2 for more My_SQL Functions.*)

2.3.1.3 Macromedia Dreamweaver 8

Is a professional HTML editor for designing, coding, and developing websites, web pages, and web applications. Whether you enjoy the control of hand-coding HTML or prefer to work in a visual editing environment, Dreamweaver provides you with helpful tools to enhance your web creation experience.

The visual editing features in Dreamweaver let you quickly create pages without writing a line of code. You can view all your site elements or assets and drag them from an easy-to-use panel directly into a document. You can streamline your development workflow by creating and editing images in Macromedia Fireworks or another graphics application, then importing them directly into Dreamweaver, or by adding Macromedia Flash objects.

Dreamweaver also provides a full-featured coding environment that includes code-editing tools (such as code coloring and tag completion) and language reference material on Cascading Style Sheets (CSS), JavaScript, and ColdFusion Markup Language (CFML), among others. Macromedia Roundtrip HTML technology imports your hand-coded HTML documents without reformatting the code; you can then reformat code with your preferred formatting style. Dreamweaver also enables you to build dynamic database-backed web applications using server technologies such as CFML, ASP.NET, ASP, JSP, and PHP.

2.3.1.3.1 Dreamweaver and accessibility

Accessibility refers to making websites and web products usable for people with visual, auditory, motor, and other disabilities. Examples of accessibility features for software products and websites include screen reader support, text equivalents for graphics, keyboard shortcuts, change of display colors to high contrast, and so on. Dreamweaver provides tools that make the product accessible and tools that help you author accessible content:

Using Dreamweaver accessibility features For Dreamweaver web designers who need to use accessibility features, Dreamweaver offers screen reader support, keyboard navigation, and operating system accessibility support.For more information, see Using Dreamweaver accessibility features.

Authoring for accessibility For Dreamweaver web designers who need to create accessible content, Dreamweaver assists you in creating accessible pages that contain useful content for screen readers and comply with government guidelines.

Dreamweaver provides dialog boxes that prompt you to enter accessibility attributes when you insert page elements (see Optimizing the workspace for accessible page design).For example, the accessibility dialog box for images reminds you to add text equivalents for graphics. Then, when the image appears on a page for a user with visual disabilities, the screen reader reads the description.

2.3.1.3.2 Laying Out Pages with CSS

In Macromedia Dreamweaver 8, you can use CSS styles to lay out your page. You can either insert div tags manually and apply CSS positioning styles to them, or you can use Dreamweaver layers to create your layout. A layer in Dreamweaver is an HTML page element—specifically, a div tag, or any other tag—that has an absolute position assigned to it. Whether you use CSS, tables, or frames to lay out your pages, Dreamweaver has rulers and grids for visual guidance in your layout. Dreamweaver also has a tracing image feature, which you can use to re-create a page design that was created in a graphics application.

Client-side role of forms

Forms support the client side of the client-server relationship. When a visitor enters information into a form displayed in a web browser (the client) and clicks the submit button, the information is sent to the server where a server-side script or application processes it. Common server-side technologies used for processing form data include Macromedia ColdFusion, Microsoft Active Server Pages (ASP), and PHP. The server responds by sending requested information back to the user (or client), or performing some action based on the form's contents.

(Note : - See Appendix 1 for more about Macromedia Dreamweaver 8 and phpMyAdmin)

2.3.1.4 phpMAdmin

phpMyAdmin is an open source tool written in PHP intended to handle the administration of MySQL over the World Wide Web. phpMyAdmin supports a wide range of operations with MySQL.Currently it can create and drop databases, create/drop/alter tables, delete/edit/add fields, execute any SQL statement, manage users and permissions, and manage keys on fields. while you still have the ability to directly execute any SQL statement. phpMyAdmin can manage a whole MySQL server (needs a super-user) as well as a single database. To accomplish the latter you'll need a properly set up MySQL user who can read/write only the desired database. It's up to you to look up the appropriate part in the MySQL manual.

phpMyAdmin can:

- browse and drop databases, tables, views, fields and indexes
- create, copy, drop, rename and alter databases, tables, fields and indexes
- maintenance server, databases and tables, with proposals on server configuration
- execute, edit and bookmark any SQL-statement, even batch-queries
- load text files into tables
- create and read dumps of tables
- export data to various formats: CSV, XML, PDF, ISO/IEC 26300 - OpenDocument Text and Spreadsheet, Word, Excel and $L^{A}T_{E}X$ formats
- administer multiple servers
- manage MySQL users and privileges
- check referential integrity in MyISAM tables
- using Query-by-example (QBE), create complex queries automatically connecting required tables
- create PDF graphics of your Database layout
- search globally in a database or a subset of it
- transform stored data into any format using a set of predefined functions, like displaying BLOB-data as image or download-link
- support InnoDB tables and foreign keys
- support mysqli, the improved MySQL extension

A word about users:

Many people have difficulty understanding the concept of user management with regards to phpMyAdmin. When a user logs in to phpMyAdmin, that username and password are passed directly to MySQL. phpMyAdmin does no account management on its own (other than allowing one to manipulate the MySQL user account information); all users must be valid MySQL users.

1) phpMyAdmin can compress (Zip, GZip -RFC 1952- or Bzip2 formats) dumps and CSV exports if you use PHP with Zlib support (—with-zlib) and/or Bzip2 support (—with-bz2). Proper support may also need changes in php.ini.a phpMyAdmin screen appears as shown below.

2.3.1.4. 1 Requirements

- **PHP**
- You need PHP 5.2.0 or newer, with session support and the Standard PHP Library (SPL) extension.
- To support uploading of ZIP files, you need the PHP zip extension.
- For proper support of multibyte strings (eg. UTF-8, which is currently default), you should install mbstring and ctype extensions.
- You need GD2 support in PHP to display inline thumbnails of JPEGs (“image/jpeg: inline”) with their original aspect ratio
- When using the “cookie” authentication method, the mcrypt extension is strongly suggested for most users and is required for 64–bit machines. Not using mcrypt will cause phpMyAdmin to load pages significantly slower.

2.3.1.5 Apache Web server

Often referred to as simply *Apache*, a public-domain open source Web server developed by a loosely-knit group of programmers. The first version of Apache, based on the NCSA httpd Web server, was developed in 1995.

Core development of the Apache Web server is performed by a group of about 20 volunteer programmers, called the *Apache Group.* However, because the source code is freely available, anyone can adapt the server for specific needs, and there is a large public library of Apache add-ons. In many respects, development of Apache is similar to development of the Linux operating system.

The original version of Apache was written for UNIX, but there are now versions that run under OS/ 2, Windows and other platforms. The name is a tribute to the Native American Apache Indian tribe, a tribe well known for its endurance and skill in warfare. A common misunderstanding is that it was called Apache because it was developed from existing NCSA code plus various patches, hence the name *a patchy server*, or Apache server.

Apache consistently rates as the world's most popular Web server according to analyst surveys. Apache has attracted so much interest because it is full-featured, reliable, and free. Originally developed for UNIX™ operating systems, Apache has been updated to run on Windows, OS/2, and other platforms. One aspect of Apache that some site administrators find confusing — especially those unfamiliar with UNIX-style software — is its configuration scheme. Instead of using a point-and-click graphic user interface (GUI) or Windows Registry keys as most other.

Configuration Files

Apache uses a system of three text files for managing its configuration data. All three of these files (almost always) appear in Apache's ./conf directory and are designed to be edited by system administrators:

1. httpd.conf for general settings
2. srm.conf for resource settings
3. access.conf for security settings

When Apache first starts, these files are processed in the order shown above. Originally, the initial installation of Apache included default entries within each of the three files. In the most recent versions of Apache, however, the default installation has changed. Now httpd.conf is treated as the “master” configuration file and it contains all of the settings. Both srm.conf and access.conf still exist in the installation, but they contain no settings and are empty except for some comments.

Inside Httpd.conf

Traditionaly httpd.conf contained general settings such as the ServerName and Port number.These entries appear as follows in the file: ServerName compnetworking.about.com Port 80 The term “httpd” stands for *HTTP Daemon*. Recall that in a UNIX environment, the term *daemon* refers to a type of process designed to launch at system boot and continue running for very long periods of time. This file contains a number of other entries (technically called directives), but for most of these,modifications are optional. Probably the most useful of these entries is ServerAdmin.

Access and Security Settings

It is recommended practice now for Apache administrators to manage their resource and security settings from httpd.conf. Administrators of older versions of Apache can simply cut their entries from srm.conf and access.conf and paste them into the master file. If an administrator wants to go one step further and delete the two empty files, they should also place the following entries in httpd.conf to prevent Apache from attempting to access them.

SYSTEM DESIGN

3.1 Input Design

The system design is divided in to two portions. The Administrator section and the User(student's) section.

3.1.1 Administrator

1. The Administrator can allot different students to the different hostels.

2.He can vacate the students for the hostels.

3.He can control the status of the fee payement.

4.He can edit the details of the students.He can change their rooms, edit and delete the student records.

A process of converting user originated inputs to a computer-based format. Input design is an important part of development process since inaccurate input data are the most common cause of errors in data processing. Erroneous entries can be controlled by input design. It consists of developing specifications and procedures for entering data into a system and must be in simple format**.** The goal of input data design is to make data entry as easy, logical and free from errors as possible. In input data design, we design the source document that capture the data and then select the media used to enter them into the computer.

There are two major approaches for entering data in to the computer. They are

- Menus.
- Dialog Boxes.

Menus

A menu is a selection list that simplifies computer data access or entry. Instead of remembering what to enter, the user chooses from a list of options. A menu limits a user choice of response but reduce the chances for error in data entry.

Dialog Box

Dialog boxes are windows and these windows are mainly popup, which appear in response to certain conditions that occur when a program is run. It allows the display of bitmaps and pictures. It can have various controls like buttons, text boxes, list boxes and combo boxes. Using these controls we can make a 'dialog' with the program.

The proposed system has three major inputs. They are Machine Registration, Machine Scheduling and Request Form.

3.2 Process Design

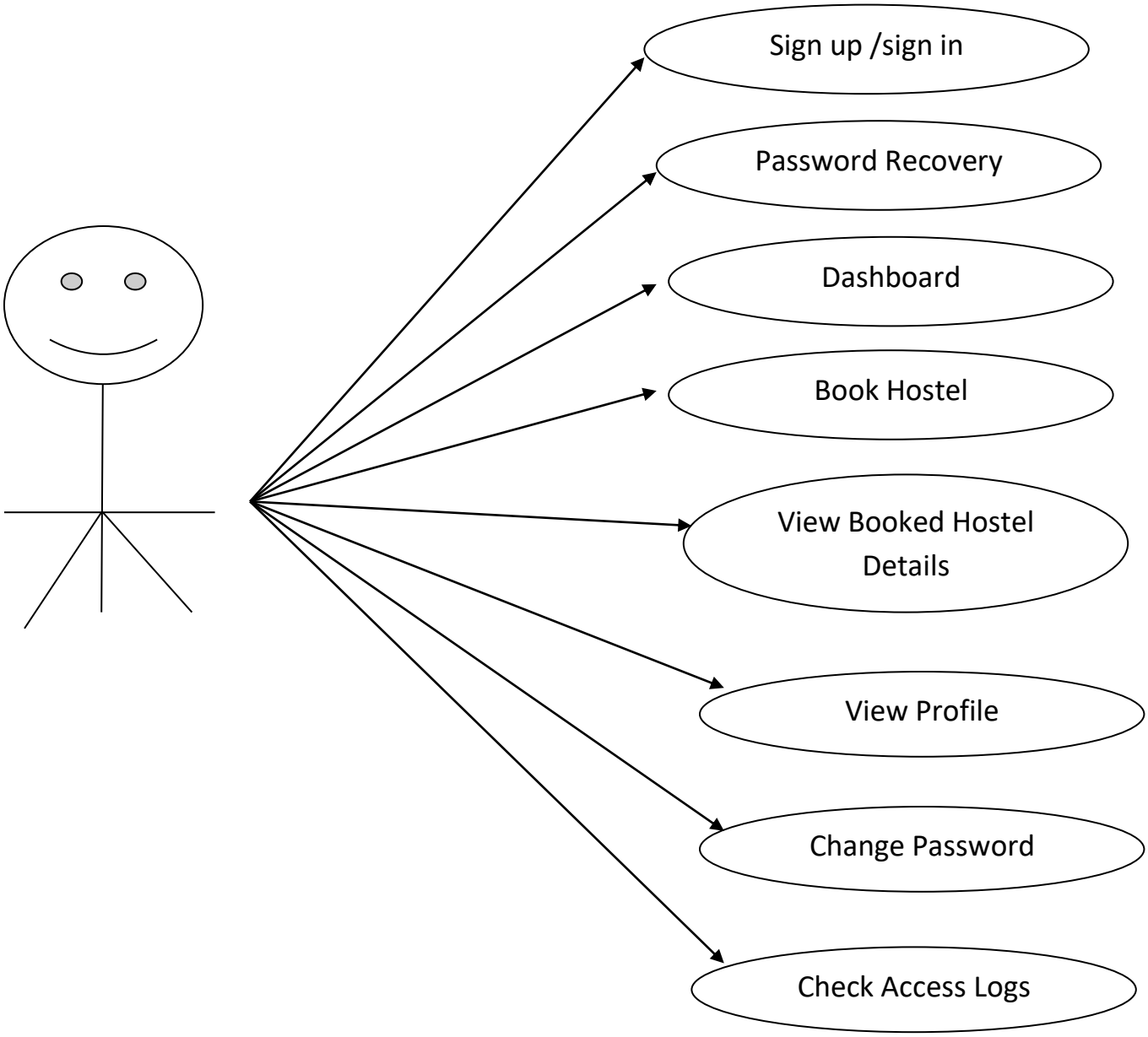
Process design plays an important role in project development. In order to understand the working procedure, process design is necessary. Data Flow Diagram and System Flow chart are the tools used for process design.

System Flow Chart is a graphical representation of the system showing the overall flow of control in processing at the job level; specifies what activities must be done to convert from a physical to logical model.

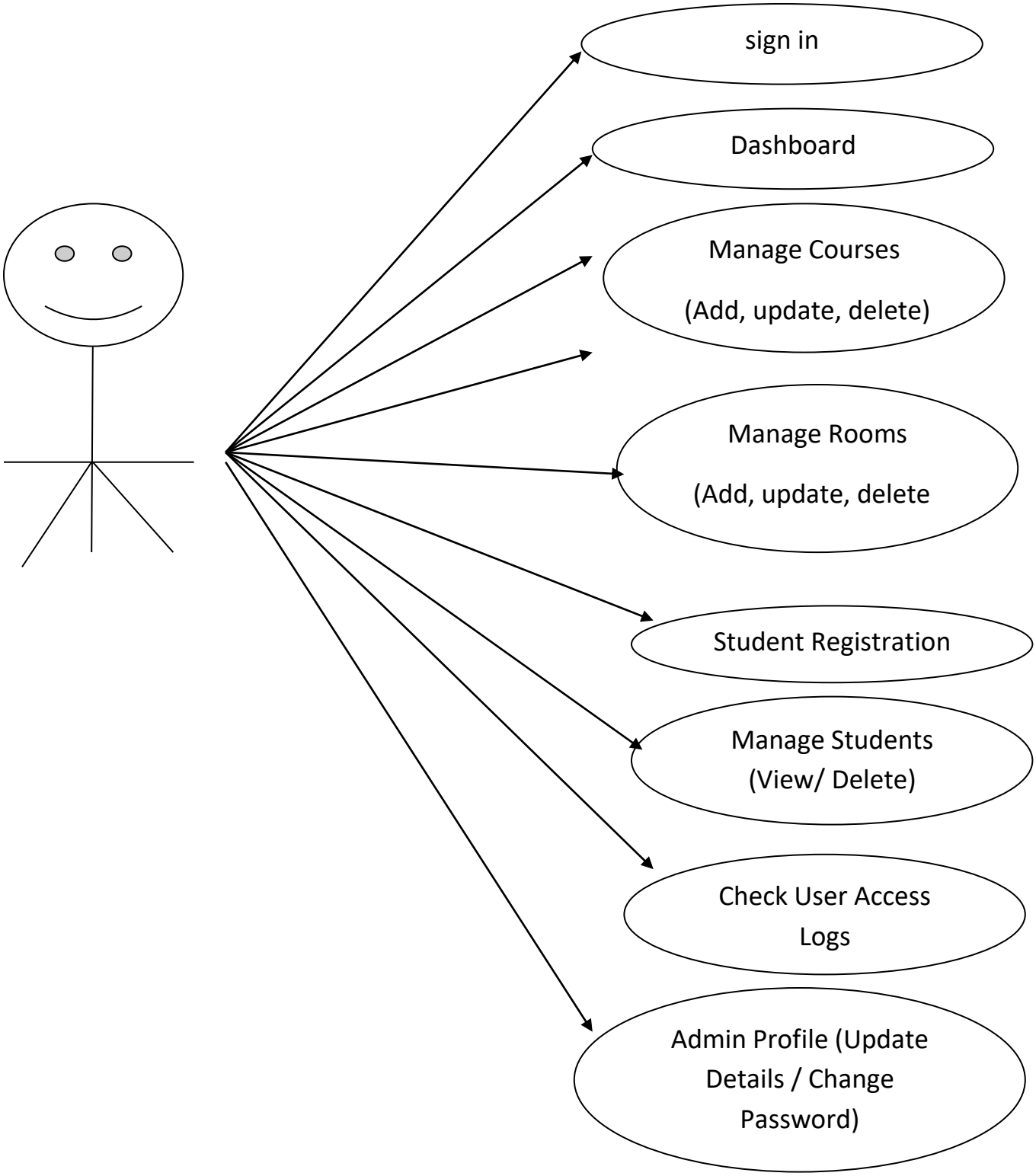
Data Flow Diagram is the logical representation of the data flow of the project. The DFD is drawn using various symbols. It has a source and a destination. The process is represented using circles and source and destination are represented using squares. The data flow is represented using arrows. One reader can easily get the idea about the project through Data Flow Diagram.

Use case Diagram

User Use Case Diagram



Admin Use Case Diagram



Data Flow Diagram

A Data Flow Diagram (DFD) is a graphical representation of the "flow" of data through an

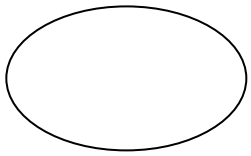
http://en.wikipedia.org/wiki/Information_systemInformation System. A data flow diagram can also be used for the visualization of Data Processing. It is common practice for a designer to draw a context-level DFD first which shows the interaction between the system and outside entities. This context-level DFD is then "exploded" to show more detail of the system being modeled.

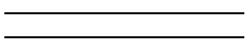
A DFD represents flow of data through a system. Data flow diagrams are commonly used during problem analysis. It views a system as a function that transforms the input into desired output. A DFD shows movement of data through the different transformations or processes in the system.

Dataflow diagrams can be used to provide the end user with a physical idea of where the data they input ultimately has an effect upon the structure of the whole system from order to dispatch to restock how any system is developed can be determined through a dataflow diagram. The appropriate register saved in database and maintained by appropriate authorities.

Data Flow Diagram Notation

.

Function/Process 

File/Database 

Input/output 

Flow 

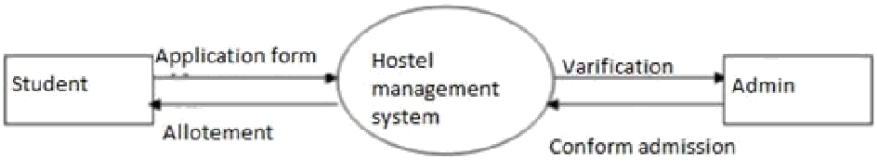


Fig 3.1 DFD for allotment process

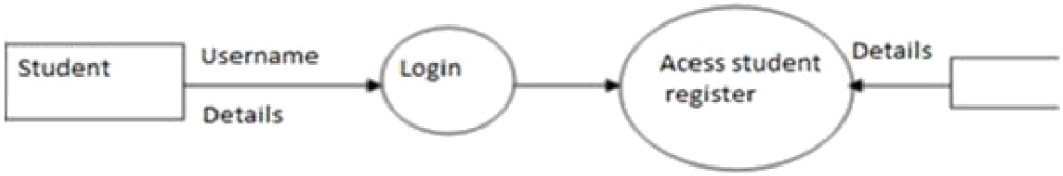


Fig 3.2 DFD for student module

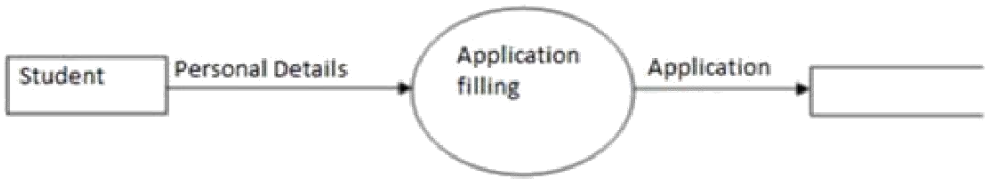
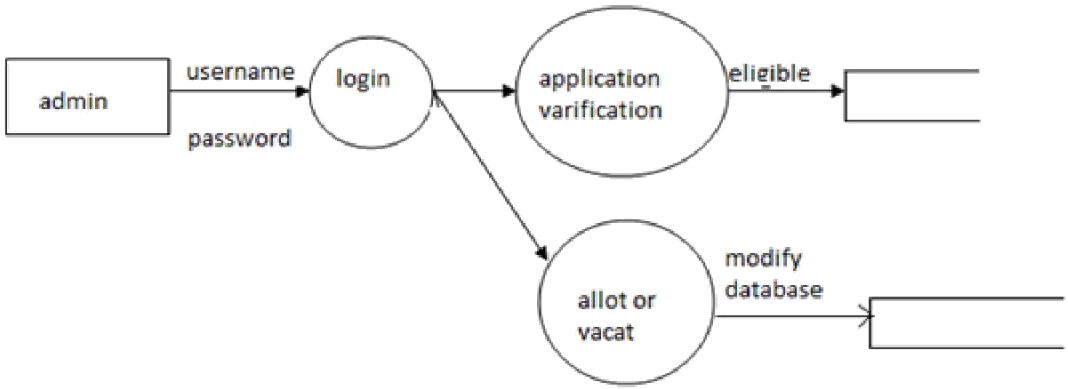


Fig 3.3 DFD for student registration



ER Diagram

An Entity Relation(ER) Diagram is a specialized graphics that illustrates the interrelationship between entities in a database. ER diagrams often use symbols to represent 3 different types of information. Boxes are commonly used to represent entities. Diamonds are normally used to represent relationships and ovals are used to represent attributes.

An Entity Relationship Model (ERM), in software engineering is an abstract and conceptual representation of data. Entity Relationship modeling is a relational schema database modeling method, used to produce a type of conceptual schema or semantic data model of a system, often a relation database, and its requirements in a top-down fashion

Entity:

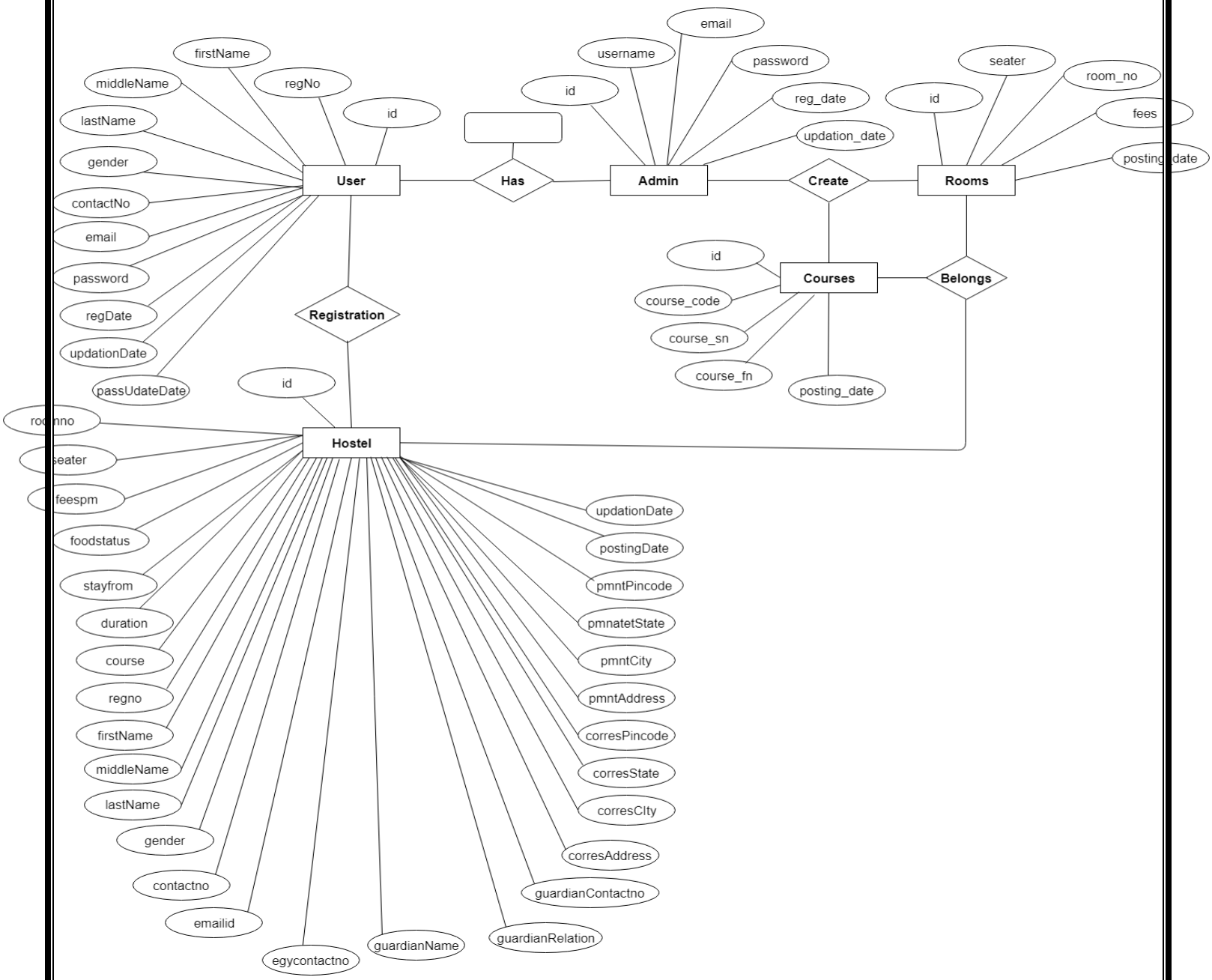
Entity is the thing which we want to store information. It is an elementary basic building block of storing information about business process. An entity represents an object defined within the information system about which you want to store information. Entities are distinct things in the enterprise.

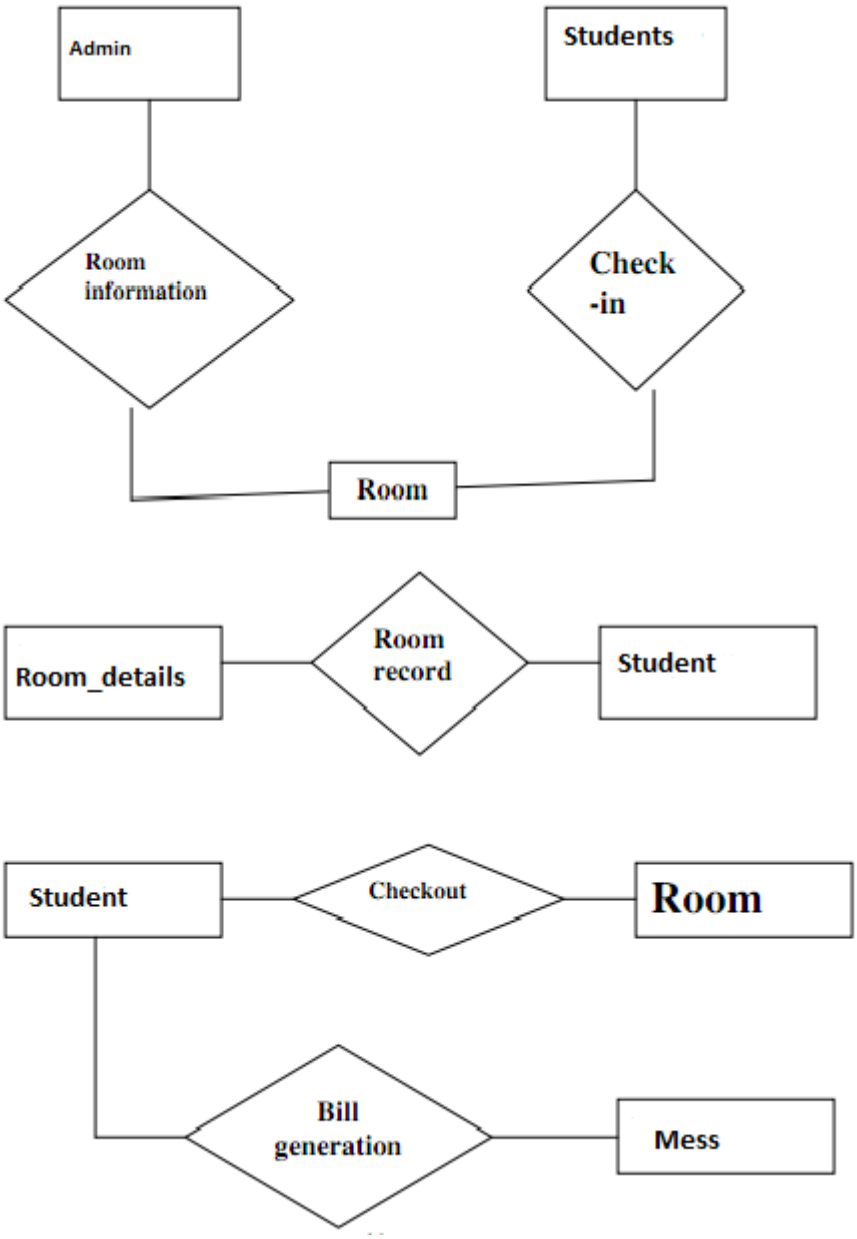
Relationships:

A relationship is a named collection or association between entities or used to relate two or more entities with some common attributes or meaningful interaction between the objects.

Attributes:

Attributes are the properties of the entities and relationship, Descriptor of the entity. Attributes are elementary pieces of information attached to an entity.


email
firstName
username
password
seater
middleName
regNo
id
id
reg_date
room_no
lastName
id
fees
updation_date
gender
User
Has
Admin
Create
Rooms
posting_date
contactNo
email
id
password
Courses
Belongs
course_code
regDate
Registration
course_sn
updationDate
course_fn
posting_date
passUdateDate
id
Hostel
seater
feespm
updationDate
foodstatus
postingDate
stayfrom
pmntPincode
duration
pmnatetState
course
pmntCity
regno
pmntAddress
firstName
corresPincode
middleName
corresState
lastName
corresCIty
gender
corresAddress
contactno
guardianContactno
emailid
egycontactno
guardianName
guardianRelation

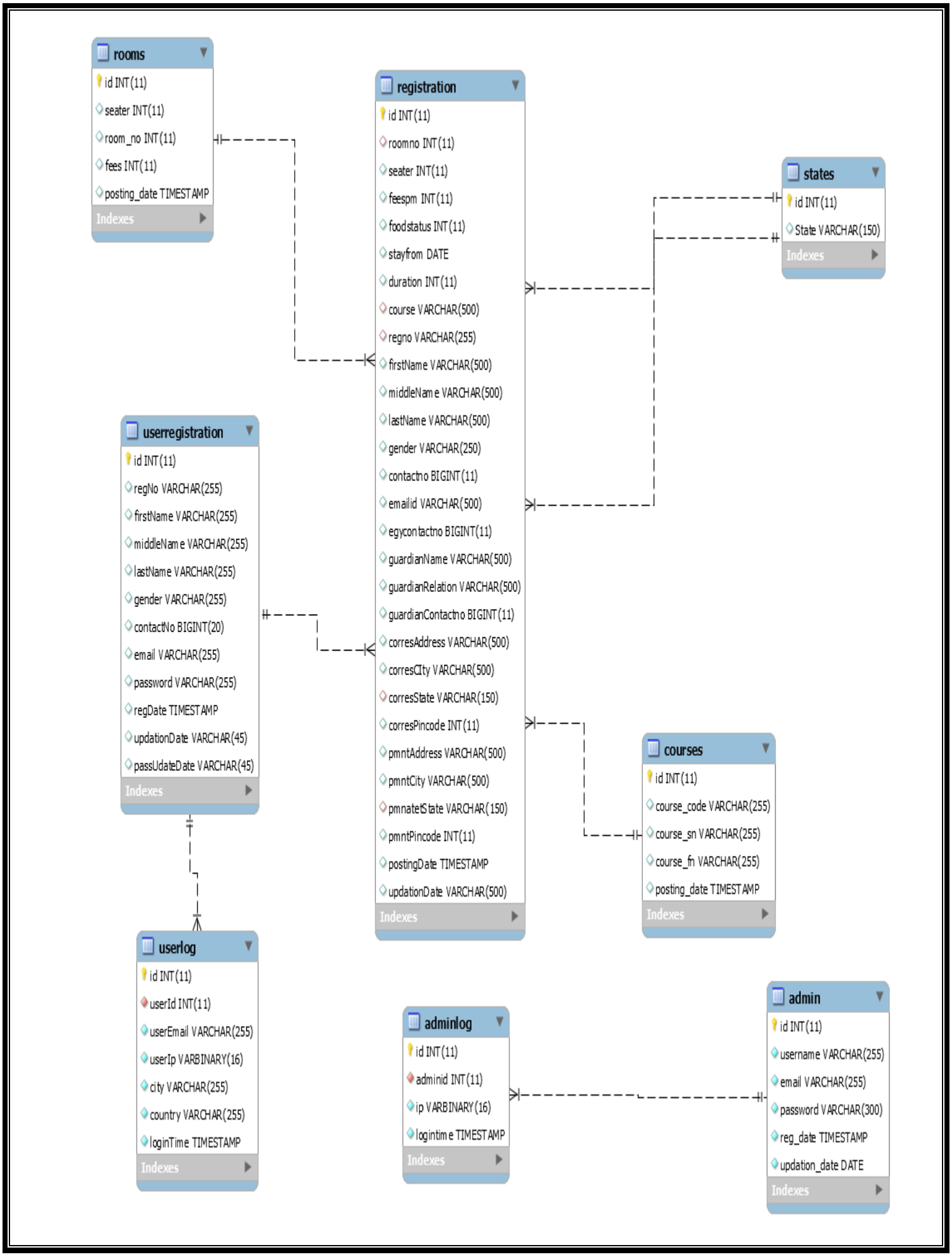

Admin
Students
Room information
Check -in
Room
Room_details
Room record
Student
Student
Checkout
Room
Bill generation
Mess

3.3 Database Design

The data in the system has to be stored and retrieved from database. Designing the database is part of system design. Data elements and data structures to be stored have been identified at analysis stage. They are structured and put together to design the data storage and retrieval system.

A database is a collection of interrelated data stored with minimum redundancy to serve many users quickly and efficiently. The general objective is to make database access easy, quick, inexpensive and flexible for the user. Relationships are established between the data items and unnecessary data items are removed. Normalization is done to get an internal consistency of data and to have minimum redundancy and maximum stability. This ensures minimizing data storage required, minimizing chances of data inconsistencies and optimizing for updates. The MySQL database has been chosen for developing the relevant databases.

Database Table Relationship


rooms
id INT(11)
seater INT(11)
room_no INT(11)
fees INT(11)
posting_date TIMESTAMP
Indexes
registration
id INT(11)
roomno INT(11)
seater INT(11)
feespm INT(11)
foodstatus INT(11)
stayfrom DATE
duration INT(11)
course VARCHAR(500)
regno VARCHAR(255)
firstName VARCHAR(500)
middleName VARCHAR(500)
lastName VARCHAR(500)
gender VARCHAR(250)
contactno BIGINT(11)
emailid VARCHAR(500)
egycontactno BIGINT(11)
guardianName VARCHAR(500)
guardianRelation VARCHAR(500)
guardianContactno BIGINT(11)
corresAddress VARCHAR(500)
corresCIty VARCHAR(500)
corresState VARCHAR(150)
corresPincode INT(11)
pmntAddress VARCHAR(500)
pmntCity VARCHAR(500)
pmnatetState VARCHAR(150)
pmntPincode INT(11)
postingDate TIMESTAMP
updationDate VARCHAR(500)
Indexes
states
id INT(11)
State VARCHAR(150)
Indexes
userregistration
id INT(11)
regNo VARCHAR(255)
firstName VARCHAR(255)
middleName VARCHAR(255)
lastName VARCHAR(255)
gender VARCHAR(255)
contactNo BIGINT(20)
email VARCHAR(255)
password VARCHAR(255)
regDate TIMESTAMP
updationDate VARCHAR(45)
passUdateDate VARCHAR(45)
Indexes
courses
id INT(11)
course_code VARCHAR(255)
course_sn VARCHAR(255)
course_fn VARCHAR(255)
posting_date TIMESTAMP
Indexes
userlog
id INT(11)
userId INT(11)
userEmail VARCHAR(255)
userIp VARBINARY(16)
city VARCHAR(255)
country VARCHAR(255)
loginTime TIMESTAMP
Indexes
adminlog
id INT(11)
adminid INT(11)
ip VARBINARY(16)
logintime TIMESTAMP
Indexes
admin
id INT(11)
username VARCHAR(255)
email VARCHAR(255)
password VARCHAR(300)
reg_date TIMESTAMP
updation_date DATE
Indexes

Admin Table Structure

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	id	int(11)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index More
2	username	varchar(255)	latin1_swedish_ci		No	None		Change Drop Primary Unique Index More
3	email	varchar(255)	latin1_swedish_ci		No	None		Change Drop Primary Unique Index More
4	password	varchar(300)	latin1_swedish_ci		No	None		Change Drop Primary Unique Index More
5	reg_date	timestamp			No	CURRENT_TIMESTAMP		Change Drop Primary Unique Index More
6	updation_date	date			No	None		Change Drop Primary Unique Index More

Courses Table Structure

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	id	int(11)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index More
2	course_code	varchar(255)	latin1_swedish_ci		No	None		Change Drop Primary Unique Index More
3	course_sn	varchar(255)	latin1_swedish_ci		No	None		Change Drop Primary Unique Index More
4	course_fn	varchar(255)	latin1_swedish_ci		No	None		Change Drop Primary Unique Index More
5	posting_date	timestamp			No	CURRENT_TIMESTAMP		Change Drop Primary Unique Index More

Registration Table Structure

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	id	int(11)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial More
2	roomno	int(11)			No	None		Change Drop Primary Unique Index Spatial More
3	seater	int(11)			No	None		Change Drop Primary Unique Index Spatial More
4	feespm	int(11)			No	None		Change Drop Primary Unique Index Spatial More
5	foodstatus	int(11)			No	None		Change Drop Primary Unique Index Spatial More
6	stayfrom	date			No	None		Change Drop Primary Unique Index Spatial More
7	duration	int(11)			No	None		Change Drop Primary Unique Index Spatial More
8	course	varchar(500)	latin1_swedish_ci		No	None		Change Drop Primary Unique Index Spatial More
9	regno	int(11)			No	None		Change Drop Primary Unique Index Spatial More
10	firstName	varchar(500)	latin1_swedish_ci		No	None		Change Drop Primary Unique Index Spatial More
11	middleName	varchar(500)	latin1_swedish_ci		No	None		Change Drop Primary Unique Index Spatial More
12	lastName	varchar(500)	latin1_swedish_ci		No	None		Change Drop Primary Unique Index Spatial More
13	gender	varchar(250)	latin1_swedish_ci		No	None		Change Drop Primary Unique Index Spatial More
14	contactno	bigint(11)			No	None		Change Drop Primary Unique Index Spatial More
15	emailid	varchar(500)	latin1_swedish_ci		No	None		Change Drop Primary Unique Index Spatial More
16	egycontactno	bigint(11)			No	None		Change Drop Primary Unique Index Spatial More

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	id	int(11)			No	None	AUTO_INCREMENT	Change Drop
2	seater	int(11)			No	None		Change Drop
3	room_no	int(11)			No	None		Change Drop
4	fees	int(11)			No	None		Change Drop
5	posting_date	timestamp			No	CURRENT_TIMESTAMP		Change Drop

Rooms Table Structure

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	id	int(11)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial Fulltext Distinct values
2	seater	int(11)			No	None		Change Drop Primary Unique Index Spatial Fulltext Distinct values
3	room_no	int(11)			No	None		Change Drop Primary Unique Index Spatial Fulltext Distinct values
4	fees	int(11)			No	None		Change Drop Primary Unique Index Spatial Fulltext Distinct values
5	posting_date	timestamp			No	CURRENT_TIMESTAMP		Change Drop Primary Unique Index Spatial Fulltext Distinct values

State Table Structure

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	id	int(11)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial Fulltext Distinct values
2	State	varchar(150)	latin1_swedish_ci		Yes	NULL		Change Drop Primary Unique Index Spatial Fulltext Distinct values

3.4 Output Design

Designing computer output should proceed in an organized, well throughout manner; the right output element is designed so that people will find the system whether or executed. When we design an output we must identify the specific output that is needed to meet the system. The usefulness of the new system is evaluated on the basis of their output.

Once the output requirements are determined, the system designer can decide what to include in the system and how to structure it so that the require output can be produced. For the proposed software, it is necessary that the output reports be compatible in format with the existing reports. The output must be concerned to the overall performance and the system's working, as it should. It consists of developing specifications and procedures for data preparation, those steps necessary to put the inputs and the desired output, ie maximum user friendly. Proper messages and appropriate directions can control errors committed by users.

The output design is the key to the success of any system. Output is the key between the user and the sensor. The output must be concerned to the system's working, as it should.

Output design consists of displaying specifications and procedures as data presentation. User never left with the confusion as to what is happening without appropriate error and acknowledges message being received. Even an unknown person can operate the system without knowing anything about the system.

SYSTEM ANALYSIS

4.1 Existing System

For the past few years the number of educational institutions are increasing rapidly. Thereby the number of hostels are also increasing for the accommodation of the students studying in this institution. And hence there is a lot of strain on the person who are running the hostel and software's are not usually used in this context. This particular project deals with the problems on managing a hostel and avoids the problems which occur when carried manually

Identification of the drawbacks of the existing system leads to the designing of computerized system that will be compatible to the existing system with the system which is more user friendly and more GUI oriented. We can improve the efficiency of the system, thus overcome the following drawbacks of the existing system.

- more human error.
- more strength and strain of manual labour needed
- Repetition of the same procedures.
- low security
- Data redundancy
- difficult to handle
- difficult to update data
- record keeping is difficult
- Backup data can be easily generated

SYSTEM TESTING

System testing is the stage of implementation, which is aimed at ensuring that the system works accurately and efficiently before live operation commences. Testing is the process of executing the program with the intent of finding errors and missing operations and also a complete verification to determine whether the objectives are met and the user requirements are satisfied. The ultimate aim is quality assurance.

Tests are carried out and the results are compared with the expected document. In the case of erroneous results, debugging is done. Using detailed testing strategies a test plan is carried out on each module. The various tests performed in "**Network Backup System**" are unit testing, integration testing and user acceptance testing.

5.1 Unit Testing

The software units in a system are modules and routines that are assembled and integrated to perform a specific function. Unit testing focuses first on modules, independently of one another, to locate errors. This enables, to detect errors in coding and logic that are contained within each module. This testing includes entering data and ascertaining if the value matches to the type and size supported by java. The various controls are tested to ensure that each performs its action as required.

5.2 Integration Testing

Data can be lost across any interface, one module can have an adverse effect on another, sub functions when combined, may not produce the desired major functions. Integration testing is a systematic testing to discover errors associated within the interface. The objective is to take unit tested modules and build a program structure. All the modules are combined and tested as a whole. Here the Server module and Client module options are integrated and tested. This testing provides the assurance that the application is well integrated functional unit with smooth transition of data.

5.3 User Acceptance Testing

User acceptance of a system is the key factor for the success of any system. The system under consideration is tested for user acceptance by constantly keeping in touch with the system users at time of developing and making changes whenever required.

IMPLEMENTATION

Implementation is the stage in the project where the theoretical design is turned into a working system and is giving confidence on the new system for the users that it will work efficiently and effectively. It involves careful planning, investigation of the current system and its constraints on implementation, design of methods to achieve the change over, an evaluation of change over methods. Apart from planning major task of preparing the implementation are education and training of users. The implementation process begins with preparing a plan for the implementation of the system. According to this plan, the activities are to be carried out, discussions made regarding the equipment and resources and the additional equipment has to be acquired to implement the new system. In network backup system no additional resources are needed.

Implementation is the final and the most important phase. The most critical stage in achieving a successful new system is giving the users confidence that the new system will work and be effective. The system can be implemented only after thorough testing is done and if it is found to be working according to the specification. This method also offers the greatest security since the old system can take over if the errors are found or inability to handle certain type of transactions while using the new system.

7.1 User Training

After the system is implemented successfully, training of the user is one of the most important subtasks of the developer. For this purpose user manuals are prepared and handled over to the user to operate the developed system. Thus the users are trained to operate the developed system. Both the hardware and software securities are made to run the developed systems successfully in future. In order to put new application system into use, the following activities were taken care of:

- Preparation of user and system documentation
- Conducting user training with demo and hands on
- Test run for some period to ensure smooth switching over the system

The users are trained to use the newly developed functions. User manuals describing the procedures for using the functions listed on menu are circulated to all the users. It is confirmed that the system is implemented up to users need and expectations.

7.2 Security and Maintenance

Maintenance involves the software industry captive, typing up system resources .It means restoring something to its original condition. Maintenance follows conversion to the extend that changes are necessary to maintain satisfactory operations relative to changes in the user's environment. Maintenance often includes minor enhancements or corrections to problems that surface in the system's operation. Maintenance is also done based on fixing the problems reported, changing the interface with other software or hardware enhancing the software.

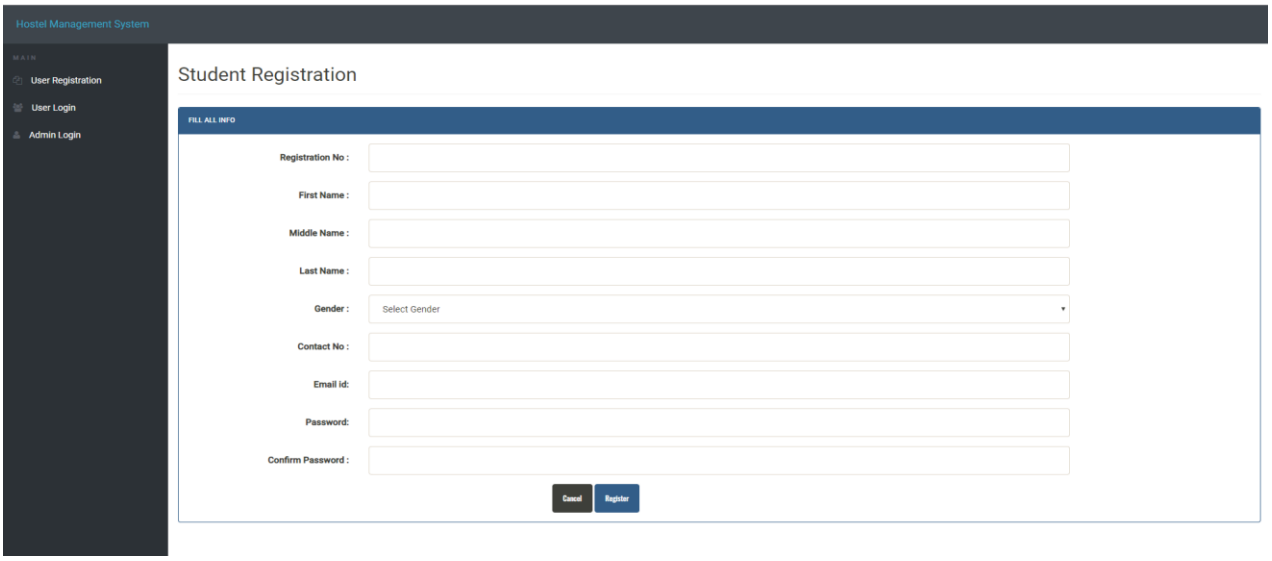
Any system developed should be secured and protected against possible hazards. Security measures are provided to prevent unauthorized access of the database at various levels. An uninterrupted power supply should be so that the power failure or voltage fluctuations will not erase the data in the files.

Password protection and simple procedures to prevent the unauthorized access are provided to the users .The system allows the user to enter the system only through proper user name and password.

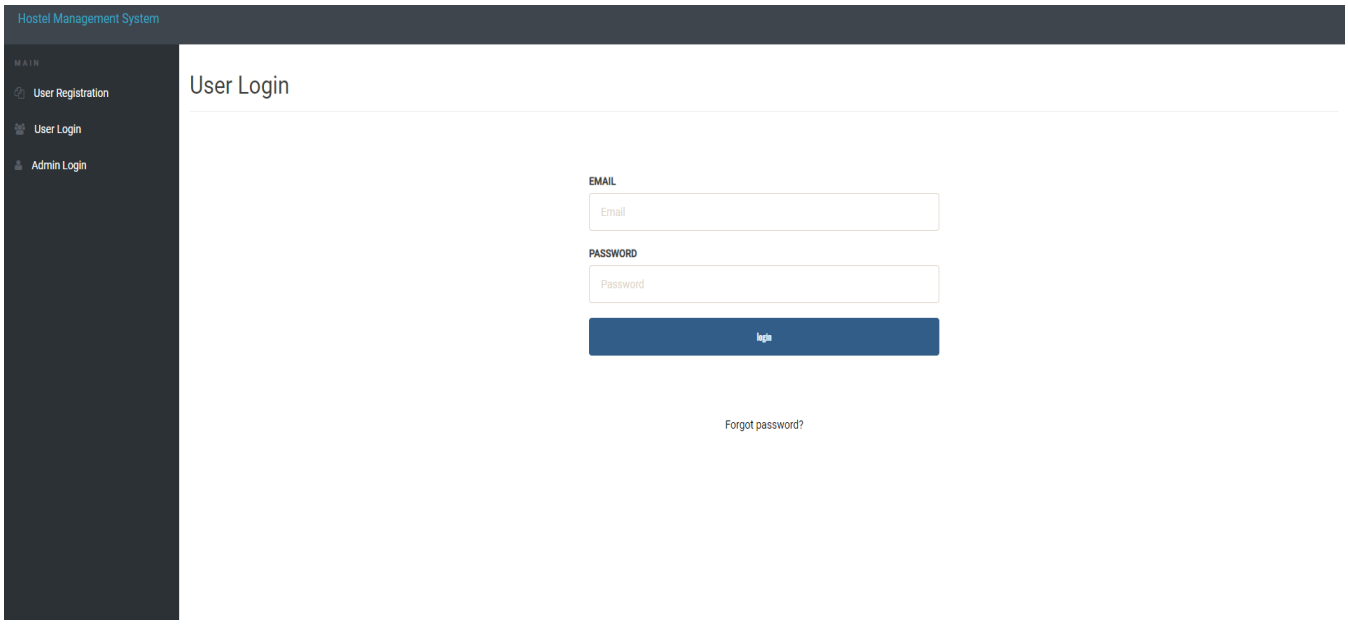
Output Screens

User Module

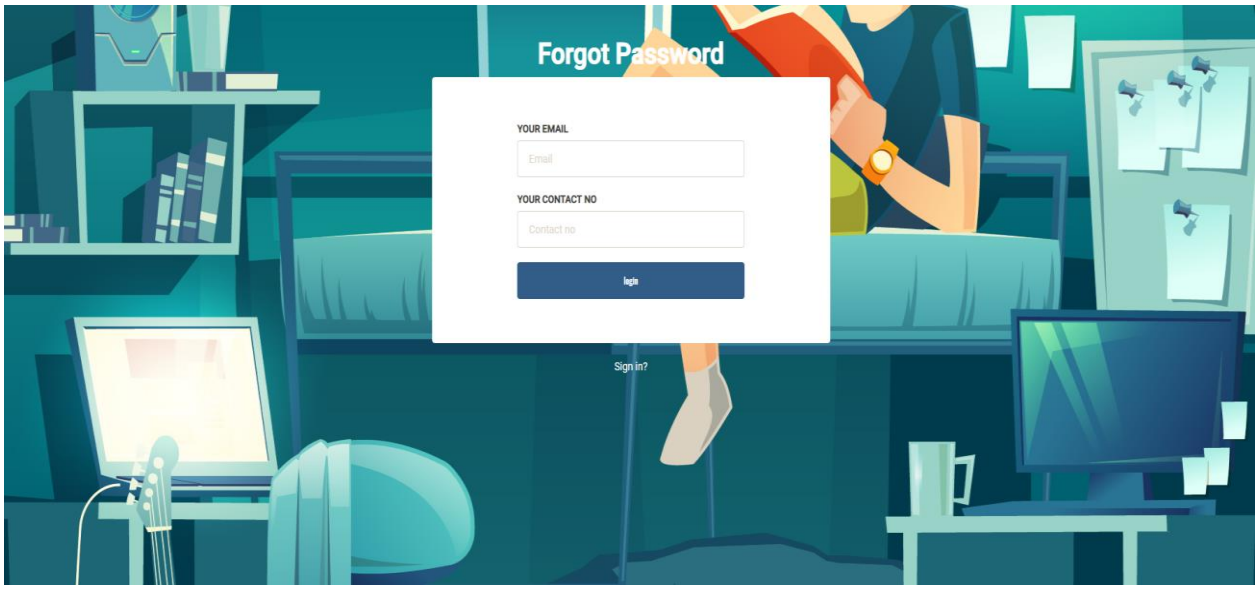
User Signup



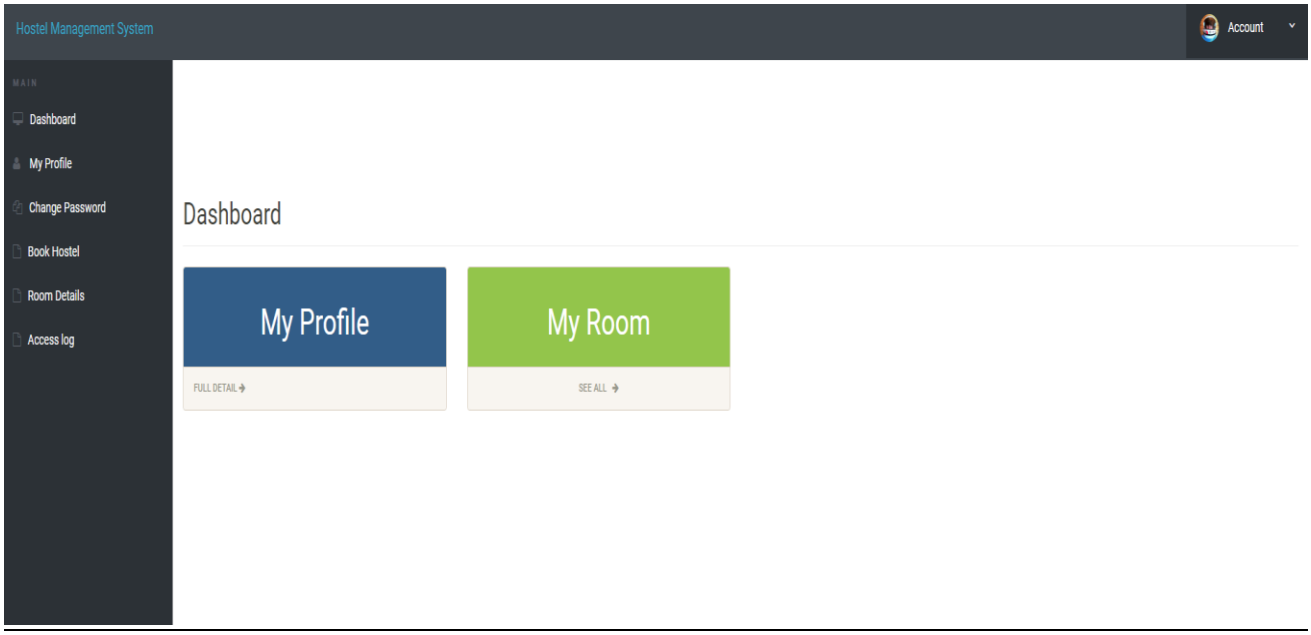
User Sign in



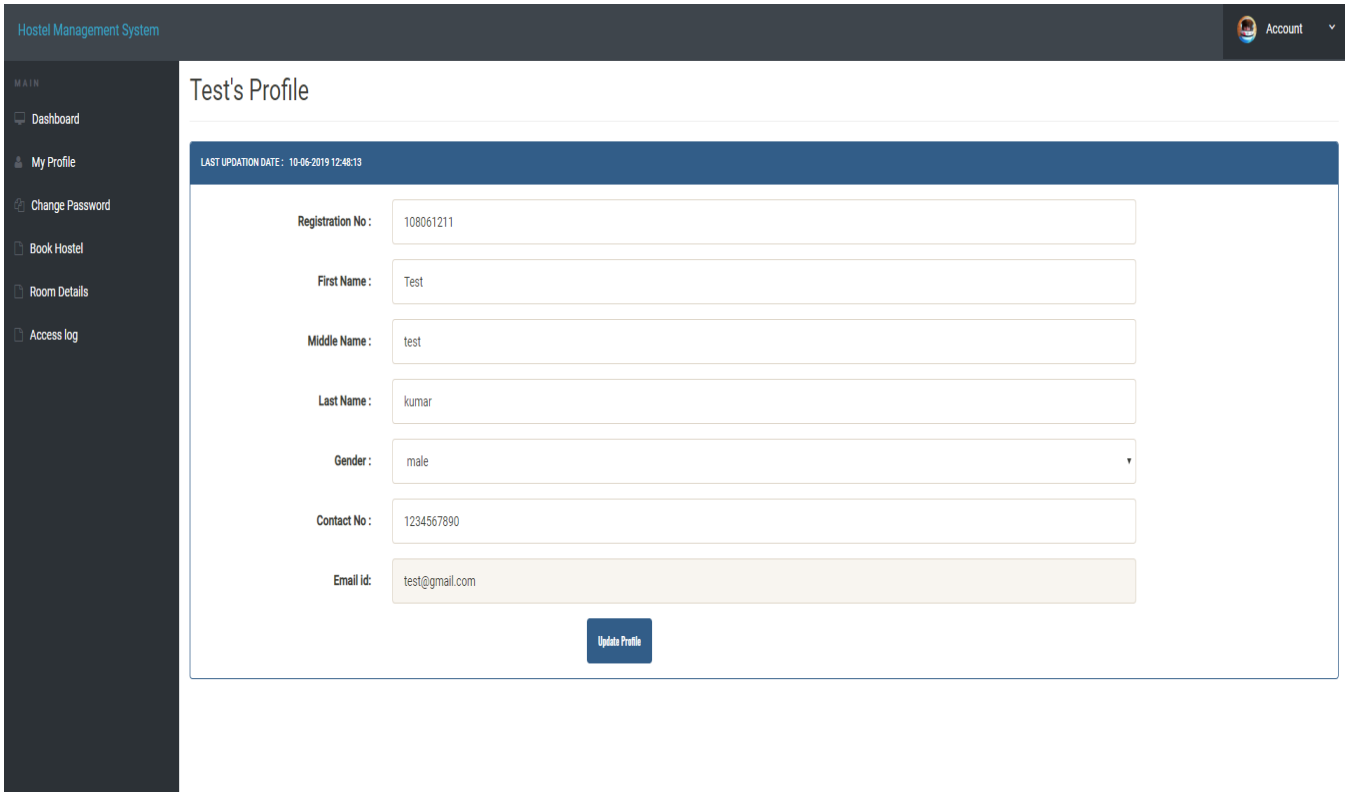
User Password Recovery



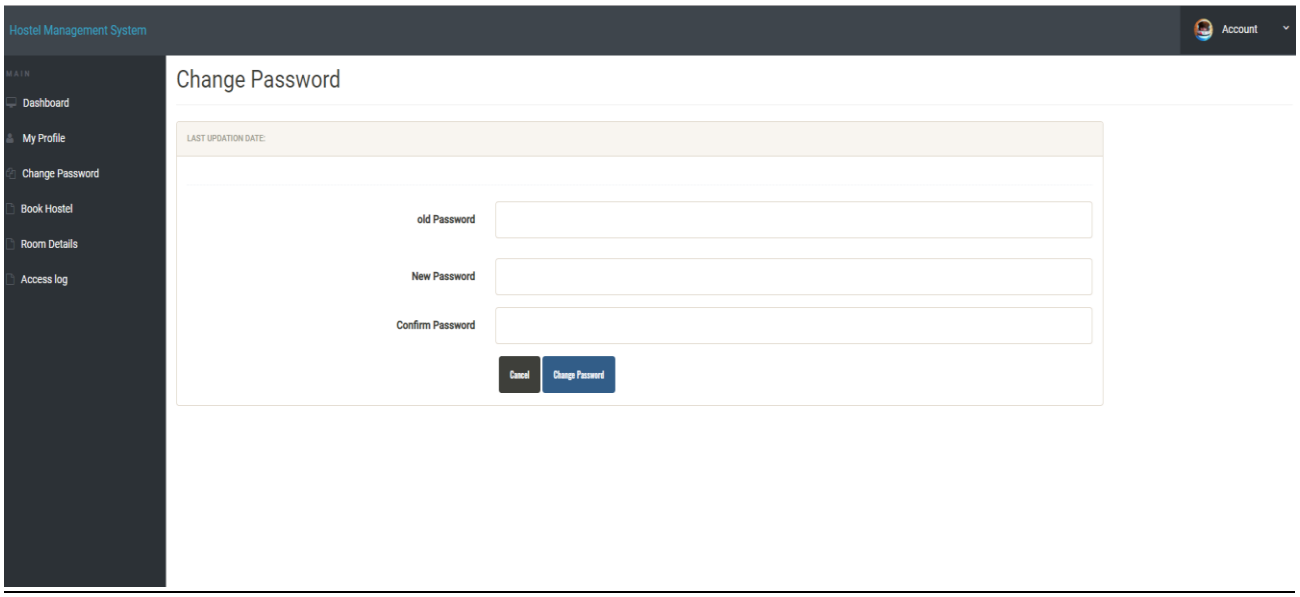
User Dashboard



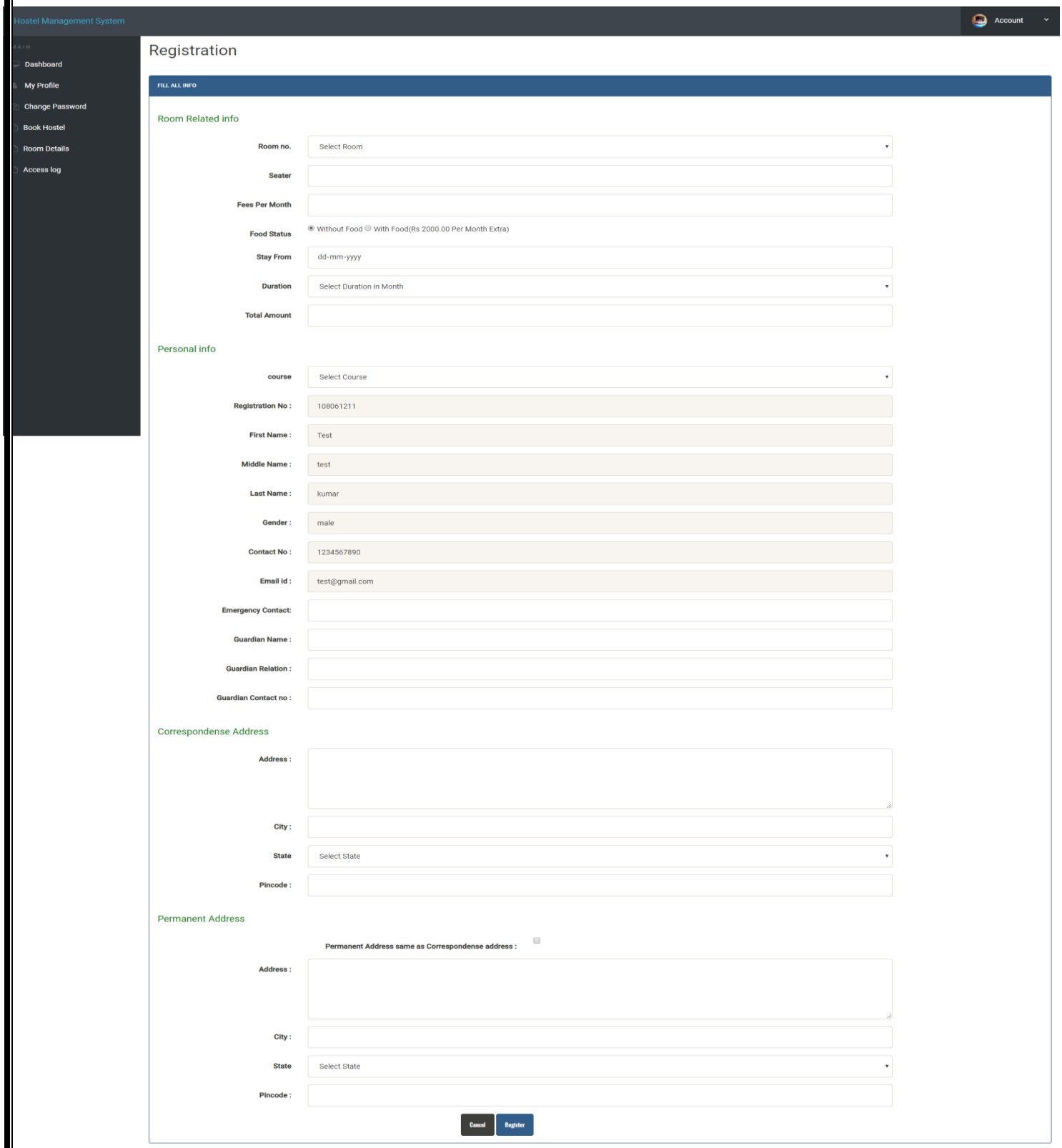
User Profile



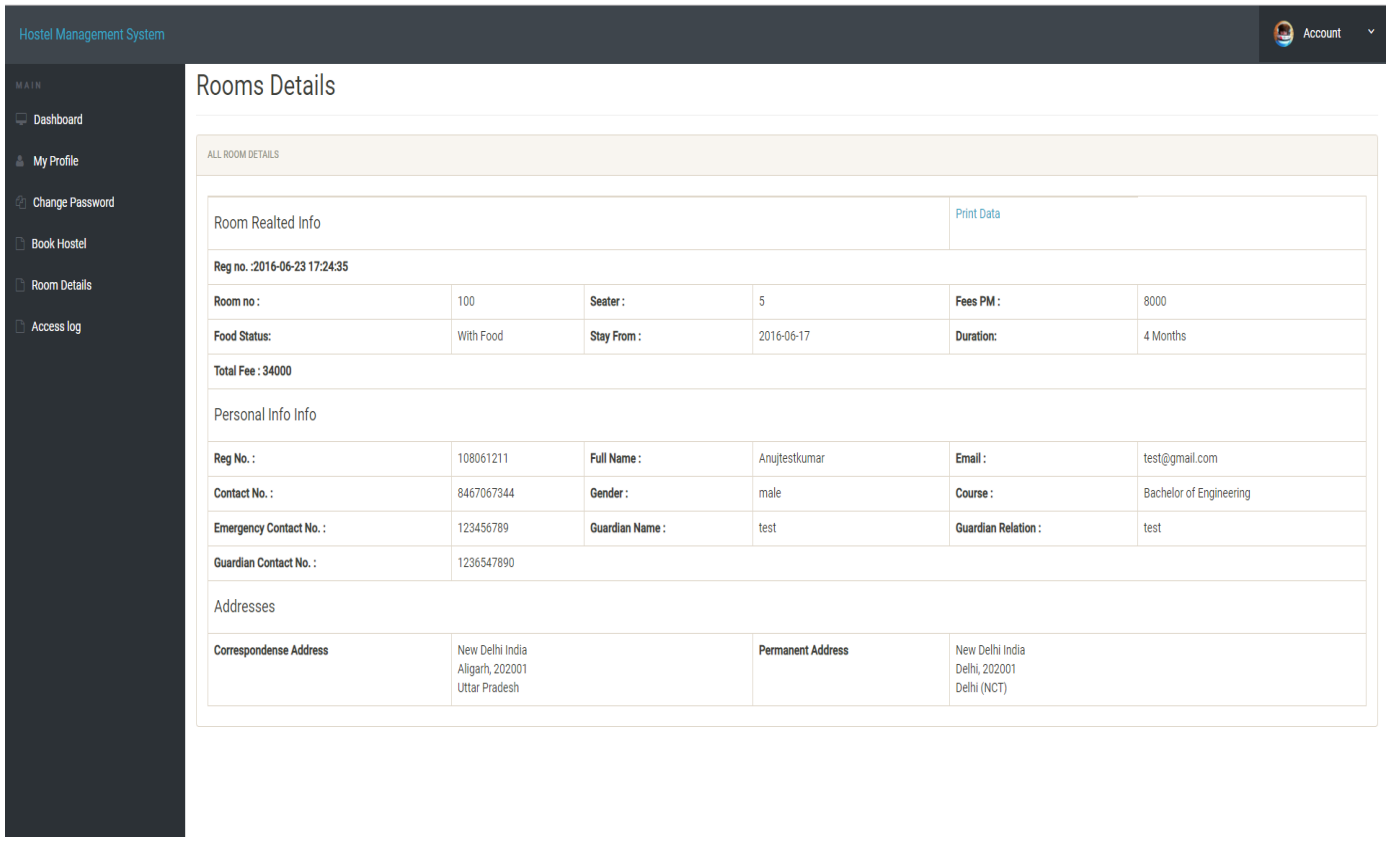
User Change Password



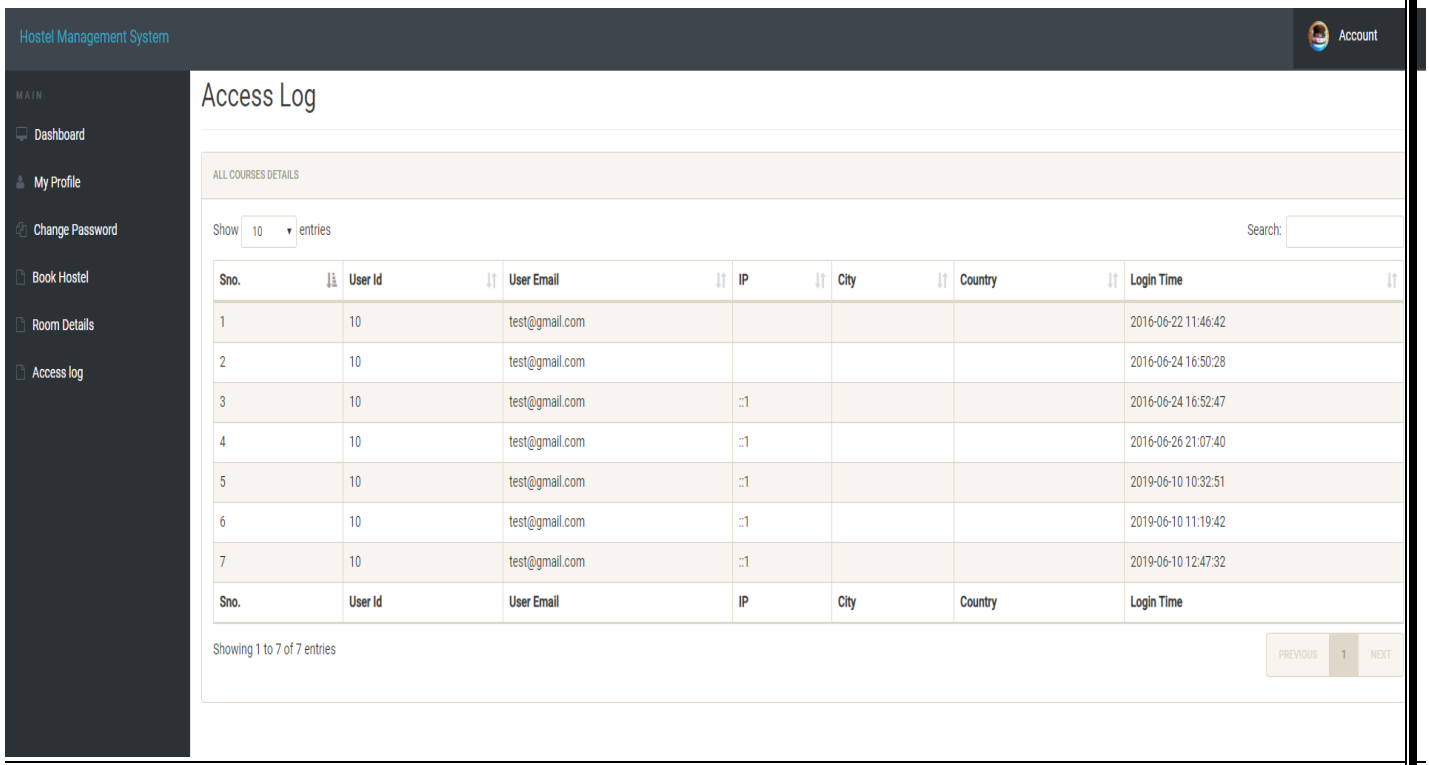
User Hostel Booking



User Booked Hostel Details

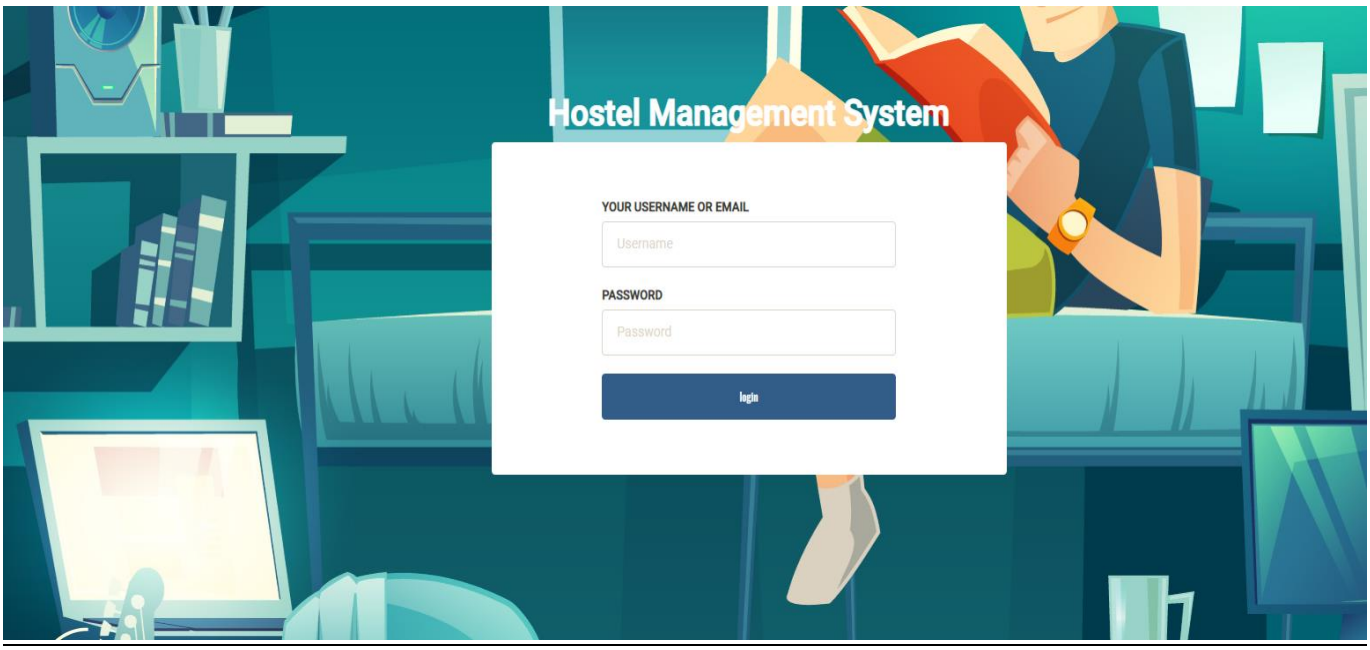


User Access log Details

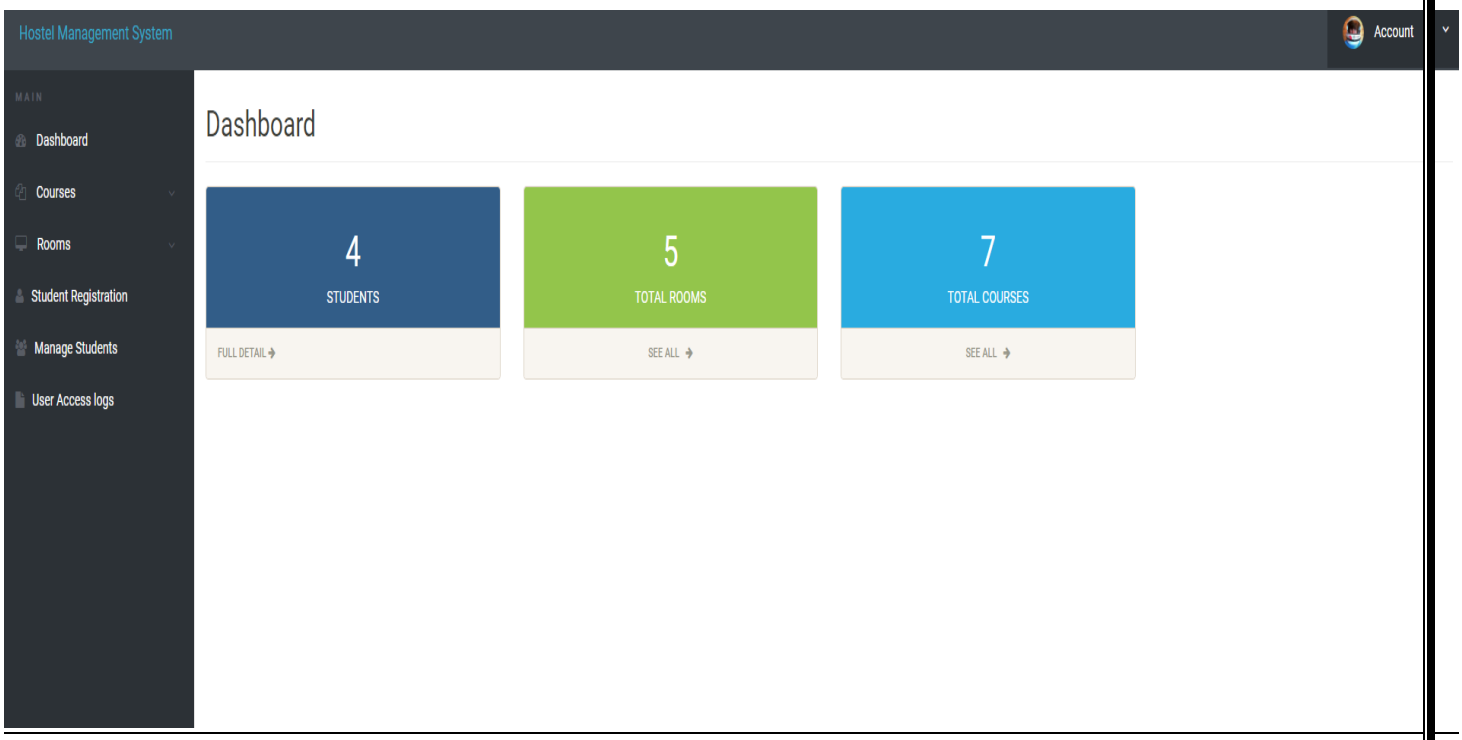


Admin Module

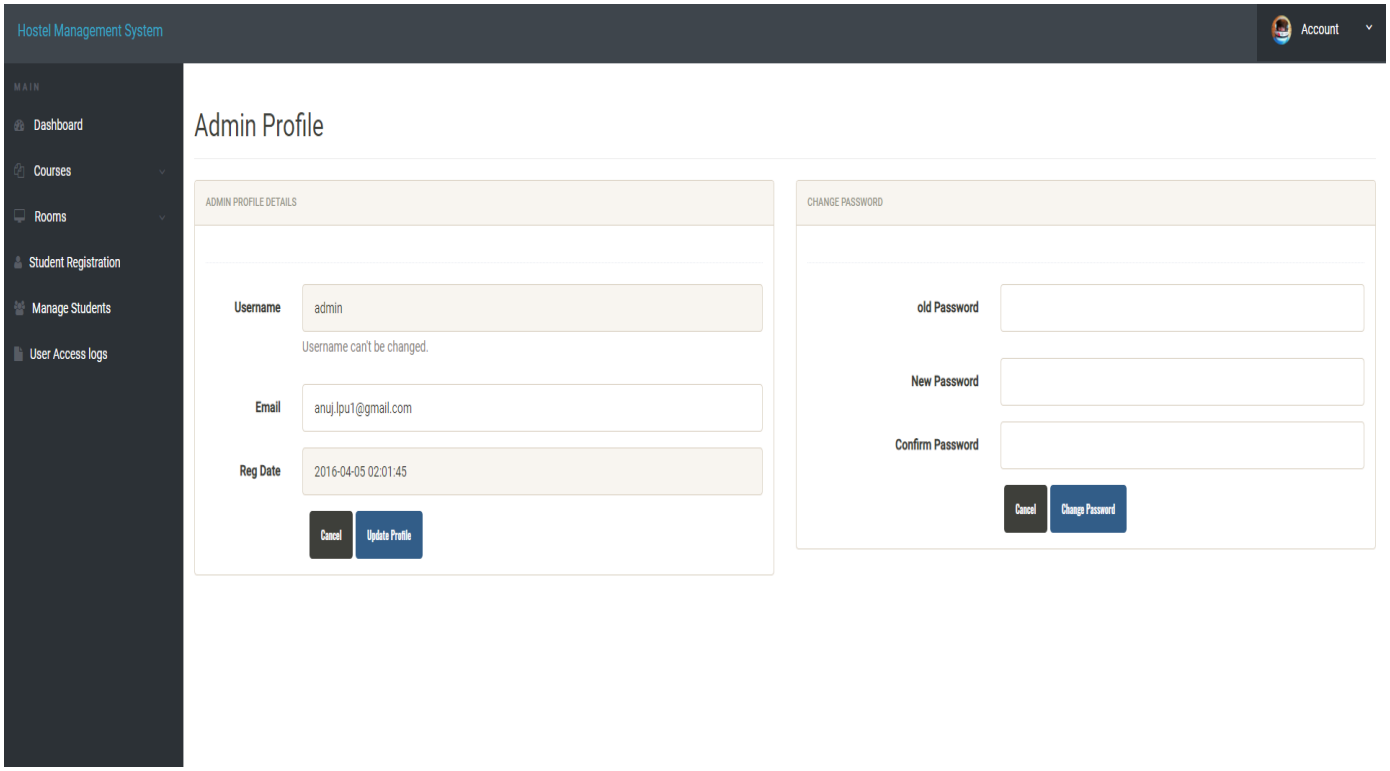
Admin Login



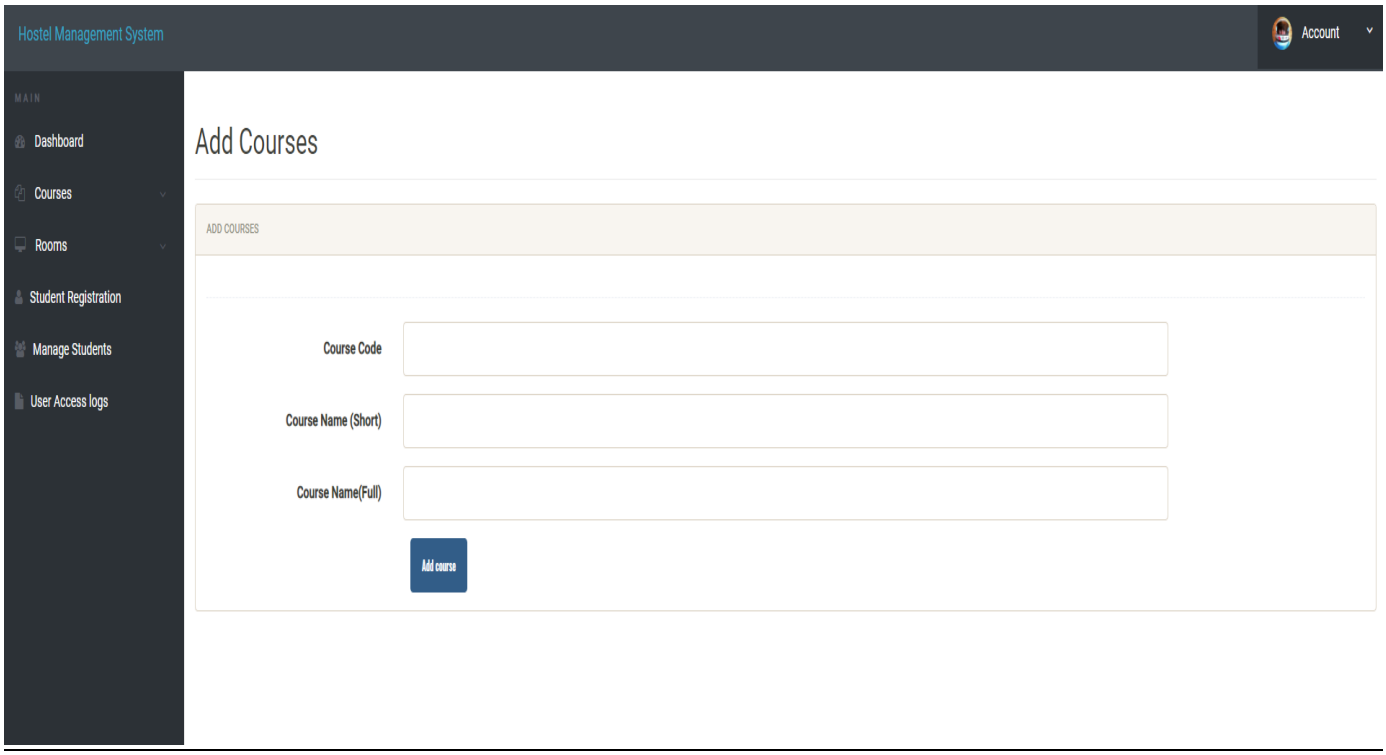
Admin Dashboard



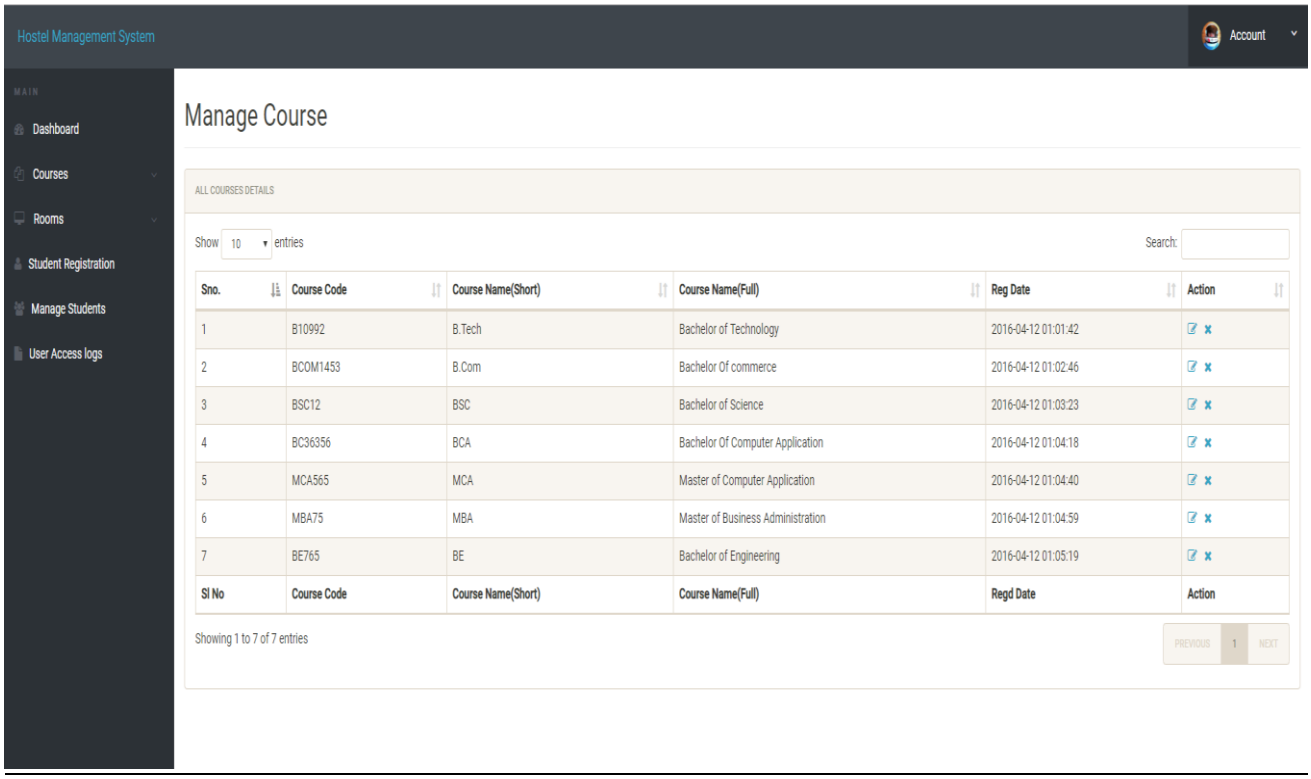
Admin Profile



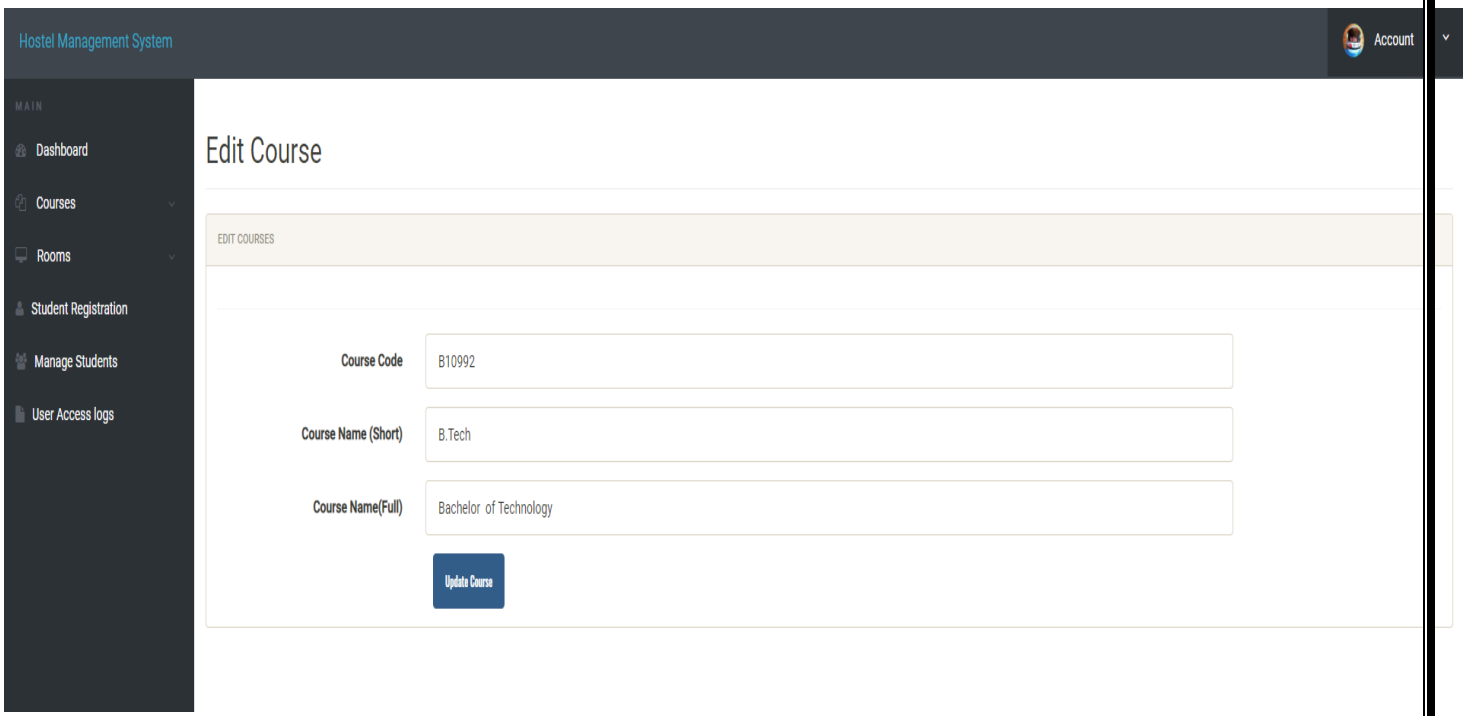
Admin Add Course



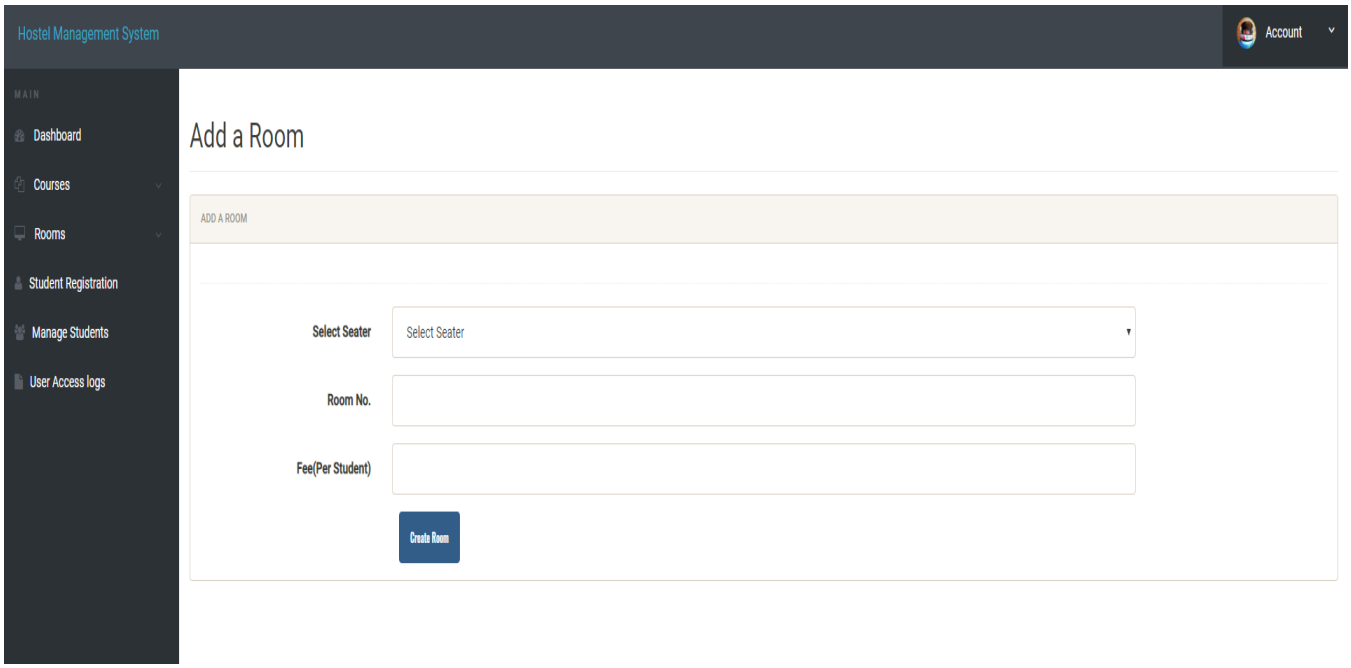
Admin Manage Courses



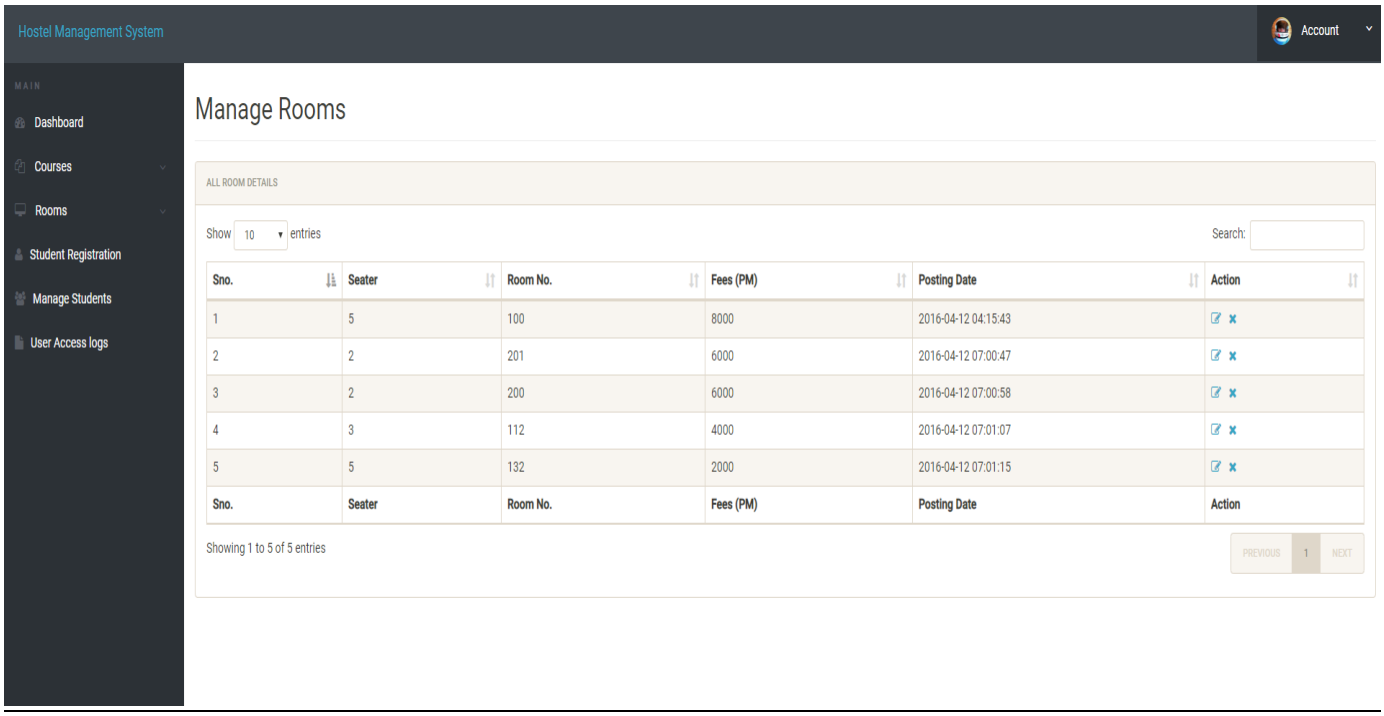
Admin edit Course Details



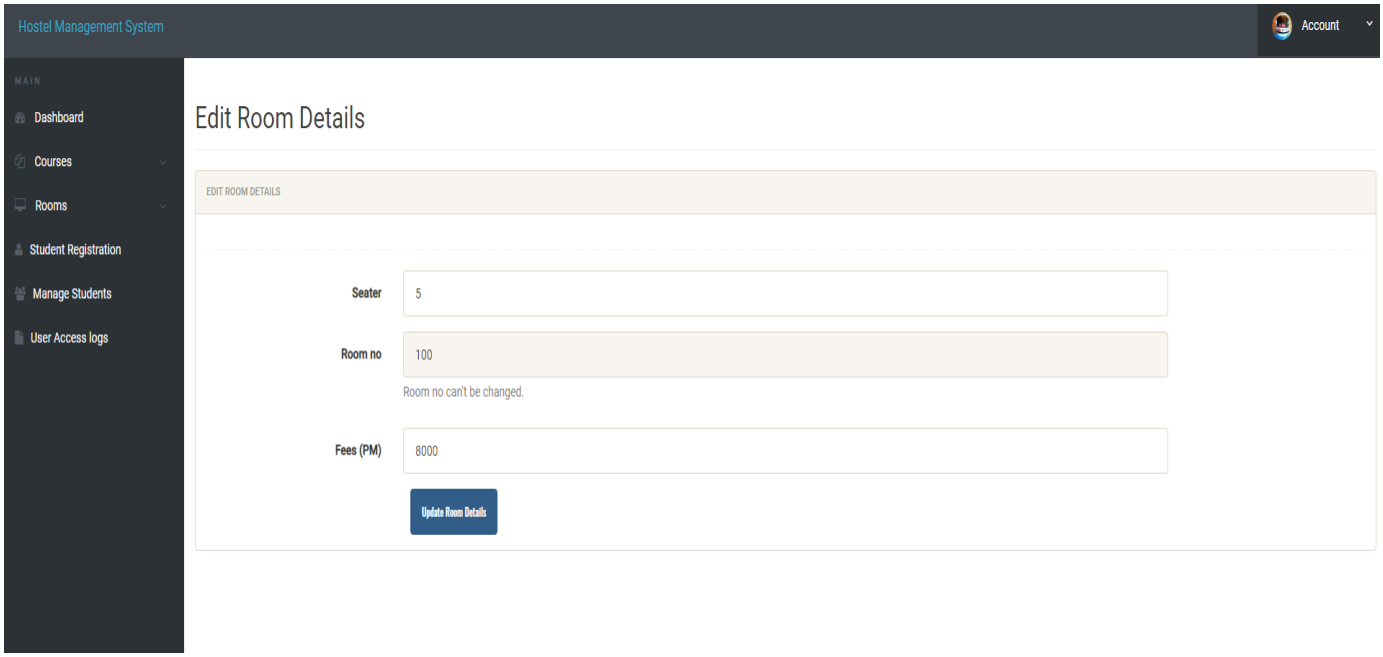
Admin add room



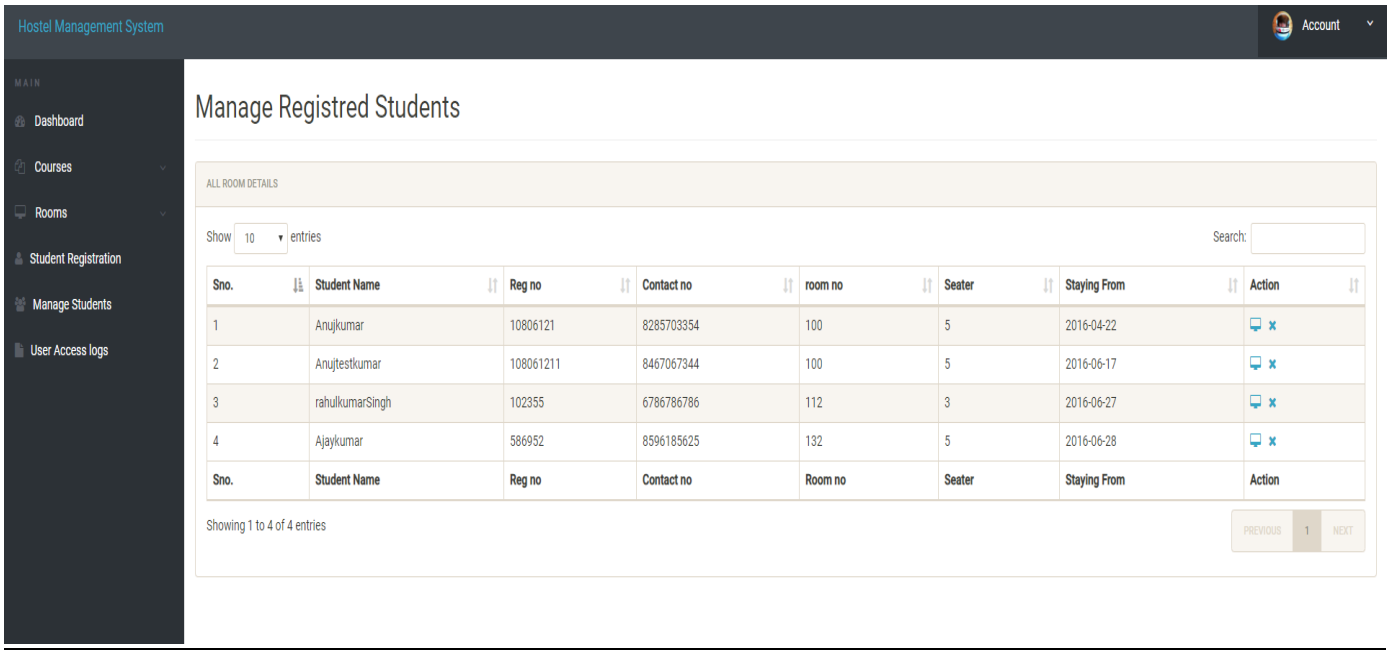
Admin Manage Rooms



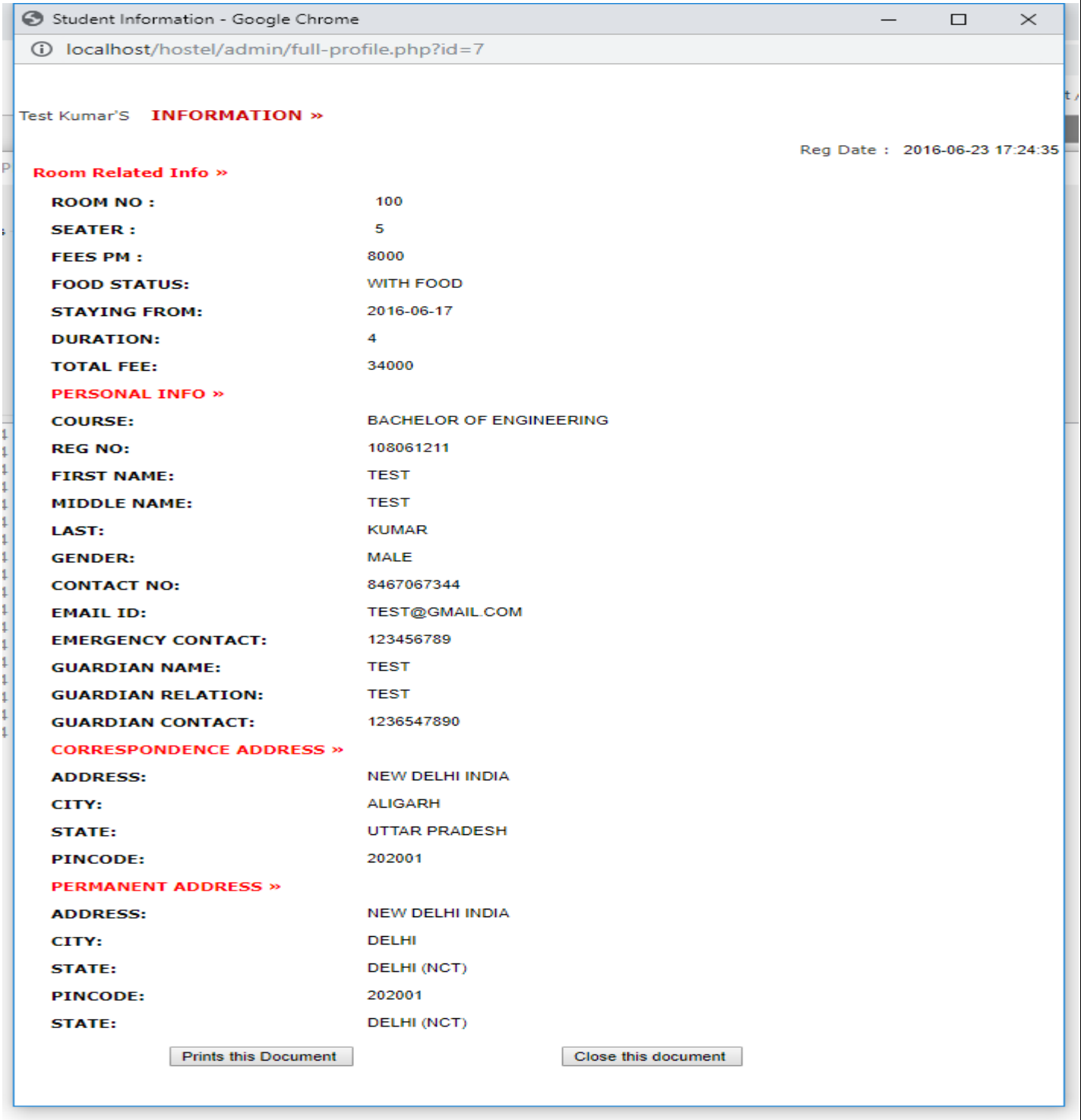
Admin Edit Room Details



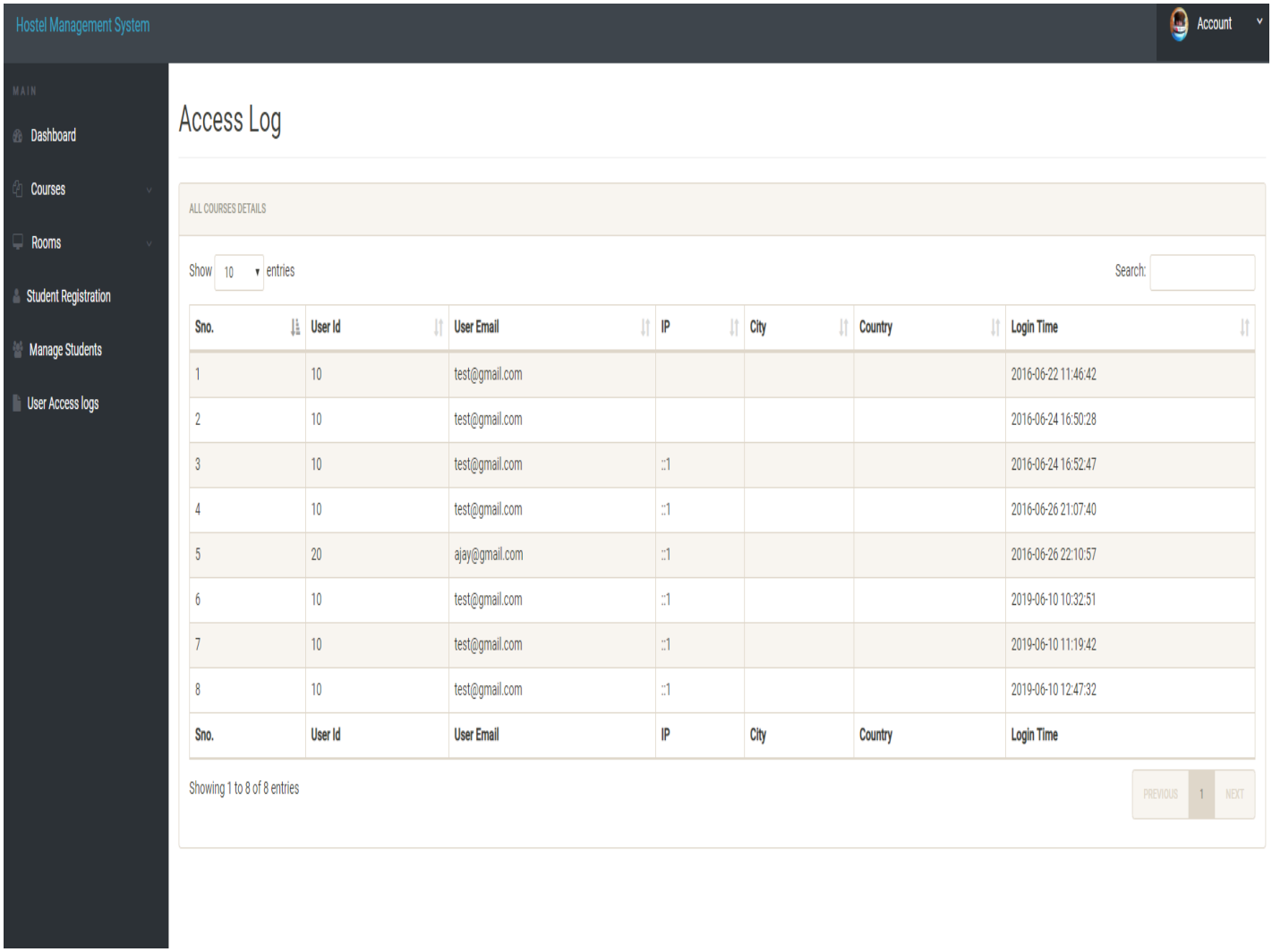
Manage Registered Students



Registered Student Details



User Access logs



CONCLUSION

To conclude the description about the project : The project, developed using PHP and MySQL is based on the requirement specification of the user and the analysis of the existing system, with flexibility for future enhancement.

The expanded functionality of today's software requires an appropriate approach towards software development. This hostel management software is designed for people who want to manage various activi-ties in the hostel. For the past few years the number of educational institutions are increasing rapidly.

Thereby the number of hostels are also increasing for the accommodation of the students studying in this institution. And hence there is a lot of strain on the person who are running the hostel and software's are not usually used in this context. This particular project deals with the problems on managing a hostel and avoids the problems which occur when carried manually.

Identification of the drawbacks of the existing system leads to the designing of computerized system that will be compatible to the existing system with the system which is more user friendly and more GUI oriented.

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Project Report

On

BLOOD BANK & DONOR MANAGEMENT SYSTEM

Submitted in partial fulfillment of the requirements for the award of degree of

M.Sc (INFORMATION TECHNOLOGY)

TO

SHANTI DEVI ARYA MAHILA COLLEGE

DINANAGAR

Submitted To:-

Ms. Bindu Saini

Assistant Professor

Post Graduate Deptt. Of Computer Science & IT

Submitted By:

Shivani

(20862127606)

Ripandeep Kaur

(20862127605)

POST GRADUATE DEPARTMENT OF COMPUTER Sc. & IT

GURU NANAK DEV UNIVERSITY, AMRITSAR

ACKNOWLEDGEMENT

With deep sense of gratitude, We express our sincere thanks and obligation to our esteemed guide Ms. Bindu Saini (Assistant Professor). It is because of her able and mature guidance and co-operation without which it would not have been possible for us to complete our project. We would also like to thank Dr. Deepak Jyoti, HOD, Post Graduate Deptt. of Comp Sc. & IT, Shanti Devi Arya Mahila College, Dinanagar for providing the institute with an environment where one can use her intellect and creativity to develop something fruitful and also for allowing us the opportunity to experience dynamic professional environment during our Training. This environment facilitated us in pursuing this project. It is our pleasant duty to thank all the staff members of the Computer Department for their time to time suggestions. Finally, We would like to thank the almighty and our parents for their moral support and our friends with whom we shared our day-to-day experience and received lots of suggestions that improved our quality of work.

Shivani

20862127606

Ripandeep Kaur

20862127605

CERTIFICATE OF APPROVAL

This is certify that the project report entitled **BLOOD BANK & DONOR MANAGEMENT SYSTEM** submitted to Shanti Devi Arya Mahila College, Dinanagar in partial fulfillment of the requirement for the award of degree of M.Sc (Information Technology) is an authentic and original work carried out by Shivani (20862127606) and Ripandeep Kaur (20862127605) under my guidance and supervision. The Post Graduate Deptt. of Comp Sc. & IT has accepted the report as the fulfillment of the requirements for the degree of Master of Science (Information Technology). No part of this report has been submitted to any other College/University for the reward of any Degree to the best of my knowledge.

Ms. Bindu Saini

Assistant Professor (Comp Sc.)
(Project Supervisor)
Shanti Devi Arya Mahila College
Dinanagar

Dr. Deepak Jyoti

Head, PG Department of Computer Sc. & IT
Shanti Devi Arya Mahila College
Dinanagar

DECLARATION

We hereby declare that this project report on " BLOOD BANK & DONOR MANAGEMENT SYSTEM " which is being submitted in partial fulfillment of the Training Programme of M.Sc (Information Technology) to Shanti Devi Arya Mahila College,Dinanagar, is the result of the work carried out by us, under the guidance of Ms. Bindu Saini (Assistant Professor), Shanti Devi Arya Mahila College, Dinanagar

Shivani

20862127606

Ripandeep Kaur

20862127605

INDEX

1.1 ABOUT PROJECT

This blood bank management system is an online website so it is easily available to everyone. When a person want to donate blood he have to register to the system. Donor registration is very easy, to get register to the system he have to fill up registration form. After submitting the registration form he can create username and password. Donor have to give information like blood group, contact details etc. donor can also change his account information when he wants using his username and password.

Existing System:

The people in need of blood can search for the donors by giving their blood group and city name. it saves time as he can search donors online without going anywhere. Using this system user can get blood in time and can save his relative or friend life. Our website work 24x7 so user can get information of blood donor any time. Blood donor can also get registered and save life of other person. The main benefit of this system is the information of available blood group. When blood is need in the operation then people have very less time to get the blood available so if he get the information like who can give him blood in time in his city is life saving. And here our system work, whenever a person need blood he get information of the person who has the same blood group he needs..

1.2 MODULES AND THEIR DESCRIPTION

1.) Administrator Module

2.) User Module

AdminstratorModule :

- Admin can create a category and also manage the category
- Admin can create Subcategory and also manage the Subcategory
- Admin can create state and also manage the state
- Complaint Management Admin can update remark on complaints
- Manage users
- Admin can check user logs
- Admin change password

User Module :

- User Registration
- User forgot Password
- After login user can lodge a complaint
- Complaint History
- Profile Management
- Change Password
- Dashboard
-

1.3 OBJECTIVES OF THE PROJECT

The present project elucidates the following features.

- Registering the PERSONS
- Modification of PERSON Information
- Searching a PERSONS

DRAWBACKS OF EXISTING SYSTEM

- More man power.
- Time consuming.
- Consumes large volume of pare work.
- Needs manual calculations.
- No direct role for the higher officials.
- Damage of machines due to lack of attention.

To avoid all these limitations and make the working more accurately the system needs to be computerized.

ESTABLISH THE NEED OF NEW SYSTEM

1. **Problem of Reliability:** Current system is not reliable. It seems to vary in quality from one month to the next. Sometimes it gives good output, but sometimes the output is worst.

2. **Problem of Accuracy:** There are too PROJECT mistakes in reports.

3. **Problem of timeliness:** In the current system the reports and output produced is mostly late and in most of the cases it is useless because it is not on time.

4. **Problem of Validity**: The output and reports mostly contains misleading information. The information is sometimes not valid.

5. **Problem of Economy:** The current system is very costly. We have to spend lots of PROJECT to keep the system up and going, but still not get the desired results.

6. **Problem of Capacity:** The current system is suffering from problem of capacity also. The staff for organization is very less and the workload is too much. Few peoples cannot handle all the work.

PROPOSED SYSTEM

1. **Details:** The new proposed system stores and maintains all PROJECT details.
2. **Calculations:** The new proposed system updates tables and other information automatically and it is very fast and accurate.
3. **Registers:** There is no need of keeping and maintaining records and information manually. It remembers each and every record and we can get any report at any time.
4. **Speed:** The new proposed system is very fast with 100% accuracy and saves time.
5. **Manpower:** The new proposed system needs less manpower. Less people can do the large work.
6. **Efficiency:** The new proposed systems complete the work of PROJECT people in less time.

7. **Reduces redundancy:** The most important benefit of this system is that it reduces the redundancy of data within the data.

8. **Easy statements:** Month-end and day-end statement easily taken out without getting headaches on browsing through the day end statements.

NEED

I have designed the given proposed system in the PHP.NET to automate the process of this project. This project is useful for the authorities who keep track of all the system.
The following steps that give the detailed information of the need of proposed system are:

- **Performance:** During past several decades, the records are supposed to be manually handled for all activities. The manual handling of the record is time consuming and highly prone to error. To improve the performance of the system, the computerized system is to be undertaken.

- **Efficiency:** The basic need of this website is efficiency. The website should be efficient so that whenever a new user submits his/her details the website is updated automatically. This record will be useful for other users instantly.

- **Control:** The complete control of the project is under the hands of authorized person who has the password to access this project and illegal access is not supposed to deal with. All the control is under the administrator and the other members have the rights to just see the records not to change any transaction or entry.

- **Security:** Security is the PROJECT criteria for the proposed system. Since illegal access may corrupt the database. So security has to be given in this project.

SYSTEM REQUIREMENTS

2.1 Processing Environment

In our project, there are very simple requirements in the computer. To achieve our purpose hardware and software requirements one as follows: -

HARDWARE REQUIREMENTS

- PROCESSOR: Intel core i3
- RAM: 2 GB
- HARD DISK: 320 GB
- CD ROM

SOFTWARE REQUIREMENTS

- Operating System :- WINDOWS 7, XP
- Web Browser :- Google Chrome, Mozilla Firefox
- Database :- MySQL
- WAMP, XAMPP
- Netbeans, Dreamweaver

2.2 Feasibility Study

The objective of initial investigation is to determine whether the request is valid and feasible before a recommendation is reached to do nothing, improves, or modify the existing system or a build a new one. Depending on the results of initial investigation, the survey is expanded to a more detailed feasibility study. A feasibility study is a test of a system proposal according to its workability, impact on the organization, ability to meet user needs and effective use of racemes.

2.2.1Economic Feasibility:

The above feasibility study deals with the actual cost to be incurred on the project. The concern for which the project is to be made is able to bear the charges and is financial sound enough to make the system viable. The financial resources are checked and they are kept as a base to the making of the system. Thus this feasibility is reduced and is under control and we can go in for the project. Our project is economical feasible because it is not so much costly to develop. It can run in high as well as low graded systems as per its requirements.

2.2.2 Technical Feasibility:

Technical feasibility centers on the existing computer system and to what extent it can support the proposed addition. For example, if the current computer is operating at 80% capacity- and arbitrary ceiling- then running another application could overload the system or require additional hardware. This involves financial consideration to accommodate technical enhancement. If the budget is a serious constraint, then the project is judged not feasible.

2.2.3 Social Feasibility:

It is important to study that the social implications when a new system is introduced. People are inherently resistant to change and computers have been known to facilitate
change. An estimate was made of how strong reaction user staff is likely to have towards the development of a computerized system.

2.2.4 Schedule Feasibility:

It is the project deadline reasonable. Some projects are initiated with specific deadline you need to determine whether the deadline are mandatory or desirable. It is preferable to deliver a properly functioning system two months later than to deliver an error prone useless system on time. Inadequate system is worse. It's a choice between the lesser of to evils. So keeping in view the above statement we decided to keep my deadline mandatory. We extended our deadline to give an error free software package.

2.2.5 Motivational Feasibility:

To achieve the desired objective it is necessary to motivate the developer group. Motivational feasibility means to coach and direct individual to overcome difference and achieve project goals as a team.

2.2.6 Behavioral Feasibility:

People are inherently resistant to change and computers have been known the facilitate change. An estimate should be made of how strong a reaction the user staff is likely to have towards the development of a computerized system.

2.3 PROJECT PLAN

(i) Core PHP

(ii) Database Design Of Project

(iii) Interface Designing

(iv) Coding

(v) Validations

2.4 PROGRAMMING AND DEVELOPMENT TOOLS

3.4.1 Introduction to PHP:

The first version of what came to be known as PHP was created in 1995 by a man named RasmusLerdof. Rasmus, now an engineer at Yahoo!, needed something to make it easier to create content on his web site, something that would work well with HTML, yet give him power and flexibility beyond what HTML could offer him. Essentially, what he needed was an easy way to write scripts that would run on his web server both to create content, and handle data being passed back to the server from the web browser. Using the Perl language, he created some technology that gave him what he needed and decided to call this technology "Personal Home Page/Forms Interpreter". The technology provided a convenient way to process web forms and create content.

What exactly is PHP?

PHP is an intuitive server side scripting language. Like any other scripting language it allows developers to build logic into the creation of web page content and handle data returned from a web browser. PHP also contains a number of extensions that make it easy to interact with databases, extracting data to be displayed on a web page and storing information entered by a web site visitor back into the database.

How Does PHP Work?

To develop an understanding of how PHP works it is helpful to first explore what happens when a web page is served to a user's browser. When a user visits a web site or clicks on a link on a page the browser sends a request to the web server hosting the site asking for a copy of the web page. The web server receives the request, finds the corresponding web page file on the file system and sends it back over the internet to the user's browser.

Characteristics of PHP

PHP is about providing the programmer with the necessary tools to get the job done in a quick and efficient fashion. Five important characteristics make
PHP's practical nature possible:

- Familiarity
- Simplicity
- Efficiency
- Security
- Flexibility
- One final characteristic makes PHP particularly interesting: it's free!

o **Familiarity**

Programmers from many backgrounds will find themselves already accustomed to the PHP language. Many of the language's constructs are borrowed from C and Perl, and in many cases PHP code is almost indistinguishable from that found in the typical C or Pascal program. This minimizes the learning curve considerably.

o **Simplicity**

A PHP script can consist of 10,000 lines or one line: whatever you need to get the job done. There is no need to include libraries, special compilation directives, or anything of the sort. The PHP engine simply begins executing the code after the first escape sequence (<?) and continues until it passes the closing escape sequence (?>). If the code is syntactically correct, it will be executed exactly.

o **Efficiency**

Efficiency is an extremely important consideration for working in a multi-user environment such as the WWW. PHP 4.0 introduced resource allocation mechanisms and more pronounced support for object-oriented programming, in addition to session management features. Reference counting has also been introduced in the latest version, eliminating unnecessary memory allocation.

o **Security**

PHP provides developers and administrators with a flexible and efficient set of security safeguards. These safeguards can be divided into two frames of reference: system level and application level.

- System-Level Security Safeguards

PHP furnishes a number of security mechanisms that administrators can manipulate, providing for the maximum amount of freedom and security when PHP is properly configured. PHP can be run in what is known as safe mode, which can limit users' attempts to exploit the PHP implementation in many important ways. Limits can also be placed on maximum execution time and memory usage, which if not controlled can have adverse affects on server performance. Much as with a cgi-bin folder, administrators can also place restrictions on the locations in which users can view and execute PHP scripts and use PHP scripts to view guarded server information, such as the password file. Application-Level Security Safeguards Several trusted data encryption options are supported in PHP's predefined function set. PHP is also compatible with many third-party applications, allowing for easy-integration with secure ecommerce technologies. Another advantage is that the PHP source code is not viewable through the browser because the script is completely parsed before it is sent back to the requesting user. This benefit of PHP's server-side architecture prevents the loss of creative scripts to users.

- Flexibility

Because PHP is an embedded language, it is extremely flexible towards meeting the needs of the developer. Although PHP is generally touted as being used in conjunction solely with HTML, it can also be integrated alongside languages like JavaScript, WML, XML, and many others. Additionally, as with most other mainstream languages, wisely planned PHP applications can beeasily expanded as needed. Browser dependency is not an issue because PHP scripts are compiled entirely on the server side before being sent to the user. In fact, PHP scripts can be sent to just about any kind of device containing a browser, including cell phones, personal digital assistant (PDA) devices, pagers, laptops, not to mention the traditional PC. People who want to develop shell-based applications can also execute PHP from the command line.

2.4.2 INTRODUCTION TO HTML

Hyper Text Markup Language is very effective language to develop the site. Our project is prepared in HTML. It also includes the important codes that are used while we coding a site. It supports the d-html and script languages like VB-Script and Java Script; here in this project we have used the later one.

HTML is a very simple language, easy to learn and user friendly. It is as popular as it can use any text editor for coding purposes, and developing web pages is a easy task here. HTML is the language interpreted by browsers. Web pages are also called HTML documents. HTML is a set of special Codes that can be emended in text to add formatting and linking Information. HTML is specified as tags in an HTML documents i.e the Web page.

HTML TAGS

- **PARED TAGS:**

  Tags are instructions that are emended directly into the text of Pair tags called closed tags because it begin <>and close</>.

- **SINGLAR TAGS :**

  A singular tags not have a companion tag e.g
Some tags that we used in our project describe in brief given below:-

  <HTML>it is used to start.

  <HEAD> it is used to place the information about the program.

  <TITLE>it is used to give the title of the information.

it is used to break a line.

  <H1> to <H6>it is used to give the size of the specific heading.

2.4.4 INTRODUCTION TO CSS

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation semantics(the look and formatting) of a document written in a markup language. Its most common application is to style web pages written in HTML and XHTML, but the language can also be applied to any kind of XML document, including plain XML.

CSS is designed primarily to enable the separation of document content (written in HTML or a similar markup language) from document presentation, including elements such as the layout, colors, and fonts.[1] This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple pages to share formatting, and reduce complexity and repetition in the structural content (such as by allowing for table less web design).

CSS can also allow the same markup page to be presented in different styles for different rendering methods, such as on-screen, in print, by voice (when read out by a speech-based browser or screen reader) and on Braille-based, tactile devices. It can also be used to allow the web page to display differently depending on the screen size or device on which it is being viewed.

Simple definition of CSS:

- CSS stands for Cascading Style Sheets
- Styles define how to display HTML elements
- Styles were added to HTML 4.0 to solve a problem
- External Style Sheets can save a lot of work
- External Style Sheets are stored in CSS files

An "external" CSS style sheet file, as described below, can be associated with an HTML document using the following syntax:

Syntax:

```
<link href="path/to/file.css" rel="stylesheet">
```

2.4.5 INTRODUCTION TO DATABASE

- MySQL is a fast, easy-to-use RDBMS used being used for many small and big businesses. MySQL is developed, marketed, and supported by MySQL AB, which is a Swedish company. MySQL is becoming so popular because of many good reasons.

- MySQL is released under an open-source license. So you have nothing to pay to use it.

- MySQL is a very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages.

- MySQL uses a standard form of the well-known SQL data language.

- MySQL works on many operating systems and with many languages including PHP, PERL, C, C++, JAVA etc.

- MySQL works very quickly and works well even with large data sets.

- MySQL is very friendly to PHP, the most appreciated language for web development.

- MySQL supports large databases, up to 50 million rows or more in a table. The default file size limit for a table is 4GB, but you can increase this (if your operating system can handle it) to a theoretical limit of 8 million terabytes (TB).

- MySQL is customizable. The open source GPL license allows programmers to modify the MySQL software to fit their own specific environments.

2.4.6 INTRODUCTION TO SERVER

- WAMP Server is a Windows web development environment. It allows you to create web applications with Apache2, PHP and a MySQL database. Alongside, PHPMyAdmin allows you to manage easily your databases.
- **ACRONYM FOR:**

  W- Windows

  A- Apache http server

  M- MySQL

  P-PHP

Functionalities

WAMP Server's functionalities are very complete and easy to use so we won't explain here how to use them.

With a left click on WAMP Server's icon, you will be able to:

- manage your Apache and MySQL services
- switch online/offline (give access to everyone or only localhost)
- install and switch Apache, MySQL and PHP releases
- manage your servers settings
- access your logs
- access your settings files
- create alias

With a right click :

- change WAMP Server's menu language
- access this page

3. SYSTEM REQUIREMENT SPECIFICATIONS

3.1 External Interfaces and Data Flow

This heading specifies the externally observable characteristics of the software product. Several graphical tools are used to express the requirements of a system rather than writing long lines of text. These are very effective tools for use during the system analysis phase.

User Displays

These are extremely useful tools for interactive applications where fast response is needed. The user displays consist of screens that help in designing a menu driven system. The menus attached to the screens help in making a system interactive and user friendly by providing an easy to use point and click interface to the application. These menus consist of a list of options from which the user can choose an action depending on the task to be performed. So these forms or so called user displays is the key to the success of the entire system.

3.2 Development, Operation and Maintenance Environments

- **Development Environment**

  Having constant interaction with the users as well as management aids in the system development. The logical user suggestions sure certainly welcomed and considered. There is a multi-user environment in the organization. For the development of new system mysql, rdbms package, tomcat server for server side programming will be used and front page, java server pages and java script for client side programming and will be used to provide GUI to system.

- **Operating Environment**

  The input data required are obtained from the documents, which contains all the details of the transactions. After validation and relevant processing, the data is to be stored in the database. The user selects the desired database table on after which the query is formulated. The query is generated by filtering the database based on the user defined conditions and constraints. The formulated query is executed on the database to obtain the required information.

- **Maintenance Environment**

  The proper maintenance of the new system is very important for its smooth working. The maintenance of the software is to be done by the system analyst and programmers in the organization. But for hardware maintenance engineer may be called from where hardware was purchased.

- **User Characteristics**

The users of the new system will be the users of the website of the organization. The system is developed with the participation of users, which will help them to understand the system easily.

- **Sources of Information**

Primary sources of the information involve direct interaction with the employees of the organization working in the development department.

- **Interviews**: interviews are the main source of gathering data and to get acquainted with the existing system. Almost all the information about the present system was gathered with the help of interviews. The questions are pre-planned and asked according to the designation of the users.
- **Observations**: Observations were personally made of what data is desired and how it is to be graphically represented or in a tabular manner and how it is to be saved. The observation of crucial information, data flows and functioning of the entire system was made carefully. This helped to obtain the additional knowledge about the system and to view the system more deeply. So all the aspects of the existing system are thoroughly observed which includes how people perform their tasks, noting the things that they do, how they do it and how much time they take. The records being manipulated and their frequency of updating and flow of documentation and important business transactions are also observed. Observations were personally made of how data can be possibly queried and represented by the user.

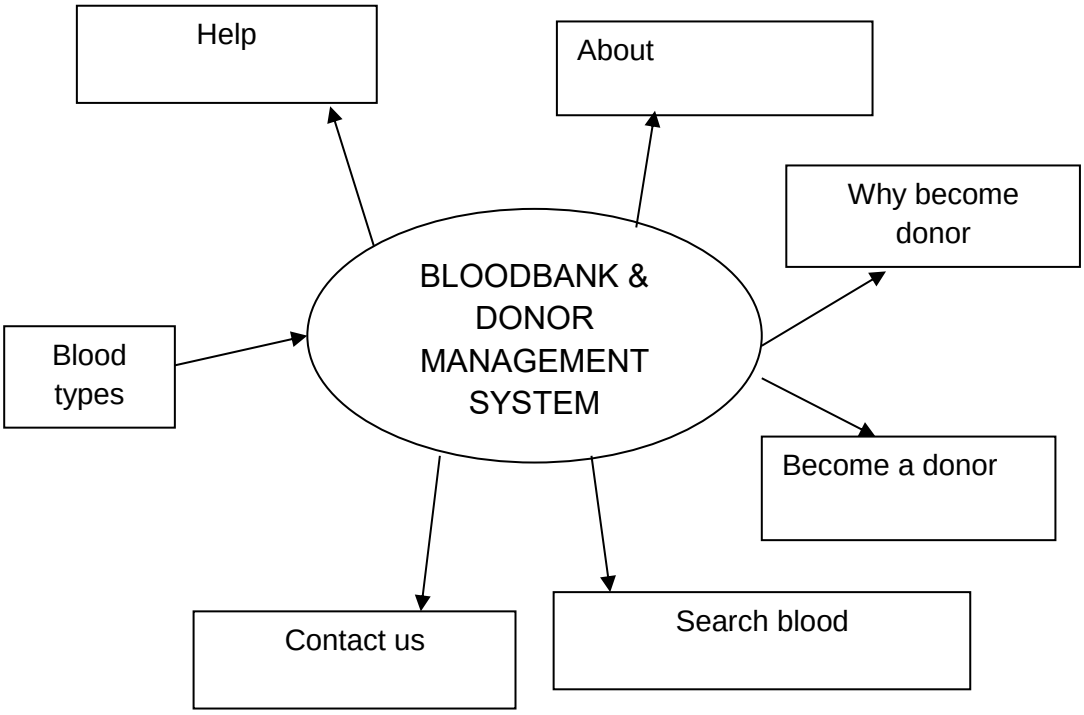
Objectives of the Proposed System

The development of the proposed system is done keeping in view the problems in the existing system. The proposed system will not only overcome the limitations of the present system but will also provide the following characteristics.

- To reduce the paper work involved in managing the information regarding different accounts.
- To reduce the time constraint that is just wasted because of manual work.
- To centralize all the data regarding accounts at one place.
- To maintain all steps involved from opening the account from its manager to make it available to use anywhere by the client.
- To generate various reports required by the administrator regarding accounts.

3.3 Methodology/Flow chart or Algorithm implemented

Qualitative and Quantitative research methodologies were used for this project. This linear sequential model suggests a systematic, sequential approach to software development that begins at the system level and progress through **analysis, design, coding, testing and maintenance.**



The linear sequential model encompasses the following activities:

- System / information engineering and modeling.
- Software requirement analysis.
- Design.
- Code generation.
- Testing.
- Maintenance.

3.4 PLANNING

- **Problem Recognition**

A problem is well defined very rarely. It corps out with a vague feeling of some statements that lead to vague conclusions. So the first task is to get more crucial information by interviewing and meeting concerned people. It clarifies how the problem is felt, how often it occurs, how it affects the business and which departments are suffering with this. This phase consists of the following tasks.

- **Problem Definition And Initial Investigation**

This was a preliminary investigation done with a view to have a "feel" of the working of the proposed system. This phase has been identified the end-user directly involved in the system who were the managers, assistant officer and database administrator, and the development department. By understanding the working of database, its flow and also after conducting meetings and interviews with the concerned persons of the department, a clear idea about the working was obtained. A flexible approach is adapted towards people who are interviewed. Short hand written notes are prepared based on the response of the employees. The interviews are preferably conducted at the work place of the person being interviewed. Detailed investigation is done in order to define the scope of the problem .The interview is concluded with a quick resume of the ground covered during the interview .The Questionnaire technique is combined with interviews to get the best result. Proper care has been taken in the design of such questionnaires so that the persons answering these questions dose not feel hesitant. An explanatory note that serves to gain cooperation and avoid misunderstanding by setting out the purpose of the exercise clearly accomplishes each questionnaire.

Observation technique is also used for fact finding. The work described at the time of interview is observed personally ads it reduces the chances of misunderstanding and omissions. Some important things observed are like the flow of information through the system and important data transactions, the data being maintained and the frequency of their updating.By the end of this phase, idea as to how the information enters the system, how it is stored, how it is processed, how information changes affects the working of the system

4. DESIGN

4.1 System Design

System design is the first step in moving from the problem domain to solution domain. In other words, starting with what is needed, design takes us toward how to satisfy the needs, the design of a system is perhaps the most critical factor affecting the quality of software; it has major impact on the later phase, particularly Testing and implementation. The output of this phase is design document. The design of a system is essentially a blueprint or a plan for a solution for the system.

The design process for software systems often has two levels. At the first level the focus is on the deciding which modules are needed for the system, the specification of these modules, and how the modules should be interconnected? This is what is called the system design or top-level design.

In the second level, the internal design of the modules, or how the specification of the modules can be satisfied, is decided. This design is often called detailed design or logic design. A design methodology is a systematic approach to creating a design by applying of set of techniques and guidelines. Most design methodologies focus on the system design. System design is a process of developing specification for a candidate system. That make the criteria establishes in system Analysis. A major step in design is the preparation of input and design of out put report in a form acceptable to the user.

It also includes determining the record media, method of input and entering into the system. In output design emphasis is on producing a hard copy of the information displaying the output of a screen in a pre-define format. Input Design is process of converting user-oriented input into a computer-based format.

In accurate input data is the most common cause of errors in data processing. Errors entered by data entering operations can be controlled by input Design. Input data collected and organized into groups of similar data.

4.2 Data Flow Diagram

A DFD also known as bubble chart" has the purpose of clarifying system requirement and identifying major transformations that will become programs in system design. So, itis starting point of the design phase that functionally decomposes the requirement specifications down to the lowest level of detail. A DFD consists of a series of bubbles joined by lines. The bubbles represent data transformations and the lines represent data flows in the system. A DFD describes what data flow rather than how they are processed so it does not depend on the hardware, software, and data structure or file organization.

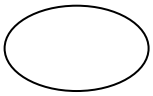
Steps of Constructing a DFD

Process should be named and numbered for easy reference. The direction of flow is from top to bottom and left to right. Data traditionally flow from source to destination, although they may flow back to source. When a process is exploded into lower level details, they are numbered. The names of data stores, sources and destinations are written in capital letters. Process and data flow names have the first letter of each word in capital forms.

DFD Symbols:

i. A square defines a source or a destination of the system data. 

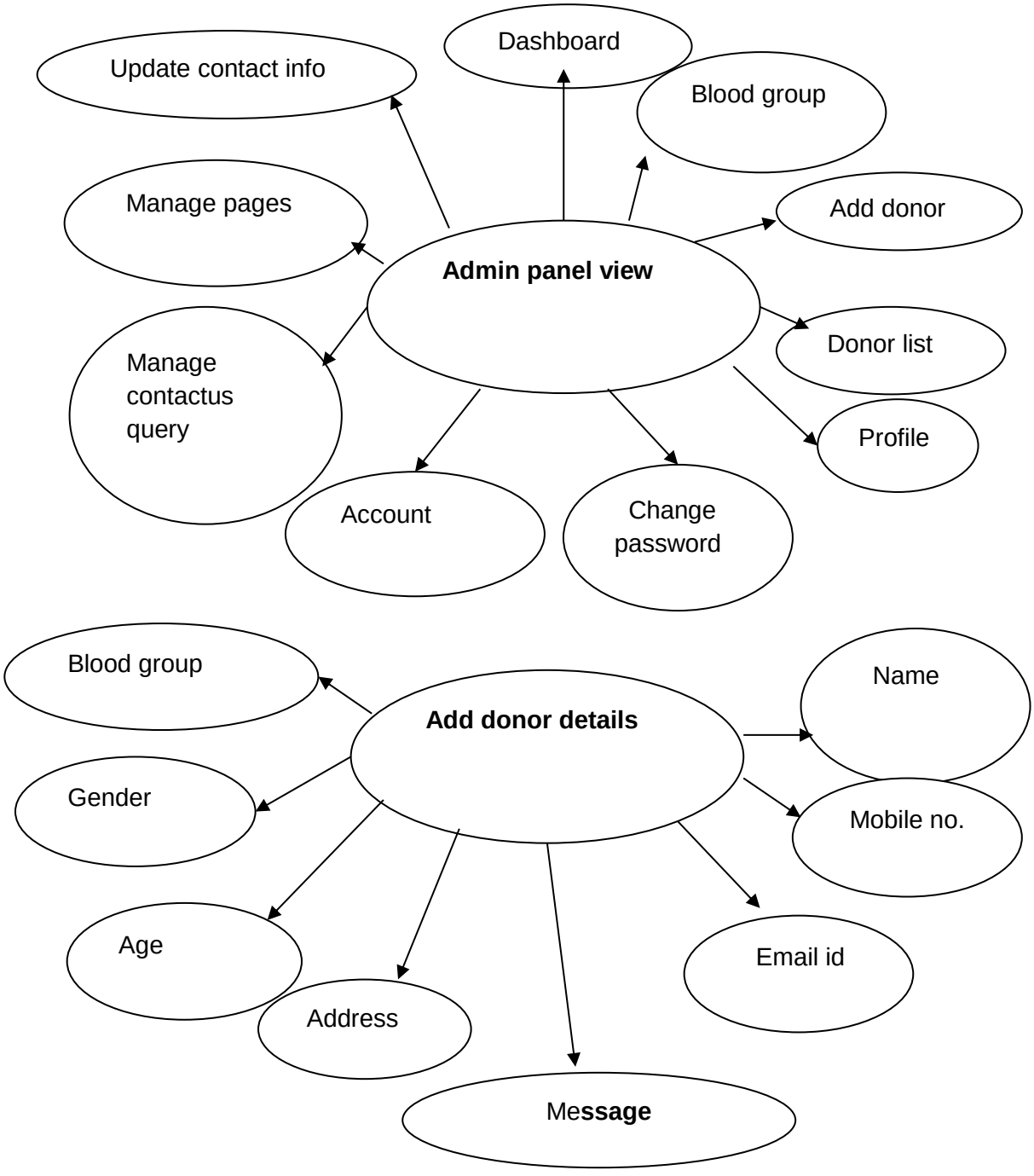
ii. An arrow identifies data flow-data in motion. 

iii. A circle or a bubble represents a process that transforms Incoming data flows into outgoing data flows. 

iv. An open rectangle is a data store-data at rest, or a temporary repository of data.

Advantages of Using Data Flow Diagrams

1. DFD's are easier to understand May technical and non-technical audiences.
2. DFD's can provide a high-level system overview, complete with boundaries and connections to other systems.
3. DFD's can provide a detailed representation of system components. DFD's help system designers and other during initial analysis stage visualize a current system or one that may be necessary to meet new requirements.


Dashboard
Update contact info
Blood group
Manage pages
Add donor
Admin panel view
Donor list
Manage contactus query
Profile
Account
Change password
Blood group
Name
Add donor details
Gender
Mobile no.
Age
Email id
Address
Message

Paper record advantages:

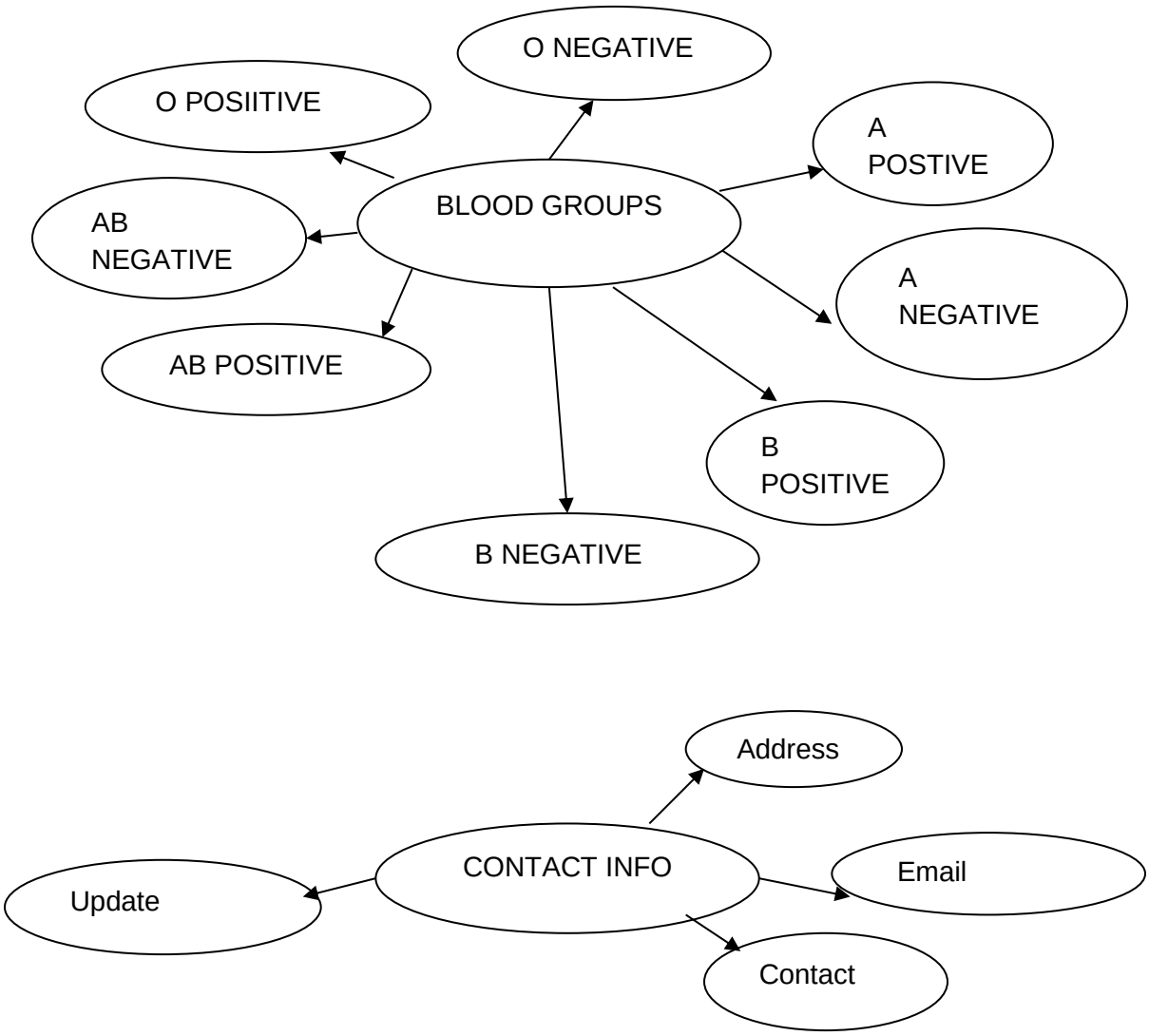
- It is flexible adaptable.
- Input process may be facilitated if linked to other data storage devices.
- Usable for both individualized customer service.
- Interactive control of completeness and accuracy.
- Reusability of data.

Paper record disadvantages:

- It is more costly or large initial investment.
- Use record will change workflow, and interaction with customers.
- Conversion from paper to CCR takes time.
- Better legible, and better organized.
- Interactive control of completeness and accuracy.

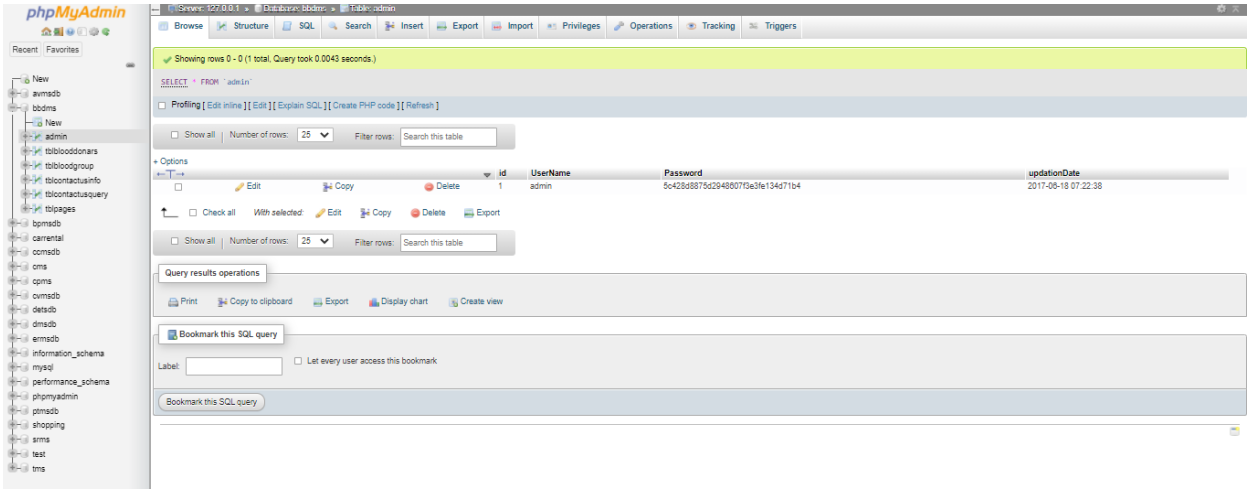
2.2 SOFTWARE DESIGN CONSIDERATION

Below is a simple flowchart of how a customer database should acquire:

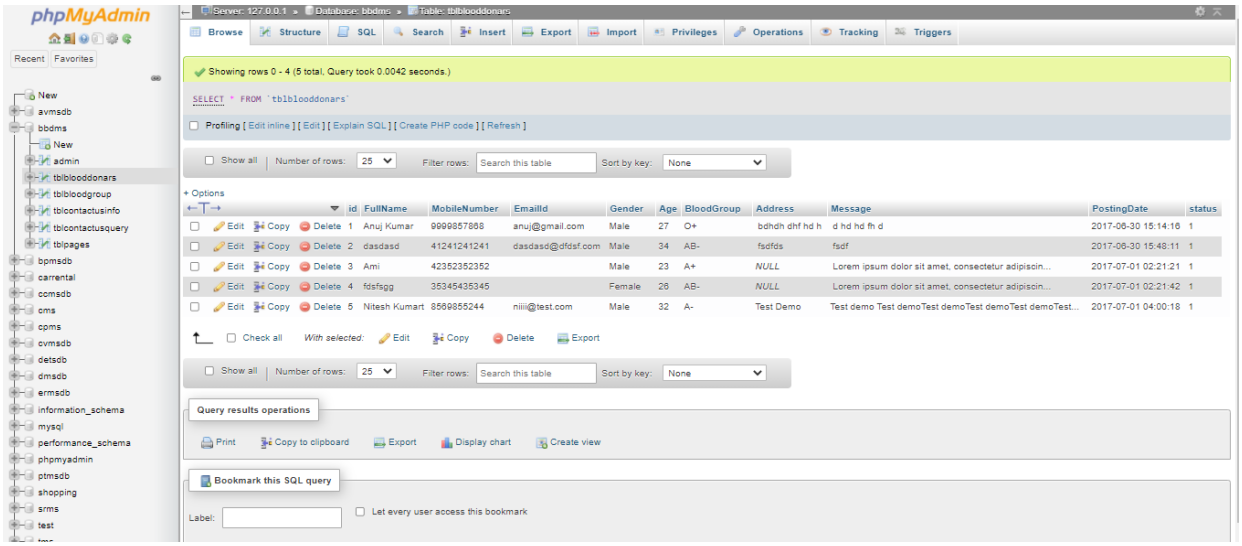


DATABASE TABLES

ADMIN



TABLES BLOOD DONARES



TABLES BLOOD GROUP

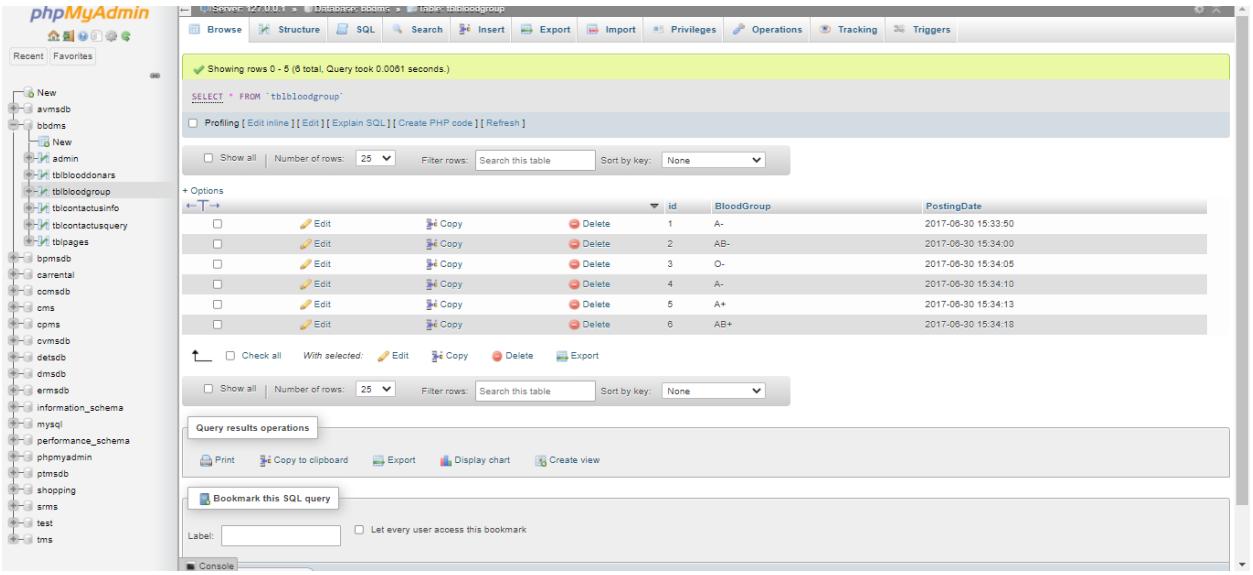


TABLE CONTACTUS INFO

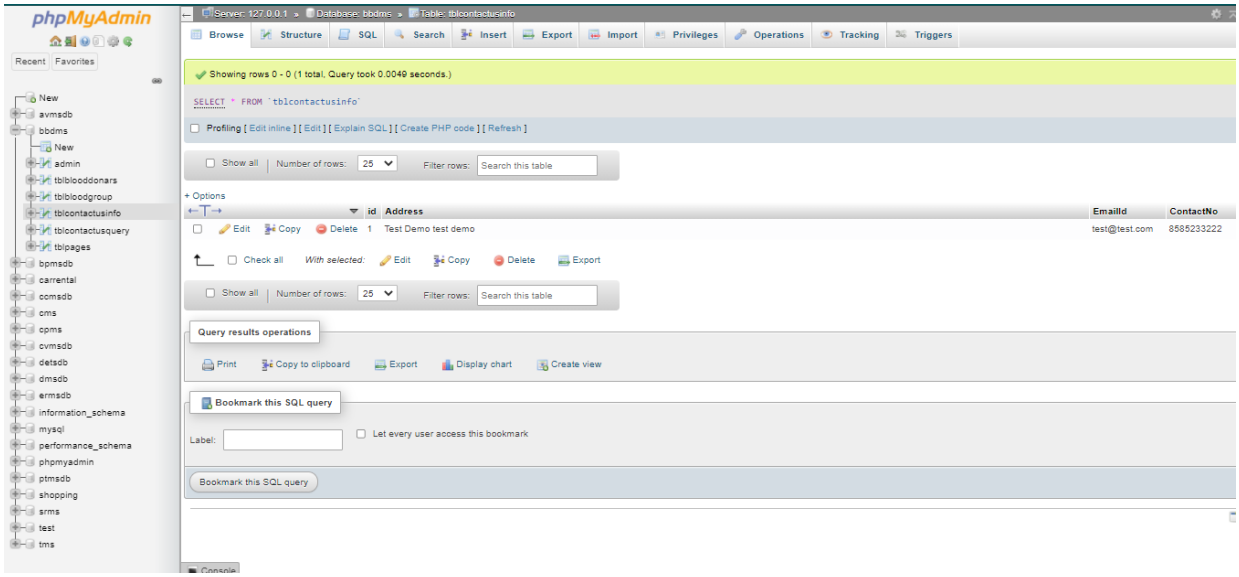


TABLE PAGE

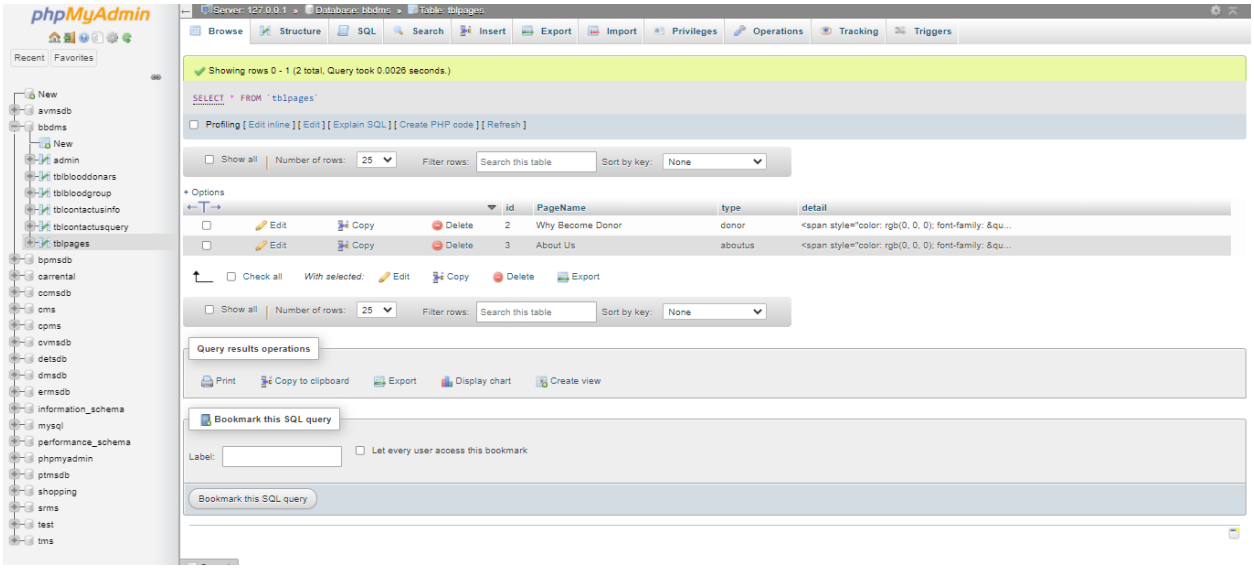
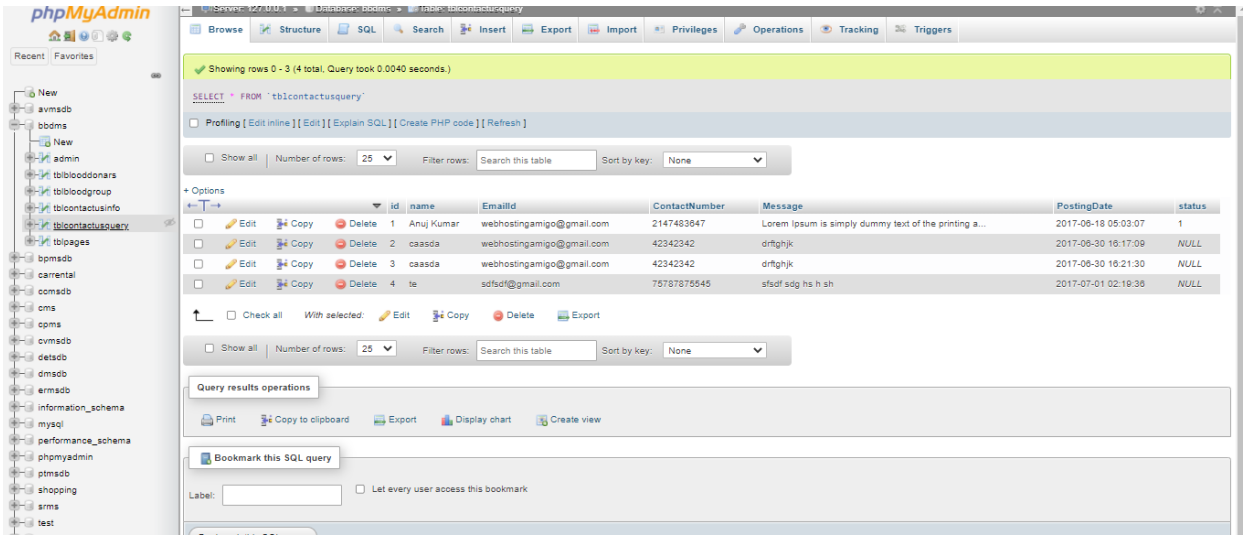
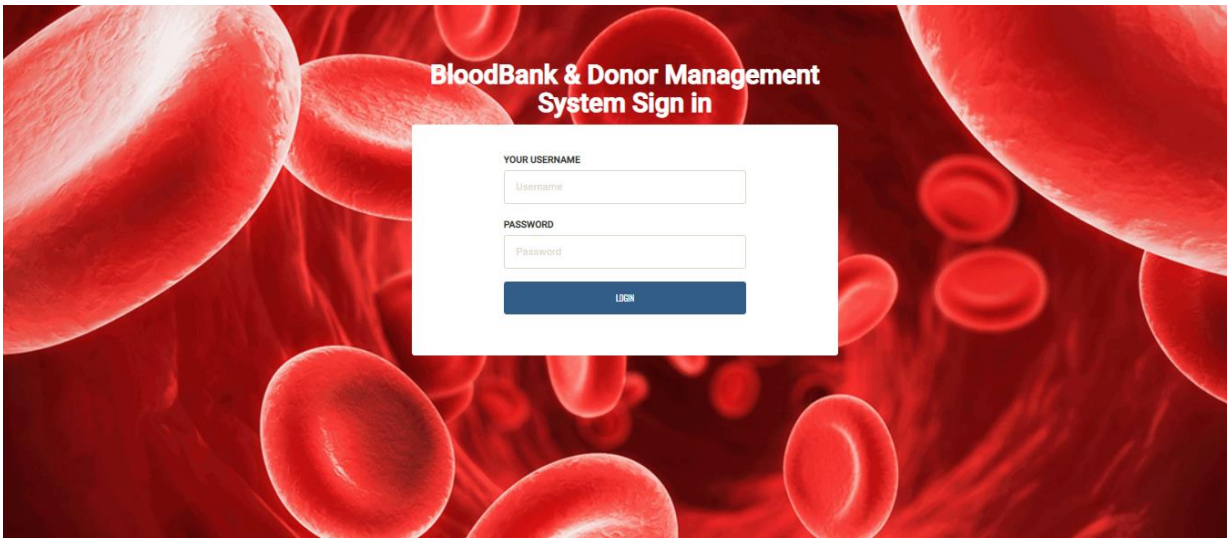

phpMyAdmin
Recent
Favorites
New
avmsdb
bbdms
New
admin
tblbloddonars
tblbloodgroup
tblcontactusinfo
tblcontactusquery
tblpages
bpmsdb
carrental
comsdb
cms
cpms
cvmsdb
detsdb
dmsdb
ermsdb
information_schema
mysql
performance_schema
phpmyadmin
ptmsdb
shopping
srms
test
tms
Server: 127.0.0.1 » Database: bbdms » Table: tblpages
Browse
Structure
SQL
Search
Insert
Export
Import
Privileges
Operations
Tracking
Triggers
Showing rows 0 - 1 (2 total, Query took 0.0026 seconds.)
SELECT * FROM `tblpages`
Profiling [Edit inline] [Edit] [Explain SQL] [Create PHP code] [Refresh]
Show all
Number of rows: 25
Filter rows: Search this table
Sort by key: None
+ Options
id
PageName
type
detail
Edit
Copy
Delete
2
Why Become Donor
donor
3
About Us
aboutus
Check all
With selected:
Edit
Copy
Delete
Export
Query results operations
Print
Copy to clipboard
Export
Display chart
Create view
Bookmark this SQL query
Label:
Let every user access this bookmark
Bookmark this SQL query

TABLE CONTACTUS QUERY

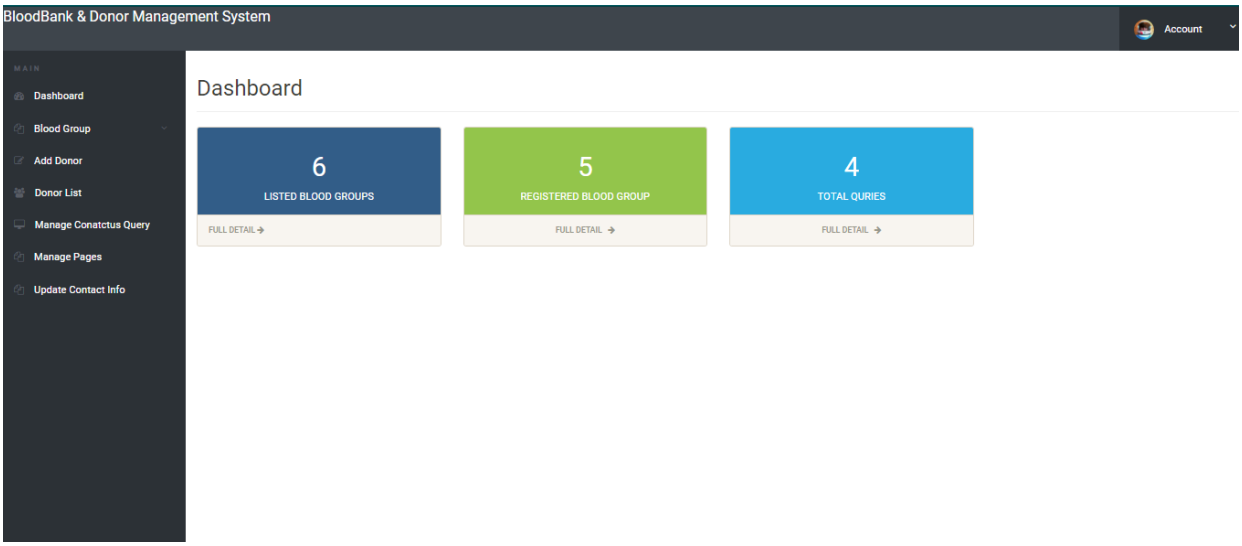


SNAPSHOTS

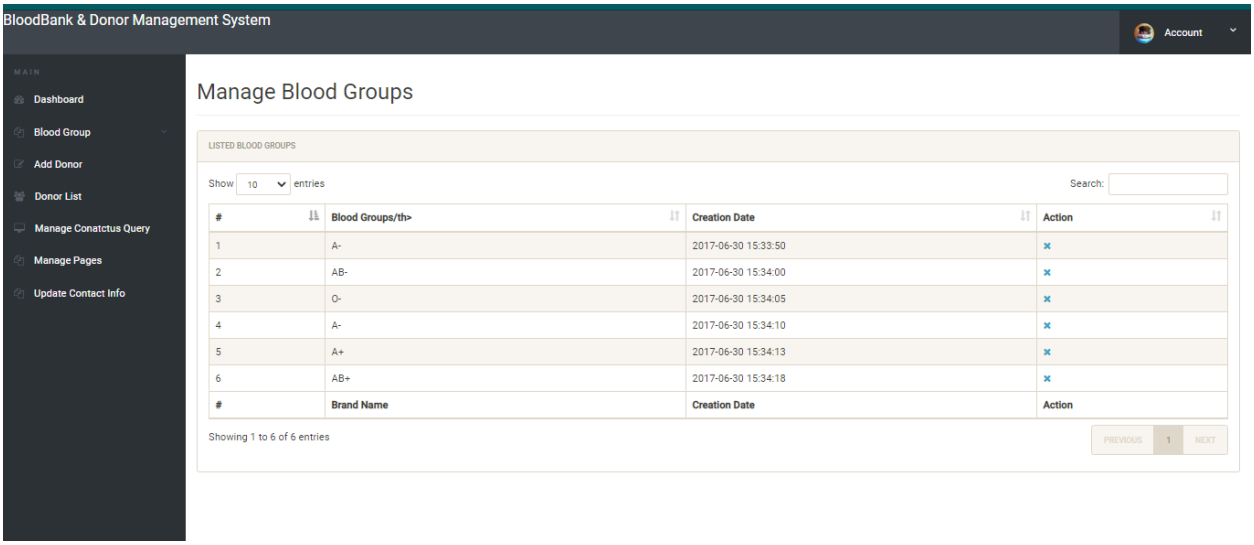
SIGH IN



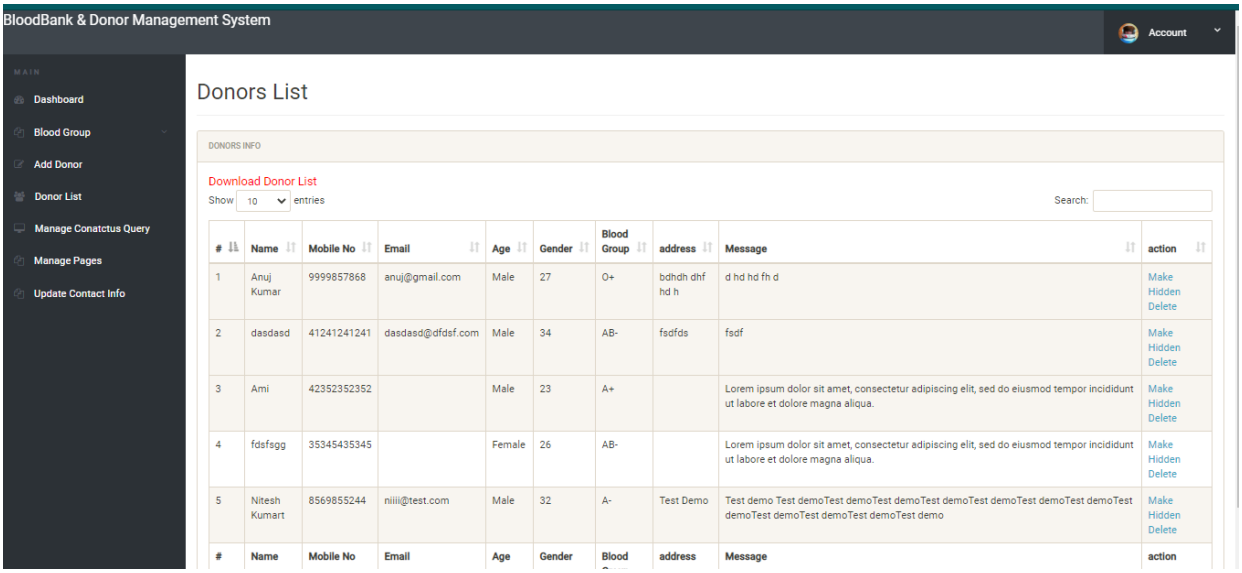
DASHBOAED


BloodBank & Donor Management System
Account
MAIN
Dashboard
Blood Group
Add Donor
Donor List
Manage Conatctus Query
Manage Pages
Update Contact Info
Dashboard
6
LISTED BLOOD GROUPS
FULL DETAIL
5
REGISTERED BLOOD GROUP
FULL DETAIL
4
TOTAL QURIES
FULL DETAIL

MANAGE BLOOD GROUP



DONOR LIST


BloodBank & Donor Management System
Account
MAIN
Dashboard
Blood Group
Add Donor
Donor List
Manage Conatctus Query
Manage Pages
Update Contact Info
Donors List
DONORS INFO
Download Donor List
Show 10 entries
Search:
Name Mobile No Email Age Gender Blood Group address Message action
1 Anuj Kumar 9999857868 anuj@gmail.com Male 27 O+ bdhdh dhf hd h d hd hd fh d Make Hidden Delete
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3 Ami 42352352352 Male 23 A+ Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Make Hidden Delete
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5 Nitesh Kumart 8569855244 niiii@test.com Male 32 A- Test Demo Test demo Test demoTest demoTest demoTest demoTest demoTest demoTest demoTest demoTest demoTest demoTest demo Make Hidden Delete
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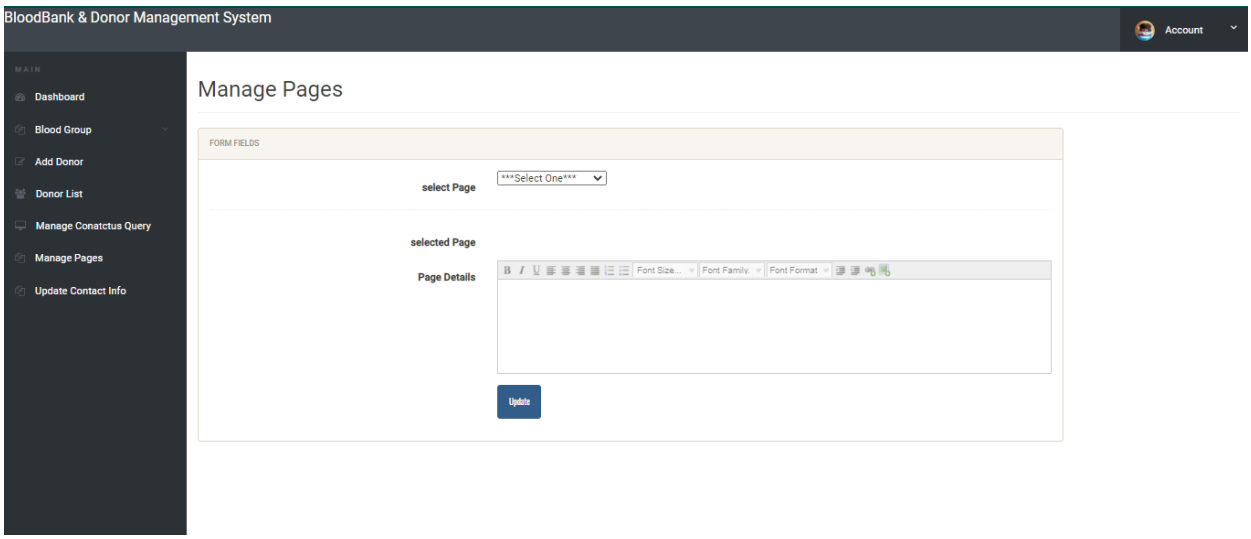
MANAGE PAGE


BloodBank & Donor Management System
Account
MAIN
Dashboard
Blood Group
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Manage Conatctus Query
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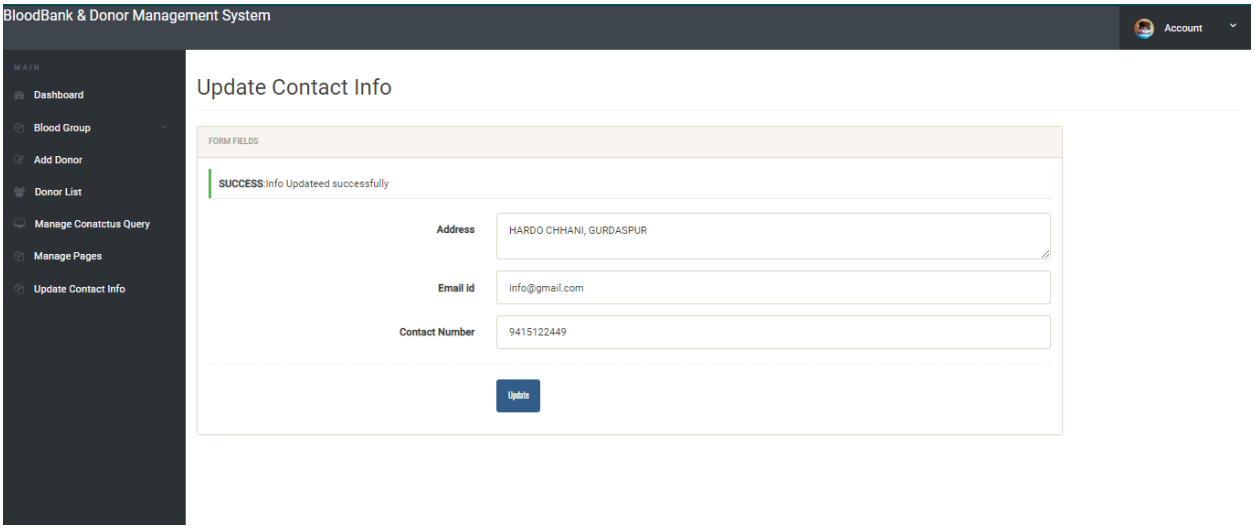
UPDATE CONTACT INFO



TESTING PHASE

The basic goal of the software development process is to produce software that has no errors or very few errors. In an effort to detect errors soon after they are introduced, each phase ends with verification activity such as a review.

As testing is the last phase before the final software is delivered, it has the enormous responsibility of detecting any type of error that may in the software. A software typically undergoes changes even after it has been delivered. And to validate that a change has not affected some old functionality of software regression testing is performed

LEVELS OF TESTING

The basic levels of testing are unit testing, integration testing and system and acceptance testing. These different levels of testing attempt to detect different types of faults.

Figure: Table Of Level Of Testing

Client Needs	**Acceptance Testing**
Requirements	**System Testing**
Design	**Integration Testing**
Code	**Unit Testing**

ACCEPTANCE TESTING

Acceptance Testing is system testing performed by the PERSON to determine whether or not to accept the delivery of the system.

SYSTEM TESTING

System tests are designed to validate fully developed system with a view to assuring that it meets its requirements. There are essentially two kinds of system testing.

- **Alpha Testing:** Alpha Testing refers to the system testing that is carried out by the team within the organization.
- **Beta Testing:** Beta Testing is the testing performed by the group of friendly PERSONr.

INTEGRATION TESTING

During integration testing, different modules of a system are integrated using an integration plan. The plan specifies the steps and the order in which the modules are combined to realize the full system. After each integration step, the partially integrated system is tested. The primary objective of the integration testing is to test the module interfaces. An important factor that guides the integration plan is the module dependency graph. Various approaches to the integration testing are given below:

- **Top Down Approach**
- **Bottom Up Approach**

Top Down Integration Testing: Top-down integration testing starts with the PROJECT routine i.e. the root module, and one or two sub module are added. After the top level skelton has been tested, the subroutine of the skelton are immediately combined and tested. This type of testing requires the use of program stubs to simulate the effect of lower-level routines that are called by the routines under test. A disadvantage of this approach is if the sub-module is not ready than the whole process slow down.

Bottom-Up Integration Testing: In bottom-up testing each subsystem is tested separately and then the full system is tested. A subsystem might consist of PROJECT modules which communicate among each other through well defined interfaces. The primary purpose of the each subsystem is to test the interfaces among various modules making up a subsystem. Both control and data interfaces are tested.

UNIT TESTING

Unit testing is the testing of the different modules in the isolation. Testing a program consists of providing the program, a set of test inputs and observing the working of the program. If the program fails to behave as expected, then the condition under which a failure occur are noted for debugged and corrected.

SYSTEM IMPLEMENTATION

As we know, creating software is one thing and the implementation of the created software is another. The process of implementing software is much difficult as compared to the task of creating the project. First we have to implement the software on a small scale for removing the bugs and other errors in the project and after removing them we can implement the software on a large scale.

Before we think in terms of implementing the Software on a large basis, we must consider the

Hardware requirements.

Whenever we develop software or project a certain hardware and software is being used by the programmer for developing the project. The hardware and software to be used by the programmer for developing the project should be such that it would result in the development of a project, which would satisfy all the basic needs for which the project has been created by the programmer. The Hardware should be such that cost constraints of the Client should also be taken into account without affecting the performance.

HARDWARE EVALUATION FACTORS

When we evaluate computer hardware, we should first investigate specific *physical and performance* characteristics for each hardware component to be acquired. These specific questions must be answered concerning PROJECT important factors. These *hardware evaluationfactors* questions are summarized in the below figure.

Notice that there is much more to evaluating hardware than determining the fastest and cheapest computing device. For e.g. the question of possible obsolescence must be addressed by making a technology evaluation. The factor of *ergonomics* is also very important. Ergonomics is the science and technology that tries to ensure that computer and other technologies are "user-friendly", that is safe, comfortable and easy to use. *Connectivity is* another important evaluation factor, since so PROJECT computer systems are now interconnected within wide area or local area telecommunications networks.

Hardware Evaluation Factors:-

1) Performance
2) Cost
3) Reliability
4) Availability
5) Compatibility
6) Modularity
7) Technology
8) Ergonomics
9) Connectivity
10) Environmental requirements
11) Software
12) Support

SOFTWARE EVALUATION FACTORS

Software can be evaluated according to PROJECT factors similar to the hardware evaluation. Thus the factors of *performance*, *cost*, *reliability*, *compatibility*, *modularity*, *technology*, *ergonomics, and support* should be used to evaluate proposed software acquisitions. In addition, however, *the software evaluation factors* are summarized in below figure. For e.g. some software packages require too much memory capacity and are notoriously slow, hard to use, or poorly documented. They are not a good selection for most end users, even if offered at attractive prices.

\SOFTWARE EVALUATION FACTORS

1. **EFFICIENCY:** is the software a well-written system of computer instructions that does not use much memory capacity or CPU time?
2. **FLEXIBILITY:** can it handle its processing assignments easily without major modifications?
3. **SECURITY:** does it provide control procedures for errors, malfunctions and improper use?
4. **LANGUAGE:** do our computer programmers and users write it in a programming language that is used?
5. **DOCUMENTATION:** is the s/w well documented? Does it include helpful user instructions?
6. **HARDWARE:** does existing hardware have the features required to best use this software?
7. Other characteristics of hardware such as its performance, what about the cost, how much is reliable and etc.

CONVERSION AND TRAINING

An important aspect of is to make sure that the new design is implemented to establish standards. The term implementation has different meanings, ranging form the conversion of a basic application to a complete replacement of a computer system. Implementation is used here to PROJECT the process of converting a new or revise system into an operational one. Conversion is one aspect of implementation. Conversion means changing form one system to another. The objective is to put the tested system into operation while holding costs, risks, and personnel irritation to a minimum. It involves creating computer-compatible files, training the operation staff, and installing terminal and hardware. A critical aspect of conversion is not disrupting the functioning of the organization.

When a new system is used over and old, existing and running one, there are always compatibility errors. These errors are caused because of the lack of equipment or personnel to work the new

system. Running any specified system at an organization does require some or other hardware or, in this case, software requirement as well.

There are three types of implementation:

1. Implementation of a computer system to replace a manual system. The problems encountered are converting files, training users, creating accurate files and verifying printouts for integrity.
2. Implementation of a new computer system to replace an existing one. This is usually a difficult conversion. If not properly planned there can be PROJECT problems. Some large computer systems have taken as long as year to convert.
3. Implementation of a modified application to replace an existing one, using the same computer. This type of conversion is relatively easy to handle, provided there are no major changes in the files.

SYSTEM MAINTENANCE

Once the website is launched, it enters the maintenance phase. All systems need maintenance. Maintenance is required because there are often some residual errors remaining in the system that must be removed as they are discovered. Maintenance involves understanding the effects of the change, making the changes to both the code and the documents, testing the new parts and retesting the old parts that were not changed. Maintenance is mainly of two types:

1. Corrective Maintenance
2. Adaptive Maintenance

CORRECTIVE MAINTENANCE

Almost all software that is developed has residual errors or bugs in them. PROJECT of these surfaces only after the system have been in operation, sometimes for a long time. These errors once discovered need to be removed, leading to the software to be changed. This is called Corrective Maintenance.

ADAPTIVE MAINTENANCE

Even without bugs, software frequently undergoes change. The software often must be upgraded and enhanced to include more features and provide more services. This requires modification of the software. This type of maintenance is known as the Adaptive Maintenance

CONCLUSION

No program or system design is perfect. Communication between the user and the designer is not always complete or clear, and time is usually short. This results in errors. The number and nature of errors in a new design depends on several factors:

- Communication between the user and the designer.
- Personal prejudice on the part of users in disclosing information.
- The programmer's ability to generate code that reflects exactly the system specifications.
- The time frame for the design.

In the PROJECT , I have tried my best to cover successfully and accurately all the requirements of the project.

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BOOKS REFERRED:-

- WELLING,L.,THOMSON,L. PHP AND MYSQL WEB DEVELOPMENT Addison Wisley(4TH EDITION)
- HOLZER,S. BLACK BOOK HTML WILEY DREAMTECH
- RANKIN,PAUL & JENSEN MS SQL SERVER 2000 Sams

WEBSITES REFERRED :-

- PHP tutorial URL: http://www.php.net/manual/en/manual.php
- PHP functions URL: http://www.w3schools.com/php/php functions.asp
- Introduction URL: https://en.wikipedia.org/wiki/PHP
- Web programming URL: http://www.phpmoot.com/web-programming-with-php
- Php forms URL: http://www.w3schools.com/PHP/php forms.asp

Project Report

On

ONLINE FIRE REPORTING SYSTEM

Submitted in partial fulfillment of the requirements for the award of degree of

M.Sc (INFORMATION TECHNOLOGY)

TO

SHANTI DEVI ARYA MAHILA COLLEGE

DINANAGAR

Submitted To:-

Ms. Bhanupriya Saini

Assistant Professor

Post Graduate Deptt. Of Computer Science & IT

Submitted By:

Heena Devi

(20862127608)

Minakshi Devi

(20862127621)

POST GRADUATE DEPARTMENT OF COMPUTER Sc. & IT

GURU NANAK DEV UNIVERSITY, AMRITSAR

ACKNOWLEDGEMENT

With deep sense of gratitude, We express our sincere thanks and obligation to our esteemed guide Ms. Bhanupriya Saini (Assistant Professor). It is because of her able and mature guidance and co-operation without which it would not have been possible for us to complete our project. We would also like to thank Dr. Deepak Jyoti, HOD, Post Graduate Deptt. of Comp Sc. & IT, Shanti Devi Arya Mahila College, Dinanagar for providing the institute with an environment where one can use her intellect and creativity to develop something fruitful and also for allowing us the opportunity to experience dynamic professional environment during our Training. This environment facilitated us in pursuing this project.

It is our pleasant duty to thank all the staff members of the Computer Department for their time to time suggestions.

Finally, We would like to thank the almighty and our parents for their moral support and our friends with whom we shared our day-to-day experience and received lots of suggestions that improved our quality of work.

Heena Devi

20862127608

Minakshi Devi

20862127621

CERTIFICATE OF APPROVAL

This is certify that the project report entitled **ONLINE FIRE REPORTING SYSTEM** submitted to Shanti Devi Arya Mahila College, Dinanagar in partial fulfillment of the requirement for the award of degree of M.Sc (Information Technology) is an authentic and original work carried out by Heena Devi (20862127608) and Minakshi Devi (20862127621) under my guidance and supervision. The Post Graduate Deptt. of Comp Sc. & IT has accepted the report as the fulfillment of the requirements for the degree of Master of Science (Information Technology). No part of this report has been submitted to any other College/University for the reward of any Degree to the best of my knowledge.

Ms. Bhanupriya Saini

Assistant Professor (Comp Sc.)
(Project Supervisor)
Shanti Devi Arya Mahila College
Dinanagar

Dr. Deepak Jyoti

Head, PG Department of Computer Sc. & IT
Shanti Devi Arya Mahila College
Dinanagar

DECLARATION

We hereby declare that this project report on "Online Fire Reporting System" which is being submitted in partial fulfillment of the Training Programme of M.Sc (Information Technology) to Shanti Devi Arya Mahila College,Dinanagar, is the result of the work carried out by us, under the guidance of Ms. Bhanupriya Saini (Assistant Professor), Shanti Devi Arya Mahila College, Dinanagar

Heena devi

20862127608

Minakshi Devi

20862127621

Abstract

"Online Fire Reporting System" is web based application which manages the fire reporting incidents and sends the team accordingly. The main purpose of OFRS is to systematically record, store and update the fire team information and fire incidents.

The information from OFRS is used report fire incidents online. With the help of this software person can report fire accidents online and get fire reliefs immediately.

Introduction

Introduction:-

Online Fire Reporting System is a web-based application. This application is used to report fire incidents immediately.

In Online Fire Reporting System, we use PHP and MySQL database. This is the project which keeps records of Teachers. Online Fire Reporting System has two modules i.e., admin and users.

User Module
Users can visit the website and report any fire incidents.
Users can also track the fire incident reporting Status.

Admin Module
Admin will be the user of this project who can control the whole website.

- **Dashboard:** In this section, the admin can briefly view information about fire incidents.
- **Teams:** In this section, admin can mange Teams(Add/Update/Delete).
- **Reports:** In this section, the admin can view fire incidents in a particular period and also search the fire reporting/incidents.
- **Website Setting:** In this section, the admin changes the setting of a website like logos contents, etc.
- Admin can also manage own profile.
- Admin can also recover their own password.

Purpose:-

The purpose of developing Online Fire Reporting System is to report fire incidents online without wasting a time. Another purpose for developing this application is to generate the report automatically.

Scope:-

Online Fire Reporting System project is developed as a web application and it will work over web to report fire incidents online.

Requirement Specification

Hardware Configuration :

Client Side:

RAM	512 MB
Hard disk	10 GB
Processor	1.0 GHz

Server side:

RAM	**1 GB**
Hard disk	**20 GB**
Processor	**2.0 GHz**

Software Requirement:

Client Side:

Web Browser	Google Chrome or any compatible browser
Operating System	Windows or any equivalent OS

Server Side:

Web Server	APACHE
Server side Language	PHP5.6 or above version
Database Server	MYSQL
Web Browser	Google Chrome or any compatible browser
Operating System	Windows or any equivalent OS

APACHE

The Apache HTTP Server Project is an effort to develop and maintain an open-source HTTP server for modern operating systems including UNIX and Windows. The goal of this project is to provide a secure, efficient and extensible server that provides HTTP services in sync with the current HTTP standards.

The Apache HTTP Server ("httpd") was launched in 1995 and it has been the most popular web server on the Internet since April 1996. It has celebrated its 20th birthday as a project in February 2015.

PHP

- PHP stands for PHP: Hypertext Preprocessor.
- PHP is a server-side scripting language, like ASP.

- PHP scripts are executed on the server.
- PHP supports many databases (MYSQL, Informix, Oracle, Sybase, Solid, Generic ODBC, etc.).
- PHP is an open source software.
- PHP is free to download and use.

MYSQL

- MYSQL is a database server
- MYSQL is ideal for both small and large applications
- MYSQL supports standard SQL
- MYSQL compiles on a number of platforms
- MYSQL is free to download and use
- How to access MySQL:

  http://localhost/phpmyadmin

Analysis and Design

Analysis:

In present all fire incidents record work done on the paper. We can't generate reports as per our requirements because its take more time to calculate the fire incidents record report.

Disadvantage of present system:

- **Not user friendly:** The present system not user friendly because data is not stored in structure and proper format.
- **Manual Control:** All report calculation is done manually so there is a chance of error.
- **Lots of paper work:** Fire incidents record maintain in the register so lots of paper require storing details.
- **Time consuming**

Design Introduction:

Design is the first step in the development phase for any techniques and principles for the purpose of defining a device, a process or system in sufficient detail to permit its physical realization.

Once the software requirements have been analyzed and specified the software design involves three technical activities - design, coding, implementation and testing that are required to build and verify the software.

The design activities are of main importance in this phase, because in this activity, decisions ultimately affecting the success of the software implementation and its ease of maintenance are made. These decisions have the final bearing upon reliability and maintainability of the system. Design is the only way to accurately translate the customer's requirements into finished software or a system.

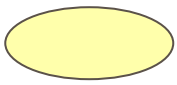
Design is the place where quality is fostered in development. Software design is a process through which requirements are translated into a representation of software. Software design is conducted in two steps. Preliminary design is concerned with the transformation of requirements into data

UML Diagrams:

Actor:

A coherent set of roles that users of use cases play when interacting with the use `cases.

Use case: A description of sequence of actions, including variants, that a system performs that yields an observable result of value of an actor.



UML stands for Unified Modeling Language. UML is a language for specifying, visualizing and documenting the system. This is the step while developing any product after analysis. The goal from this is to produce a model of the entities involved in the project which later need to be built. The representation of the entities that are to be used in the product being developed need to be designed.

USECASE DIAGRAMS:

Use case diagrams model behavior within a system and helps the developers understand of what the user require. The stick man represents what's called an actor.

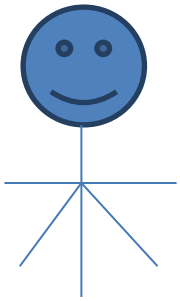
Use case diagram can be useful for getting an overall view of the system and clarifying who can do and more importantly what they can't do.

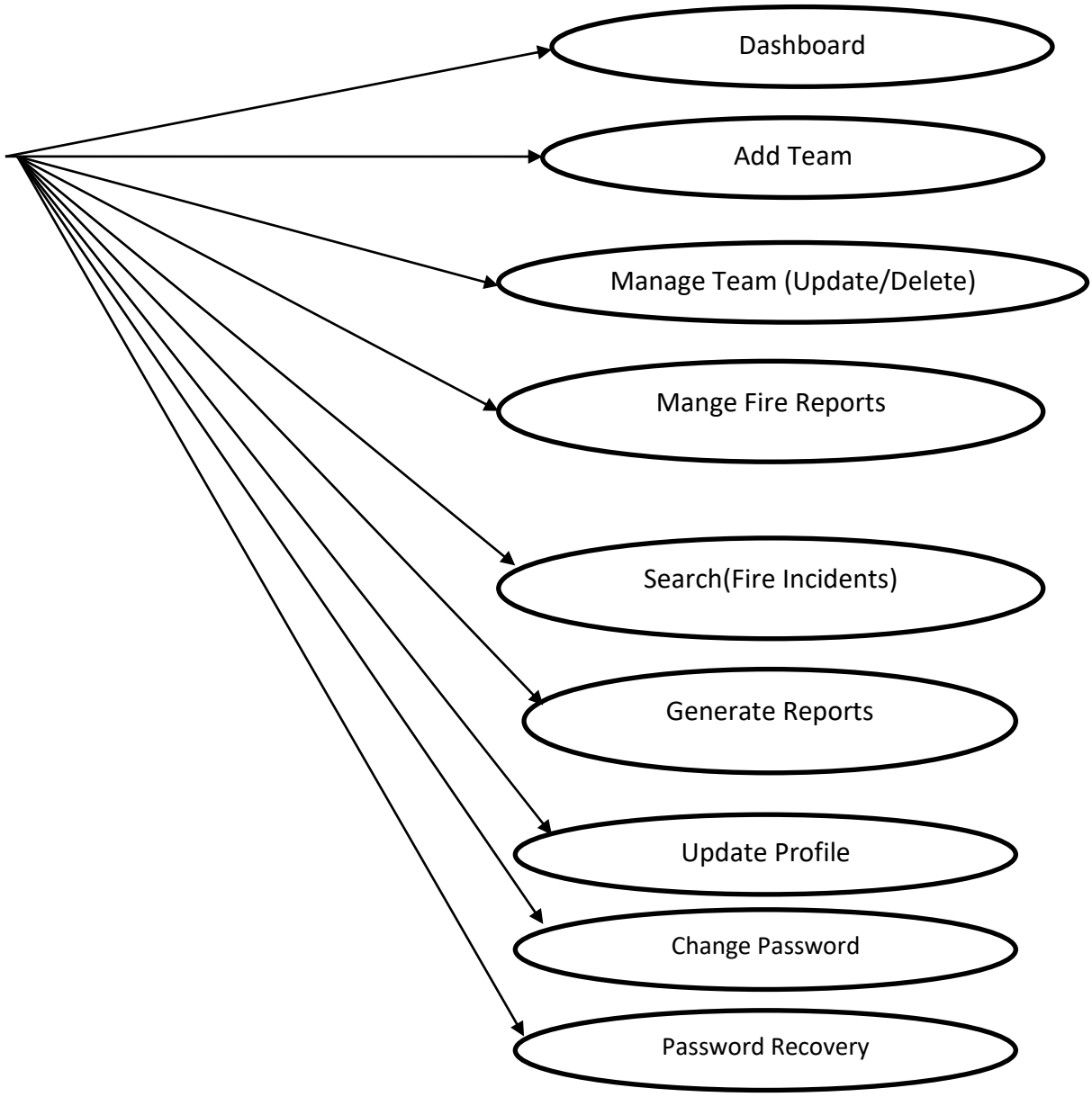
Use case diagram consists of use cases and actors and shows the interaction between the use case and actors.

- The purpose is to show the interactions between the use case and actor.
- To represent the system requirements from user's perspective.
- An actor could be the end-user of the system or an external system.

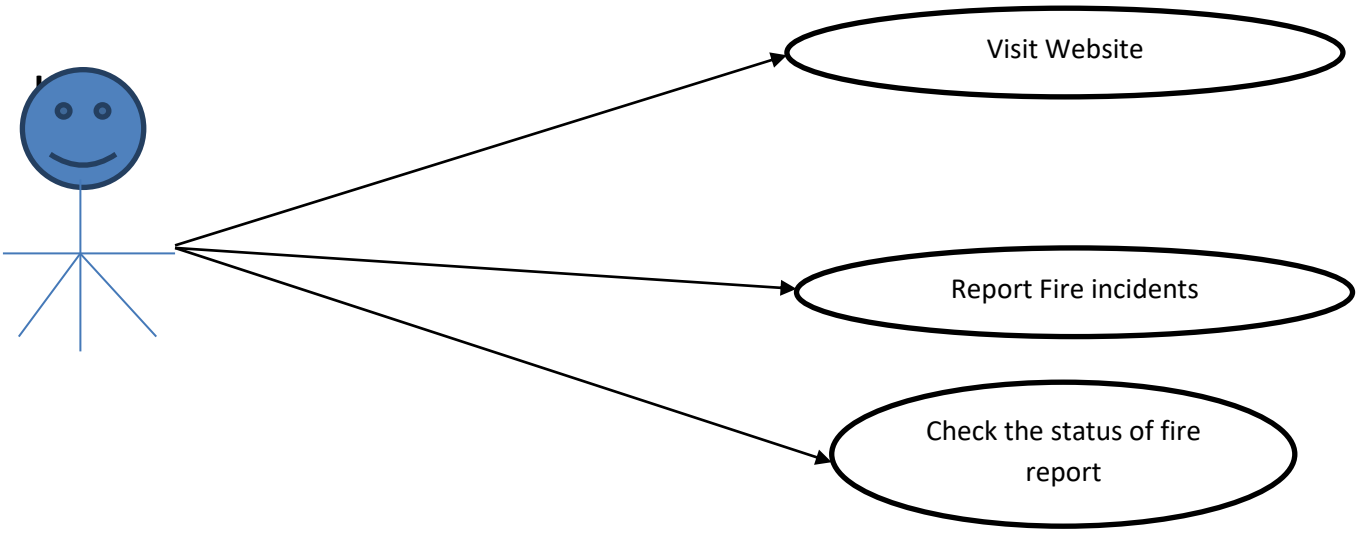
USECASE DIAGRAM: A Use case is a description of set of sequence of actions. Graphically it is rendered as an ellipse with solid line including only its name. Use case diagram is a behavioral diagram that shows a set of use cases and actors and their relationship. It is an association between the use cases and actors. An actor represents a real-world object. Primary Actor – Sender, Secondary Actor Receiver.**Use Case Diagrams:**

Admin



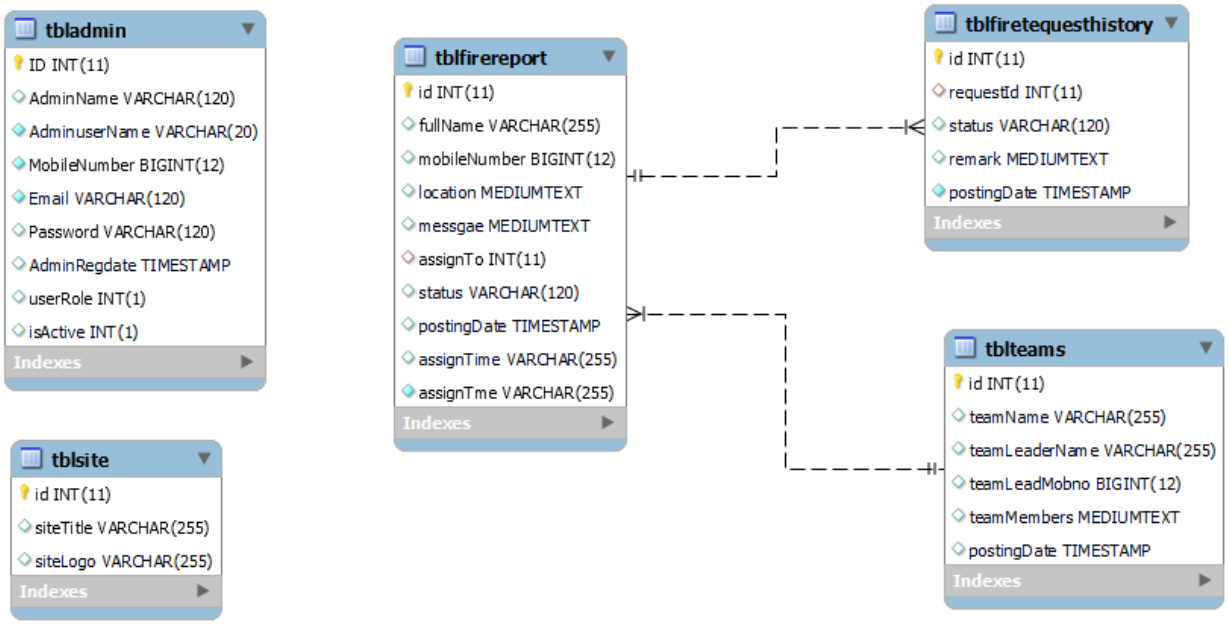

Dashboard
Add Team
Manage Team (Update/Delete)
Mange Fire Reports
Search(Fire Incidents)
Generate Reports
Update Profile
Change Password
Password Recovery

Users


Visit Website
Report Fire incidents
Check the status of fire report

Class Diagram:

A description of set of objects that share the same attributes operations, relationships, and semantics



ER Diagram:

The Entity-Relationship (ER) model was originally proposed by Peter in 1976 [Chen76] as a way to unify the network and relational database views. Simply stated the ER model is a conceptual data model that views the real world as entities and relationships. A basic component of the model is the Entity-Relationship diagram which is used to visually represent data objects. Since Chen wrote his paper the model has been extended and today it is commonly used for database design for the database designer, the utility of the ER model is:

- It maps well to the relational model. The constructs used in the ER model can easily be transformed into relational tables.

- It is simple and easy to understand with a minimum of training. Therefore, the model can be used by the database designer to communicate the design to the end user.
- In addition, the model can be used as a design plan by the database developer to implement a data model in specific database management software.

ER Notation

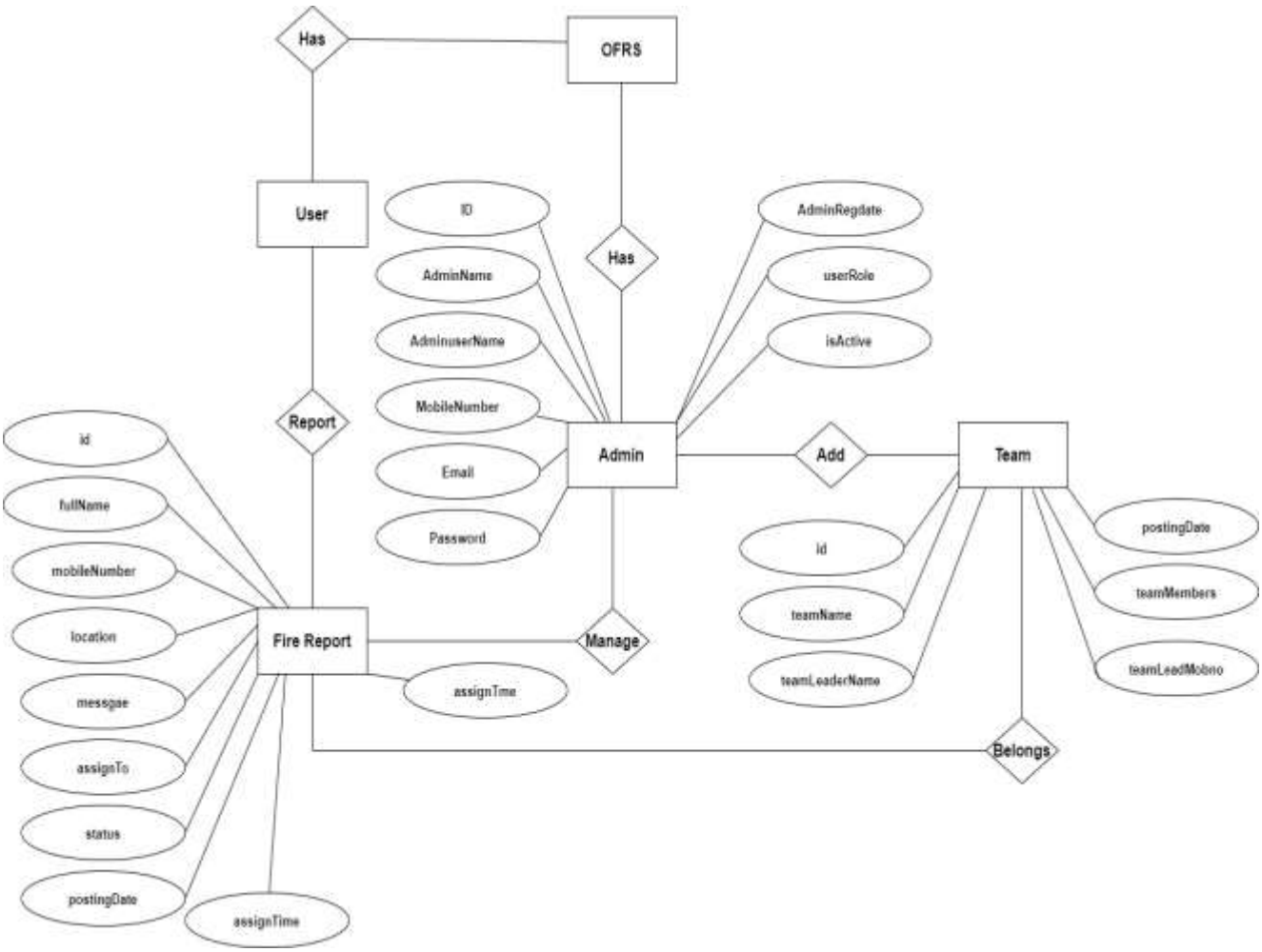
There is no standard for representing data objects in ER diagrams. Each modeling methodology uses its own notation. The original notation used by Chen is widely used in academics texts and journals but rarely seen in either CASE tools or publications by non-academics. Today, there are a number of notations used; among the more common are Bachman, crow's foot, and IDEFIX.

All notational styles represent entities as rectangular boxes and relationships as lines connecting boxes. Each style uses a special set of symbols to represent the cardinality of a connection. The notation used in this document is from Martin. The symbols used for the basic ER constructs are:

- **Entities** are represented by labeled rectangles. The label is the name of the entity. Entity names should be singular nouns.
- **Relationships** are represented by a solid line connecting two entities. The name of the relationship is written above the line. Relationship names should be verbs

- **Attributes**, when included, are listed inside the entity rectangle. Attributes which are identifiers are underlined. Attribute names should be singular nouns.
- **Cardinality** of many is represented by a line ending in a crow's foot. If the crow's foot is omitted, the cardinality is one.

Existence is represented by placing a circle or a perpendicular bar on the line. Mandatory existence is shown by the bar (looks like a 1) next to the entity for an instance is required. Optional existence is shown by placing a circle next to the entity that is optional.

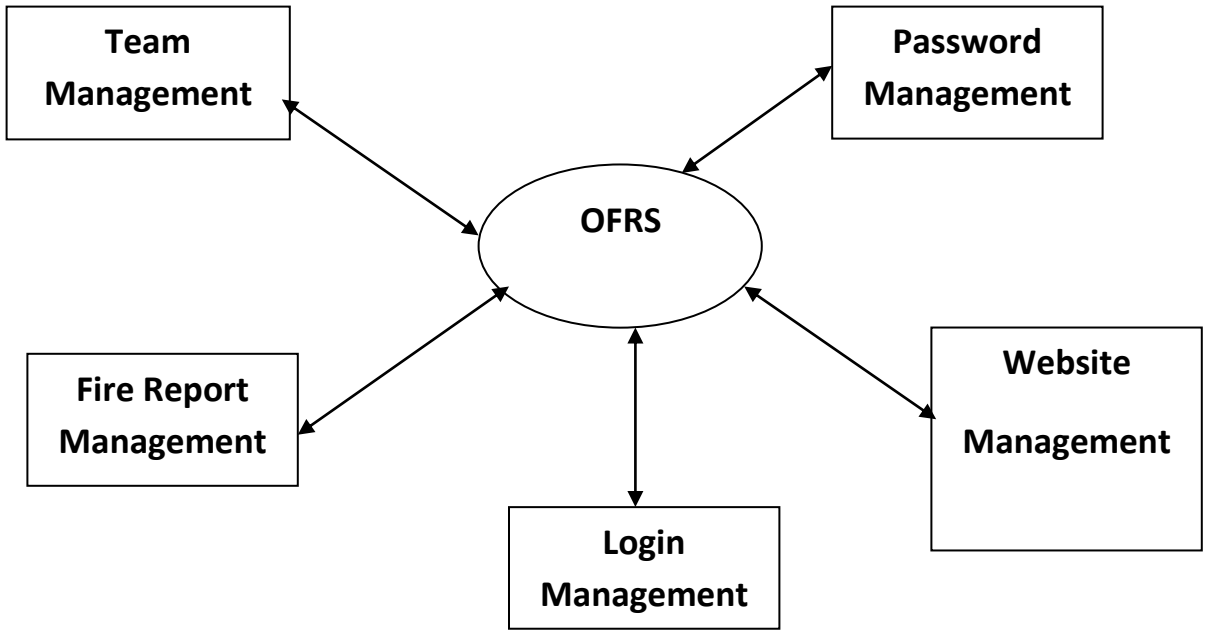

Has
OFRS
User
ID
AdminRegdate
Has
AdminName
userRole
AdminuserName
isActive
Report
MobileNumber
Admin
Add
Team
id
Email
fullName
Password
postingDate
id
mobileNumber
teamMembers
teamName
location
Fire Report
Manage
teamLeaderName
teamLeadMobno
messgae
assignTime
assignTo
Belongs
status
postingDate
assignTime

Data Flow Diagram

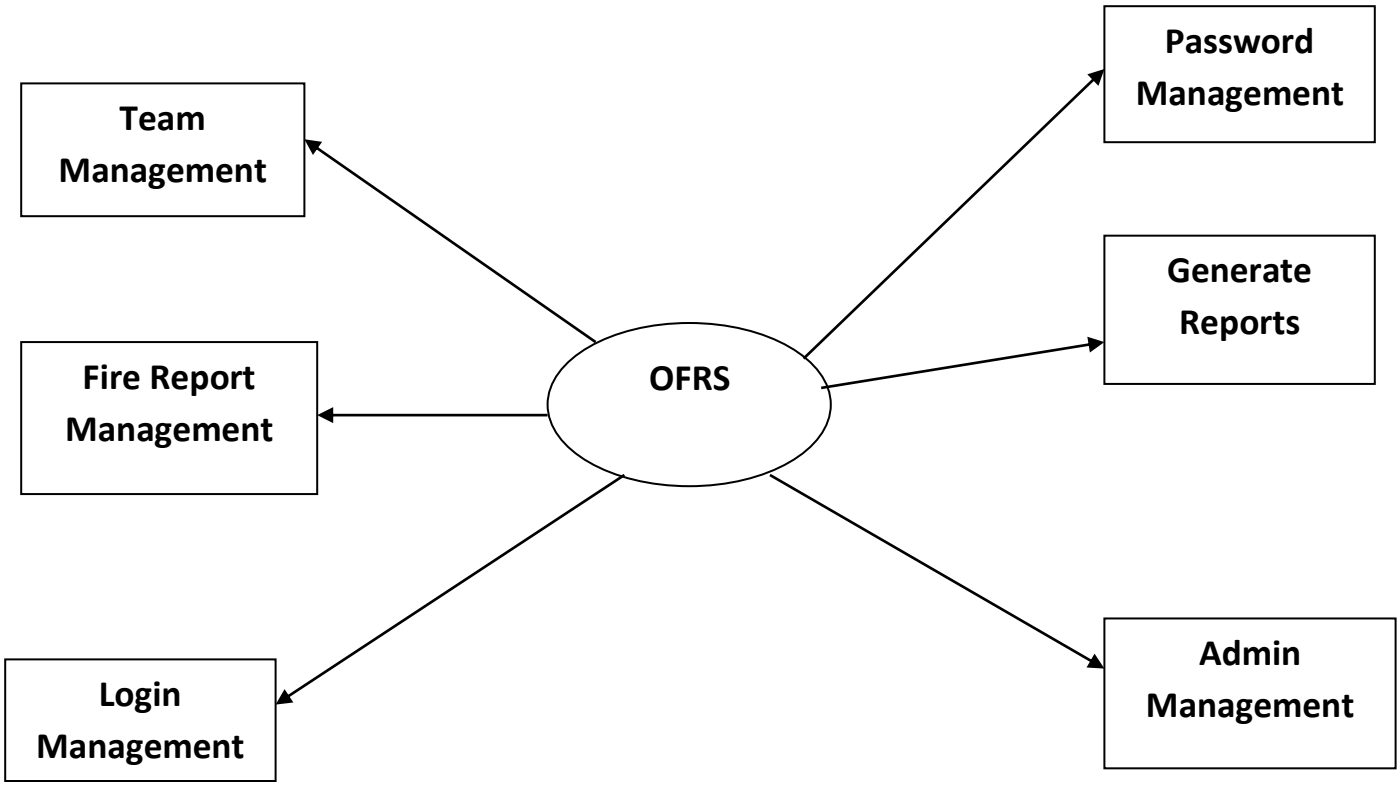
DFD graphically representing the functions, or processes, which capture, manipulate, store, and distribute data between a system and its environment and between components of a system. The visual representation makes it a good communication tool between User and System designer. Structure of DFD allows starting from a broad overview and expand it to a hierarchy of detailed diagrams. DFD has often been used due to the following reasons:

- Logical information flow of the system
- Determination of physical system construction requirements
- Simplicity of notation
- Establishment of manual and automated systems requirements

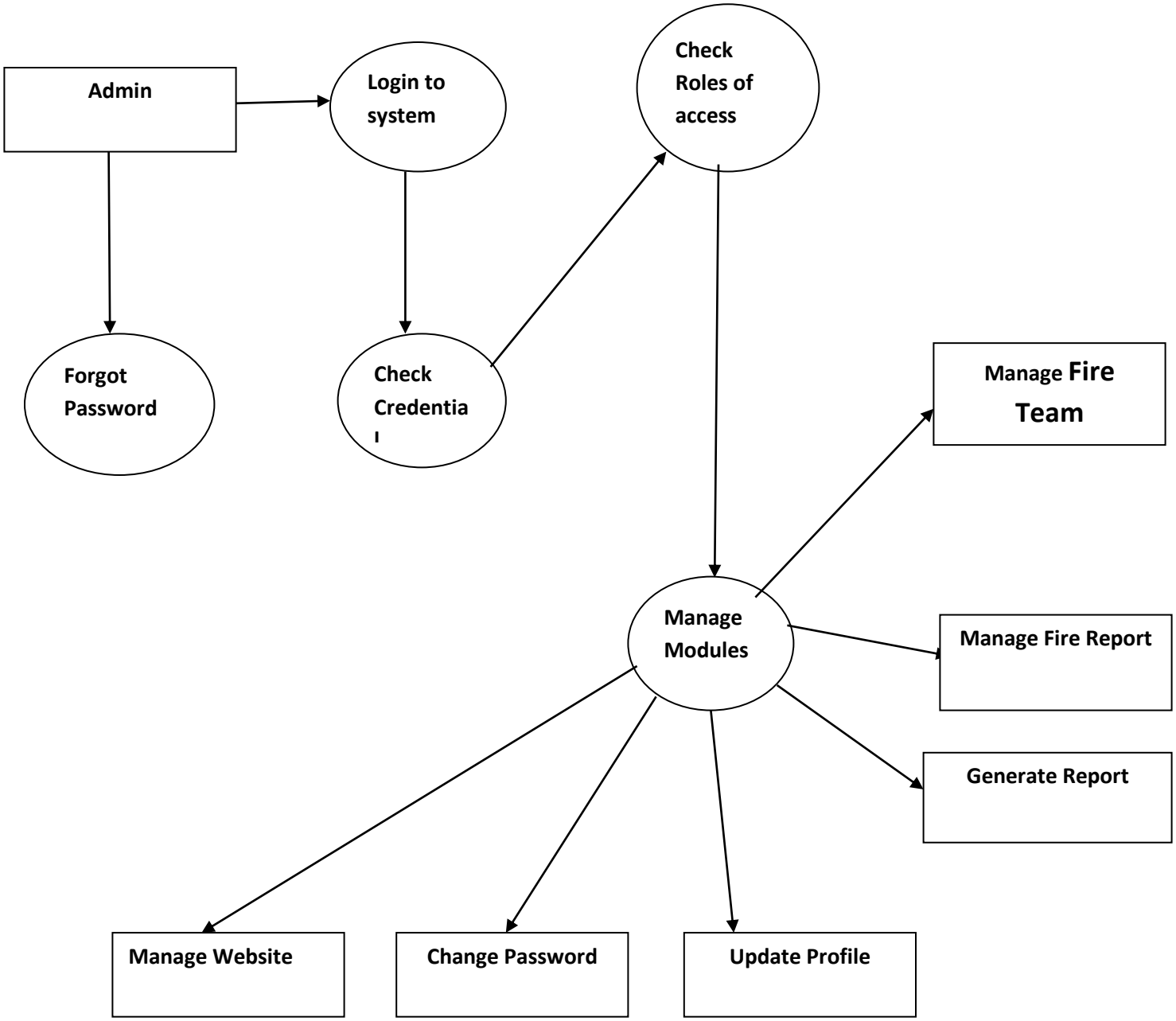
Zero Level DFD

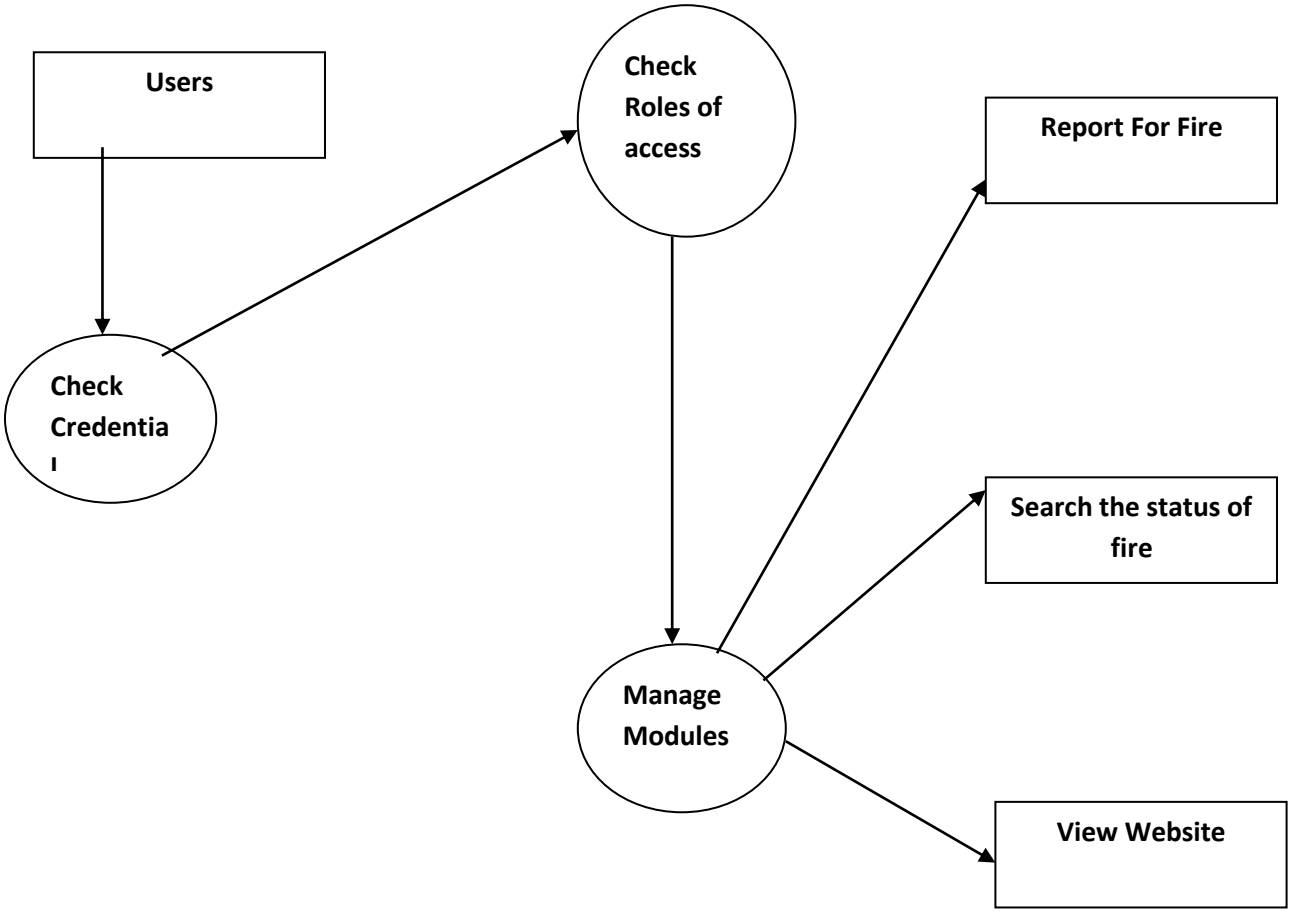


First Level DFD



Second Level DFD




Users
Check Roles of access
Report For Fire
Check Credentia l
Search the status of fire
Manage Modules
View Website

MySQL Data Tables:

Admin Table :(Table name is tbladmin)

This store admin personal and login details.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(11)			No	*None*		AUTO_INCREMENT
2	AdminName	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
3	AdminuserName	varchar(20)	latin1_swedish_ci		No	*None*		
4	MobileNumber	bigint(12)			No	*None*		
5	Email	varchar(120)	latin1_swedish_ci		No	*None*		
6	Password	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
7	AdminRegdate	timestamp			Yes	current_timestamp()		
8	userRole	int(1)			Yes	*NULL*		
9	isActive	int(1)			Yes	*NULL*		

Fire Report Table: (Table name is tblfirereport)

This table store tee details of fire report by users

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	id	int(11)			No	*None*		AUTO_INCREMENT
2	fullName	varchar(255)	latin1_swedish_ci		Yes	*NULL*		
3	mobileNumber	bigint(12)			Yes	*NULL*		
4	location	mediumtext	latin1_swedish_ci		Yes	*NULL*		
5	messgae	mediumtext	latin1_swedish_ci		Yes	*NULL*		
6	assignTo	int(11)			Yes	*NULL*		
7	status	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
8	postingDate	timestamp			Yes	current_timestamp()		
9	assignTime	varchar(255)	latin1_swedish_ci		Yes	*NULL*		
10	assignTme	varchar(255)	latin1_swedish_ci		No	*None*		

Request History Table: (Table name is tblfiretequesthistory)

This table store the details of request history of fire reporting.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	id	int(11)			No	*None*		AUTO_INCREMENT
2	requestId	int(11)			Yes	*NULL*		
3	status	varchar(120)	utf8mb4_general_ci		Yes	*NULL*		
4	remark	mediumtext	utf8mb4_general_ci		Yes	*NULL*		
5	postingDate	timestamp			No	current_timestamp()		

Website Table: (Table name is tblsite)

This table store the details of website.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	id	int(11)			No	*None*		AUTO_INCREMENT
2	siteTitle	varchar(255)	utf8mb4_general_ci		Yes	*NULL*		
3	siteLogo	varchar(255)	utf8mb4_general_ci		Yes	*NULL*		

Fire Team Table: (Table name is tblsite)

This table store the details of fire team who handling fire incidents.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	id	int(11)			No	*None*		AUTO_INCREMENT
2	teamName	varchar(255)	utf8mb4_general_ci		Yes	*NULL*		
3	teamLeaderName	varchar(255)	utf8mb4_general_ci		Yes	*NULL*		
4	teamLeadMobno	bigint(12)			Yes	*NULL*		
5	teamMembers	mediumtext	utf8mb4_general_ci		Yes	*NULL*		
6	postingDate	timestamp			Yes	current_timestamp()		

Implementation and System Testing

After all phase have been perfectly done, the system will be implemented to the server and the system can be used.

System Testing

The goal of the system testing process was to determine all faults in our project .The program was subjected to a set of test inputs and many explanations were made and based on these explanations it will be decided whether the program behaves as expected or not. Our Project went through two levels of testing

1. Unit testing
2. Integration testing

UNIT TESTING

Unit testing is commenced when a unit has been created and effectively reviewed .In order to test a single module we need to provide a complete environment i.e. besides the section we would require

- The procedures belonging to other units that the unit under test calls
- Non local data structures that module accesses
- A procedure to call the functions of the unit under test with appropriate parameters

1. Test for the admin module

- **Testing admin login form-**This form is used for log in of administrator of the system. In this form we enter the username and password if both are correct administration page will open otherwise if any of data is wrong it will get redirected back to the login page and again ask the details.

- **Report Generation:** admin can generate report from the main database.

INTEGRATION TESTING

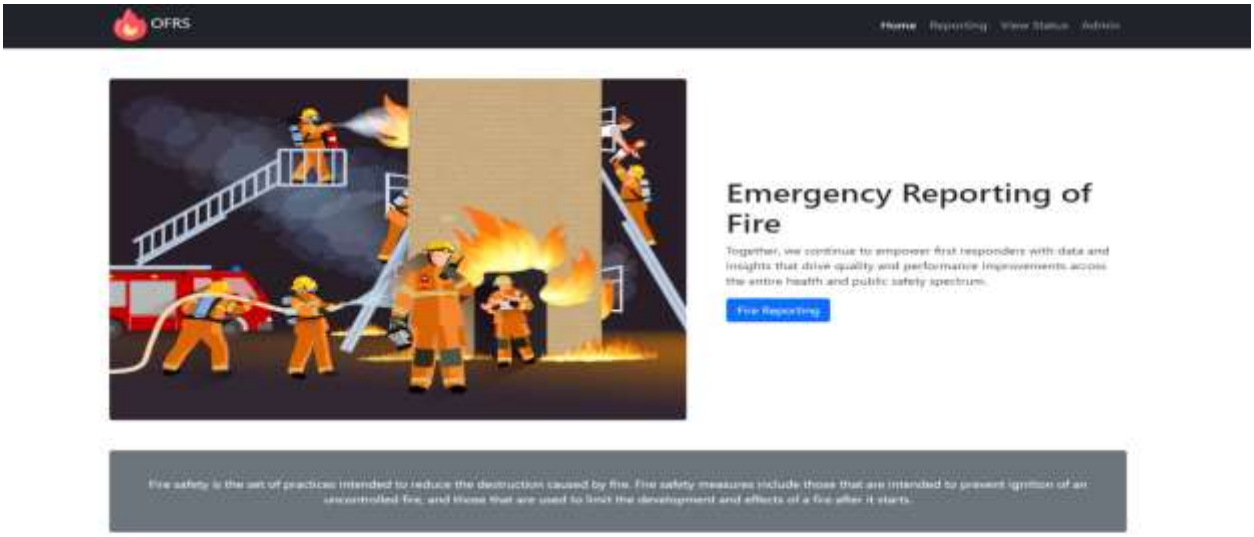
In the Integration testing we test various combination of the project module by providing the input.

The primary objective is to test the module interfaces in order to confirm that no errors are occurring when one module invokes the other module.

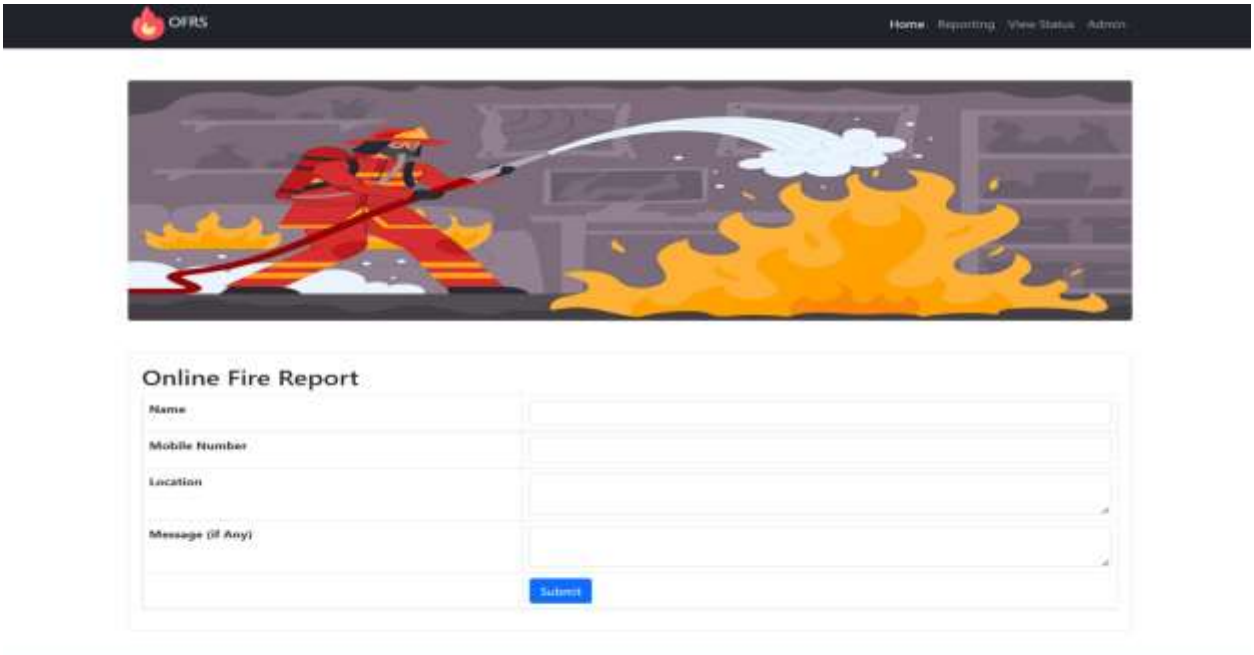
Evaluation

Project URL: http://localhost/ofrs

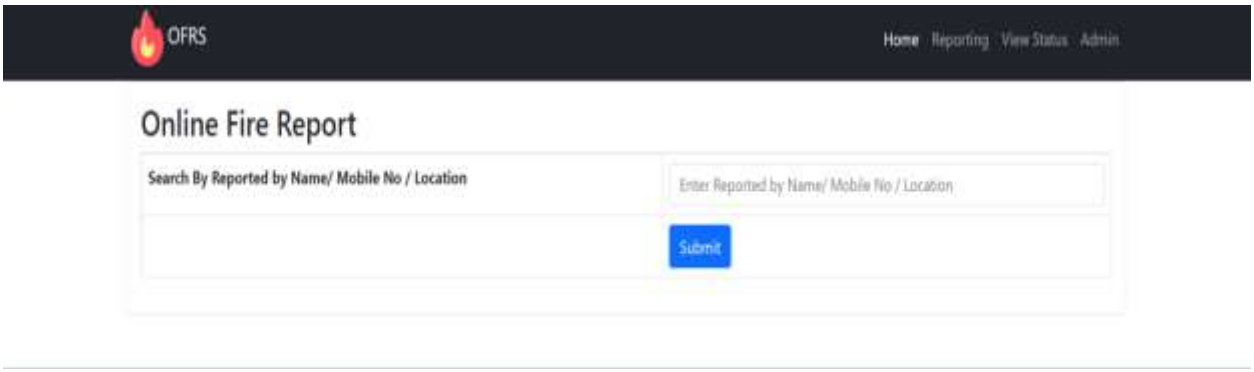
Home Page



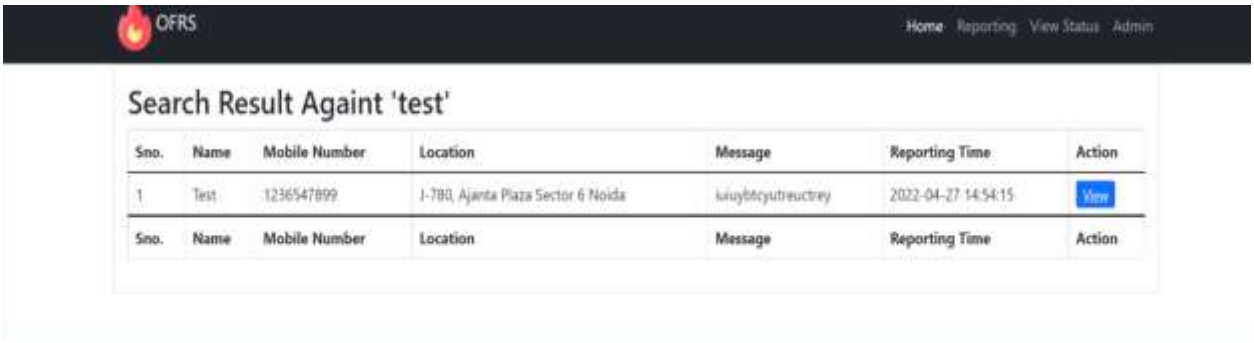
Fire Reporting



Search Status

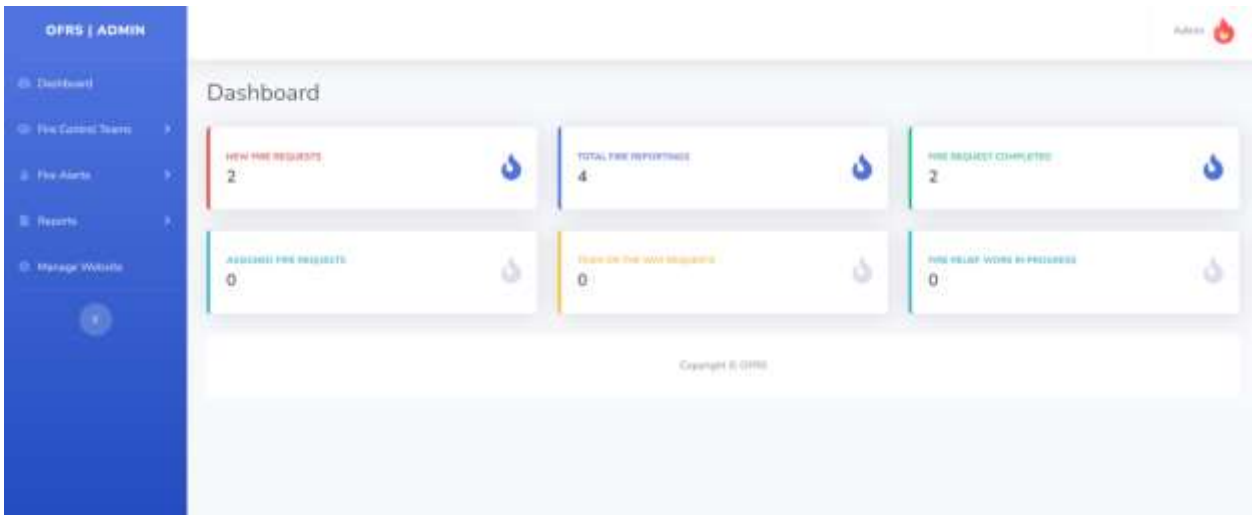


View Search Status

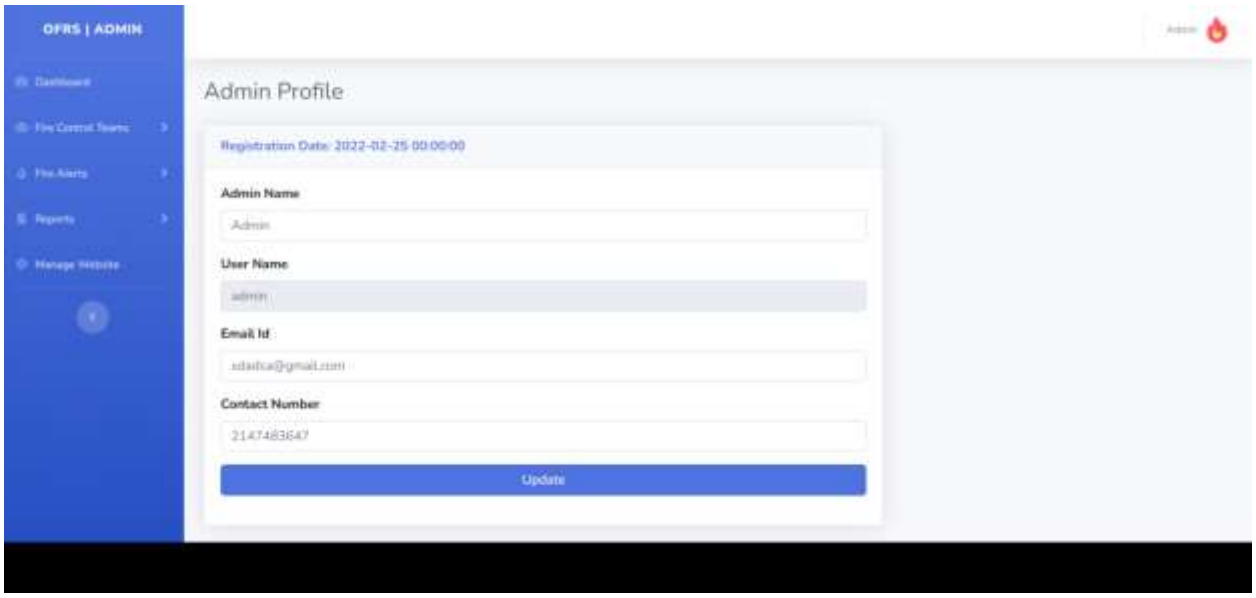


Admin Login

Dashboard

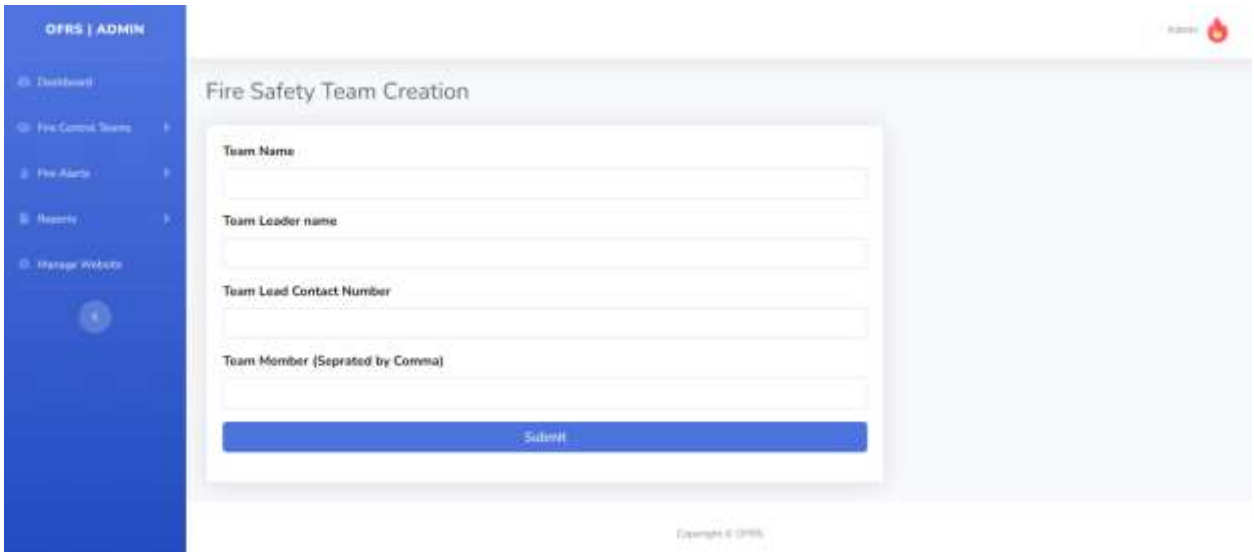


Profile

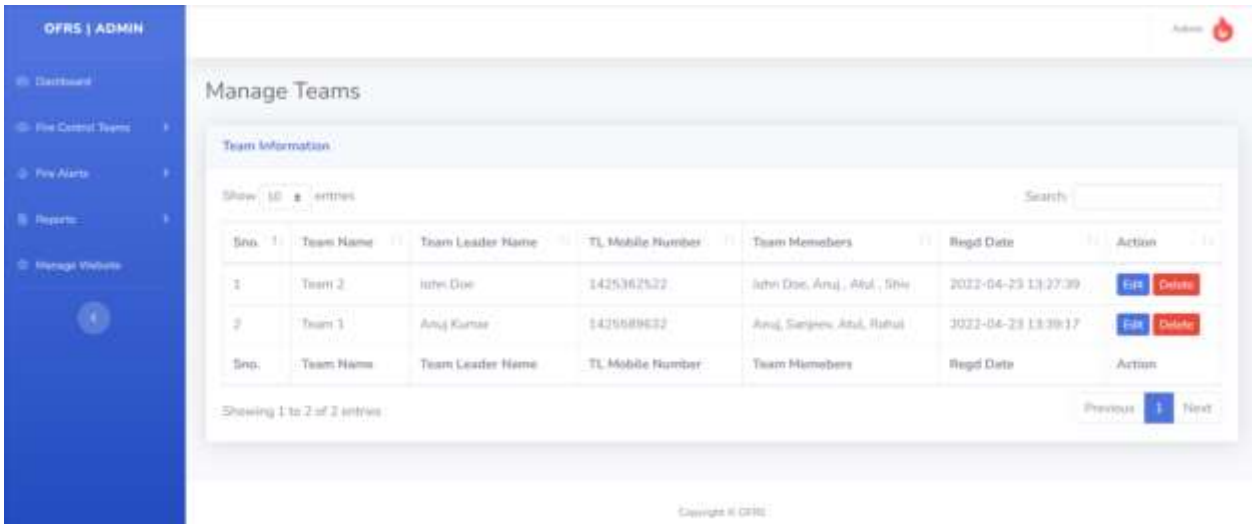


Change Password

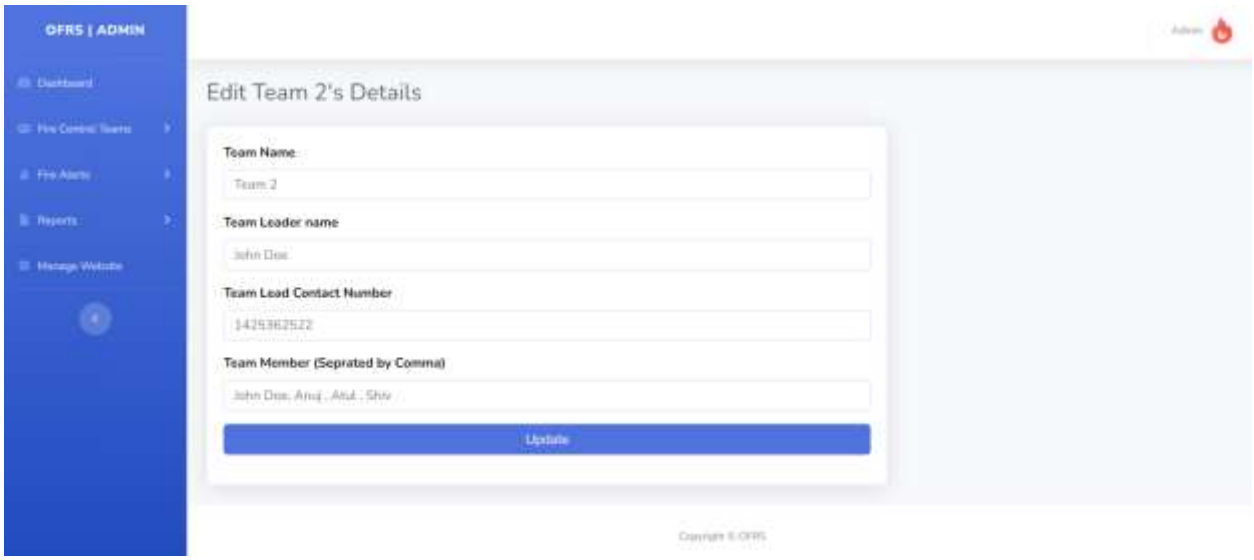
Add Team



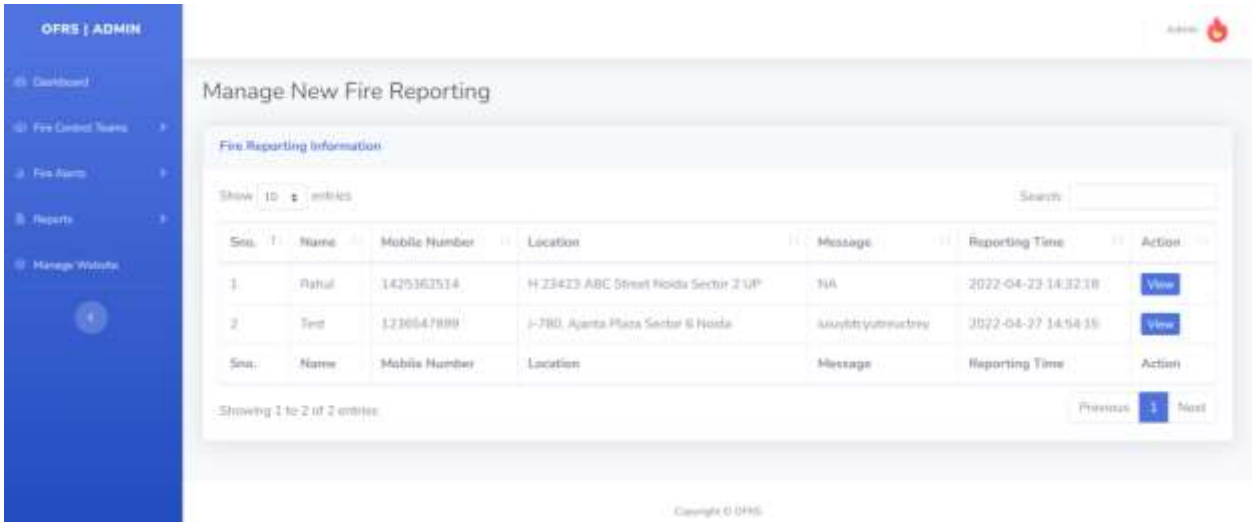
Manage Team



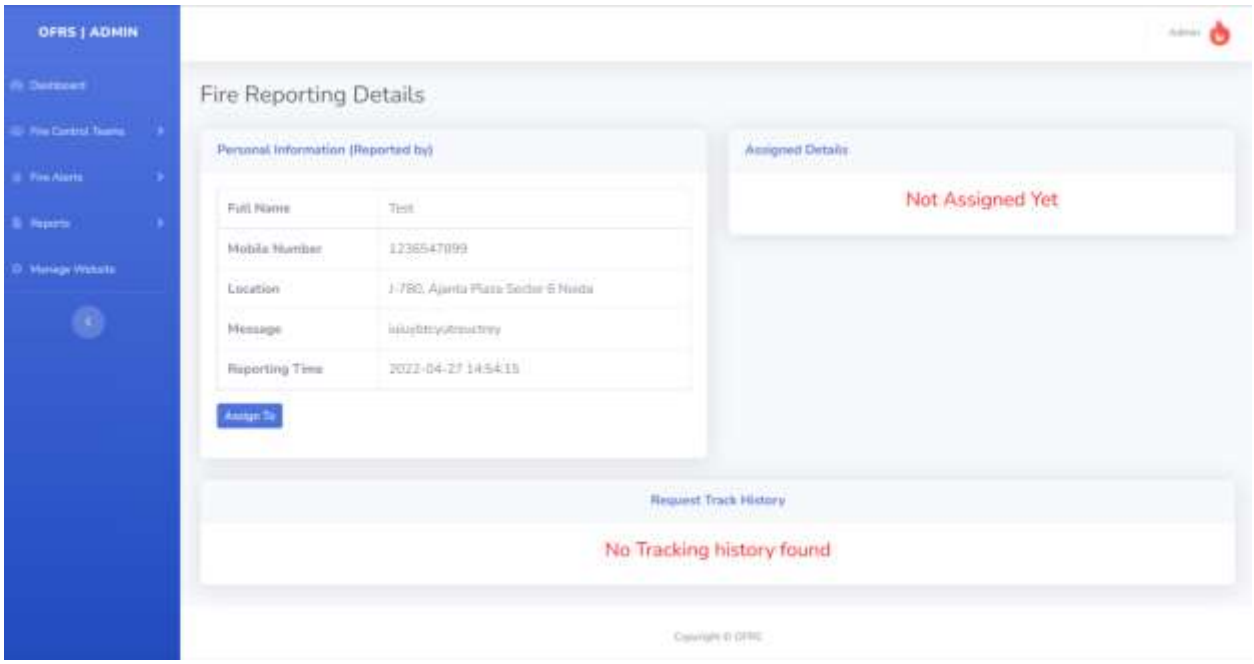
Update Team details



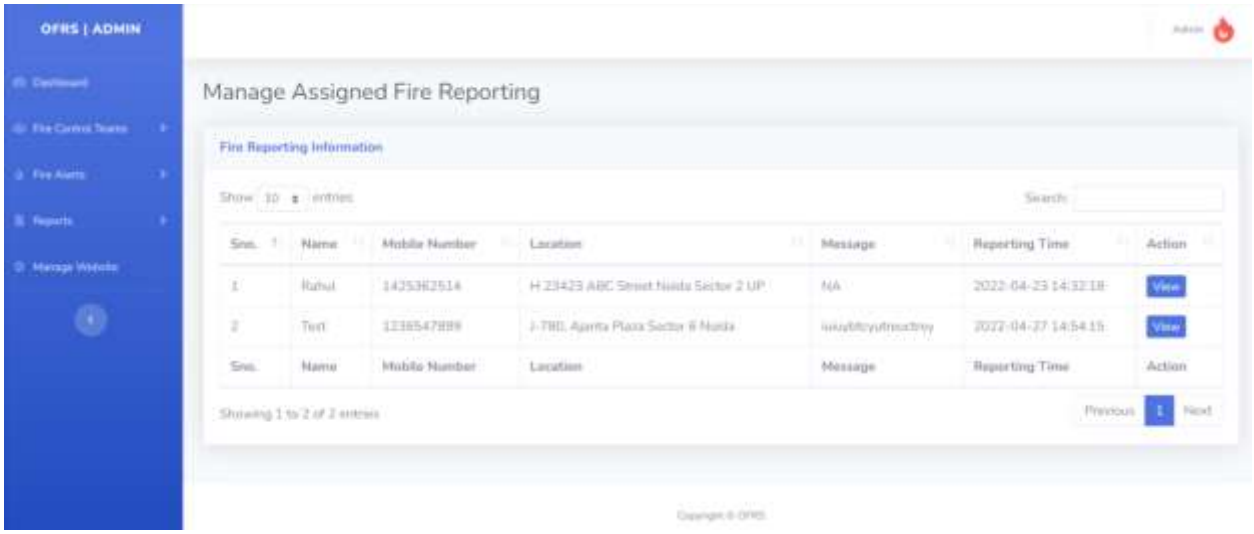
New Fire Alerts



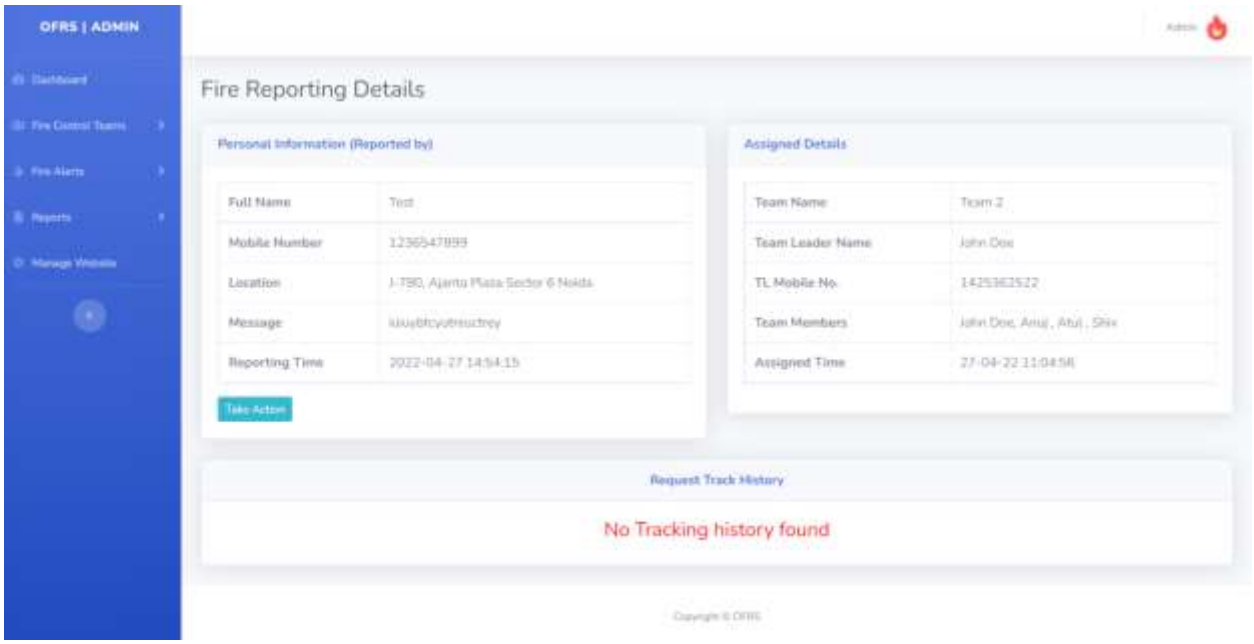
View New Fire Alerts



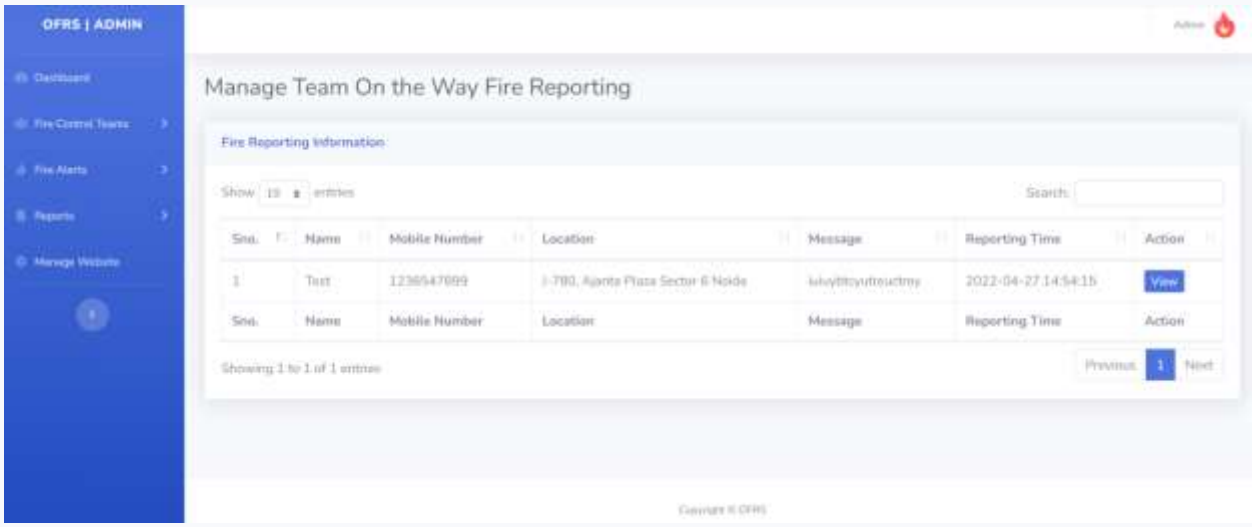
Assigned Fire Request



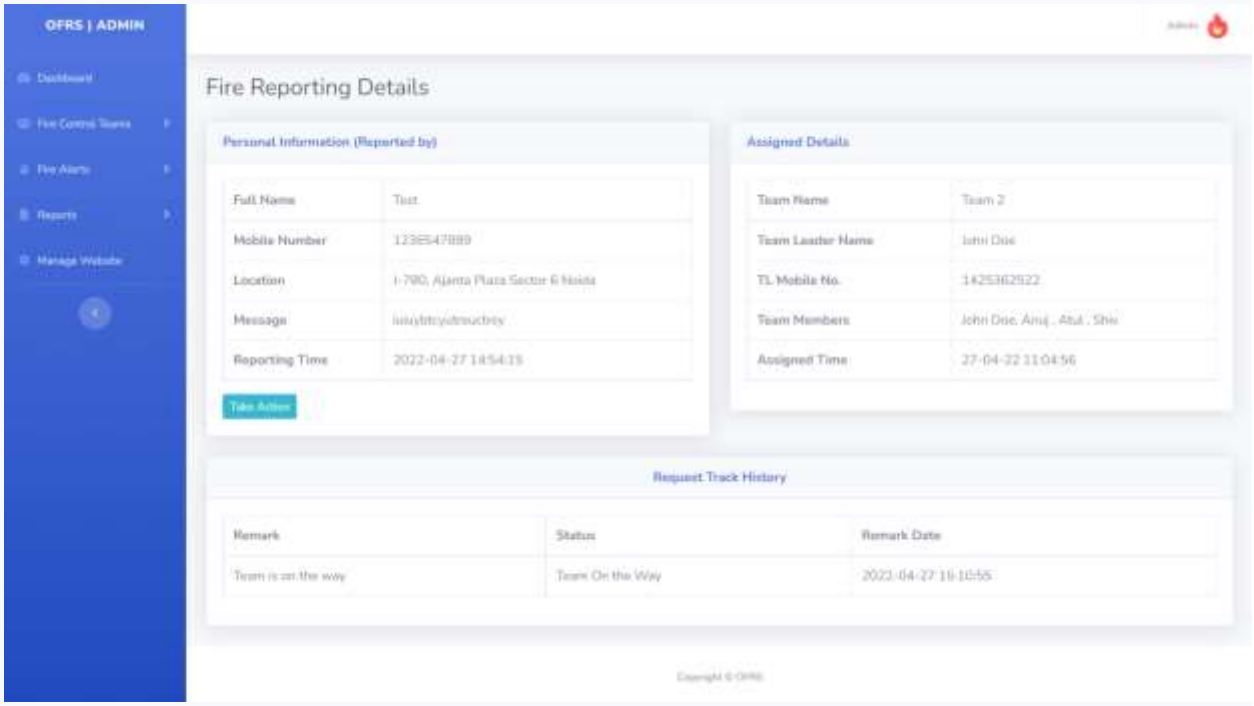
View Assigned Fire Request



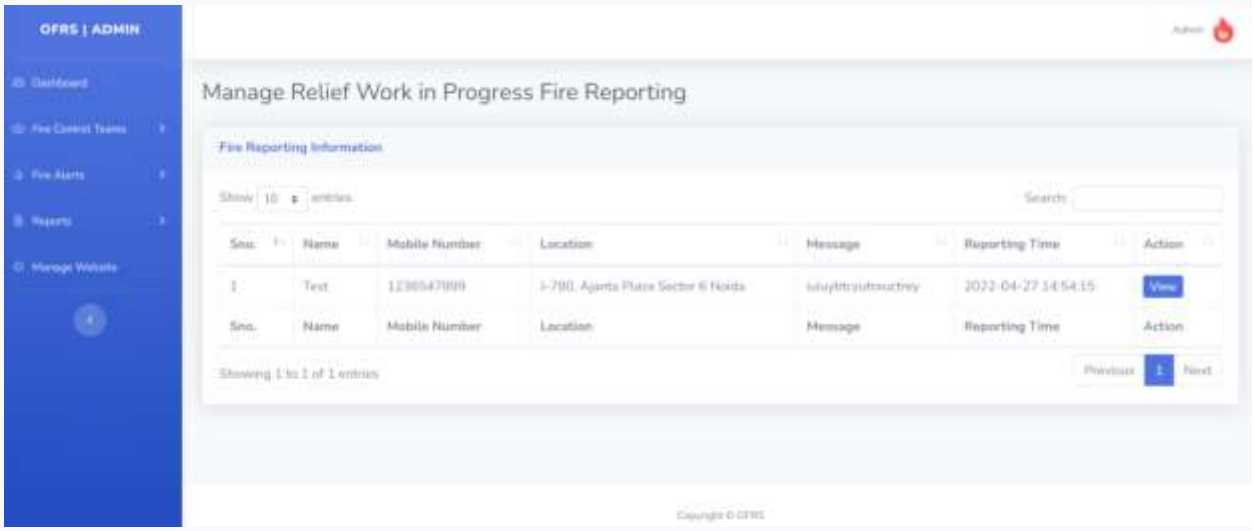
Team On the Way Fire Reporting



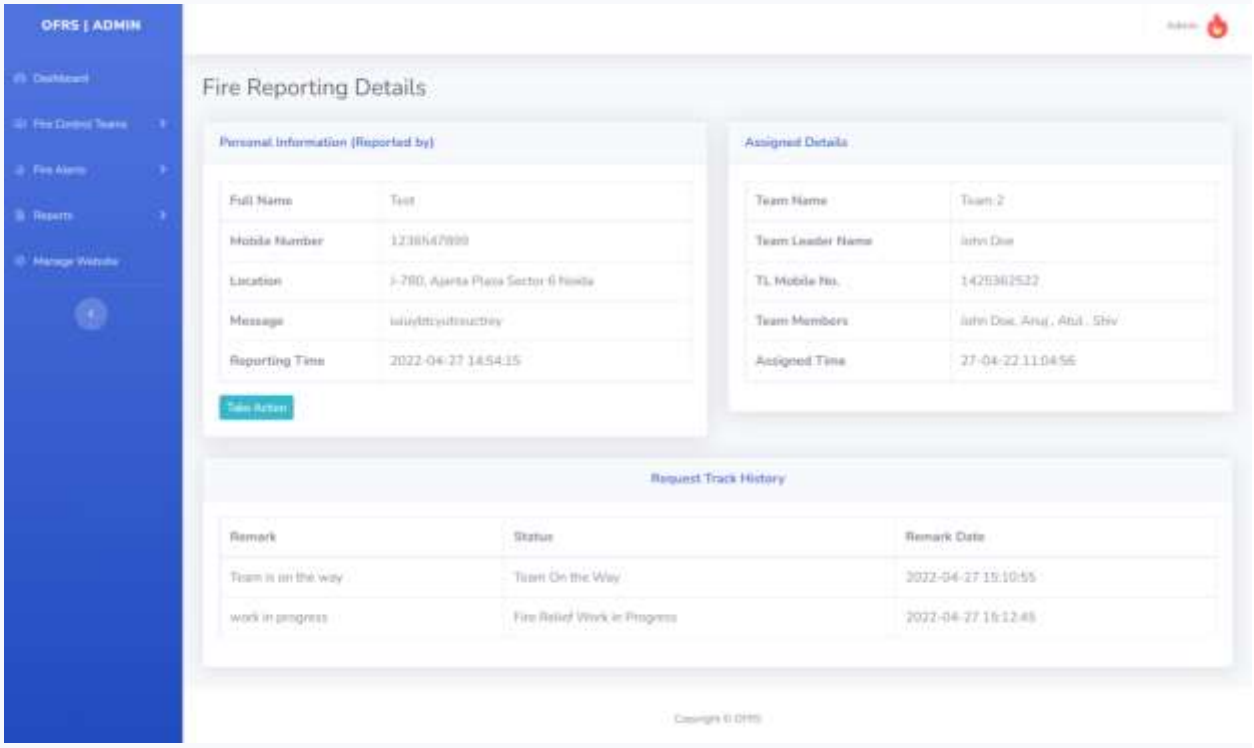
View Team On the Way Fire Reporting



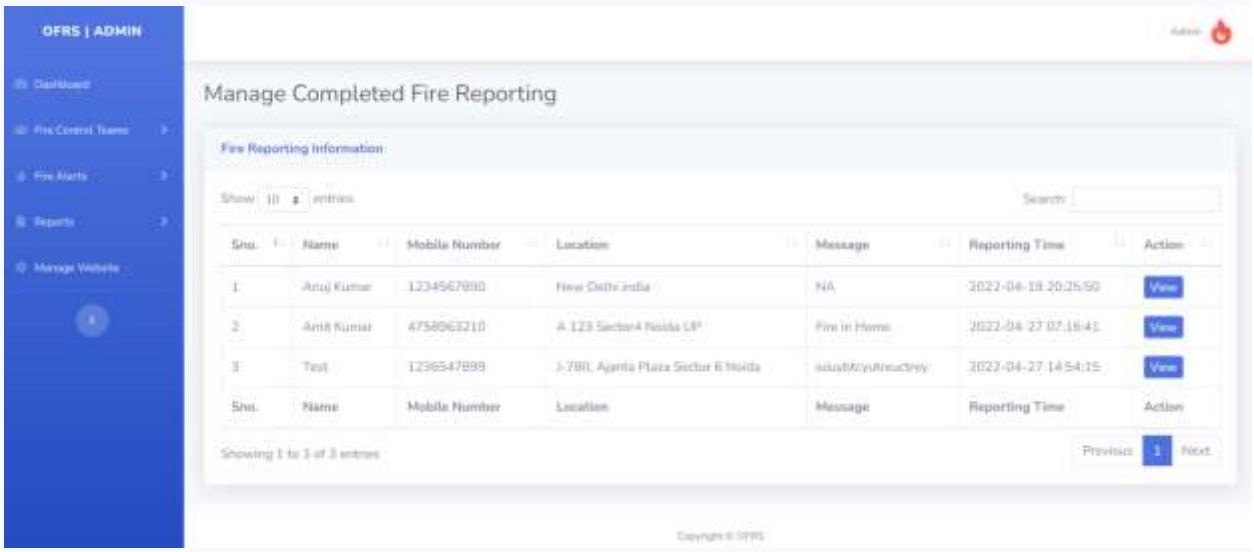
Relief Work in Progress Fire Reporting



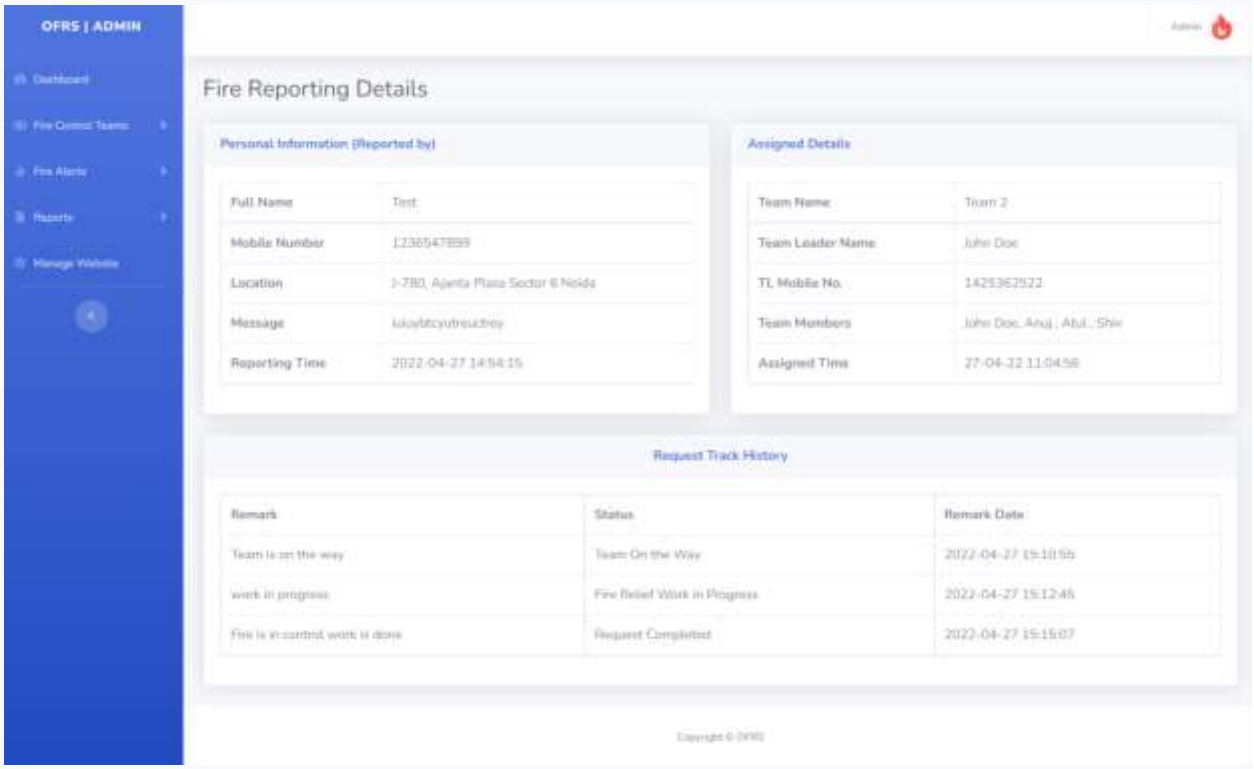
View Relief Work in Progress Fire Reporting



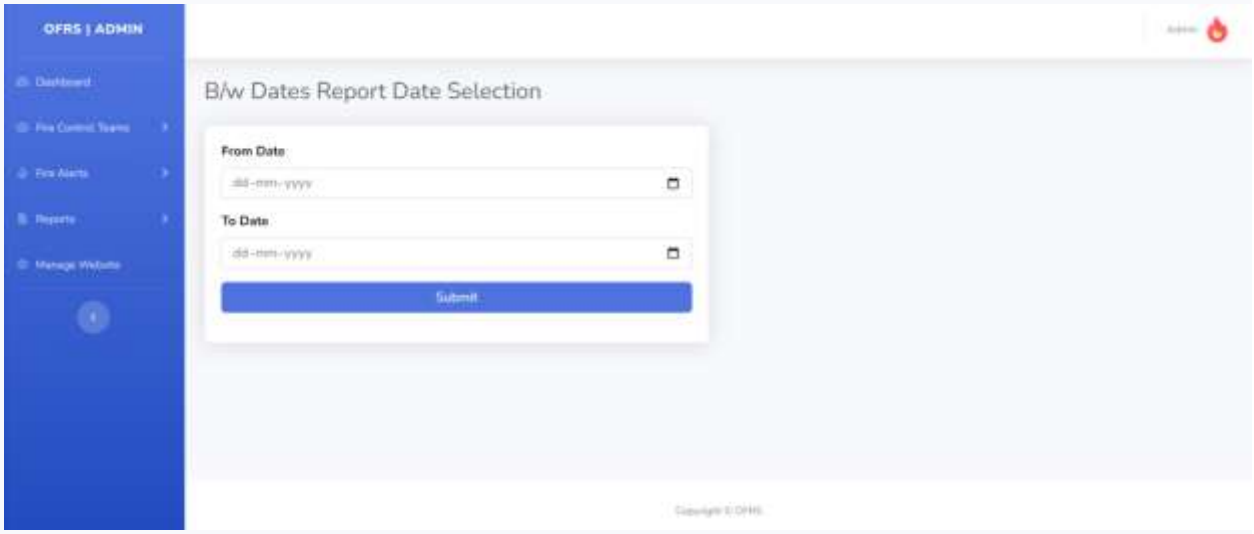
Completed Fire Reporting Request



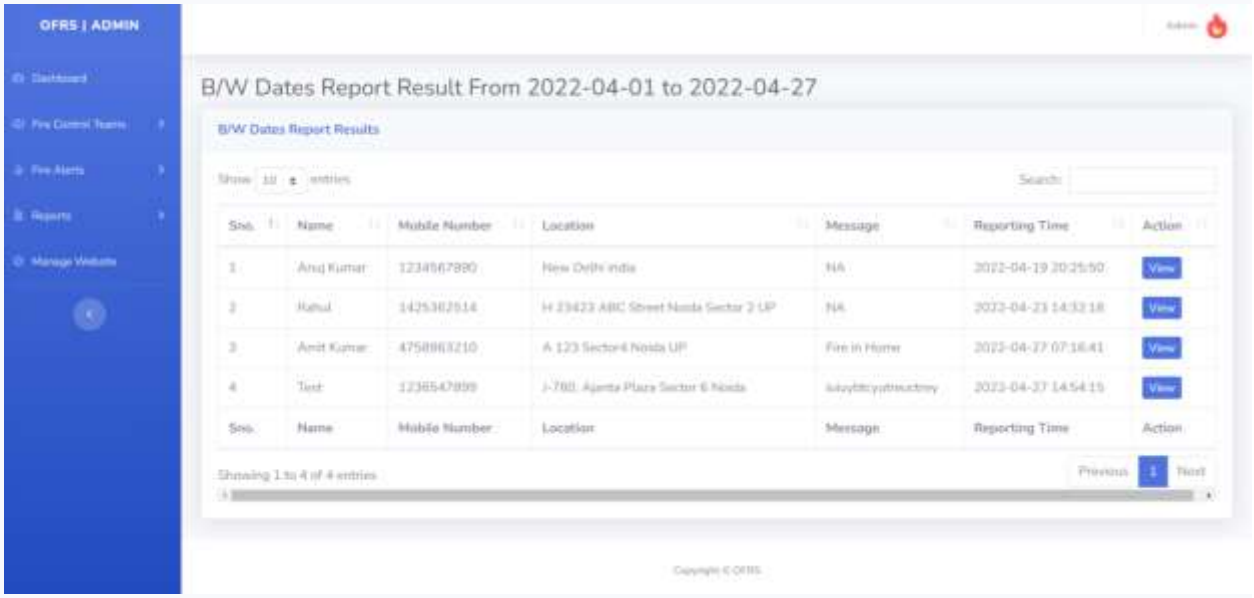
View Completed Fire Reporting Request



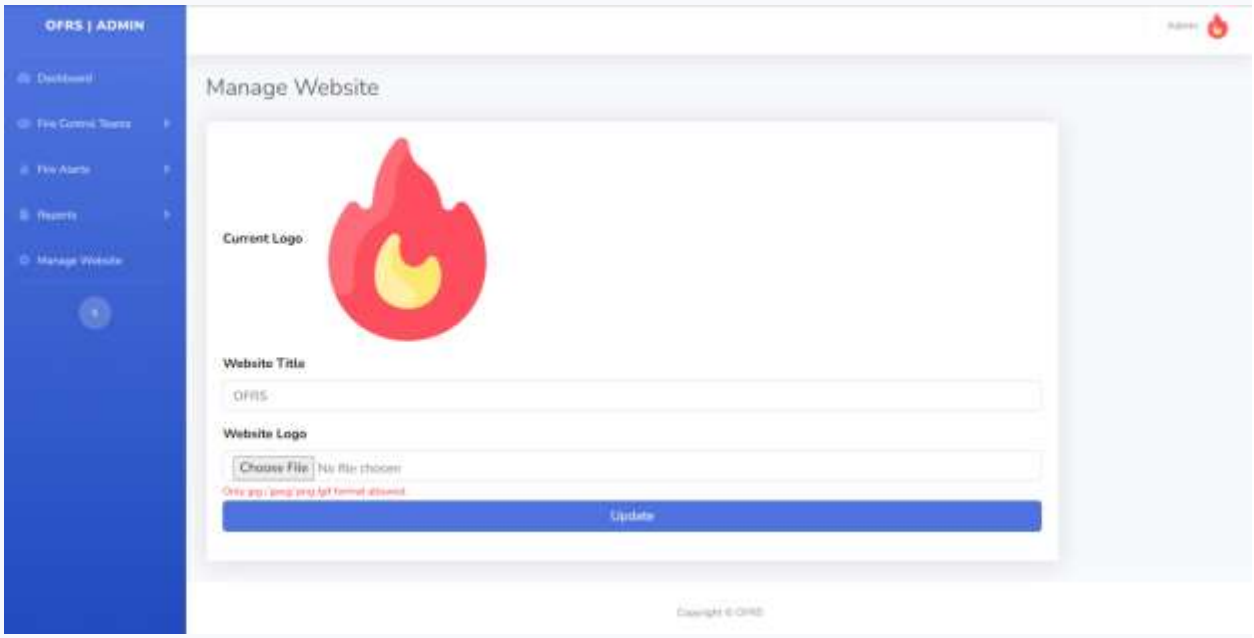
Between dates reports



View between dates reports



Manage Website



Conclusion

This Application provides an online version of Online Fire Reporting System which will benefit the fire handling team to maintain fire incidents details and fire team details.

It makes entire process online and can generate reports.

The Application was designed in such a way that future changes can be done easily. The following conclusions can be deduced from the development of the project.

- Automation of the entire system improves the productivity.
- It provides a friendly graphical user interface which proves to be better when compared to the existing system.
- It gives appropriate access to the authorized users depending on their permissions.
- It effectively overcomes the delay in communications.
- Updating of information becomes so easier.
- System security, data security and reliability are the striking features.
- The System has adequate scope for modification in future if it is necessary.

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For PHP

- https://www.w3schools.com/php/default.asp
- https://www.sitepoint.com/php/
- https://www.php.net/

For MySQL

- https://www.mysql.com/
- http://www.mysqltutorial.org

For XAMPP

- https://www.apachefriends.org/download.html

Project Report

On

ONLINE BANQUET BOOKING SYSTEM

Submitted in partial fulfillment of the requirements for the award of degree of

M.Sc (INFORMATION TECHNOLOGY)

TO

SHANTI DEVI ARYA MAHILA COLLEGE

DINANAGAR

Submitted To:-

Ms. Bhanupriya Saini

Assistant Professor

Post Graduate Deptt. Of Computer Science & IT

Submitted By:

Priya Saini

(20862127611)

Manpreet Kaur

(20862127607)

POST GRADUATE DEPARTMENT OF COMPUTER Sc. & IT

GURU NANAK DEV UNIVERSITY, AMRITSAR

ACKNOWLEDGEMENT

With deep sense of gratitude, We express our sincere thanks and obligation to our esteemed guide Ms. Bhanupriya Saini (Assistant Professor). It is because of her able and mature guidance and co-operation without which it would not have been possible for us to complete our project. We would also like to thank Dr. Deepak Jyoti, HOD, Post Graduate Deptt. of Comp Sc. & IT, Shanti Devi Arya Mahila College, Dinanagar for providing the institute with an environment where one can use her intellect and creativity to develop something fruitful and also for allowing us the opportunity to experience dynamic professional environment during our Training. This environment facilitated us in pursuing this project. It is our pleasant duty to thank all the staff members of the Computer Department for their time to time suggestions. Finally, We would like to thank the almighty and our parents for their moral support and our friends with whom we shared our day-to-day experience and received lots of suggestions that improved our quality of work.

Priya Saini

20862127611

Manpreet kaur

20862127607

CERTIFICATE OF APPROVAL

This is certify that the project report entitled **ONLINE BANQUET BOOKING SYSTEM** submitted to Shanti Devi Arya Mahila College, Dinanagar in partial fulfillment of the requirement for the award of degree of M.Sc (Information Technology) is an authentic and original work carried out by Priya Saini (20862127611) and Manpreet Kaur (20862127607) under my guidance and supervision. The Post Graduate Deptt. of Comp Sc. & IT has accepted the report as the fulfillment of the requirements for the degree of Master of Science (Information Technology). No part of this report has been submitted to any other College/University for the reward of any Degree to the best of my knowledge.

Ms. Bhanupriya Saini

Assistant Professor (Comp Sc.)
(Project Supervisor)
Shanti Devi Arya Mahila College
Dinanagar

Dr. Deepak Jyoti

Head, PG Department of Computer Sc. & IT
Shanti Devi Arya Mahila College
Dinanagar

DECLARATION

We hereby declare that this project report on "Online Banquet Booking System" which is being submitted in partial fulfillment of the Training Programme of M.Sc (Information Technology) to Shanti Devi Arya Mahila College,Dinanagar, is the result of the work carried out by us, under the guidance of Ms. Bhanupriya Saini (Assistant Professor), Shanti Devi Arya Mahila College, Dinanagar

Priya Saini

20862127611

Manpreet Kaur

20862127607

1. INTRODUCTION

1.1. Scope of the Project

The objective of this application is to develop a system that effectively manages all the data related to the various banquet booking events that take place at the venue. The purpose is to maintain a centralized database of all banquet event related information. The goal is to support various functions and processes necessary to manage the data efficiently.

1.2. Existing System

This existing system is not providing secure registration and profile management of all the users properly. This system is not providing on-line Help. This system doesn't provide tracking of users activities and their progress. This manual system gives us very less security for saving data and some data may be lost due to mismanagement. This system is not providing event management through internet. This system is not providing proper events information. The system is giving manual information through the event management executer.

1.3. Proposed System

The development of this new system contains the following activities, which try to automate the entire process keeping in the view of database integration approach. This system maintains user's personal, and contact details. This system will provide on line help and search capabilities. User friendliness is provided in the application with various controls provided by system rich user interface. Authentication is provided for this application only registered users can access. Banquet event information files can be stored in centralized database which can be maintained by the system. This system provides the users to manage the banquet events systematically.

2. SYSTEM ANALYSIS

2.1 FEASIBILITY STUDY

A feasibility study is a high-level capsule version of the entire System analysis and Design Process. The study begins by classifying the problem definition. Feasibility is to determine if it's worth doing. Once an acceptance problem definition has been generated, the analyst develops a logical model of the system. A search for alternatives is analyzed carefully. There are 3 parts in feasibility study.

2.1.1 Operational Feasibility

Question that going to be asked are Will the system be used if it developed and implemented.

If there was sufficient support for the project from the management and from the users.

Have the users been involved in planning and development of the Project.

2.1.2 Technical feasibility

Does the necessary technology exist to do what is been suggested Does the proposed equipment have the technical capacity for using the new system? Are there technical guarantees of accuracy, reliability and data security? The project is developed on Pentium III with 128 MB RAM.
The environment required in the development of system is any windows platform.

The observer pattern along with factory pattern will update the results eventually.

The language used in the development is PHP, Apache Server and database as MySQL.

2.1.2 Economical Feasibility

To decide whether a project is economically feasible, to consider various factors as cost benefit analysis, long-term returns and maintenance costs.

2.2 FUNCTIONAL REQUIREMENTS

Functional requirement defines a function of a software system or its component. A function is described as a set of inputs, the behaviour, and outputs. Functional requirements may be calculations, technical details, data manipulation and processing and other specific functionality that define what a system is supposed to accomplish. Behavioural requirements describing all the cases where the system uses the functional requirements are captured in use cases.

NUMBER OF MODULES

The system after careful analysis has been identified to be presented with the following modules:

Online Banquet Booking System Module
In OBBS project we use PHP and MySQL database. It has two modules.
1. Admin Module
2. User Module

Admin Module

1. Dashboard: In this section, admin can see all detail in brief like the total services, Total unread queries, Total read queries, Total new booking, Total Approved booking, Total Cancelled Booking and Total Event Type
2. Services: In this section, admin can manage services (add/delete).
3. Type of Event: In this section, admin can manage event type (add/delete).
4. Pages: In this section, the admin can manage about us and contact us pages.
5. Booking: In this section, admin can view new, approved, cancelled bookings and also give a remark.
6. Contact us Queries: In this section, admin can view and maintain the Queries.
7. Reports: In this section, admin can view booking in a particular period.
   Search: In this section, admin can search booking details and user queries with the help of name, mobile number and booking id

Admin can also update his profile, change password and recover password.

User (Unregistered Users): user can view the website and check out the information about "Online Banquet Booking System" and they can also sent message to administration.

Registered Users: Only registered users can book the banquet and view status of his/her booking.

Registered users can also update his profile, change password and recover password.

2.3 NON-FUNCTIONAL REQUIREMENTS

Performance Requirements:

Performance is measured in terms of the output provided by the application. Requirement specification plays an important part in the analysis of a system. Only when the requirement specifications are properly given, it is possible to design a system, which will fit into required environment. It rests largely with the users of the existing system to give the requirement specifications because they are the people who finally use the system. This is because the requirements have to be known during the initial stages so that the system can be designed according to those requirements. It is very difficult to change the system once it has been designed and on the other hand designing a system, which does not cater to the requirements of the user, is of no use.

The requirement specification for any system can be broadly stated as given below:
The system should be able to interface with the existing system the system should
be accurate.
The system should be better than the existing system

Reliability:

In this system reliability means the mail which is send by the source must reach the target user with any modification and accurate.

Security:

The web server and database server should be protected from hacking, virus etc

Portability:

The application will be developed using standard open source software like PHP, Apcahe web server, MySQL database, Internet Explorer Browser etc these software will work both on Windows and Linux o/s. Hence portability problems will not arise.

Availability:

This software will be available always.

Maintainability:

In this system the presentation layer is clearly separated from the service layer. So any modification in future will be done with less effort. The database will be running at the server. Users access these forms by using the user-ids and the passwords.

2.4 HARDWARE REQUIREMENTS:

Processor	:	Intel P-IV based system
Processor Speed	:	2.0. GHz
RAM	:	1GB
Hard Disk	:	40GB to 80GB

2.5 SOFTWARE REQUIREMENTS:

Database	:	MySQL
Server	:	Apache
Frontend	:	HTML
Scripting language	:	Java Script
IDE	:	Sublime
Technology	:	PHP

3. SYSTEM DESIGN

3.1 UML DIAGRAMS

The unified modelling language allows the software engineer to express an analysis model using the modelling notation that is governed by a set of syntactic semantic and pragmatic rules**.**

3.1.1 Class Diagram:

The class diagram shows a set of classes, interfaces, collaborations and their relationships.

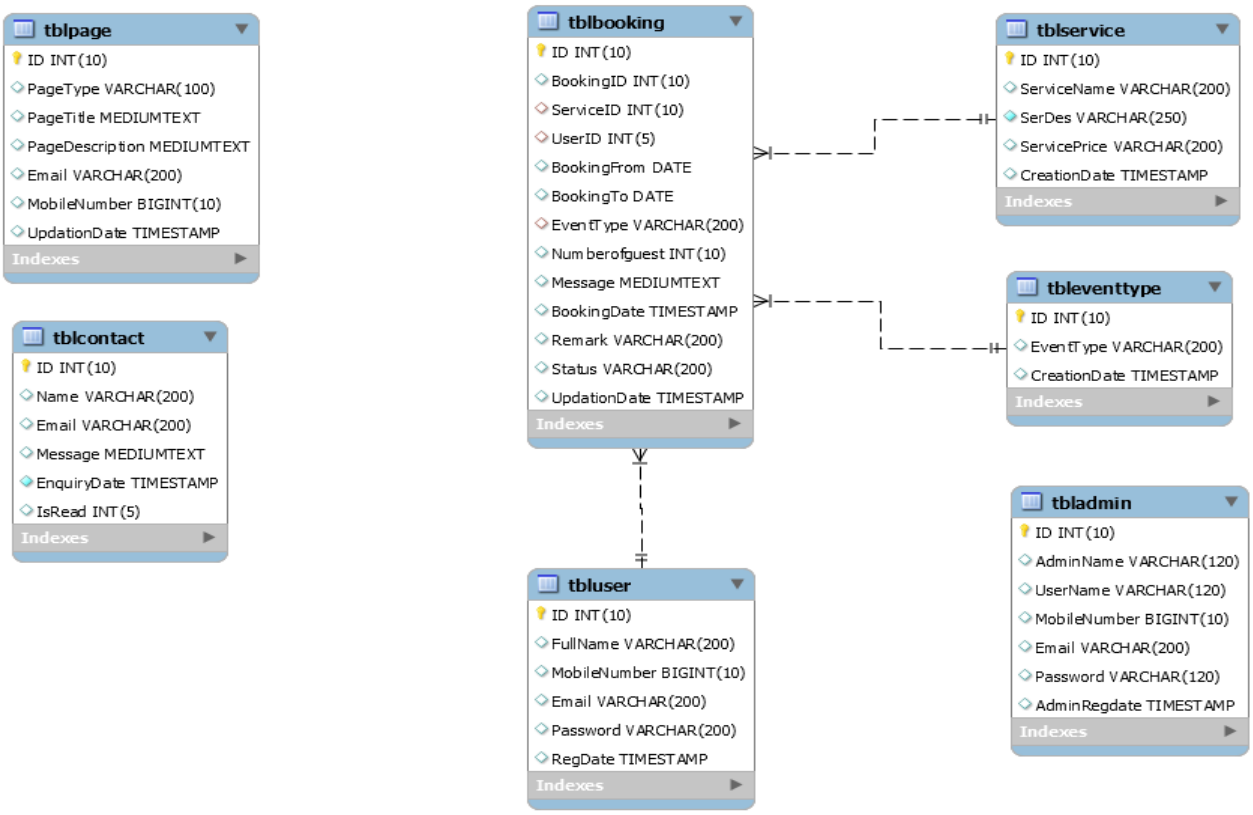
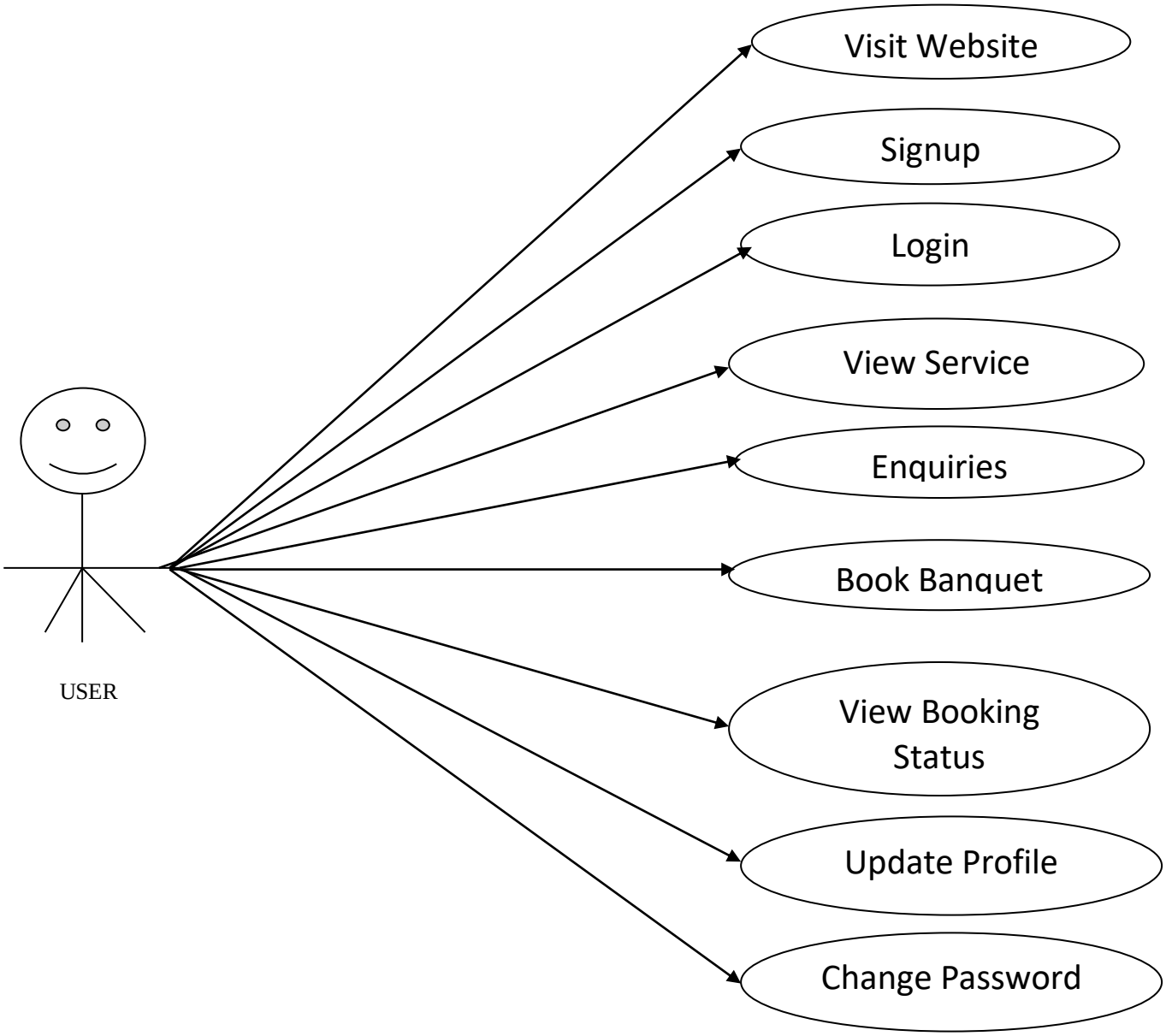


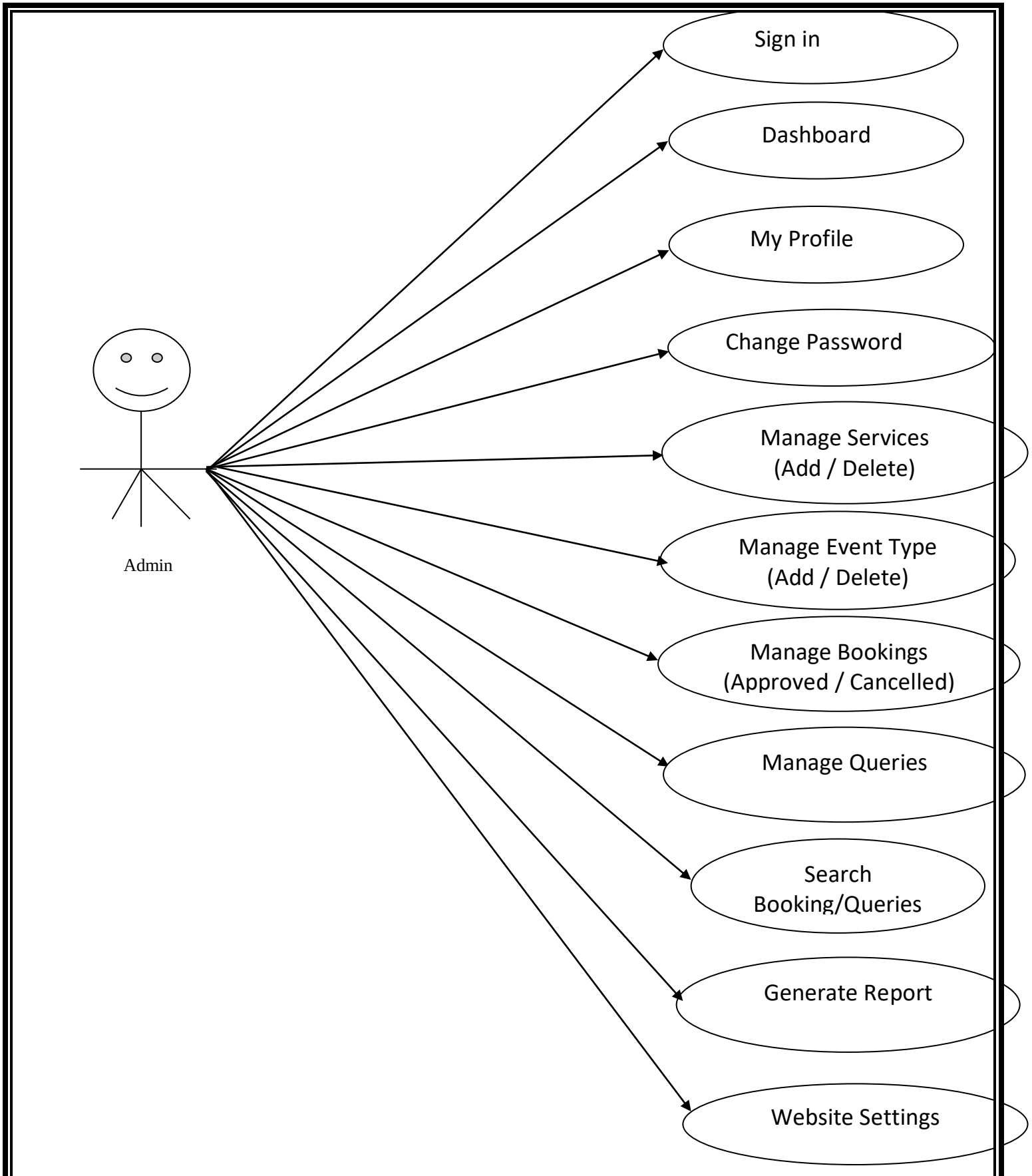
Fig: 3.1.1.1 Class diagram for on OBBS

3.1.2 Use case diagrams:

Use case diagram consists of actors, use cases and their relationships. These diagrams are especially important in organizing and modelling the behaviours of a system.



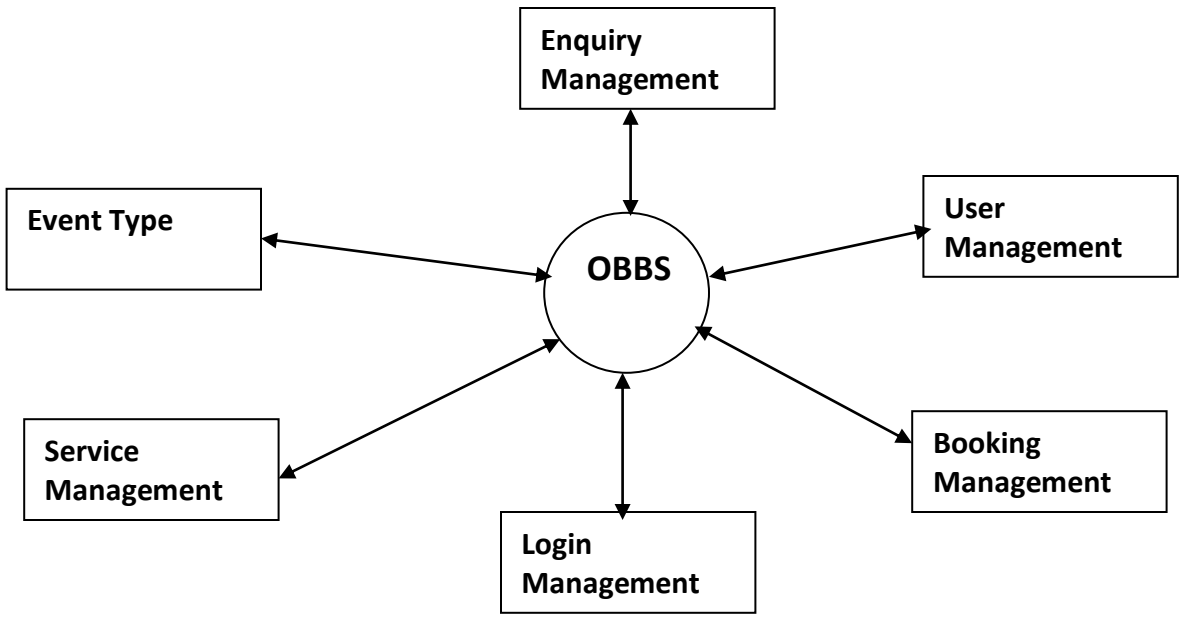
Use case diagram for user



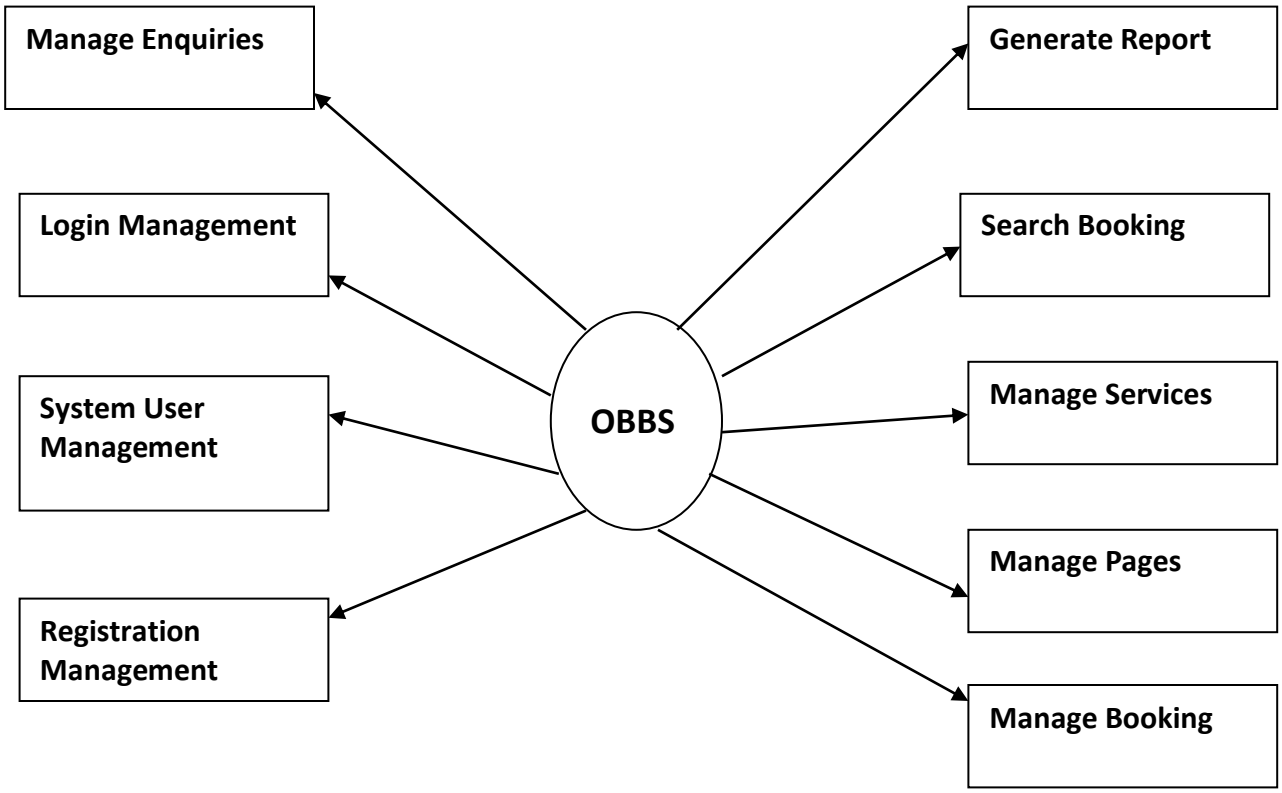
Use case diagram for Administrator

3.1.2 Data Flow Diagram:

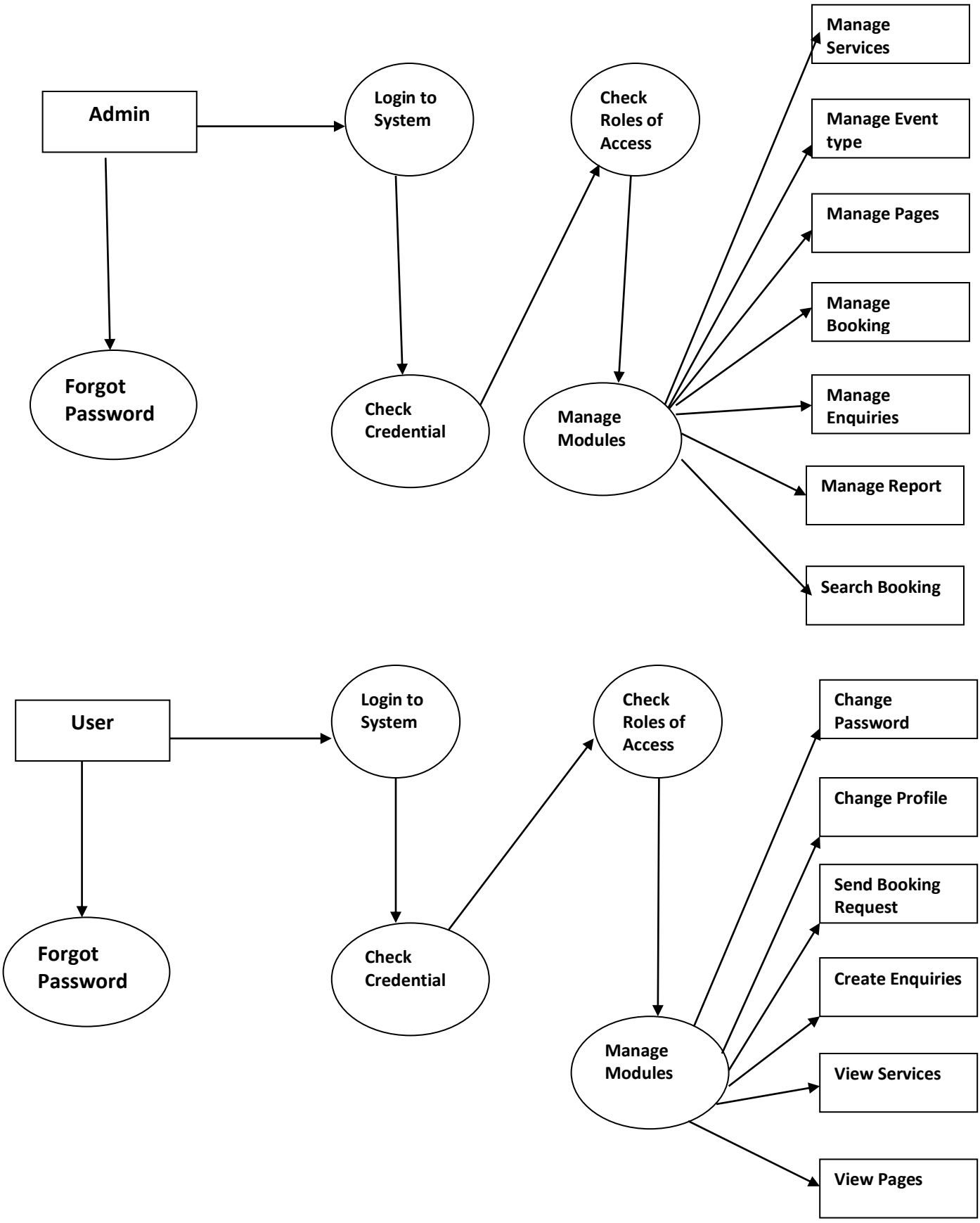
Zero Level DFD:



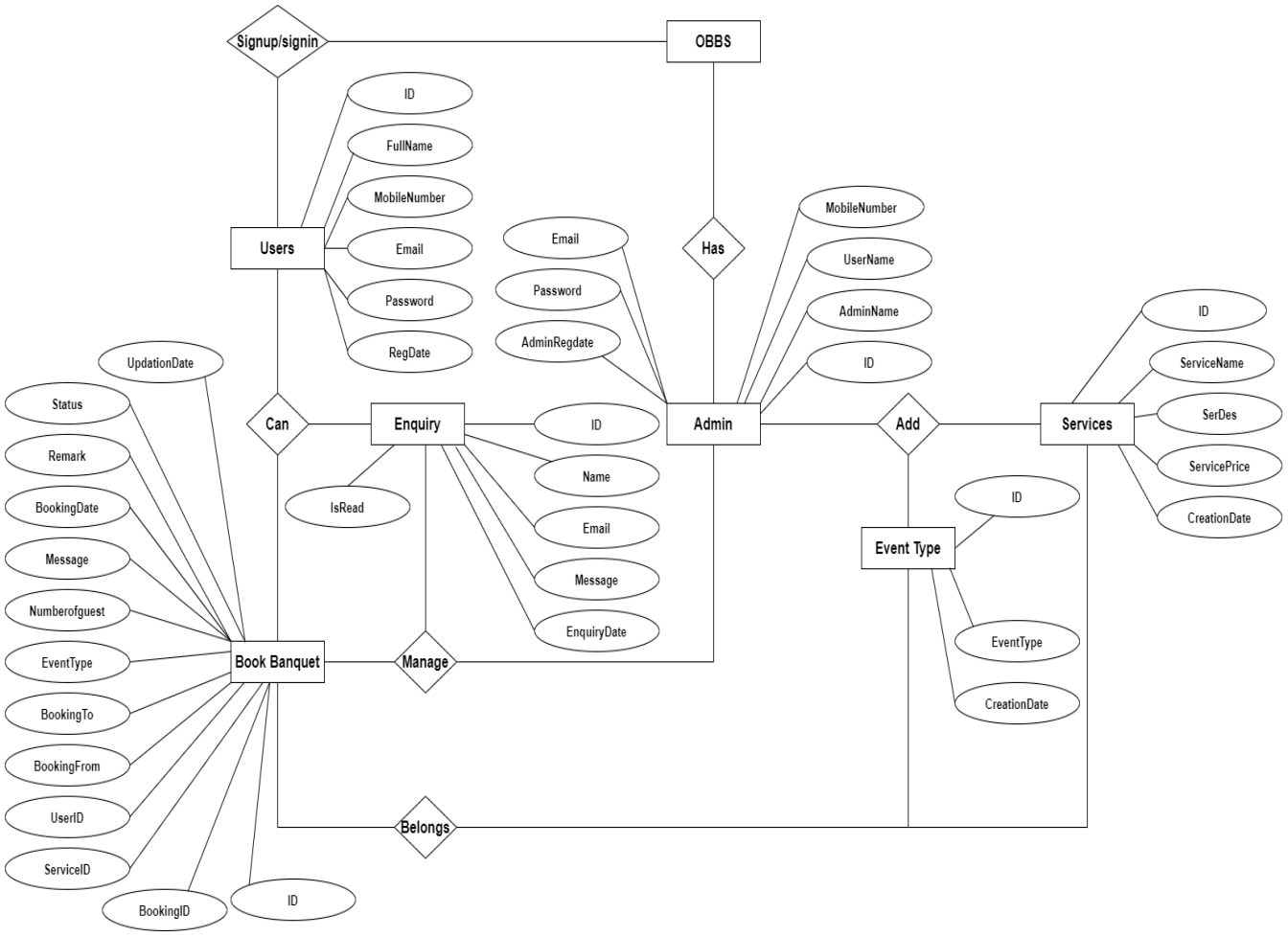
First Level DFD:



Second Level DFD



3.2 ER-DIAGRAM



ER diagram for Online Banquet Booking System

3.3 Tables

The data in the system has to be stored and retrieved from database. Designing the database is part of system design. Data elements and data structures to be stored have been identified at analysis stage. They are structured and put together to design the data storage and retrieval system.

A database is a collection of interrelated data stored with minimum redundancy to serve many users quickly and efficiently. The general objective is to make database

access easy, quick, inexpensive and flexible for the user. Relationships are established between the data items and unnecessary data items are removed. Normalization is done to get an internal consistency of data and to have minimum redundancy and maximum stability. This ensures minimizing data storage required, minimizing chances of data inconsistencies and optimizing for updates. The MySQL database has been chosen for developing the relevant databases.

Online Banquet Booking System (OBBS) contains 7 MySQL tables:

tbladmin : This table store the admin login details

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	AdminName	varchar(120)	utf8mb4_general_ci		Yes	*NULL*		
3	UserName	varchar(120)	utf8mb4_general_ci		Yes	*NULL*		
4	MobileNumber	bigint(10)			Yes	*NULL*		
5	Email	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
6	Password	varchar(120)	utf8mb4_general_ci		Yes	*NULL*		
7	AdminRegdate	timestamp			Yes	current_timestamp()		

tblbooking: This table store the booking details.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	BookingID	int(10)			Yes	*NULL*		
3	ServiceID	int(10)			Yes	*NULL*		
4	UserID	int(5)			Yes	*NULL*		
5	BookingFrom	date			Yes	*NULL*		
6	BookingTo	date			Yes	*NULL*		
7	EventType	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
8	Numberofguest	int(10)			Yes	*NULL*		
9	Message	mediumtext	utf8mb4_general_ci		Yes	*NULL*		
10	BookingDate	timestamp			Yes	current_timestamp()		
11	Remark	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
12	Status	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
13	UpdationDate	timestamp			Yes	*NULL*		ON UPDATE CURRENT_TIMESTAMP()

tbleventtype: This table store the type of event details.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	EventType	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
3	CreationDate	timestamp			Yes	current_timestamp()		

tblpage: This table about us and contact us detail.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	PageType	varchar(100)	utf8mb4_general_ci		Yes	*NULL*		
3	PageTitle	mediumtext	utf8mb4_general_ci		Yes			
4	PageDescription	mediumtext	utf8mb4_general_ci		Yes			
5	Email	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
6	MobileNumber	bigint(10)			Yes	*NULL*		
7	UpdationDate	timestamp			Yes	*NULL*		ON UPDATE CURRENT_TIMESTAMP()

tblservice: This table store the details of banquet services.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	ServiceName	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
3	SerDes	varchar(250)	utf8mb4_general_ci		No	*None*		
4	ServicePrice	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
5	CreationDate	timestamp			Yes	current_timestamp()		

tbluser: This table store the details of registered user

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	FullName	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
3	MobileNumber	bigint(10)			Yes	*NULL*		
4	Email	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
5	Password	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
6	RegDate	timestamp			Yes	current_timestamp()		

tblcontact: This table store the details of enquires.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	Name	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
3	Email	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
4	Message	mediumtext	utf8mb4_general_ci		Yes	*NULL*		
5	EnquiryDate	timestamp			No	current_timestamp()		
6	IsRead	int(5)			Yes	*NULL*		

4. IMPLEMENTATION

INTRODUCTION:

Implementation is the stage of the project when the theoretical design is turned out into a working system. Thus, it can be considered to be the most critical stage in achieving a successful new system and in giving the user, confidence that the new system will work and be effective. The implementation stage involves careful planning, investigation of the existing system and its constraints on implementation, designing of methods to achieve changeover and evaluation of changeover methods.

4.1 TECHNOLOGIES USED

Programming Language

PHP

- ✓ PHP stands for PHP: Hypertext Pre-processor
- ✓ PHP is a server-side scripting language, like ASP
- ✓ PHP scripts are executed on the server
- ✓ PHP supports many databases (MYSQL, Informix, Oracle, Sybase, Solid, Generic ODBC, etc.)
- ✓ PHP is an open source software
- ✓ PHP is free to download and use

MYSQL

- ✓ MYSQL is a database server
- ✓ MYSQL is ideal for both small and large applications
- ✓ MYSQL supports standard SQL
- ✓ MYSQL compiles on a number of platforms
- ✓ MYSQL is free to download and use

CSS

- ✓ Cascading Style Sheets (CSS)
- ✓ Simple mechanism
- ✓ Easy for adding style (e.g., fonts, colors, spacing) to Web documents.

5. TESTING

Introduction

The purpose of testing is to discover errors. Testing is the process of trying to discover every conceivable fault or weakness in a work product. It provides a way to check the functionalities of components, sub assemblies, and/or a finished product it is the process of exercising software with the intent of ensuring that the software system meets its requirements and user expectations and does not fail in an unacceptable manner. There are various types of tests. Each test type addresses a specific testing requirement.

5.1 Types of Testing

5.1.1 Unit Testing

Unit testing focuses verification effort on the smallest unit of software design, the module. The unit testing, we have is white box oriented and some modules the steps are conducted in parallel.

5.1.2. Integration Testing

Testing is done for each module. After testing all the modules, the modules are integrated and testing of the final system is done with the test data, specially designed to show that the system will operate successfully in all its aspects conditions. Thus the system testing is a confirmation that all is correct and an opportunity to show the user that the system works. The purpose of integration testing is to verify functional, performance and reliability requirements placed on major design items. These "design items", i.e. assemblages (or groups of units), are exercised through their interfaces using black box testing, success and error cases being simulated via appropriate parameter and data inputs. Simulated usage of shared data areas and inter-process communication is tested and individual subsystems are exercised through their input interface.

Test cases are constructed to test that all components within assemblages interact correctly, for example across procedure calls or process activations, and this is done after testing individual modules, i.e. unit testing.

5.1.5 System Testing

System testing ensures that the entire integrated software system meets requirements. It tests a configuration to ensure known and predictable results. An example of system testing is the configuration oriented system integration test. System testing is based on process descriptions and flows, emphasizing pre-driven process links and integration points.

White Box Testing

This type of testing ensures that

All independent paths have been exercised at least once

All logical decisions have been exercised on their true and false sides

All loops are executed at their boundaries and within their operational bounds All internal data structures have been exercised to assure their validity.

To follow the concept of white box testing we have tested each form .we have created independently to verify that Data flow is correct, All conditions are exercised to check their validity, All loops are executed on their boundaries.

Basic Path Testing

Established technique of flow graph with Cyclometer complexity was used to derive test cases for all the functions. The main steps in deriving test cases were:

Use the design of the code and draw correspondent flow graph.

Conditional Testing

In this part of the testing each of the conditions were tested to both true and false aspects. And all the resulting paths were tested. So that each path that may be generate on particular condition is traced to uncover any possible errors.

Data Flow Testing

This type of testing selects the path of the program according to the location of

Definition and use of variables. This kind of testing was used only when some local variable were declared. The definition-use chain method was used in this type of testing. These were particularly useful in nested statements.

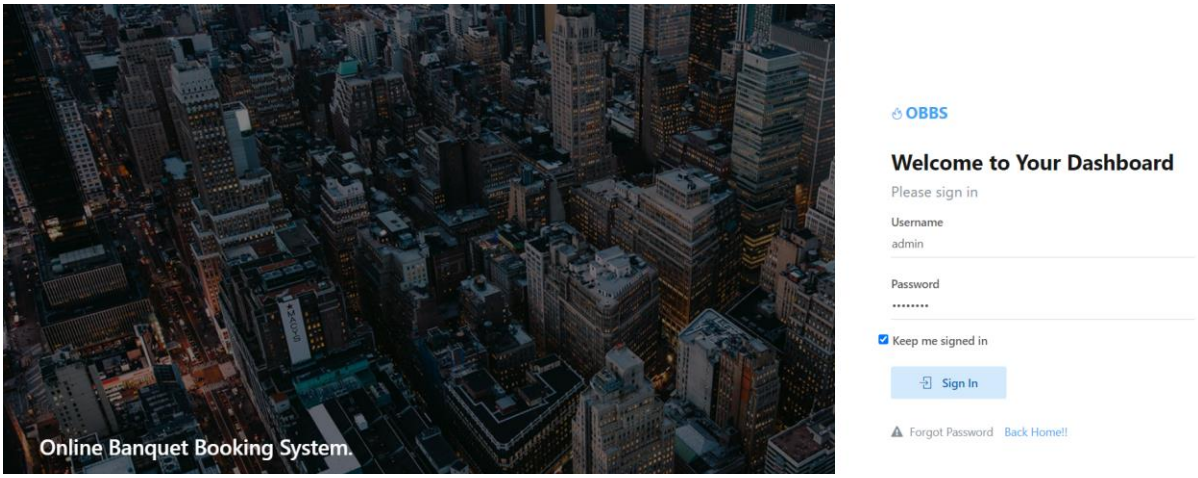
Loop Testing

In this type of testing all the loops are tested to all the limits possible. The following exercise was adopted for all loops: All the loops were tested at their limits, just above them and just below them. All the loops were skipped at least once. For nested loops test the inner most loop first and then work outwards. For concatenated loops the values of dependent loops were set with the help of connected loop. Unstructured loops were resolved into nested loops or concatenated loops and tested as above. Each unit has been separately tested by the development team itself and all the input have been validated.

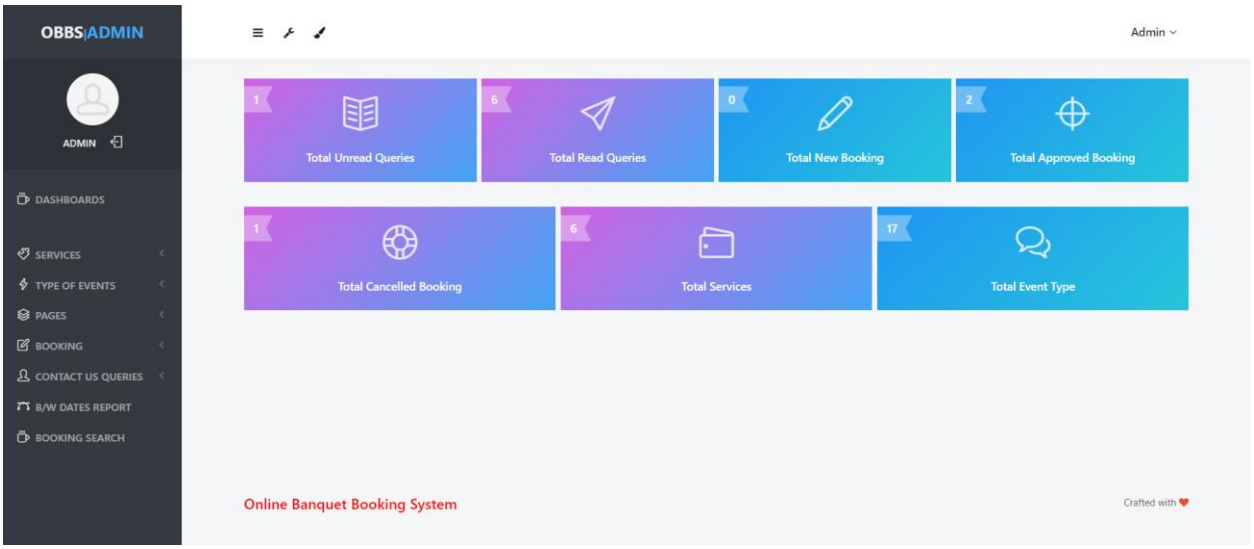
6. Output Screen of Project

Admin Module Screens

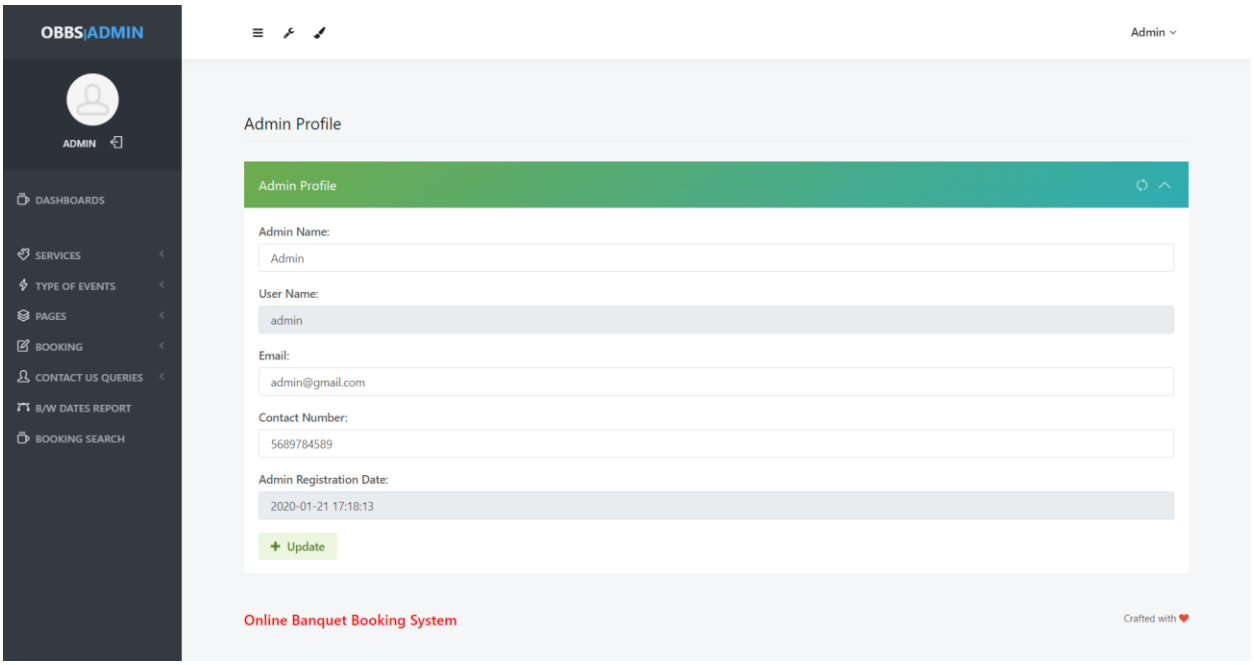
Sign In



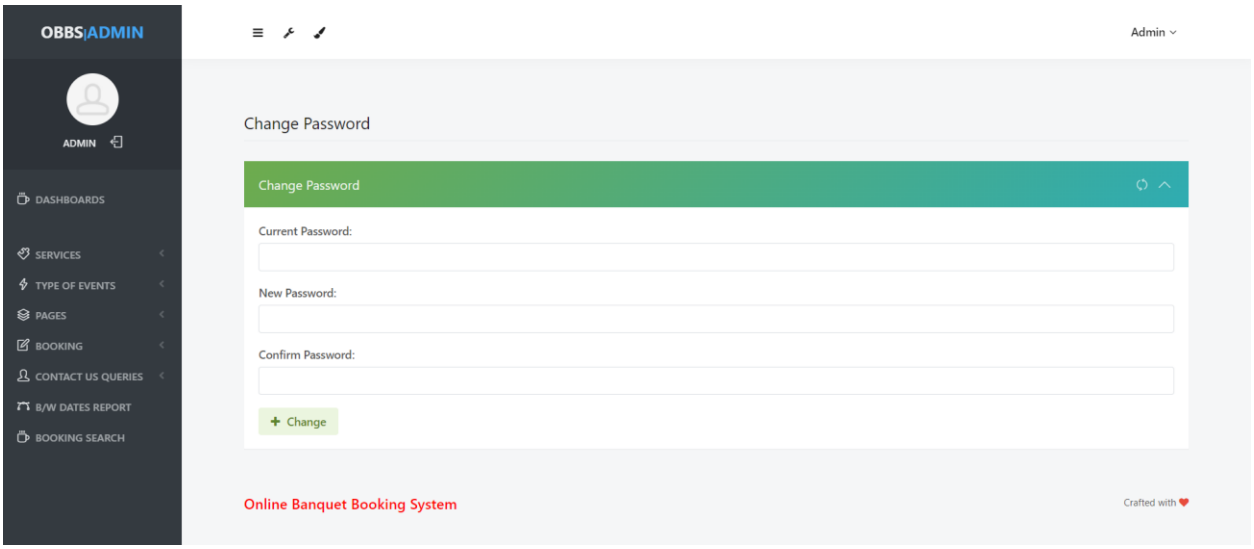
Dashboard



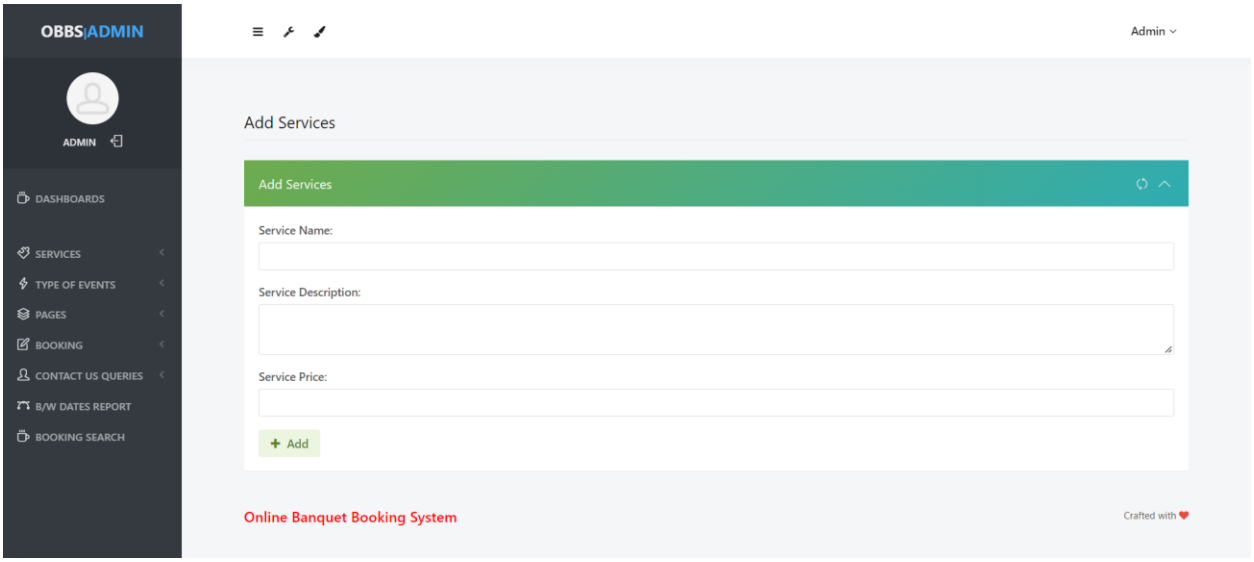
Profile



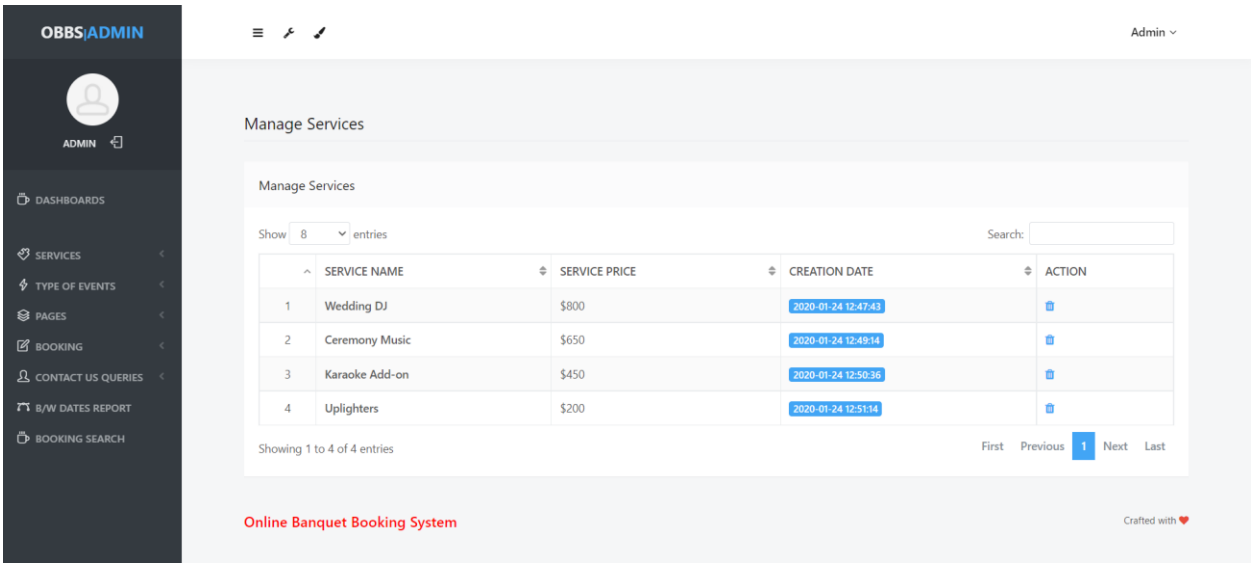
Change Password



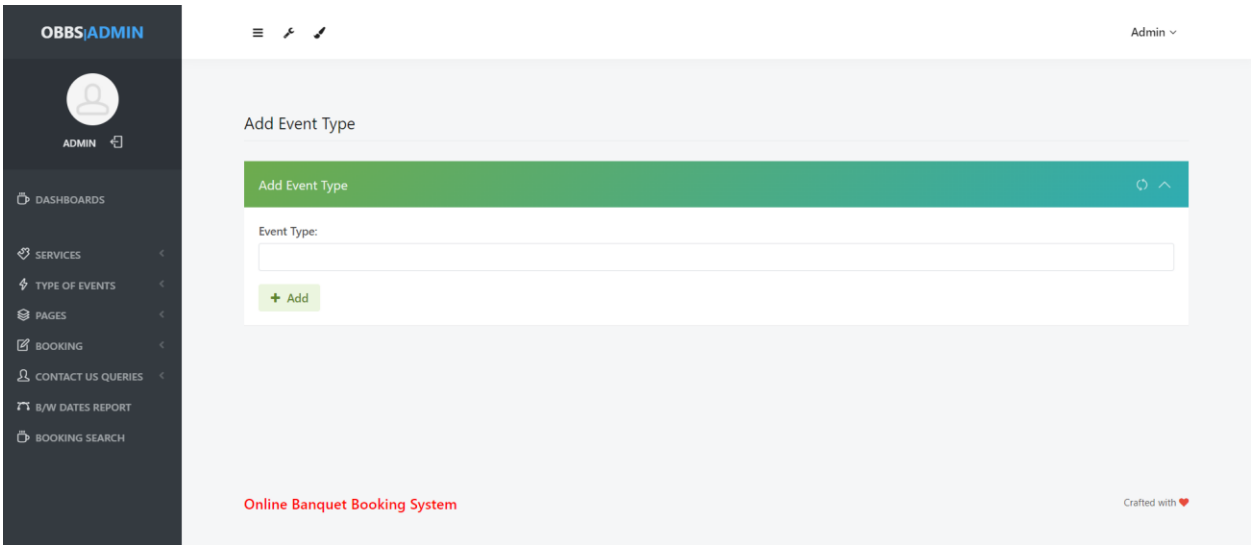
Add Services



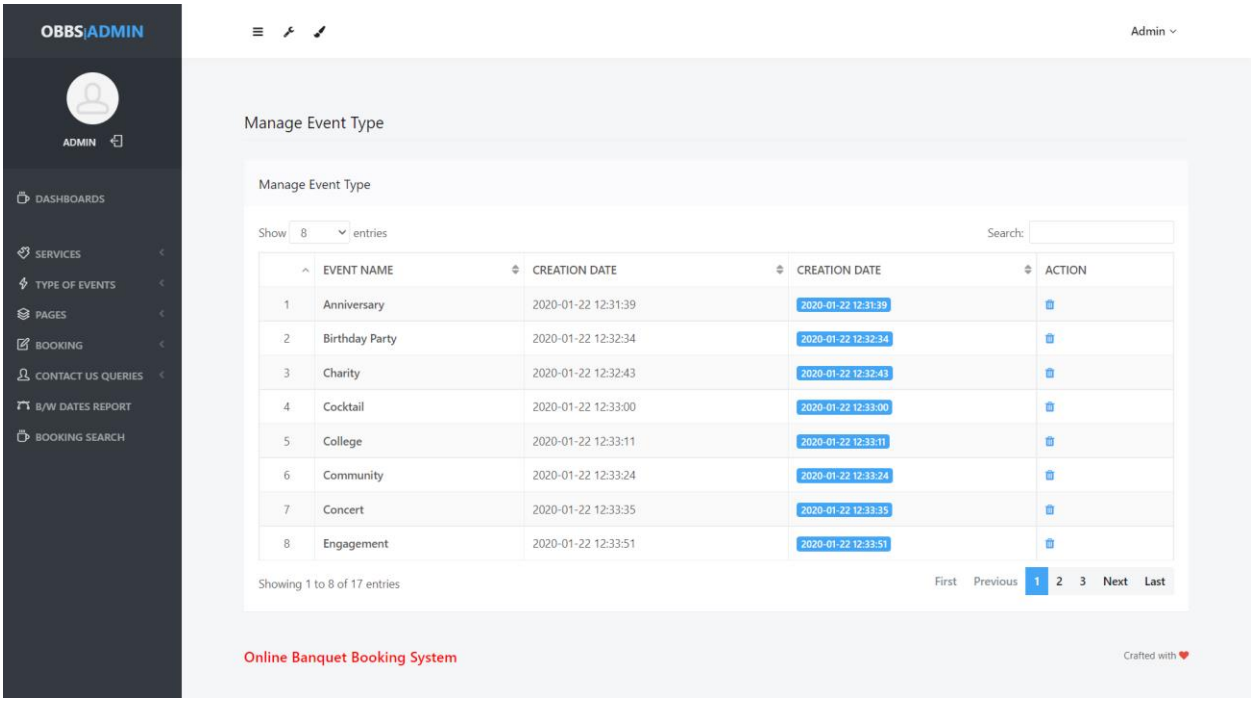
Manage Services



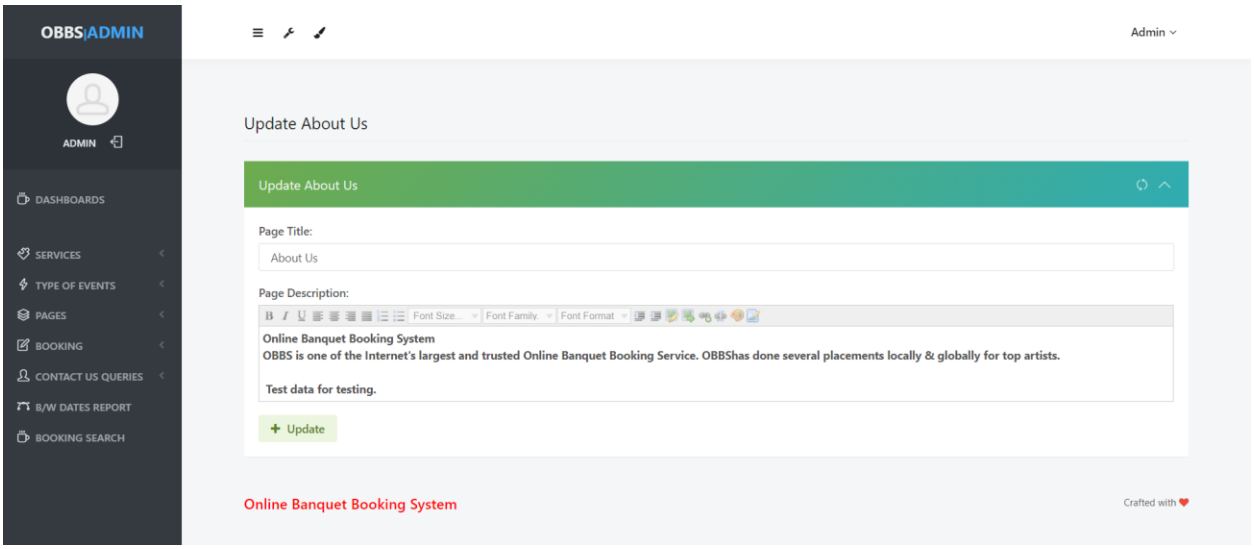
Add Event Type



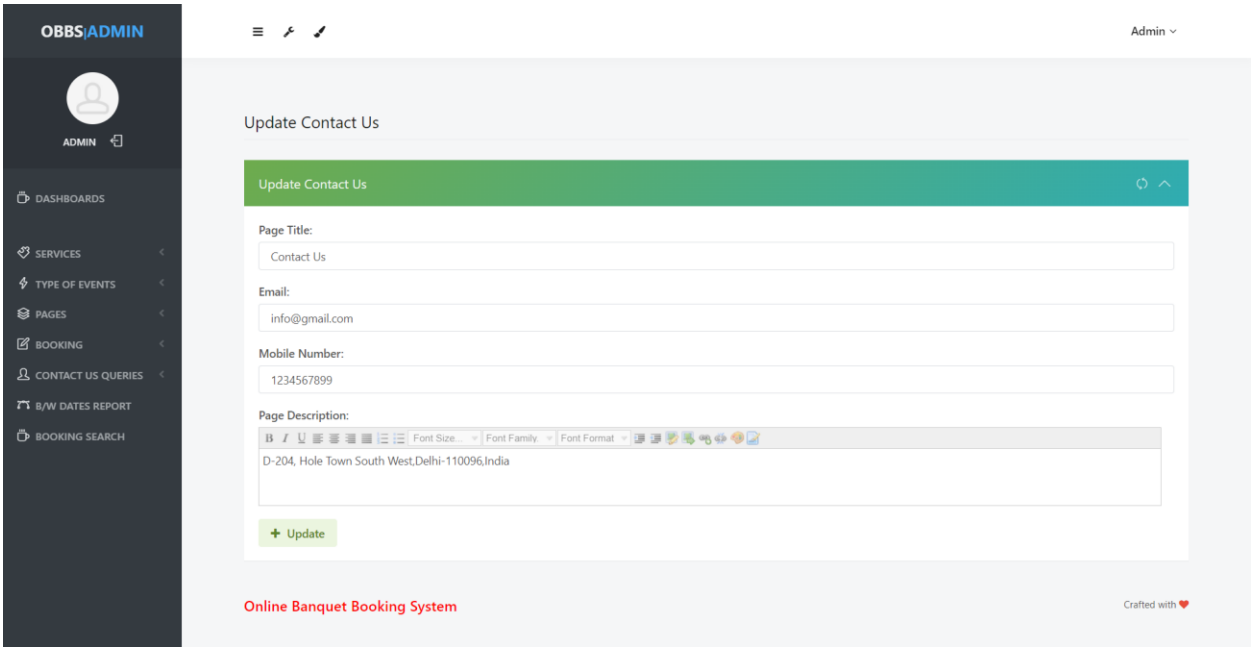
Manage Event Type



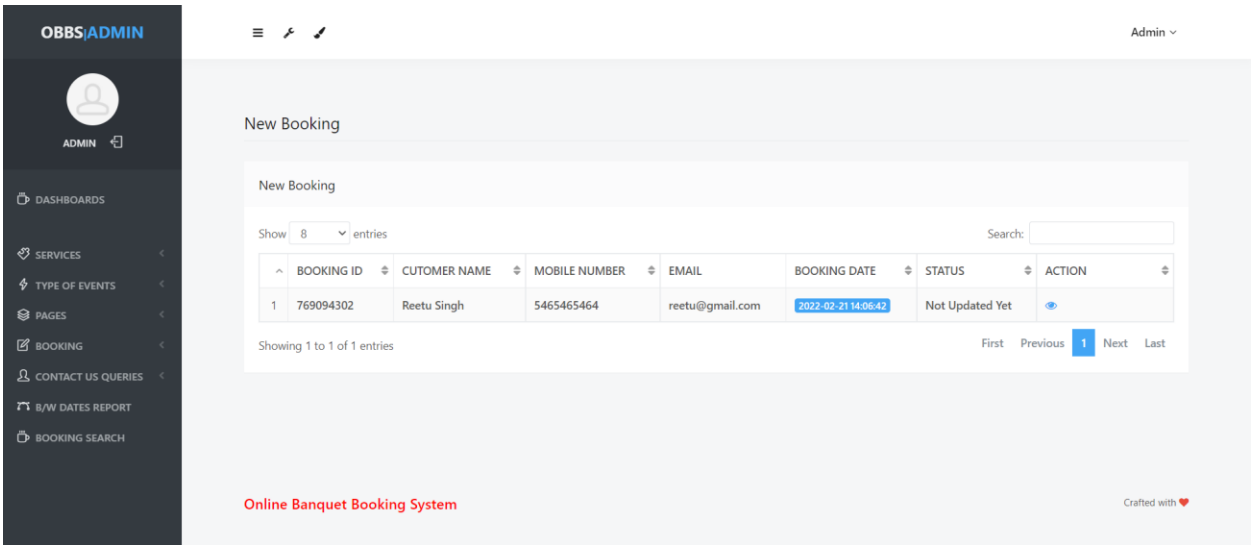
Update about Us



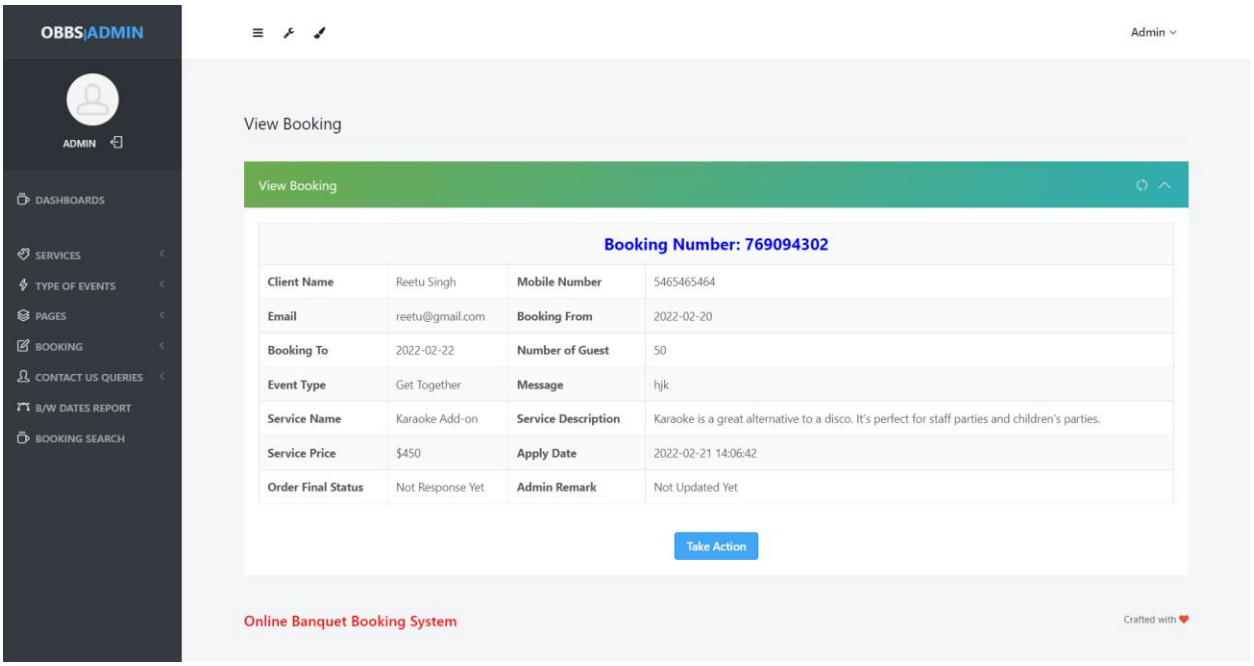
Update Contact Us



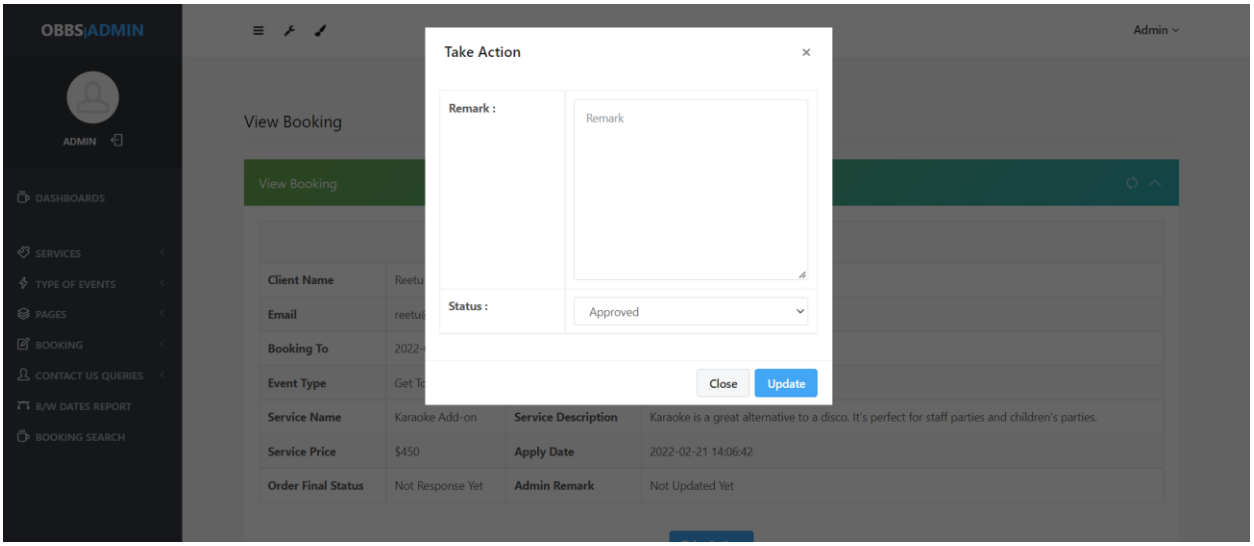
New Booking



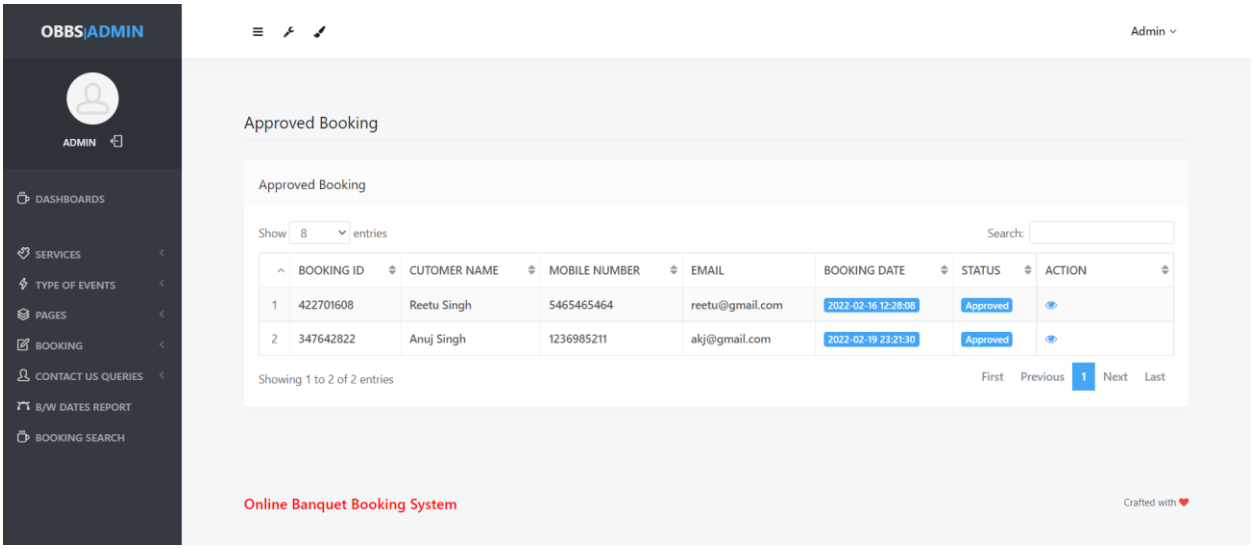
View Booking



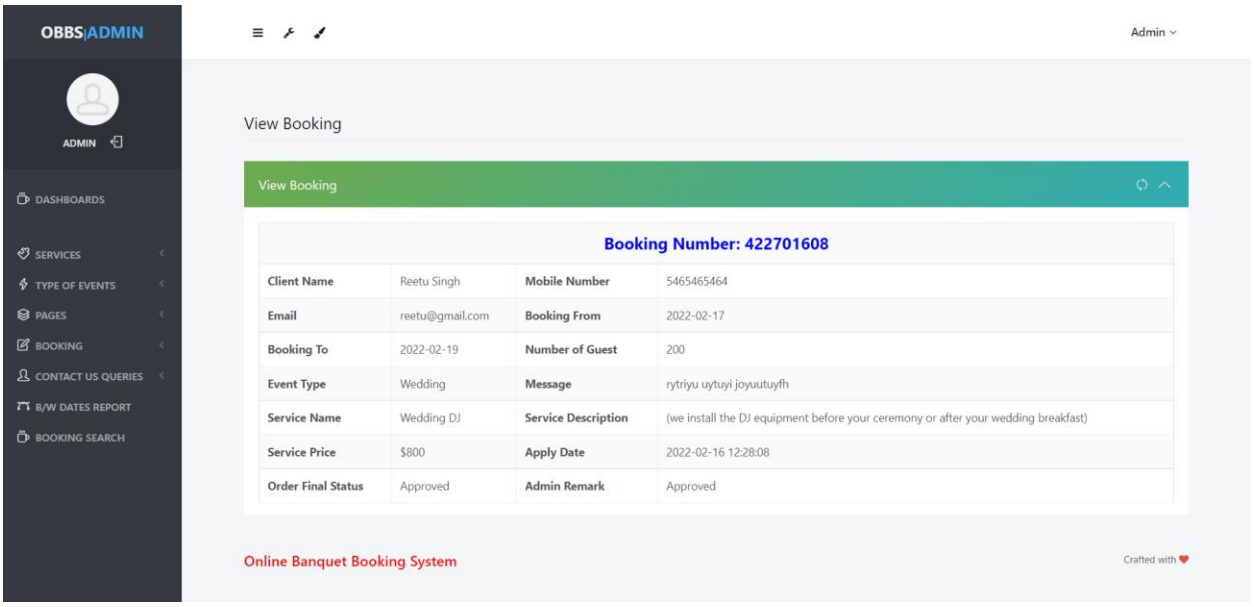
Update Remark



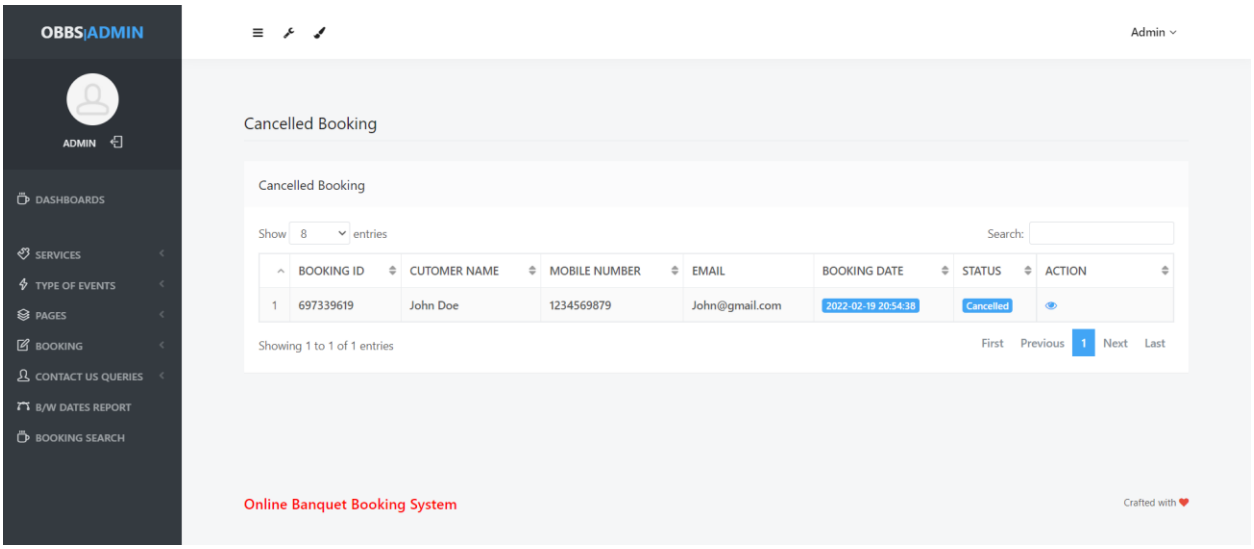
Approved Booking



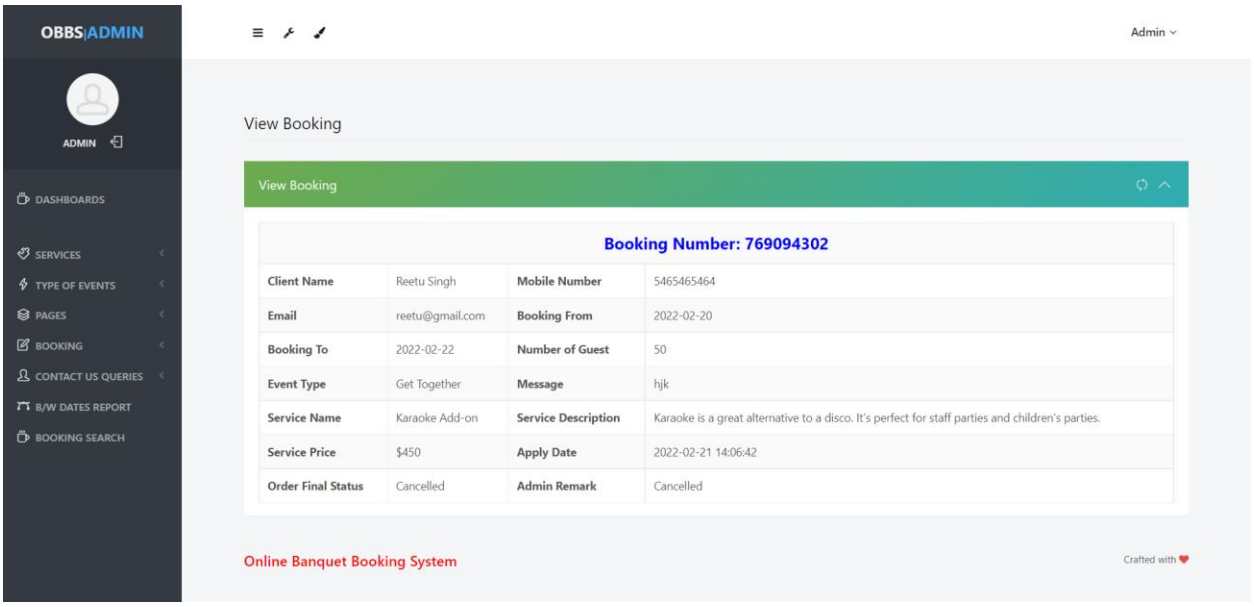
View Approved Booking



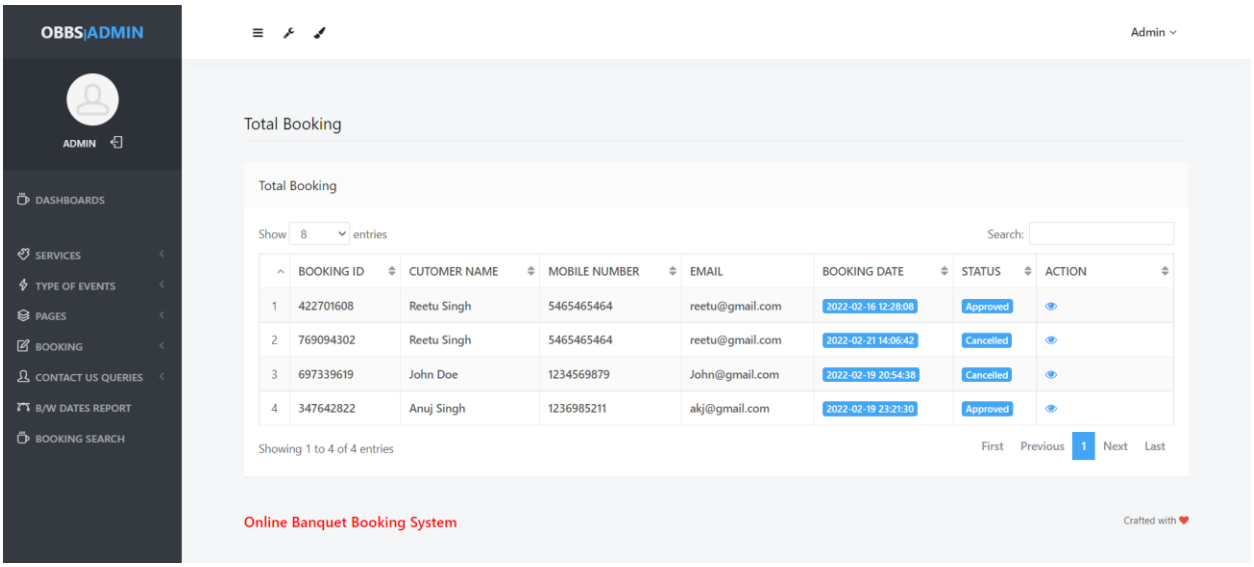
Cancelled Booking



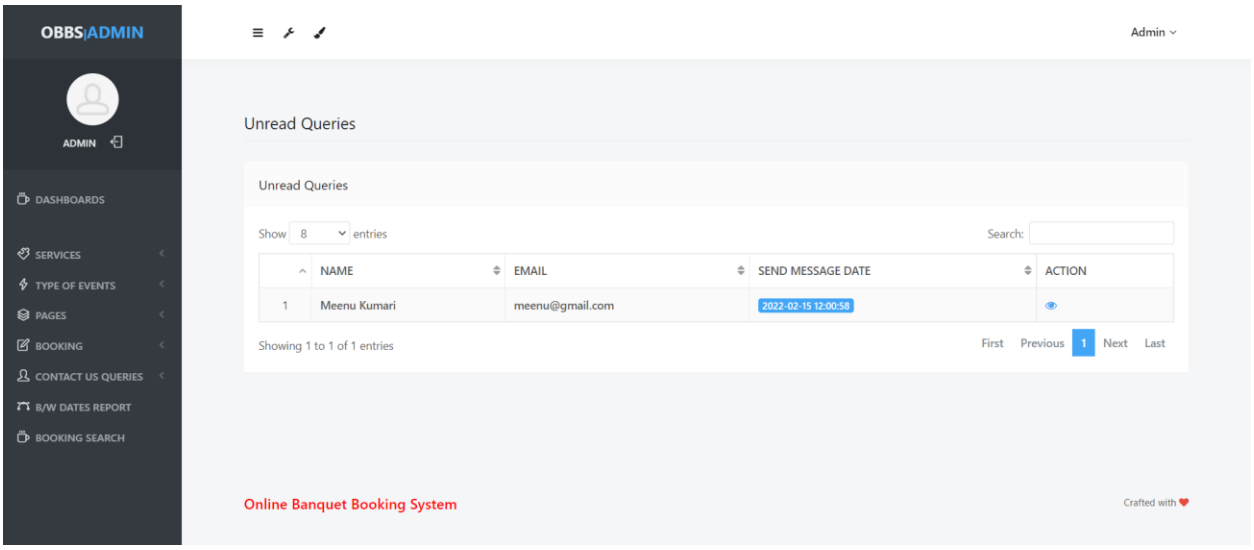
View Cancelled Booking



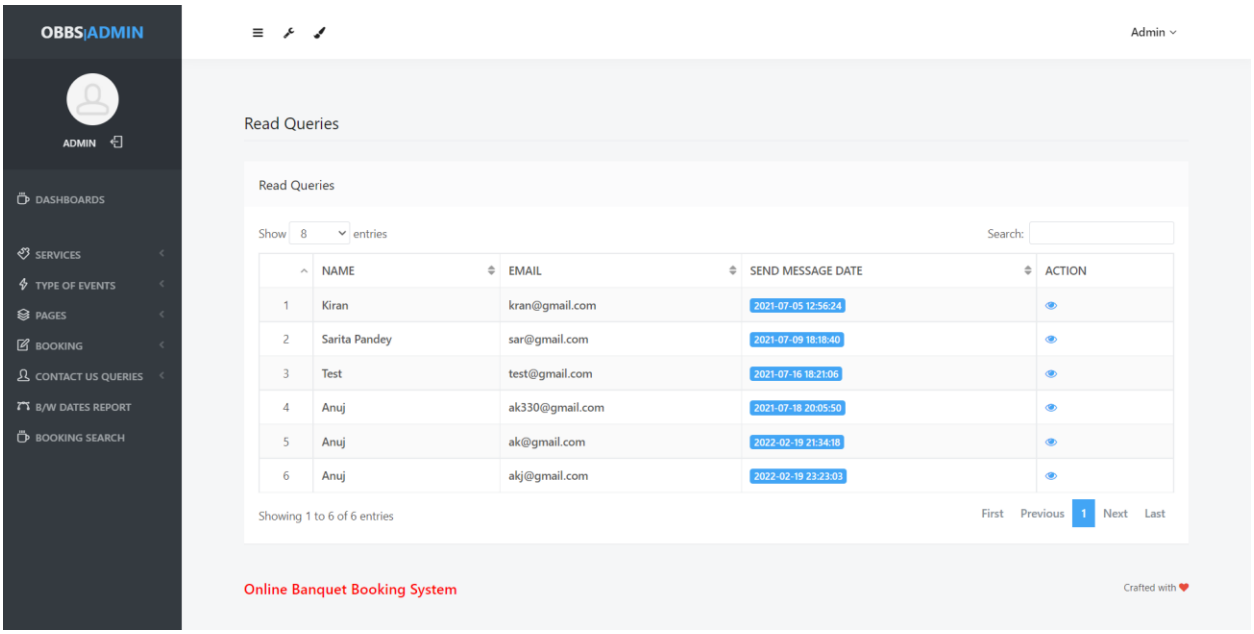
All Booking



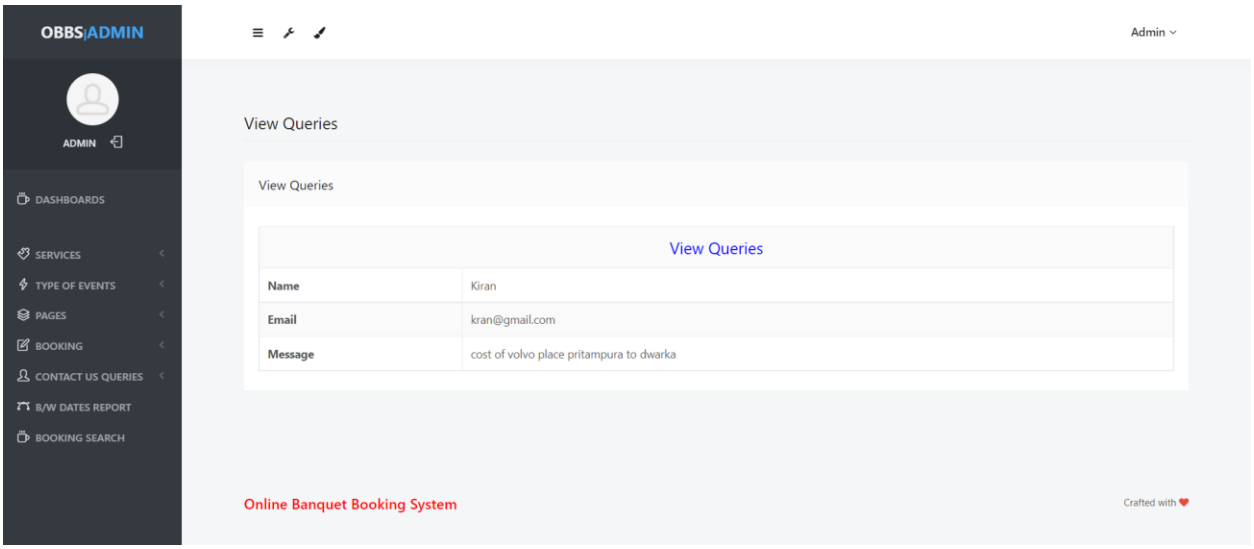
Unread Queries



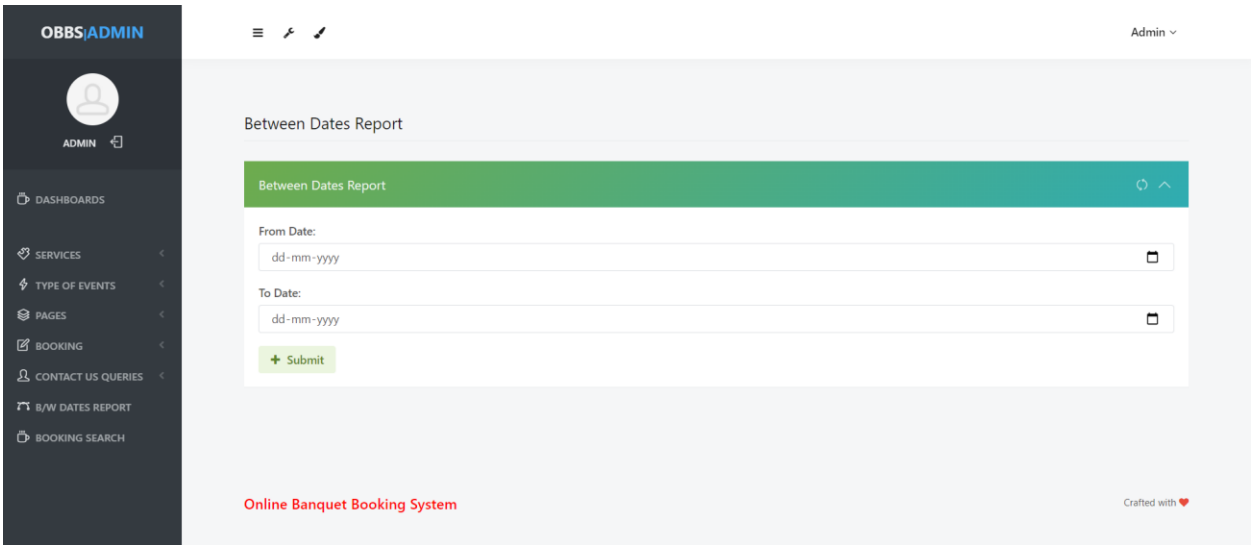
Read Queries



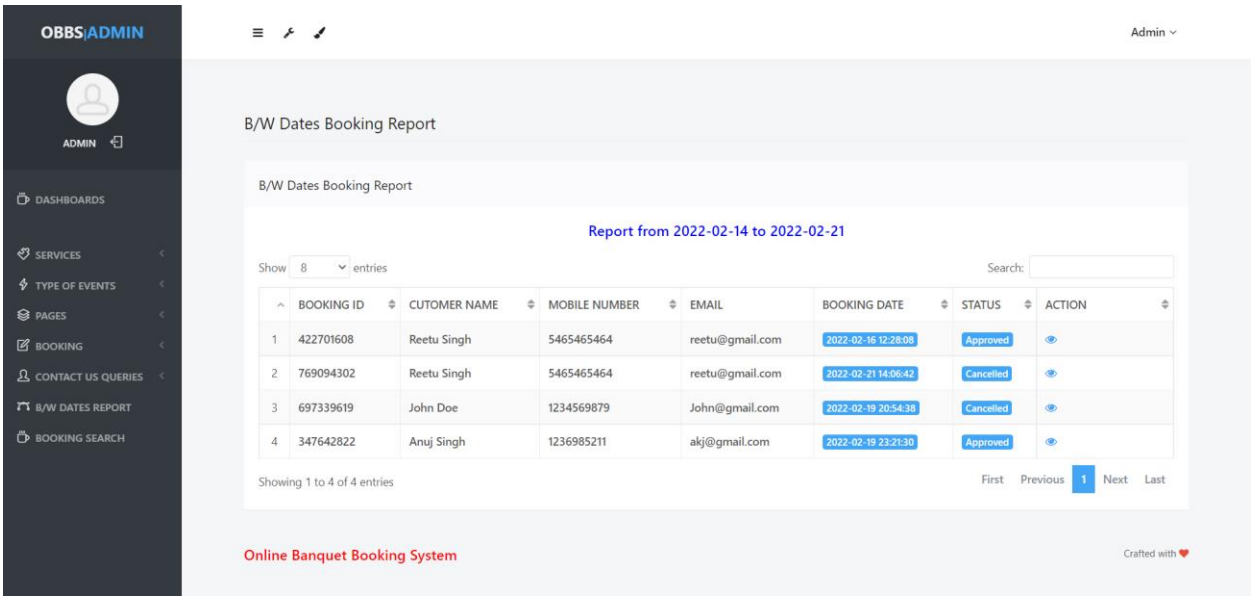
View Queries



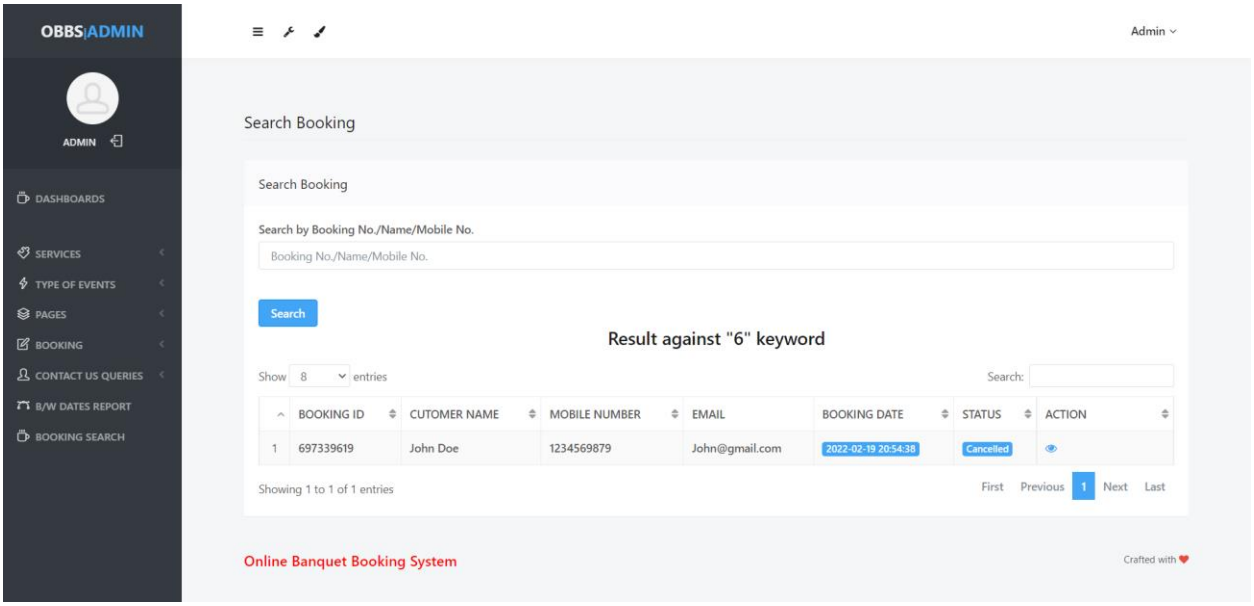
Between Dates Report



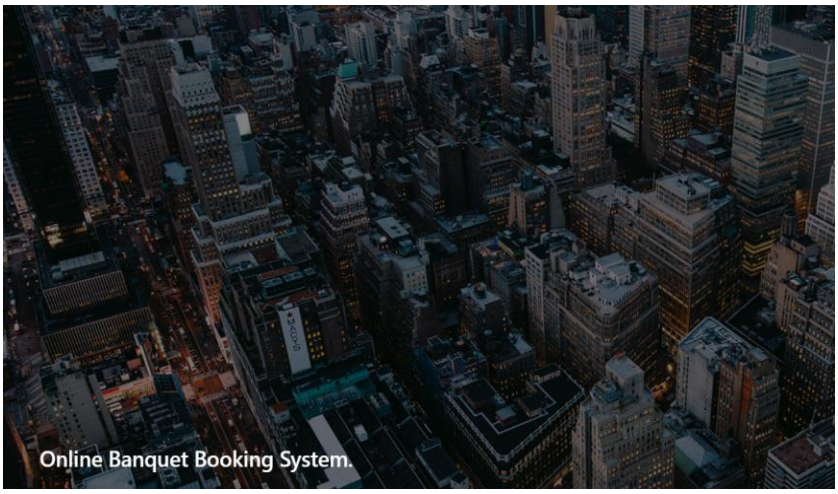
Between Dates Report Details

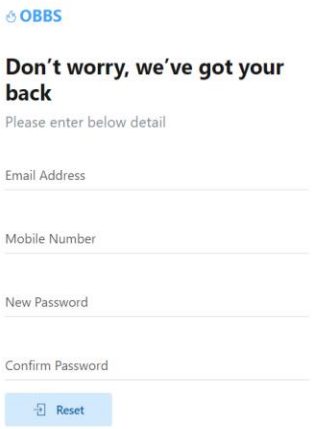


Search Booking



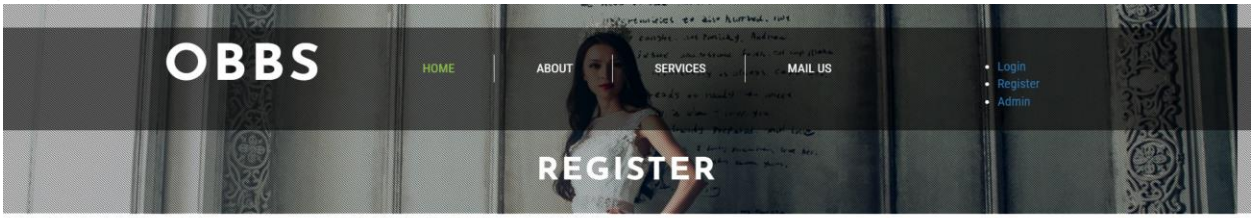
Forgot Password

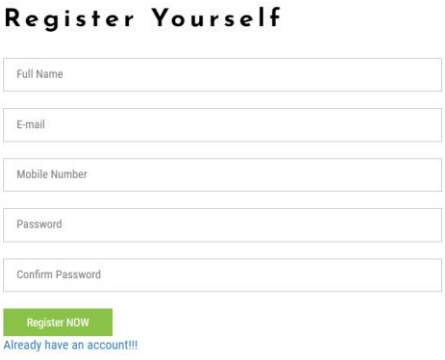




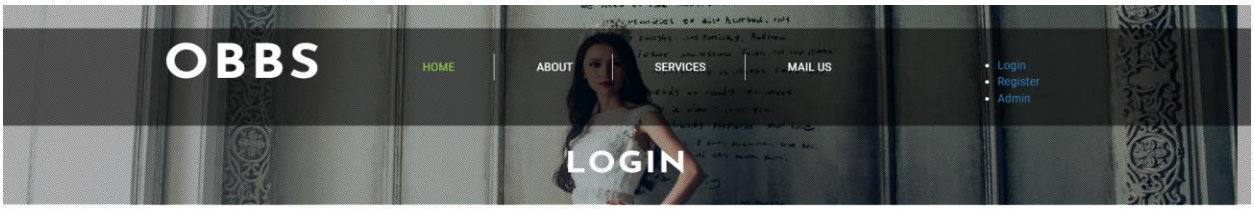
User Module

Registration Page





Login Page



Login to User Panel

E-mail

Password

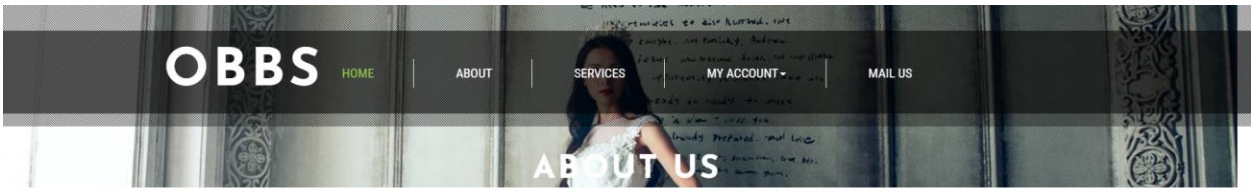
Forgot Password?

LOGIN NOW

Register Yourself

Home Page

About Us



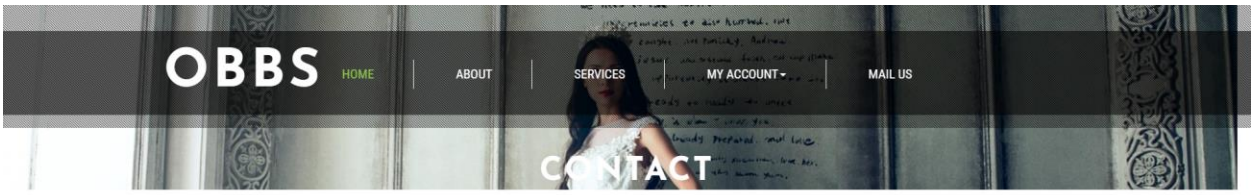
ABOUT US

Online Banquet Booking System

OBBS is one of the Internet's largest and trusted Online Banquet Booking Service.
OBBShas done several placements locally & globally for top artists.

Test data for testing.

Contact Us



Get in touch

Pellentesque eget mi nec est tincidunt accumsan. Proin fermentum dignissim justo, vel euismod justo sodales vel. In non condimentum mauris. Maecenas condimentum interdum lacus, ac varius nisl dignissim ac. Vestibulum euismod est risus, quis convallis nisi tincidunt eget. Sed ultricies congue lacus at fringilla.

+1234567899

info@gmail.com

D-204, Hole Town South West,Delhi-110096,India.

Send us a message

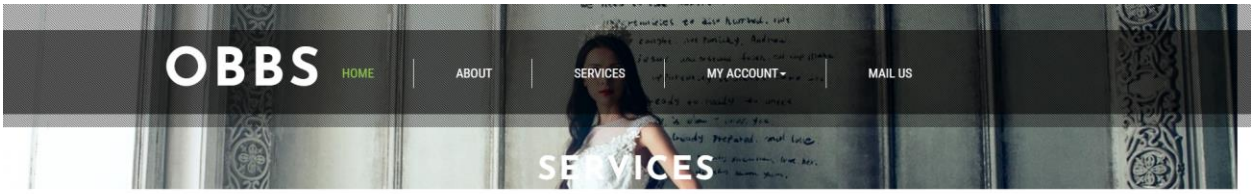
Full Name

Email

Message

Submit

Services Page



List of services which is prvided by us.

#	Package Name	Description	Price	Action
1	Wedding DJ	(we install the DJ equipment before your ceremony or after your wedding breakfast)	$800	Book Services
2	Ceremony Music	Our ceremony music service is a popular add on to our wedding DJ stay all day hire.	$650	Book Services
3	Karaoke Add-on	Karaoke is a great alternative to a disco. It's perfect for staff parties and children's parties.	$450	Book Services
4	Uplighters	Uplighters are bright lighting fixtures which are installed on the floor and shine a vibrant wash of colour over the walls of your venue	$200	Book Services

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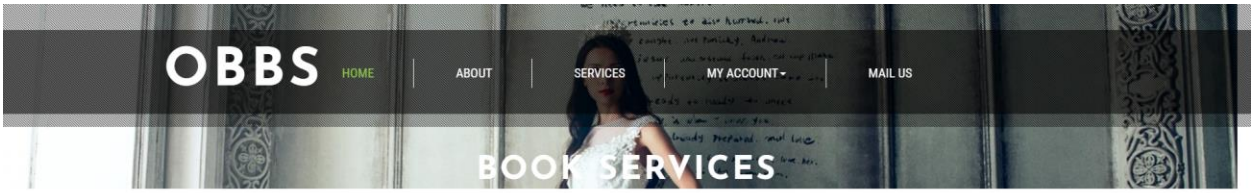
Book Services



Book Services

Booking From:

dd-mm-yyyy

Booking To:

dd-mm-yyyy

Type of Event:

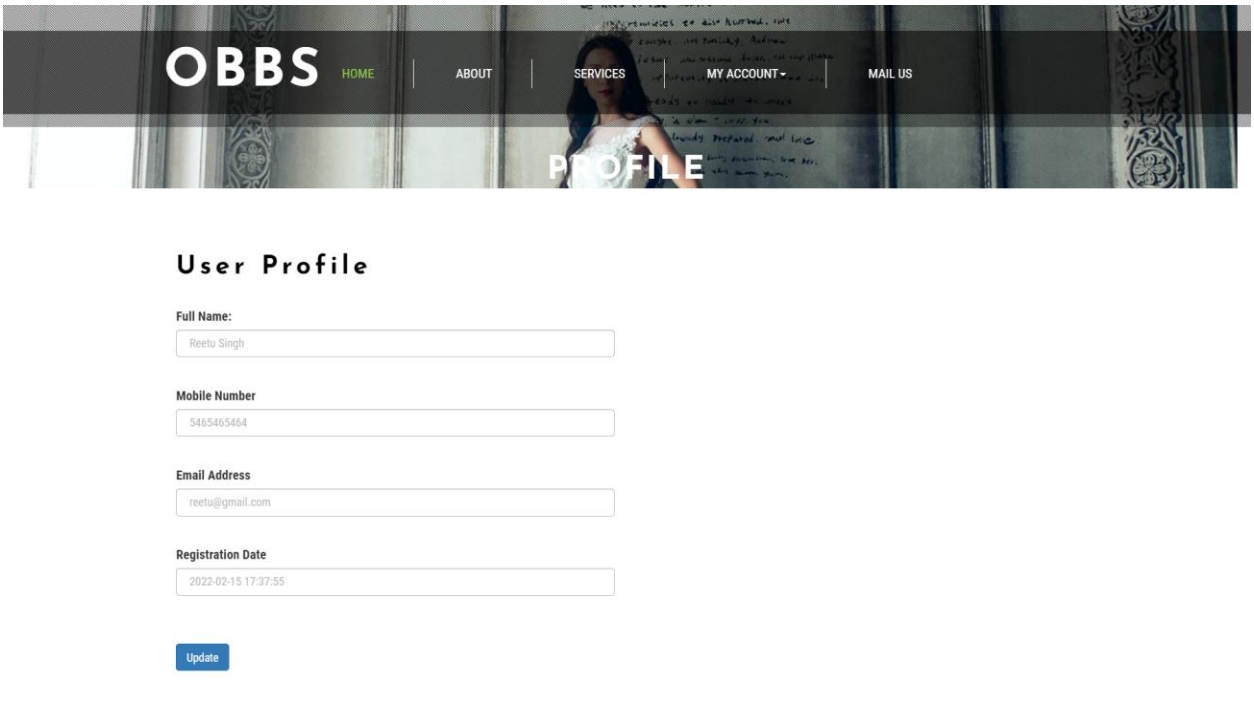
Choose Event Type

Number of Guest:

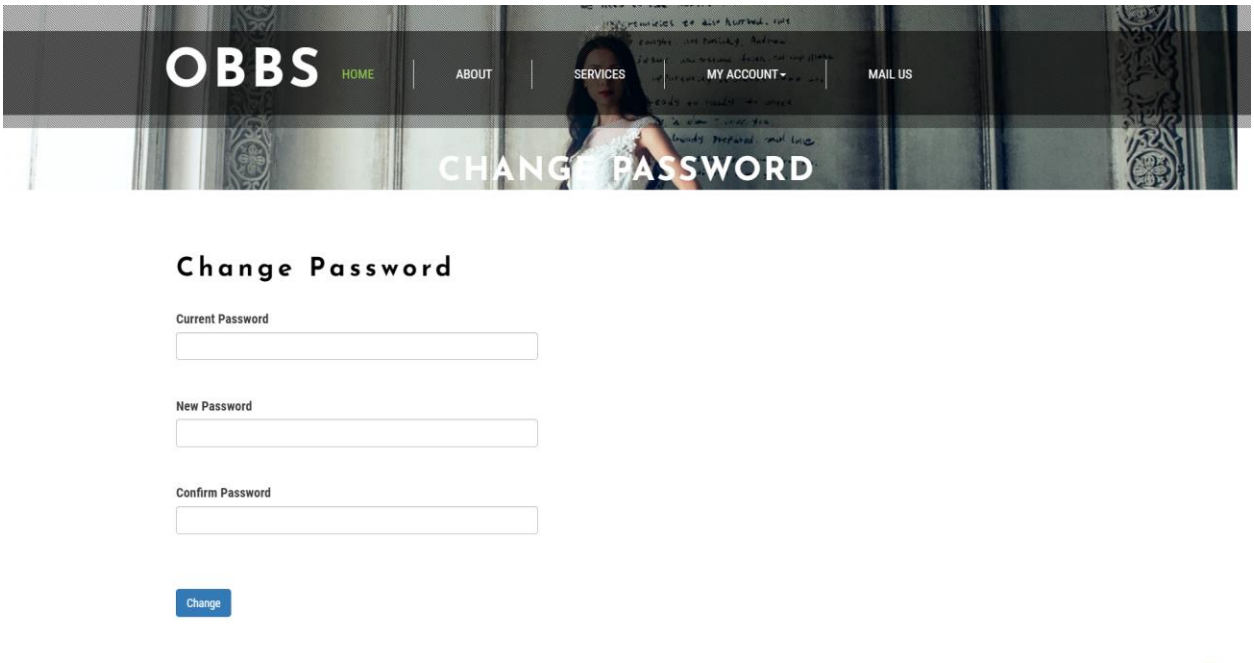
Message(if any)

Book

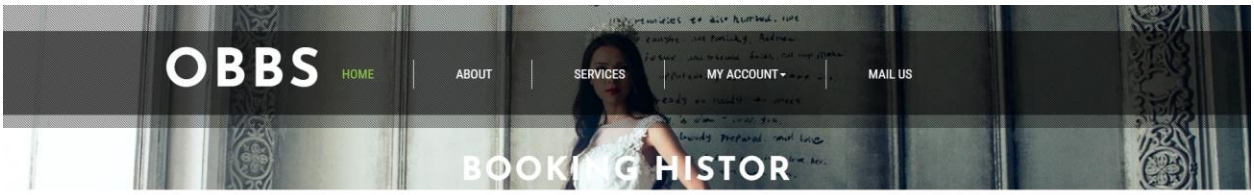
User Profile



Change Password



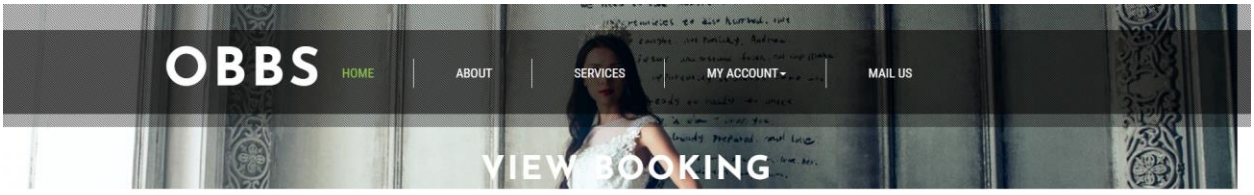
Booking Status



List of booking.

	Booking ID	Cutomer Name	Mobile Number	Email	Booking Date	Status	Action
1	422701608	Reetu Singh	5465465464	reetu@gmail.com	2022-02-16 12:28:08	Approved	
2	769094302	Reetu Singh	5465465464	reetu@gmail.com	2022-02-21 14:06:42	Cancelled	

View Booking



View Your Booking Details.

Booking Number: 422701608			
Client Name	Reetu Singh	**Mobile Number**	5465465464
Email	reetu@gmail.com	**Booking From**	2022-02-17
Booking To	2022-02-19	**Number of Guest**	200
Event Type	Wedding	**Message**	rytriyu uytuyi joyuutuyfh
Service Name	Wedding DJ	**Service Description**	(we install the DJ equipment before your ceremony or after your wedding breakfast)
Service Price	$800	**Apply Date**	2022-02-16 12:28:08
Order Final Status	Approved	**Admin Remark**	Approved

7. CONCLUSION

While developing the system a conscious effort has been made to create and develop a software package, making use of available tools, techniques and resources – that would generate a proper System While making the system, an eye has been kept on making it as user-friendly, as cost-effective and as flexible as possible. As such one may hope that the system will be acceptable to any user and will adequately meet his/her needs. As in case of any system development processes where there are a number of shortcomings, there have been some shortcomings in the development of this system also. The project is still under modification.

8. FUTURE SCOPE

The scope of the project includes that what all future enhancements can be Done in this system to make it more feasible to us:-

- Databases for different products range and storage can be provided.
- Multilingual support can be provided so that it can be understandable by the person of any language.
- More graphics can be added to make it more user-friendly and understandable.
- Manage & backup versions of documents online.

9. REFERENCES

- ✓ www.w3schools.com
- ✓ ***php**.net*
- ✓ *en.wikipedia.org/wiki/**PHP***
- ✓ www.hotscripts.com/category/**php**/
- ✓ www.**apache**.org
- ✓ www.**mysql**.com/click.php?e=35050

Project Report

On

OLD AGE HOME MANAGEMENT SYSTEM

Submitted in partial fulfillment of the requirements for the award of degree of

M.Sc (INFORMATION TECHNOLOGY)

TO

SHANTI DEVI ARYA MAHILA COLLEGE

DINANAGAR

Submitted To:-

Ms. Bindu Saini

Assistant Professor

Post Graduate Deptt. Of Computer Science & IT

Submitted By:

Preeti Bala

(20862127612)

Shaina Kohli

(20862127609)

POST GRADUATE DEPARTMENT OF COMPUTER Sc. & IT

GURU NANAK DEV UNIVERSITY, AMRITSAR

ACKNOWLEDGEMENT

With deep sense of gratitude, We express our sincere thanks and obligation to our esteemed guide Ms. Bindu Saini (Assistant Professor). It is because of her able and mature guidance and co-operation without which it would not have been possible for us to complete our project. We would also like to thank Dr. Deepak Jyoti, HOD, Post Graduate Deptt. of Comp Sc. & IT, Shanti Devi Arya Mahila College, Dinanagar for providing the institute with an environment where one can use her intellect and creativity to develop something fruitful and also for allowing us the opportunity to experience dynamic professional environment during our Training. This environment facilitated us in pursuing this project.

It is our pleasant duty to thank all the staff members of the Computer Department for their time to time suggestions.

Finally, We would like to thank the almighty and our parents for their moral support and our friends with whom we shared our day-to-day experience and received lots of suggestions that improved our quality of work.

Preeti Bala

20862127612

Shaina Kohli

20862127609

CERTIFICATE OF APPROVAL

This is certify that the project report entitled **OLD AGE HOME MANAGEMENT SYSTEM** submitted to Shanti Devi Arya Mahila College, Dinanagar in partial fulfillment of the requirement for the award of degree of M.Sc (Information Technology) is an authentic and original work carried out by Preeti Bala (20862127612) and Shaina Kohli (20862127609) under my guidance and supervision. The Post Graduate Deptt. of Comp Sc. & IT has accepted the report as the fulfillment of the requirements for the degree of Master of Science (Information Technology). No part of this report has been submitted to any other College/University for the reward of any Degree to the best of my knowledge.

Ms. Bindu Saini

Assistant Professor (Comp Sc.)
(Project Supervisor)
Shanti Devi Arya Mahila College
Dinanagar

Dr. Deepak Jyoti

Head, PG Department of Computer Sc. & IT
Shanti Devi Arya Mahila College
Dinanagar

DECLARATION

We hereby declare that this project report on "OLD AGE HOME MANAGEMENT SYSTEM " which is being submitted in partial fulfillment of the Training Programme of M.Sc (Information Technology) to Shanti Devi Arya Mahila College,Dinanagar, is the result of the work carried out by us, under the guidance of Ms. Bindu Saini (Assistant Professor), Shanti Devi Arya Mahila College, Dinanagar

Preeti Bala

20862127612

Shaina Kohli

20862127609

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Abstract

The last century has witnesses a rapid increase in the population of the elderly people in developed and industrialized countries. This phenomenon is not restricted to the western world only, but many countries such as ours are now feeling the impact of this transaction. This situation leads the uncared of elder people which require extra care and which can be fulfilled by good environment. So, this web application provide interaction between elderly people and good home shelter(old age home).

Introduction

“Old Age Home Management System” is web application which provide the end-to-end smart web application for the old age people and old age home. This application is helpful for old age home for keeping records of senior citizen who live in the old age home. Each elderly people assign a registration number through which person detail find so easily.

Objective

The objective of “Old Age Home Management System” is to allow the administrator of old age home to edit and find out the personal details of an old people. It will also facilitate keeping all the record of old people, such as their registration number, name, mailing address, phone number etc. So all the information about them will be available in a few seconds.

Overall, it will make old people information management an easier job for the administrator and service of the old age home.

The main purpose of this web application is to illustrate the requirement of old age home and is intended to help the organization to maintain and the manage the data of old people.

Purpose

The purpose of developing “Old Age Home Management System” is to computerized the tradition way of recording data of old people in old age home and to generate the report automatically.

Scope

Without an Old Age Home Management System managing and maintaining the details of old people is a tedious job for any old age home. Old Age Home Management System will store all the details of old people and also this project is developed as a web application and it will work over web.

Old Age Home Management System

In this project we use PHP and MySQL database. It has two modules admin and user.

Admin Module

1. **Dashboard:** In this section admin can see all detail in brief like total number of services, Total number of senior citizen , total number of unread enquiry received and total number of unread enquiry.
2. **Pages:** In this section admin can manage about us, contact us pages, rules and eligibility.
3. **Services:** In this section admin can manage services(add/update/delete).
4. **SC(Senior Citizen)Details:** In this section admin can manage the detail of senior citizen(add/update/delete) who lived in old age home.
5. **Enquiry:** In this section admin can read new enquiry(unread enquiry) and view read enquiry(read enquiry).
6. **Search:** In this section admin can search senior citizen details with the help of his/her registration number.
7. **Reports:** In this section admin can view senior citizen details in particular periods.

Admin can also update his profile, change password and recover password.

User Module

In OAHMS user have do following activities.

Home Page: User can visit the home page and view some details of rules, eligibility and about us information.

Services: User views the services which offer by old age home.

Eligibility: User views the eligibility criteria for old age home.

Rules: User views the rules for old age home.

About Us: User sees the detail of old age home.

Contact Us: User can contact with old age home.

Requirement Specification

Hardware Configuration :

Client Side:

RAM	512 MB
Hard disk	10 GB
Processor	1.0 GHz

Server side:

RAM	**1 GB**
Hard disk	**20 GB**
Processor	**2.0 GHz**

Software Requirement:

Client Side:

Web Browser	Google Chrome or any compatible browser
Operating System	Windows or any equivalent OS

Server Side:

Web Server	APACHE
Server side Language	PHP5.6 or above version
Database Server	MYSQL
Web Browser	Google Chrome or any compatible browser
Operating System	Windows or any equivalent OS

APACHE

The Apache HTTP Server Project is an effort to develop and maintain an open-source HTTP server for modern operating systems including UNIX and Windows. The goal of this project is to provide a secure, efficient and extensible server that provides HTTP services in sync with the current HTTP standards.

The Apache HTTP Server ("httpd") was launched in 1995 and it has been the most popular web server on the Internet since April 1996. It has celebrated its 20th birthday as a project in February 2015.

PHP

- ✓ PHP stands for PHP: Hypertext Preprocessor.
- ✓ PHP is a server-side scripting language, like ASP.
- ✓ PHP scripts are executed on the server.
- ✓ PHP supports many databases (MYSQL, Informix, Oracle, Sybase, Solid, Generic ODBC, etc.).
- ✓ PHP is an open source software .
- ✓ PHP is free to download and use.

MYSQL

- ✓ MYSQL is a database server
- ✓ MYSQL is ideal for both small and large applications
- ✓ MYSQL supports standard SQL
- ✓ MYSQL compiles on a number of platforms
- ✓ MYSQL is free to download and use
- ✓ How to access MySQL:

  http://localhost/phpmyadmin

Analysis and Design

Analysis:

In present all work done on the paper. The whole details is stored in the registers. We can't generate reports as per our requirements because its take more time to make report of old people.

Disadvantage of present system:

- **Not user friendly:** The present system not user friendly because data is not stored in structure and proper format.
- **Manual Control:** All report calculation is done manually so there is a chance of error.
- **Lots of paper work:** Attendance maintain in the register so lots of paper require storing attendance.
- **Time consuming**

Design Introduction:

Design is the first step in the development phase for any techniques and principles for the purpose of defining a device, a process or system in sufficient detail to permit its physical realization.

Once the software requirements have been analyzed and specified the software design involves three technical activities - design, coding, implementation and testing that are required to build and verify the software.

The design activities are of main importance in this phase, because in this activity, decisions ultimately affecting the success of the software implementation and its ease of maintenance are made. These decisions have the final bearing upon reliability and maintainability of the system. Design is the only way to accurately translate the customer's requirements into finished software or a system.

Design is the place where quality is fostered in development. Software design is a process through which requirements are translated into a representation of software. Software design is conducted in two steps. Preliminary design is concerned with the transformation of requirements into data.

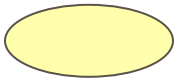
UML Diagrams:

Actor:

A coherent set of roles that users of use cases play when interacting with the use `cases.

Use case:

A description of sequence of actions, including variants, that a system performs that yields an observable result of value of an actor.



UML stands for Unified Modeling Language. UML is a language for specifying, visualizing and documenting the system. This is the step while developing any product after analysis. The goal from this is to produce a model of the entities involved in the project which later need to be built. The representation of the entities that are to be used in the product being developed need to be designed.

USECASE DIAGRAMS:

Use case diagrams model behavior within a system and helps the developers understand of what the user require. The stick man represents what's called an actor.

Use case diagram can be useful for getting an overall view of the system and clarifying who can do and more importantly what they can't do.

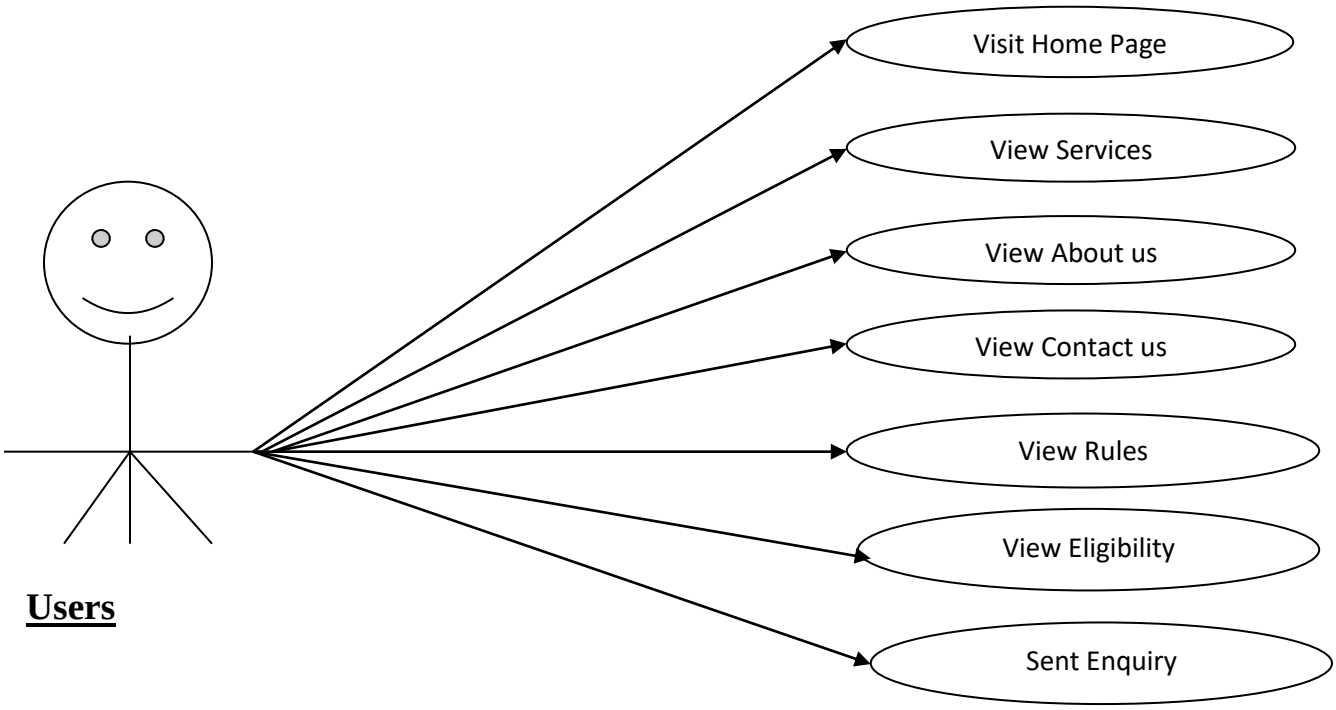
Use case diagram consists of use cases and actors and shows the interaction between the use case and actors.

- The purpose is to show the interactions between the use case and actor.
- To represent the system requirements from user's perspective.
- An actor could be the end-user of the system or an external system.

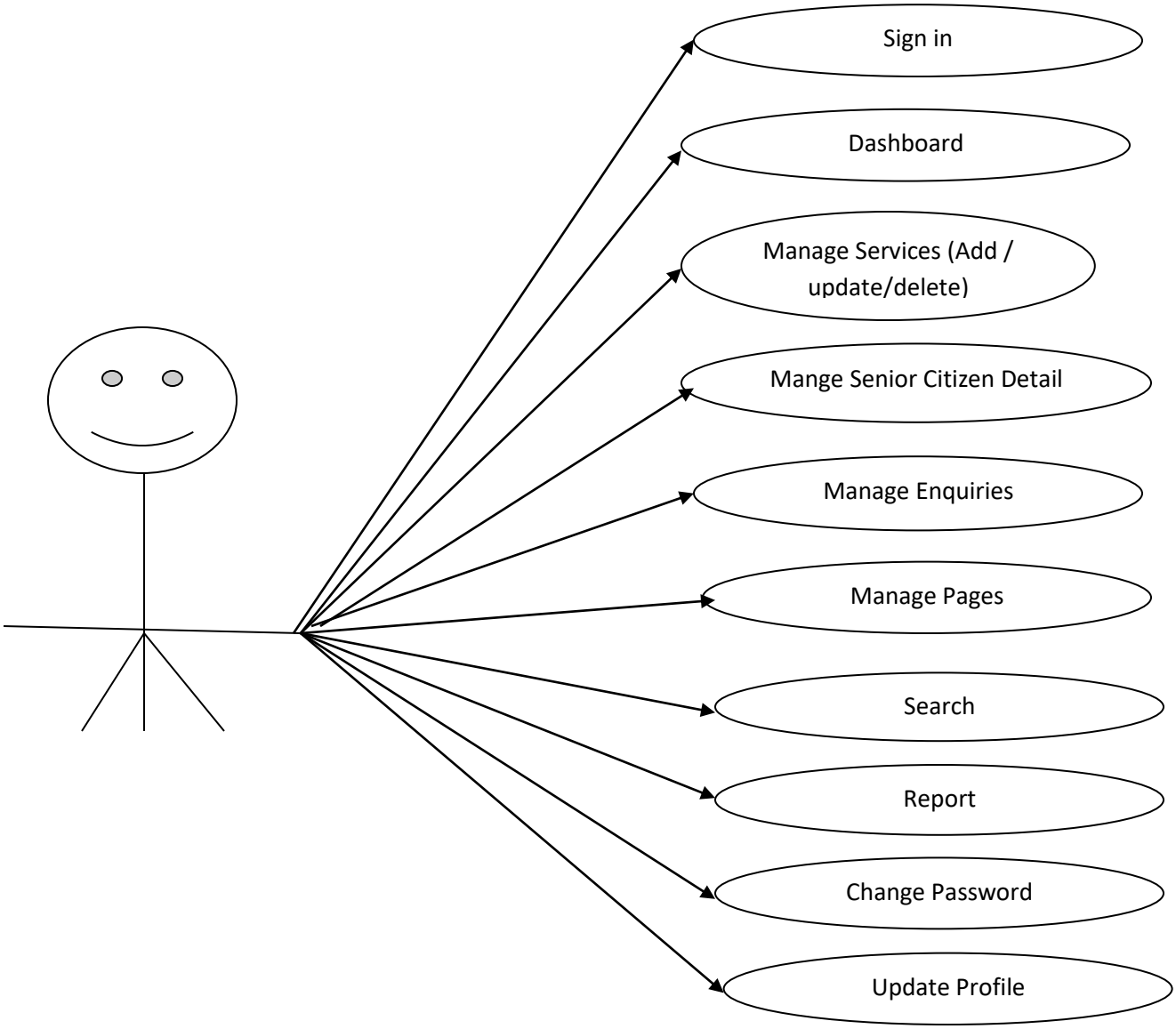
USECASE DIAGRAM:

A Use case is a description of set of sequence of actions. Graphically it is rendered as an ellipse with solid line including only its name. Use case diagram is a behavioral diagram that shows a set of use cases and actors and their relationship. It is an association between the use cases and actors. An actor represents a real-world object. Primary Actor – Sender, Secondary Actor Receiver.

User Use Case Diagram

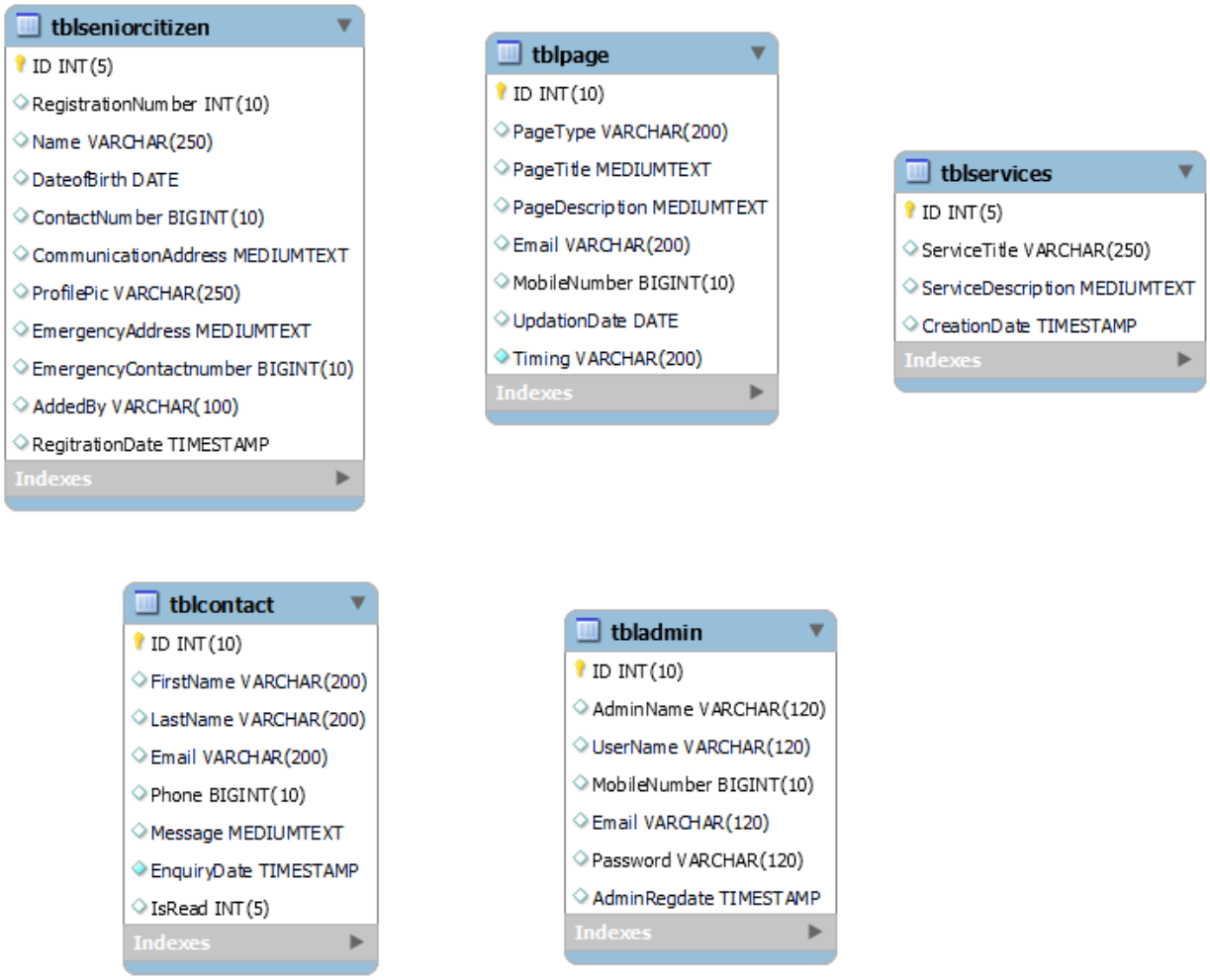


Admin use case diagram



Class Diagram:

A description of set of objects that share the same attributes operations, relationships, and semantics.



ER Diagram:

The Entity-Relationship (ER) model was originally proposed by Peter in 1976 [Chen76] as a way to unify the network and relational database views. Simply stated the ER model is a conceptual data model that views the real world as entities and relationships. A basic component of the model is the Entity-Relationship diagram which is used to visually represent data objects. Since Chen wrote his paper the model has been extended and today it is commonly used for database design for the database designer, the utility of the ER model is:

- It maps well to the relational model. The constructs used in the ER model can easily be transformed into relational tables.
- It is simple and easy to understand with a minimum of training. Therefore, the model can be used by the database designer to communicate the design to the end user.
- In addition, the model can be used as a design plan by the database developer to implement a data model in specific database management software.

ER Notation

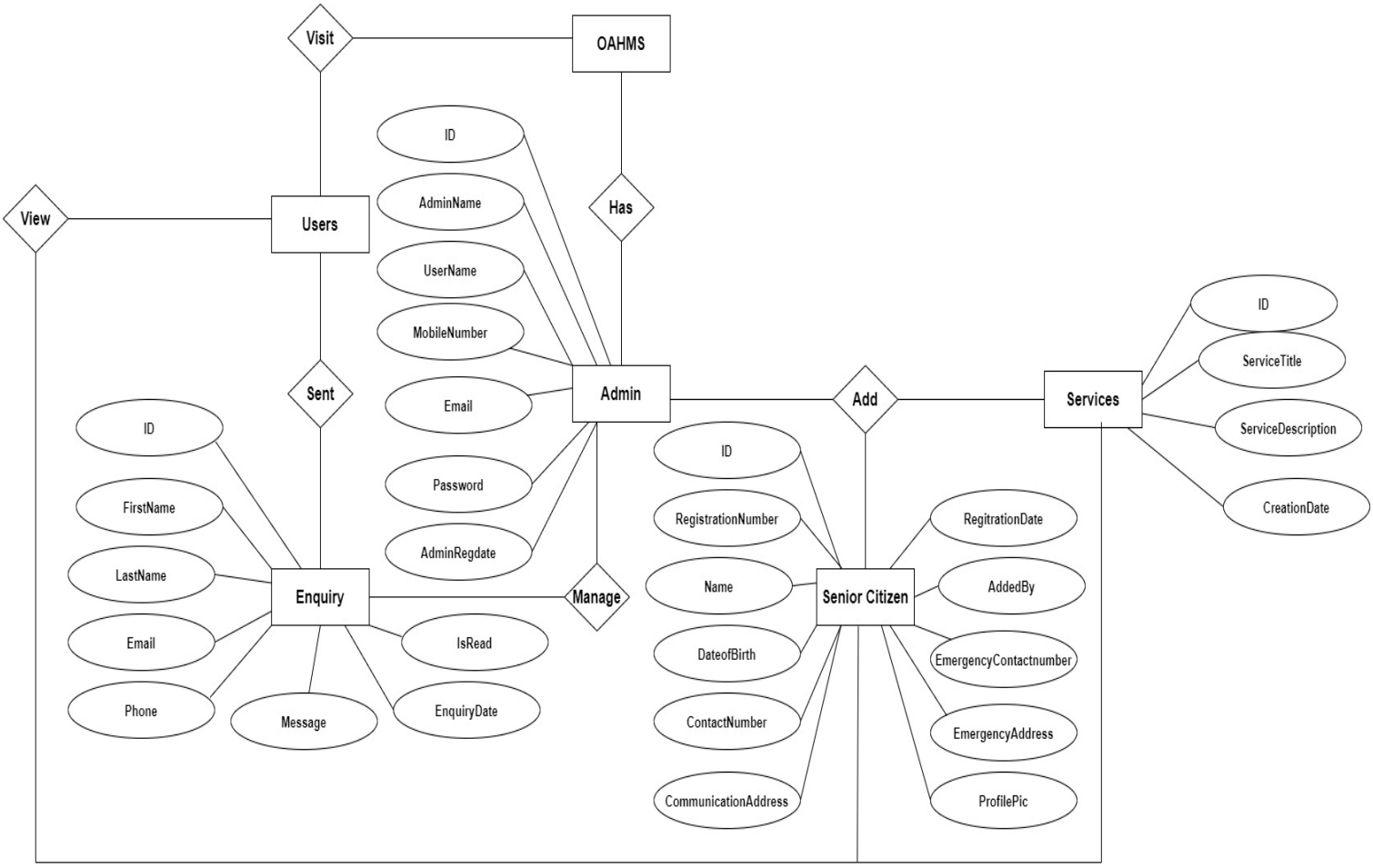
There is no standard for representing data objects in ER diagrams. Each modeling methodology uses its own notation. The original notation used by Chen is widely used in academics texts and journals but rarely seen in either CASE tools or publications by non-academics. Today, there are a number of notations used; among the more common are Bachman, crow's foot, and IDEFIX.

All notational styles represent entities as rectangular boxes and relationships as lines connecting boxes. Each style uses a special set of symbols to represent the

cardinality of a connection. The notation used in this document is from Martin. The symbols used for the basic ER constructs are:

- **Entities** are represented by labeled rectangles. The label is the name of the entity. Entity names should be singular nouns.
- **Relationships** are represented by a solid line connecting two entities. The name of the relationship is written above the line. Relationship names should be verbs
- **Attributes**, when included, are listed inside the entity rectangle. Attributes which are identifiers are underlined. Attribute names should be singular nouns.
- **Cardinality** of many is represented by a line ending in a crow's foot. If the crow's foot is omitted, the cardinality is one.

Existence is represented by placing a circle or a perpendicular bar on the line. Mandatory existence is shown by the bar (looks like a 1) next to the entity for an instance is required. Optional existence is shown by placing a circle next to the entity that is optional.



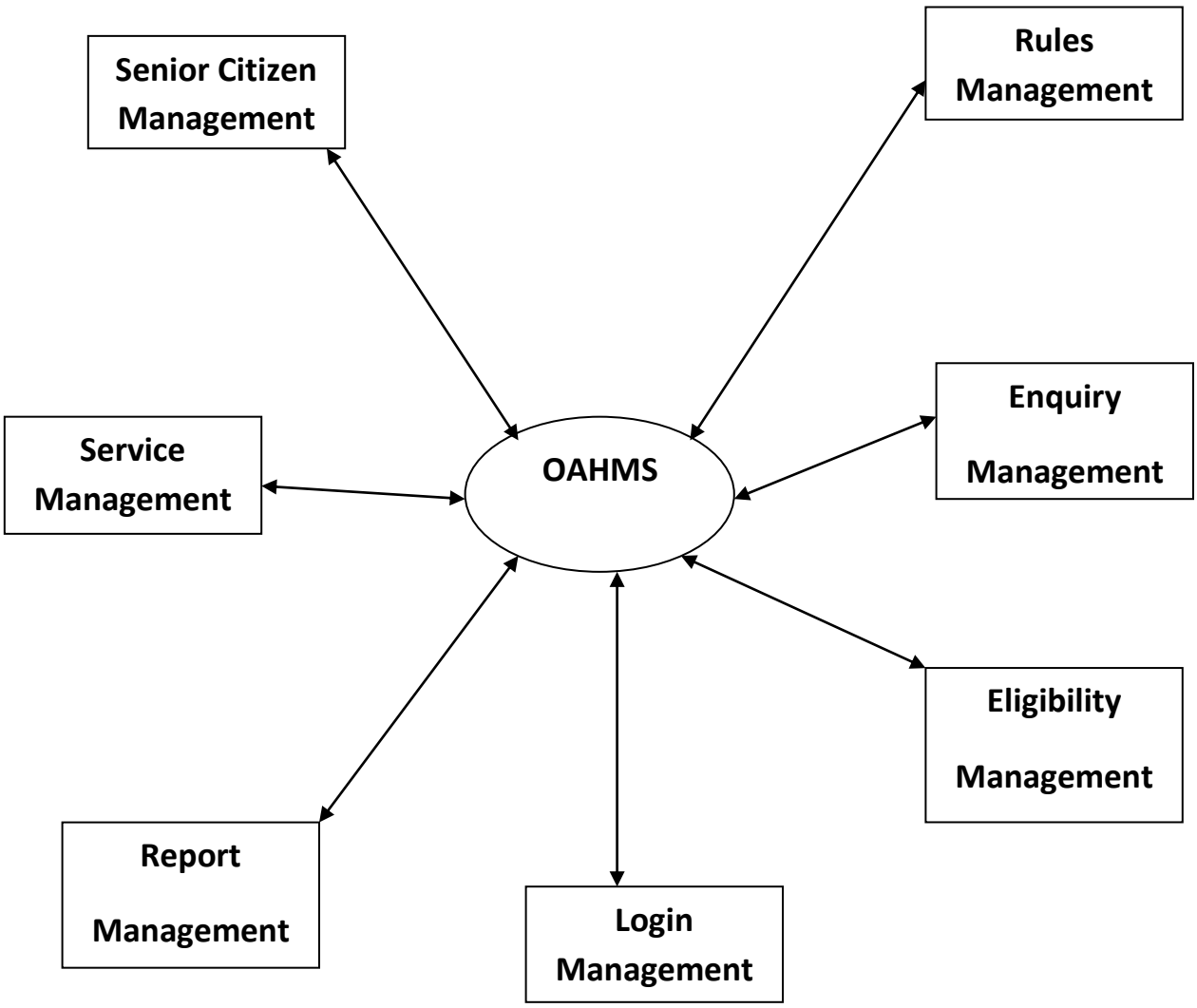
Data Flow diagram

DFD graphically representing the functions, or processes, which capture, manipulate, store, and distribute data between a system and its environment and

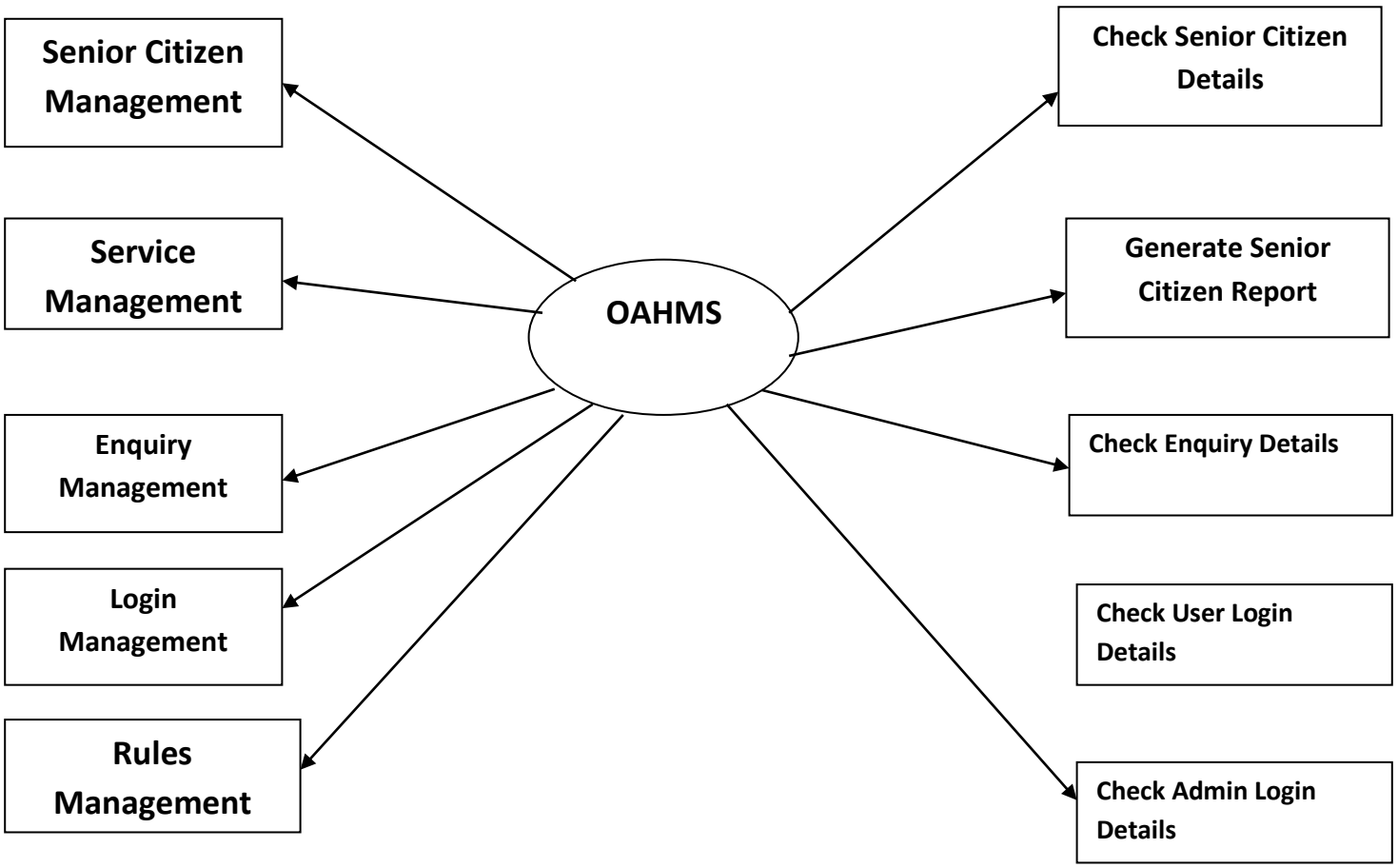
between components of a system. The visual representation makes it a good communication tool between User and System designer. Structure of DFD allows starting from a broad overview and expand it to a hierarchy of detailed diagrams. DFD has often been used due to the following reasons:

- Logical information flow of the system
- Determination of physical system construction requirements
- Simplicity of notation
- Establishment of manual and automated systems requirements

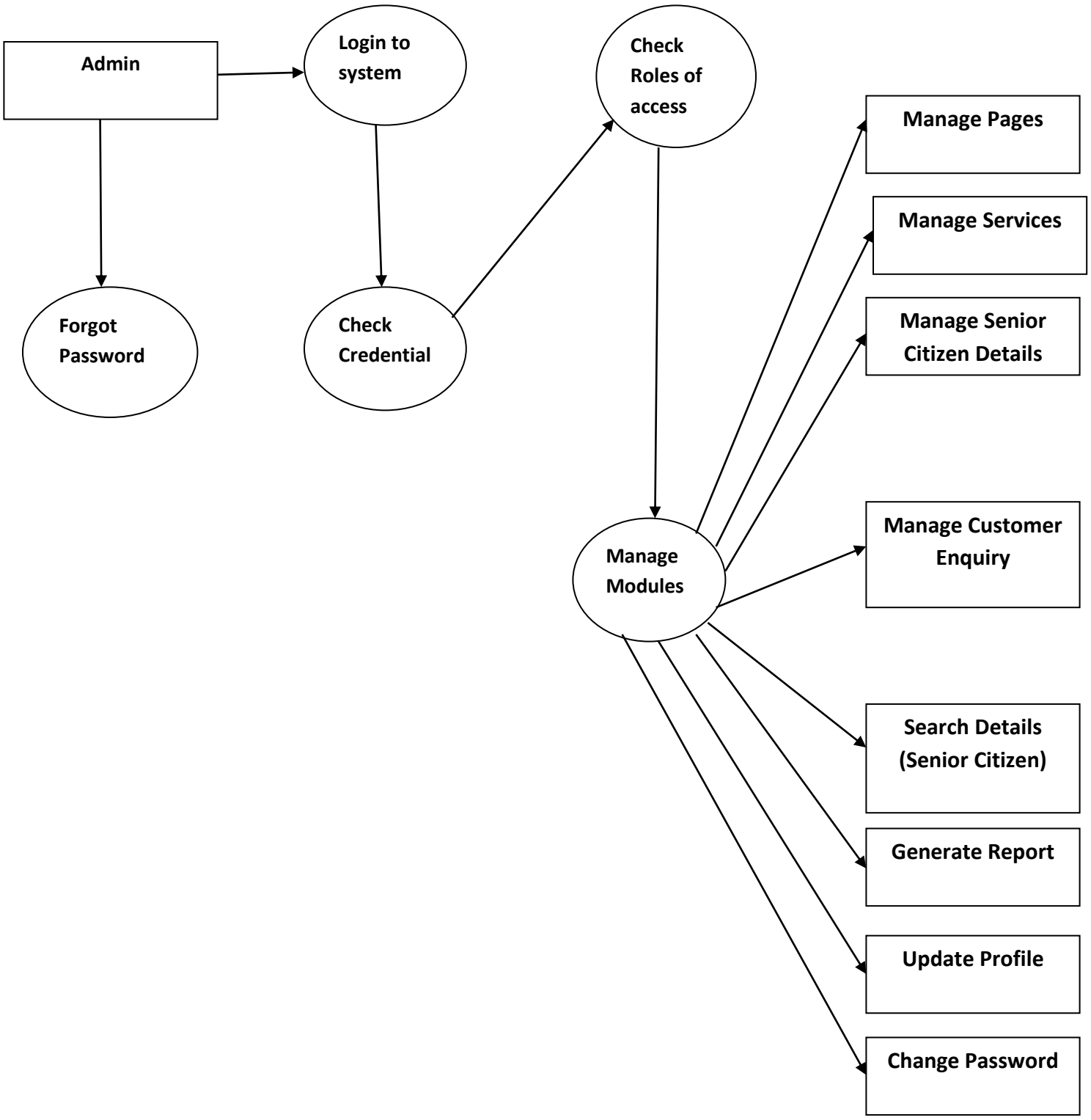
Zero Level DFD



First Level DFD



Second Level DFD



Database Design

The data in the system has to be stored and retrieved from database. Designing the database is part of system design. Data elements and data structures to be stored have been identified at analysis stage. They are structured and put together to design the data storage and retrieval system.

A database is a collection of interrelated data stored with minimum redundancy to serve many users quickly and efficiently. The general objective is to make database access easy, quick, inexpensive and flexible for the user. Relationships are established between the data items and unnecessary data items are removed. Normalization is done to get an internal consistency of data and to have minimum redundancy and maximum stability. This ensures minimizing data storage required, minimizing chances of data inconsistencies and optimizing for updates. The MySQL database has been chosen for developing the relevant databases.

Old Age Home Management System (oahmsdb) contains 5 MySQL tables :

- tbladmin
- tblcontact
- tblpage
- tblseniorcitizen
- tblservices

tbladmin: This tables stores admin login details.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	AdminName	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
3	UserName	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
4	MobileNumber	bigint(10)			Yes	*NULL*		
5	Email	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
6	Password	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
7	AdminRegdate	timestamp			Yes	current_timestamp()		

tblcontact : This table stores user enquiry details.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	FirstName	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
3	LastName	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
4	Email	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
5	Phone	bigint(10)			Yes	*NULL*		
6	Message	mediumtext	utf8mb4_general_ci		Yes	*NULL*		
7	EnquiryDate	timestamp			No	current_timestamp()		
8	IsRead	int(5)			Yes	*NULL*		

tblpackages: This stores package details.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(5)			No	*None*		AUTO_INCREMENT
2	PackageName	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
3	PackageDec	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
4	PackageDuration	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
5	PackagePrice	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
6	PackageDate	timestamp			Yes	CURRENT_TIMESTAMP		

tblpage: This table stores page information.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	PageType	varchar(200)	latin1_swedish_ci		Yes	*NULL*		
3	PageTitle	mediumtext	latin1_swedish_ci		Yes	*NULL*		
4	PageDescription	mediumtext	latin1_swedish_ci		Yes	*NULL*		
5	Email	varchar(200)	latin1_swedish_ci		Yes	*NULL*		
6	MobileNumber	bigint(10)			Yes	*NULL*		
7	UpdationDate	date			Yes	*NULL*		
8	Timing	varchar(200)	latin1_swedish_ci		No	*None*		

tblseniorcitizen: This table store detail of old people who lives in old age home.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(5)			No	*None*		AUTO_INCREMENT
2	RegistrationNumber	int(10)			Yes	*NULL*		
3	Name	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
4	DateofBirth	date			Yes	*NULL*		
5	ContactNumber	bigint(10)			Yes	*NULL*		
6	CommunicationAddress	mediumtext	latin1_swedish_ci		Yes	*NULL*		
7	ProfilePic	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
8	EmergencyAddress	mediumtext	latin1_swedish_ci		Yes	*NULL*		
9	EmergencyContactnumber	bigint(10)			Yes	*NULL*		
10	AddedBy	varchar(100)	latin1_swedish_ci		Yes	*NULL*		
11	RegitrationDate	timestamp			Yes	current_timestamp()		

tblservices: This table store details of services which is provided by old age home.

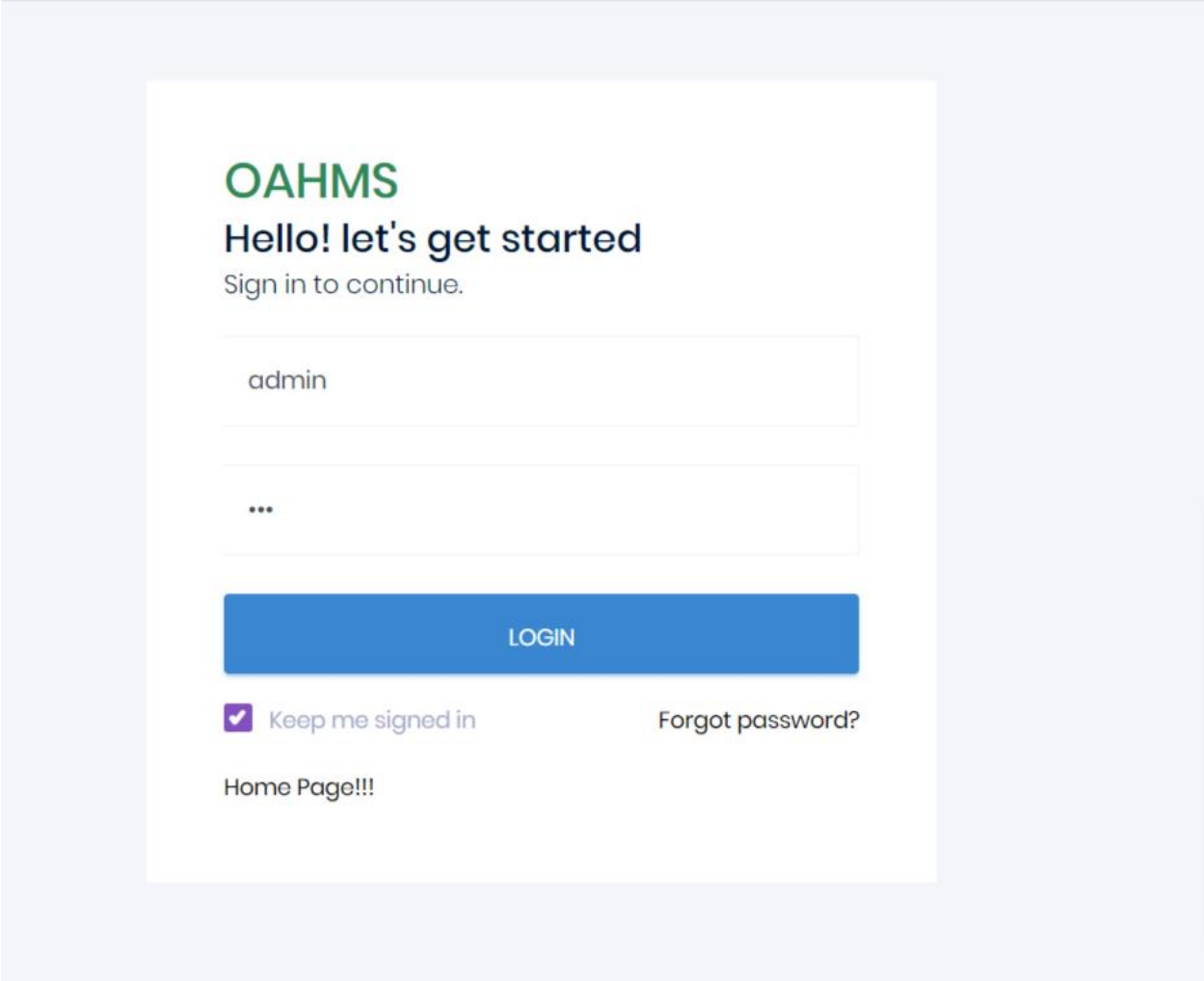
#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(5)			No	*None*		AUTO_INCREMENT
2	ServiceTitle	varchar(250)	latin1_swedish_ci		Yes	*NULL*		
3	ServiceDescription	mediumtext	latin1_swedish_ci		Yes	*NULL*		
4	CreationDate	timestamp			Yes	current_timestamp()		

Design Implementation and Results

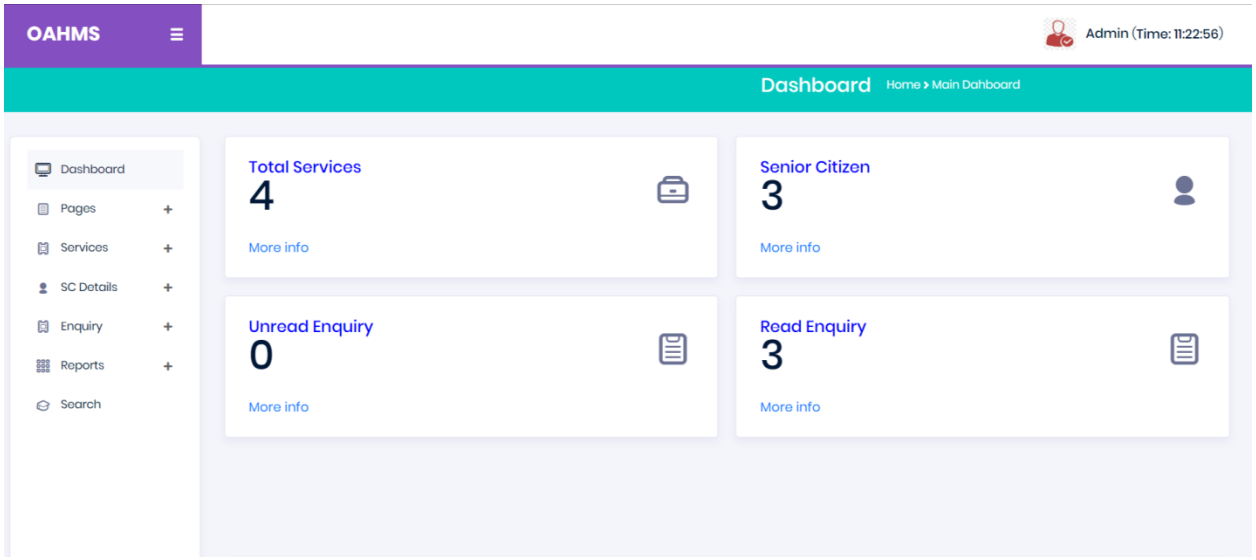
Design implementation refers to the real live running of the designed program. This section consists of the program modules, showing what they do, and how the system can be deployed.

Admin Module

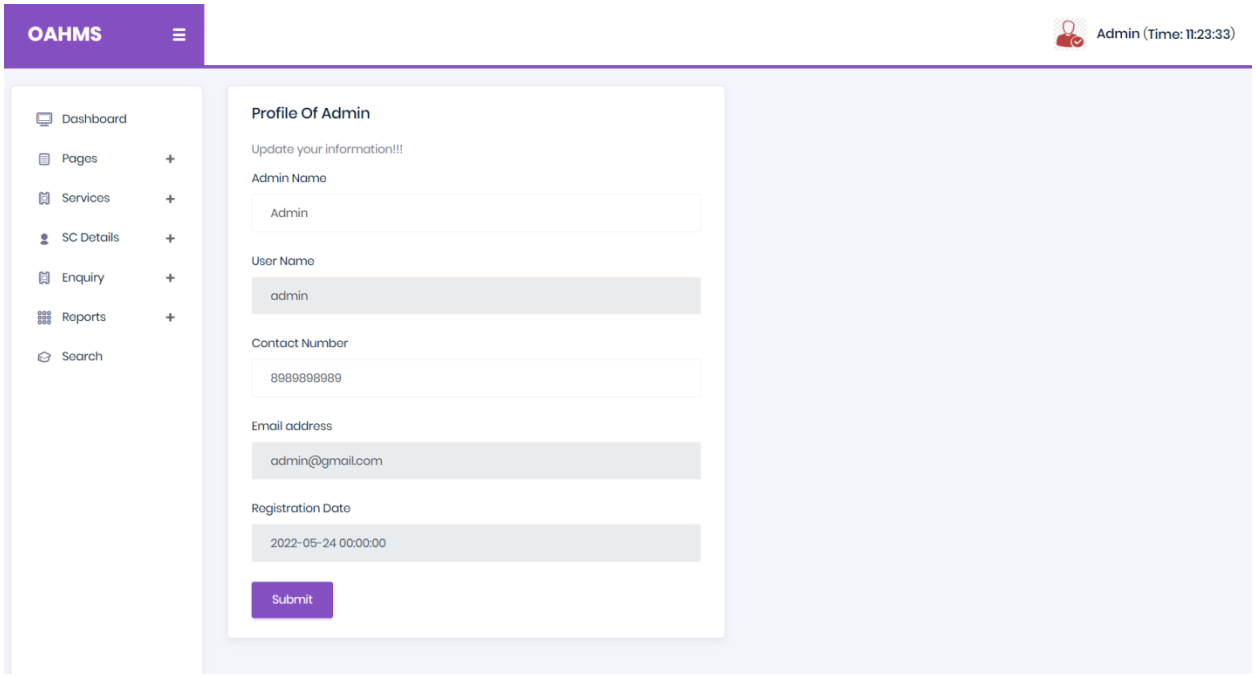
Admin Login



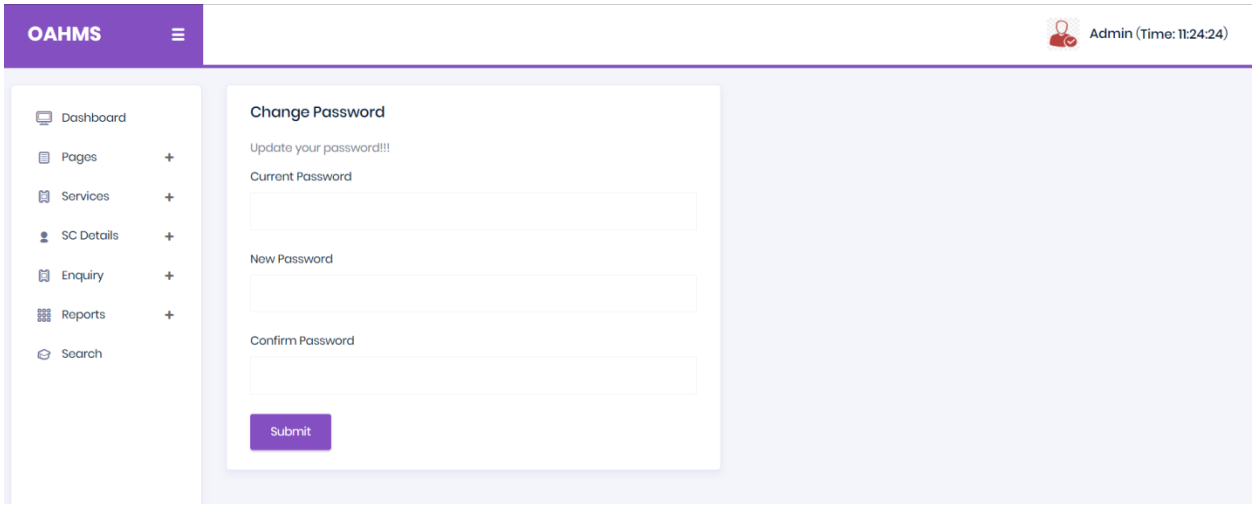
Dashboard



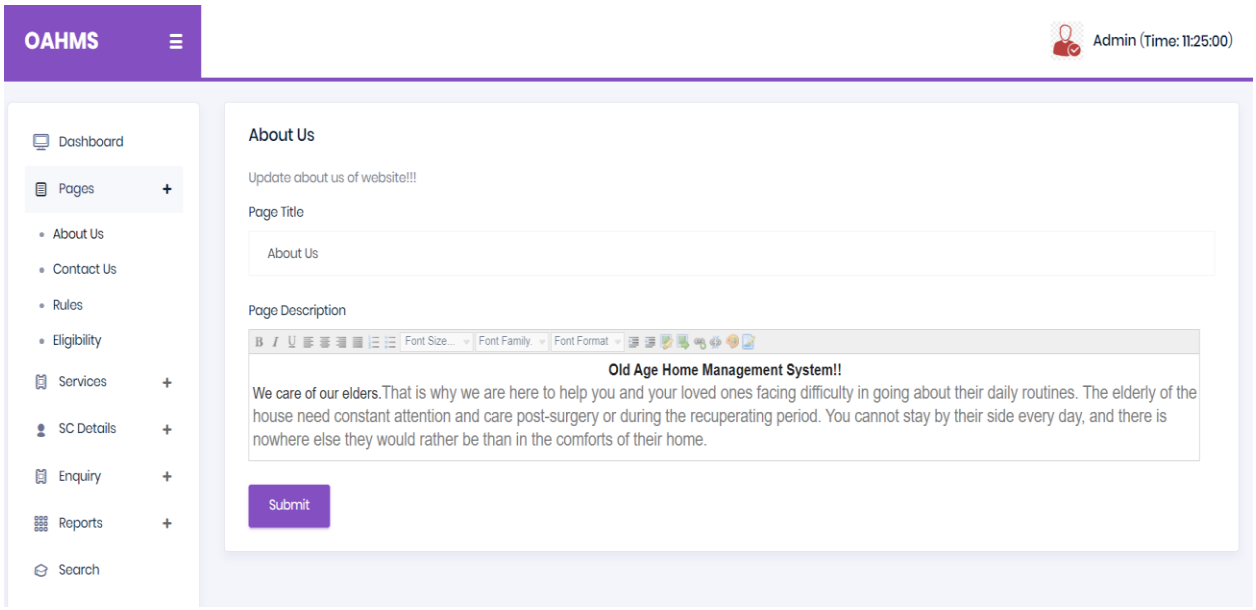
Profile



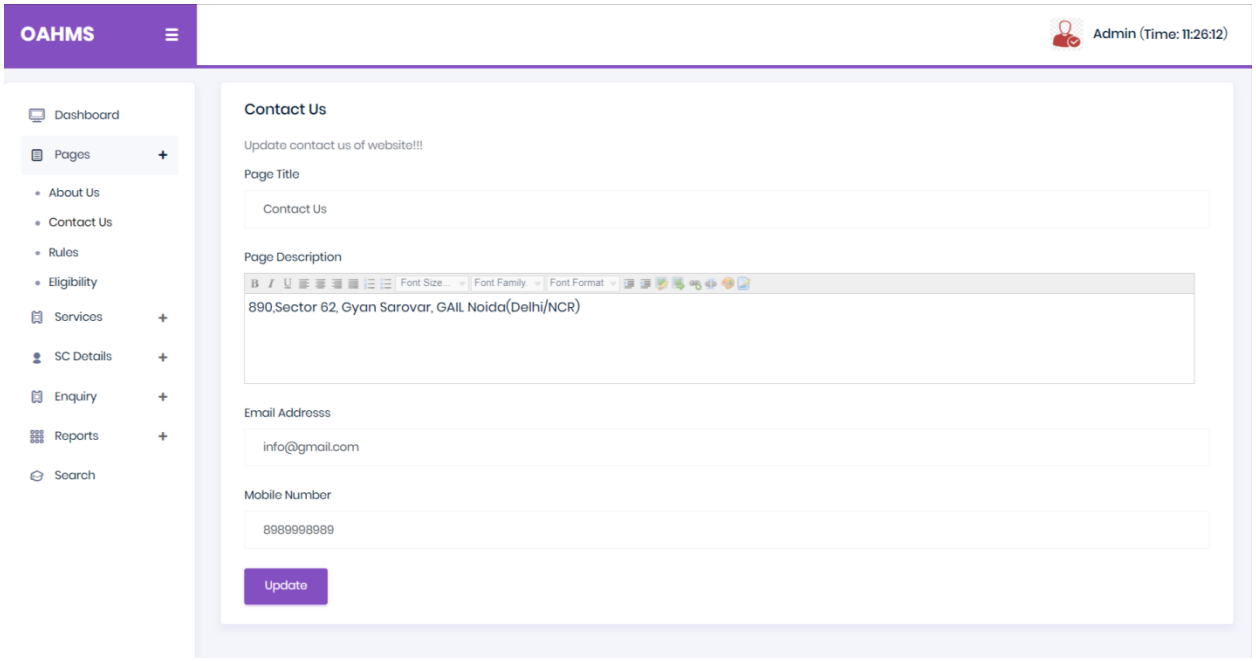
Change Password



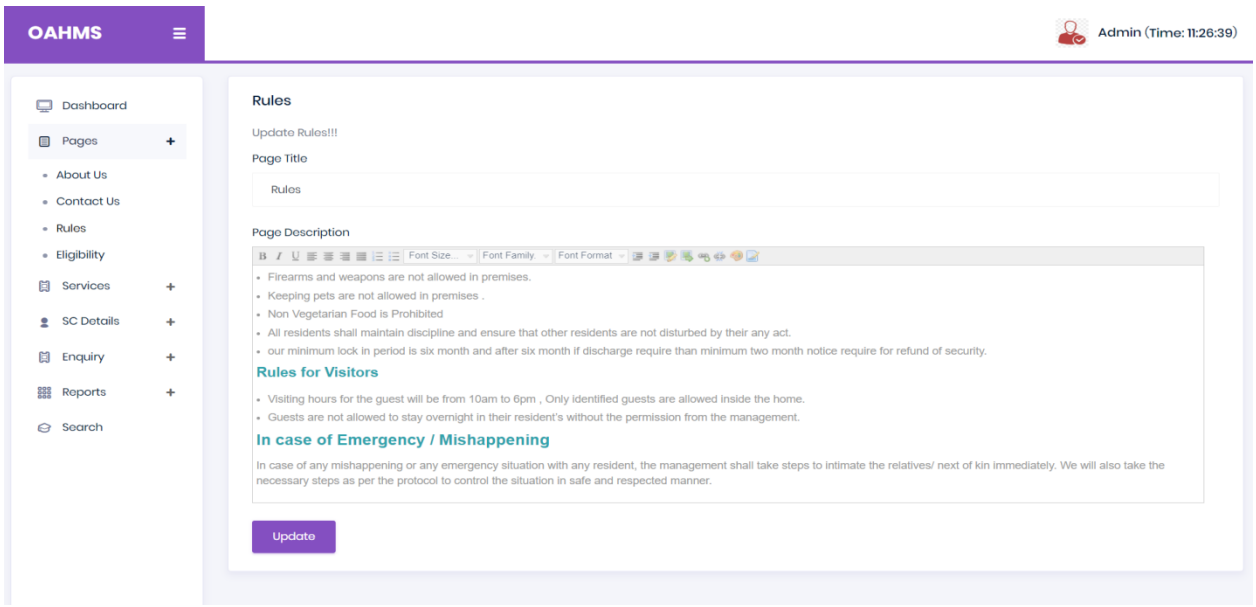
About Us Page



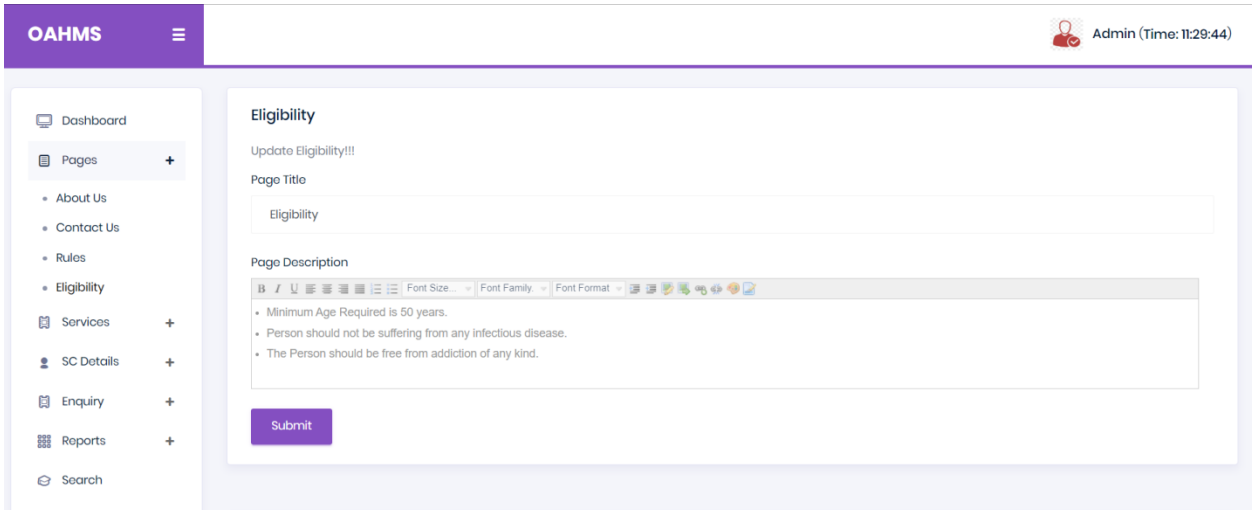
Contact Us Page



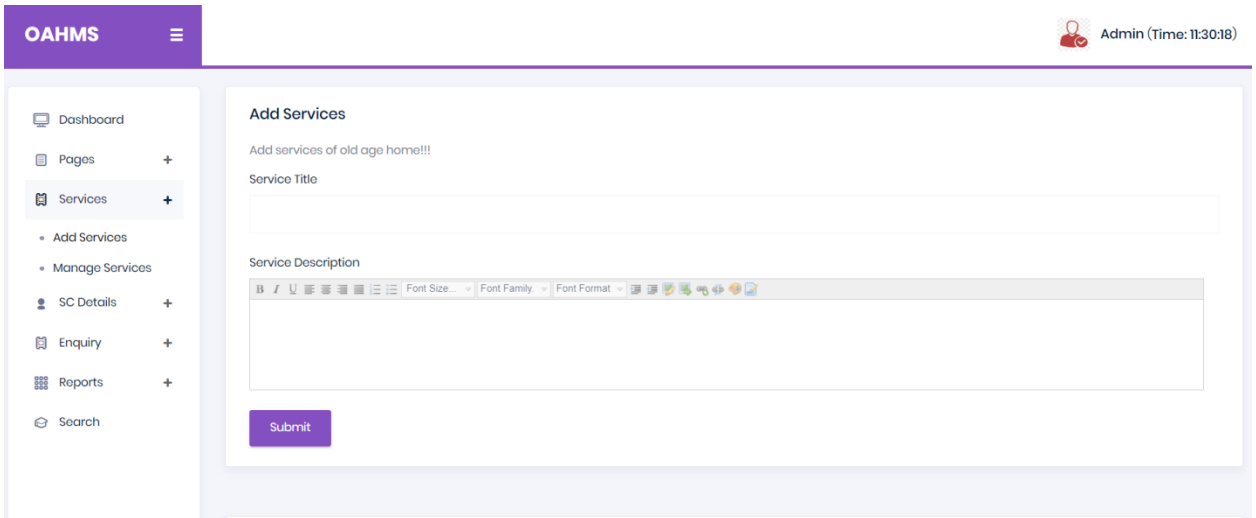
Rules



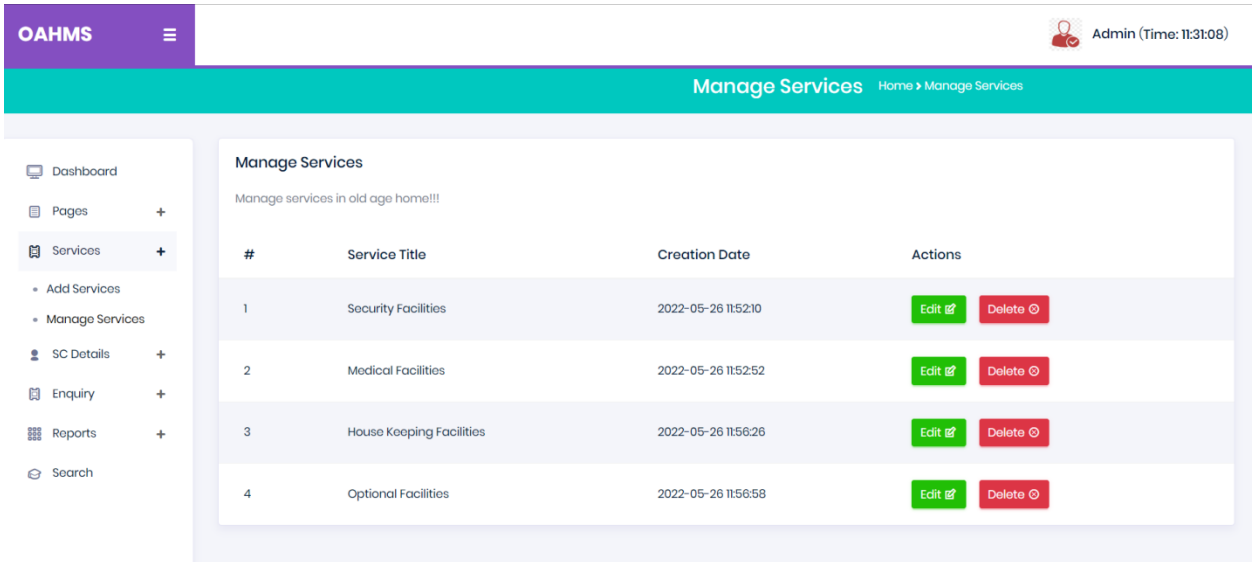
Eligibility



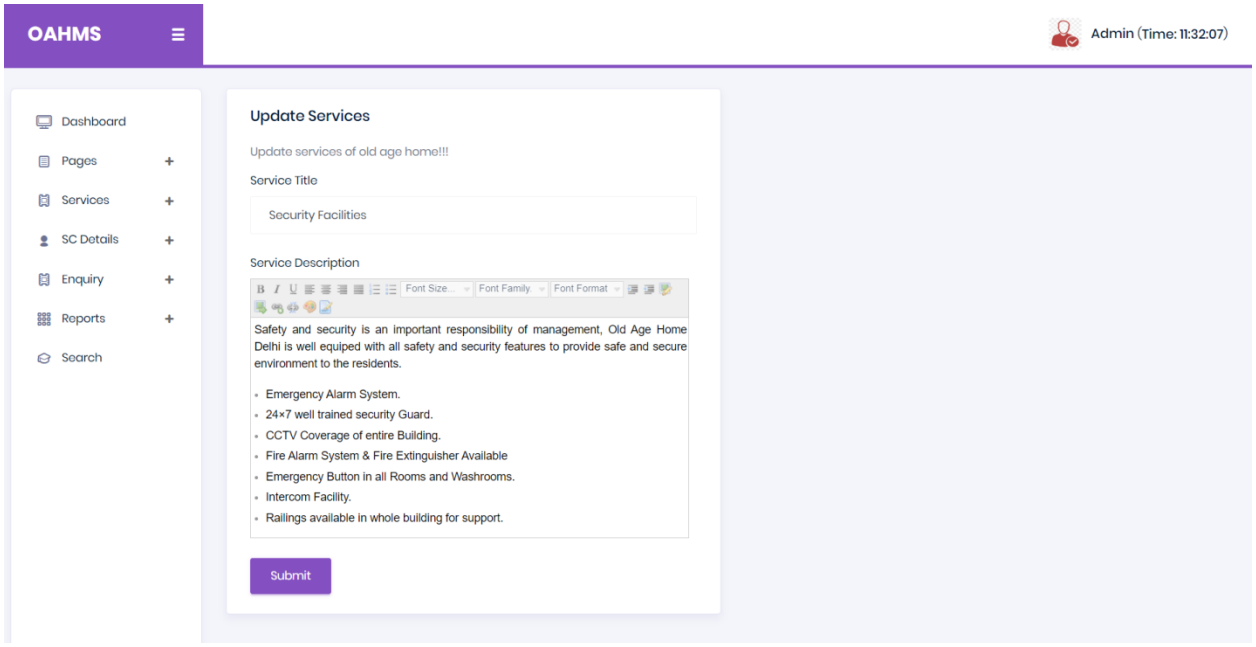
Add Services



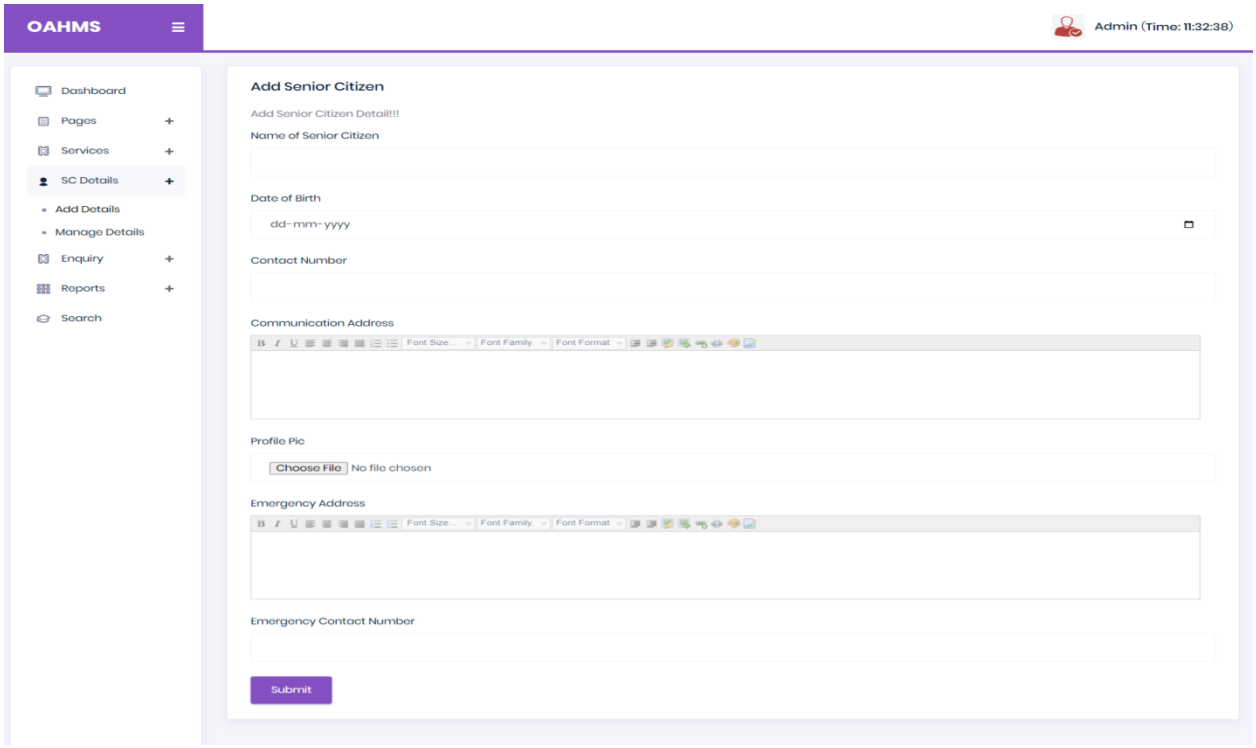
Manage Services



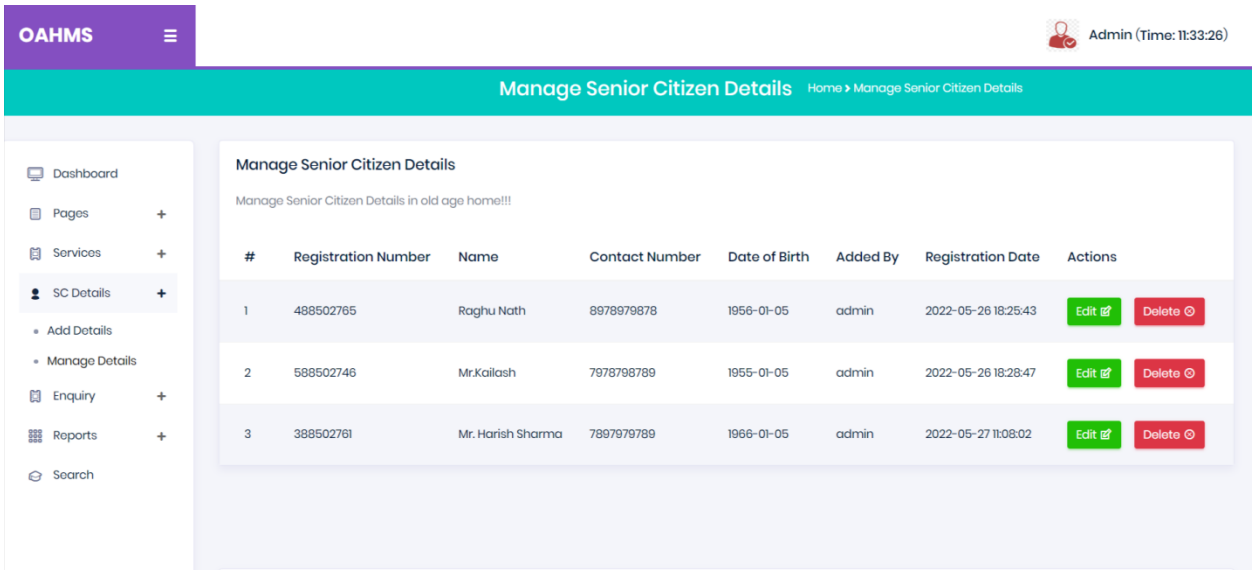
Update Services



Add Senior Citizen Details



Manage Senior Citizen Details



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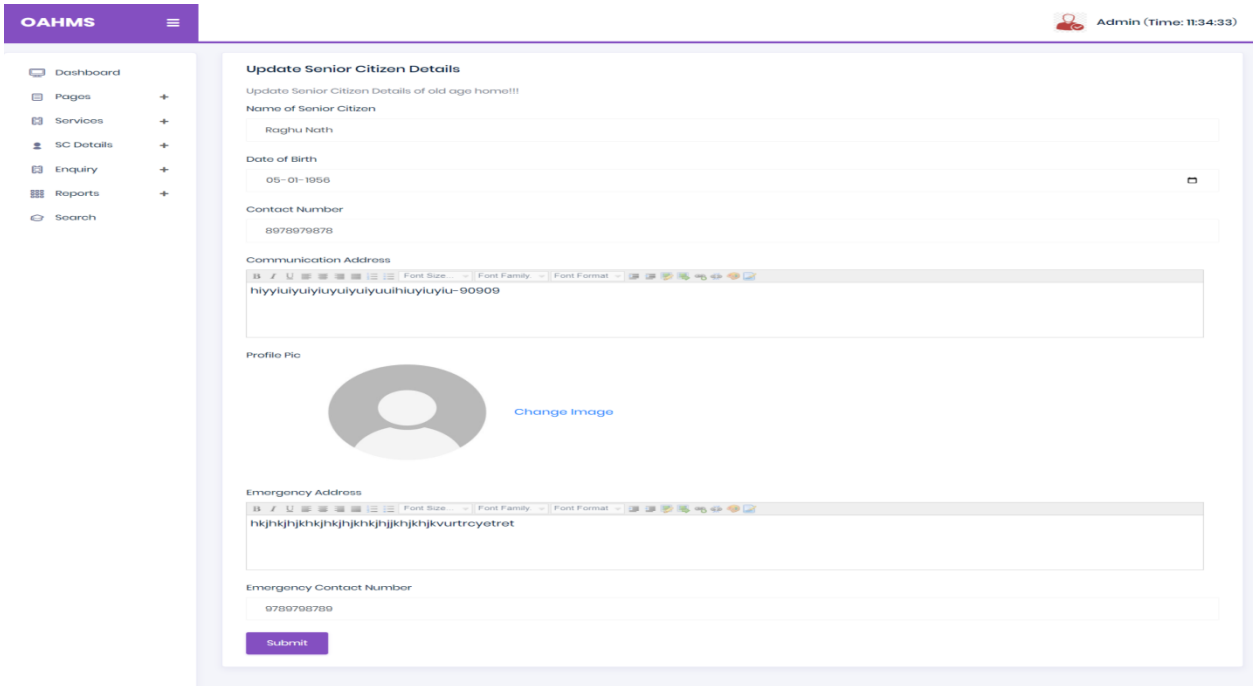
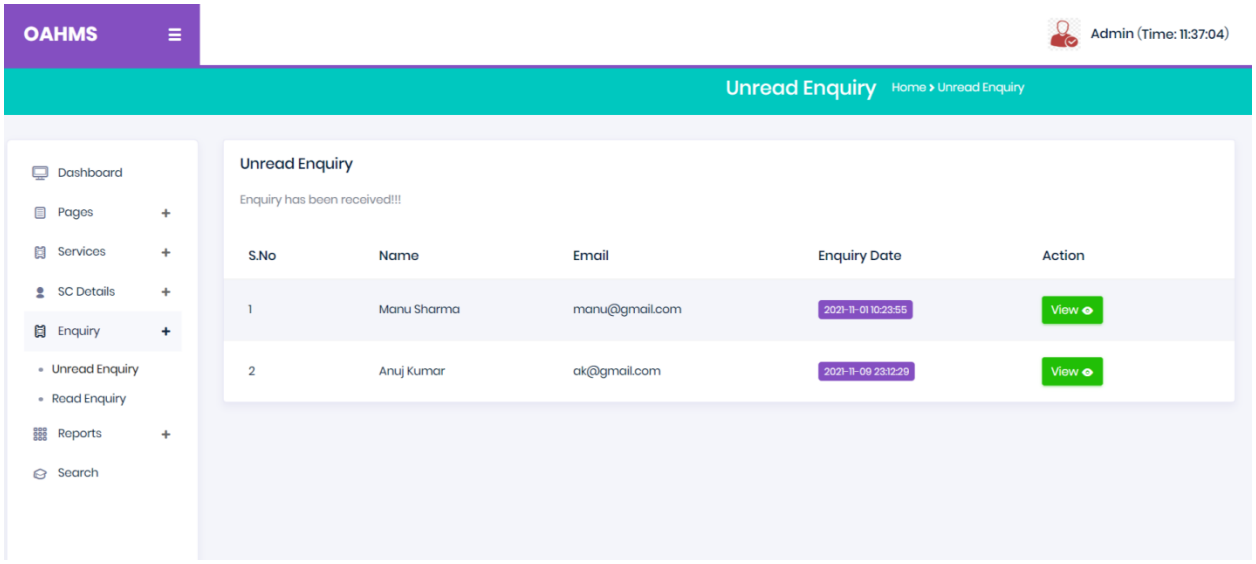
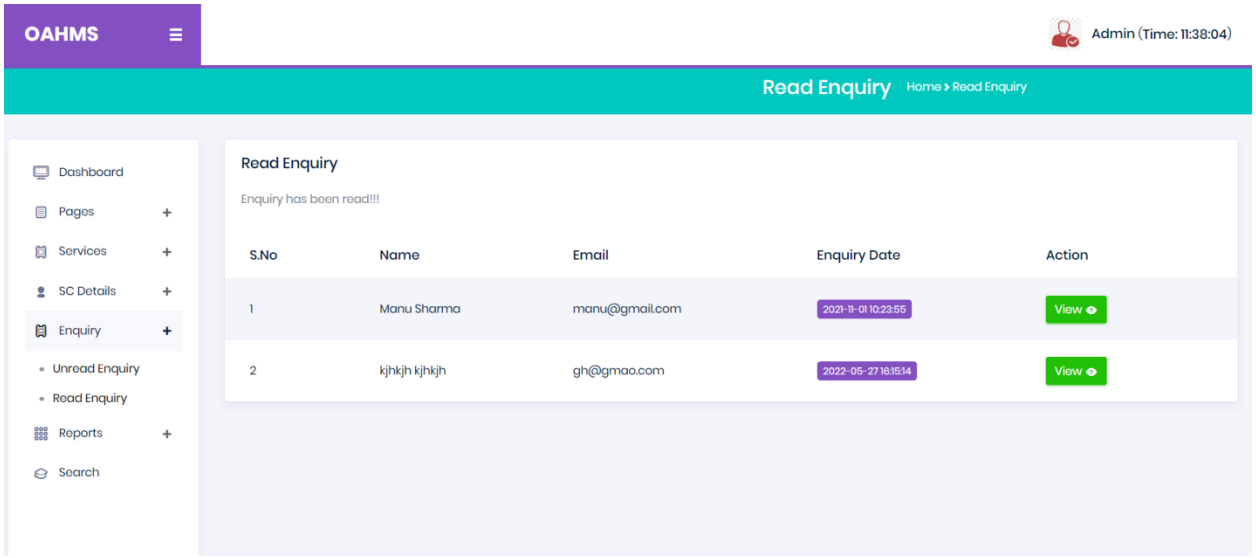


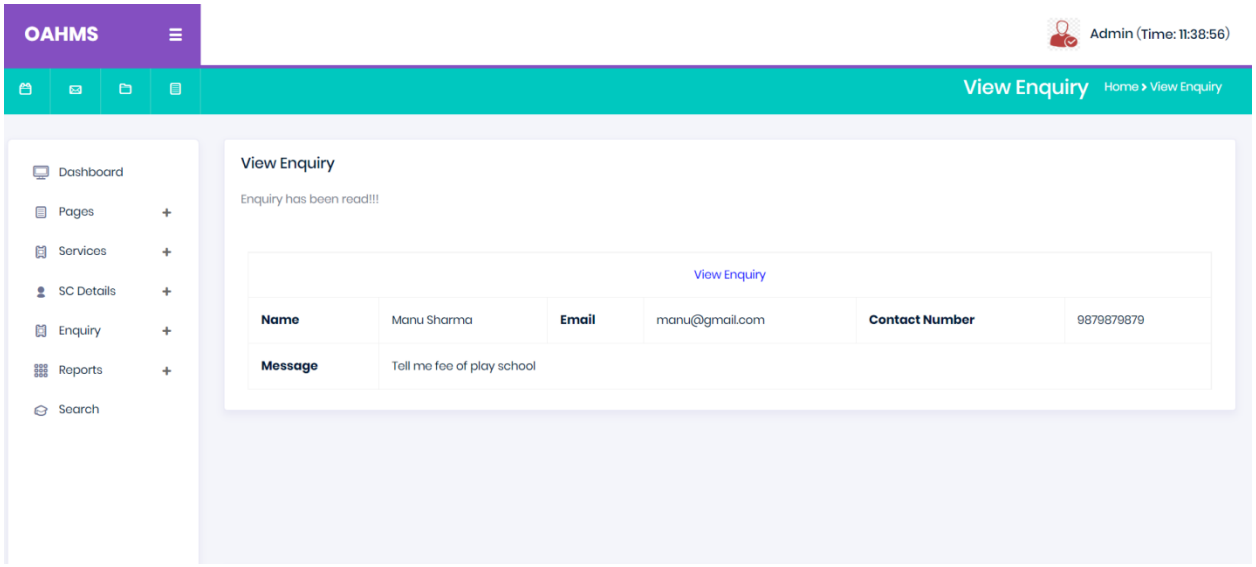
Unread Enquiry



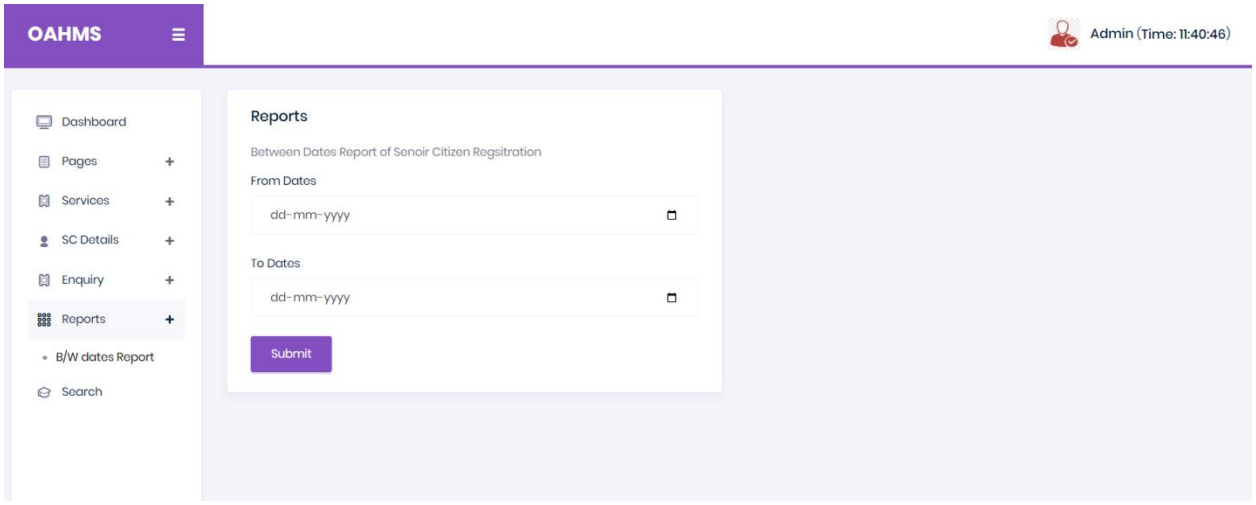
Read Enquires



View Enquiry

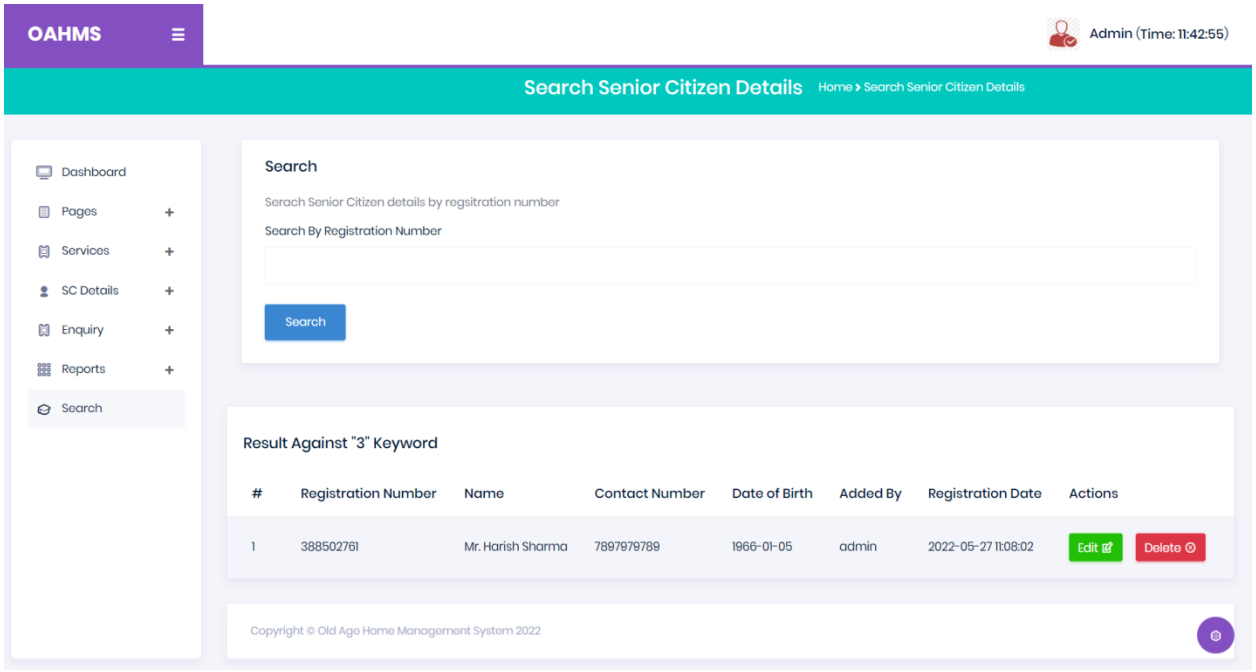


Between Dates Report

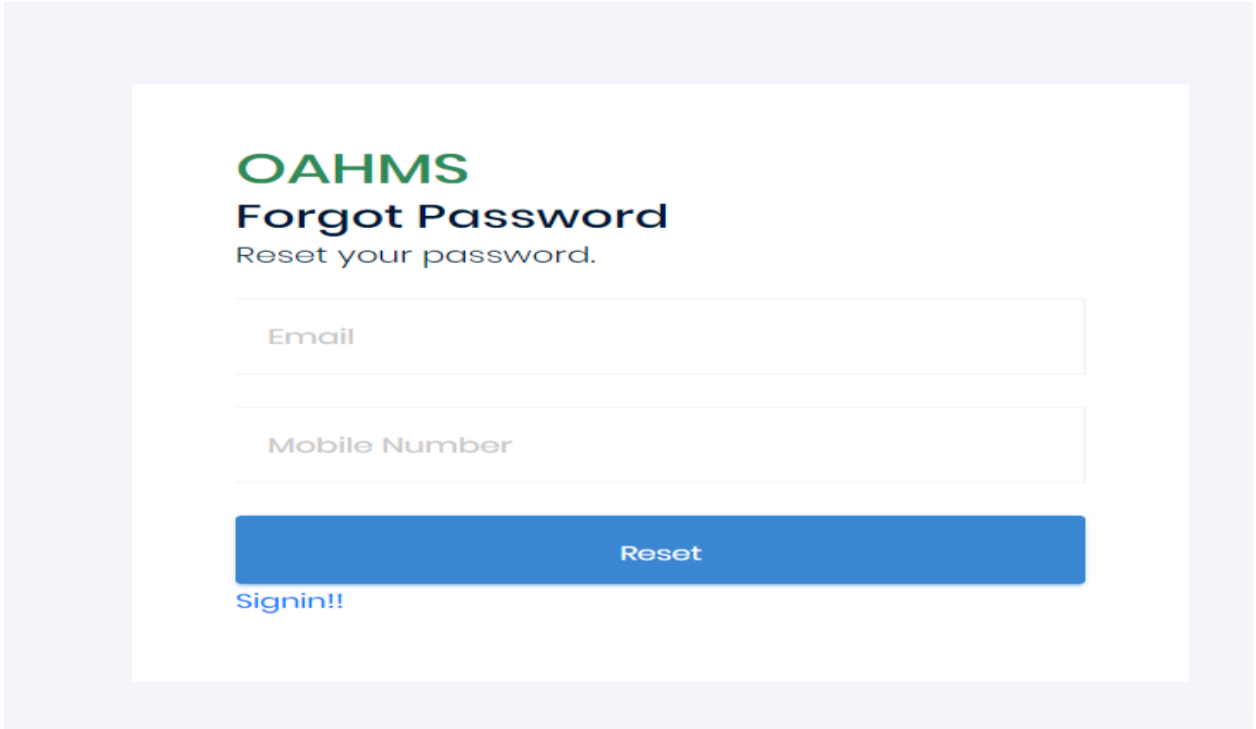


Between Dates Report Details

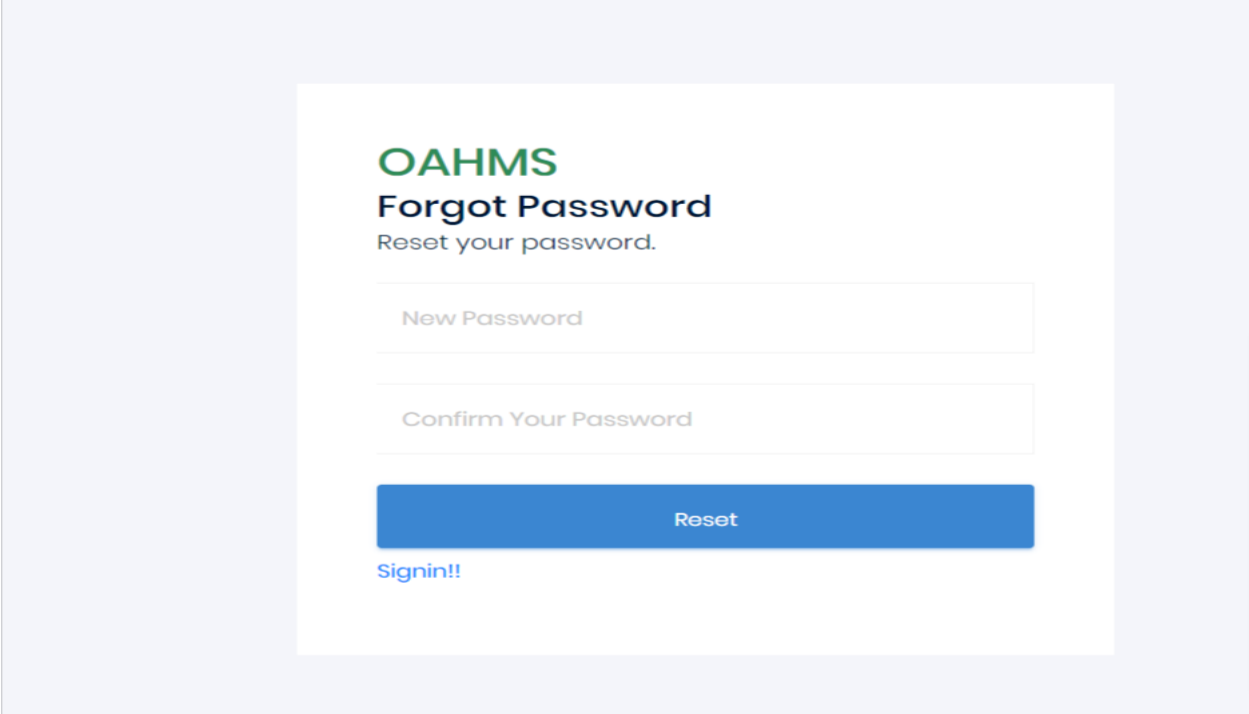
Search



Forgot Password



Reset Password



User Module

Home Page

About Us


Old Age Home Management System
ADMIN
CONTACT
ELIGIBILITY
RULES
SEARCH
HOME
ABOUT
SERVICES
ELIGIBILITY
RULES
SEARCH
CONTACT
ABOUT US
Old Age Home Management System!!
We care of our elders.That is why we are here to help you and your loved ones facing difficulty in going about their daily routines. The elderly of the house need constant attention and care post-surgery or during the recuperating period. You cannot stay by their side every day, and there is nowhere else they would rather be than in the comforts of their home.
Our Address
890,Sector 62, Gyan Sarovar, GAIL Noida(Delhi/NCR)
info@gmail.com
8989998989
Follow us here
Facebook
Twitter
Linked in

Services

Old Age Home Management System

ADMIN
CONTACT
ELIGIBILITY
RULES
SEARCH

HOME | ABOUT | SERVICES | ELIGIBILITY | RULES | SEARCH | CONTACT

SERVICES

SECURITY FACILITIES

Safety and security is an important responsibility of management, Old Age Home Delhi is well equiped with all safety and security features to provide safe and secure environment to the residents.

- Emergency Alarm System.
- 24×7 well trained security Guard.
- CCTV Coverage of entire Building.
- Fire Alarm System & Fire Extinguisher Available
- Emergency Button in all Rooms and Washrooms.
- Intercom Facility.
- Railings available in whole building for support.

MEDICAL FACILITIES

Depending on the level of care required, our compassionate and caring staff provides around-the-clock personal care, assists with medical needs, health and exercise and also facilitates strong social connections. Our healthcare center is well-stocked with medicines and equipped to administer First Aid for most emergencies. Old Age Home Delhi provides the basic medical needs to the residents.

- 24×7 Ambulance Facility
- Nurses available
- Doctors available
- Emergency care equipment available
- Physiotherapy & Personal Care Assistance
- Wheel Chair Assistance.
- Dietician Consultation.
- Tie up with near by multi speciality hospital.
- House Attendant
- Naturopathy.

HOUSE KEEPING FACILITIES

We have professionally trained, courteous housekeeping staff experienced in elderly care keeping, rather than just housekeeping. They are responsible for maintaining cleanliness of all living units as well as the common areas and to set the highest standard of hygience and sanitation of the facility.

OPTIONAL FACILITIES

Keeping in mind that some senior citizens require Some unique and extra personal care, Old Age Home Delhi offers optional facilities at an extra cost :-

- Personal Attendant.
- Guest Room.
- ISD Calling.
- Daily need Physiotherapy.
- Toiletries Accessories .
- Dr. on Call.

Our Address

890,Sector 62, Gyan Sarovar, GAIL Noida(Delhi/NCR)
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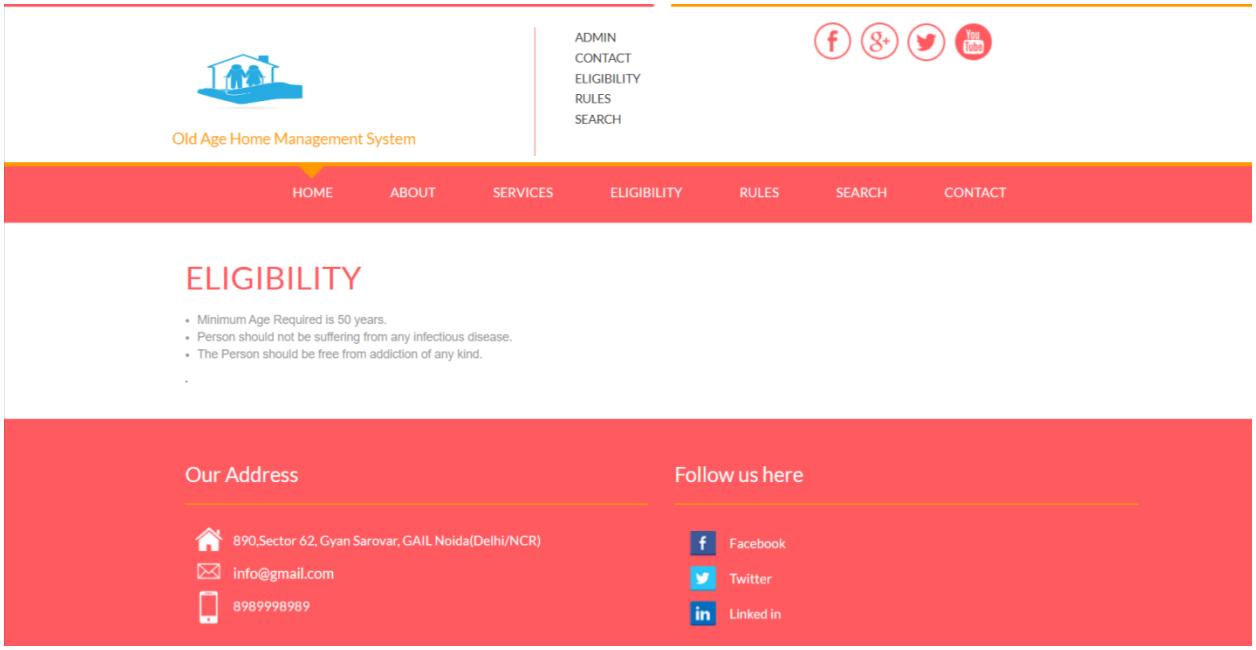
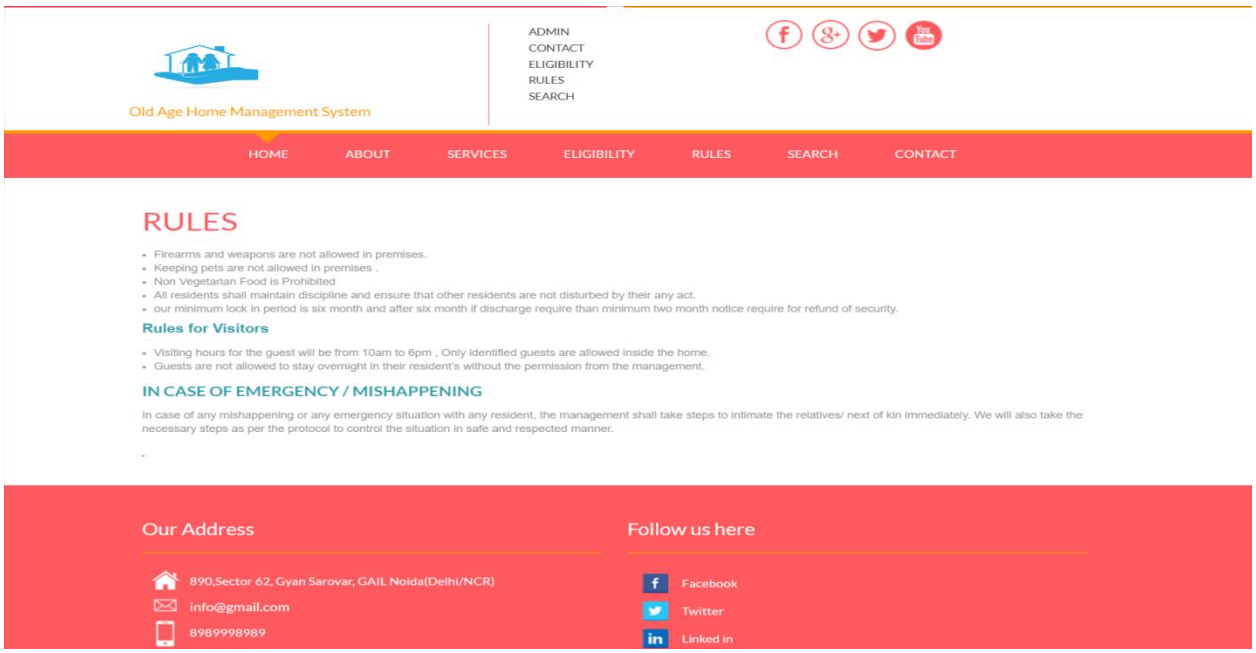
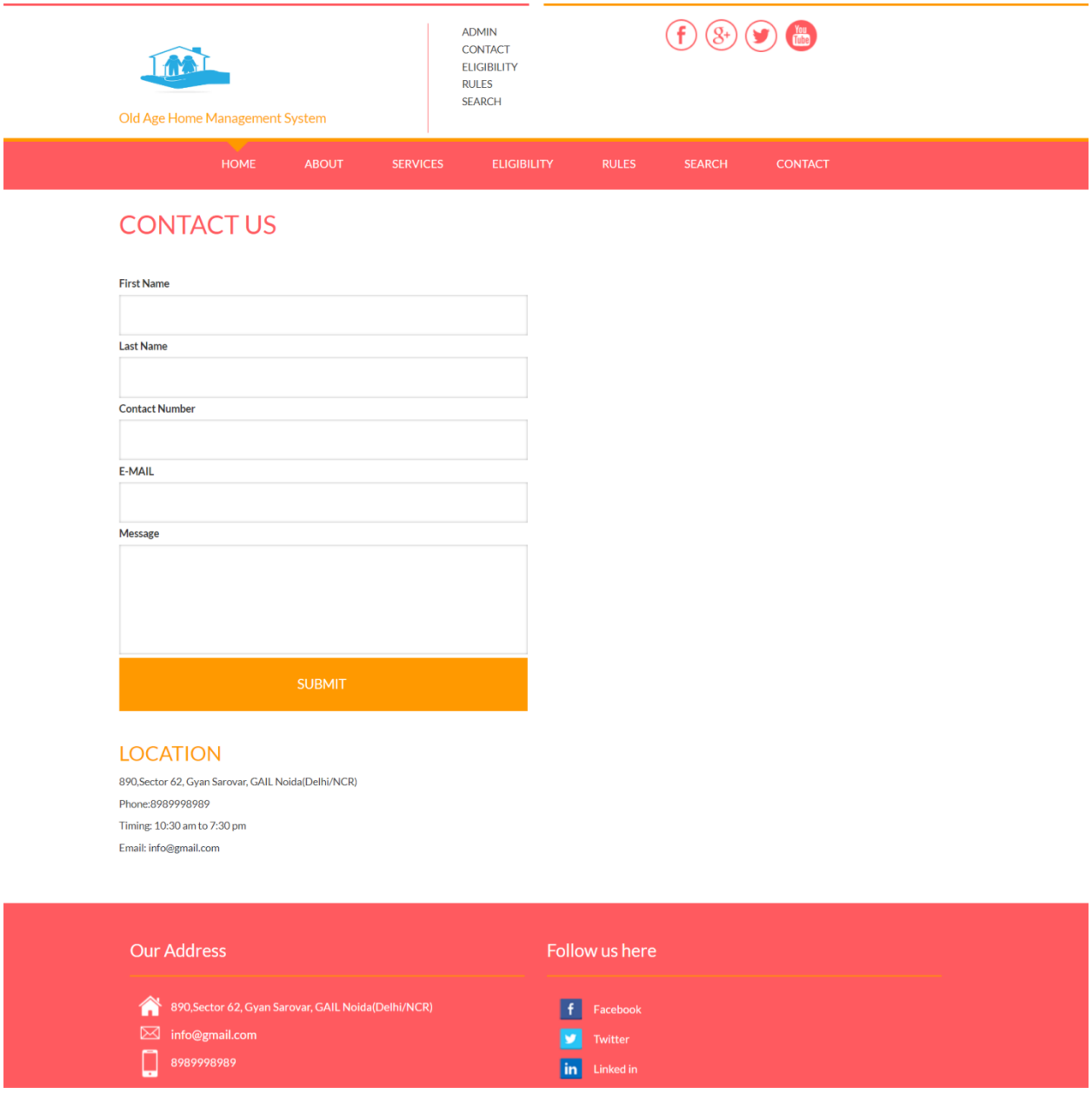
Eligibility



Rules



Contact Us


Old Age Home Management System
ADMIN
CONTACT
ELIGIBILITY
RULES
SEARCH
HOME
ABOUT
SERVICES
ELIGIBILITY
RULES
SEARCH
CONTACT
CONTACT US
First Name
Last Name
Contact Number
E-MAIL
Message
SUBMIT
LOCATION
890,Sector 62, Gyan Sarovar, GAIL Noida(Delhi/NCR)
Phone:8989998989
Timing: 10:30 am to 7:30 pm
Email: info@gmail.com
Our Address
890,Sector 62, Gyan Sarovar, GAIL Noida(Delhi/NCR)
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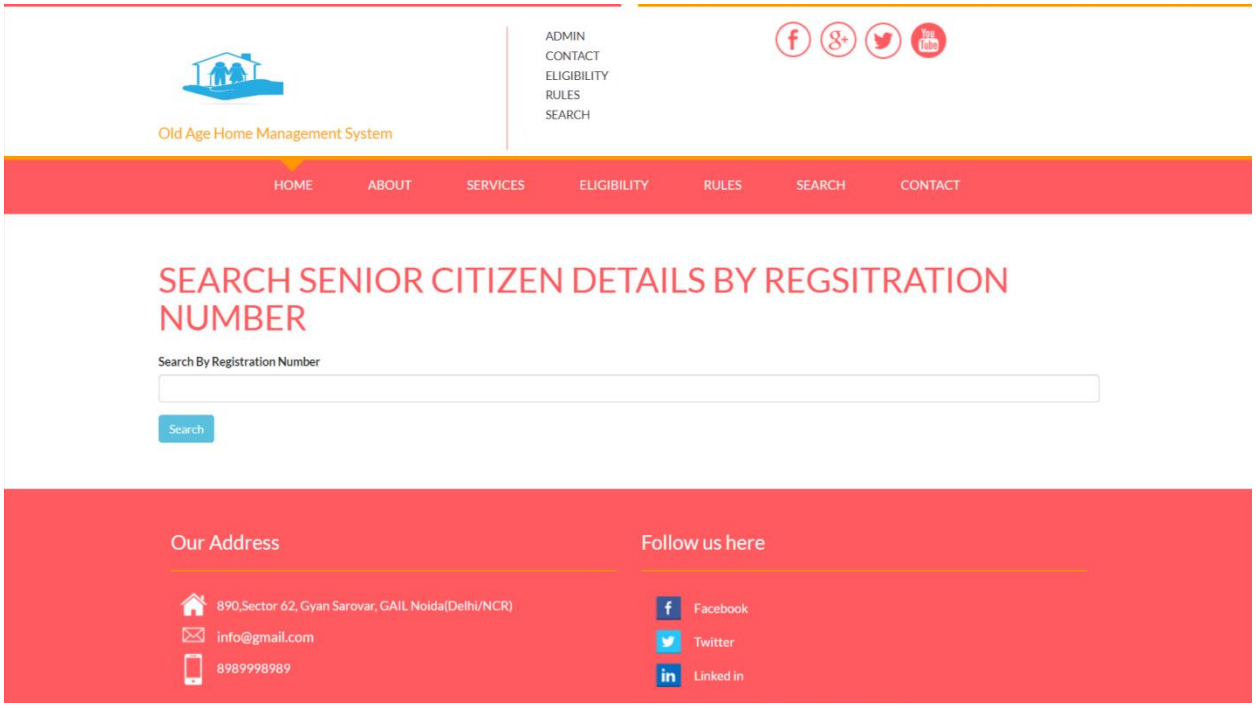
Search


Old Age Home Management System
ADMIN
CONTACT
ELIGIBILITY
RULES
SEARCH
HOME
ABOUT
SERVICES
ELIGIBILITY
RULES
SEARCH
CONTACT
SEARCH SENIOR CITIZEN DETAILS BY REGSITRATION NUMBER
Search By Registration Number
Search
Our Address
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Conclusion

The application was designed in such a way that future modifications can be done easily. The following conclusion can be deduced from the development of the project.

- Automation of the entire system improves the efficiency.
- It provides a friendly graphical user interface which proves to be better when compared to the existing system.
- It gives appropriate access to the authorized users depending on their permissions.
- It effectively overcomes the delay in communications.
- Updating of information becomes so easier.
- System security, data security and reliability are the striking features.
- The System has adequate scope for modification in future if it is necessary.

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- ✓ www.**apache**.org
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Project Report

On

COMPANY VISITOR MANAGEMENT SYSTEM

Submitted in partial fulfillment of the requirements for the award of degree of

M.Sc (INFORMATION TECHNOLOGY)

TO

SHANTI DEVI ARYA MAHILA COLLEGE

DINANAGAR

Submitted To:-

Ms. Bindu Saini

Assistant Professor

Post Graduate Deptt. Of Computer Science & IT

Submitted By:

Radhika

(20862127614)

Mandeep Kumari

(20862127613)

POST GRADUATE DEPARTMENT OF COMPUTER Sc. & IT

GURU NANAK DEV UNIVERSITY, AMRITSAR

ACKNOWLEDGEMENT

With deep sense of gratitude, We express our sincere thanks and obligation to our esteemed guide Ms. Bindu Saini (Assistant Professor). It is because of her able and mature guidance and co-operation without which it would not have been possible for us to complete our project. We would also like to thank Dr. Deepak Jyoti, HOD, Post Graduate Deptt. of Comp Sc. & IT, Shanti Devi Arya Mahila College, Dinanagar for providing the institute with an environment where one can use her intellect and creativity to develop something fruitful and also for allowing us the opportunity to experience dynamic professional environment during our Training. This environment facilitated us in pursuing this project. It is our pleasant duty to thank all the staff members of the Computer Department for their time to time suggestions. Finally, We would like to thank the almighty and our parents for their moral support and our friends with whom we shared our day-to-day experience and received lots of suggestions that improved our quality of work.

Mandeep Kumari

20862127613

Radhika

20862127614

CERTIFICATE OF APPROVAL

This is certify that the project report entitled **COMPANY VISITOR MANAGEMENT SYSTEM** submitted to Shanti Devi Arya Mahila College, Dinanagar in partial fulfillment of the requirement for the award of degree of M.Sc (Information Technology) is an authentic and original work carried out by Radhika (20862127614) and Mandeep Kumari (20862127613) under my guidance and supervision. The Post Graduate Deptt. of Comp Sc. & IT has accepted the report as the fulfillment of the requirements for the degree of Master of Science (Information Technology). No part of this report has been submitted to any other College/University for the reward of any Degree to the best of my knowledge.

Ms. Bindu Saini

Assistant Professor (Comp Sc.)
(Project Supervisor)
Shanti Devi Arya Mahila College
Dinanagar

Dr. Deepak Jyoti

Head, PG Department of Computer Sc. & IT
Shanti Devi Arya Mahila College
Dinanagar

DECLARATION

We hereby declare that this project report on " COMPANY VISITOR MANAGEMENT SYSTEM " which is being submitted in partial fulfillment of the Training Programme of M.Sc (Information Technology) to Shanti Devi Arya Mahila College,Dinanagar, is the result of the work carried out by us, under the guidance of Ms. Bindu Saini (Assistant Professor), Shanti Devi Arya Mahila College, Dinanagar

Radhika

20862127614

Mandeep Kumari

20862127613

INDEX

1.1 ABOUT PROJECT

The Company visitor management system for keeping the records of visitor. The main objective of the project is to avoid pen and paper and easily search a visitor through his name or email id and phone number. Can track the in time, out time and whom the user meet. You can also get the hours he/she spent a particular day through this system.

Existing System:

Visitor Management System in PHP and MySQL or Visitor Management System is an utility for the 'gate' guards who have to maintain a bulky and a very-hard-to-maintain record books for all the visitors that visit the college for their various reasons.

Visitor Management System in PHP and MySQL has 4 sub- sections, Front Page (Home), Add Visitor (for adding new visitors), View Data (for getting the visitor details - all fields) and a Logged out Visitor page that shows Logged out visitor data for the present day

!1.2 MODULES AND THEIR DESCRIPTION

1.) Administrator Module

2.) User Module

AdminstratorModule :

- Admin can create a category and also manage the category
- Admin can create Subcategory and also manage the Subcategory
- Admin can create state and also manage the state
- Complaint Management Admin can update remark on complaints
- Manage users
- Admin can check user logs
- Admin change password

User Module :

- User Registration
- User forgot Password
- After login user can lodge a complaint
- Complaint History
- Profile Management
- Change Password
- Dashboard
-

1.3 OBJECTIVES OF THE PROJECT

The present project elucidates the following features.

- Registering the PERSONS
- Modification of PERSON Information
- Searching a PERSONS

DRAWBACKS OF EXISTING SYSTEM

- More man power.
- Time consuming.
- Consumes large volume of pare work.
- Needs manual calculations.
- No direct role for the higher officials.
- Damage of machines due to lack of attention.

To avoid all these limitations and make the working more accurately the system needs to be computerized.

ESTABLISH THE NEED OF NEW SYSTEM

1. **Problem of Reliability:** Current system is not reliable. It seems to vary in quality from one month to the next. Sometimes it gives good output, but sometimes the output is worst.

2. **Problem of Accuracy:** There are too PROJECT mistakes in reports.

3. **Problem of timeliness:** In the current system the reports and output produced is mostly late and in most of the cases it is useless because it is not on time.

4. **Problem of Validity**: The output and reports mostly contains misleading information. The information is sometimes not valid.

5. **Problem of Economy:** The current system is very costly. We have to spend lots of PROJECT to keep the system up and going, but still not get the desired results.

6. **Problem of Capacity:** The current system is suffering from problem of capacity also. The staff for organization is very less and the workload is too much. Few peoples cannot handle all the work.

PROPOSED SYSTEM

1. **Details:** The new proposed system stores and maintains all PROJECT details.

2. **Calculations:** The new proposed system updates tables and other information automatically and it is very fast and accurate.

3. **Registers:** There is no need of keeping and maintaining records and information manually. It remembers each and every record and we can get any report at any time.

4. **Speed:** The new proposed system is very fast with 100% accuracy and saves time.

5. **Manpower:** The new proposed system needs less manpower. Less people can do the large work.

6. **Efficiency:** The new proposed systems complete the work of PROJECT people in less time.

7. **Reduces redundancy:** The most important benefit of this system is that it reduces the redundancy of data within the data.

8. **Easy statements:** Month-end and day-end statement easily taken out without getting headaches on browsing through the day end statements.

NEED

I have designed the given proposed system in the PHP.NET to automate the process of this project. This project is useful for the authorities who keep track of all the system.
The following steps that give the detailed information of the need of proposed system are:

- **Performance:** During past several decades, the records are supposed to be manually handled for all activities. The manual handling of the record is time consuming and highly prone to error. To improve the performance of the system, the computerized system is to be undertaken.

- **Efficiency:** The basic need of this website is efficiency. The website should be efficient so that whenever a new user submits his/her details the website is updated automatically. This record will be useful for other users instantly.

- **Control:** The complete control of the project is under the hands of authorized person who has the password to access this project and illegal access is not supposed to deal with. All the control is under the administrator and the other members have the rights to just see the records not to change any transaction or entry.

- **Security:** Security is the PROJECT criteria for the proposed system. Since illegal access may corrupt the database. So security has to be given in this project.

SYSTEM REQUIREMENTS

2.1 Processing Environment

In our project, there are very simple requirements in the computer. To achieve our purpose hardware and software requirements one as follows: -

HARDWARE REQUIREMENTS

- PROCESSOR: Intel core i3
- RAM: 2 GB
- HARD DISK: 320 GB
- CD ROM

SOFTWARE REQUIREMENTS

- Operating System :- WINDOWS 7, XP
- Web Browser :- Google Chrome, Mozilla Firefox
- Database :- MySQL
- WAMP, XAMPP
- Netbeans, Dreamweaver

2.2 Feasibility Study

The objective of initial investigation is to determine whether the request is valid and feasible before a recommendation is reached to do nothing, improves, or modify the existing system or a build a new one. Depending on the results of initial investigation, the survey is expanded to a more detailed feasibility study. A feasibility study is a test of a system proposal according to its workability, impact on the organization, ability to meet user needs and effective use of racemes.

2.2.1Economic Feasibility:

The above feasibility study deals with the actual cost to be incurred on the project. The concern for which the project is to be made is able to bear the charges and is financial sound enough to make the system viable. The financial resources are checked and they are kept as a base to the making of the system. Thus this feasibility is reduced and is under control and we can go in for the project. Our project is economical feasible because it is not so much costly to develop. It can run in high as well as low graded systems as per its requirements.

2.2.2 Technical Feasibility:

Technical feasibility centers on the existing computer system and to what extent it can support the proposed addition. For example, if the current computer is operating at 80% capacity- and arbitrary ceiling- then running another application could overload the system or require additional hardware. This involves financial consideration to accommodate technical enhancement. If the budget is a serious constraint, then the project is judged not feasible.

2.2.3 Social Feasibility:

It is important to study that the social implications when a new system is introduced. People are inherently resistant to change and computers have been known to facilitate
change. An estimate was made of how strong reaction user staff is likely to have towards the development of a computerized system.

2.2.4 Schedule Feasibility:

It is the project deadline reasonable. Some projects are initiated with specific deadline you need to determine whether the deadline are mandatory or desirable. It is preferable to deliver a properly functioning system two months later than to deliver an error prone useless system on time. Inadequate system is worse. It's a choice between the lesser of to evils. So keeping in view the above statement we decided to keep my deadline mandatory. We extended our deadline to give an error free software package.

2.2.5 Motivational Feasibility:

To achieve the desired objective it is necessary to motivate the developer group. Motivational feasibility means to coach and direct individual to overcome difference and achieve project goals as a team.

2.2.6 Behavioral Feasibility:

People are inherently resistant to change and computers have been known the facilitate change. An estimate should be made of how strong a reaction the user staff is likely to have towards the development of a computerized system.

2.3 PROJECT PLAN

(i) Core PHP

(ii) Database Design Of Project

(iii) Interface Designing

(iv) Coding

(v) Validations

2.4 PROGRAMMING AND DEVELOPMENT TOOLS

3.4.1 Introduction to PHP:

The first version of what came to be known as PHP was created in 1995 by a man named RasmusLerdof. Rasmus, now an engineer at Yahoo!, needed something to make it easier to create content on his web site, something that would work well with HTML, yet give him power and flexibility beyond what HTML could offer him. Essentially, what he needed was an easy way to write scripts that would run on his web server both to create content, and handle data being passed back to the server from the web browser. Using the Perl language, he created some technology that gave him what he needed and decided to call this technology "Personal Home Page/Forms Interpreter". The technology provided a convenient way to process web forms and create content.

What exactly is PHP?

PHP is an intuitive server side scripting language. Like any other scripting language it allows developers to build logic into the creation of web page content and handle data returned from a web browser. PHP also contains a number of extensions that make it easy to interact with databases, extracting data to be displayed on a web page and storing information entered by a web site visitor back into the database.

How Does PHP Work?

To develop an understanding of how PHP works it is helpful to first explore what happens when a web page is served to a user's browser. When a user visits a web site or clicks on a link on a page the browser sends a request to the web server hosting the site asking for a copy of the web page. The web server receives the request, finds the corresponding web page file on the file system and sends it back over the internet to the user's browser.

Characteristics of PHP

PHP is about providing the programmer with the necessary tools to get the job done in a quick and efficient fashion. Five important characteristics make
PHP's practical nature possible:

- Familiarity
- Simplicity
- Efficiency
- Security
- Flexibility
- One final characteristic makes PHP particularly interesting: it's free!

- **Familiarity**

Programmers from many backgrounds will find themselves already accustomed to the PHP language. Many of the language's constructs are borrowed from C and Perl, and in many cases PHP code is almost indistinguishable from that found in the typical C or Pascal program. This minimizes the learning curve considerably.

- **Simplicity**

A PHP script can consist of 10,000 lines or one line: whatever you need to get the job done. There is no need to include libraries, special compilation directives, or anything of the sort. The PHP engine simply begins executing the code after the first escape sequence (<?) and continues until it passes the closing escape sequence (?>). If the code is syntactically correct, it will be executed exactly.

- **Efficiency**

Efficiency is an extremely important consideration for working in a multi-user environment such as the WWW. PHP 4.0 introduced resource allocation mechanisms and more pronounced support for object-oriented programming, in addition to session management features. Reference counting has also been introduced in the latest version, eliminating unnecessary memory allocation.

- **Security**

PHP provides developers and administrators with a flexible and efficient set of security safeguards. These safeguards can be divided into two frames of reference: system level and application level.

- System-Level Security Safeguards

PHP furnishes a number of security mechanisms that administrators can manipulate, providing for the maximum amount of freedom and security when PHP is properly configured. PHP can be run in what is known as safe mode, which can limit users' attempts to exploit the PHP implementation in many important ways. Limits can also be placed on maximum execution time and memory usage, which if not controlled can have adverse affects on server performance. Much as with a cgi-bin folder, administrators can also place restrictions on the locations in which users can view and execute PHP scripts and use PHP scripts to view guarded server information, such as the password file. Application-Level Security Safeguards Several trusted data encryption options are supported in PHP's predefined function set. PHP is also compatible with many third-party applications, allowing for easy-integration with secure ecommerce technologies. Another advantage is that the PHP source code is not viewable through the browser because the script is completely parsed before it is sent back to the requesting user. This benefit of PHP's server-side architecture prevents the loss of creative scripts to users.

- Flexibility

Because PHP is an embedded language, it is extremely flexible towards meeting the needs of the developer. Although PHP is generally touted as being used in conjunction solely with HTML, it can also be integrated alongside languages like JavaScript, WML, XML, and many others. Additionally, as with most other mainstream languages, wisely planned PHP applications can beeasily expanded as needed. Browser dependency is not an issue because PHP scripts are compiled entirely on the server side before being sent to the user. In fact, PHP scripts can be sent to just about any kind of device containing a browser, including cell phones, personal digital assistant (PDA) devices, pagers, laptops, not to mention the traditional PC. People who want to develop shell-based applications can also execute PHP from the command line.

2.4.2 INTRODUCTION TO HTML

Hyper Text Markup Language is very effective language to develop the site. Our project is prepared in HTML. It also includes the important codes that are used while we coding a site. It supports the d-html and script languages like VB-Script and Java Script; here in this project we have used the later one.

HTML is a very simple language, easy to learn and user friendly. It is as popular as it can use any text editor for coding purposes, and developing web pages is a easy task here. HTML is the language interpreted by browsers. Web pages are also called HTML documents. HTML is a set of special Codes that can be emended in text to add formatting and linking Information. HTML is specified as tags in an HTML documents i.e the Web page.

HTML TAGS

- **PARED TAGS:**

  Tags are instructions that are emended directly into the text of Pair tags called closed tags because it begin <>and close</>.

- **SINGLAR TAGS :**

  A singular tags not have a companion tag e.g
Some tags that we used in our project describe in brief given below:-

  <HTML>it is used to start.

  <HEAD> it is used to place the information about the program.

  <TITLE>it is used to give the title of the information.

it is used to break a line.

  <H1> to <H6>it is used to give the size of the specific heading.

2.4.4 INTRODUCTION TO CSS

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation semantics(the look and formatting) of a document written in a markup language. Its most common application is to style web pages written in HTML and XHTML, but the language can also be applied to any kind of XML document, including plain XML.

CSS is designed primarily to enable the separation of document content (written in HTML or a similar markup language) from document presentation, including elements such as the layout, colors, and fonts.[1] This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple pages to share formatting, and reduce complexity and repetition in the structural content (such as by allowing for table less web design).

CSS can also allow the same markup page to be presented in different styles for different rendering methods, such as on-screen, in print, by voice (when read out by a speech-based browser or screen reader) and on Braille-based, tactile devices. It can also be used to allow the web page to display differently depending on the screen size or device on which it is being viewed.

Simple definition of CSS:

- CSS stands for Cascading Style Sheets
- Styles define how to display HTML elements
- Styles were added to HTML 4.0 to solve a problem
- External Style Sheets can save a lot of work
- External Style Sheets are stored in CSS files

An "external" CSS style sheet file, as described below, can be associated with an HTML document using the following syntax:

Syntax:

```
<link href="path/to/file.css" rel="stylesheet">
```

2.4.5 INTRODUCTION TO DATABASE

- MySQL is a fast, easy-to-use RDBMS used being used for many small and big businesses. MySQL is developed, marketed, and supported by MySQL AB, which is a Swedish company. MySQL is becoming so popular because of many good reasons.

- MySQL is released under an open-source license. So you have nothing to pay to use it.

- MySQL is a very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages.

- MySQL uses a standard form of the well-known SQL data language.

- MySQL works on many operating systems and with many languages including PHP, PERL, C, C++, JAVA etc.

- MySQL works very quickly and works well even with large data sets.

- MySQL is very friendly to PHP, the most appreciated language for web development.

- MySQL supports large databases, up to 50 million rows or more in a table. The default file size limit for a table is 4GB, but you can increase this (if your operating system can handle it) to a theoretical limit of 8 million terabytes (TB).

- MySQL is customizable. The open source GPL license allows programmers to modify the MySQL software to fit their own specific environments.

2.4.6 INTRODUCTION TO SERVER

- WAMP Server is a Windows web development environment. It allows you to create web applications with Apache2, PHP and a MySQL database. Alongside, PHPMyAdmin allows you to manage easily your databases.
- **ACRONYM FOR:**

  W- Windows

  A- Apache http server

  M- MySQL

  P-PHP

Functionalities

WAMP Server's functionalities are very complete and easy to use so we won't explain here how to use them.

With a left click on WAMP Server's icon, you will be able to:

- manage your Apache and MySQL services
- switch online/offline (give access to everyone or only localhost)
- install and switch Apache, MySQL and PHP releases
- manage your servers settings
- access your logs
- access your settings files
- create alias

With a right click :

- change WAMP Server's menu language
- access this page

3. SYSTEM REQUIREMENT SPECIFICATIONS

3.1 External Interfaces and Data Flow

This heading specifies the externally observable characteristics of the software product. Several graphical tools are used to express the requirements of a system rather than writing long lines of text. These are very effective tools for use during the system analysis phase.

User Displays

These are extremely useful tools for interactive applications where fast response is needed. The user displays consist of screens that help in designing a menu driven system. The menus attached to the screens help in making a system interactive and user friendly by providing an easy to use point and click interface to the application. These menus consist of a list of options from which the user can choose an action depending on the task to be performed. So these forms or so called user displays is the key to the success of the entire system.

3.2 Development, Operation and Maintenance Environments

- **Development Environment**

  Having constant interaction with the users as well as management aids in the system development. The logical user suggestions sure certainly welcomed and considered. There is a multi-user environment in the organization. For the development of new system mysql, rdbms package, tomcat server for server side programming will be used and front page, java server pages and java script for client side programming and will be used to provide GUI to system.

- **Operating Environment**

  The input data required are obtained from the documents, which contains all the details of the transactions. After validation and relevant processing, the data is to be stored in the database. The user selects the desired database table on after which the query is formulated. The query is generated by filtering the database based on the user defined conditions and constraints. The formulated query is executed on the database to obtain the required information.

- **Maintenance Environment**

  The proper maintenance of the new system is very important for its smooth working. The maintenance of the software is to be done by the system analyst and programmers in the organization. But for hardware maintenance engineer may be called from where hardware was purchased.

- **User Characteristics**

The users of the new system will be the users of the website of the organization. The system is developed with the participation of users, which will help them to understand the system easily.

- **Sources of Information**

Primary sources of the information involve direct interaction with the employees of the organization working in the development department.

- **Interviews**: interviews are the main source of gathering data and to get acquainted with the existing system. Almost all the information about the present system was gathered with the help of interviews. The questions are pre-planned and asked according to the designation of the users.
- **Observations**: Observations were personally made of what data is desired and how it is to be graphically represented or in a tabular manner and how it is to be saved. The observation of crucial information, data flows and functioning of the entire system was made carefully. This helped to obtain the additional knowledge about the system and to view the system more deeply. So all the aspects of the existing system are thoroughly observed which includes how people perform their tasks, noting the things that they do, how they do it and how much time they take. The records being manipulated and their frequency of updating and flow of documentation and important business transactions are also observed. Observations were personally made of how data can be possibly queried and represented by the user.

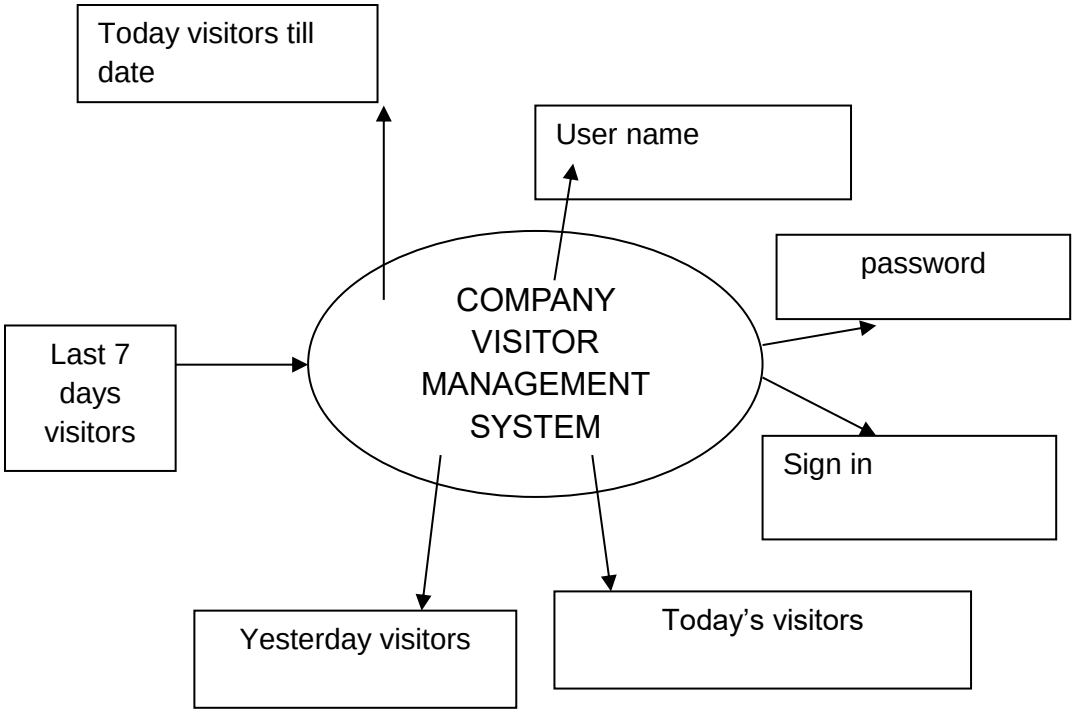
Objectives of the Proposed System

The development of the proposed system is done keeping in view the problems in the existing system. The proposed system will not only overcome the limitations of the present system but will also provide the following characteristics.

- To reduce the paper work involved in managing the information regarding different accounts.
- To reduce the time constraint that is just wasted because of manual work.
- To centralize all the data regarding accounts at one place.
- To maintain all steps involved from opening the account from its manager to make it available to use anywhere by the client.
- To generate various reports required by the administrator regarding accounts.

3.3 Methodology/Flow chart or Algorithm implemented

Qualitative and Quantitative research methodologies were used for this project. This linear sequential model suggests a systematic, sequential approach to software development that begins at the system level and progress through **analysis, design, coding, testing and maintenance.**



The linear sequential model encompasses the following activities:

- System / information engineering and modeling.
- Software requirement analysis.
- Design.
- Code generation.
- Testing.
- Maintenance.

3.4 PLANNING

- **Problem Recognition**

A problem is well defined very rarely. It corps out with a vague feeling of some statements that lead to vague conclusions. So the first task is to get more crucial information by interviewing and meeting concerned people. It clarifies how the problem is felt, how often it occurs, how it affects the business and which departments are suffering with this. This phase consists of the following tasks.

- **Problem Definition And Initial Investigation**

This was a preliminary investigation done with a view to have a "feel" of the working of the proposed system. This phase has been identified the end-user directly involved in the system who were the managers, assistant officer and database administrator, and the development department. By understanding the working of database, its flow and also after conducting meetings and interviews with the concerned persons of the department, a clear idea about the working was obtained. A flexible approach is adapted towards people who are interviewed. Short hand written notes are prepared based on the response of the employees. The interviews are preferably conducted at the work place of the person being interviewed. Detailed investigation is done in order to define the scope of the problem .The interview is concluded with a quick resume of the ground covered during the interview .The Questionnaire technique is combined with interviews to get the best result. Proper care has been taken in the design of such questionnaires so that the persons answering these questions dose not feel hesitant. An explanatory note that serves to gain cooperation and avoid misunderstanding by setting out the purpose of the exercise clearly accomplishes each questionnaire.

Observation technique is also used for fact finding. The work described at the time of interview is observed personally ads it reduces the chances of misunderstanding and omissions. Some important things observed are like the flow of information through the system and important data transactions, the data being maintained and the frequency of their updating.By the end of this phase, idea as to how the information enters the system, how it is stored, how it is processed, how information changes affects the working of the system

4. DESIGN

4.1 System Design

System design is the first step in moving from the problem domain to solution domain. In other words, starting with what is needed, design takes us toward how to satisfy the needs, the design of a system is perhaps the most critical factor affecting the quality of software; it has major impact on the later phase, particularly Testing and implementation. The output of this phase is design document. The design of a system is essentially a blueprint or a plan for a solution for the system.

The design process for software systems often has two levels. At the first level the focus is on the deciding which modules are needed for the system, the specification of these modules, and how the modules should be interconnected? This is what is called the system design or top-level design.

In the second level, the internal design of the modules, or how the specification of the modules can be satisfied, is decided. This design is often called detailed design or logic design. A design methodology is a systematic approach to creating a design by applying of set of techniques and guidelines. Most design methodologies focus on the system design. System design is a process of developing specification for a candidate system. That make the criteria establishes in system Analysis. A major step in design is the preparation of input and design of out put report in a form acceptable to the user.

It also includes determining the record media, method of input and entering into the system. In output design emphasis is on producing a hard copy of the information displaying the output of a screen in a pre-define format. Input Design is process of converting user-oriented input into a computer-based format.

In accurate input data is the most common cause of errors in data processing. Errors entered by data entering operations can be controlled by input Design. Input data collected and organized into groups of similar data.

4.2 Data Flow Diagram

A DFD also known as bubble chart" has the purpose of clarifying system requirement and identifying major transformations that will become programs in system design. So, itis starting point of the design phase that functionally decomposes the requirement specifications down to the lowest level of detail. A DFD consists of a series of bubbles joined by lines. The bubbles represent data transformations and the lines represent data flows in the system. A DFD describes what data flow rather than how they are processed so it does not depend on the hardware, software, and data structure or file organization.

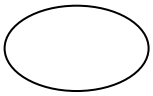
Steps of Constructing a DFD

Process should be named and numbered for easy reference. The direction of flow is from top to bottom and left to right. Data traditionally flow from source to destination, although they may flow back to source. When a process is exploded into lower level details, they are numbered. The names of data stores, sources and destinations are written in capital letters. Process and data flow names have the first letter of each word in capital forms.

DFD Symbols:

i. A square defines a source or a destination of the system data. 

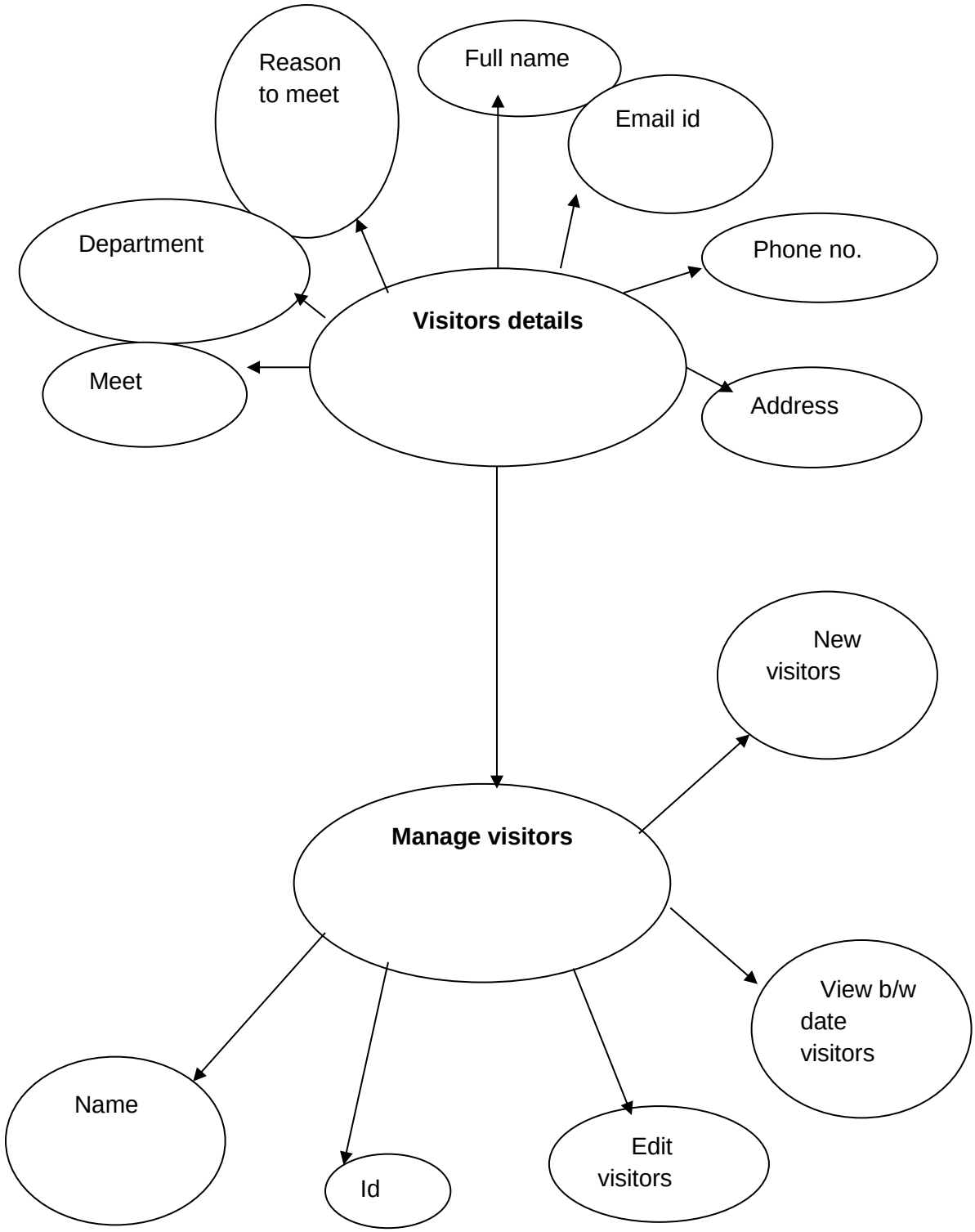
ii. An arrow identifies data flow-data in motion. 

iii. A circle or a bubble represents a process that transforms Incoming data flows into outgoing data flows. 

iv. An open rectangle is a data store-data at rest, or a temporary repository of data.

Advantages of Using Data Flow Diagrams

1. DFD's are easier to understand May technical and non-technical audiences.
2. DFD's can provide a high-level system overview, complete with boundaries and connections to other systems.
3. DFD's can provide a detailed representation of system components. DFD's help system designers and other during initial analysis stage visualize a current system or one that may be necessary to meet new requirements.


Reason to meet
Full name
Email id
Department
Phone no.
Visitors details
Meet
Address
New visitors
Manage visitors
View b/w date visitors
Name
Id
Edit visitors

Paper record advantages:

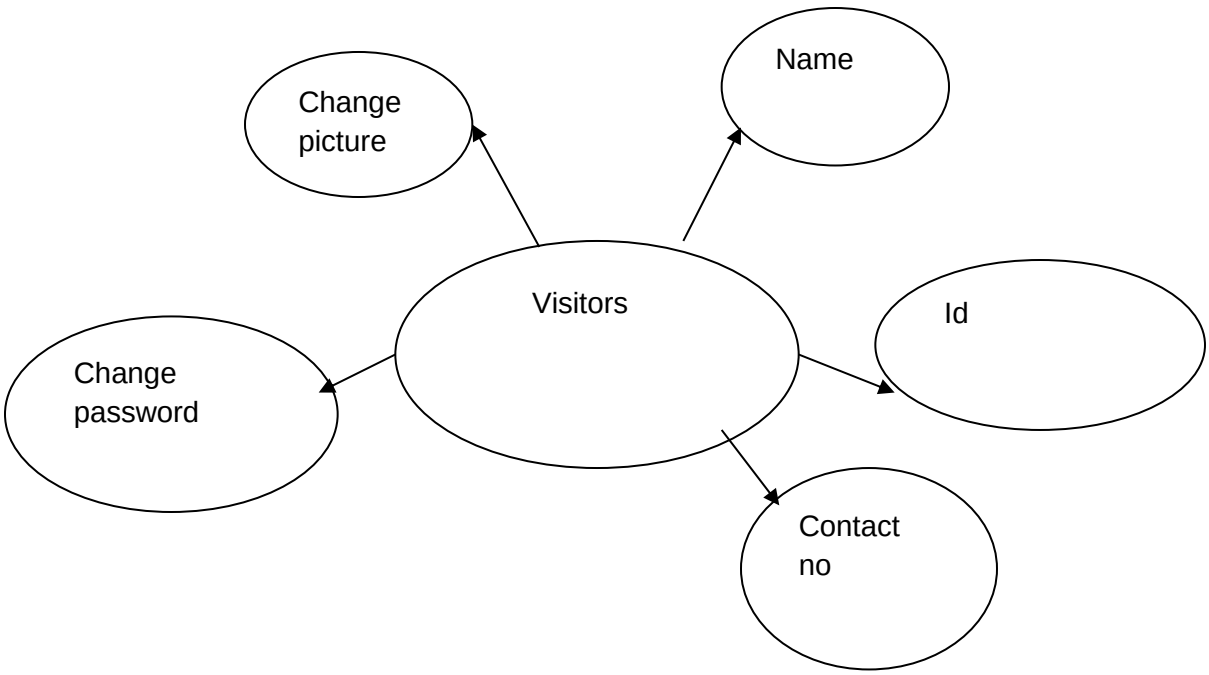
- It is flexible adaptable.
- Input process may be facilitated if linked to other data storage devices.
- Usable for both individualized customer service.
- Interactive control of completeness and accuracy.
- Reusability of data.

Paper record disadvantages:

- It is more costly or large initial investment.
- Use record will change workflow, and interaction with customers.
- Conversion from paper to CCR takes time.
- Better legible, and better organized.
- Interactive control of completeness and accuracy.

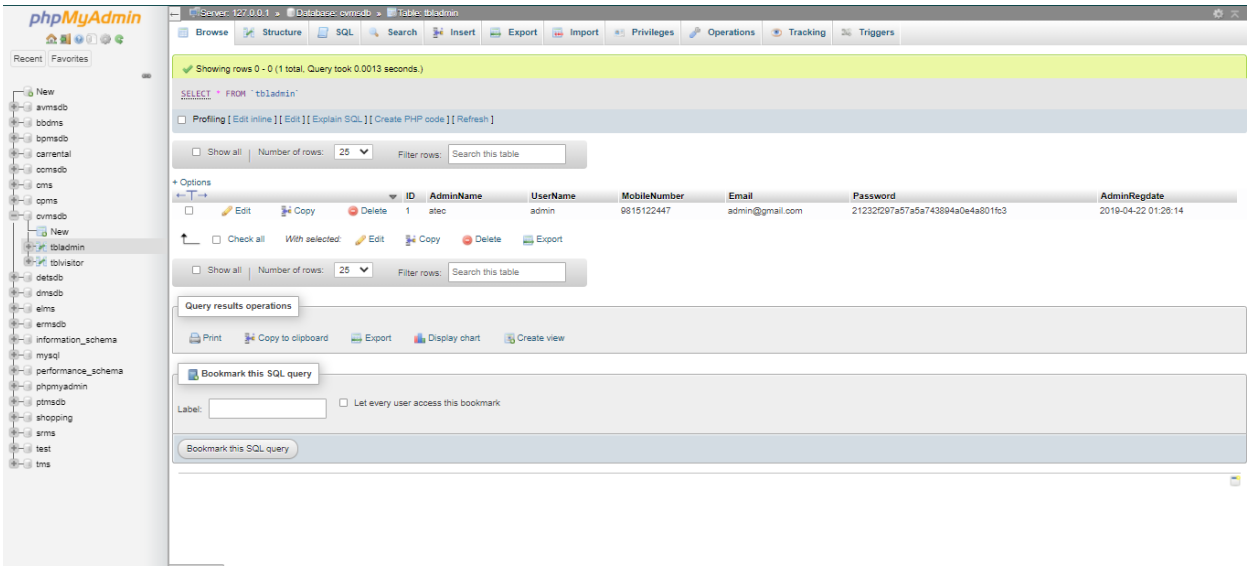
2.2 SOFTWARE DESIGN CONSIDERATION

Below is a simple flowchart of how a customer database should acquire:

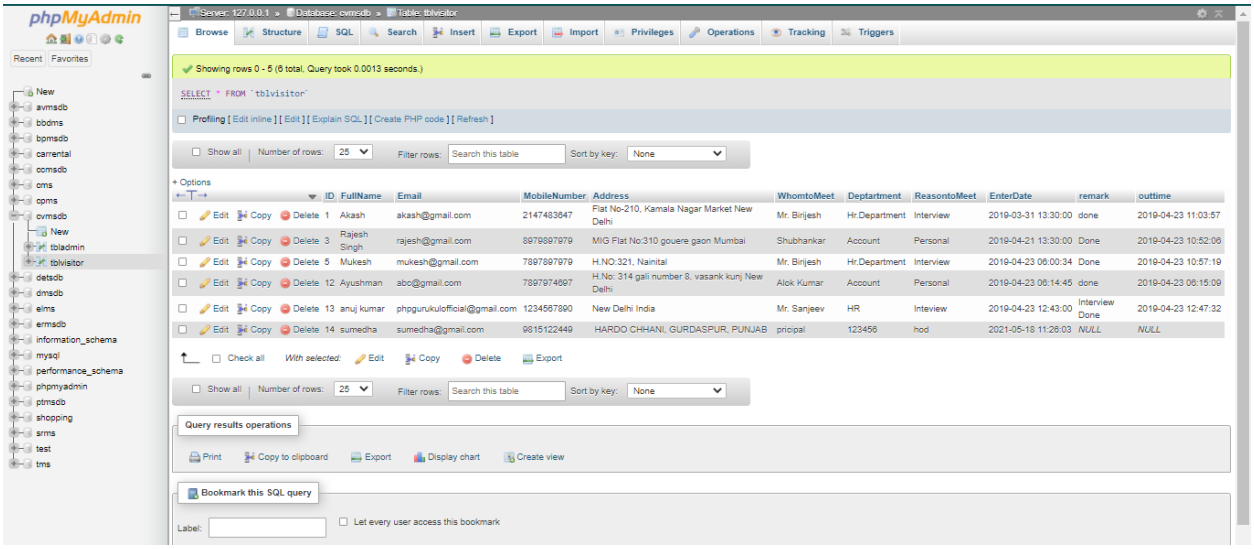


DATABASE TABLES

ADMIN

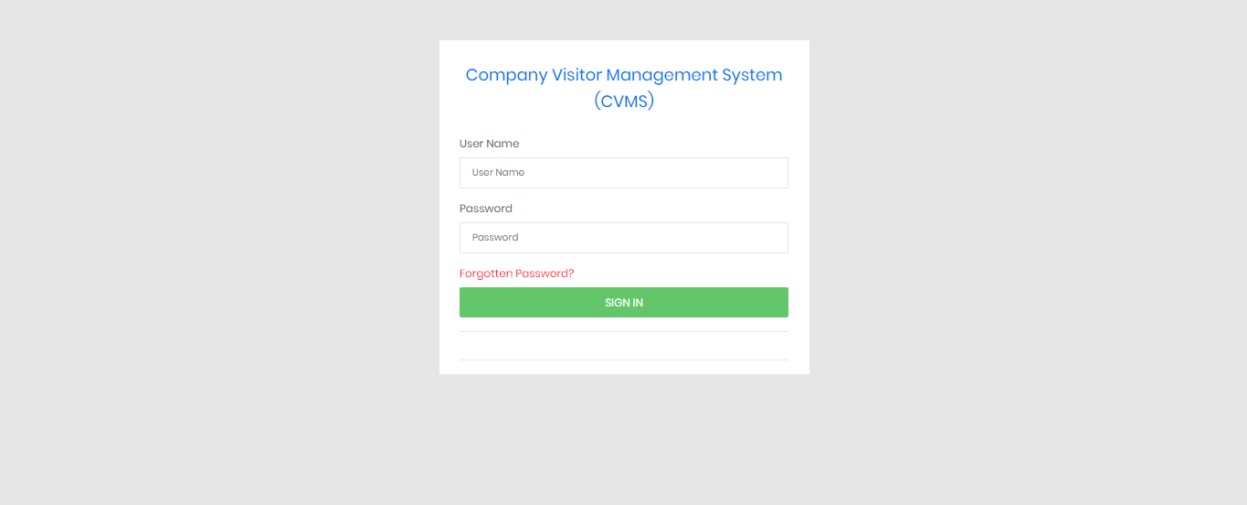


TABLES VISITOR

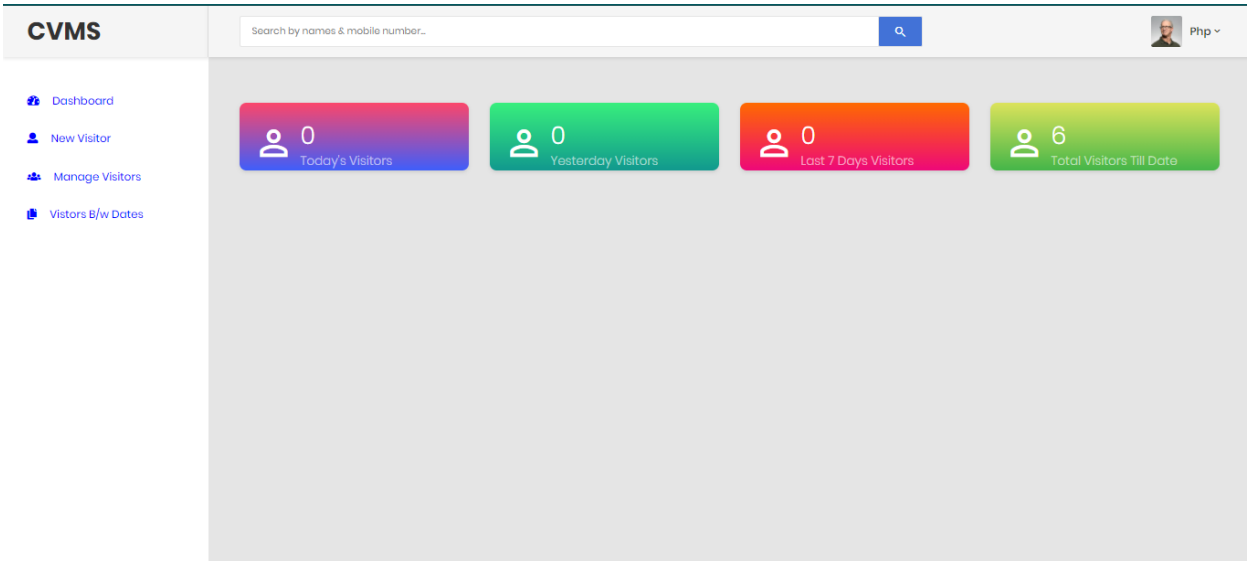


COMPANY VISITOR MANAGEMENT SYSTEM

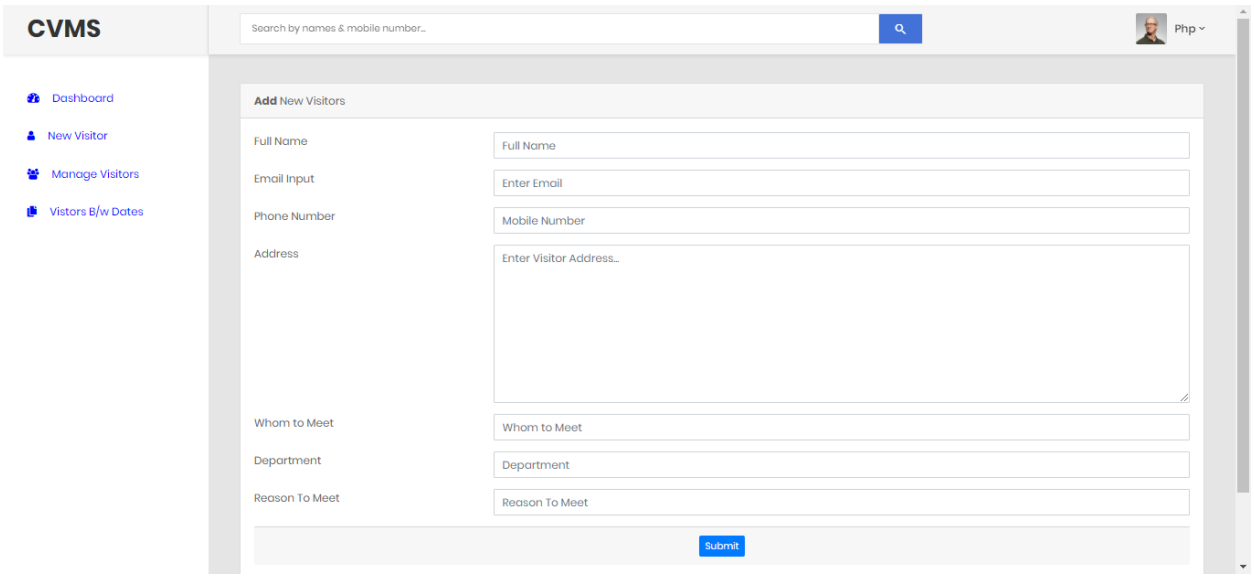
SIGH IN



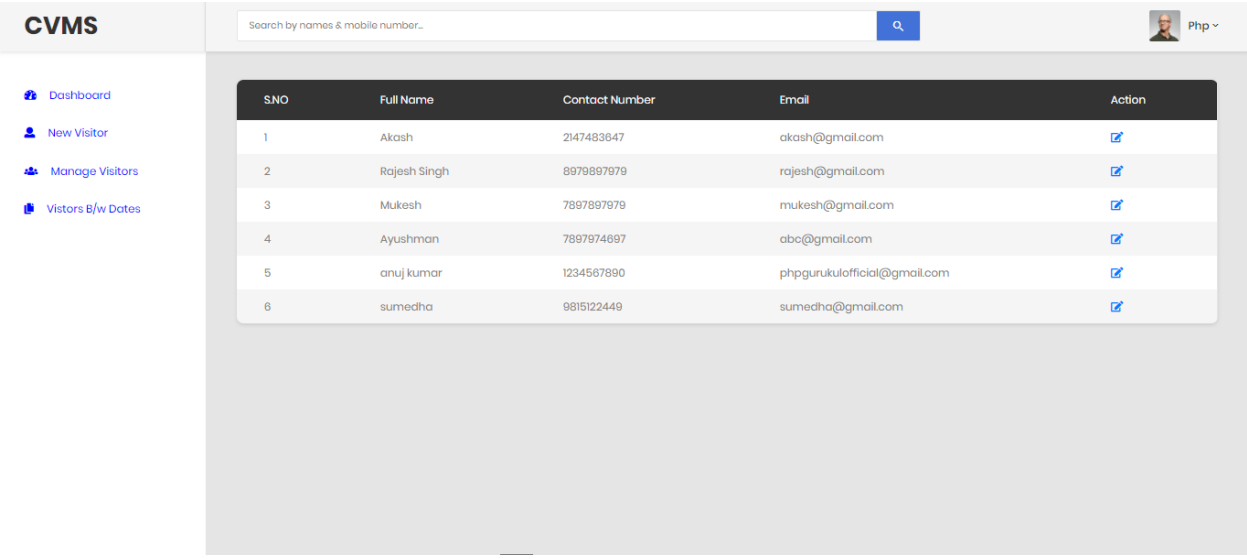
DASHBOARD


CVMS
Search by names & mobile number..
Php
Dashboard
New Visitor
Manage Visitors
Vistors B/w Dates
0
Today's Visitors
0
Yesterday Visitors
0
Last 7 Days Visitors
6
Total Visitors Till Date

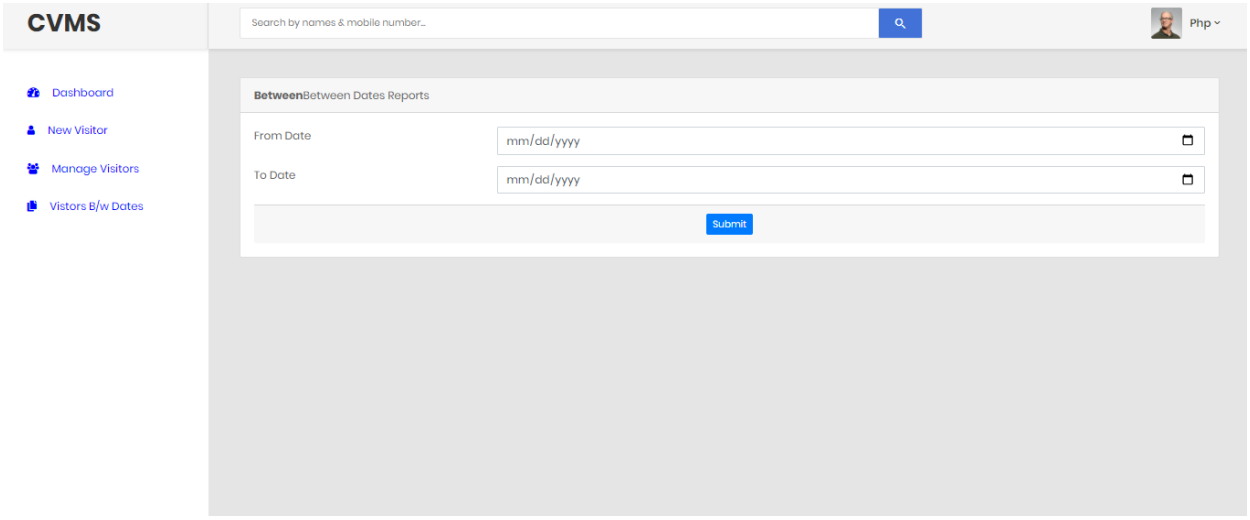
NEW VISITOR


CVMS
Search by names & mobile number..
Php
Dashboard
New Visitor
Manage Visitors
Vistors B/w Dates
Add New Visitors
Full Name
Full Name
Email Input
Enter Email
Phone Number
Mobile Number
Address
Enter Visitor Address...
Whom to Meet
Whom to Meet
Department
Department
Reason To Meet
Reason To Meet
Submit

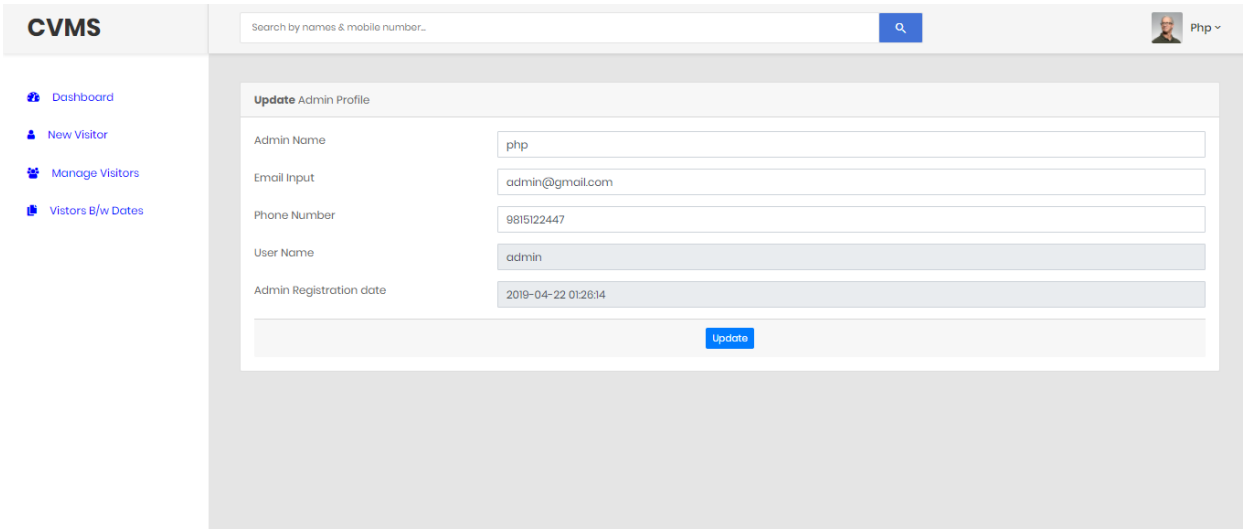
MANAGE VISITOR



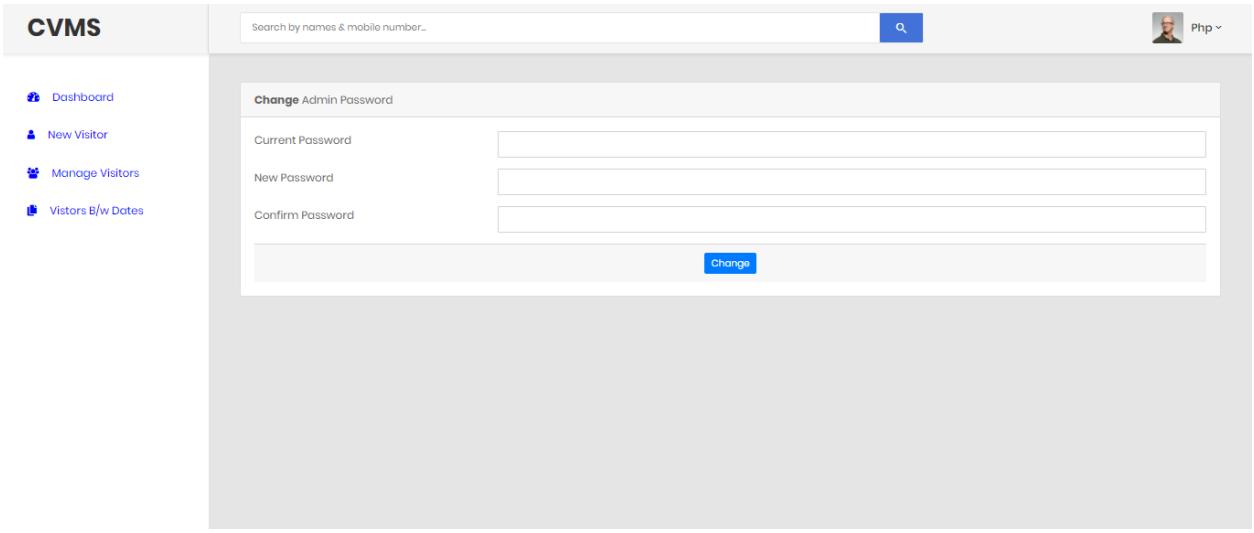
VISITOR B/W DATES



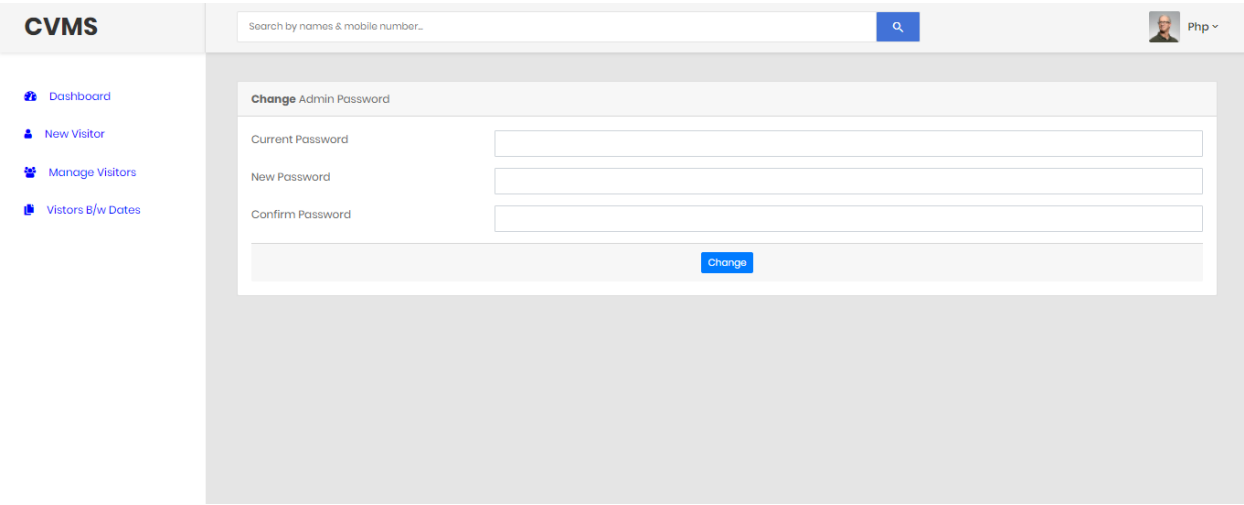
ADMIN PROFILE



CHANGE PASSWORD

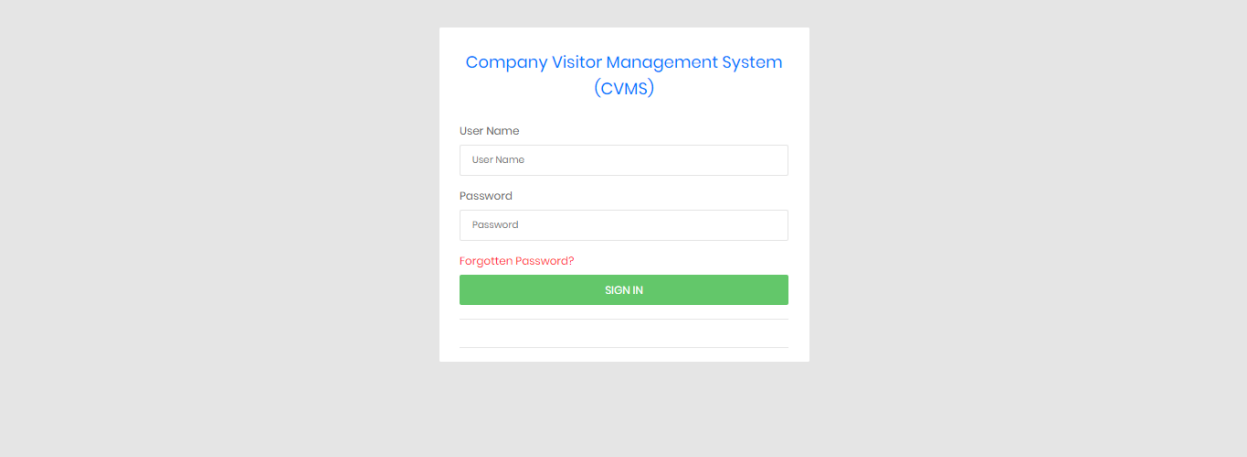


PASSWORD RECOVERY

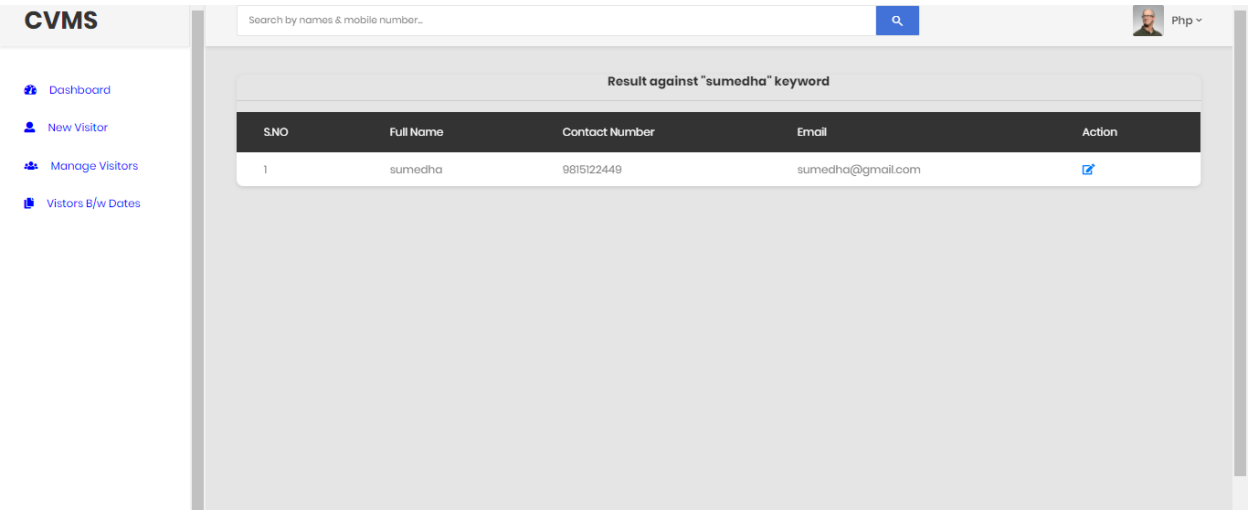


COMPANY VISITOR MANAGEMENT SYSTEM

LOG OUT



RESULT AGAINST



TESTING PHASE

The basic goal of the software development process is to produce software that has no errors or very few errors. In an effort to detect errors soon after they are introduced, each phase ends with verification activity such as a review.

As testing is the last phase before the final software is delivered, it has the enormous responsibility of detecting any type of error that may in the software. A software typically undergoes changes even after it has been delivered. And to validate that a change has not affected some old functionality of software regression testing is performed

LEVELS OF TESTING

The basic levels of testing are unit testing, integration testing and system and acceptance testing. These different levels of testing attempt to detect different types of faults.

Figure: Table Of Level Of Testing

Client Needs	**Acceptance Testing**
Requirements	**System Testing**
Design	**Integration Testing**
Code	**Unit Testing**

ACCEPTANCE TESTING

Acceptance Testing is system testing performed by the PERSON to determine whether or not to accept the delivery of the system.

SYSTEM TESTING

System tests are designed to validate fully developed system with a view to assuring that it meets its requirements. There are essentially two kinds of system testing.

- **Alpha Testing:** Alpha Testing refers to the system testing that is carried out by the team within the organization.
- **Beta Testing:** Beta Testing is the testing performed by the group of friendly PERSONr.

INTEGRATION TESTING

During integration testing, different modules of a system are integrated using an integration plan. The plan specifies the steps and the order in which the modules are combined to realize the full system. After each integration step, the partially integrated system is tested. The primary objective of the integration testing is to test the module interfaces. An important factor that guides the integration plan is the module dependency graph. Various approaches to the integration testing are given below:

- **Top Down Approach**
- **Bottom Up Approach**

Top Down Integration Testing: Top-down integration testing starts with the PROJECT routine i.e. the root module, and one or two sub module are added. After the top level skelton has been tested, the subroutine of the skelton are immediately combined and tested. This type of testing requires the use of program stubs to simulate the effect of lower-level routines that are called by the routines under test. A disadvantage of this approach is if the sub-module is not ready than the whole process slow down.

Bottom-Up Integration Testing: In bottom-up testing each subsystem is tested separately and then the full system is tested. A subsystem might consist of PROJECT modules which communicate among each other through well defined interfaces. The primary purpose of the each subsystem is to test the interfaces among various modules making up a subsystem. Both control and data interfaces are tested.

UNIT TESTING

Unit testing is the testing of the different modules in the isolation. Testing a program consists of providing the program, a set of test inputs and observing the working of the program. If the program fails to behave as expected, then the condition under which a failure occur are noted for debugged and corrected.

SYSTEM IMPLEMENTATION

As we know, creating software is one thing and the implementation of the created software is another. The process of implementing software is much difficult as compared to the task of creating the project. First we have to implement the software on a small scale for removing the bugs and other errors in the project and after removing them we can implement the software on a large scale.

Before we think in terms of implementing the Software on a large basis, we must consider the

Hardware requirements.

Whenever we develop software or project a certain hardware and software is being used by the programmer for developing the project. The hardware and software to be used by the programmer for developing the project should be such that it would result in the development of a project, which would satisfy all the basic needs for which the project has been created by the programmer. The Hardware should be such that cost constraints of the Client should also be taken into account without affecting the performance.

HARDWARE EVALUATION FACTORS

When we evaluate computer hardware, we should first investigate specific *physical and performance* characteristics for each hardware component to be acquired. These specific questions must be answered concerning PROJECT important factors. These *hardware evaluationfactors* questions are summarized in the below figure.

Notice that there is much more to evaluating hardware than determining the fastest and cheapest computing device. For e.g. the question of possible obsolescence must be addressed by making a technology evaluation. The factor of *ergonomics* is also very important. Ergonomics is the science and technology that tries to ensure that computer and other technologies are "user-friendly", that is safe, comfortable and easy to use. *Connectivity is* another important evaluation factor, since so PROJECT computer systems are now interconnected within wide area or local area telecommunications networks.

Hardware Evaluation Factors:-

1) Performance
2) Cost
3) Reliability
4) Availability
5) Compatibility
6) Modularity
7) Technology
8) Ergonomics
9) Connectivity
10) Environmental requirements
11) Software
12) Support

SOFTWARE EVALUATION FACTORS

Software can be evaluated according to PROJECT factors similar to the hardware evaluation. Thus the factors of *performance*, *cost*, *reliability*, *compatibility*, *modularity*, *technology*, *ergonomics, and support* should be used to evaluate proposed software acquisitions. In addition, however, *the software evaluation factors* are summarized in below figure. For e.g. some software packages require too much memory capacity and are notoriously slow, hard to use, or poorly documented. They are not a good selection for most end users, even if offered at attractive prices.

\SOFTWARE EVALUATION FACTORS

1. **EFFICIENCY:** is the software a well-written system of computer instructions that does not use much memory capacity or CPU time?
2. **FLEXIBILITY:** can it handle its processing assignments easily without major modifications?
3. **SECURITY:** does it provide control procedures for errors, malfunctions and improper use?
4. **LANGUAGE:** do our computer programmers and users write it in a programming language that is used?
5. **DOCUMENTATION:** is the s/w well documented? Does it include helpful user instructions?
6. **HARDWARE:** does existing hardware have the features required to best use this software?
7. Other characteristics of hardware such as its performance, what about the cost, how much is reliable and etc.

CONVERSION AND TRAINING

An important aspect of is to make sure that the new design is implemented to establish standards. The term implementation has different meanings, ranging form the conversion of a basic application to a complete replacement of a computer system. Implementation is used here to PROJECT the process of converting a new or revise system into an operational one. Conversion is one aspect of implementation. Conversion means changing form one system to another. The objective is to put the tested system into operation while holding costs, risks, and personnel irritation to a minimum. It involves creating computer-compatible files, training the operation staff, and installing terminal and hardware. A critical aspect of conversion is not disrupting the functioning of the organization.

When a new system is used over and old, existing and running one, there are always compatibility errors. These errors are caused because of the lack of equipment or personnel to work the new

system. Running any specified system at an organization does require some or other hardware or, in this case, software requirement as well.

There are three types of implementation:

1. Implementation of a computer system to replace a manual system. The problems encountered are converting files, training users, creating accurate files and verifying printouts for integrity.
2. Implementation of a new computer system to replace an existing one. This is usually a difficult conversion. If not properly planned there can be PROJECT problems. Some large computer systems have taken as long as year to convert.
3. Implementation of a modified application to replace an existing one, using the same computer. This type of conversion is relatively easy to handle, provided there are no major changes in the files.

SYSTEM MAINTENANCE

Once the website is launched, it enters the maintenance phase. All systems need maintenance. Maintenance is required because there are often some residual errors remaining in the system that must be removed as they are discovered. Maintenance involves understanding the effects of the change, making the changes to both the code and the documents, testing the new parts and retesting the old parts that were not changed. Maintenance is mainly of two types:

1. Corrective Maintenance
2. Adaptive Maintenance

CORRECTIVE MAINTENANCE

Almost all software that is developed has residual errors or bugs in them. PROJECT of these surfaces only after the system have been in operation, sometimes for a long time. These errors once discovered need to be removed, leading to the software to be changed. This is called Corrective Maintenance.

ADAPTIVE MAINTENANCE

Even without bugs, software frequently undergoes change. The software often must be upgraded and enhanced to include more features and provide more services. This requires modification of the software. This type of maintenance is known as the Adaptive Maintenance

CONCLUSION

No program or system design is perfect. Communication between the user and the designer is not always complete or clear, and time is usually short. This results in errors. The number and nature of errors in a new design depends on several factors:

- Communication between the user and the designer.
- Personal prejudice on the part of users in disclosing information.
- The programmer's ability to generate code that reflects exactly the system specifications.
- The time frame for the design.

In the PROJECT , I have tried my best to cover successfully and accurately all the requirements of the project.

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WEBSITES REFERRED :-

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- PHP functions URL: http://www.w3schools.com/php/php functions.asp
- Introduction URL: https://en.wikipedia.org/wiki/PHP
- Web programming URL: http://www.phpmoot.com/web-programming-with-php
- Php forms URL: http://www.w3schools.com/PHP/php forms.asp

Project Report

On

ONLINE NEWS PORTAL

Submitted in partial fulfillment of the requirements for the award of degree of

M.Sc (INFORMATION TECHNOLOGY)

TO

SHANTI DEVI ARYA MAHILA COLLEGE

DINANAGAR

Submitted To:-

Ms. Manpreet Kaur

Assistant Professor

Post Graduate Deptt. Of Computer Science & IT

Submitted By:

Shweta

(20862127615)

Rajni Sarmal

(20862127610)

POST GRADUATE DEPARTMENT OF COMPUTER Sc. & IT

GURU NANAK DEV UNIVERSITY, AMRITSAR

ACKNOWLEDGEMENT

With deep sense of gratitude, We express our sincere thanks and obligation to our esteemed guide Ms. Manpreet Kaur (Assistant Professor). It is because of her able and mature guidance and co-operation without which it would not have been possible for us to complete our project. We would also like to thank Dr. Deepak Jyoti, HOD, Post Graduate Deptt. of Comp Sc. & IT, Shanti Devi Arya Mahila College, Dinanagar for providing the institute with an environment where one can use her intellect and creativity to develop something fruitful and also for allowing us the opportunity to experience dynamic professional environment during our Training. This environment facilitated us in pursuing this project. It is our pleasant duty to thank all the staff members of the Computer Department for their time to time suggestions. Finally, We would like to thank the almighty and our parents for their moral support and our friends with whom we shared our day-to-day experience and received lots of suggestions that improved our quality of work.

Shweta

20862127615

Rajni Sarmal

20862127610

CERTIFICATE OF APPROVAL

This is certify that the project report entitled **ONLINE NEWS PORTAL** submitted to Shanti Devi Arya Mahila College, Dinanagar in partial fulfillment of the requirement for the award of degree of M.Sc (Information Technology) is an authentic and original work carried out by Shweta (20862127615) and Rajni Sarmal (20862127610) under my guidance and supervision. The Post Graduate Deptt. of Comp Sc. & IT has accepted the report as the fulfillment of the requirements for the degree of Master of Science (Information Technology). No part of this report has been submitted to any other College/University for the reward of any Degree to the best of my knowledge.

Ms. Manpreet Kaur

Assistant Professor (Comp Sc.)
(Project Supervisor)
Shanti Devi Arya Mahila College
Dinanagar

Dr. Deepak Jyoti

Head, PG Department of Computer Sc. & IT
Shanti Devi Arya Mahila College
Dinanagar

DECLARATION

We hereby declare that this project report on "ONLINE NEWS PORTAL" which is being submitted in partial fulfillment of the Training Programme of M.Sc (Information Technology) to Shanti Devi Arya Mahila College,Dinanagar, is the result of the work carried out by us, under the guidance of Ms. Manpreet Kaur (Assistant Professor), Shanti Devi Arya Mahila College, Dinanagar

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Introduction

Now-a-days we live in age of Information Communication and Technology . We can't think a single moment without technology. From morning to night, we need help of the technology. This is the revolutionary time of computer technology. Most of the works depends on web application. For this reason, anytime, anywhere, anyone can access a website by internet at low cost and we can find our expectable and most update information from website. At present information is one the most valuable resource of the current world. We have developed our project so that we can aware the people.

1.1 Objective of the Present Work

- The objective of this project is to develop a web application for Online News Paper website that can aware the people
- The objective of this project is to provide the daily news.
- The objective of this project is to provide the breaking news.
- It makes use of various technologies to get required crime oriented information more quickly, easily, colorfully and attractively.
- To do this for more widely coverage of distribution and faster dissemination of information in a more timely manner.
- Anytime, anywhere, anyone can know about the news or information by internet at low cost.
- Dynamically provides facility.
- To add any new information without any complexity.

1.2 Literature Review

A lot of project work has carried on Online News Portal System. At the present time, Online News Portal websites are available. But most of this website is static and traditional. There is no feature that can make people awareness. This is why we have done this project. Our project has many features that can aware the people. By using this website one can get more and more information that helps the people in their daily life.

1.3 Organization of the Project

In this project we have develop an Online News Portal website. It is a dynamic system. It can be maintain and changed easily because it is based on database. It's contain web pages that are generated in real-time. These pages include Web scripting code, such as PHP. It is fully secured from unauthorized access. In a word it can say that our Online News Portal website is a completely dynamic website.

To create the software, we have worked on all possible types of basic codes used for principle design based on mainly on PHP, CSS and HTML. Here we have used incremental model to create the software. We have collected all kinds of information related to this software from the customer. Actually it is one kind of Customized software products.

The project background model specially designed on the basis of certain web programming language like PHP, MYSQL, JAVASCRIPT, CSS etc. In following section here we are going to give a brief description about this language in this project.

1.4 Project Modules

News having three modules i.e. user , admin, sub-admins

User module

Anyone can read the news and also search for particular news. The reader can leave comments on the particular news.

Admin Module

Secure admin login system

Admin Dashboard: In this section admin can view, listed categories & sub categories, total published news & trashed news.

Sub-admin: In this section, admin can add/edit/delete sub-admin.

Category – In this section admin can add/update/delete the category. Admin can also restore deleted category.

Sub- Category – In this section admin can add/update/delete the Subcategory. Admin can also restore deleted Subcategory.

Post – Admin can add /update / delete news posts. admin can also view deleted news post in trash post section and restore deleted posts.

Pages – Admin can manage the contact of about us and contact us page.

Comments – Admin can approve/ unapproved / delete reader comments.

Su-bAdmin Module

Sub-Admin and Admin features are the same except Sub-Admin creation. Sub-Admin can't create the Sub-Admins.

2.1 Programming Language

PHP

- ✓ PHP stands for PHP: Hypertext Preprocessor
- ✓ PHP is a server-side scripting language,like ASP
- ✓ PHP scripts are executed on the server
- ✓ PHP supports many databases (MYSQL, Informix, Oracle, Sybase, Solid, Generic ODBC, etc.)
- ✓ PHP is an open source software
- ✓ PHP is free to download and use

MYSQL

- ✓ MYSQL is a database server
- ✓ MYSQL is ideal for both small and large applications
- ✓ MYSQL supports standard SQL
- ✓ MYSQL compiles on a number of platforms
- ✓ MYSQL is free to download and use

CSS

- ✓ Cascading Style Sheets (CSS)
- ✓ Simple mechanism
- ✓ Easy for adding style (e.g., fonts, colors, spacing) to Web documents.

2.2 Development Models

There are some Software Process Models these are listed below—

- Waterfall model
- Prototype model

2.2.1 Water fall Model

The waterfall model is probably the oldest and the best-known model as far as software development process models is concerned. The role of the waterfall model in software engineering is as important as its role in software testing. Of course, over the years, there are a number of other software process models which have been designed and implemented, but what is true is that a lot of them are based (in some way or the other) on the fundamental principle of the waterfall model.

On that note, let us examine the waterfall model in detail.

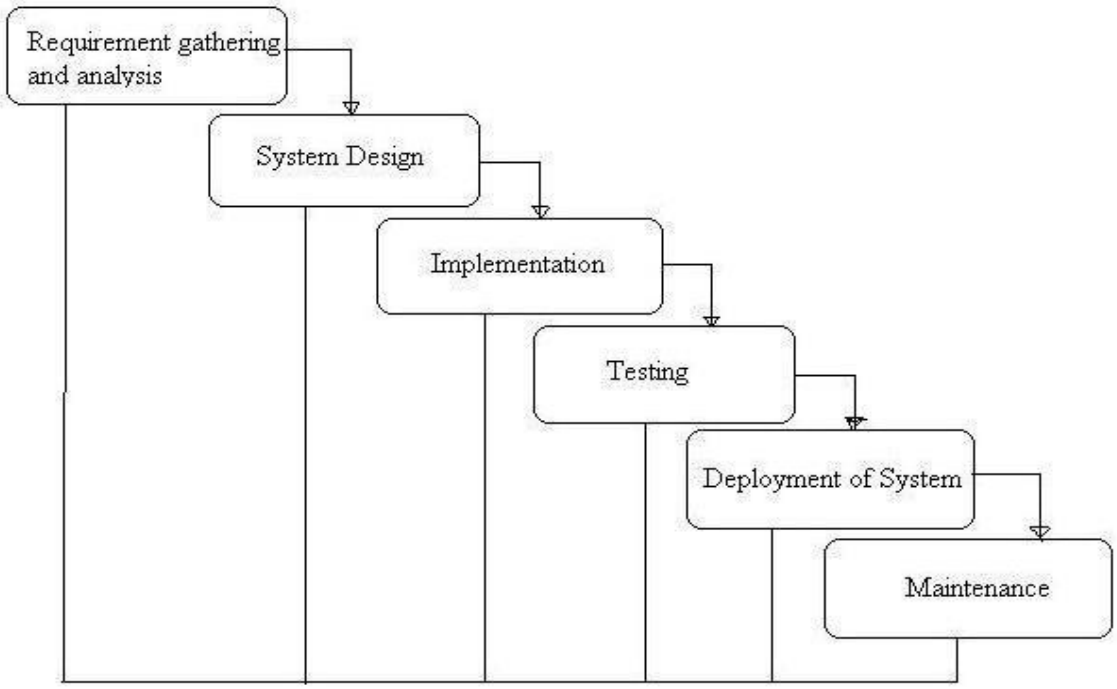


Fig. 2.1: Waterfall Model

Advantages of waterfall model:

- Simple and easy to understand and use.
- Easy to manage due to the rigidity of the model – each phase has specific deliverables and a review process.
- Phases are processed and completed one at a time.
- Works well for smaller projects where requirements are very well understood.

Disadvantages of waterfall model:

- Once an application is in the testing stage, it is very difficult to go back and change something that was not well-thought out in the concept stage.
- No working software is produced until late during the life cycle.
- High amounts of risk and uncertainty.
- Not a good model for complex and object-oriented projects.
- Poor model for long and ongoing projects.
- Not suitable for the projects where requirements are at a moderate to high risk of changing.
- The project is short.

2.2.2 Prototype Model

The basic idea here is that instead of freezing the requirements before a design or coding can proceed, a throwaway prototype is built to understand the requirements. This prototype is developed based on the currently known requirements. By using this prototype, the client can get an "actual feel" of the system, since the interactions with prototype can enable the client to better understand the requirements of the desired system. Prototyping is an attractive idea for complicated and large systems for which there is no manual process or existing system to help determining the requirements. The prototypes are usually not complete systems and many of the details are not built in the prototype. The goal is to provide a system with overall functionality.

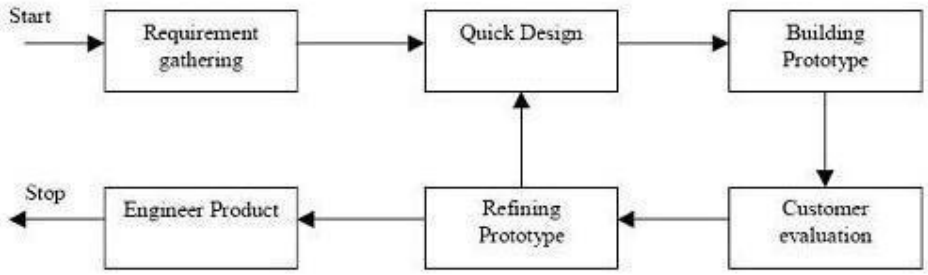


Fig. 2.2: Prototype Model.

Advantages of Prototype model:

- Users are actively involved in the development
- Since in this methodology a working model of the system is provided, the users get a better understanding of the system being developed.
- Errors can be detected much earlier.
- Quicker user feedback is available leading to better solutions.

  Missing functionality can be identified easily
- Confusing or difficult functions can be identified Requirements validation, Quick implementation of, incomplete, but functional, application.

Disadvantages of Prototype model:

- Leads to implementing and then repairing way of building systems.
- Practically, this methodology may increase the complexity of the system as scope of the system may expand beyond original plans.
- Incomplete application may cause application not to be used as the full system was designed Incomplete or inadequate problem analysis.

When to use Prototype model:

- Prototype model should be used when the desired system needs to have a lot of interaction with the end users.
- Typically, online systems, web interfaces have a very high amount of interaction with end users, are best suited for Prototype model. It might take a while for a system to be built that allows ease of use and needs minimal training for the end user.

- Prototyping ensures that the end users constantly work with the system and provide a feedback which is incorporated in the prototype to result in a useable system. They are excellent for designing good human computer interface systems.

2.3 Software Testing

Software Testing Process for executing a program with the intent of finding errors that is uncovering errors in a program makes it a feasible task and also trying to find the errors (whose presence is assumed) in a program. As it is a destructive process. To develop our project we use software testing process.

Introduction

After accepting feasibility report from our departments we have decided to continue under supervisor, Lecturer, Dept. of CSE,CBST .We have tried to understand the proposed system by detailed study of the various operations that will be performed by a system. System analysis is the process of studying an existing system to determine how it works and how it meets user needs. System analysis lays the groundwork for improvements to the system. The analysis involves an investigation, which is turn usually involves establishing a relationship with the client for whom the analysis is done and with the user of the system. This analysis phase is more of a thinking process. In this phase, we have improved logical aspects of the system. To develop the system

We have to consider about a key question “What must be done to solve the problem? [1][2] In this phase we studied the system processes, gathering Operational data, understand the

information flow, finding out weaknesses and evolving solutions for overcoming the weaknesses of the system so as to achieve the goals. During analysis phase we have concerned with:

- **Data gathering**
- **Data analysis**

3.1Data gathering

To complete this project first we have gathered necessary data or information from our supervisor, our respective teachers, friends, junior students of our department, and internet. It was complex because our system is unique and needed data are not available. It was expensive too and required a lot of work and time. To gather information we have used certain sources:

- **Documentation**

  &

- **Onsite observations**

3.1.1 Documentation

During data gathering we searched related information in Google. We found various procedures, manual, reports, create account forms, loan request form, and many other materials but all information was difficult to assess. We spend lot of time by reading manual or reports.

3.2.1 Data Flow Diagram

A data flow diagram is a short road map for that graphically represents how the data moves through the existing system .we have used data flow diagram in design process. The data flow diagram provides facilitating communication between us and user. DFD shows what kinds of information will be input to and output from the system, where the data will come from and go to, and where the data will be stored. It does not show information about the timing of processes, or information about whether processes will operate in sequence or in parallel.

Circle

The processes are represented by circle shows what the action take on the data-checking. A process accepts input data needed for the process to be carried out and produces data that it passes on to another part of the DFD.

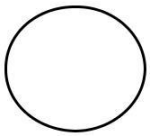


Fig. 3.1: circle.

Arrow

Arrow defines direction of the data flow. It shows the direction between a data store to another data store, source to processes.

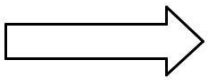


Fig. 3.2: Arrow.

Square

Square indicate the source and destination of the system.

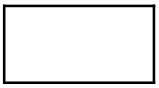


Fig. 3.3: Square.

Open Rectangle

A database is a repository of data here it represented by open-ended box. This information may be stored either temporarily or permanently by admin .Data may be changed or updated.

Fig. 3.4: Open Rectangle.

Data flow diagram of Online News Portal for the USER

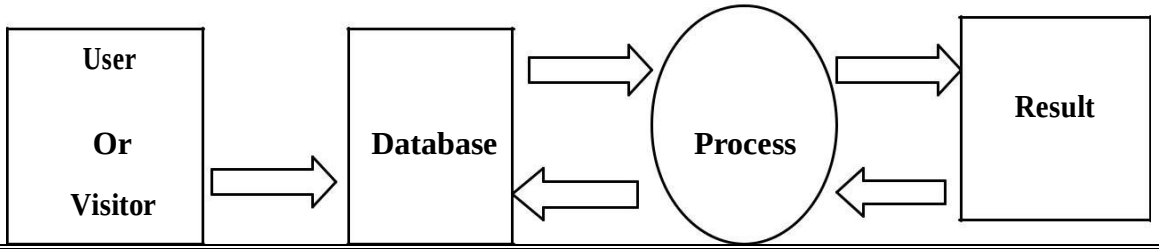


Fig. 3.5: A data flow diagram of Online News Portal for the USER.

Data flow diagram of Online News Paper for the Admin

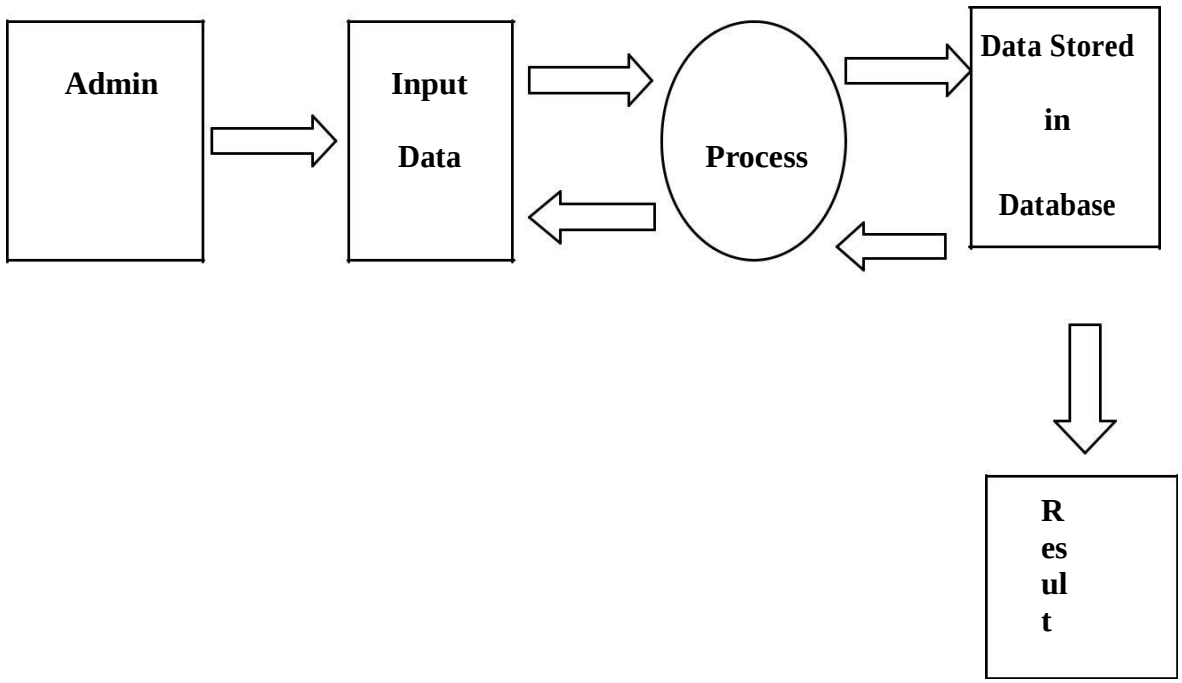
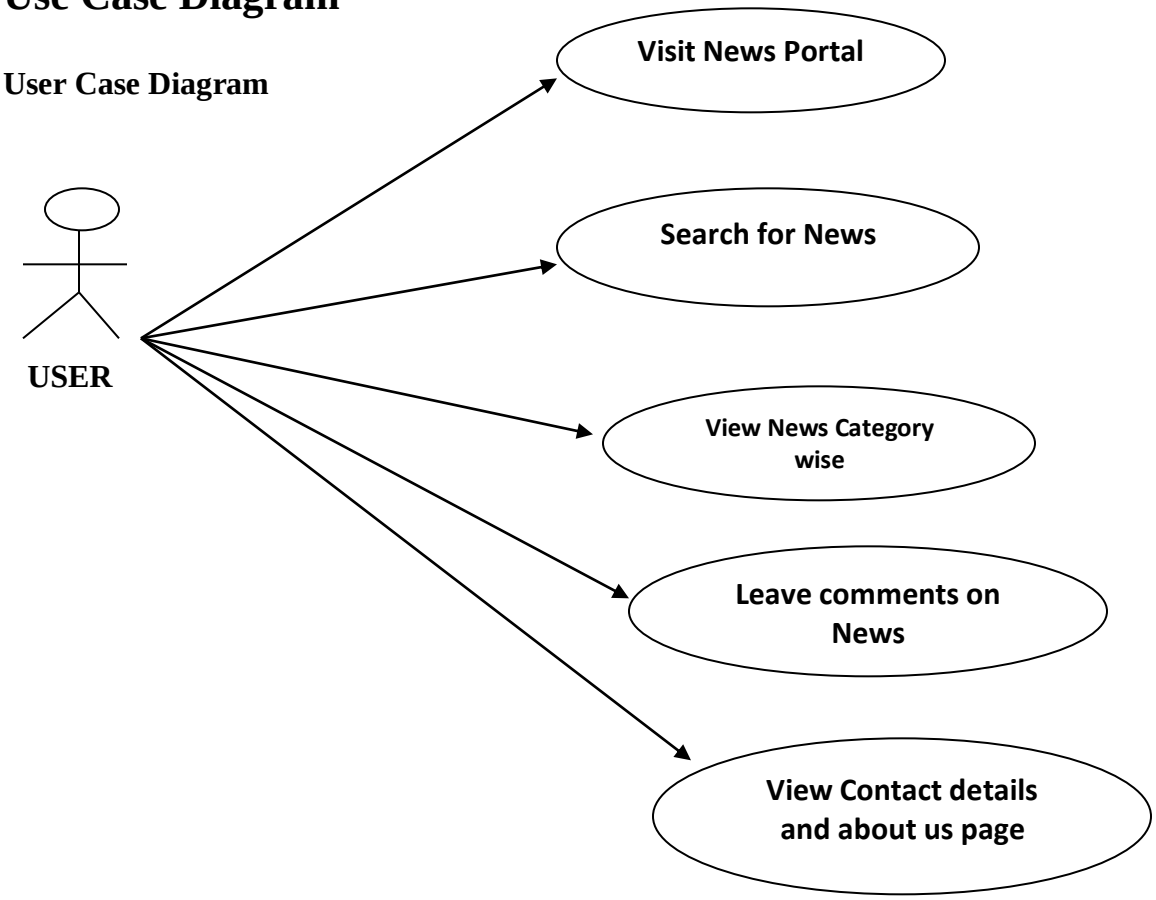


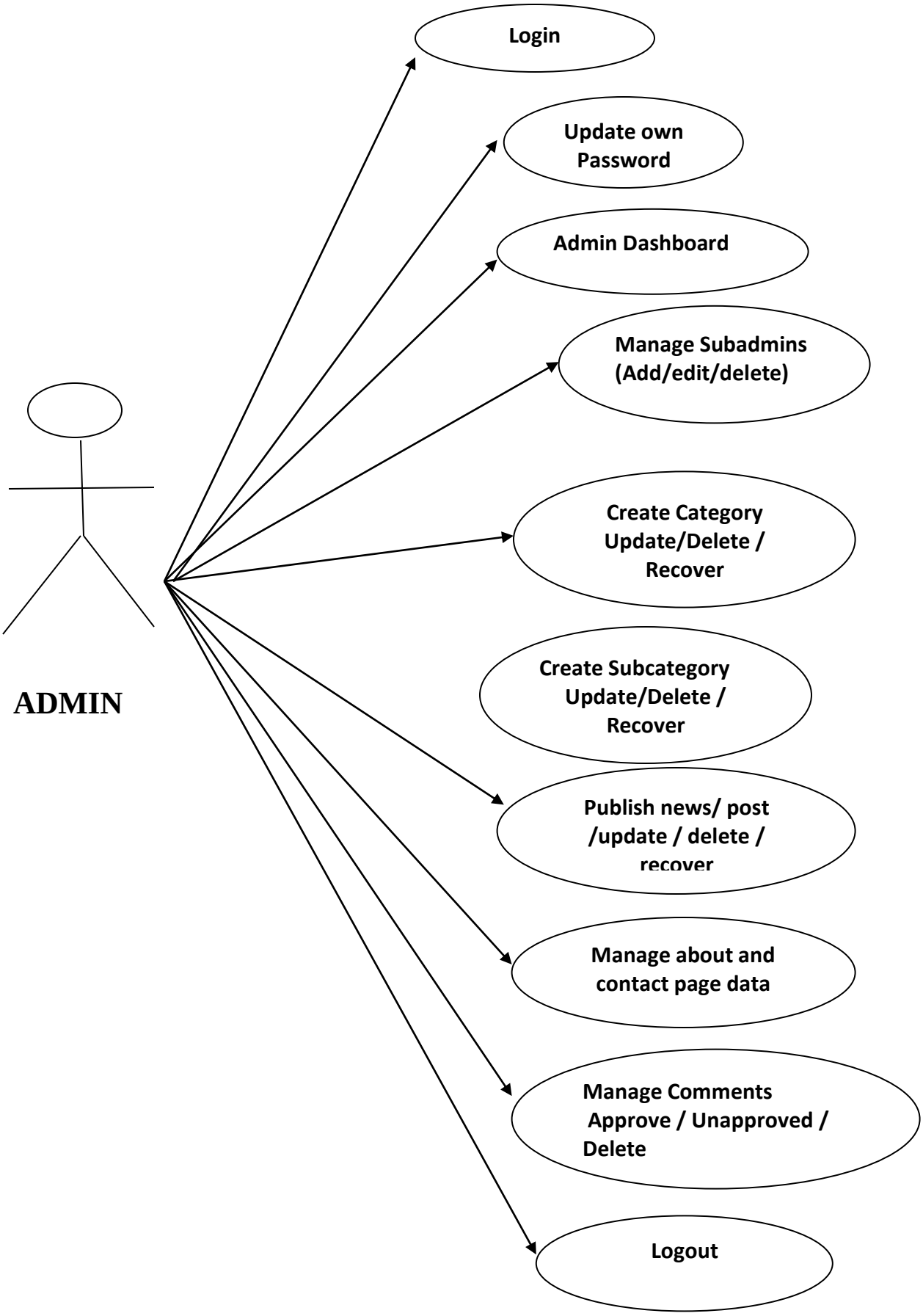
Fig. 3.6: A data flow diagram of Online News Paper for the Admin.

Use Case Diagram

User Case Diagram



Admin Case Diagram



ER Diagram:

The Entity-Relationship (ER) model was originally proposed by Peter in 1976 [Chen76] as a way to unify the network and relational database views. Simply stated the ER model is a conceptual data model that views the real world as entities and relationships. A basic component of the model is the Entity-Relationship diagram which is used to visually represent data objects. Since Chen wrote his paper the model has been extended and today it is commonly used for database design for the database designer, the utility of the ER model is:

- It maps well to the relational model. The constructs used in the ER model can easily be transformed into relational tables.
- It is simple and easy to understand with a minimum of training. Therefore, the model can be used by the database designer to communicate the design to the end user.
- In addition, the model can be used as a design plan by the database developer to implement a data model in specific database management software.

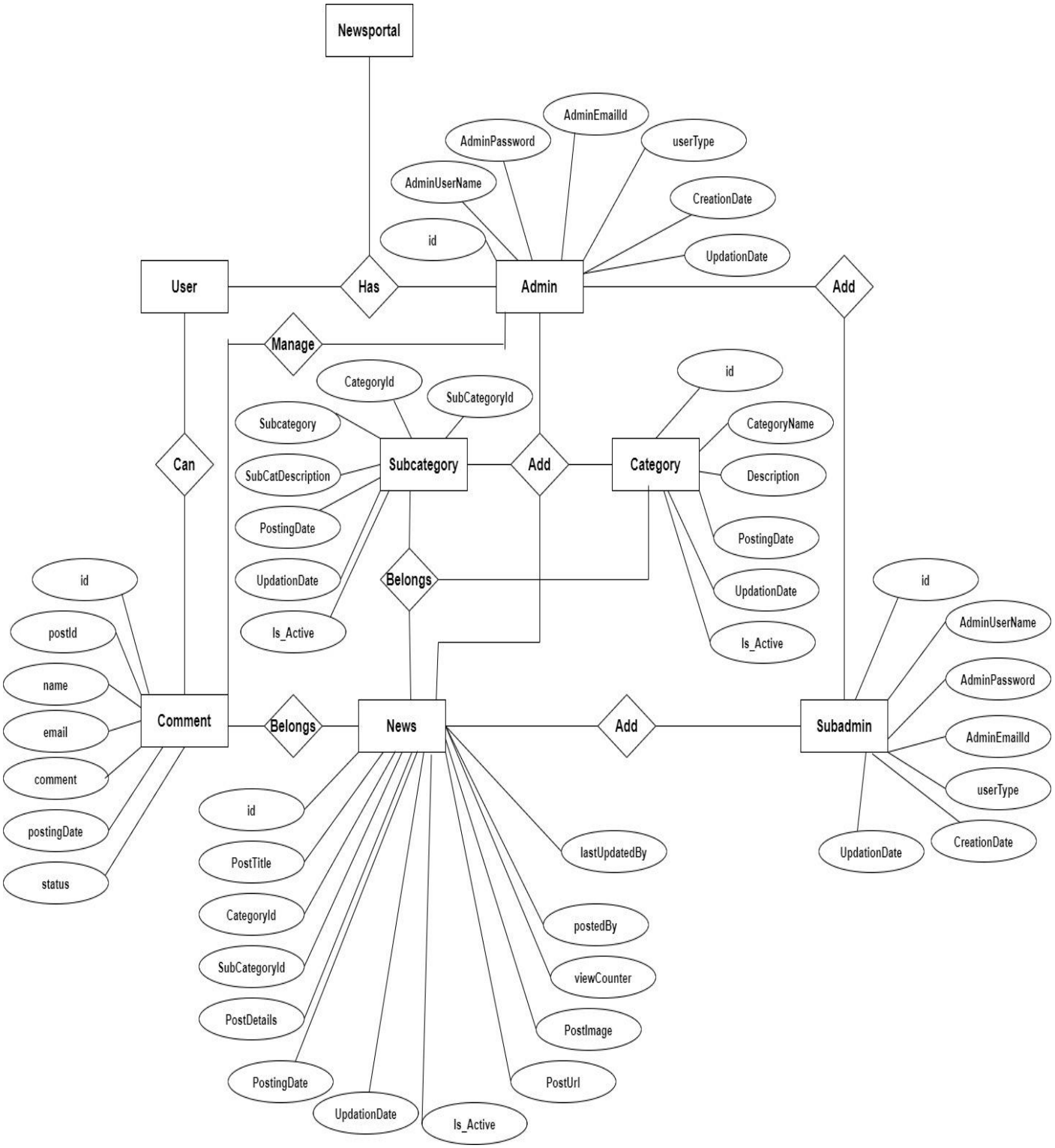
ER Notation

There is no standard for representing data objects in ER diagrams. Each modeling methodology uses its own notation. The original notation used by Chen is widely used in academics texts and journals but rarely seen in either CASE tools or publications by non-academics. Today, there are a number of notations used; among the more common are Bachman, crow's foot, and IDEFIX.

All notational styles represent entities as rectangular boxes and relationships as lines connecting boxes. Each style uses a special set of symbols to represent the cardinality of a connection. The notation used in this document is from Martin. The symbols used for the basic ER constructs are:

- **Entities** are represented by labeled rectangles. The label is the name of the entity. Entity names should be singular nouns.
- **Relationships** are represented by a solid line connecting two entities. The name of the relationship is written above the line. Relationship names should be verbs
- **Attributes**, when included, are listed inside the entity rectangle. Attributes which are identifiers are underlined. Attribute names should be singular nouns.
- **Cardinality** of many is represented by a line ending in a crow's foot. If the crow's foot is omitted, the cardinality is one.

Existence is represented by placing a circle or a perpendicular bar on the line. Mandatory existence is shown by the bar (looks like a 1) next to the entity for an instance is required. Optional existence is shown by placing a circle next to the entity that is optional.


Newsportal
AdminEmailId
AdminPassword
userType
AdminUserName
CreationDate
id
UpdationDate
User
Has
Admin
Add
Manage
CategoryId
SubCategoryId
id
Subcategory
CategoryName
Can
SubCatDescription
Subcategory
Add
Category
Description
PostingDate
PostingDate
UpdationDate
Belongs
UpdationDate
id
Is_Active
Is_Active
id
AdminUserName
postId
name
AdminPassword
email
Comment
Belongs
News
Add
Subadmin
AdminEmailId
comment
userType
postingDate
UpdationDate
CreationDate
status
id
lastUpdatedBy
PostTitle
CategoryId
postedBy
SubCategoryId
viewCounter
PostDetails
PostImage
PostingDate
PostUrl
UpdationDate
Is_Active

4.1 System Design

System design is the most creative and challenging. The System Design Document describes the system requirements, operating environment, system and subsystem architecture, files and database design, input formats, output layouts, human-machine interfaces, detailed design, processing logic, and external interfaces.

4.2 Before Start Deign

To make web application for Online News Paper website it is need to select a standard PC that can support XAMPP.

4.2.1 Hardware Requirements

XAMPP Software installs on a standard PC system. Minimum Hardware requirements are as follows:

- ✓ Processor –Celeron (R) Dual –Core CPU T3100@1.90GHz 1.90 GHz;
- ✓ Installed Memory (RAM) – at least 350 MB;
- ✓ System type-32 bit Operating System;
- ✓ Model-Presario CQ42 Notebook PC; Resolution-1366/768;

4.2.2 Software requirements

XAMPP

XAMPP is an easy to install Apache distribution containing MySQL, PHP and Perl.

XAMPP is really very easy to install and to use - just download, extract and start.

XAMPP for Windows

The distribution for Windows 2000, 2003, XP, Vista, 7 and 8. This version contains: Apache, MySQL, PHP + PEAR, Perl, mod_php, mod_perl, mod_ssl, OpenSSL, phpMyAdmin,

Webalizer, Mercury Mail Transport System for Win32 and NetWare Systems v3.32, Ming, FileZilla FTP Server, mcrypt, eAccelerator, SQLite, and WEB-DAV + mod_auth_mysql.

- Apache 2.4.9
- MySQL10.1.31Maria DB
- PHP 7.2.3
- phpMyAdmin 4.7.9

Programming Language

- HTML
- CSS
- Jquery
- PHP
- MySQL

4.3.1 User Panel Design

In user panel design we have done our task for user. Here we provide facility about Online News Paper. In index page user can select any options which is needed by him/her. By selecting options he/she can see the desired page. Then he/she can get the all oriented information finally. The design of user panel is shown in following flow chart….

User Panel Flow Chart:

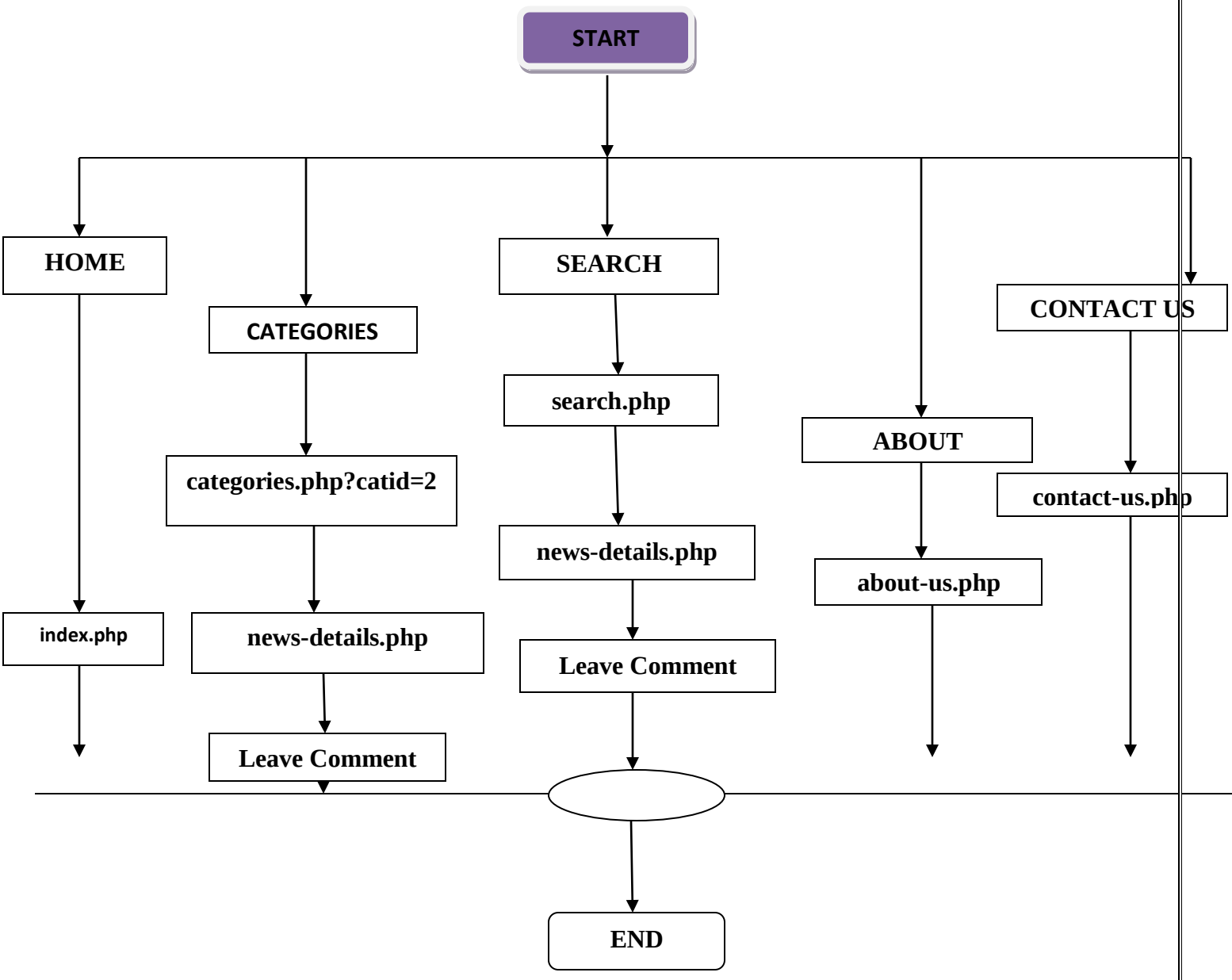


Fig. 4.1: The user panel flowchart part.

4.3.2 Admin Panel Design

We have design user login facility to manage and update all of the information. It is fully secured page. Without appropriate username and password it cannot be accessed by anyone. For admin login after giving username and password we need to click a login button , when we click login button it is not directly entered in home page , it stay in login page. Then it starts a session and set two variables called username and password. If the username and password are matched with database, it can enter in home page. It is not possible without click login button. In case if username or password are not matched with database than Invalid username or password massage is shown. We can describe the login facility in admin login by using below flow chart given below--

Admin Login Flow Chart:

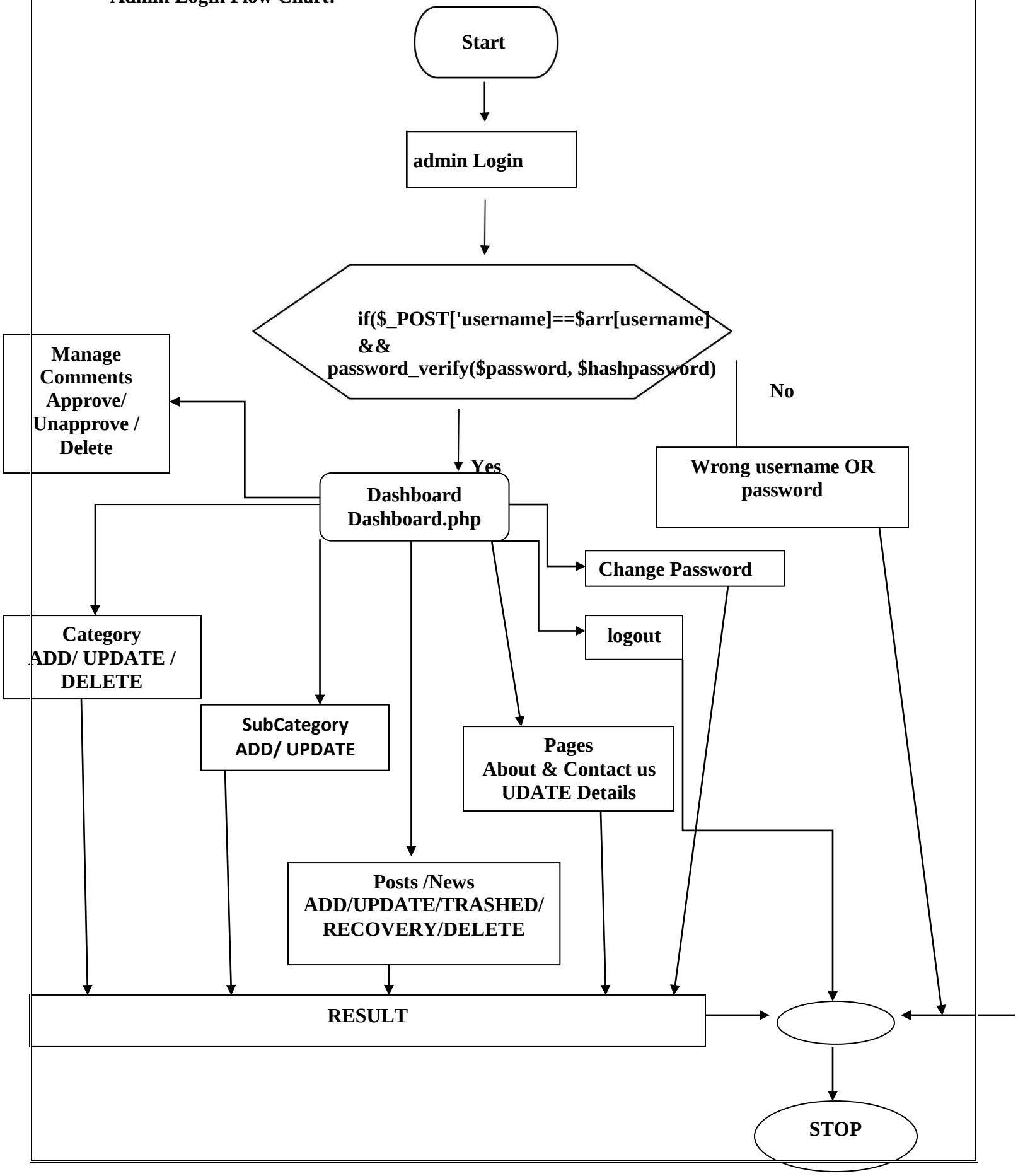


Fig. 4.2: Admin Login Flow Chart.

4.3.3 Files and Database

We have organized one database **news portal** for system design. It can be accessed directly or sequentially by registered. The database determines files, record, fields, and characters. It can be easily controlled and updated. This database and its table and component are described by using flow diagram that is given in the below…….

Newsportal Database has 6 tables

- tbladmin
- tblcategory
- tblcomments
- tblpages
- tblposts
- tblsubcategory

- **tbladmin**

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	id	int(11)			No	*None*		AUTO_INCREMENT
2	AdminUserName	varchar(255)	latin1_swedish_ci		Yes	*NULL*		
3	AdminPassword	varchar(255)	latin1_swedish_ci		Yes	*NULL*		
4	AdminEmailId	varchar(255)	latin1_swedish_ci		Yes	*NULL*		
5	userType	int(11)			Yes	*NULL*		
6	CreationDate	timestamp			No	current_timestamp()		
7	UpdationDate	timestamp			Yes	*NULL*		ON UPDATE CURRENT_TIMESTAMP()

- **tblcategory**

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	id	int(11)			No	*None*		AUTO_INCREMENT
2	CategoryName	varchar(200)	latin1_swedish_ci		Yes	*NULL*		
3	Description	mediumtext	latin1_swedish_ci		Yes	*NULL*		
4	PostingDate	timestamp			Yes	CURRENT_TIMESTAMP		
5	UpdationDate	timestamp		on update CURRENT_TIMESTAMP	Yes	0000-00-00 00:00:00		ON UPDATE CURRENT_TIMESTAMP
6	Is_Active	int(1)			Yes	*NULL*		

- **tblcomments**

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	id	int(11)			No	*None*		AUTO_INCREMENT
2	postId	char(11)	latin1_swedish_ci		Yes	*NULL*		
3	name	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
4	email	varchar(150)	latin1_swedish_ci		Yes	*NULL*		
5	comment	mediumtext	latin1_swedish_ci		Yes	*NULL*		
6	postingDate	timestamp			Yes	CURRENT_TIMESTAMP		
7	status	int(1)			Yes	*NULL*		

- **tblpages**

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	id	int(11)			No	*None*		AUTO_INCREMENT
2	PageName	varchar(200)	latin1_swedish_ci		Yes	*NULL*		
3	PageTitle	mediumtext	latin1_swedish_ci		Yes	*NULL*		
4	Description	longtext	latin1_swedish_ci		Yes	*NULL*		
5	PostingDate	timestamp			Yes	CURRENT_TIMESTAMP		
6	UpdationDate	timestamp		on update CURRENT_TIMESTAMP	Yes	*NULL*		ON UPDATE CURRENT_TIMESTAMP

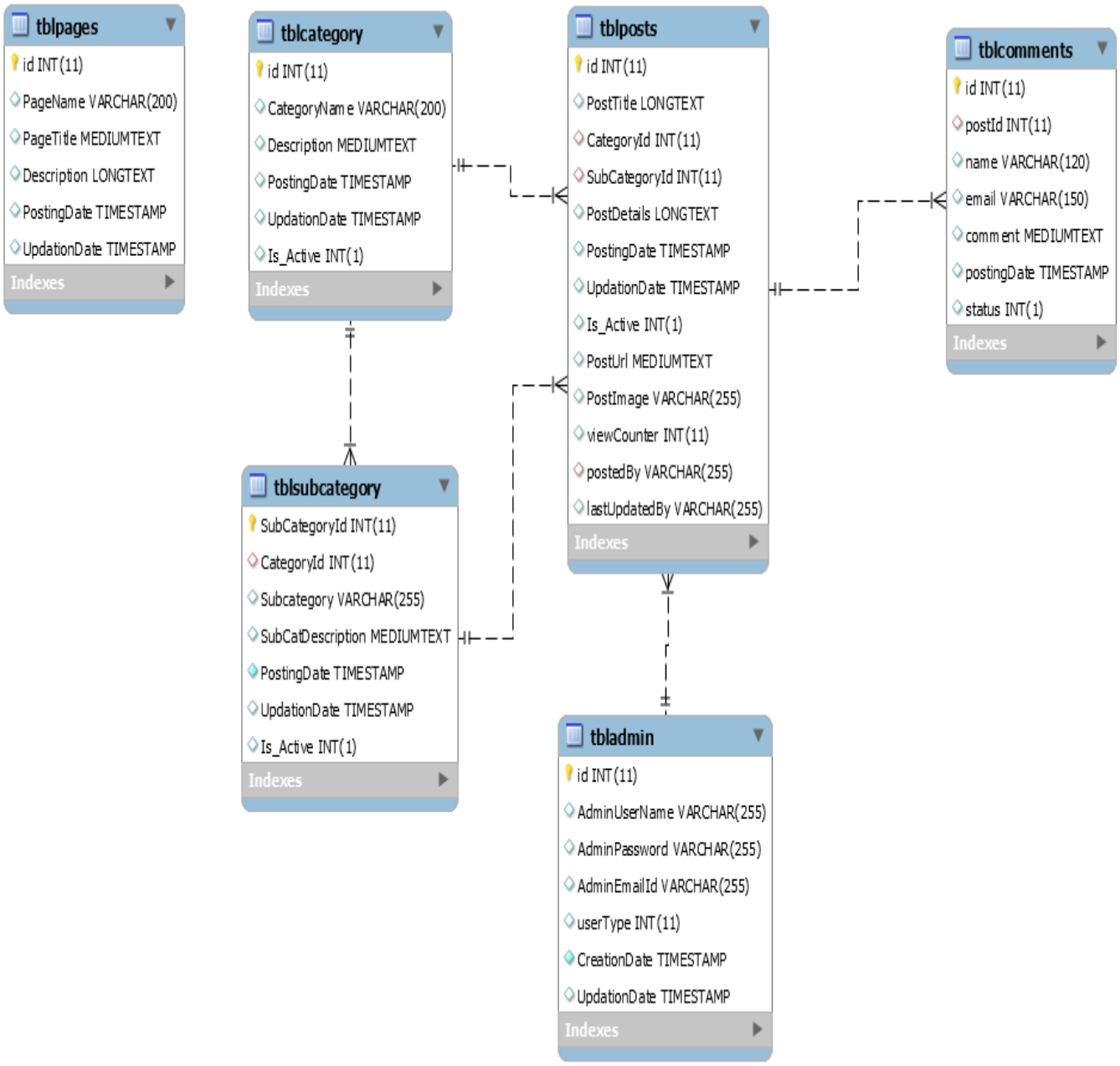
- **tblposts**
-

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	id	int(11)			No	*None*		AUTO_INCREMENT
2	PostTitle	longtext	latin1_swedish_ci		Yes	*NULL*		
3	CategoryId	int(11)			Yes	*NULL*		
4	SubCategoryId	int(11)			Yes	*NULL*		
5	PostDetails	longtext	utf8_general_ci		Yes	*NULL*		
6	PostingDate	timestamp			Yes	current_timestamp()		
7	UpdationDate	timestamp			Yes	*NULL*		ON UPDATE CURRENT_TIMESTAMP()
8	Is_Active	int(1)			Yes	*NULL*		
9	PostUrl	mediumtext	latin1_swedish_ci		Yes	*NULL*		
10	PostImage	varchar(255)	latin1_swedish_ci		Yes	*NULL*		
11	viewCounter	int(11)			Yes	*NULL*		
12	postedBy	varchar(255)	latin1_swedish_ci		Yes	*NULL*		
13	lastUpdatedBy	varchar(255)	latin1_swedish_ci		Yes	*NULL*		

- **Tblsubcategory**
-

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	SubCategoryId	int(11)			No	*None*		AUTO_INCREMENT
2	CategoryId	int(11)			Yes	*NULL*		
3	Subcategory	varchar(255)	latin1_swedish_ci		Yes	*NULL*		
4	SubCatDescription	mediumtext	latin1_swedish_ci		Yes	*NULL*		
5	PostingDate	timestamp			No	CURRENT_TIMESTAMP		
6	UpdationDate	timestamp		on update CURRENT_TIMESTAMP	Yes	0000-00-00 00:00:00		ON UPDATE CURRENT_TIMESTAMP
7	Is_Active	int(1)			Yes	*NULL*		

Relationship between tables (Class Diagram)



5.1 Activities of the System Development

We divided system development phase's activities into three categories. These provide components of the development phase that can construct the program and including a list of the programs needed to meet the systems objectives and complete documentation

To complete our system development we three type of specification. These are……..

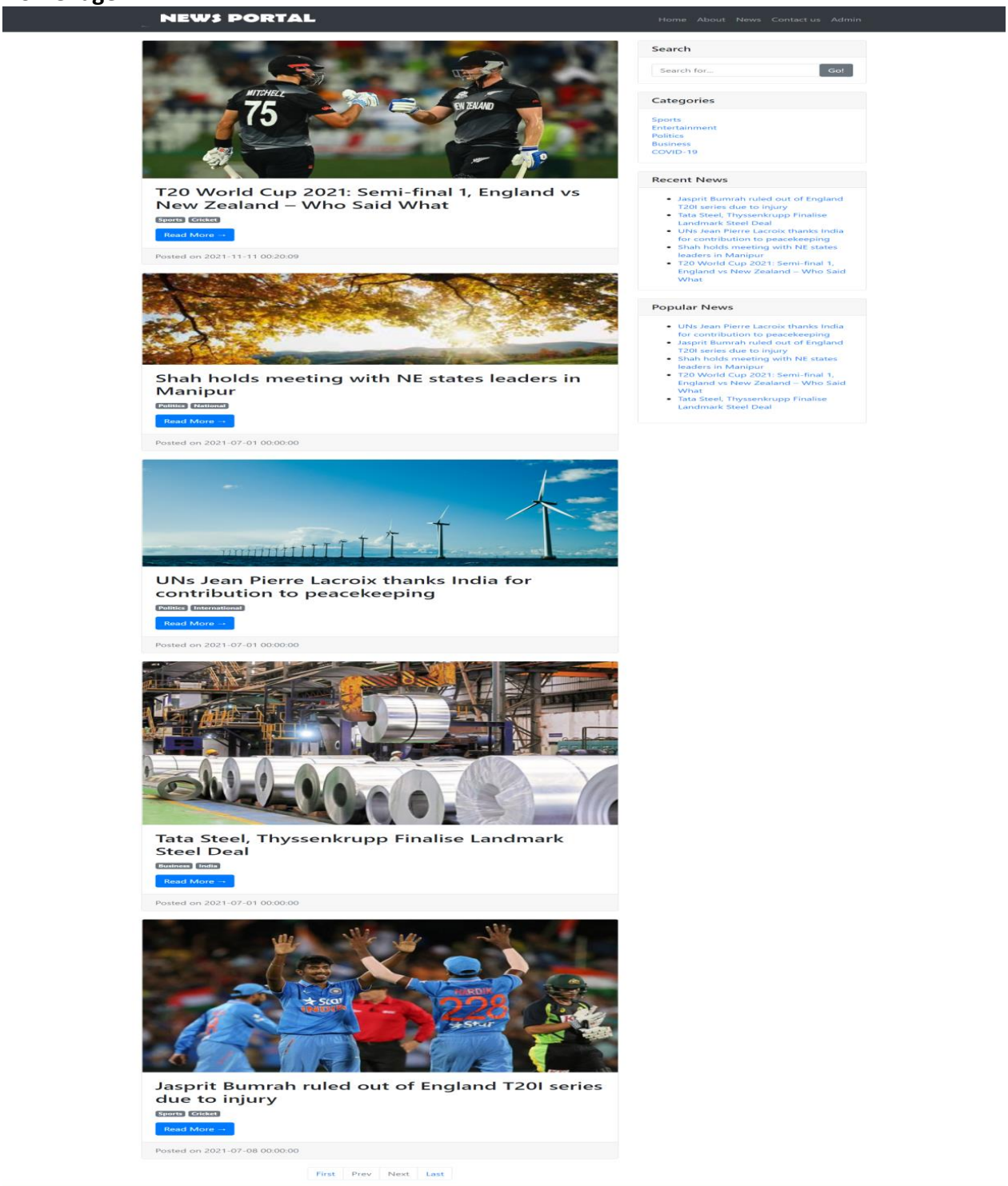
1. User specification.
2. Admin specification.
3. Files and database.

5.1.1 User Specification

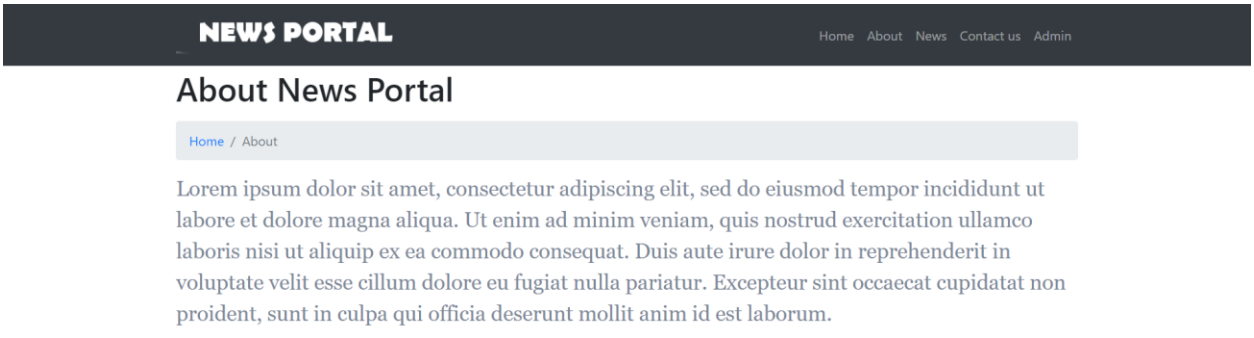
The proposed systems are physically developed in this stage. User specification or output specification provides the proposed system goals. User specification stage fulfilled the user need by preparing building blocks of the system .User specification are developed by based on output design. It provides total outlook of the system and offer various features for user.

After going to http://localhost/newsportal/index.php a user can see the view.

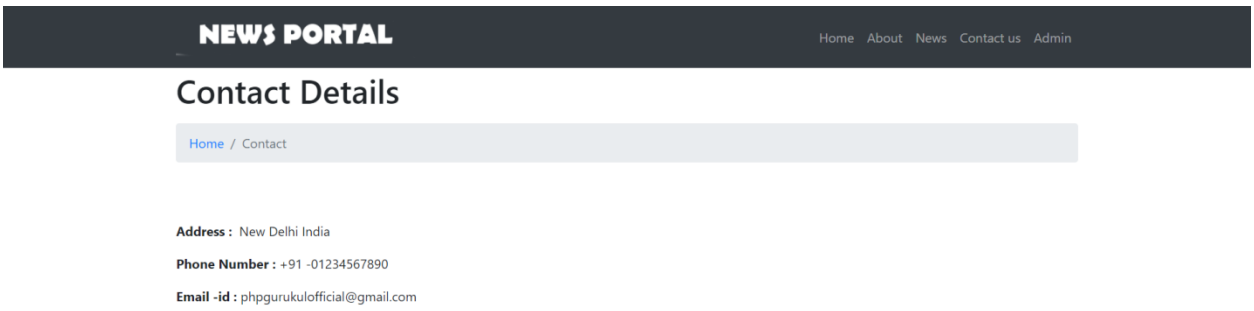
HomePage



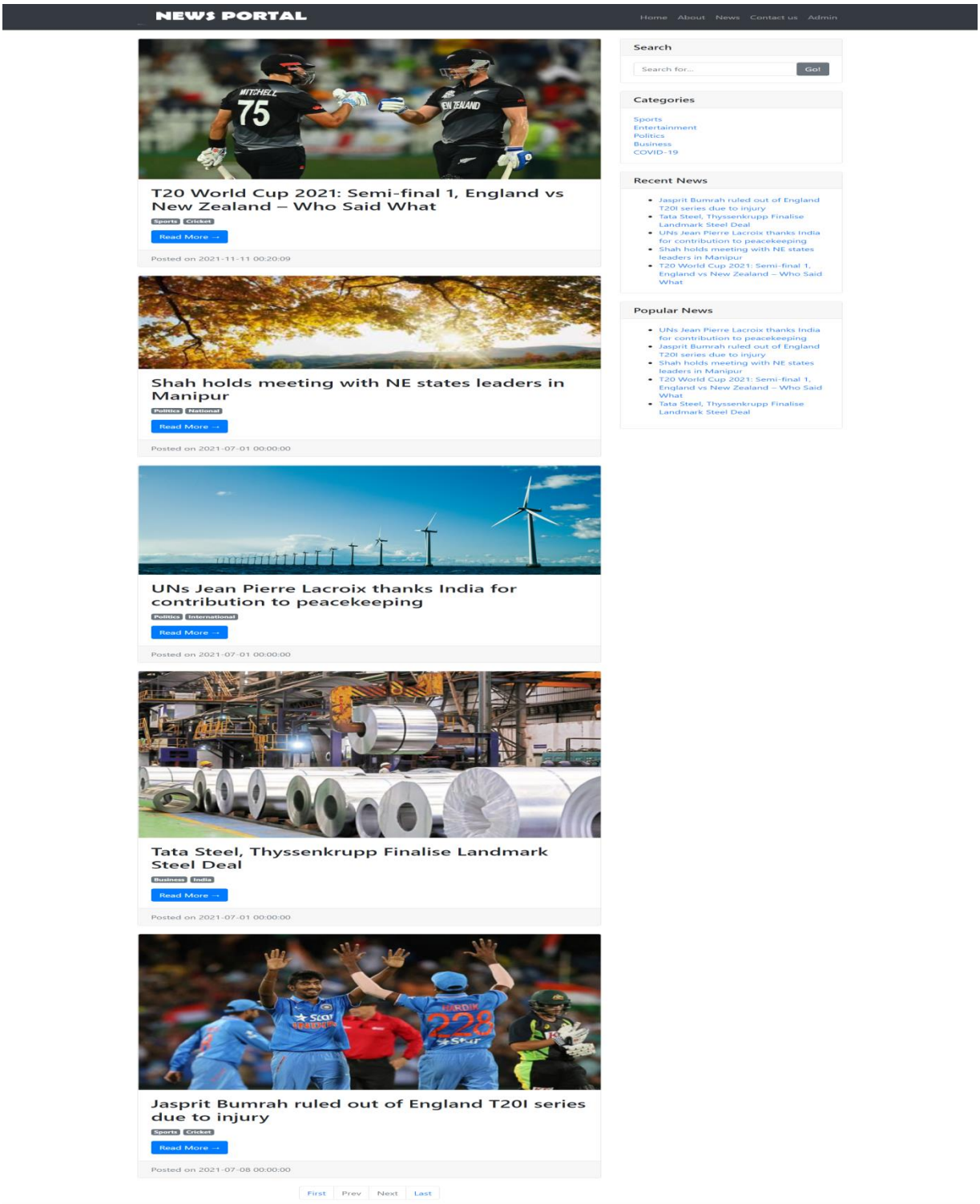
About Us



Contact Us



News


NEWS PORTAL
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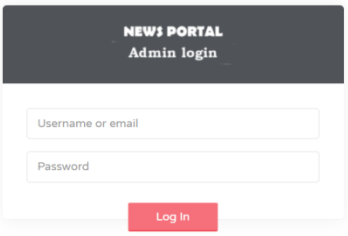
Tata Steel, Thyssenkrupp Finalise Landmark Steel Deal

Admin Login



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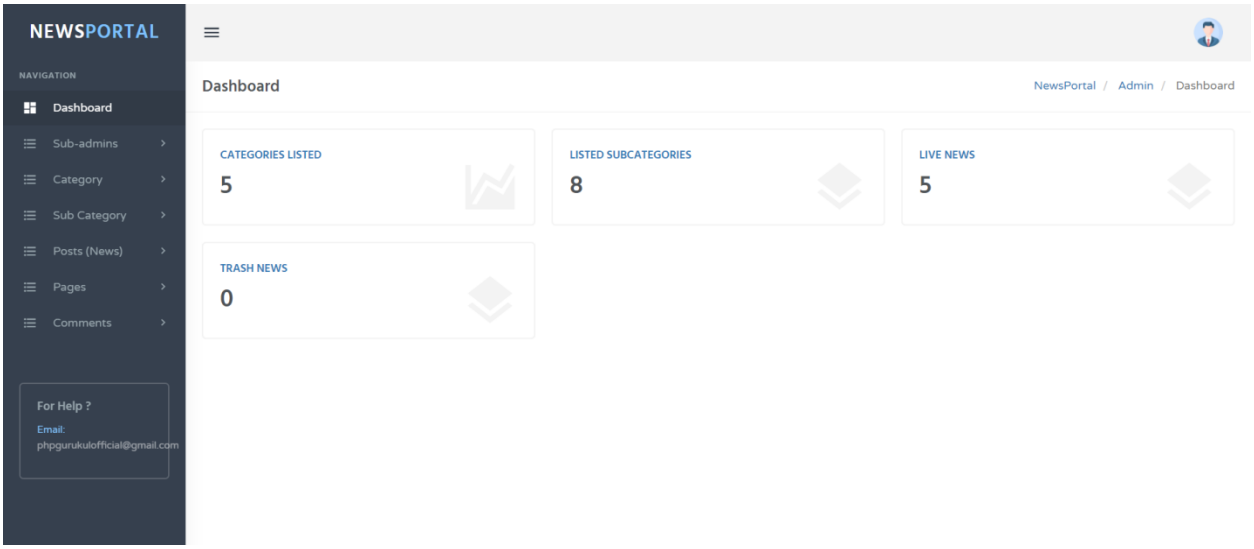

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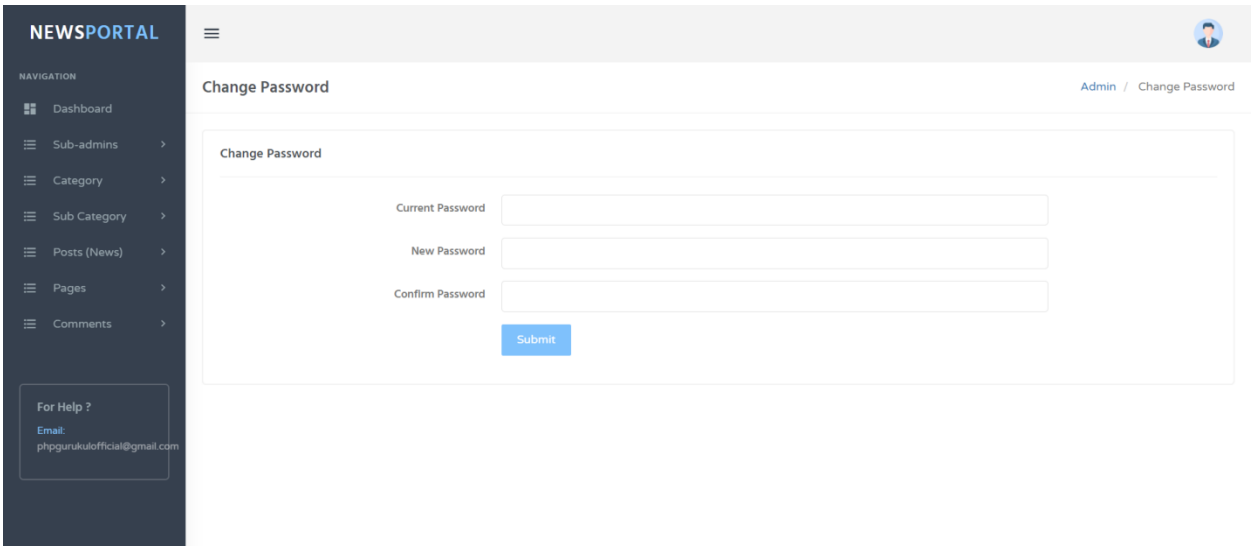
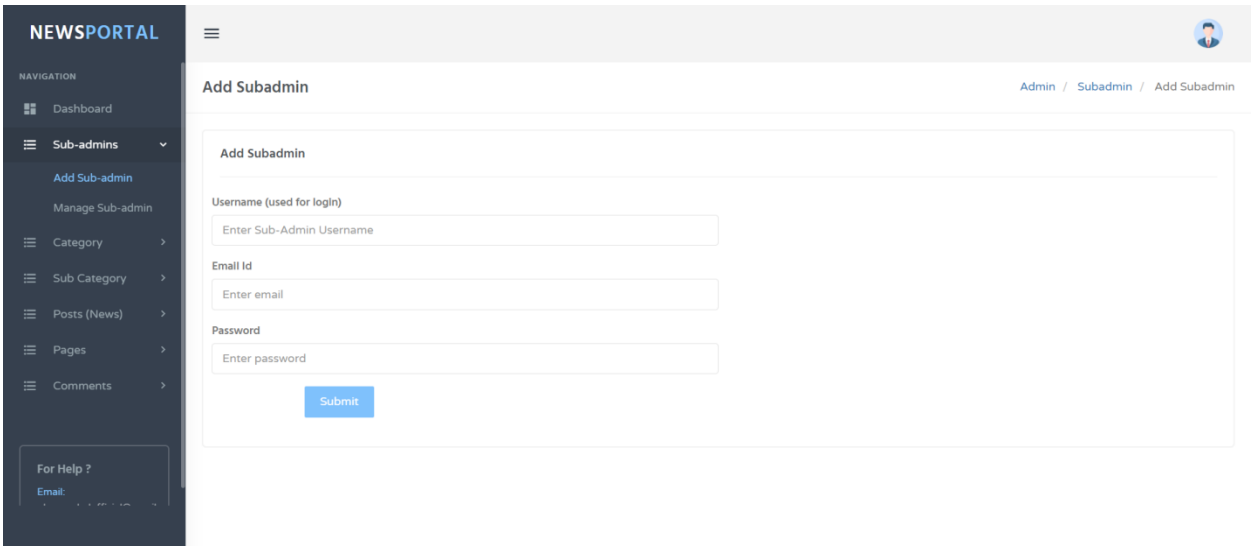
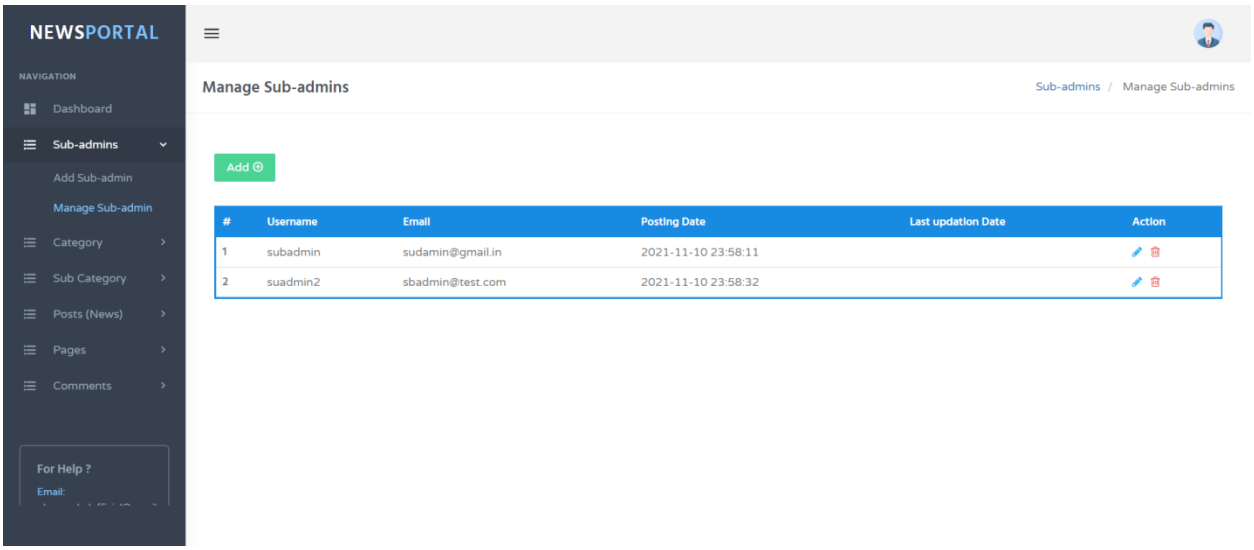


Add Sub Admin



Manage Subadmin



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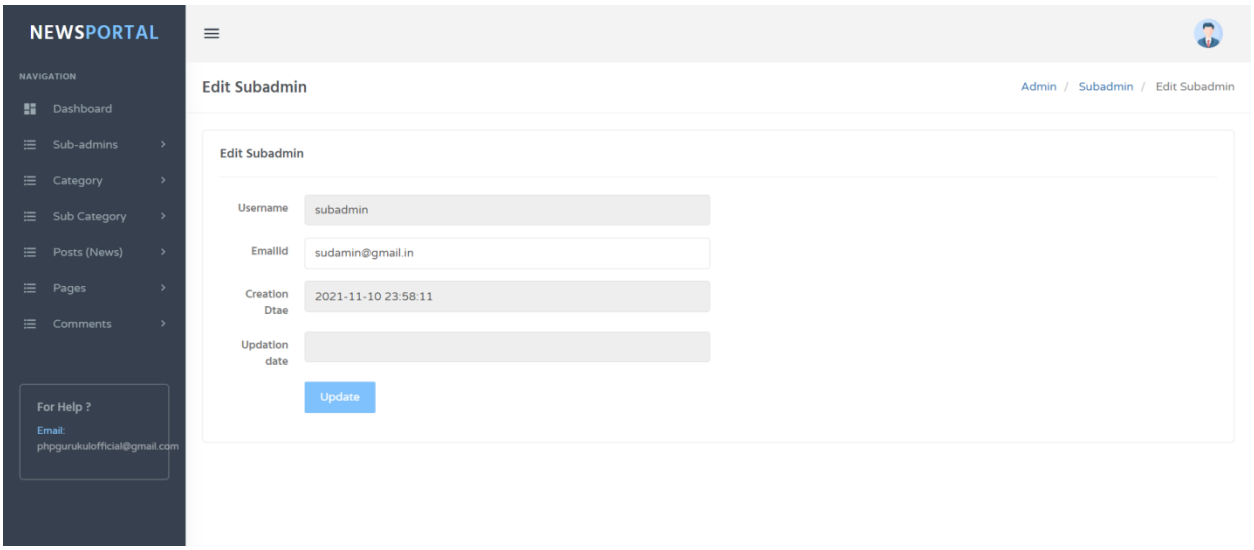

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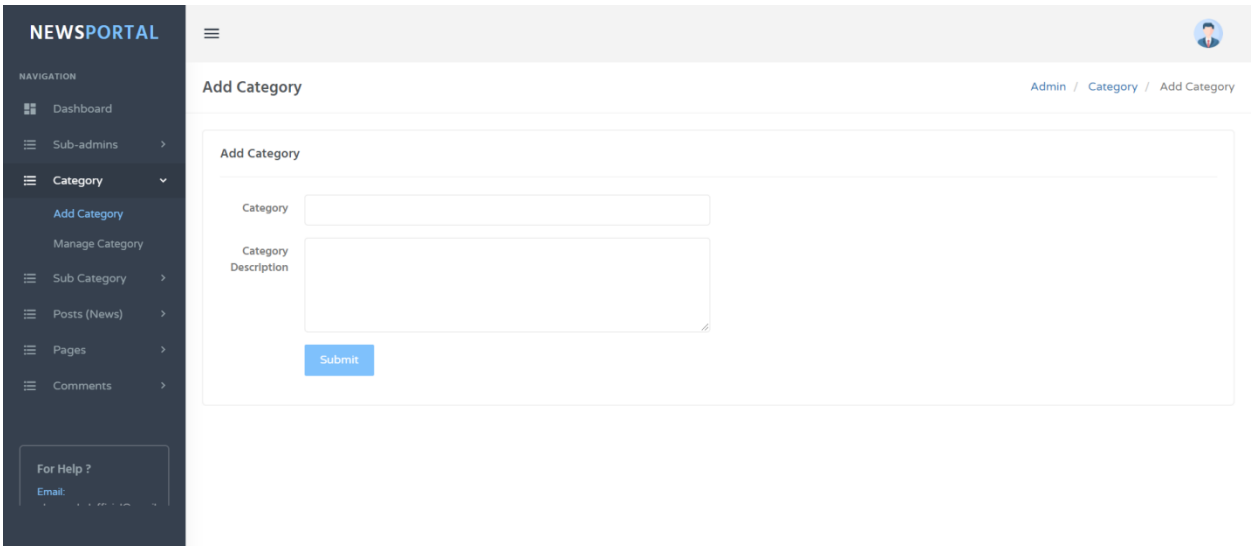

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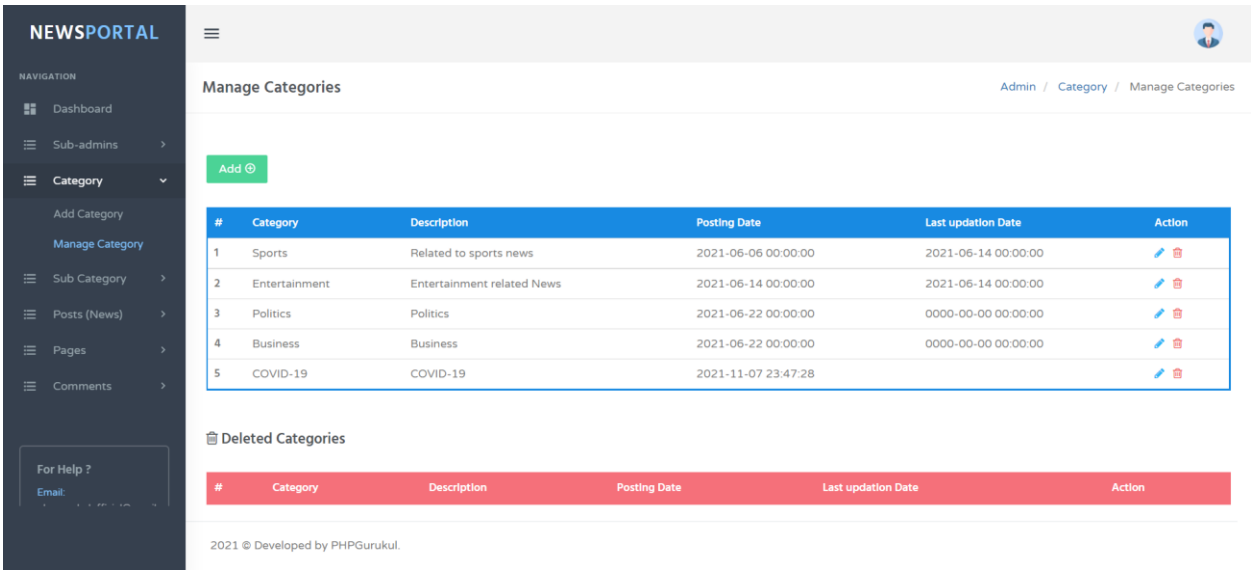

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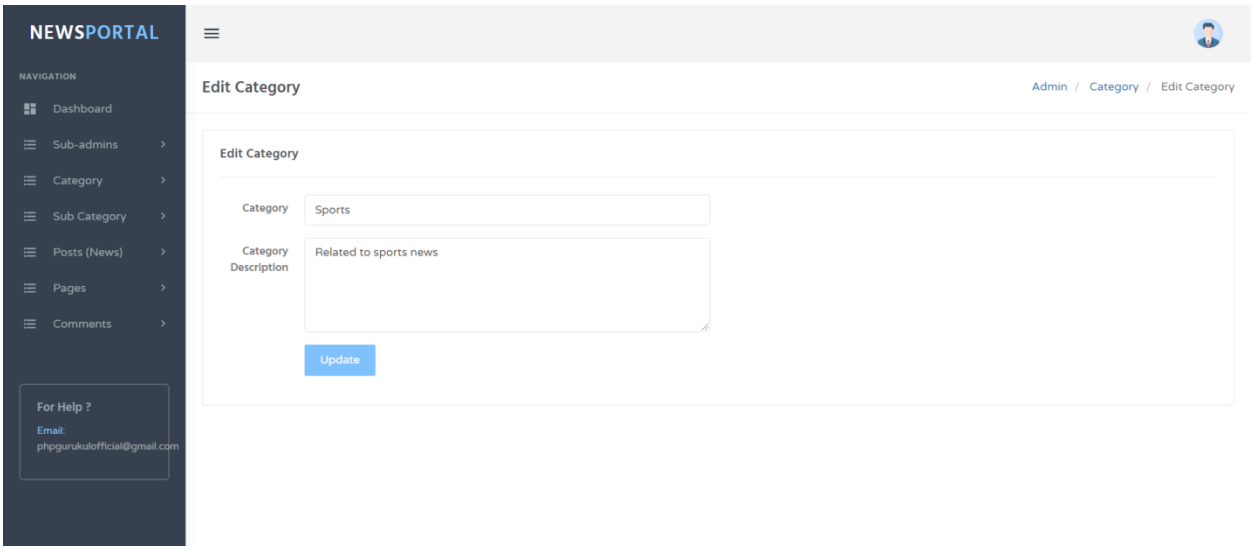

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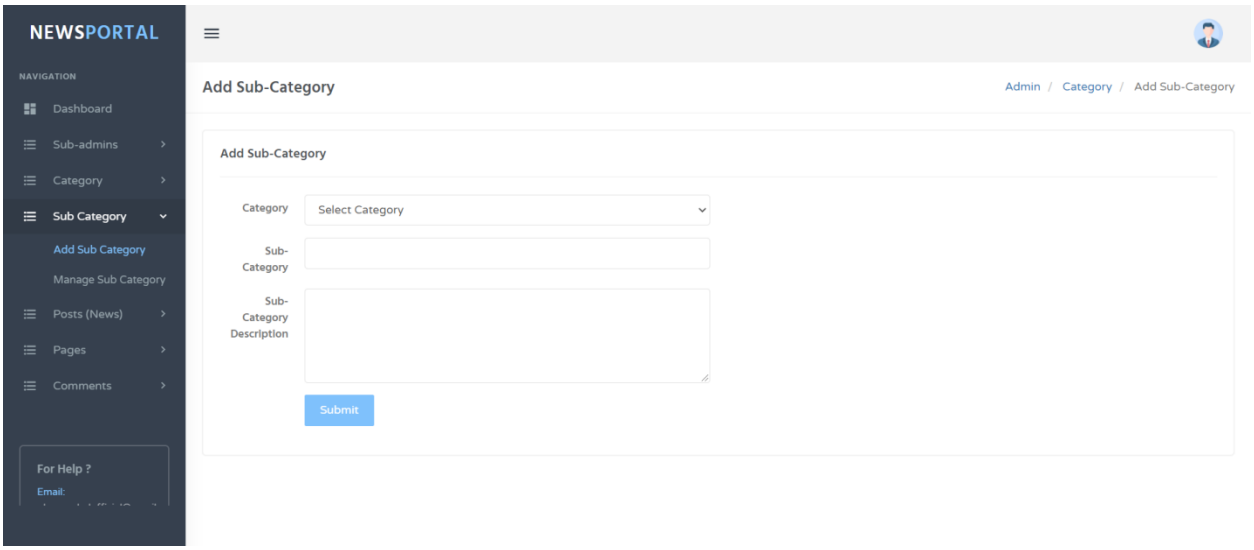

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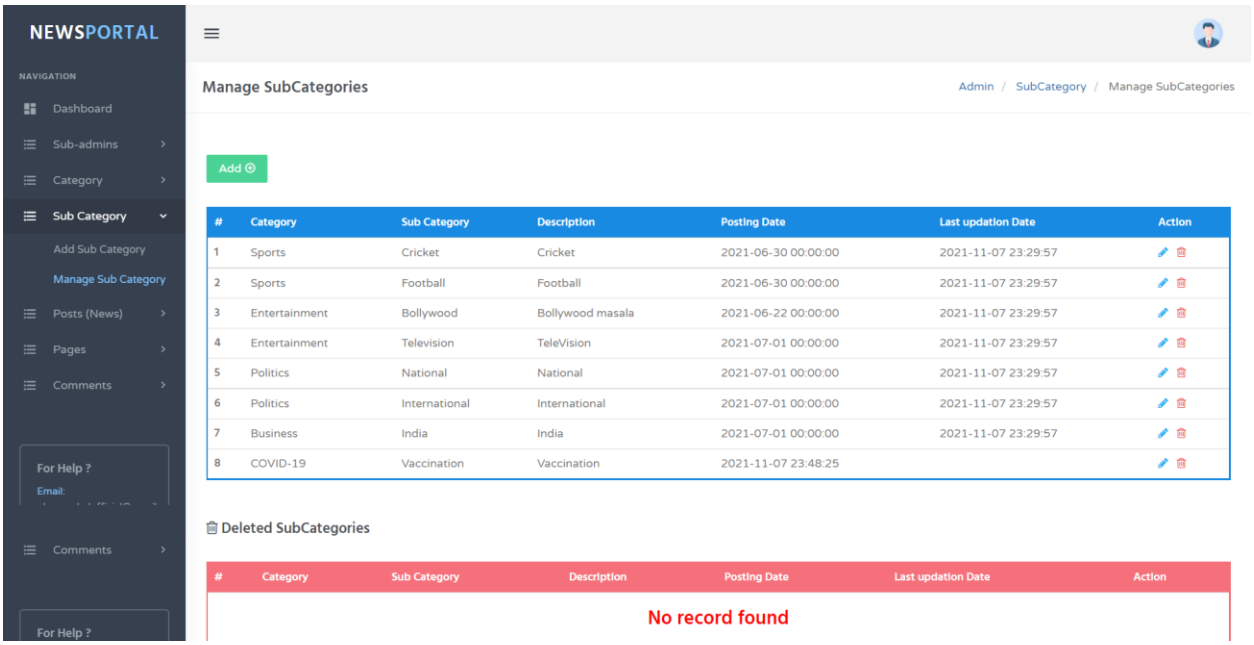

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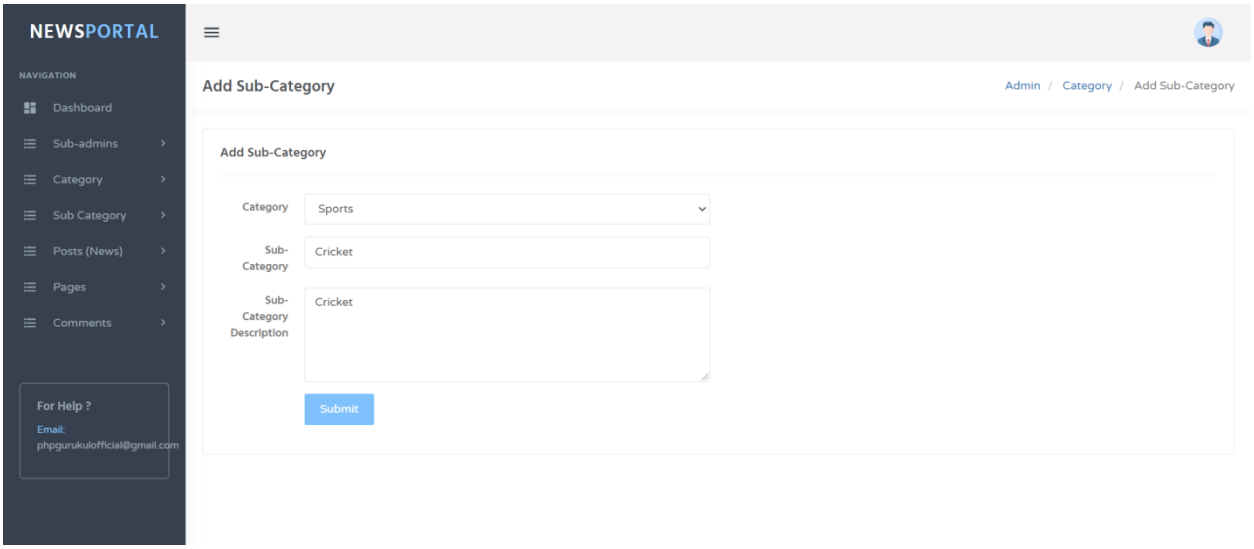
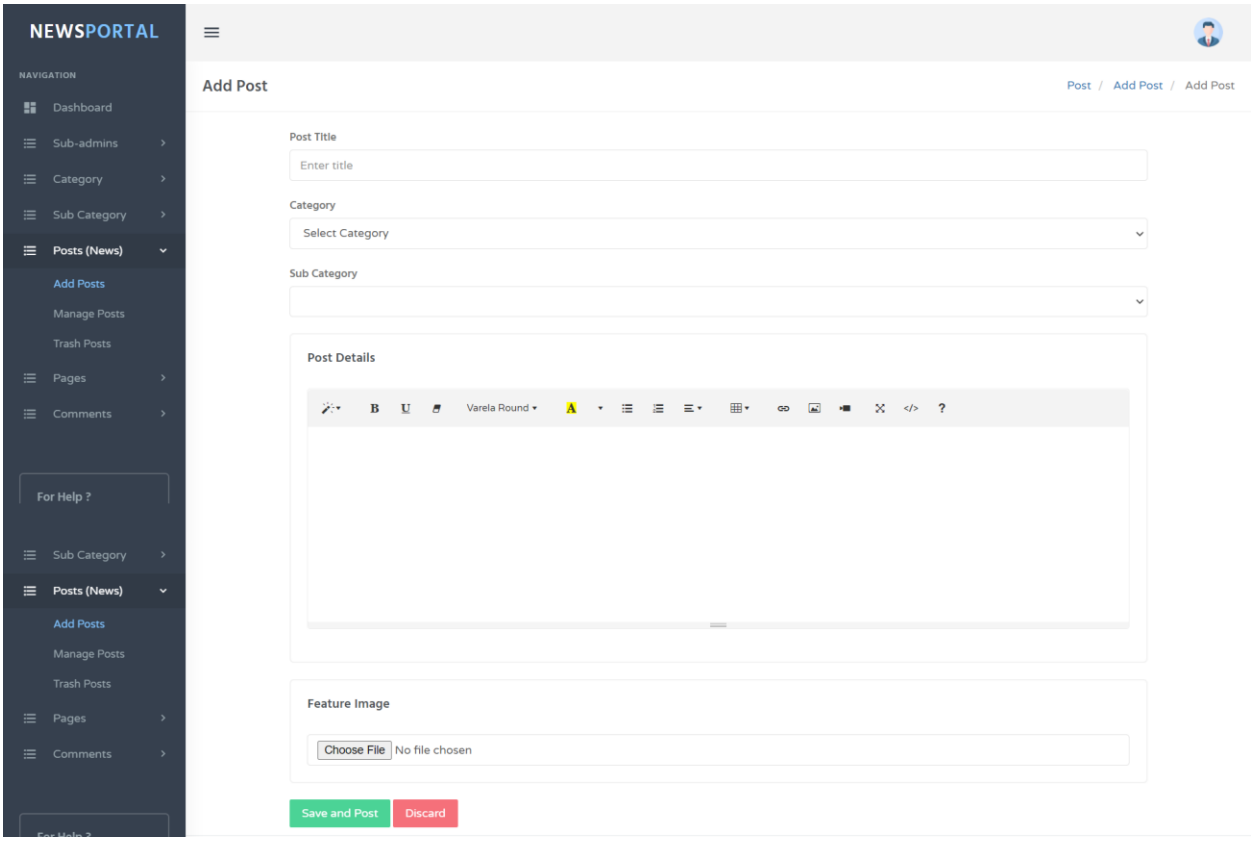
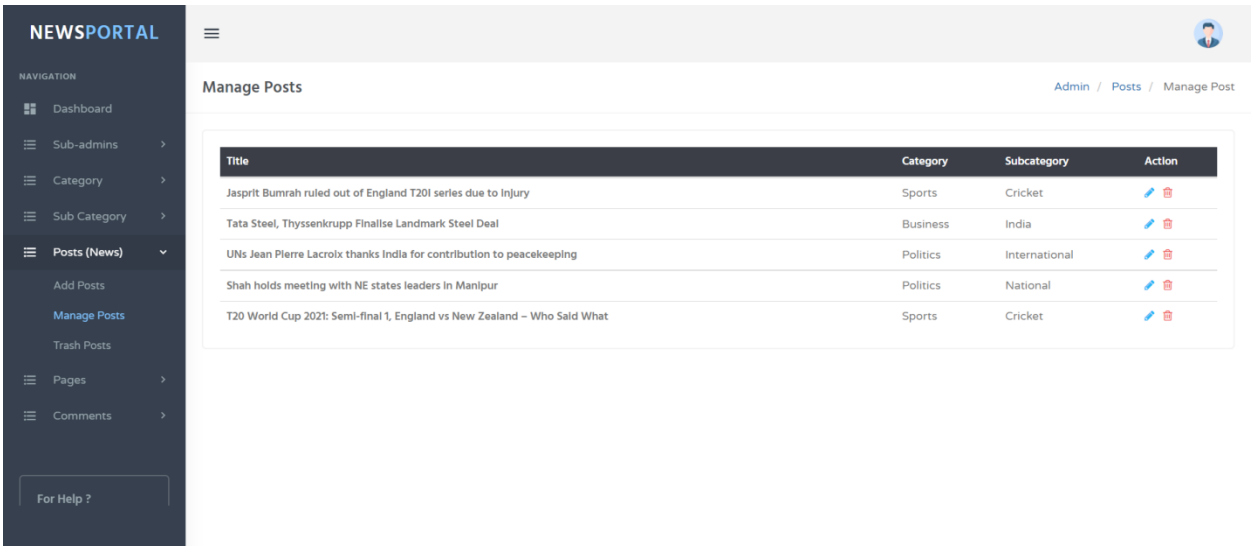


Add Post



Manage Post



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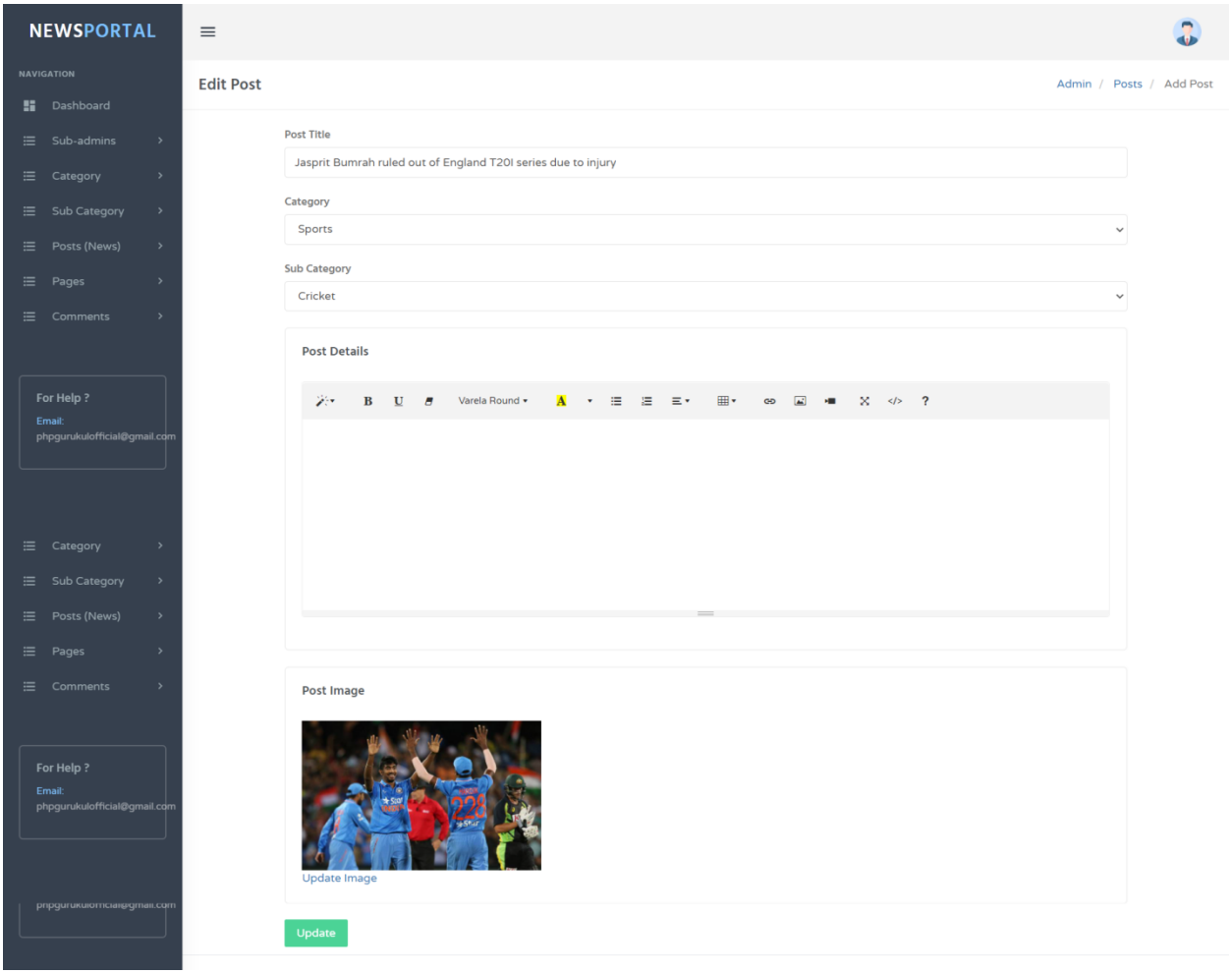
NEWSPORTAL
NAVIGATION
Dashboard
Sub-admins
Category
Sub Category
Posts (News)
Pages
Comments
For Help ?
Email:
phpgurukulofficial@gmail.com
Category
Sub Category
Posts (News)
Pages
Comments
For Help ?
Email:
phpgurukulofficial@gmail.com
Edit Post
Admin / Posts / Add Post
Post Title
Jasprit Bumrah ruled out of England T20I series due to injury
Category
Sports
Sub Category
Cricket
Post Details
Varela Round
Post Image
Update Image
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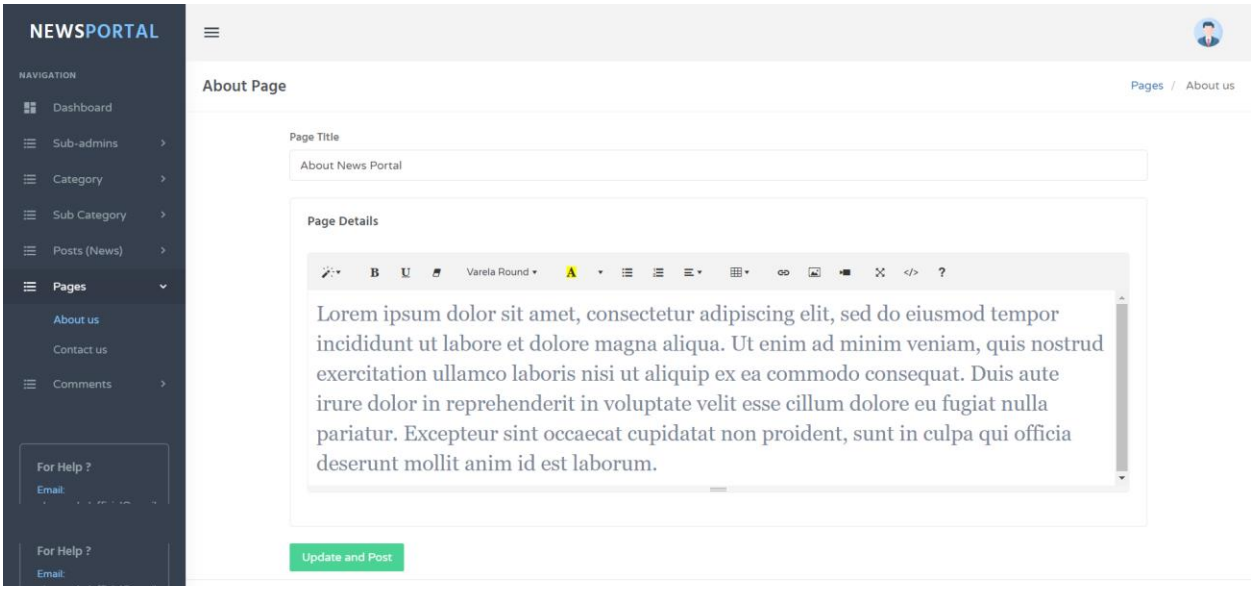
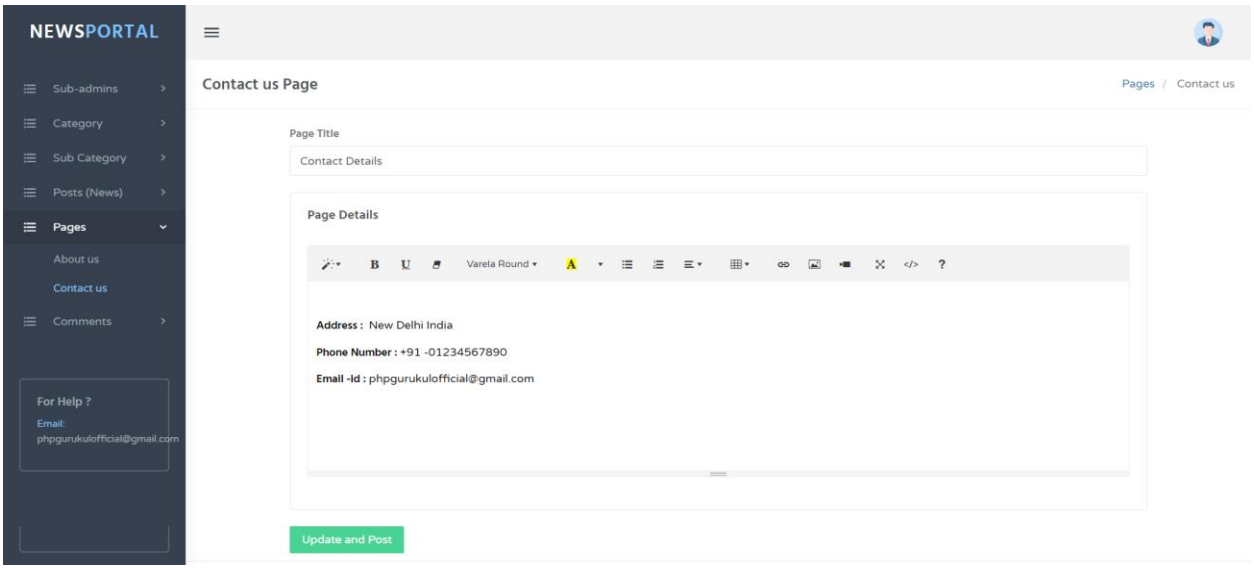
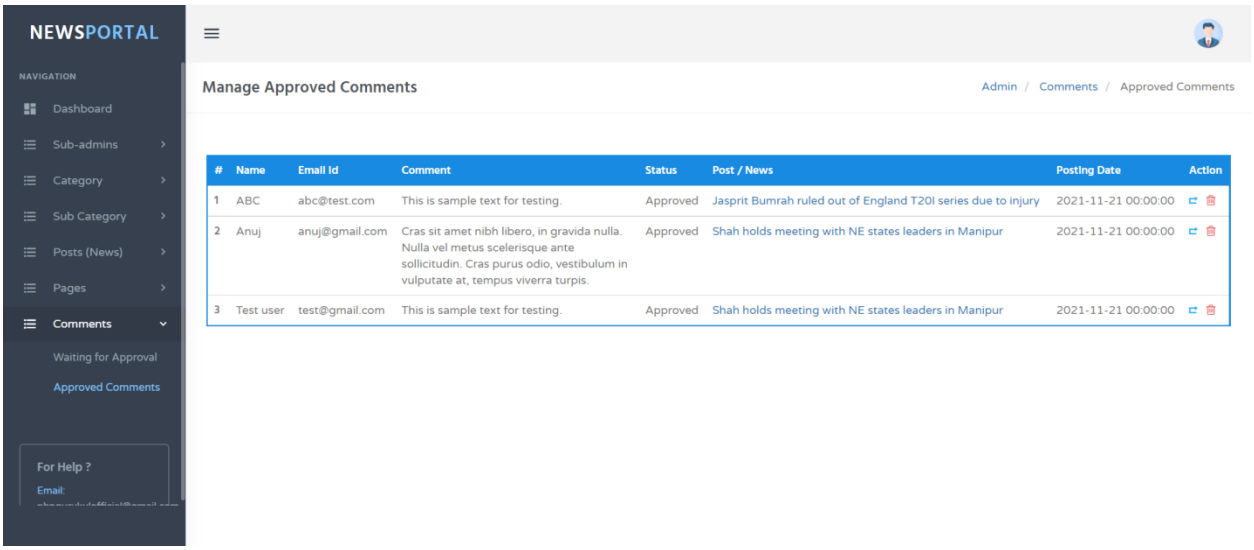
About Us Page



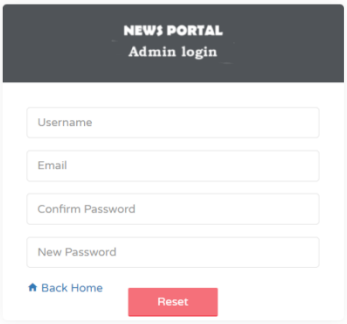
Contact Us Page



Comments



Forgot Password



Build up Our project We Use Software Testing Process for executing a program with the intent of finding errors that is uncovering errors in a program makes it a feasible task and also trying to find the errors (whose presence is assumed) in a program. As it is a destructive process.

6.1 Type of testing we use in our Project

Here we just mentioned that how the testing is related to this software and in which way we have test the software? In our project we have used 5 types of testing these are listed below-

Unit Testing: Unit testing where individual program units or object classes are tested.
Here by using this testing we have focused on testing the functionality of methods.

Module Testing: Where this is the combination of unit program is called module. Here we tested the unit program (5-6 programs) is where the module programs have dependency.

Sub-system Testing: Then we combined some module for the Preliminary System Testing in our Project.

System Testing: Where it is the combination of two or more sub-system and then it is tested. Here we tested the Entire system as per the requirements.

Acceptance Testing: Normally this type of testing is done to verify if system meets the customer specified requirements. After submitting this project to User then they tested it and to determine whether to accept application. It is the system testing performed by the customer(s) to determine whether they should accept the delivery of the system.

In our project work, an attempt has been made to develop a News or information based web site. We develop this project that helps the people and make them aware so that they can know any news. To establish this website we use various methodologies. To develop this project we have faced many problem but we hardly tried to develop this project. Our supervisor helps us by giving his valuable opinion, decision and time.

7.1 Observation

The above experiment leads us to the following observations:

It makes online news oriented information easier to its user.
It provides a wonderful user interface that attracts more and more user.

To provides a flexible way of real time communication that safe user's time and effort.

To provides a safe and secure communication system.

It makes use of various technologies and updated news about various crime and rules and crime oriented information that is more effective and useful for conscious people.

It can offer the faster and informative information system about crime news and rules of the country.

To do this for more widely coverage of distribution and faster dissemination of information in a more timely manner.

To introduce the people about the system

To get information about current world all ages anytime, anywhere, anyone can access by internet at low cost.

7.2 System Performance

System performance totally depends on the output of the system. The percentage of success rate and failure rate has been calculated using the following equations: Success:

$$\text{Rate} = \frac{\text{Total number of success}}{\text{Total number of test}} \times 100\%$$

Failure:

$$\text{Rate} = \frac{\text{Total number of failure}}{\text{Total number of test}} \times 100\%$$

The performance is related to success rate and failure rate. If the success is high then the performance of the system is good. Success rate and Failure rate are contradiction of each other. So when success rate is high then failure rate is low. In the two terms the performance of the system is depended.

7.3 Limitations

There are some limitations for the current system to which solutions can be provided as a future development:

- We don't manage news reporting system.
- Sensibility level could not add.

7.4 Future scope

The future scope of our project is valuable. Our project time duration was only one years .In this time interval we developed our project. It was very difficult to complete project within this time duration. In future if we get chance we will develop this website for large volume.

As for other future developments, the following can be done:

- We will manage news reporting system.
- We can make video conferencing system.
- We update our database.
- Sensibility level could add be added.

Conclusion

In our project work, an attempt has been made to develop News or information based web site. We develop this project that helps the people and make them aware so that they can know any news. To establish this website we use various methodologies. To develop this project we have faced many problem but we hardly tried to develop this project. Our supervisor helps us by giving his valuable opinion, decision and time.

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For XAMPP

- https://www.apachefriends.org/download.html

Project Report

On

MEN SALON MANAGEMENT SYSTEM

Submitted in partial fulfillment of the requirements for the award of degree of

M.Sc (INFORMATION TECHNOLOGY)

TO

SHANTI DEVI ARYA MAHILA COLLEGE

DINANAGAR

Submitted To:-

Ms. Manpreet Kaur

Assistant Professor

Post Graduate Deptt. Of Computer Science & IT

Submitted By:

Urvashi Sharma

(20862127616)

Ankita Saini

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POST GRADUATE DEPARTMENT OF COMPUTER Sc. & IT

GURU NANAK DEV UNIVERSITY, AMRITSAR

ACKNOWLEDGEMENT

With deep sense of gratitude, We express our sincere thanks and obligation to our esteemed guide Ms. Manpreet Kaur (Assistant Professor). It is because of her able and mature guidance and co-operation without which it would not have been possible for us to complete our project. We would also like to thank Dr. Deepak Jyoti, HOD, Post Graduate Deptt. of Comp Sc. & IT, Shanti Devi Arya Mahila College, Dinanagar for providing the institute with an environment where one can use her intellect and creativity to develop something fruitful and also for allowing us the opportunity to experience dynamic professional environment during our Training. This environment facilitated us in pursuing this project. It is our pleasant duty to thank all the staff members of the Computer Department for their time to time suggestions. Finally, We would like to thank the almighty and our parents for their moral support and our friends with whom we shared our day-to-day experience and received lots of suggestions that improved our quality of work.

Urvashi Sharma

20862127616

Ankita Saini

20862127618

CERTIFICATE OF APPROVAL

This is certify that the project report entitled **MEN SALON MANAGEMENT SYSTEM** submitted to Shanti Devi Arya Mahila College, Dinanagar in partial fulfillment of the requirement for the award of degree of M.Sc (Information Technology) is an authentic and original work carried out by Urvashi Sharma (20862127616) and Ankita Saini (20862127618) under my guidance and supervision. The Post Graduate Deptt. of Comp Sc. & IT has accepted the report as the fulfillment of the requirements for the degree of Master of Science (Information Technology). No part of this report has been submitted to any other College/University for the reward of any Degree to the best of my knowledge.

Ms. Manpreet Kaur

Assistant Professor (Comp Sc.)
(Project Supervisor)
Shanti Devi Arya Mahila College
Dinanagar

Dr. Deepak Jyoti

Head, PG Department of Computer Sc. & IT
Shanti Devi Arya Mahila College
Dinanagar

DECLARATION

We hereby declare that this project report on "MEN SALON MANAGEMENT SYSTEM" which is being submitted in partial fulfillment of the Training Programme of M.Sc (Information Technology) to Shanti Devi Arya Mahila College,Dinanagar, is the result of the work carried out by us, under the guidance of Ms. Manpreet Kaur (Assistant Professor), Shanti Devi Arya Mahila College, Dinanagar

Urvashi Sharma

20862127616

Ankita Saini

20862127618

Introduction to Project

With tremendous increase in technology, information technology is a fast-developing field. Technology which is in vogue today might become redundant tomorrow. This ever-changing scenario makes it possible to provide the latest and most modern IT solutions to various business and institutions.

I am doing my project on **Men's Salon Management System.** There is the need for efficient management of a network-based system for handling customer orders.

This project is an endeavor to provide a solution to this. The proposed system enables an administrator to keep track of customer orders and maintaining records of the customers. He can view the submitted requirements made by the customer. He can also view the reports generated by him and can also sent approvals or rejections instantly.

Thus, the project is a sincere effort in simplifying the task of administrators in an easily usable format.

I finalized to make this project and hence planned to develop this system using PHP for front end and MySQL as the Back End.

Project Details

In this project we use PHP and MySQL database. It has two modules admin and user.

Admin

1. **Dashboard:** In this section admin can see all detail in brief like total number of customers, Total number of appointments, Rejected Appointment, Accepted Appointment, Total Services, Today's sales, yesterday's sale, Last seven days sales and total sales.
2. **Services:** In this section admin can manage services of parlor (add and update).
3. **Pages:** In this section admin can manage about us and contact us pages.
4. **Appointment:** In this section admin can view the detail of appointments and have right to reject and select appointment.
5. **Subscriber:** In this section, admin can view subscriber emails.
6. **Add Customer:** In this section admin can manage customer (add/update).
7. **Customer List:** In this section admin can view customer list and assign services and make invoices of services which is taken by customer.
8. **Reports:** In this section admin can view users detail and sales in particular periods
9. **Invoice:** In this section there is the list of total invoices which is viewed by admin
10. **Search Appointment:** In this section admin can search appointment with the help of his/her appointment number, name and contact number.
11. **Search Invoice:** In this section admin can search invoices with the help of his/her invoice number.

Admin can also update his profile, change password and recover password.

User

In MSMS user not require to sign in

Home Page: User can take appointment with Men's Salon on particular date and time.

Services: User views the services which is offer by Men's Salon.

About Us: User sees the details of Men's Salon.

Contact Us: User can contact with Men's Salon.

Limitation of the Present System

Before starting the project, we have to study its limitations and objective some of them are:-

- All the processes of this management are done manually in the form of paper work and the records are stored in the registers. In such cases there are frequent chances of data redundancy and data is ease to lose.
- All the introductions related to the customer and others printed on the papers, this activity generates the chances of data lost.
- All the bills structures are done by hand written; sometimes it produces mistakes in calculation.
- This system is very time consuming and require lost of manpower

Proposed System

Objective is to overcome the major limitation of the existing enabling effective management of the customer details thereby improving the performance.

- With improved computerization being involved in the maintenance of customer details, error and inconsistencies can be kept at par.
- Easy retrieval of data will be made possible by finding techniques.
- Validation of data will ensure only accurate, valid and complete data is stored in the database.
- Proper monitoring of the processes from customer registration to activation. Report generation will help make it easy to analyze the performance at the Bank.
- This will be much less time-consuming comparing to existing system.

Advantage of Proposed System

- With improved computerization being involved in the maintenance of user's appointment, customer details. Error and inconsistencies can be kept at per.
- Validation of data will be ensure only accurate valid and complete data stored in the database.
- Easy retrieval or data will be made possible by finding techniques.
- Report generation will help made it easy to analyze the performance or clinic Administration.

Objective and Scope of Proposed System

- The objectives of the proposed system are to overcome the major limitation of existing system enabling effective management of the customer details thereby improving the performance of SHOP ADMINISTRTION.
- The system will store all the basic data processing needs the shop management.

Feasibility study

A feasibility study is undertaken to determine to the possibility or probability of either improving the existing system or developing a completely new system. It helps to obtain the overview of the problem and to get a rough assessment of whether other feasible solution exists.

NEEDS FOR FEASIBILITY STUDY:

The feasibility study is needed for following things:-

- Answer the questions whether a new system is to be installed or not?
- Determine the potential of the existing system.
- Improve the existing system.
- Know what should be embedded in the new system.
- Define the problems and objectives involved.
- Avoid costly repairs at later stage when system is implemented.
- Avoid crash implementation of the new system.
- Avoid the 'Hardware approach' i.e. getting a computer first and then deciding how to use it.

The Feasibility study is divided in to three parts:-

- TECHNICAL FEASIBILITY
- ECONOMIC FEASIBILITY
- OPERATIONAL FEASIBILITY
-

➢ ECONOMIC FEASIBILITY

Economic analysis is most frequently used for evaluation of the effectiveness of the system. More commonly known as cost/benefit analysis the procedure is to determine the benefit and saving that are expected from a system and compare them with costs, decisions is made to design and Implement the system.
This part of feasibility study gives the top management the economic justification for the new system. This is an important input to the management the management, because very often the top

management does not like to get confounded by the various technicalities that bound to be associated with a project of this kind. A simple economic analysis that gives the actual comparison of costs and benefits is much more meaningful in such cases.

In the system, the organization is most satisfied by economic feasibility. Because, if the organization implements this system, it need not require any additional hardware resources as well as it will be saving lot of time.

- **TECHNICAL FEASIBILITY**

Technical feasibility centers on the existing manual system of the test management process and to what extent it can support the system.
According to feasibility analysis procedure the technical feasibility of the system is analyzed and the technical requirements such as software facilities, procedure, inputs are identified. It is also one of the important phases of the system development activities.
The system offers greater levels of user friendliness combined with greater processing speed. Therefore, the cost of maintenance can be reduced. Since, processing speed is very high and the work is reduced in the maintenance point of view management convince that the project is operationally feasible.

- **BEHAVIOURAL FEASIBILITY**

People are inherently resistant to change and computer has been known to facilitate changes. An estimate should be made of how strong the user is likely to move towards the development of computerized system. These are various levels of users in order to ensure proper authentication and authorization and security of sensitive data of the organization.

The prototyping model

Prototyping Model is based on the idea of developing an initial implementation, exposing this to user comment and defining this through many until an adequate system has been developed.

Benefits of prototyping model

The prototyping paradigm begins with requirements gathering. Developers and customers meet and define the overall objective for the software, identify the requirements and outline the areas where further definitions are necessary.
The prototype design, is often, quite different from that of the final system. The benefits of developing a prototype early in the software process are:

- Misunderstanding between software developers and users may be identified, as the functions are demonstrated.
- Missing user services may be detected.
- Difficult to use or confusing user services may be indentified and refined.
- Software development staff may find incompleteness and inconsistency in requirement as the prototype is developed.
- A working albeit limited systems is available quickly to demonstrate the feasibility and usefulness of the application to the management.
- The prototype serves as a basis for writing the specification for a production quality system. Though the principle purpose of prototyping is to validate software requirements, software prototype also has other uses.
- A prototype system can be used for training users before the formal system has been delivered.
- Prototype can be run back-to-back tests. This reduces the need for tedious manual checking of test run. The same test is given to both the prototype and the system under test to look for differences in the final results and thereby making necessary changes. Thus prototype serves as a technique of risk reduction.

Selecting the prototype approach

The prototype paradigm can be either close ended (throwaway prototyping) or open ended (evolutionary prototyping). Before selecting closed or open-ended approach, it is necessary to determine whether the system to be built is suitable for prototyping or not. This is decided depending on application area, complexity, and customer characteristics and projects characteristics. Prototyping or evolutionary prototyping. The throwaway is developed to understand the system requirements while the evolutionary prototype evolves through a number of versions to the final system

Diagram

- The entire system is projected with a physical diagram which specifics the actual storage parameters that are physically necessary for any database to be stored on to the disk. The overall systems existential idea is derived from this diagram.

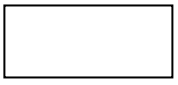
- The relation upon the system is structure through a conceptual ER-Diagram, which not only specifics the existential entities but also the standard relations through which the system exists and the cardinalities that are necessary for the system state to continue.

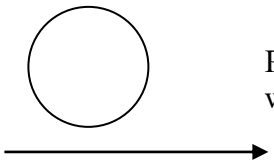
- The content level DFD is provided to have an idea of the functional inputs and outputs that are achieved through the system. The system depicts the input and output standards at the high level of the systems existence.

A DFD does not show a sequence of steps. A DFD only shows what the different process in a system is and what data flows between them.

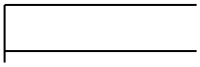
The following are some DFD symbols used in the project

External entities





Process: A transaction of information that resides within the bounds of the system to be module.



DATASTORE: A repository of data that is to be stored for use by one or more processes, may be as simple as buffer of queue or as a relational database.

RULES FOR DFD:

- Fix the scope of the system by means of context diagrams.
- Organize the DFD so that the main sequence of the actions reads left to right and top to bottom.
- Identify all inputs and outputs.
- Identify and label each process internal to the system with rounded circles.
- A process is required for all the data transformation and transfers. Therefore, never connect a data store to a data source or the destinations or another data store with just a data flow arrow.
- Do not indicate hardware and ignore control information.
- Make sure the names of the processes accurately convey everything the process is done.
- There must not be unnamed process.
- Indicate external sources and destinations of the data, with squares.
- Number each occurrence of repeated external entities.
- Identify all data flows for each process step, except simple Record retrievals.
- Label data flow on each arrow.
- Use details flow on each arrow.
- Use the details flow arrow to indicate data movements.
- There can't be unnamed data flow.
- A data flow can't connect two external entities.

LEVELS OF DFD:

The complexity of the business system means that it is a responsible to represent the operations of any system of single data flow diagram. At the top level, an Overview of the different systems in an organization is shown by the way of context analysis diagram. When exploded into DFD

They are represented by:

- LEVEL-0 : SYSTEM INPUT/OUTPUT
- LEVEL-1:SUBSYSTEM LEVEL DATAFLOW FUNCTIONAL
- LEVEL-2: FILE LEVEL DETAIL DATA FLOW.

The input and output data shown should be consistent from one level to the next.

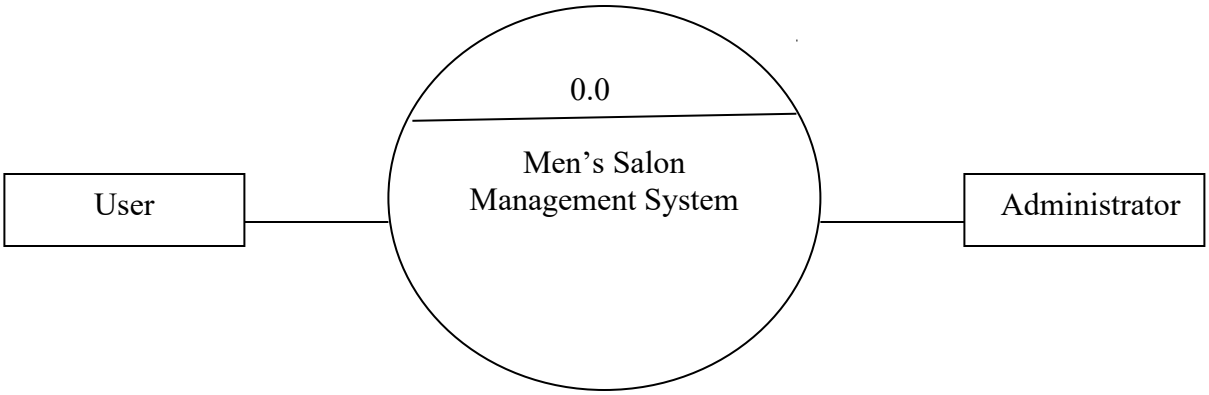
LEVEL-0: SYSTEM INPUT/OUTPUT LEVEL

A level-0 DFD describes the system-wide boundaries, dealing inputs to and outputs from the system and major processes. This diagram is similar to the combined user-level context diagram.

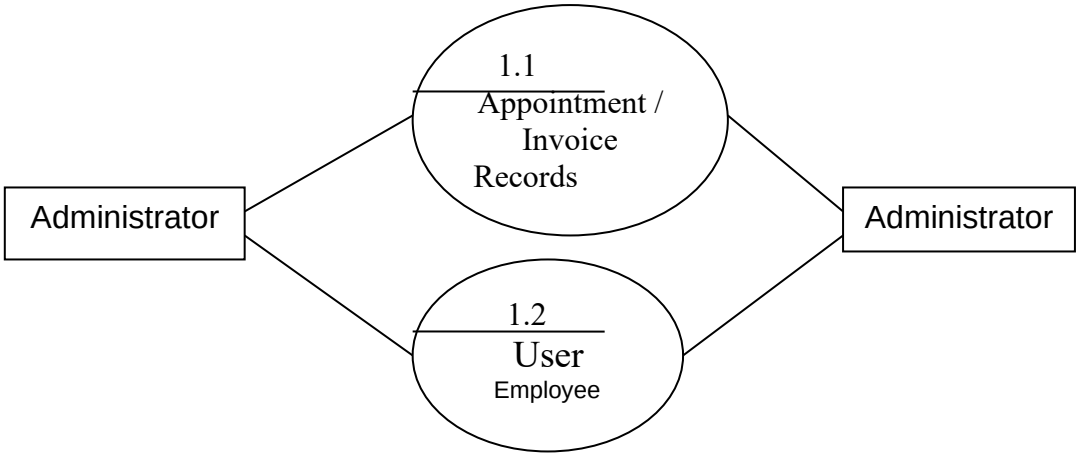
LEVEL-1: SUBSYSTEM LEVEL DATA FLOW

A level-1 DFD describes the next level of details within the system, detailing the data flows between subsystems, which make up the whole.

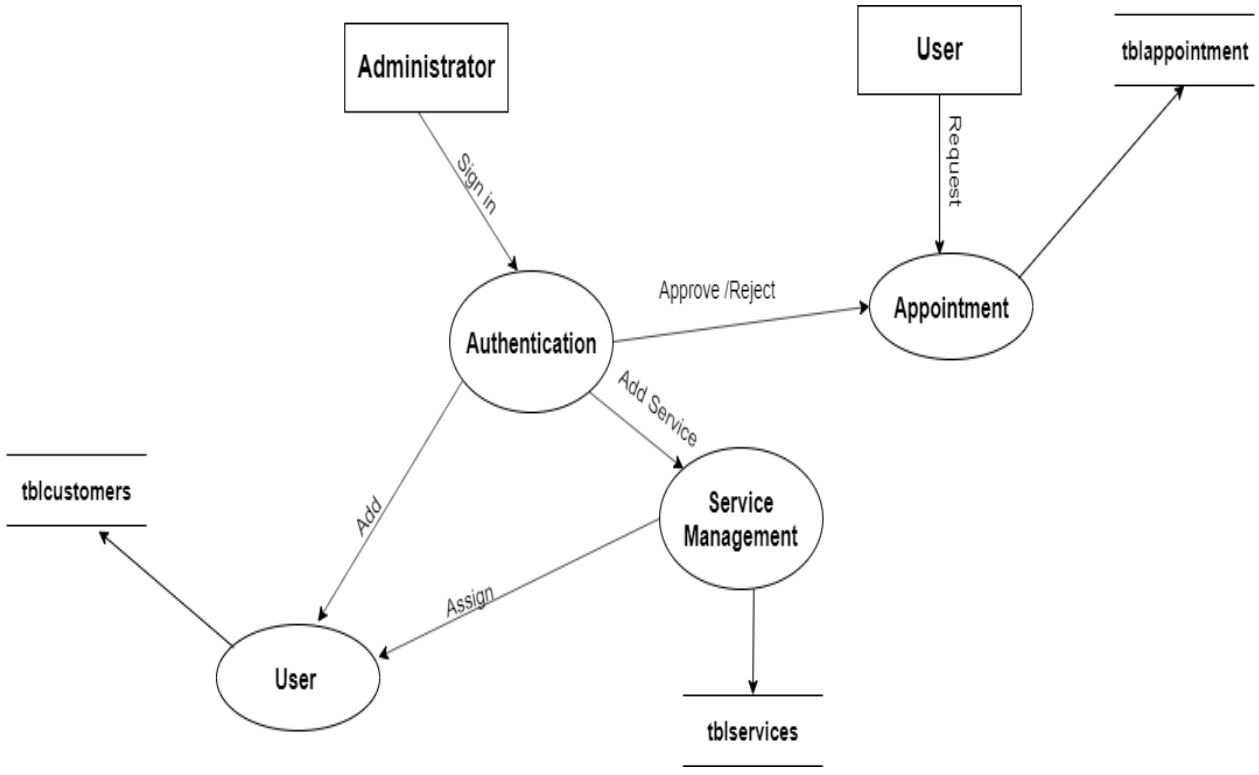
0 Level Diagram



1st Level Diagram



2nd Level Diagram



Unified Modelling Language Diagrams(UML):

- The unified modelling language allows the software engineer to express an analysis model using the modelling notation that is governed by a set of syntactic semantic and pragmatic rules.
- A UML system is represented using five different views that describe the system from distinctly different perspective. Each view is defined by a set of diagram, which is as follows.

User Model View

i. This view represents the system from the users perspective.

ii. The analysis representation describes a usage scenario from the end-users perspective**.**

Structural model view

- In this model the data and functionality are arrived from inside the system.
- This model view models the static structures.

Behavioural Model View

- It represents the dynamic of behavioural as parts of the system, depicting the interactions of collection between various structural elements described in the user model and structural model view.

Implementation Model View

- In this the structural and behavioural as parts of the system are represented as they are to be built.

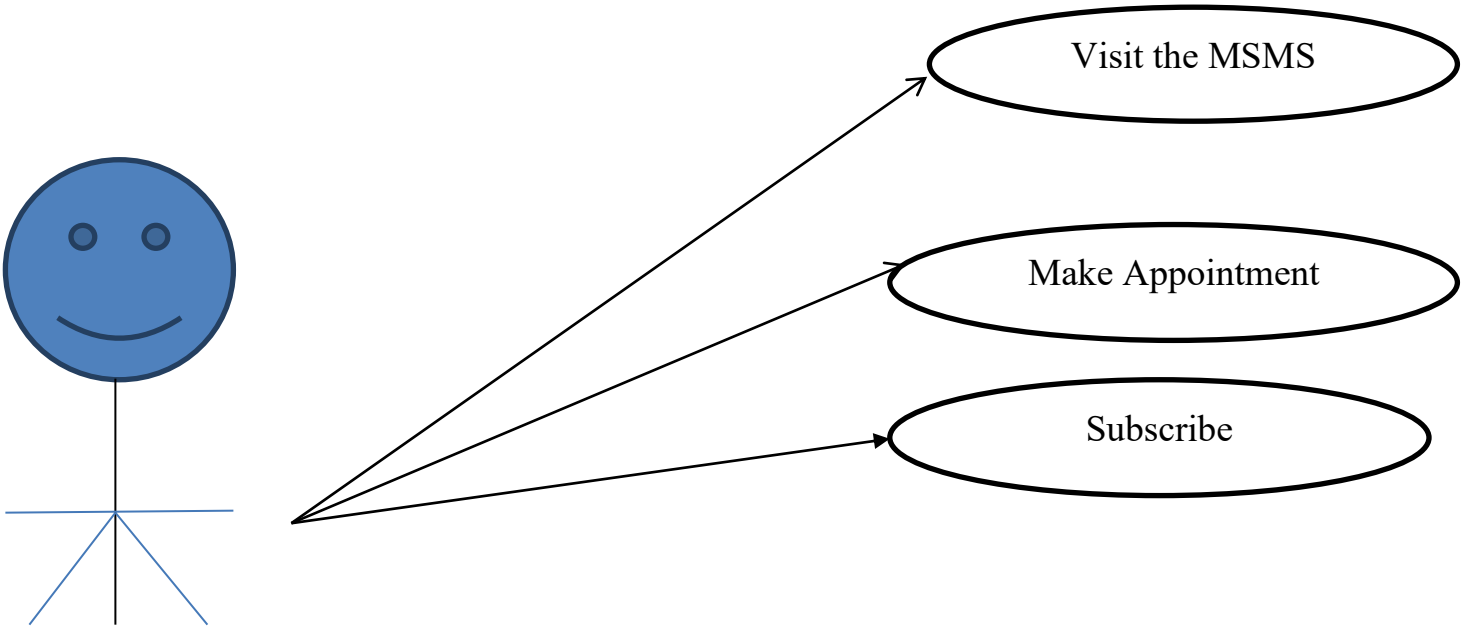
Environmental Model View

In this the structural and behavioural aspects of the environment in which the system is to be implemented are represented.

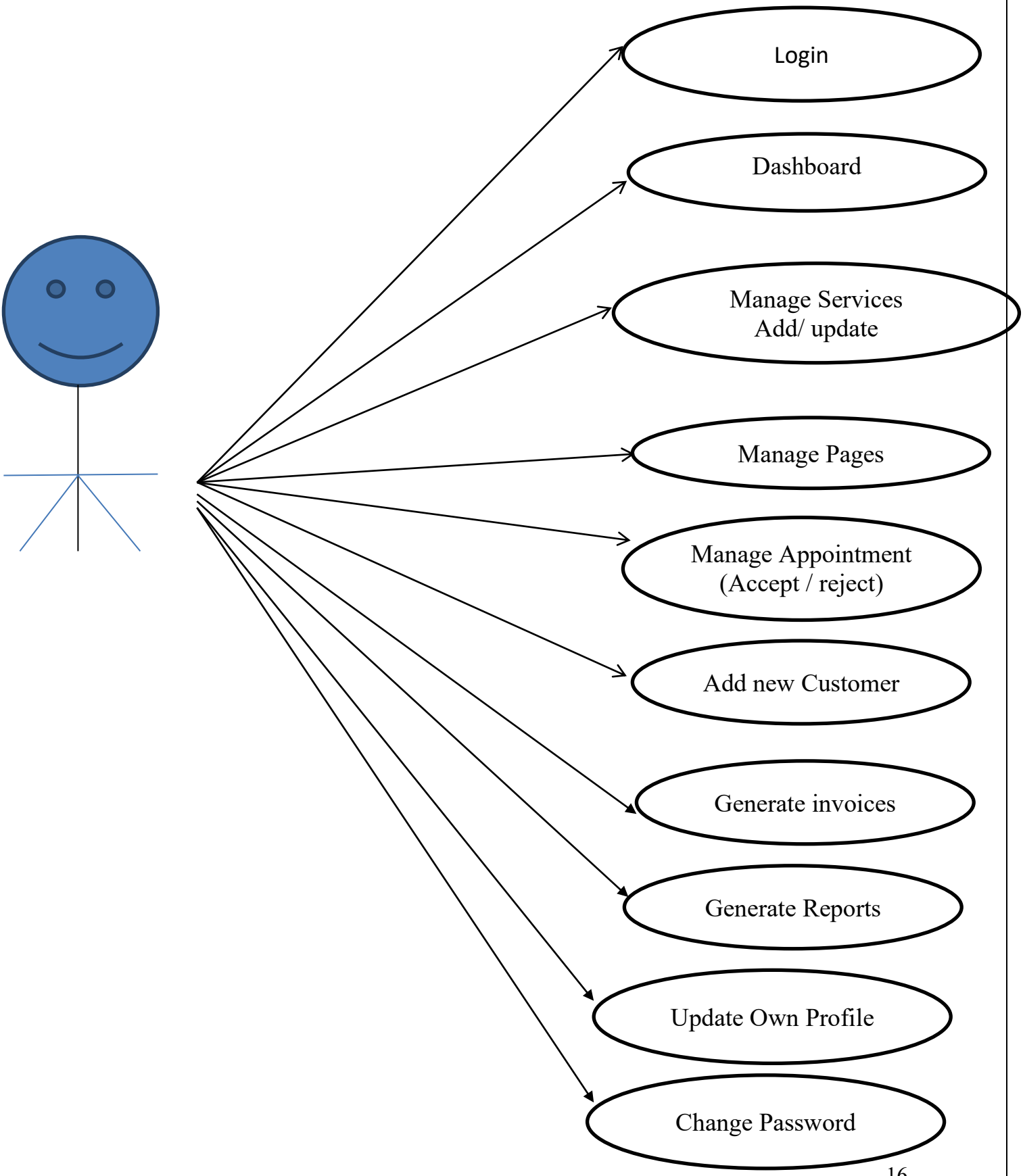
UML is specifically constructed through two different domains they are

- UML Analysis modelling, which focuses on the user model and structural model views of the system?
- UML design modelling, which focuses on the behavioural modelling, implementation modelling and environmental model views**.**

Use Case Diagrams Use



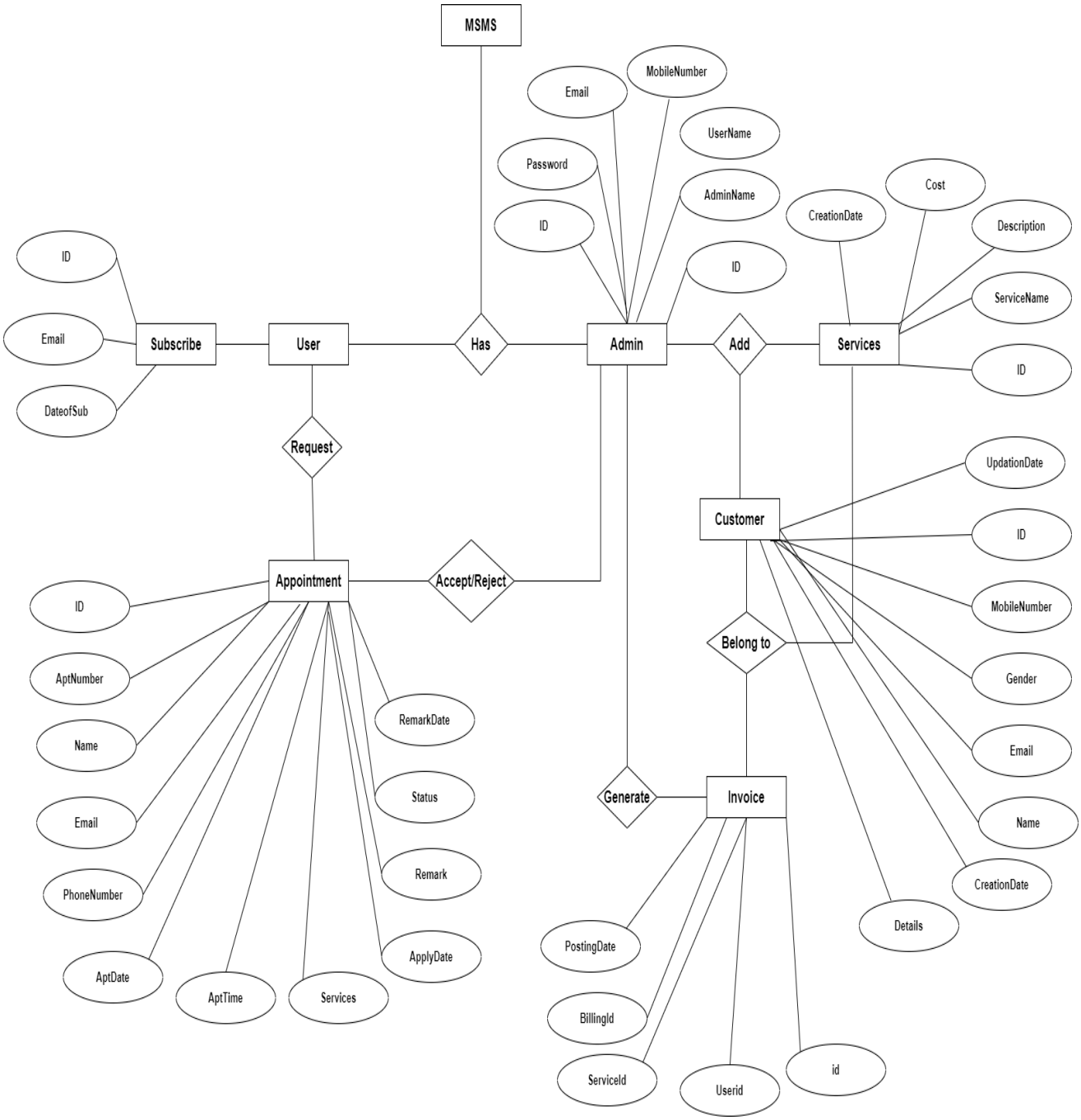
Use Case Diagrams admin



ENTITY RELTIONSHIP DIAGRAM (ERD)

Entity-Relationship Diagram

- This document is an entity-relationship diagram, or "ERD," for a system to manage Inventory Management System.
- An ERD is a model that identifies the concepts or entities that exist in a system and the relationships between those entities.
- An ERD is often used as a way to visualize a relational database: each entity represents a database table, and the relationship lines represent the keys in one table that point to specific records in related tables.
- ERD may also be more abstract, not necessarily capturing every table needed within a database, but serving to diagram the major concepts and relationships.
- This ERD is of the latter type, intended to present an abstract, theoretical view of the major entities and relationships needed for management of electronic resources.
- It may assist the database design process for an e-resource management system, but does not identify every table that would be necessary for an electronic resource management database.


MSMS
Email
MobileNumber
UserName
Password
AdminName
ID
ID
Cost
CreationDate
Description
ID
ServiceName
ID
Subscribe
User
Has
Admin
Add
Services
Email
DateofSub
Request
UpdationDate
Customer
ID
Appointment
Accept/Reject
ID
MobileNumber
Belong to
AptNumber
Gender
Name
RemarkDate
Email
Status
Generate
Invoice
Email
Name
Remark
PhoneNumber
CreationDate
ApplyDate
Details
AptDate
PostingDate
AptTime
Services
BillingId
ServiceId
Userid
id

Database Design

The data in the system has to be stored and retrieved from database. Designing the database is part of system design. Data elements and data structures to be stored have been identified at analysis stage. They are structured and put together to design the data storage and retrieval system.

A database is a collection of interrelated data stored with minimum redundancy to serve many users quickly and efficiently. The general objective is to make database access easy, quick, inexpensive and flexible for the user. Relationships are established between the data items and unnecessary data items are removed. Normalization is done to get an internal consistency of data and to have minimum redundancy and maximum stability. This ensures minimizing data storage required, minimizing chances of data inconsistencies and optimizing for updates. The MS Access database has been chosen for developing the relevant databases.

Men's Salon Management System (MSMS) contains 7 MySQL tables :

tbladmin table Structure : This table store the admin personal and login details

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	**ID**	int(10)			No	*None*		AUTO_INCREMENT
2	**AdminName**	char(50)	latin1_swedish_ci		Yes	*NULL*		
3	**UserName**	char(50)	latin1_swedish_ci		Yes	*NULL*		
4	**MobileNumber**	bigint(10)			Yes	*NULL*		
5	**Email**	varchar(200)	latin1_swedish_ci		Yes	*NULL*		
6	**Password**	varchar(200)	latin1_swedish_ci		Yes	*NULL*		
7	**AdminRegdate**	timestamp			Yes	current_timestamp()		

tblappointment table Structure : This table store the user appointment details.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	**ID**	int(10)			No	*None*		AUTO_INCREMENT
2	**AptNumber**	varchar(80)	latin1_swedish_ci		Yes	*NULL*		
3	**Name**	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
4	**Email**	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
5	**PhoneNumber**	bigint(11)			Yes	*NULL*		
6	**AptDate**	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
7	**AptTime**	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
8	**Services**	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
9	**ApplyDate**	timestamp			Yes	current_timestamp()		
10	**Remark**	varchar(250)	latin1_swedish_ci		No	*None*		
11	**Status**	varchar(50)	latin1_swedish_ci		No	*None*		
12	**RemarkDate**	timestamp			No	0000-00-00 00:00:00		ON UPDATE CURRENT_TIMESTAMP()

tblservices table Structure : This table store the services details.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	ServiceName	varchar(200)	latin1_swedish_ci		Yes	*NULL*		
3	Cost	int(10)			Yes	*NULL*		
4	CreationDate	timestamp			Yes	current_timestamp()		

tblcustomers table Structure : This table store the customer details.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	Name	varchar(120)	latin1_swedish_ci		Yes	*NULL*		
3	Email	varchar(200)	latin1_swedish_ci		Yes	*NULL*		
4	MobileNumber	bigint(11)			Yes	*NULL*		
5	Gender	enum('Female', 'Male', 'Transgender')	latin1_swedish_ci		Yes	*NULL*		
6	Details	mediumtext	latin1_swedish_ci		Yes	*NULL*		
7	CreationDate	timestamp			Yes	current_timestamp()		
8	UpdationDate	timestamp			Yes	*NULL*		ON UPDATE CURRENT_TIMESTAMP()

tblinvoice table Structure : This table store the customer invoice details.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	id	int(11)			No	*None*		AUTO_INCREMENT
2	Userid	int(11)			Yes	*NULL*		
3	ServiceId	int(11)			Yes	*NULL*		
4	BillingId	int(11)			Yes	*NULL*		
5	PostingDate	timestamp			Yes	current_timestamp()		

tblpage table Structure : This table store the pages information.

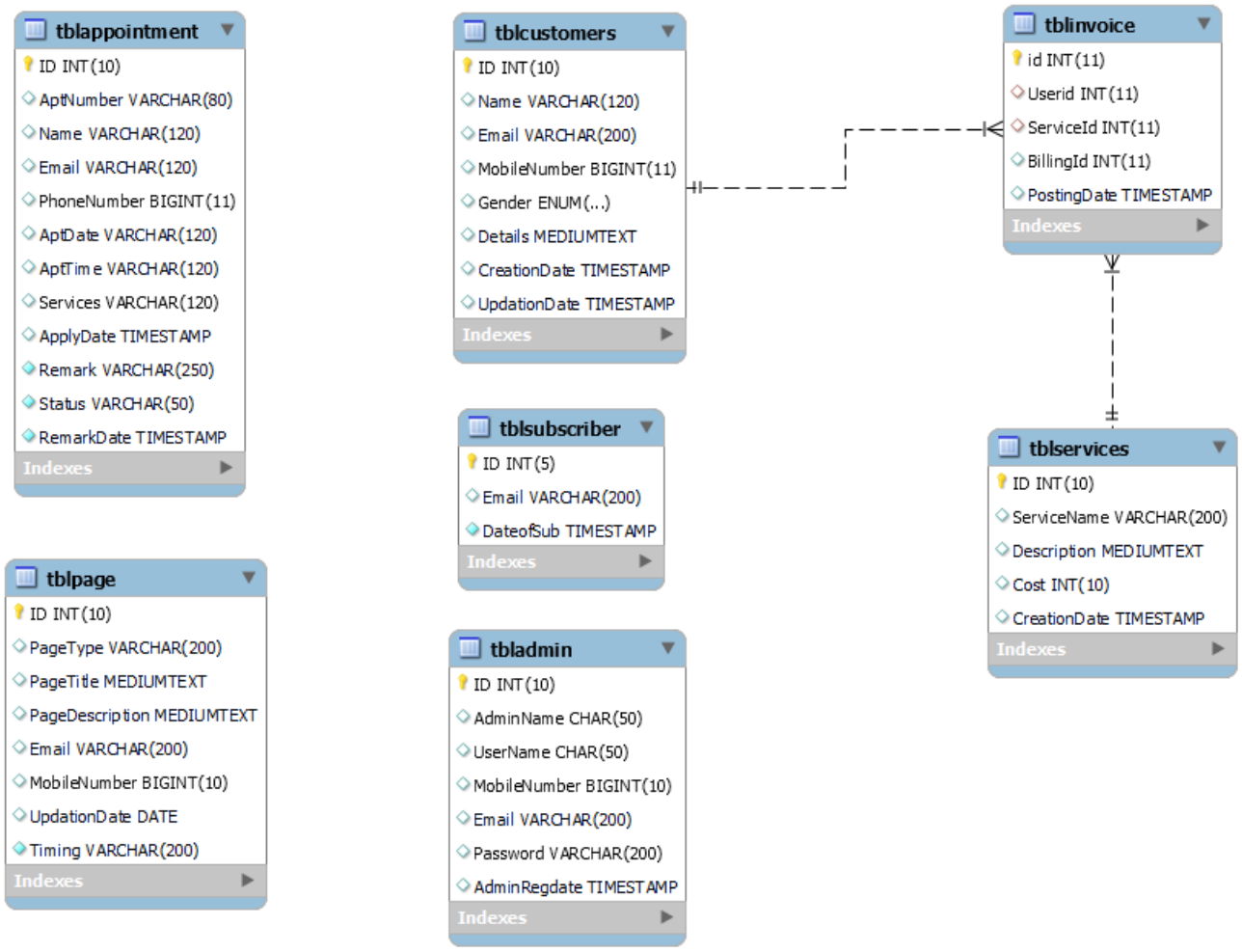
#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(10)			No	*None*		AUTO_INCREMENT
2	PageType	varchar(200)	latin1_swedish_ci		Yes	*NULL*		
3	PageTitle	mediumtext	latin1_swedish_ci		Yes	*NULL*		
4	PageDescription	mediumtext	latin1_swedish_ci		Yes	*NULL*		
5	Email	varchar(200)	latin1_swedish_ci		Yes	*NULL*		
6	MobileNumber	bigint(10)			Yes	*NULL*		
7	UpdationDate	date			Yes	*NULL*		
8	Timing	varchar(200)	latin1_swedish_ci		No	*None*		

tblsubscribe table Structure: This table store emails of subscribers.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	ID	int(5)			No	*None*		AUTO_INCREMENT
2	Email	varchar(200)	utf8mb4_general_ci		Yes	*NULL*		
3	DateofSub	timestamp			No	current_timestamp()		

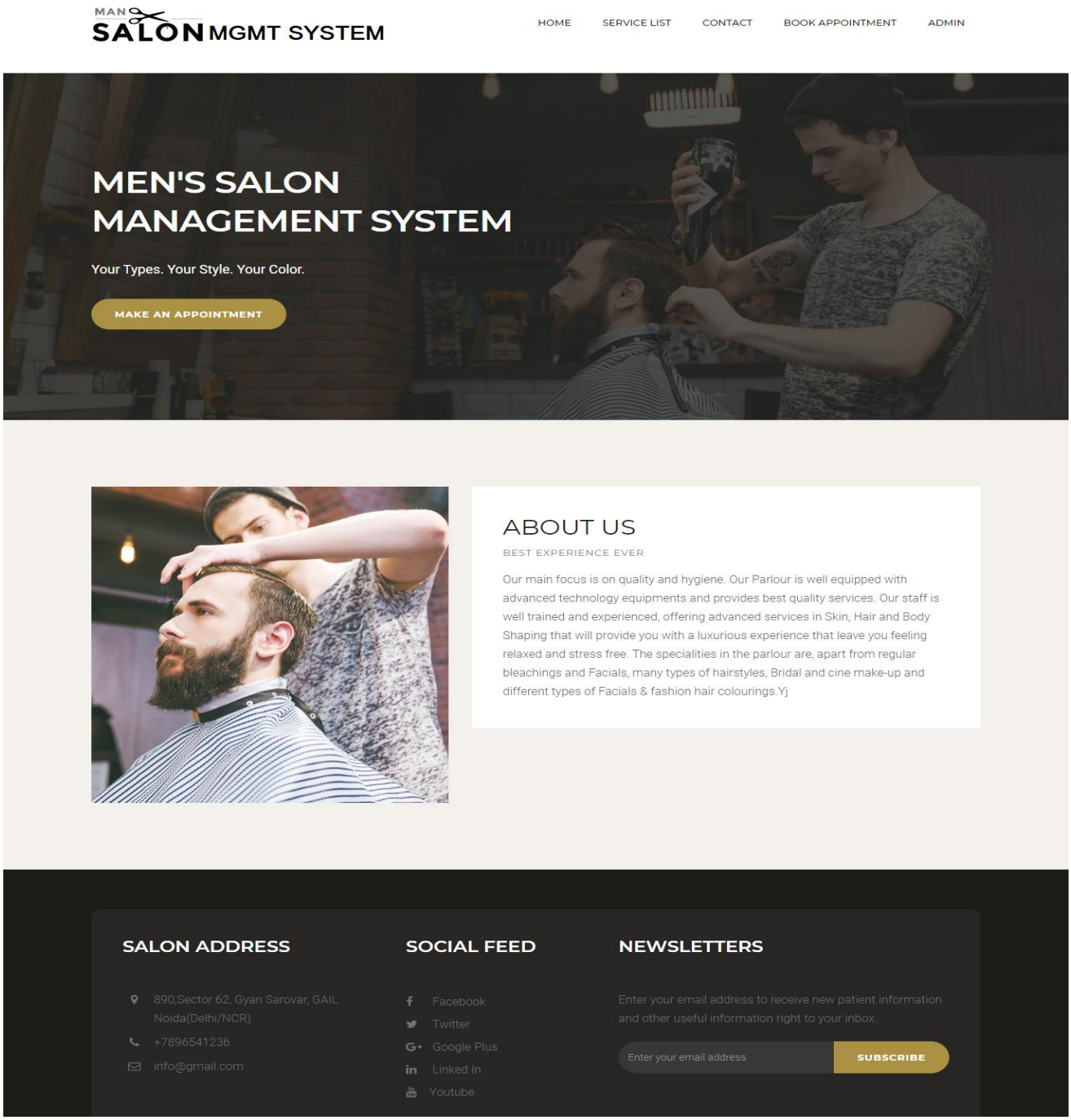
Class Diagram:

The class diagram shows a set of classes, interfaces, collaborations and their relationships.

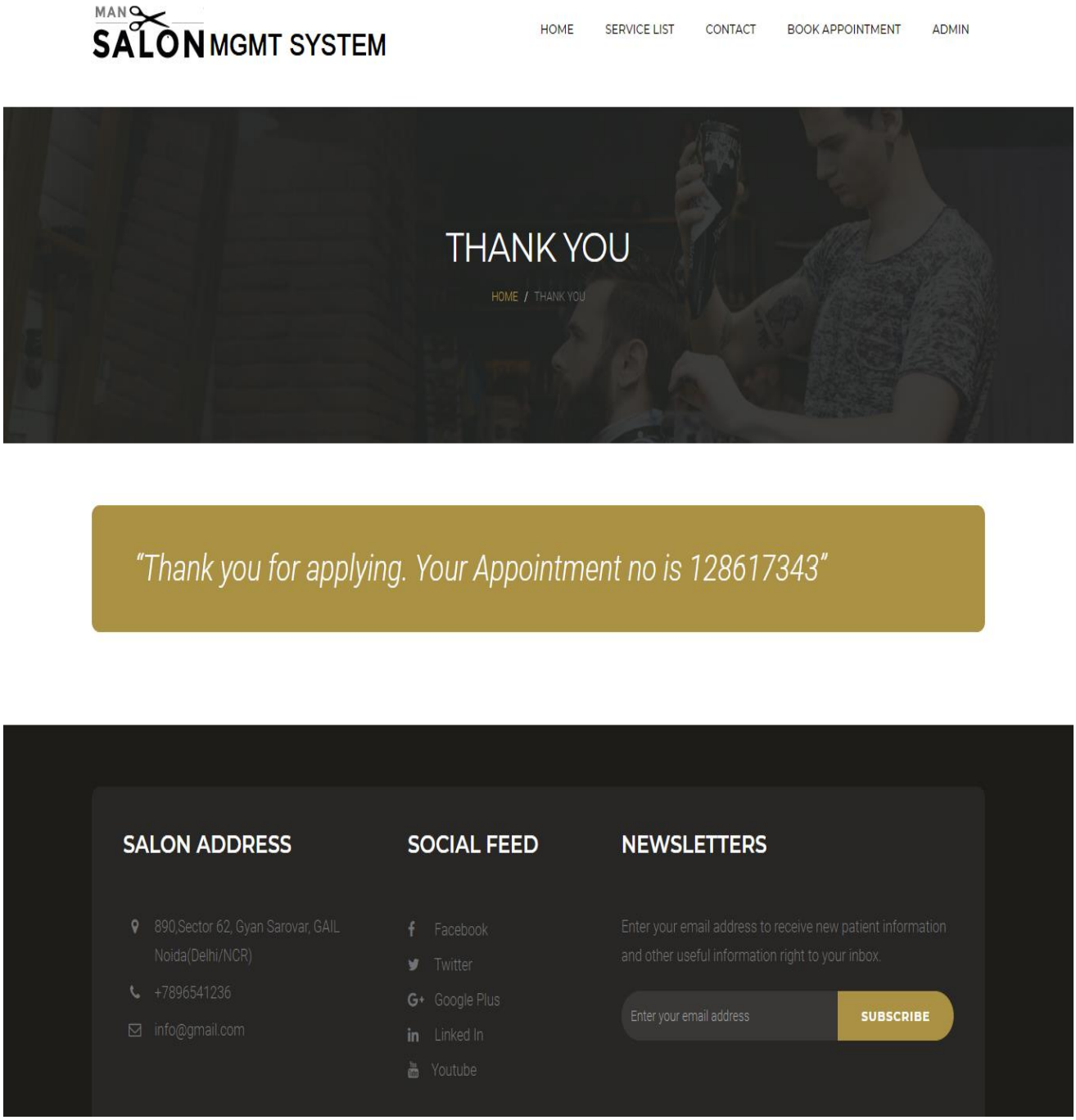


Project Output Screen

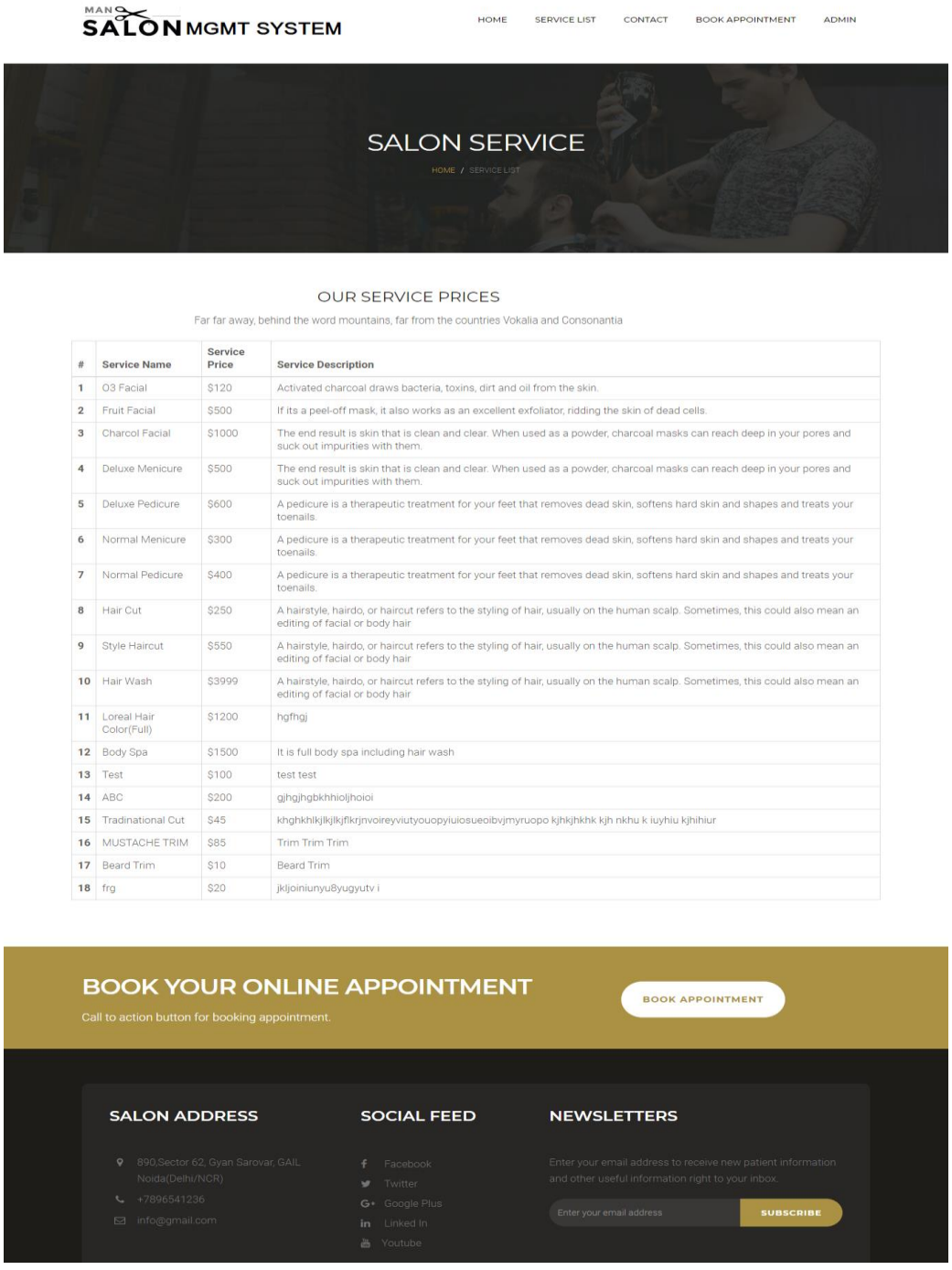
Home Page



Thank You Page

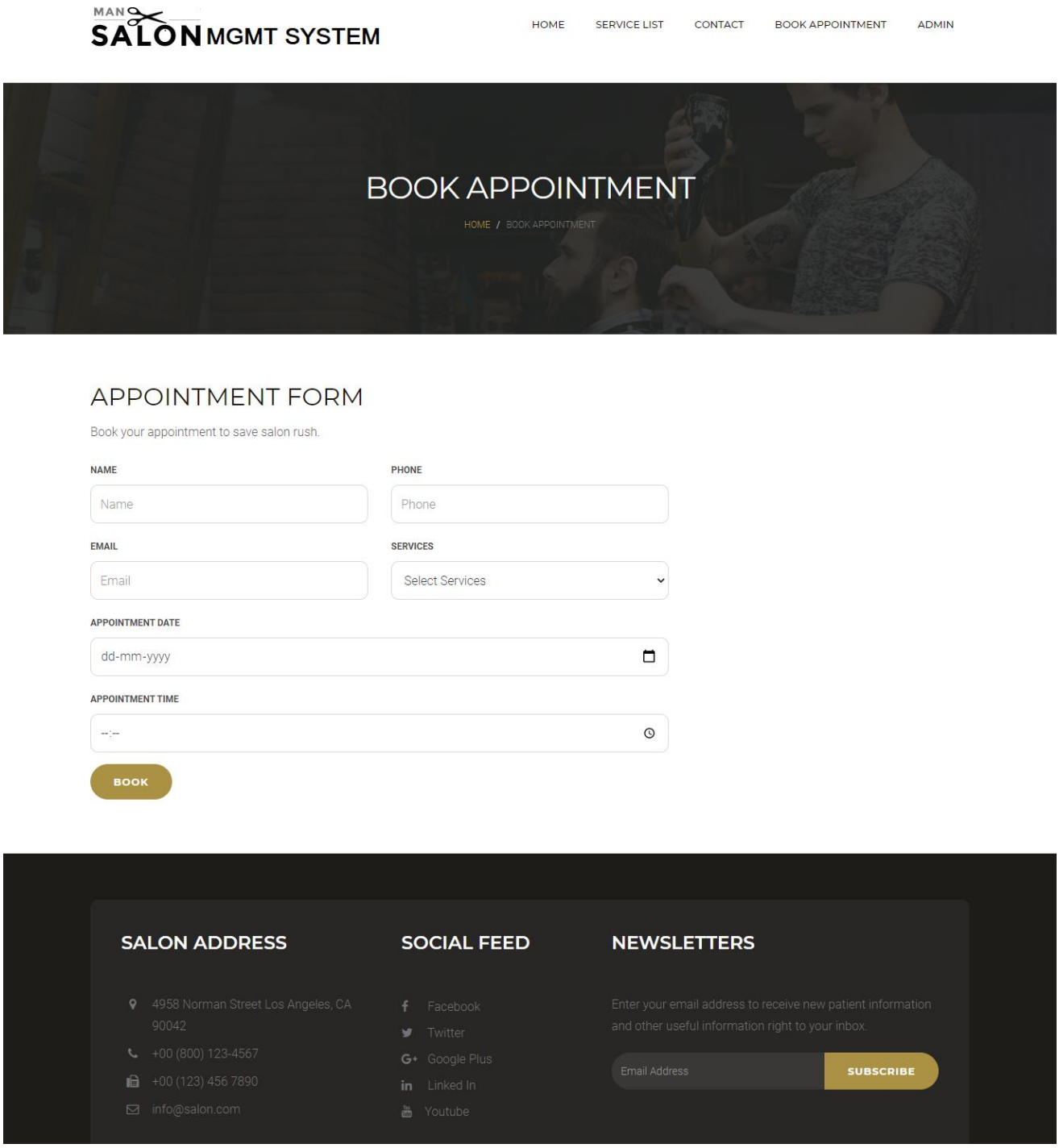


Services

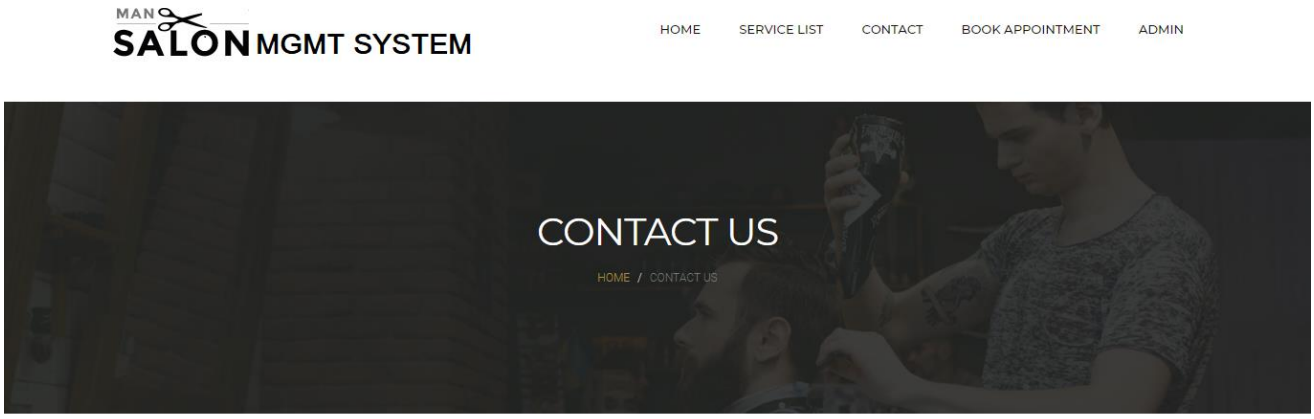


#	Service Name	Service Price	Service Description
1	O3 Facial	$120	Activated charcoal draws bacteria, toxins, dirt and oil from the skin.
2	Fruit Facial	$500	If its a peel-off mask, it also works as an excellent exfoliator, ridding the skin of dead cells.
3	Charcol Facial	$1000	The end result is skin that is clean and clear. When used as a powder, charcoal masks can reach deep in your pores and suck out impurities with them.
4	Deluxe Menicure	$500	The end result is skin that is clean and clear. When used as a powder, charcoal masks can reach deep in your pores and suck out impurities with them.
5	Deluxe Pedicure	$600	A pedicure is a therapeutic treatment for your feet that removes dead skin, softens hard skin and shapes and treats your toenails.
6	Normal Menicure	$300	A pedicure is a therapeutic treatment for your feet that removes dead skin, softens hard skin and shapes and treats your toenails.
7	Normal Pedicure	$400	A pedicure is a therapeutic treatment for your feet that removes dead skin, softens hard skin and shapes and treats your toenails.
8	Hair Cut	$250	A hairstyle, hairdo, or haircut refers to the styling of hair, usually on the human scalp. Sometimes, this could also mean an editing of facial or body hair
9	Style Haircut	$550	A hairstyle, hairdo, or haircut refers to the styling of hair, usually on the human scalp. Sometimes, this could also mean an editing of facial or body hair
10	Hair Wash	$3999	A hairstyle, hairdo, or haircut refers to the styling of hair, usually on the human scalp. Sometimes, this could also mean an editing of facial or body hair
11	Loreal Hair Color(Full)	$1200	hgfhgj
12	Body Spa	$1500	It is full body spa including hair wash
13	Test	$100	test test
14	ABC	$200	gjhgjhgbkhhioljhoioi
15	Tradinational Cut	$45	khghkhlkjlkjlkjfikrjnvoireyviutyouopyiuiosueoibvjmyruopo kjhkjhkhk kjh nkhu k iuyhiu kjhihiur
16	MUSTACHE TRIM	$85	Trim Trim Trim
17	Beard Trim	$10	Beard Trim
18	frg	$20	jkljoiniunyu8yugyutv i

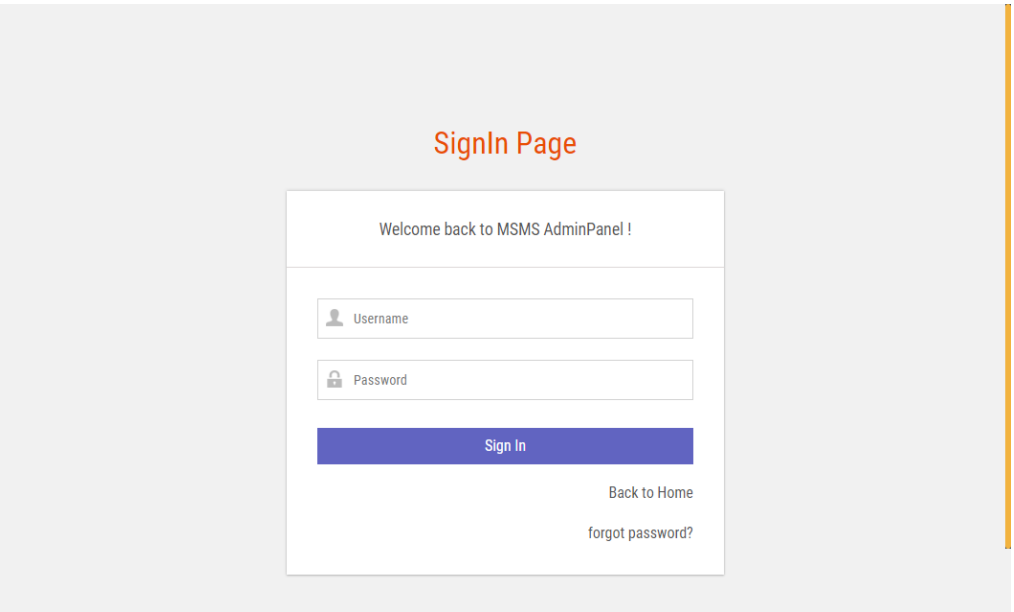
Book Appointment



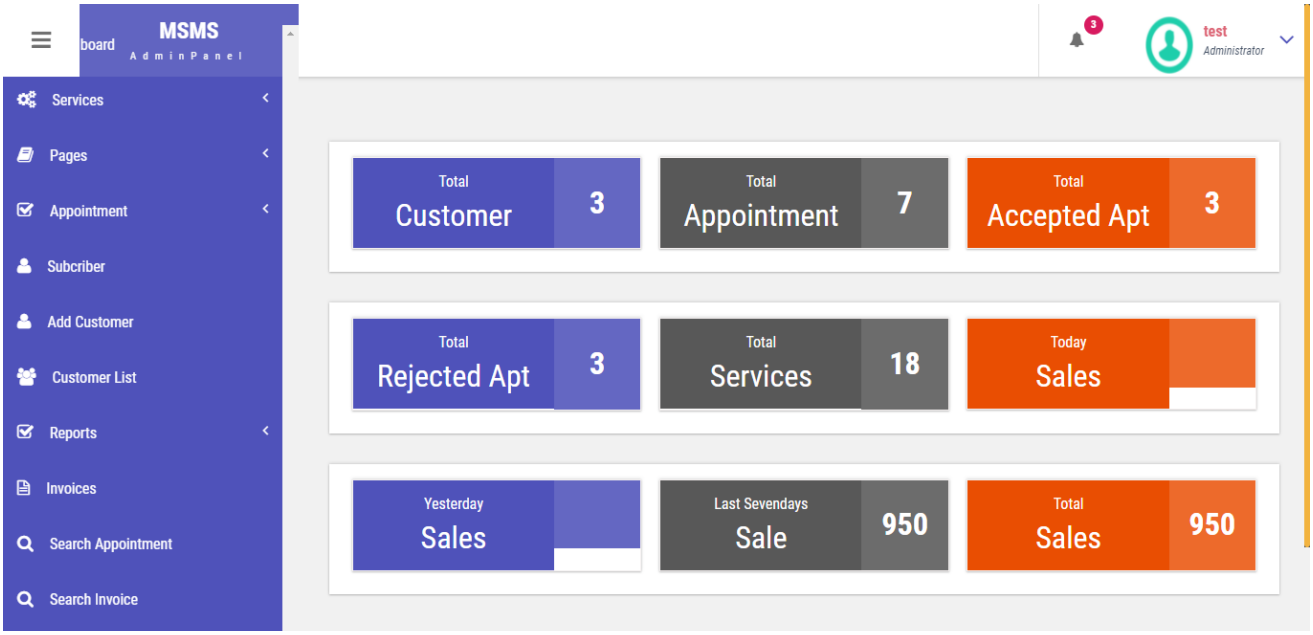
Contact


MAN
SALON MGMT SYSTEM
HOME
SERVICE LIST
CONTACT
BOOK APPOINTMENT
ADMIN
CONTACT US
HOME / CONTACT US
CONTACT INFO
Address.
890,Sector 62, Gyan Sarovar, GAIL
Noida(Delhi/NCR)
Phone: 7896541236
Email
info@gmail.com
Timing
10:30 am to 7:30 pm
ABOUT US
BEST EXPERIENCE EVER
Our main focus is on quality and hygiene. Our Parlour is well equipped with advanced technology equipments and provides best quality services. Our staff is well trained and experienced, offering advanced services in Skin, Hair and Body Shaping that will provide you with a luxurious experience that leave you feeling relaxed and stress free. The specialities in the parlour are, apart from regular bleachings and Facials, many types of hairstyles, Bridal and cine make-up and different types of Facials & fashion hair colourings.Yj
SALON ADDRESS
890,Sector 62, Gyan Sarovar, GAIL
Noida(Delhi/NCR)
+7896541236
info@gmail.com
SOCIAL FEED
Facebook
Twitter
Google Plus
Linked In
Youtube
NEWSLETTERS
Enter your email address to receive new patient information and other useful information right to your inbox.
Enter your email address
SUBSCRIBE

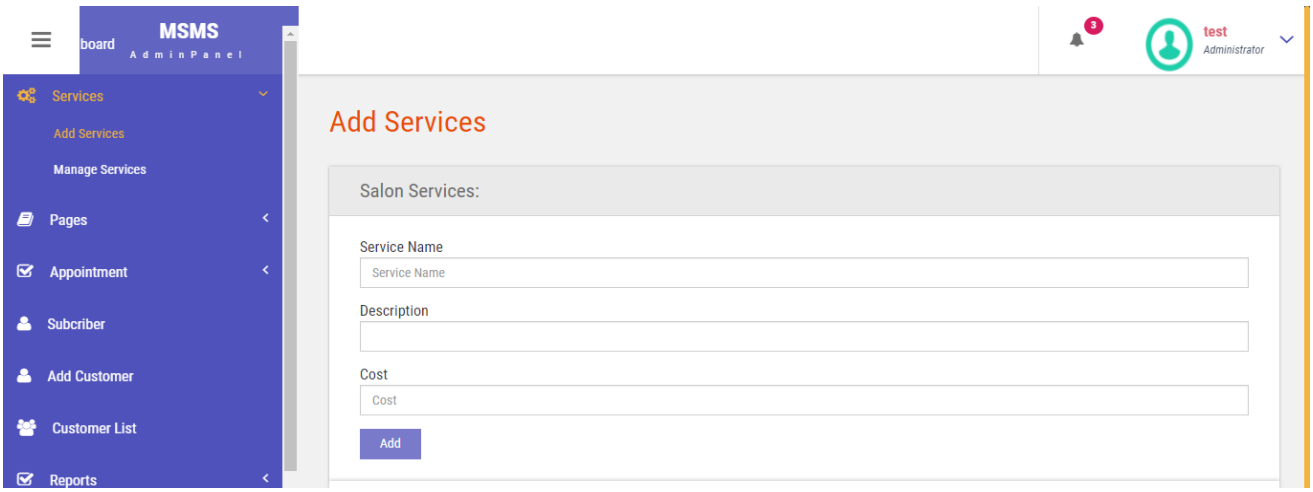
Admin Login



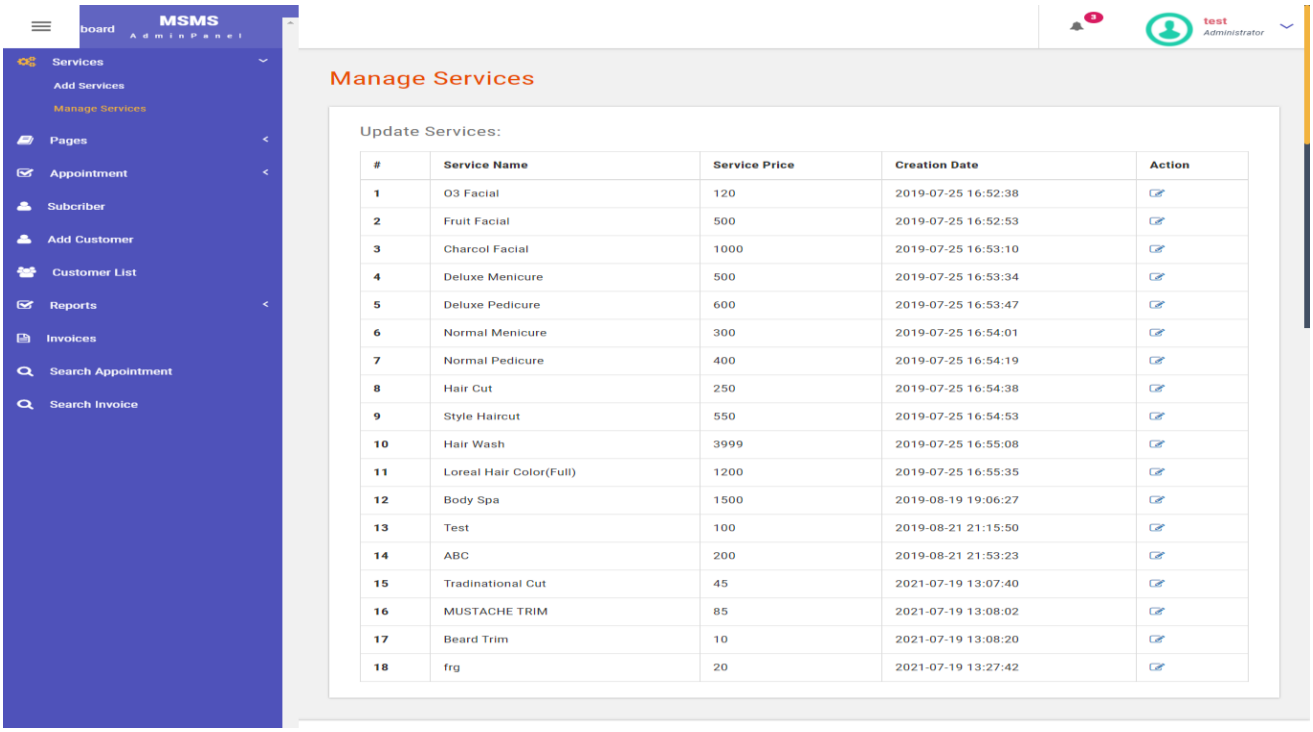
Dashboard



Add Services

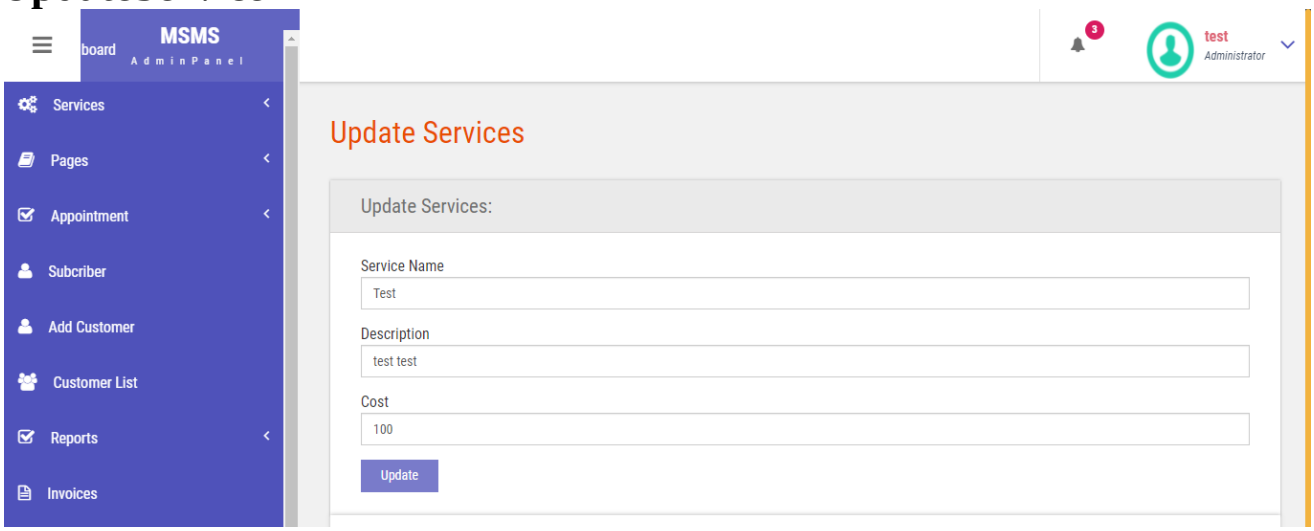


Manage Service

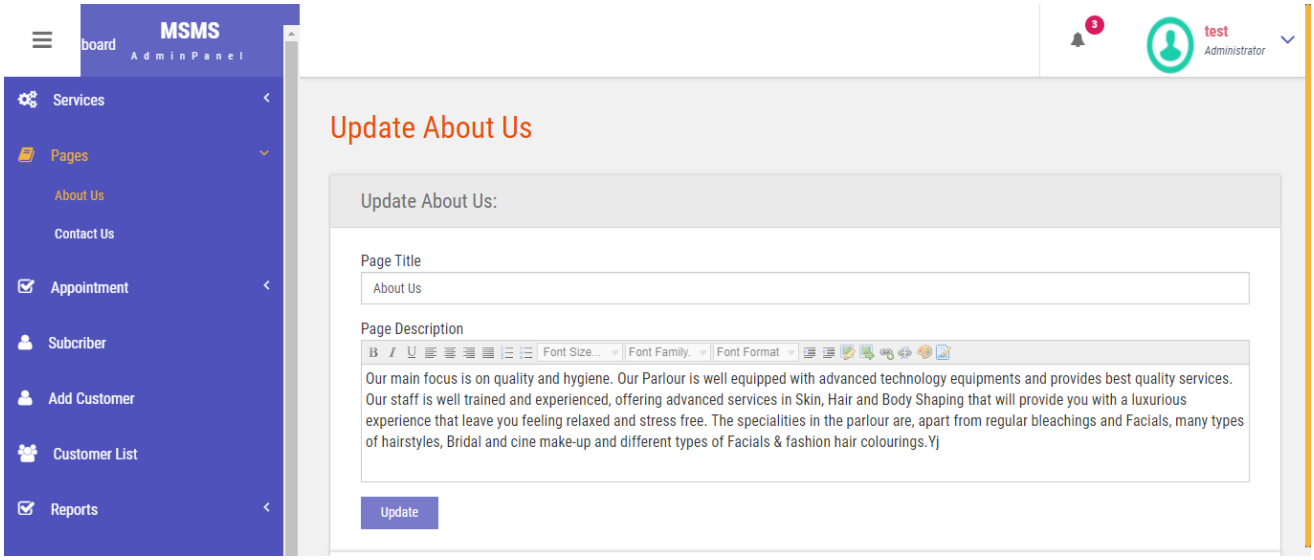


#	Service Name	Service Price	Creation Date	Action
1	O3 Facial	120	2019-07-25 16:52:38	
2	Fruit Facial	500	2019-07-25 16:52:53	
3	Charcol Facial	1000	2019-07-25 16:53:10	
4	Deluxe Menicure	500	2019-07-25 16:53:34	
5	Deluxe Pedicure	600	2019-07-25 16:53:47	
6	Normal Menicure	300	2019-07-25 16:54:01	
7	Normal Pedicure	400	2019-07-25 16:54:19	
8	Hair Cut	250	2019-07-25 16:54:38	
9	Style Haircut	550	2019-07-25 16:54:53	
10	Hair Wash	3999	2019-07-25 16:55:08	
11	Loreal Hair Color(Full)	1200	2019-07-25 16:55:35	
12	Body Spa	1500	2019-08-19 19:06:27	
13	Test	100	2019-08-21 21:15:50	
14	ABC	200	2019-08-21 21:53:23	
15	Tradinational Cut	45	2021-07-19 13:07:40	
16	MUSTACHE TRIM	85	2021-07-19 13:08:02	
17	Beard Trim	10	2021-07-19 13:08:20	
18	frg	20	2021-07-19 13:27:42	

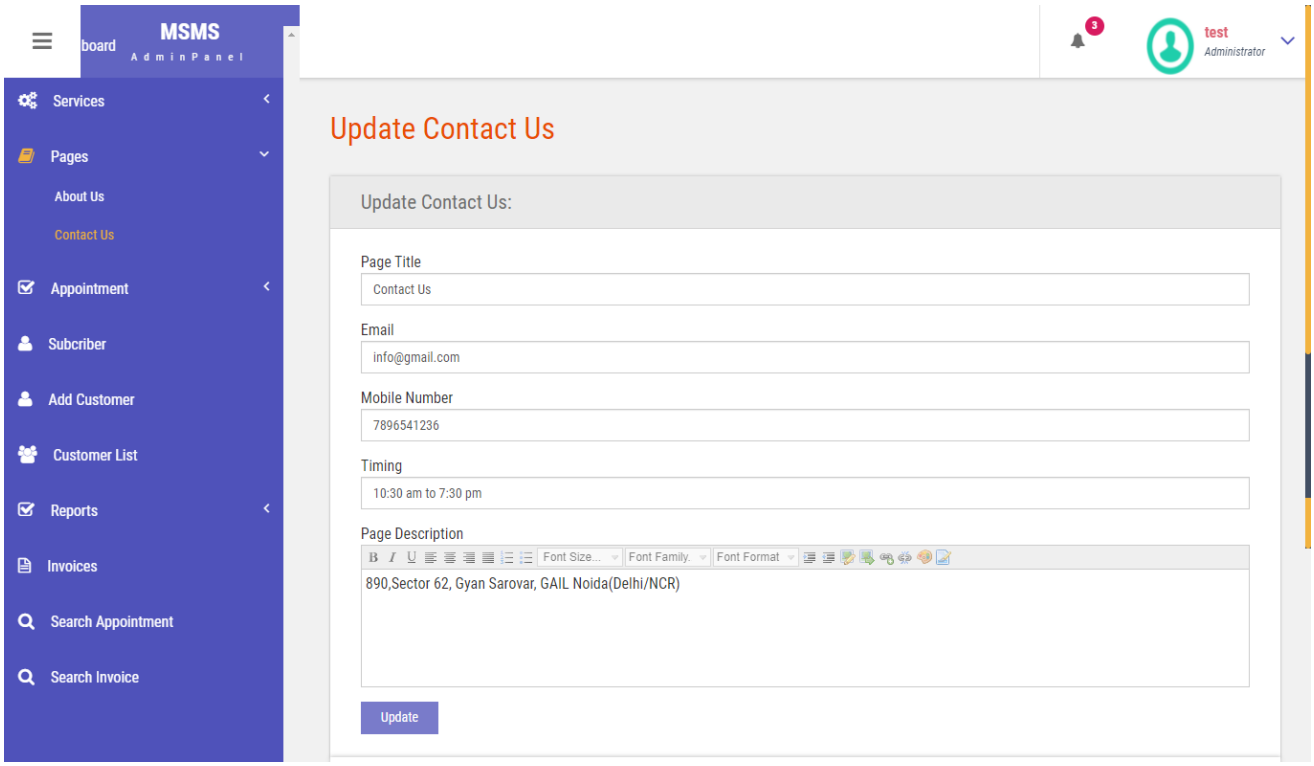
UpdateService



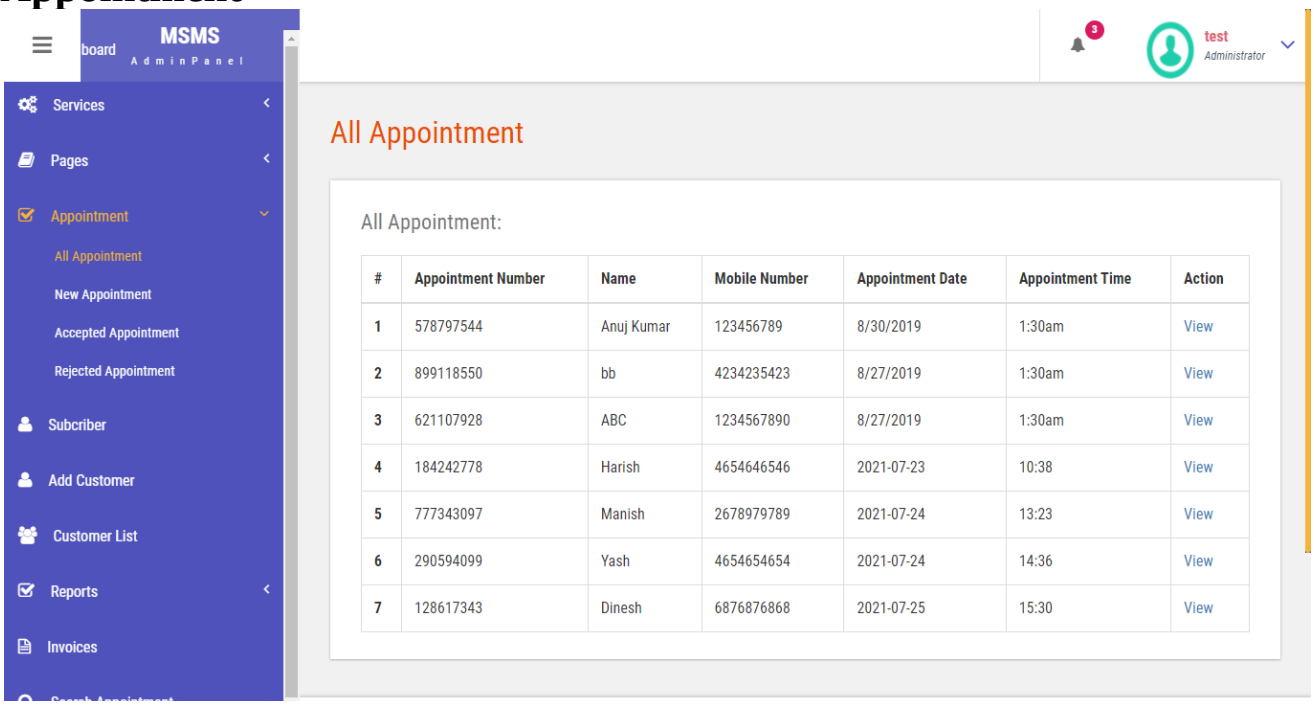
About Us



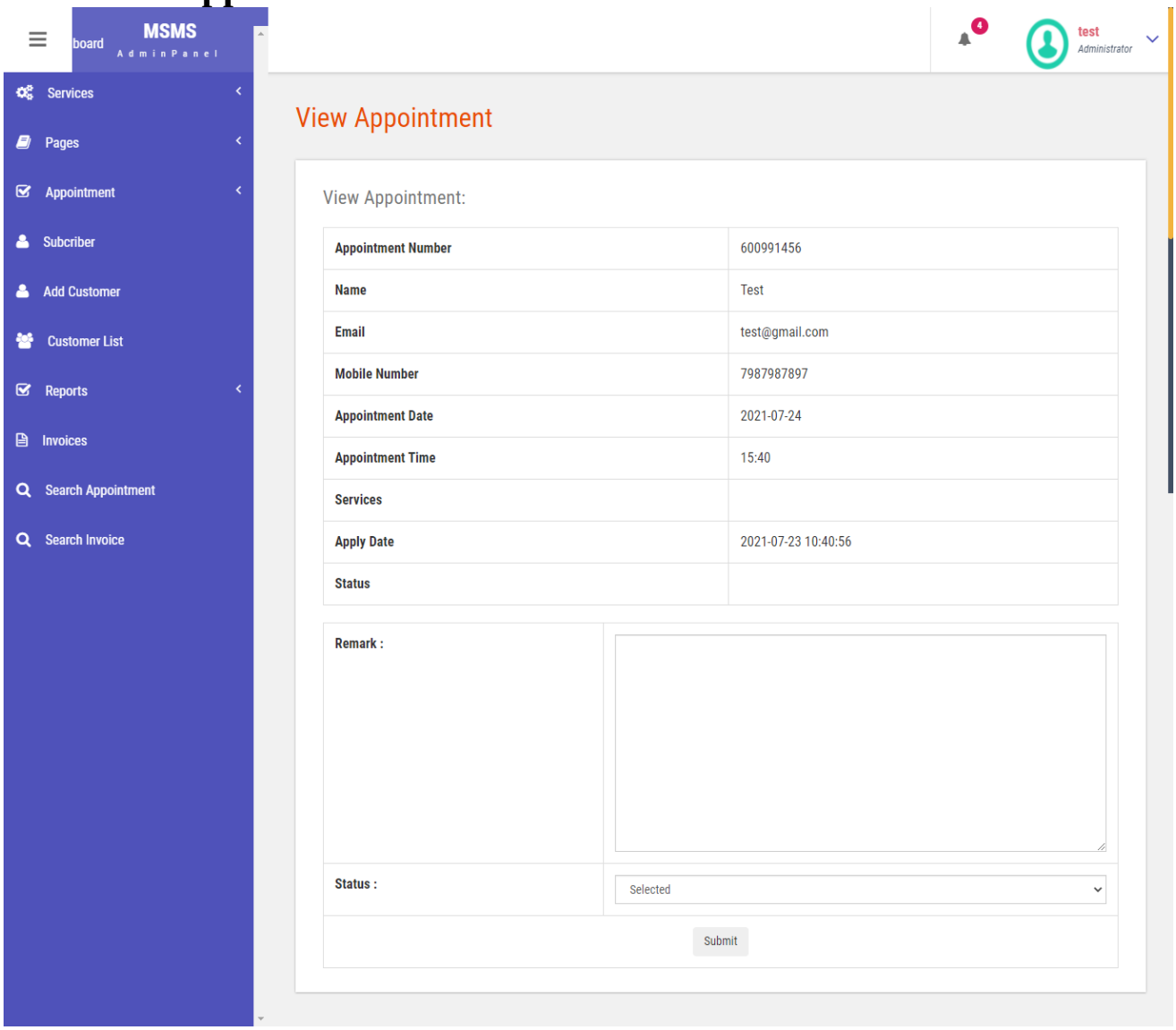
Contactus



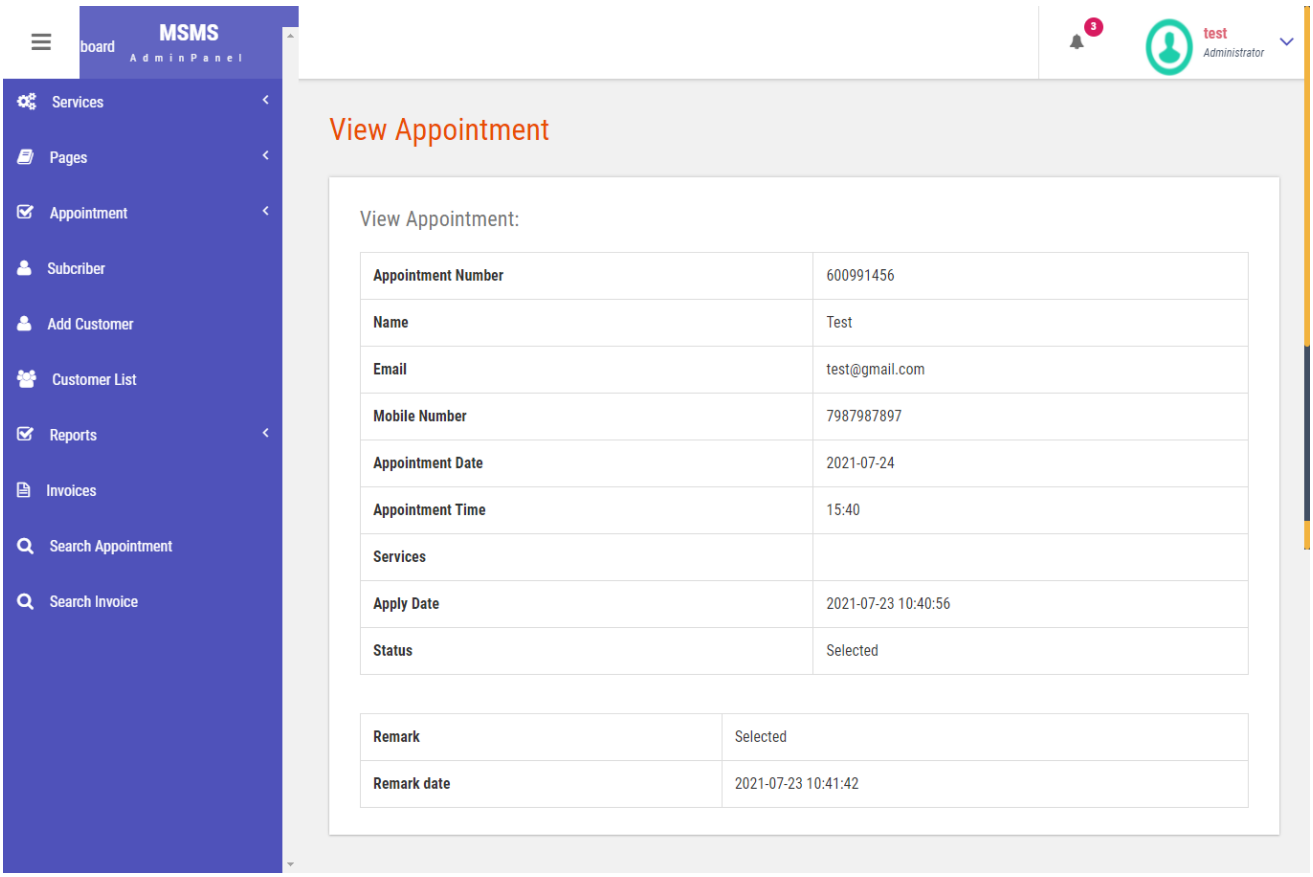
Appointment



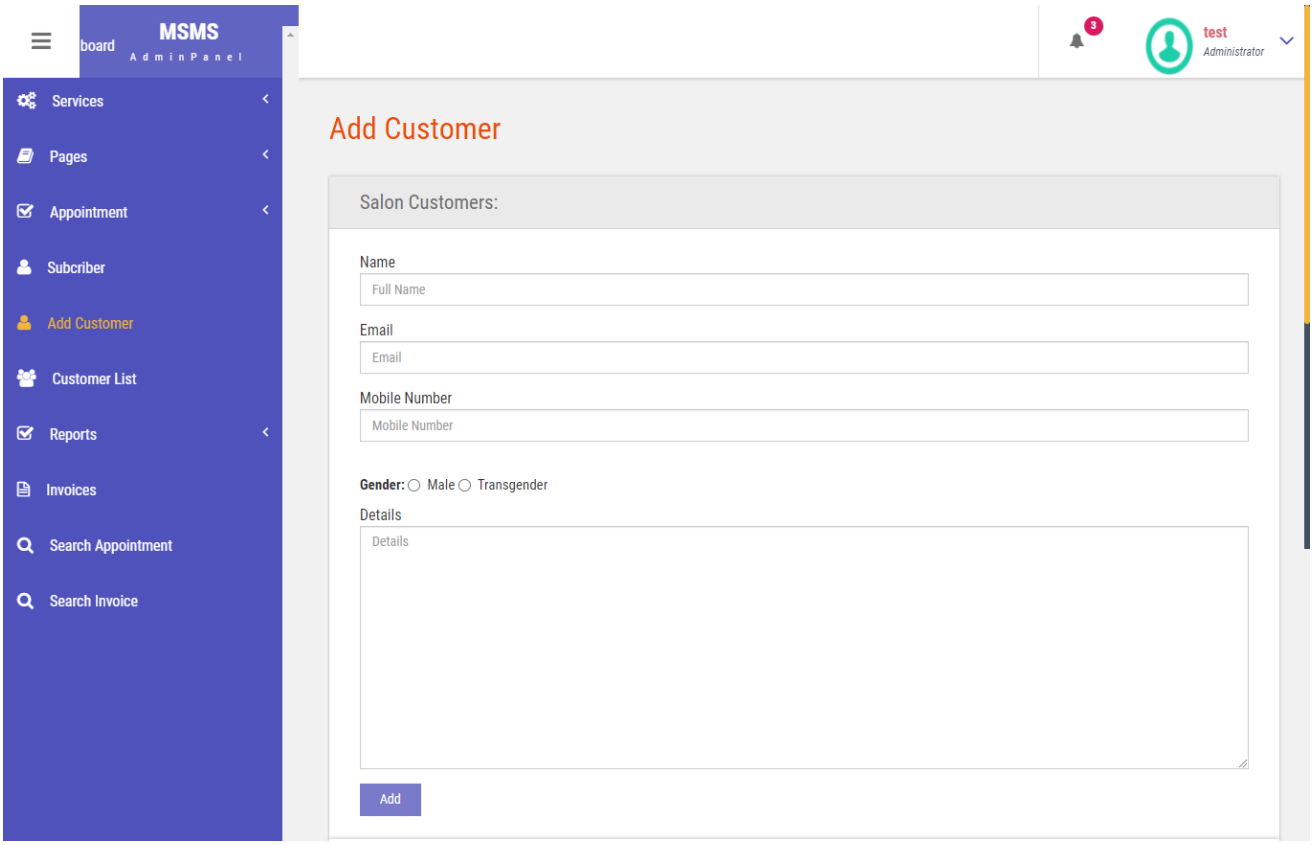
View New Appointment



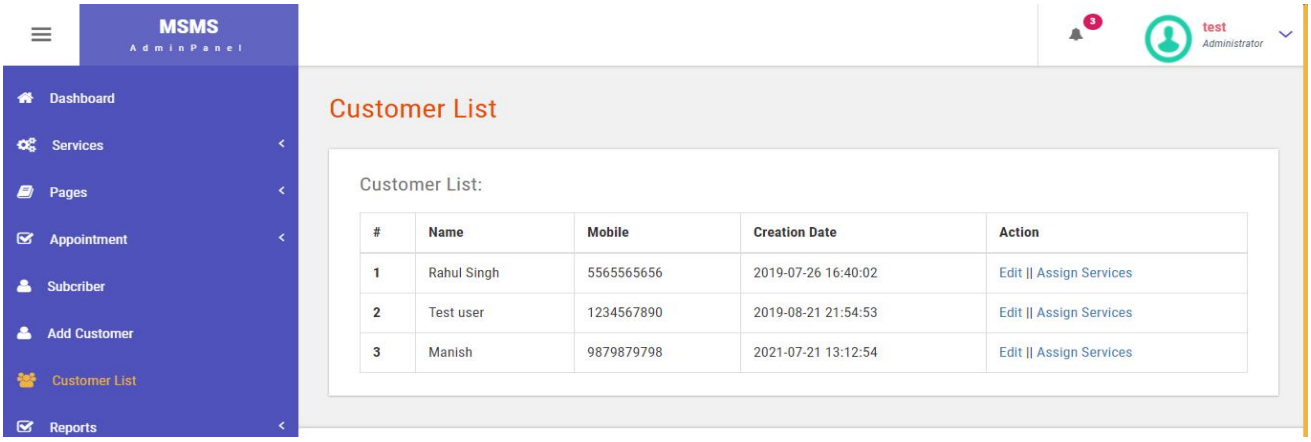
View Old Appointment



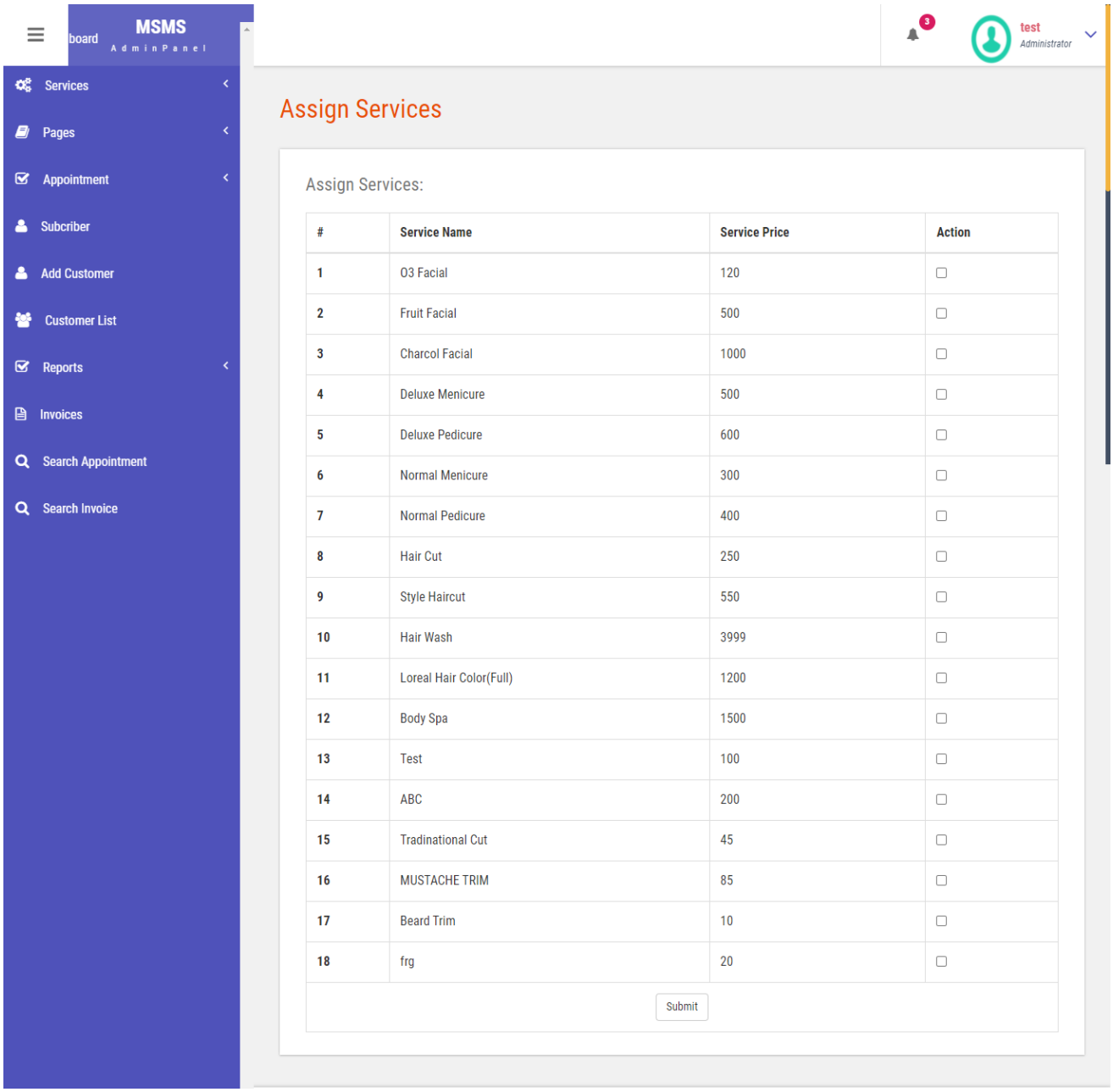
Add Customer



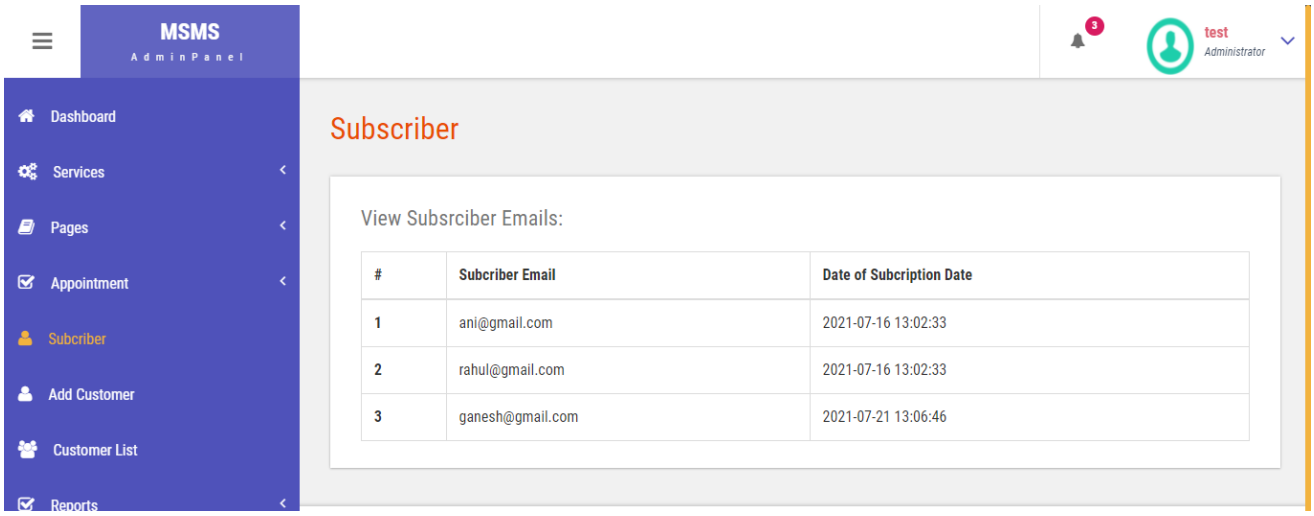
Customer List



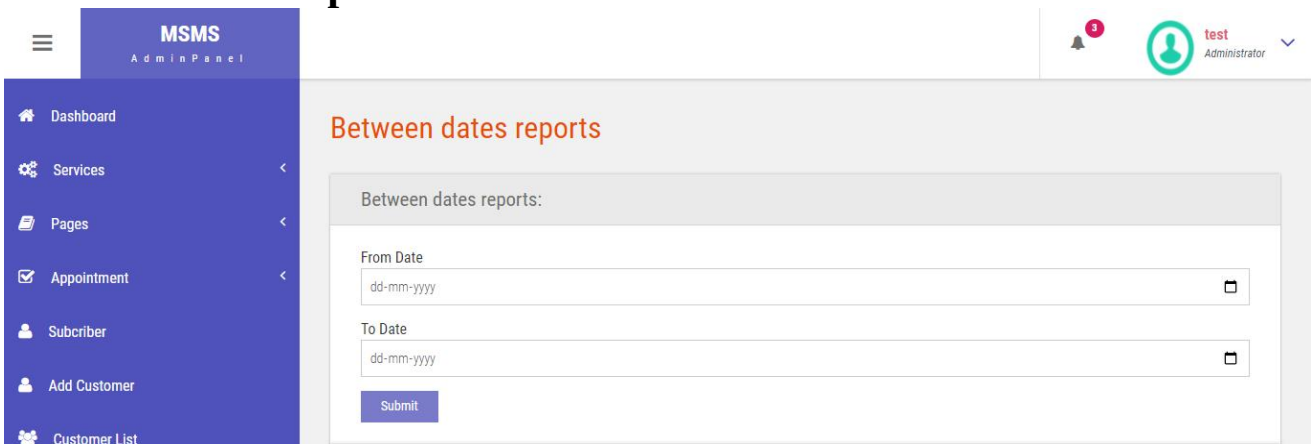
Assign Services



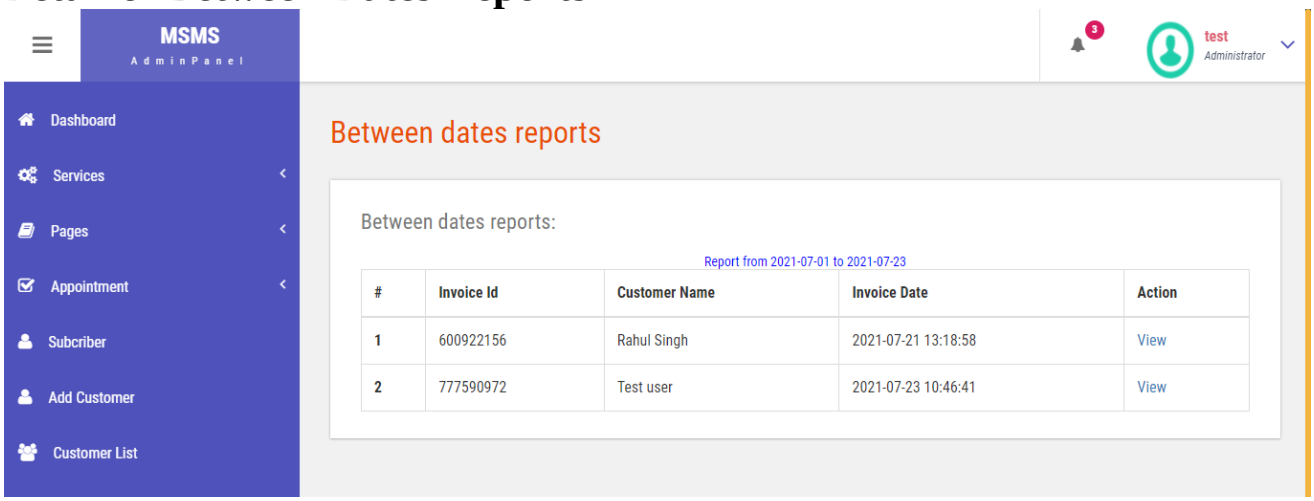
Subscriber



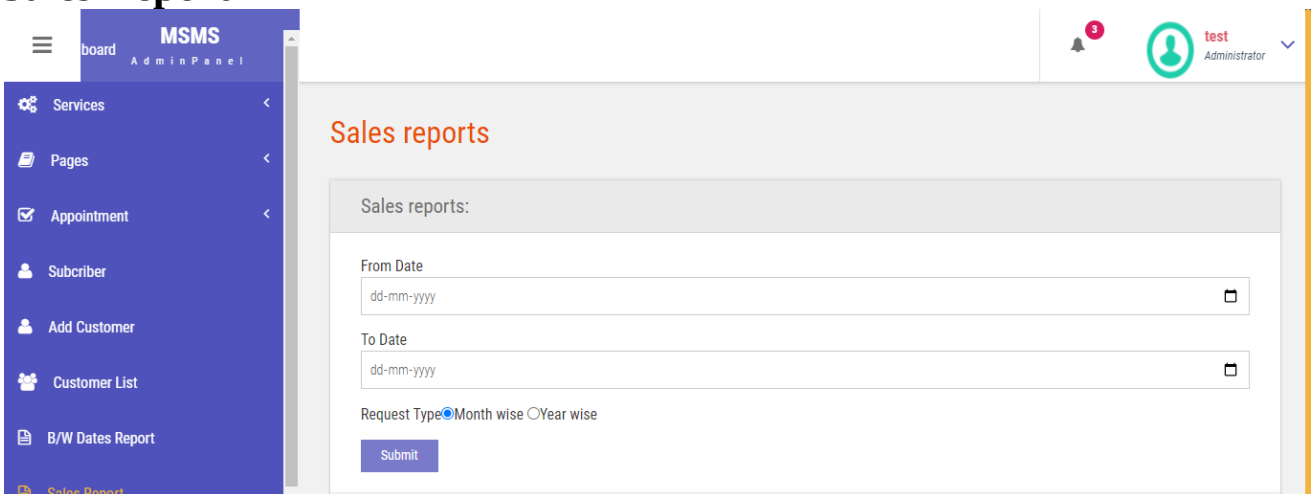
Between Dates Reports



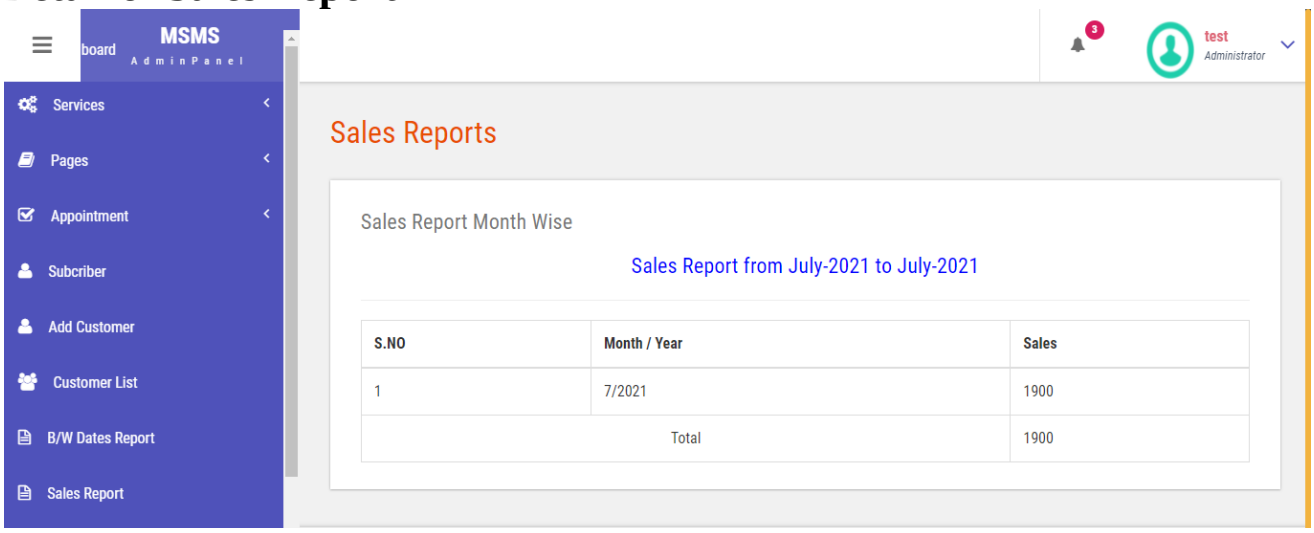
Detail of Between Dates Reports



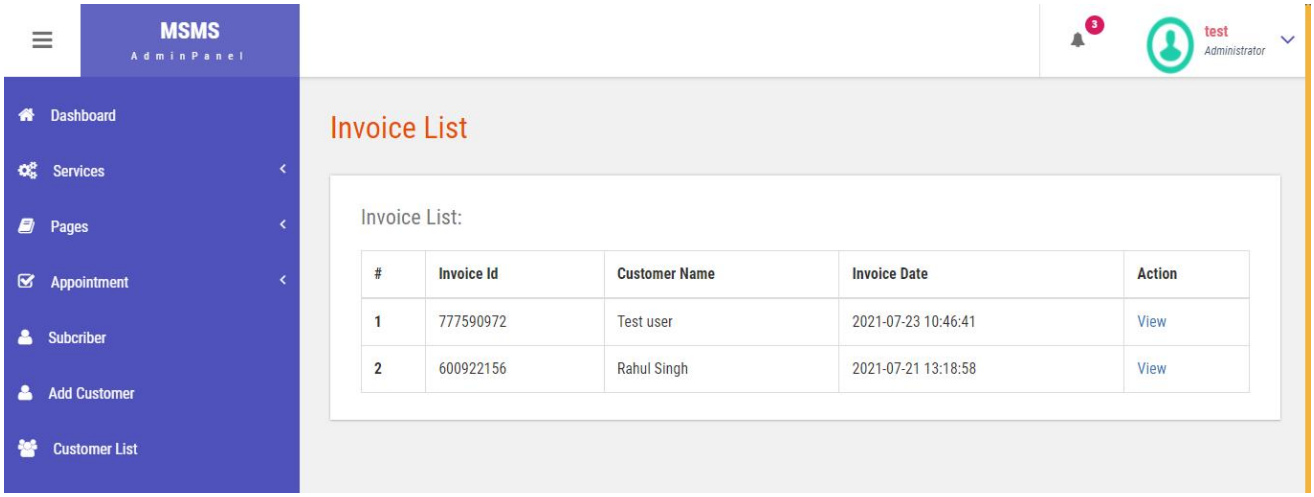
Sales Report



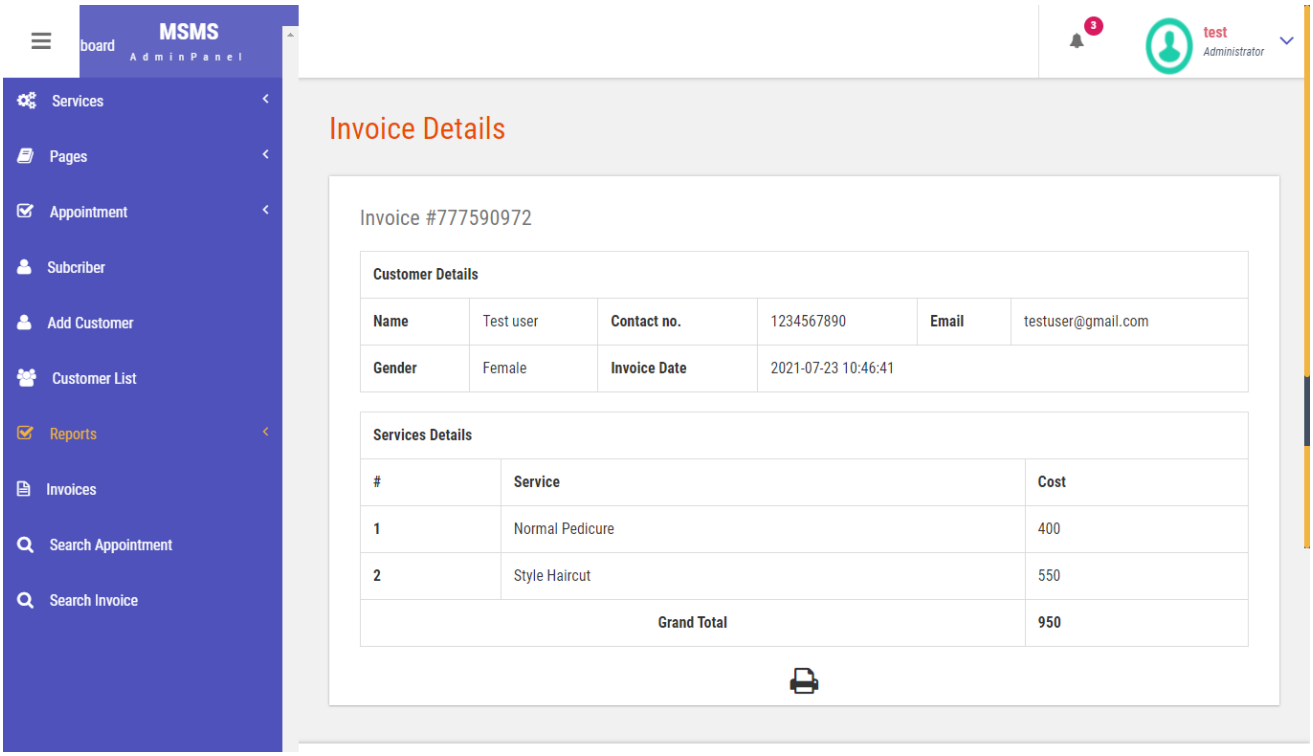
Detail of Sales Report



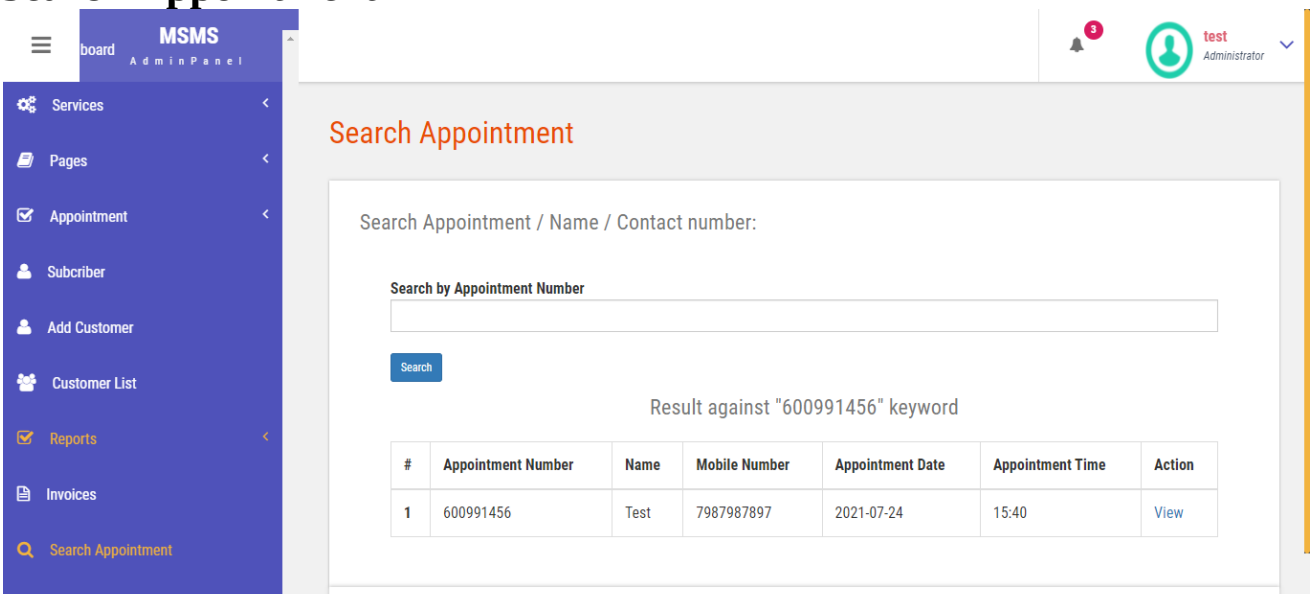
Invoice List



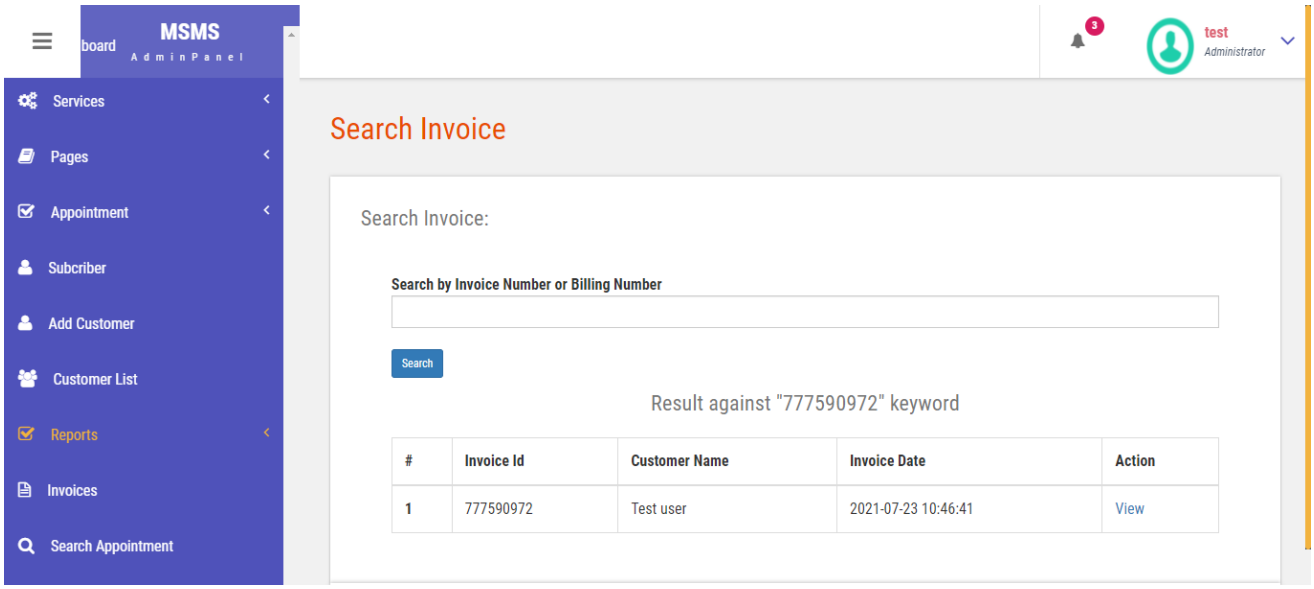
Detail of Invoice



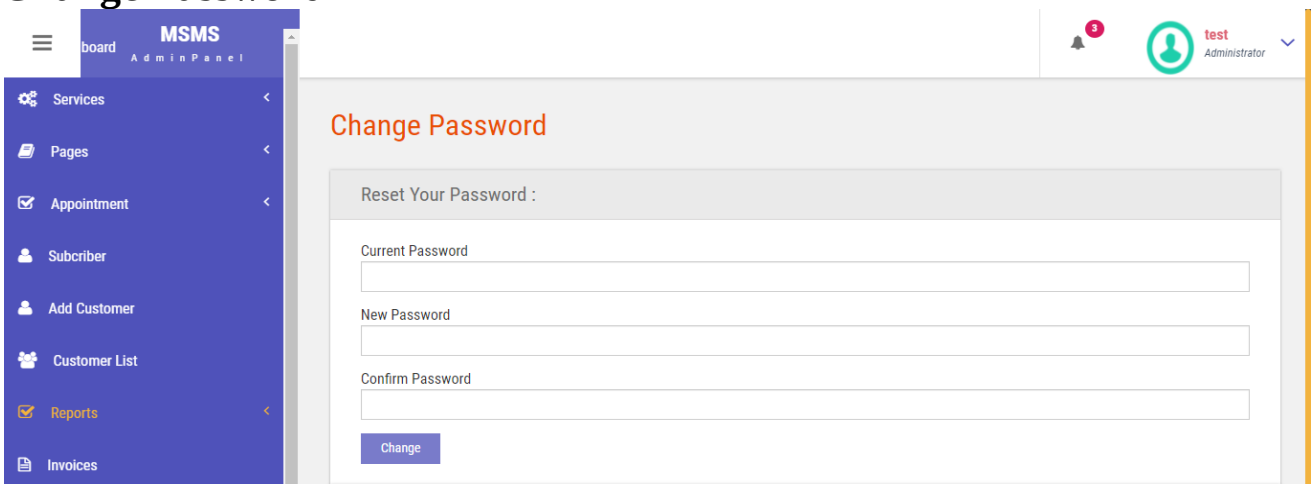
Search Appointment



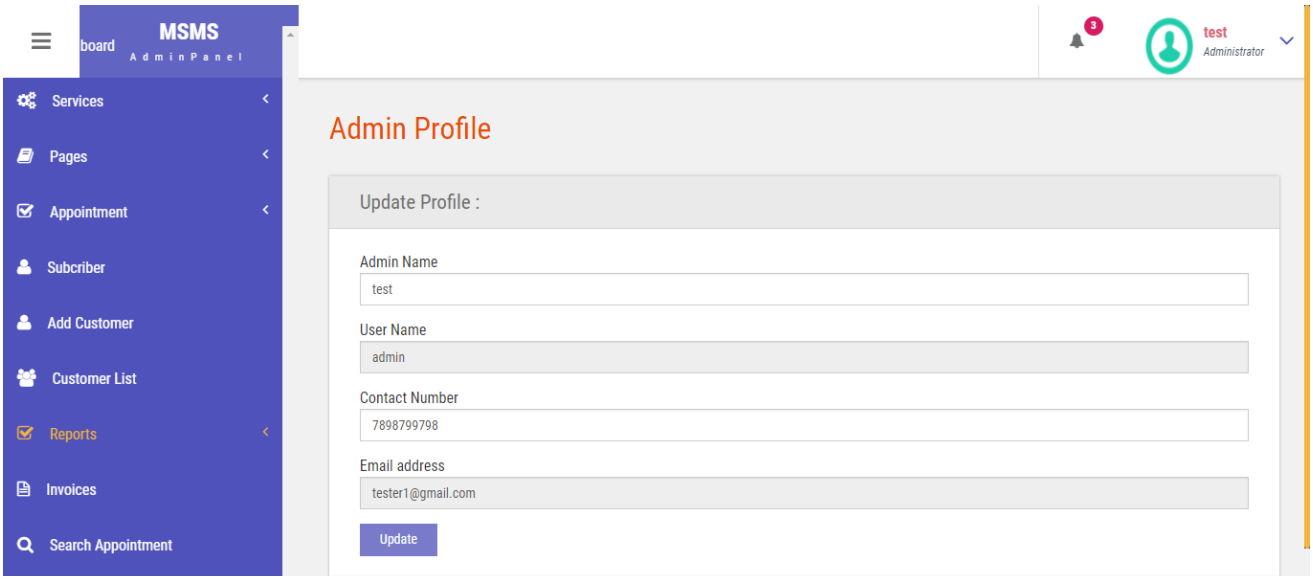
Search Invoice



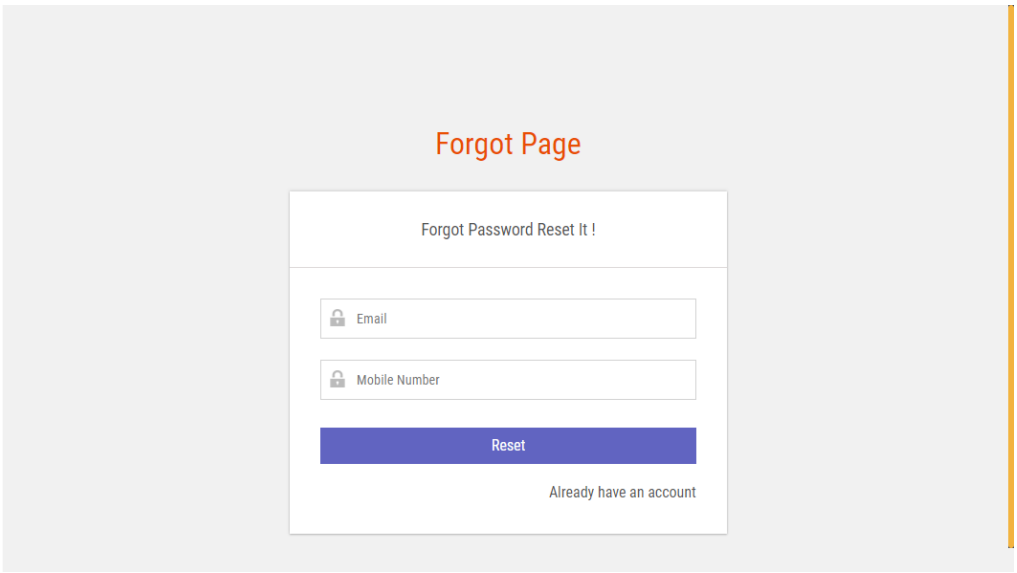
Change Password



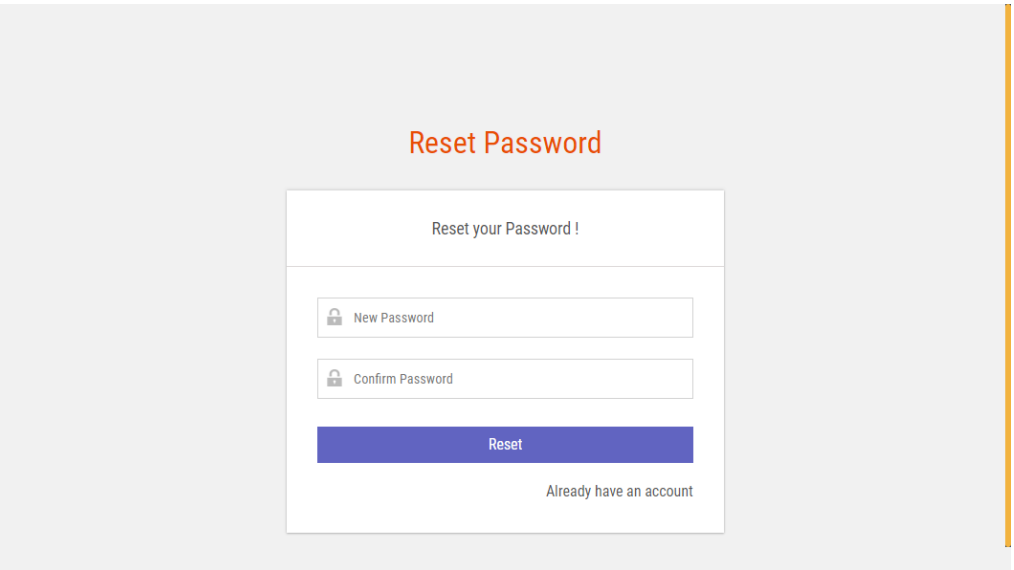
Profile



Forgot Password



Reset Password



System Implementation Phase

1. HTML

WHAT IS HTML?

To publish information for global distribution, one needs a university-understood language, a kind of publishing mother tongue that all computers may potentially understand. The publishing language used by the World Wide Web is HTML (Hyper Text Markup Language)

HTML Gives Authors the Means To

1. Publish online documents with headings, text, tables, list, photos etc.
2. Retrieve online information via hypertext links, at the click of a button
3. Design forms for conducting transactions with remote services, for use in searching information, making reservation, ordering products etc.;
4. Includes spreadsheets, video clips, sound clips, and other applications directly in the documents.
5.

Some HTML Tags

<HTML> :Starting an HTML tag
<HEAD> : Creating a web page's head
<TITLE> : Giving a web page 's body

</HEAD> : Ending a web pages head
</BODY> : Ending a web pages body
</HTML> :Ending a web page
<FORM> : Creating a HTML forms
<INPUT TYPE=BUTTON> : Creating a buttons
<INPUT TYPE=CHECKBOX> : Creating a checkboxes
<INPUT TYPE=SUBMIT> : Creating a submit button
<INPUT TYPE=TEXT> : Creating a text fields

HTML 4.0

HTML 4.0 extends with mechanisms for style sheets, scripting, frames embedding objects, improved support for right to left and mixed direction texts, richer tables and enhancements to form, offering improved accessibilities for people with disability.

2. INTRODUCTION TO JAVA SCRIPT

WHAT IS JAVA SCRIPT?

JavaScript, originally supported by Netscape Navigator, is the most popular Web scripting language today. JavaScript lets you embed programs right in your Web pages and run these programs using the Web browser. You place these programs in a <SCRIPT> element. If you want the script to write directly to the Web page, place it in the <BODY> element.

```
EX: <HTML>
      <HEAD>
        <TITLE></TITLE>
      </HEAD>
    <BODY>
      <SCRIPT LANGUAGE="JavaScript">
      </SCRIPT>
    </BODY></HTML>
```

JAVASCRIPTS OBJECTS

JavaScript is an object-oriented language. JavaScript comes with a number of predefined objects.

Objects of the JavaScript

1. Document: Corresponds to the current Web page's body. Using this object, you have access to the HTML of the page itself, including the all links, images and anchors in it.
2. Form: Holds information about HTML forms in the current page.
3. Frame: Refers to a frame in the browser's window.
4. History: Holds the records of sites the Web browser has visited before reaching the current page.
5. Location: Holds information about the location of the current web page.
6. Navigator: Refers to the browser itself, letting you determine what browser the user has.
7. Window: Refers to the current browser window.

JAVASCRIPTS EVENTS

Some of the events of JavaScript

1. on Change: Occurs when data in a control, like a text field, changes.
2. on Click: Occurs when an element is clicked.
3. on Focus: Occurs when an element gets the focus.
4. on Mouse Down: Occurs when a mouse button goes down.
5. on Reset: Occurs when the user clicks the reset button.

JAVASCRIPTS FUNCTIONS

Declaration of function

Syntax: function function name ()

```
{
  …
  …
}
```

Write these functions in <SCRIPT> tag.

5.RDBMS CONCEPTS

1. DATA ABSTRACTION

A major purpose of a database system is to provide users with an abstract view of the data. This system hides certain details of how the data is stored and maintained. However in order for the system to be usable, data must be retrieved efficiently. The efficiency lead to the design of complex data structure for the representation of data in the database. Certain complexity must be hidden from the database system users. This accomplished by defining several levels of abstraction at which the database may be viewed.

2. CLASSIFICATION OF DATABASE

There are 3 types of database approaches given below,

a. Hierarchical Database:

In this type of model data is represented in simple tree structured. The record at the top of three is known as root, the root may have any number of dependents. Each of these may have any number of low level dependents and so on up to any number of levels. The disadvantages of the approach are that no independent record occurrence can exist without it's superior.

b. Network Database:

In a Network database, data is represented by Network structure. In this approach record occurrence can have any number of superiors as well as any number of immediate dependents thus allow many to many correspondence directly than an hierarchical approach. The main disadvantage of the Network model is data representation is very complex resulting in complexity of the DML (Data Manipulation Language).

c. Relational Database:

The Relational model represents data and relationships among data by a collection of tables each of which has a number of columns with unique names.

6.THE SQL LANGUAGE

SQL is a language for relational database. SQL is a non-procedural i.e., when we use SQL we specify what we want to be done not how to do it.

Features of SQL

1. SQL is an interactive query language.
2. SQL is a database administration language.
3. SQL is a database programming language.
4. SQL is a client/server language.
5. SQL is a distributed database language.
6. SQL is a database gateway language**.**

Basic SQL Commands

- ✓ Data Definition Language commands (DDL)
- ✓ Data Manipulation Language commands (DML)
- ✓ Transaction Control Language commands (TCL)
- ✓ Data control Language commands (DCL)

PHP

- PHP is an acronym for "PHP: Hypertext Preprocessor"
- PHP is a widely-used, open source scripting language
- PHP scripts are executed on the server
- PHP is free to download and use

What is a PHP File?

- PHP files can contain text, HTML, CSS, JavaScript, and PHP code
- PHP code are executed on the server, and the result is returned to the browser as plain HTML
- PHP files have extension ".php"

What Can PHP Do?

- PHP can generate dynamic page content
- PHP can create, open, read, write, delete, and close files on the server
- PHP can collect form data
- PHP can send and receive cookies
- PHP can add, delete, modify data in your database
- PHP can be used to control user-access
- PHP can encrypt data

With PHP you are not limited to output HTML. You can output images, PDF files, and even Flash movies. You can also output any text, such as XHTML and XML.

Testing

Testing of System

Testing is asset of activities that can be planned in advanced and conducted systematically.

For this reason a template for software testing a set into which we can specific test case design techniques and testing methods should be defined for the software process.

A strategy for software testing must accommodate low-level test that are necessary to verify that a small source code segment can be correctly implemented as well as high –level tests that validate major system functions against customer requirements.

Types of Testing

1. Alpha Testing: -

Testing after code is mostly complete or contains most of the functional and prior to end user being involved. More often this testing will be performed in house or by an outside testing firm in close cooperation with the software engineering department.

2. Beta Testing: -

Testing after the product is code complete. Betas are often widely distributed or even distributed to the public at large in hopes that they will buy the final product when it is released.

3. Functional Testing: -

Testing two or more modules together with the intent of finding defects, demonstrating that defects are not present, verifying that the modules performs its intended functions as stated in the specification and establishing confidence that a program does what it is supposed do.

4. Configuration Testing: -

Testing to determine how well the product works with a broad of the hardware/peripheral equipment configurations as on the different operating systems and software.

5. Pilot Testing: -

Testing that involves the users just before actual release to ensure that users become familiar with the release contents and ultimately accept it. Typically involves many users, is conducted over a short period of time and is tightly controlled.

6. System Integration Testing: -

Testing a specific hardware/software installation. This is typically performed on a COTS system or any other system comprised or the disparate parts where custom configurations and /or unique installation are the norm .

7. Software Testing: -

The process of exercising software is with the intent of ensuring that the software system meets its requirements and the user expectations and doesn't file in an unacceptable manner .

8. Security testing: -

Testing of database and network software in order to keep company data and resources from mistaken/ accidental users, hackers and other malevolent attackers.

9. Installation Testing: -

Testing with the intent of determining if the product will install on a variety of platforms and how easily it installs .

10. Compatibility Testing: -

Testing used to determine whether other system software components such as browsers, utilities and competing software would conflict with the software being tested.

Conclusion

The demand of Web application for application is increasing day by day in Software industry, due to high expectations of client companies.

Hence an attempt of automating an office application had added to our learning experience.

It has also helped in adopting an analytical approach to solving and made us realize that system development is a step by step process,

Thereby appreciating the role of SDLC model in organizing the complex process of system development into manageable chunks. Indeed it was a great learning experience.

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Project Report

On

DIRECTORY MANAGEMENT SYSTEM

Submitted in partial fulfillment of the requirements for the award of degree of

M.Sc (INFORMATION TECHNOLOGY)

TO

SHANTI DEVI ARYA MAHILA COLLEGE

DINANAGAR

Submitted To:-

Ms. Bhanupriya Saini

Assistant Professor

Post Graduate Deptt. Of Computer Science & IT

Submitted By:

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POST GRADUATE DEPARTMENT OF COMPUTER Sc. & IT

GURU NANAK DEV UNIVERSITY, AMRITSAR

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Finally, We would like to thank the almighty and our parents for their moral support and our friends with whom we shared our day-to-day experience and received lots of suggestions that improved our quality of work.

Bhupinder Kaur

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Harpreet kaur

20862127622

CERTIFICATE OF APPROVAL

This is certify that the project report entitled **DIRECTORY MANAGEMENT SYSTEM** submitted to Shanti Devi Arya Mahila College, Dinanagar in partial fulfillment of the requirement for the award of degree of M.Sc (Information Technology) is an authentic and original work carried out by Bhupinder Kaur (20862127620) and Harpreet Kaur (20862127622) under my guidance and supervision. The Post Graduate Deptt. of Comp Sc. & IT has accepted the report as the fulfillment of the requirements for the degree of Master of Science (Information Technology). No part of this report has been submitted to any other College/University for the reward of any Degree to the best of my knowledge.

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Head, PG Department of Computer Sc. & IT
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Dinanagar

DECLARATION

We hereby declare that this project report on "Directory Management System" which is being submitted in partial fulfillment of the Training Programme of M.Sc (Information Technology) to Shanti Devi Arya Mahila College,Dinanagar, is the result of the work carried out by us, under the guidance of Ms. Bhanupriya Saini (Assistant Professor), Shanti Devi Arya Mahila College, Dinanagar

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Harpreet Kaur

20862127622

INDEX

1.1 ABOUT PROJECT

Outside of including a much-improved security, systemd-homed will finally enable a truly portable home directory. Because the /home directory will no longer depend on the trifecta of systemd, /etc/passwd, and /etc/shadow, users and admins will then be able to easily migrate directories within /home. Imagine being able to move your /home/USER (where USER is your username) directory to a portable flash drive and use it on any system that works with systemd-homed. You could easily transport your /home/USER directory between home and work, or between systems within your company

Existing System:

This will not just apply to user files, but with personal settings, preferences, and even authentication information.This works by making use of the JSON user record to confirm user identity. How specifically this works will depend upon the mechanism used for storing/accessing user home directories. Such mechanisms include

1.2 MODULES AND THEIR DESCRIPTION

1.) Administrator Module

2.) User Module

AdminstratorModule :

- Admin can create a category and also manage the category
- Admin can create Subcategory and also manage the Subcategory
- Admin can create state and also manage the state
- Complaint Management Admin can update remark on complaints
- Manage users
- Admin can check user logs
- Admin change password

User Module :

- User Registration
- User forgot Password
- After login user can lodge a complaint
- Complaint History
- Profile Management
- Change Password
- Dashboard
-

1.3 OBJECTIVES OF THE PROJECT

The present project elucidates the following features.

- Registering the PERSONS
- Modification of PERSON Information
- Searching a PERSONS

DRAWBACKS OF EXISTING SYSTEM

- More man power.
- Time consuming.
- Consumes large volume of pare work.
- Needs manual calculations.
- No direct role for the higher officials.
- Damage of machines due to lack of attention.

To avoid all these limitations and make the working more accurately the system needs to be computerized.

ESTABLISH THE NEED OF NEW SYSTEM

1. **Problem of Reliability:** Current system is not reliable. It seems to vary in quality from one month to the next. Sometimes it gives good output, but sometimes the output is worst.

2. **Problem of Accuracy:** There are too PROJECT mistakes in reports.

3. **Problem of timeliness:** In the current system the reports and output produced is mostly late and in most of the cases it is useless because it is not on time.

4. **Problem of Validity**: The output and reports mostly contains misleading information. The information is sometimes not valid.

5. **Problem of Economy:** The current system is very costly. We have to spend lots of PROJECT to keep the system up and going, but still not get the desired results.

6. **Problem of Capacity:** The current system is suffering from problem of capacity also. The staff for organization is very less and the workload is too much. Few peoples cannot handle all the work.

PROPOSED SYSTEM

1. **Details:** The new proposed system stores and maintains all PROJECT details.
2. **Calculations:** The new proposed system updates tables and other information automatically and it is very fast and accurate.
3. **Registers:** There is no need of keeping and maintaining records and information manually. It remembers each and every record and we can get any report at any time.
4. **Speed:** The new proposed system is very fast with 100% accuracy and saves time.
5. **Manpower:** The new proposed system needs less manpower. Less people can do the large work.
6. **Efficiency:** The new proposed systems complete the work of PROJECT people in less time.

7. **Reduces redundancy:** The most important benefit of this system is that it reduces the redundancy of data within the data.

8. **Easy statements:** Month-end and day-end statement easily taken out without getting headaches on browsing through the day end statements.

NEED

I have designed the given proposed system in the PHP.NET to automate the process of this project. This project is useful for the authorities who keep track of all the system.
The following steps that give the detailed information of the need of proposed system are:

- **Performance:** During past several decades, the records are supposed to be manually handled for all activities. The manual handling of the record is time consuming and highly prone to error. To improve the performance of the system, the computerized system is to be undertaken.

- **Efficiency:** The basic need of this website is efficiency. The website should be efficient so that whenever a new user submits his/her details the website is updated automatically. This record will be useful for other users instantly.

- **Control:** The complete control of the project is under the hands of authorized person who has the password to access this project and illegal access is not supposed to deal with. All the control is under the administrator and the other members have the rights to just see the records not to change any transaction or entry.

- **Security:** Security is the PROJECT criteria for the proposed system. Since illegal access may corrupt the database. So security has to be given in this project.

SYSTEM REQUIREMENTS

2.1 Processing Environment

In our project, there are very simple requirements in the computer. To achieve our purpose hardware and software requirements one as follows: -

HARDWARE REQUIREMENTS

- PROCESSOR: Intel core i3
- RAM: 2 GB
- HARD DISK: 320 GB
- CD ROM

SOFTWARE REQUIREMENTS

- Operating System :- WINDOWS 7, XP
- Web Browser :- Google Chrome, Mozilla Firefox
- Database :- MySQL
- WAMP, XAMPP
- Netbeans, Dreamweaver

2.2 Feasibility Study

The objective of initial investigation is to determine whether the request is valid and feasible before a recommendation is reached to do nothing, improves, or modify the existing system or a build a new one. Depending on the results of initial investigation, the survey is expanded to a more detailed feasibility study. A feasibility study is a test of a system proposal according to its workability, impact on the organization, ability to meet user needs and effective use of racemes.

2.2.1Economic Feasibility:

The above feasibility study deals with the actual cost to be incurred on the project. The concern for which the project is to be made is able to bear the charges and is financial sound enough to make the system viable. The financial resources are checked and they are kept as a base to the making of the system. Thus this feasibility is reduced and is under control and we can go in for the project. Our project is economical feasible because it is not so much costly to develop. It can run in high as well as low graded systems as per its requirements.

2.2.2 Technical Feasibility:

Technical feasibility centers on the existing computer system and to what extent it can support the proposed addition. For example, if the current computer is operating at 80% capacity- and arbitrary ceiling- then running another application could overload the system or require additional hardware. This involves financial consideration to accommodate technical enhancement. If the budget is a serious constraint, then the project is judged not feasible.

2.2.3 Social Feasibility:

It is important to study that the social implications when a new system is introduced. People are inherently resistant to change and computers have been known to facilitate
change. An estimate was made of how strong reaction user staff is likely to have towards the development of a computerized system.

2.2.4 Schedule Feasibility:

It is the project deadline reasonable. Some projects are initiated with specific deadline you need to determine whether the deadline are mandatory or desirable. It is preferable to deliver a properly functioning system two months later than to deliver an error prone useless system on time. Inadequate system is worse. It's a choice between the lesser of to evils. So keeping in view the above statement we decided to keep my deadline mandatory. We extended our deadline to give an error free software package.

2.2.5 Motivational Feasibility:

To achieve the desired objective it is necessary to motivate the developer group. Motivational feasibility means to coach and direct individual to overcome difference and achieve project goals as a team.

2.2.6 Behavioral Feasibility:

People are inherently resistant to change and computers have been known the facilitate change. An estimate should be made of how strong a reaction the user staff is likely to have towards the development of a computerized system.

2.3 PROJECT PLAN

(i) Core PHP

(ii) Database Design Of Project

(iii) Interface Designing

(iv) Coding

(v) Validations

2.4 PROGRAMMING AND DEVELOPMENT TOOLS

3.4.1 Introduction to PHP:

The first version of what came to be known as PHP was created in 1995 by a man named RasmusLerdof. Rasmus, now an engineer at Yahoo!, needed something to make it easier to create content on his web site, something that would work well with HTML, yet give him power and flexibility beyond what HTML could offer him. Essentially, what he needed was an easy way to write scripts that would run on his web server both to create content, and handle data being passed back to the server from the web browser. Using the Perl language, he created some technology that gave him what he needed and decided to call this technology "Personal Home Page/Forms Interpreter". The technology provided a convenient way to process web forms and create content.

What exactly is PHP?

PHP is an intuitive server side scripting language. Like any other scripting language it allows developers to build logic into the creation of web page content and handle data returned from a web browser. PHP also contains a number of extensions that make it easy to interact with databases, extracting data to be displayed on a web page and storing information entered by a web site visitor back into the database.

How Does PHP Work?

To develop an understanding of how PHP works it is helpful to first explore what happens when a web page is served to a user's browser. When a user visits a web site or clicks on a link on a page the browser sends a request to the web server hosting the site asking for a copy of the web page. The web server receives the request, finds the corresponding web page file on the file system and sends it back over the internet to the user's browser.

Characteristics of PHP

PHP is about providing the programmer with the necessary tools to get the job done in a quick and efficient fashion. Five important characteristics make
PHP's practical nature possible:

- Familiarity
- Simplicity
- Efficiency
- Security
- Flexibility
- One final characteristic makes PHP particularly interesting: it's free!

- **Familiarity**

Programmers from many backgrounds will find themselves already accustomed to the PHP language. Many of the language's constructs are borrowed from C and Perl, and in many cases PHP code is almost indistinguishable from that found in the typical C or Pascal program. This minimizes the learning curve considerably.

- **Simplicity**

A PHP script can consist of 10,000 lines or one line: whatever you need to get the job done. There is no need to include libraries, special compilation directives, or anything of the sort. The PHP engine simply begins executing the code after the first escape sequence (<?) and continues until it passes the closing escape sequence (?>). If the code is syntactically correct, it will be executed exactly.

- **Efficiency**

Efficiency is an extremely important consideration for working in a multi-user environment such as the WWW. PHP 4.0 introduced resource allocation mechanisms and more pronounced support for object-oriented programming, in addition to session management features. Reference counting has also been introduced in the latest version, eliminating unnecessary memory allocation.

- **Security**

PHP provides developers and administrators with a flexible and efficient set of security safeguards. These safeguards can be divided into two frames of reference: system level and application level.

- System-Level Security Safeguards

PHP furnishes a number of security mechanisms that administrators can manipulate, providing for the maximum amount of freedom and security when PHP is properly configured. PHP can be run in what is known as safe mode, which can limit users' attempts to exploit the PHP implementation in many important ways. Limits can also be placed on maximum execution time and memory usage, which if not controlled can have adverse affects on server performance. Much as with a cgi-bin folder, administrators can also place restrictions on the locations in which users can view and execute PHP scripts and use PHP scripts to view guarded server information, such as the password file. Application-Level Security Safeguards Several trusted data encryption options are supported in PHP's predefined function set. PHP is also compatible with many third-party applications, allowing for easy-integration with secure ecommerce technologies. Another advantage is that the PHP source code is not viewable through the browser because the script is completely parsed before it is sent back to the requesting user. This benefit of PHP's server-side architecture prevents the loss of creative scripts to users.

- Flexibility

Because PHP is an embedded language, it is extremely flexible towards meeting the needs of the developer. Although PHP is generally touted as being used in conjunction solely with HTML, it can also be integrated alongside languages like JavaScript, WML, XML, and many others. Additionally, as with most other mainstream languages, wisely planned PHP applications can beeasily expanded as needed. Browser dependency is not an issue because PHP scripts are compiled entirely on the server side before being sent to the user. In fact, PHP scripts can be sent to just about any kind of device containing a browser, including cell phones, personal digital assistant (PDA) devices, pagers, laptops, not to mention the traditional PC. People who want to develop shell-based applications can also execute PHP from the command line.

2.4.2 INTRODUCTION TO HTML

Hyper Text Markup Language is very effective language to develop the site. Our project is prepared in HTML. It also includes the important codes that are used while we coding a site. It supports the d-html and script languages like VB-Script and Java Script; here in this project we have used the later one.

HTML is a very simple language, easy to learn and user friendly. It is as popular as it can use any text editor for coding purposes, and developing web pages is a easy task here. HTML is the language interpreted by browsers. Web pages are also called HTML documents. HTML is a set of special Codes that can be emended in text to add formatting and linking Information. HTML is specified as tags in an HTML documents i.e the Web page.

HTML TAGS

- **PARED TAGS:**

  Tags are instructions that are emended directly into the text of Pair tags called closed tags because it begin <>and close</>.

- **SINGLAR TAGS :**

  A singular tags not have a companion tag e.g
Some tags that we used in our project describe in brief given below:-

  <HTML>it is used to start.

  <HEAD> it is used to place the information about the program.

  <TITLE>it is used to give the title of the information.

it is used to break a line.

  <H1> to <H6>it is used to give the size of the specific heading.

2.4.4 INTRODUCTION TO CSS

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation semantics(the look and formatting) of a document written in a markup language. Its most common application is to style web pages written in HTML and XHTML, but the language can also be applied to any kind of XML document, including plain XML.

CSS is designed primarily to enable the separation of document content (written in HTML or a similar markup language) from document presentation, including elements such as the layout, colors, and fonts.[1] This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple pages to share formatting, and reduce complexity and repetition in the structural content (such as by allowing for table less web design).

CSS can also allow the same markup page to be presented in different styles for different rendering methods, such as on-screen, in print, by voice (when read out by a speech-based browser or screen reader) and on Braille-based, tactile devices. It can also be used to allow the web page to display differently depending on the screen size or device on which it is being viewed.

Simple definition of CSS:

- CSS stands for Cascading Style Sheets
- Styles define how to display HTML elements
- Styles were added to HTML 4.0 to solve a problem
- External Style Sheets can save a lot of work
- External Style Sheets are stored in CSS files

An "external" CSS style sheet file, as described below, can be associated with an HTML document using the following syntax:

Syntax:

```
<link href="path/to/file.css" rel="stylesheet">
```

2.4.5 INTRODUCTION TO DATABASE

- MySQL is a fast, easy-to-use RDBMS used being used for many small and big businesses. MySQL is developed, marketed, and supported by MySQL AB, which is a Swedish company. MySQL is becoming so popular because of many good reasons.

- MySQL is released under an open-source license. So you have nothing to pay to use it.

- MySQL is a very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages.

- MySQL uses a standard form of the well-known SQL data language.

- MySQL works on many operating systems and with many languages including PHP, PERL, C, C++, JAVA etc.

- MySQL works very quickly and works well even with large data sets.

- MySQL is very friendly to PHP, the most appreciated language for web development.

- MySQL supports large databases, up to 50 million rows or more in a table. The default file size limit for a table is 4GB, but you can increase this (if your operating system can handle it) to a theoretical limit of 8 million terabytes (TB).

- MySQL is customizable. The open source GPL license allows programmers to modify the MySQL software to fit their own specific environments.

2.4.6 INTRODUCTION TO SERVER

- WAMP Server is a Windows web development environment. It allows you to create web applications with Apache2, PHP and a MySQL database. Alongside, PHPMyAdmin allows you to manage easily your databases.
- **ACRONYM FOR:**

  W- Windows

  A- Apache http server

  M- MySQL

  P-PHP

Functionalities

WAMP Server's functionalities are very complete and easy to use so we won't explain here how to use them.

With a left click on WAMP Server's icon, you will be able to:

- manage your Apache and MySQL services
- switch online/offline (give access to everyone or only localhost)
- install and switch Apache, MySQL and PHP releases
- manage your servers settings
- access your logs
- access your settings files
- create alias

With a right click :

- change WAMP Server's menu language
- access this page

3. SYSTEM REQUIREMENT SPECIFICATIONS

3.1 External Interfaces and Data Flow

This heading specifies the externally observable characteristics of the software product. Several graphical tools are used to express the requirements of a system rather than writing long lines of text. These are very effective tools for use during the system analysis phase.

User Displays

These are extremely useful tools for interactive applications where fast response is needed. The user displays consist of screens that help in designing a menu driven system. The menus attached to the screens help in making a system interactive and user friendly by providing an easy to use point and click interface to the application. These menus consist of a list of options from which the user can choose an action depending on the task to be performed. So these forms or so called user displays is the key to the success of the entire system.

3.2 Development, Operation and Maintenance Environments

- **Development Environment**

  Having constant interaction with the users as well as management aids in the system development. The logical user suggestions sure certainly welcomed and considered. There is a multi-user environment in the organization. For the development of new system mysql, rdbms package, tomcat server for server side programming will be used and front page, java server pages and java script for client side programming and will be used to provide GUI to system.

- **Operating Environment**

  The input data required are obtained from the documents, which contains all the details of the transactions. After validation and relevant processing, the data is to be stored in the database. The user selects the desired database table on after which the query is formulated. The query is generated by filtering the database based on the user defined conditions and constraints. The formulated query is executed on the database to obtain the required information.

- **Maintenance Environment**

  The proper maintenance of the new system is very important for its smooth working. The maintenance of the software is to be done by the system analyst and programmers in the organization. But for hardware maintenance engineer may be called from where hardware was purchased.

- **User Characteristics**

The users of the new system will be the users of the website of the organization. The system is developed with the participation of users, which will help them to understand the system easily.

- **Sources of Information**

Primary sources of the information involve direct interaction with the employees of the organization working in the development department.

- **Interviews**: interviews are the main source of gathering data and to get acquainted with the existing system. Almost all the information about the present system was gathered with the help of interviews. The questions are pre-planned and asked according to the designation of the users.
- **Observations**: Observations were personally made of what data is desired and how it is to be graphically represented or in a tabular manner and how it is to be saved. The observation of crucial information, data flows and functioning of the entire system was made carefully. This helped to obtain the additional knowledge about the system and to view the system more deeply. So all the aspects of the existing system are thoroughly observed which includes how people perform their tasks, noting the things that they do, how they do it and how much time they take. The records being manipulated and their frequency of updating and flow of documentation and important business transactions are also observed. Observations were personally made of how data can be possibly queried and represented by the user.

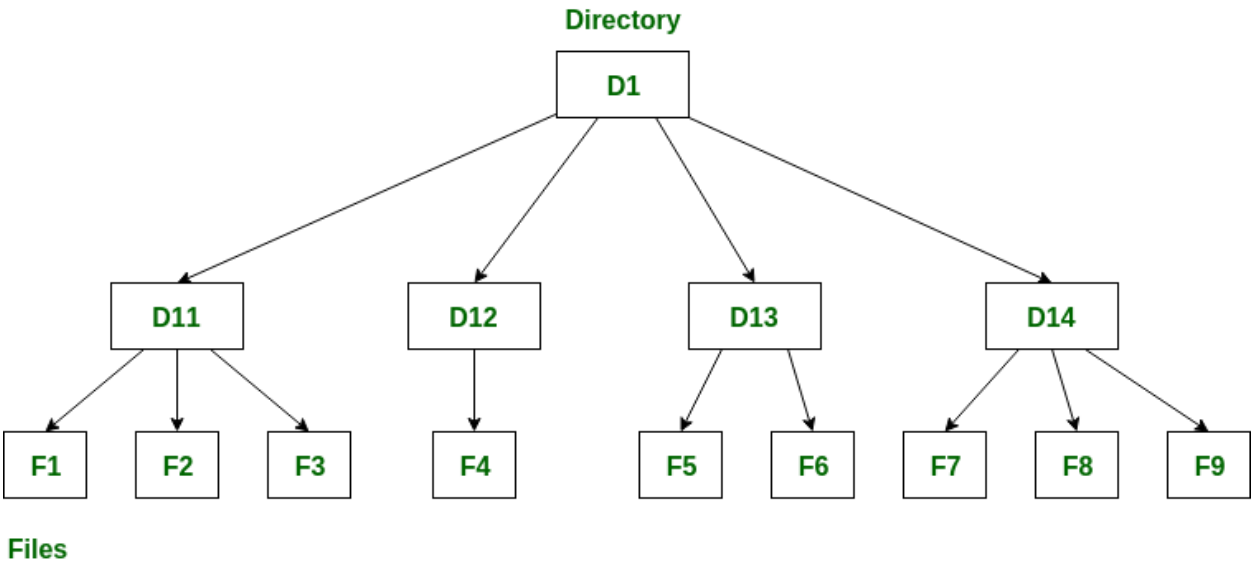
Objectives of the Proposed System

The development of the proposed system is done keeping in view the problems in the existing system. The proposed system will not only overcome the limitations of the present system but will also provide the following characteristics.

- To reduce the paper work involved in managing the information regarding different accounts.
- To reduce the time constraint that is just wasted because of manual work.
- To centralize all the data regarding accounts at one place.
- To maintain all steps involved from opening the account from its manager to make it available to use anywhere by the client.
- To generate various reports required by the administrator regarding accounts.

3.3 Methodology/Flow chart or Algorithm implemented

Qualitative and Quantitative research methodologies were used for this project. This linear sequential model suggests a systematic, sequential approach to software development that begins at the system level and progress through **analysis, design, coding, testing and maintenance.**



The linear sequential model encompasses the following activities:

- System / information engineering and modeling.
- Software requirement analysis.
- Design.
- Code generation.
- Testing.
- Maintenance.

3.4 PLANNING

- **Problem Recognition**

A problem is well defined very rarely. It corps out with a vague feeling of some statements that lead to vague conclusions. So the first task is to get more crucial information by interviewing and meeting concerned people. It clarifies how the problem is felt, how often it occurs, how it affects the business and which departments are suffering with this. This phase consists of the following tasks.

- **Problem Definition And Initial Investigation**

This was a preliminary investigation done with a view to have a "feel" of the working of the proposed system. This phase has been identified the end-user directly involved in the system who were the managers, assistant officer and database administrator, and the development department. By understanding the working of database, its flow and also after conducting meetings and interviews with the concerned persons of the department, a clear idea about the working was obtained. A flexible approach is adapted towards people who are interviewed. Short hand written notes are prepared based on the response of the employees. The interviews are preferably conducted at the work place of the person being interviewed. Detailed investigation is done in order to define the scope of the problem .The interview is concluded with a quick resume of the ground covered during the interview .The Questionnaire technique is combined with interviews to get the best result. Proper care has been taken in the design of such questionnaires so that the persons answering these questions dose not feel hesitant. An explanatory note that serves to gain cooperation and avoid misunderstanding by setting out the purpose of the exercise clearly accomplishes each questionnaire.

Observation technique is also used for fact finding. The work described at the time of interview is observed personally ads it reduces the chances of misunderstanding and omissions. Some important things observed are like the flow of information through the system and important data transactions, the data being maintained and the frequency of their updating.By the end of this phase, idea as to how the information enters the system, how it is stored, how it is processed, how information changes affects the working of the system

4. DESIGN

4.1 System Design

System design is the first step in moving from the problem domain to solution domain. In other words, starting with what is needed, design takes us toward how to satisfy the needs, the design of a system is perhaps the most critical factor affecting the quality of software; it has major impact on the later phase, particularly Testing and implementation. The output of this phase is design document. The design of a system is essentially a blueprint or a plan for a solution for the system.

The design process for software systems often has two levels. At the first level the focus is on the deciding which modules are needed for the system, the specification of these modules, and how the modules should be interconnected? This is what is called the system design or top-level design.

In the second level, the internal design of the modules, or how the specification of the modules can be satisfied, is decided. This design is often called detailed design or logic design. A design methodology is a systematic approach to creating a design by applying of set of techniques and guidelines. Most design methodologies focus on the system design. System design is a process of developing specification for a candidate system. That make the criteria establishes in system Analysis. A major step in design is the preparation of input and design of out put report in a form acceptable to the user.

It also includes determining the record media, method of input and entering into the system. In output design emphasis is on producing a hard copy of the information displaying the

output of a screen in a pre-define format. Input Design is process of converting user-oriented input into a computer-based format.

In accurate input data is the most common cause of errors in data processing. Errors entered by data entering operations can be controlled by input Design. Input data collected and organized into groups of similar data.

4.2 Data Flow Diagram

A DFD also known as bubble chart" has the purpose of clarifying system requirement and identifying major transformations that will become programs in system design. So, itis starting point of the design phase that functionally decomposes the requirement specifications down to the lowest level of detail. A DFD consists of a series of bubbles joined by lines. The bubbles represent data transformations and the lines represent data flows in the system. A DFD describes what data flow rather than how they are processed so it does not depend on the hardware, software, and data structure or file organization.

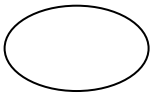
Steps of Constructing a DFD

Process should be named and numbered for easy reference. The direction of flow is from top to bottom and left to right. Data traditionally flow from source to destination, although they may flow back to source. When a process is exploded into lower level details, they are numbered. The names of data stores, sources and destinations are written in capital letters. Process and data flow names have the first letter of each word in capital forms.

DFD Symbols:

i. A square defines a source or a destination of the system data. 

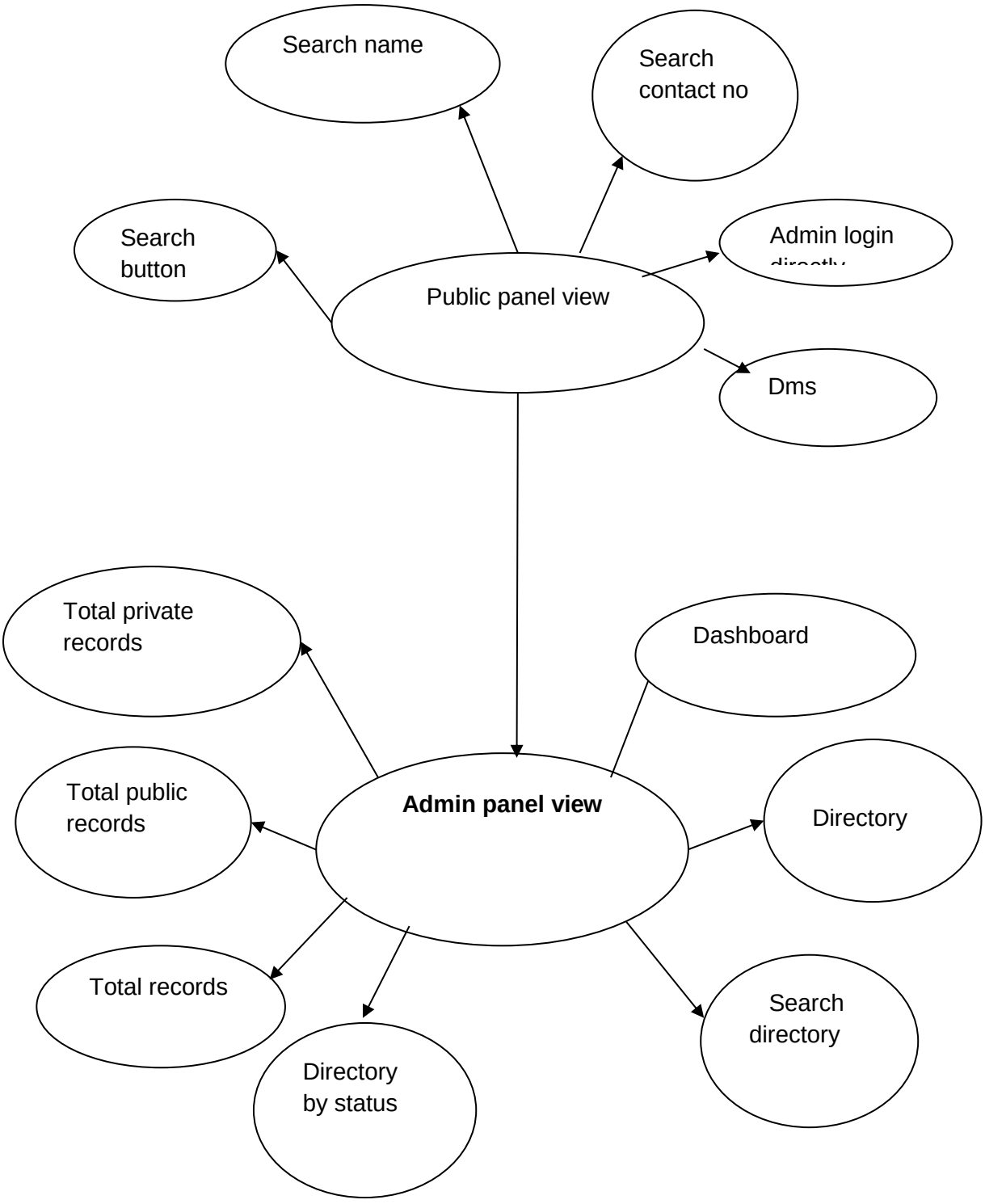
ii. An arrow identifies data flow-data in motion. 

iii. A circle or a bubble represents a process that transforms Incoming data flows into outgoing data flows. 

iv. An open rectangle is a data store-data at rest, or a temporary repository of data.

Advantages of Using Data Flow Diagrams

1. DFD's are easier to understand May technical and non-technical audiences.
2. DFD's can provide a high-level system overview, complete with boundaries and connections to other systems.
3. DFD's can provide a detailed representation of system components. DFD's help system designers and other during initial analysis stage visualize a current system or one that may be necessary to meet new requirements.


Search name
Search contact no
Search button
Admin login directly
Public panel view
Dms
Total private records
Dashboard
Total public records
Admin panel view
Directory
Total records
Directory by status
Search directory

Paper record advantages:

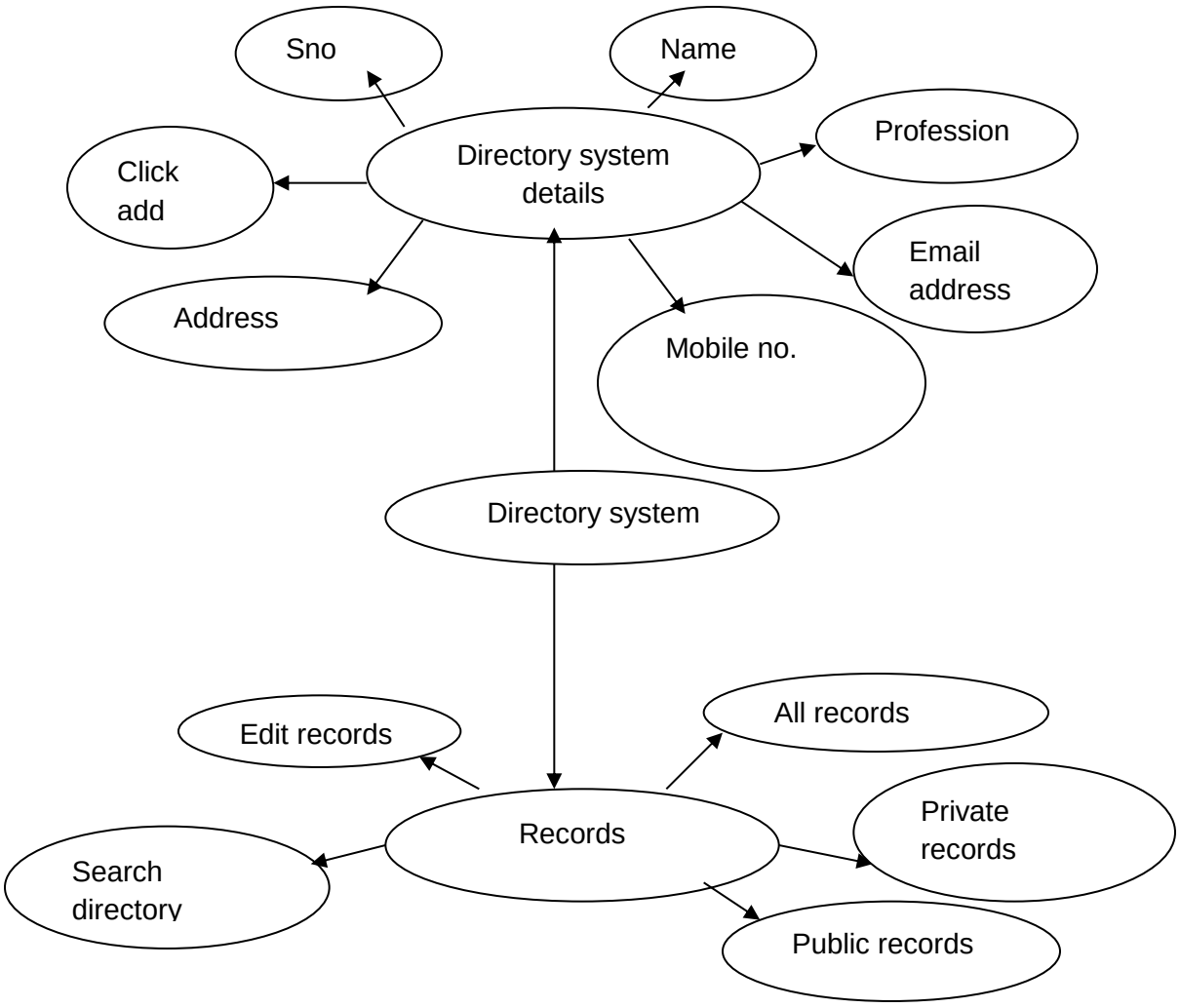
- It is flexible adaptable.
- Input process may be facilitated if linked to other data storage devices.
- Usable for both individualized customer service.
- Interactive control of completeness and accuracy.
- Reusability of data.

Paper record disadvantages:

- It is more costly or large initial investment.
- Use record will change workflow, and interaction with customers.
- Conversion from paper to CCR takes time.
- Better legible, and better organized.
- Interactive control of completeness and accuracy.

2.2 SOFTWARE DESIGN CONSIDERATION

Below is a simple flowchart of how a customer database should acquire:



DATABASE TABLES

ADMIN TABLE

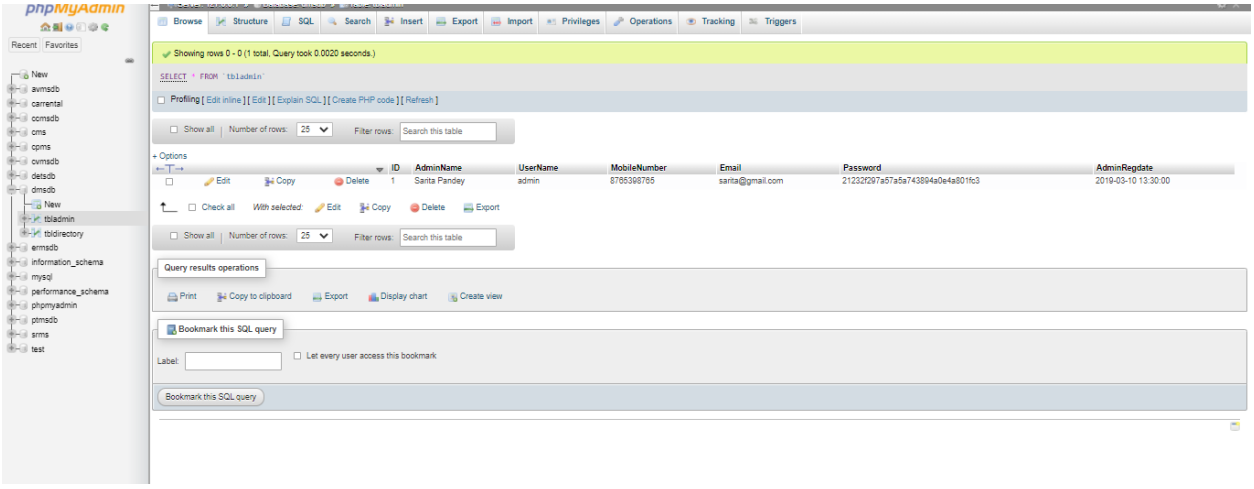
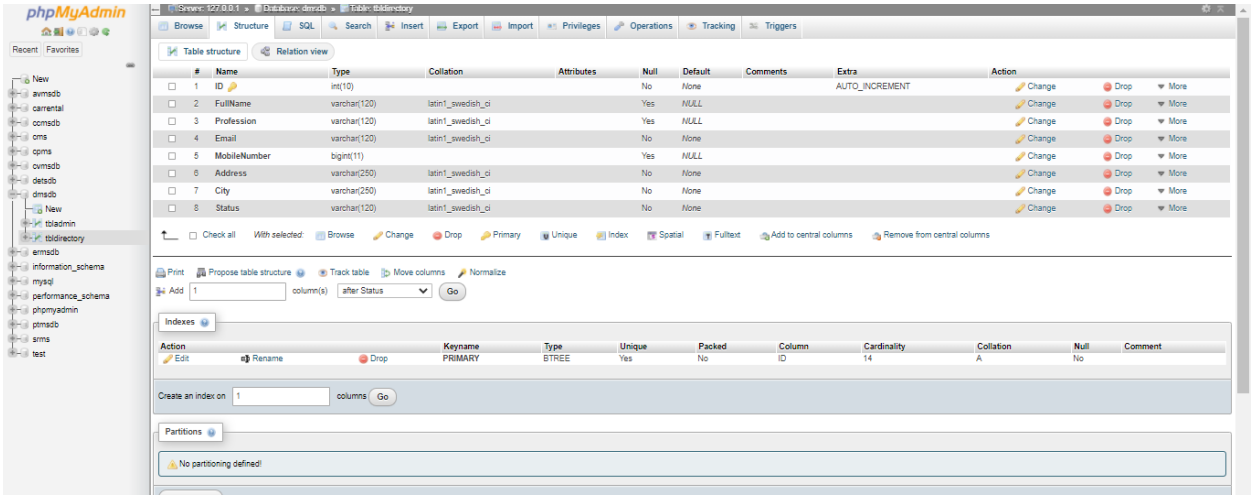
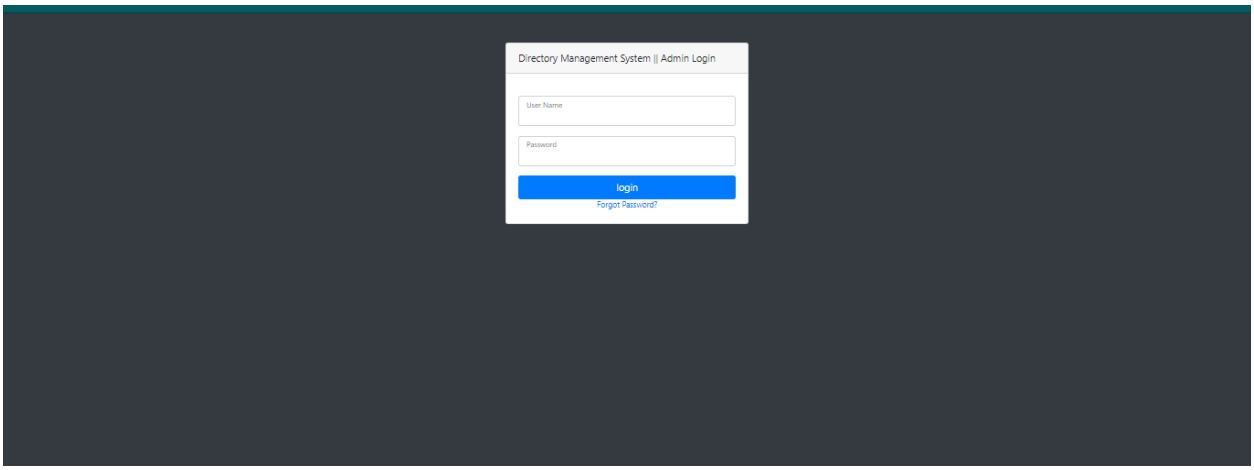


TABLE DIRECTORY

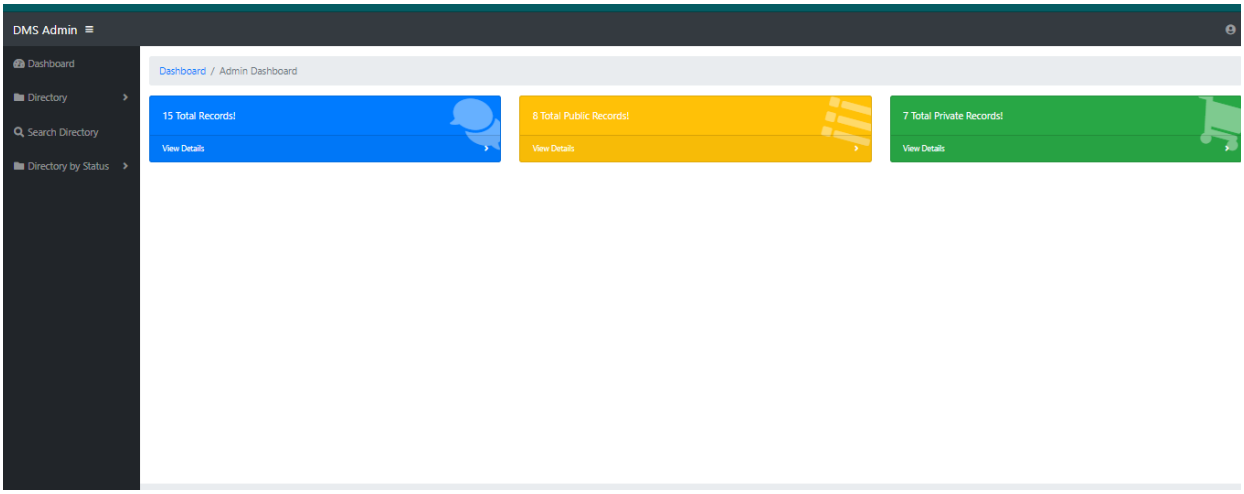


SNAPSHOTS

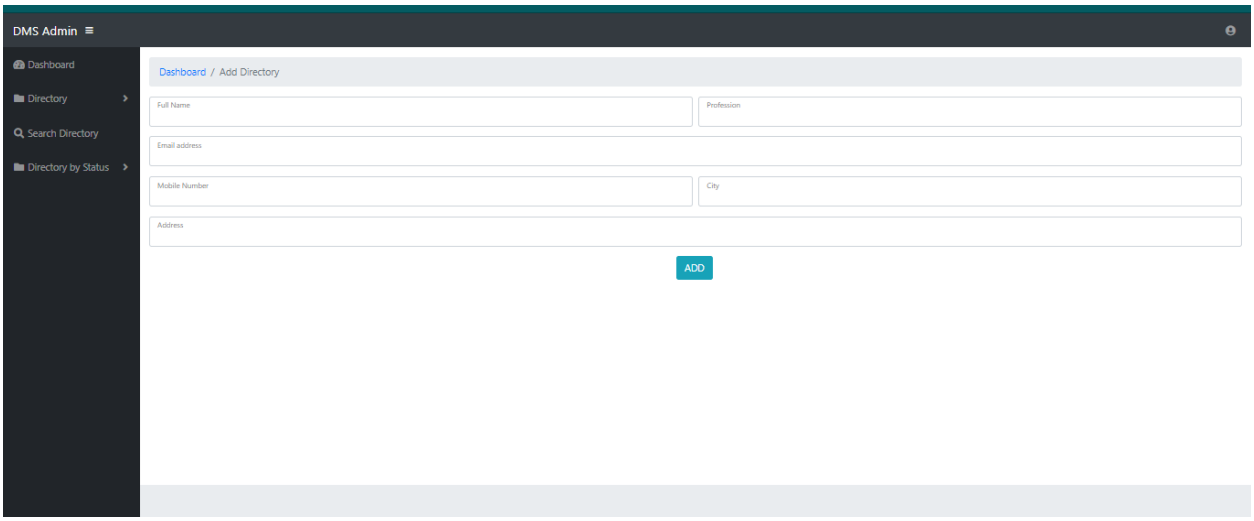
ADMIN



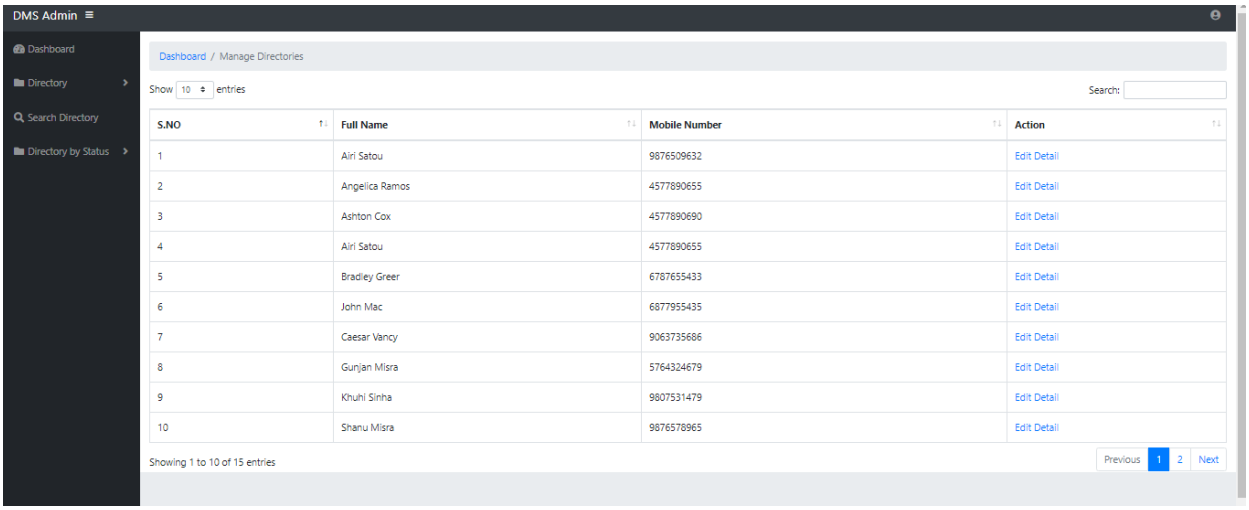
DASHBORD


DMS Admin
Dashboard
Directory
Search Directory
Directory by Status
Dashboard / Admin Dashboard
15 Total Records!
View Details
8 Total Public Records!
View Details
7 Total Private Records!
View Details

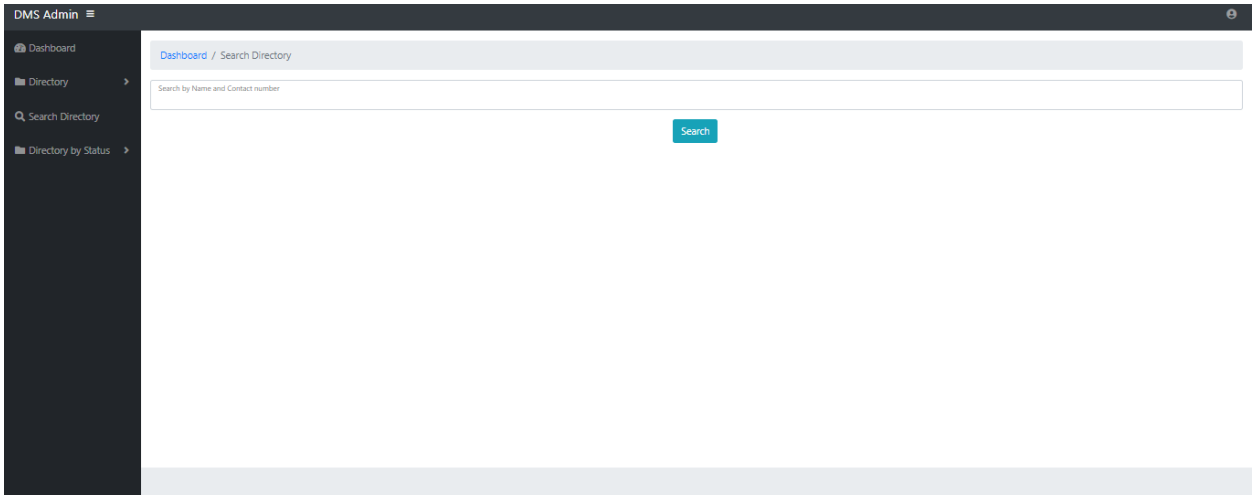
ADD DIRECTORY



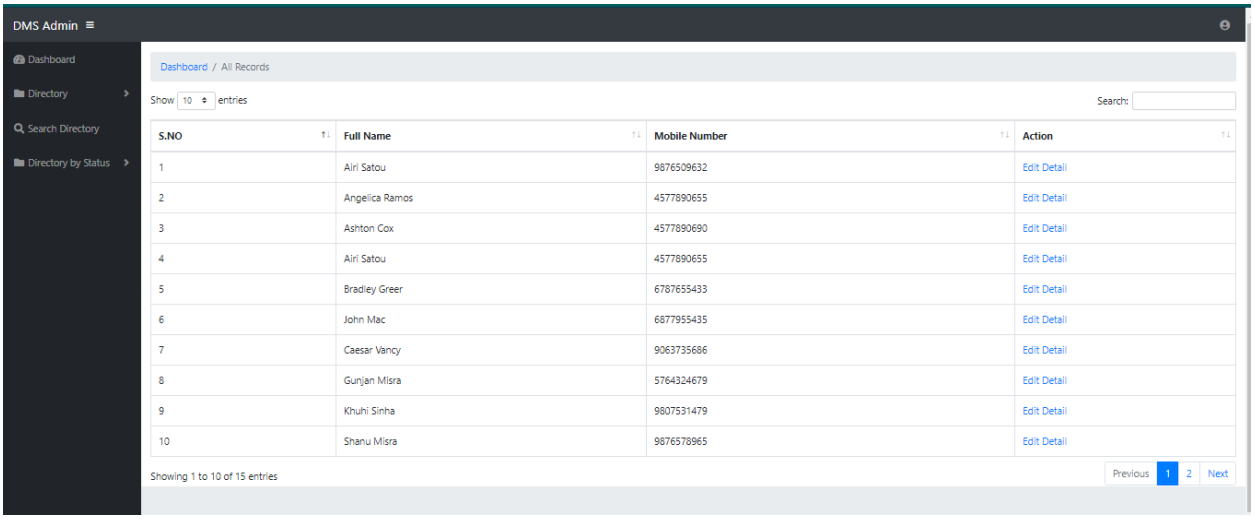
MANAGE DIRECTORY



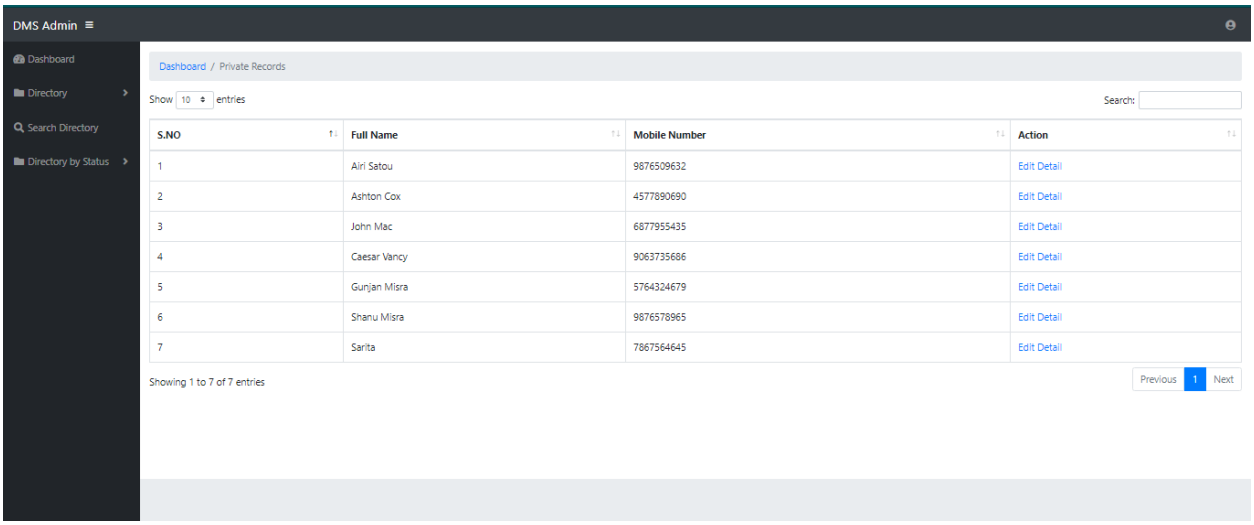
SEARCH DIRECTORY



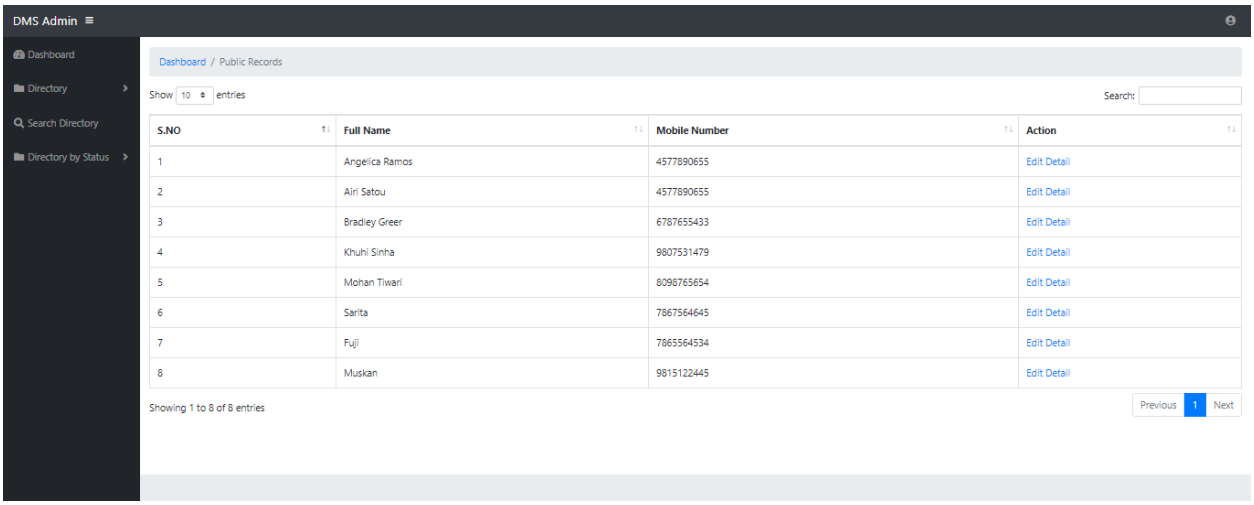
ALL RECORDS


DMS Admin
Dashboard
Directory
Search Directory
Directory by Status
Dashboard / All Records
Show 10 entries
Search:
S.NO
Full Name
Mobile Number
Action
1 Airi Satou 9876509632 Edit Detail
2 Angelica Ramos 4577890655 Edit Detail
3 Ashton Cox 4577890690 Edit Detail
4 Airi Satou 4577890655 Edit Detail
5 Bradley Greer 6787655433 Edit Detail
6 John Mac 6877955435 Edit Detail
7 Caesar Vancy 9063735686 Edit Detail
8 Gunjan Misra 5764324679 Edit Detail
9 Khuhi Sinha 9807531479 Edit Detail
10 Shanu Misra 9876578965 Edit Detail
Showing 1 to 10 of 15 entries
Previous 1 2 Next

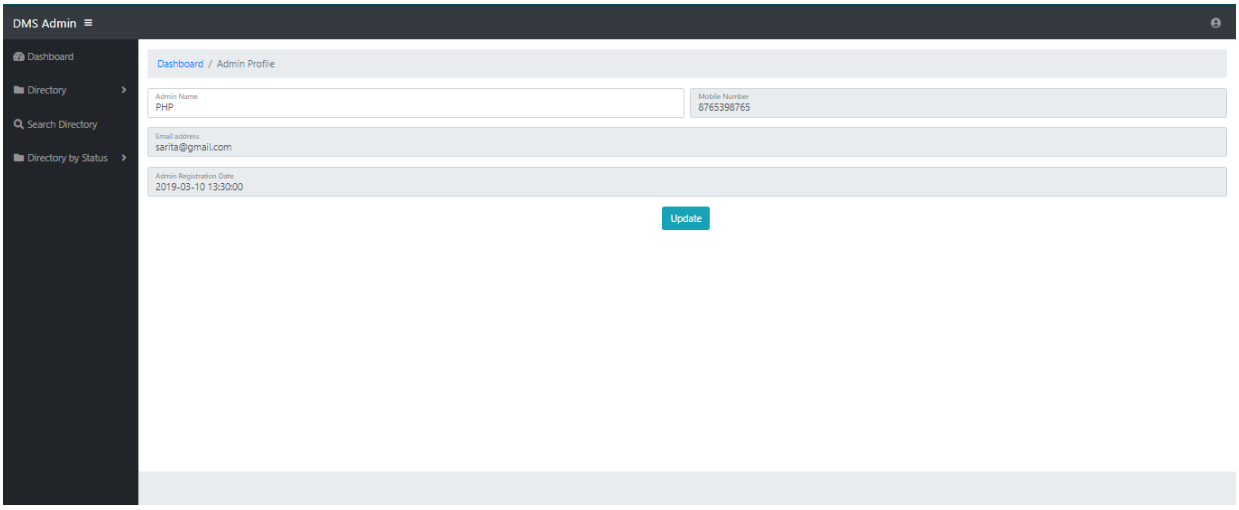
PRIVATE RECORDS



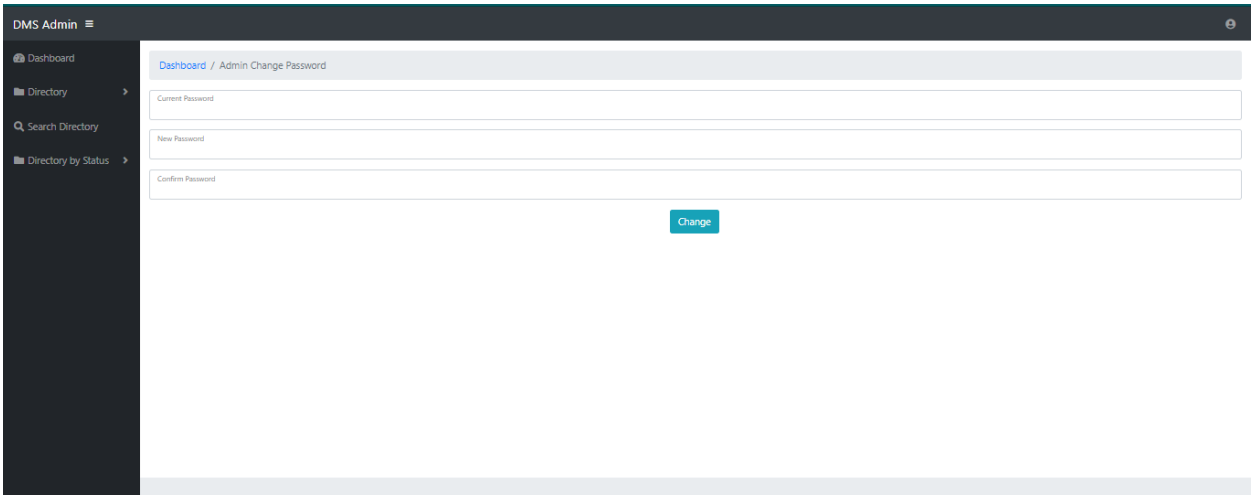
PUBLIC RECORDS



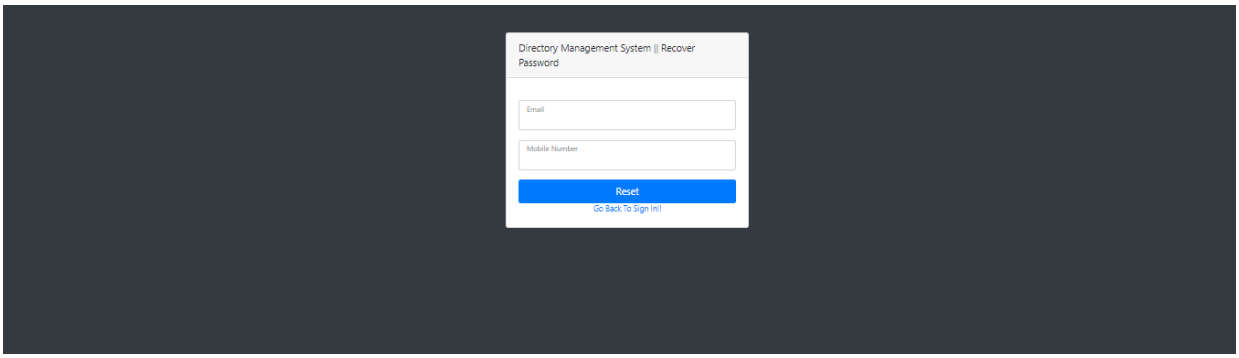
ADMIN PROFILE



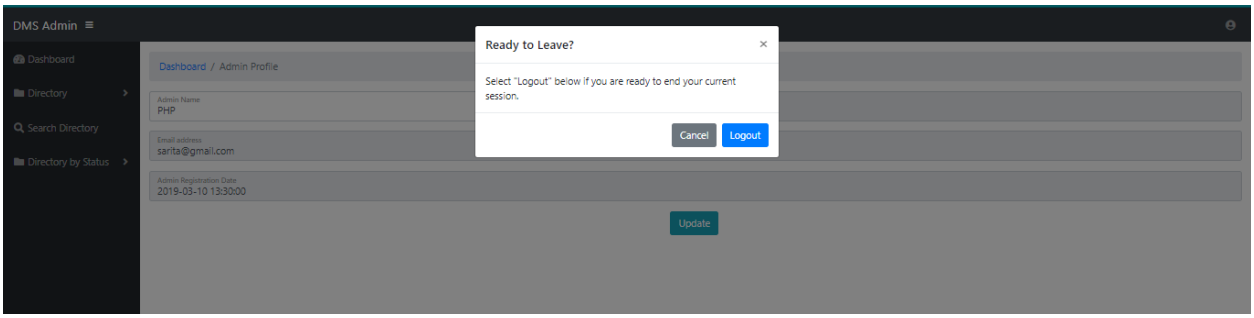
ADMIN CHANGE PASSWORD



RECOVER PASSWORD



LOGOUT


DMS Admin
Dashboard
Directory
Search Directory
Directory by Status
Dashboard / Admin Profile
Admin Name
PHP
Email address
sarita@gmail.com
Admin Registration Date
2019-03-10 13:30:00
Update
Ready to Leave?
Select "Logout" below if you are ready to end your current session.
Cancel
Logout

TESTING PHASE

The basic goal of the software development process is to produce software that has no errors or very few errors. In an effort to detect errors soon after they are introduced, each phase ends with verification activity such as a review.

As testing is the last phase before the final software is delivered, it has the enormous responsibility of detecting any type of error that may in the software. A software typically undergoes changes even after it has been delivered. And to validate that a change has not affected some old functionality of software regression testing is performed

LEVELS OF TESTING

The basic levels of testing are unit testing, integration testing and system and acceptance testing. These different levels of testing attempt to detect different types of faults.

Figure: Table Of Level Of Testing

Client Needs	**Acceptance Testing**
Requirements	**System Testing**
Design	**Integration Testing**
Code	**Unit Testing**

ACCEPTANCE TESTING

Acceptance Testing is system testing performed by the PERSON to determine whether or not to accept the delivery of the system.

SYSTEM TESTING

System tests are designed to validate fully developed system with a view to assuring that it meets its requirements. There are essentially two kinds of system testing.

- **Alpha Testing:** Alpha Testing refers to the system testing that is carried out by the team within the organization.
- **Beta Testing:** Beta Testing is the testing performed by the group of friendly PERSONr.

INTEGRATION TESTING

During integration testing, different modules of a system are integrated using an integration plan. The plan specifies the steps and the order in which the modules are combined to realize the full system. After each integration step, the partially integrated system is tested. The primary objective of the integration testing is to test the module interfaces. An important factor that guides the integration plan is the module dependency graph. Various approaches to the integration testing are given below:

- **Top Down Approach**
- **Bottom Up Approach**

Top Down Integration Testing: Top-down integration testing starts with the PROJECT routine i.e. the root module, and one or two sub module are added. After the top level skelton has been tested, the subroutine of the skelton are immediately combined and tested. This type of testing requires the use of program stubs to simulate the effect of lower-level routines that are called by the routines under test. A disadvantage of this approach is if the sub-module is not ready than the whole process slow down.

Bottom-Up Integration Testing: In bottom-up testing each subsystem is tested separately and then the full system is tested. A subsystem might consist of PROJECT modules which communicate among each other through well defined interfaces. The primary purpose of the each subsystem is to test the interfaces among various modules making up a subsystem. Both control and data interfaces are tested.

UNIT TESTING

Unit testing is the testing of the different modules in the isolation. Testing a program consists of providing the program, a set of test inputs and observing the working of the program. If the program fails to behave as expected, then the condition under which a failure occur are noted for debugged and corrected.

SYSTEM IMPLEMENTATION

As we know, creating software is one thing and the implementation of the created software is another. The process of implementing software is much difficult as compared to the task of creating the project. First we have to implement the software on a small scale for removing the bugs and other errors in the project and after removing them we can implement the software on a large scale.

Before we think in terms of implementing the Software on a large basis, we must consider the Hardware requirements.

Whenever we develop software or project a certain hardware and software is being used by the programmer for developing the project. The hardware and software to be used by the programmer for developing the project should be such that it would result in the development of a project, which would satisfy all the basic needs for which the project has been created by the programmer. The Hardware should be such that cost constraints of the Client should also be taken into account without affecting the performance.

HARDWARE EVALUATION FACTORS

When we evaluate computer hardware, we should first investigate specific *physical and performance* characteristics for each hardware component to be acquired. These specific questions must be answered concerning PROJECT important factors. These *hardware evaluationfactors* questions are summarized in the below figure.

Notice that there is much more to evaluating hardware than determining the fastest and cheapest computing device. For e.g. the question of possible obsolescence must be addressed by making a technology evaluation. The factor of *ergonomics* is also very important. Ergonomics is the science and

technology that tries to ensure that computer and other technologies are "user-friendly", that is safe, comfortable and easy to use. *Connectivity is* another important evaluation factor, since so PROJECT computer systems are now interconnected within wide area or local area telecommunications networks.

Hardware Evaluation Factors:-

1) Performance
2) Cost
3) Reliability
4) Availability
5) Compatibility
6) Modularity
7) Technology
8) Ergonomics
9) Connectivity
10) Environmental requirements
11) Software
12) Support

SOFTWARE EVALUATION FACTORS

Software can be evaluated according to PROJECT factors similar to the hardware evaluation. Thus the factors of *performance, cost, reliability, compatibility, modularity, technology, ergonomics, and support* should be used to evaluate proposed software acquisitions. In addition, however, *the software evaluation factors* are summarized in below figure. For e.g. some software

packages require too much memory capacity and are notoriously slow, hard to use, or poorly documented. They are not a good selection for most end users, even if offered at attractive prices.

\SOFTWARE EVALUATION FACTORS

1. **EFFICIENCY:** is the software a well-written system of computer instructions that does not use much memory capacity or CPU time?
2. **FLEXIBILITY:** can it handle its processing assignments easily without major modifications?
3. **SECURITY:** does it provide control procedures for errors, malfunctions and improper use?
4. **LANGUAGE:** do our computer programmers and users write it in a programming language that is used?
5. **DOCUMENTATION:** is the s/w well documented? Does it include helpful user instructions?
6. **HARDWARE:** does existing hardware have the features required to best use this software?
7. Other characteristics of hardware such as its performance, what about the cost, how much is reliable and etc.

CONVERSION AND TRAINING

An important aspect of is to make sure that the new design is implemented to establish standards. The term implementation has different meanings, ranging form the conversion of a basic application to a complete replacement of a computer system. Implementation is used here to PROJECT the process of converting a new or revise system into an operational one. Conversion is one aspect of implementation. Conversion means changing form one system to another. The objective is to put the tested system into operation while holding costs, risks, and personnel irritation to a minimum. It involves creating computer-compatible files, training the operation staff, and installing terminal and hardware. A critical aspect of conversion is not disrupting the functioning of the organization.

When a new system is used over and old, existing and running one, there are always compatibility errors. These errors are caused because of the lack of equipment or personnel to work the new

system. Running any specified system at an organization does require some or other hardware or, in this case, software requirement as well.

There are three types of implementation:

1. Implementation of a computer system to replace a manual system. The problems encountered are converting files, training users, creating accurate files and verifying printouts for integrity.
2. Implementation of a new computer system to replace an existing one. This is usually a difficult conversion. If not properly planned there can be PROJECT problems. Some large computer systems have taken as long as year to convert.
3. Implementation of a modified application to replace an existing one, using the same computer. This type of conversion is relatively easy to handle, provided there are no major changes in the files.

SYSTEM MAINTENANCE

Once the website is launched, it enters the maintenance phase. All systems need maintenance. Maintenance is required because there are often some residual errors remaining in the system that must be removed as they are discovered. Maintenance involves understanding the effects of the change, making the changes to both the code and the documents, testing the new parts and retesting the old parts that were not changed. Maintenance is mainly of two types:

1. Corrective Maintenance
2. Adaptive Maintenance

CORRECTIVE MAINTENANCE

Almost all software that is developed has residual errors or bugs in them. PROJECT of these surfaces only after the system have been in operation, sometimes for a long time. These errors once discovered need to be removed, leading to the software to be changed. This is called Corrective Maintenance.

ADAPTIVE MAINTENANCE

Even without bugs, software frequently undergoes change. The software often must be upgraded and enhanced to include more features and provide more services. This requires modification of the software. This type of maintenance is known as the Adaptive Maintenance

CONCLUSION

No program or system design is perfect. Communication between the user and the designer is not always complete or clear, and time is usually short. This results in errors. The number and nature of errors in a new design depends on several factors:

- Communication between the user and the designer.
- Personal prejudice on the part of users in disclosing information.
- The programmer's ability to generate code that reflects exactly the system specifications.
- The time frame for the design.

In the PROJECT , I have tried my best to cover successfully and accurately all the requirements of the project.

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- Web programming URL: http://www.phpmoot.com/web-programming-with-php
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Project Report

On

STUDENT RESULT MANAGEMENT SYSTEM

Submitted in partial fulfillment of the requirements for the award of degree of

M.Sc (INFORMATION TECHNOLOGY)

TO

SHANTI DEVI ARYA MAHILA COLLEGE

DINANAGAR

Submitted To:-

Ms. Neha Saini

Assistant Professor

Post Graduate Deptt. Of Computer Science & IT

Submitted By:

Komal

(20862127625)

POST GRADUATE DEPARTMENT OF COMPUTER Sc. & IT

GURU NANAK DEV UNIVERSITY, AMRITSAR

ACKNOWLEDGEMENT

With deep sense of gratitude, I express my sincere thanks and obligation to my esteemed guide Ms. Neha Saini (Assistant Professor). It is because of her able and mature guidance and co-operation without which it would not have been possible for me to complete my project.
I would also like to thank Dr. Deepak Jyoti, HOD, Post Graduate Deptt. of Comp Sc. & IT, Shanti Devi Arya Mahila College, Dinanagar for providing the institute with an environment where one can use her intellect and creativity to develop something fruitful and also for allowing me the opportunity to experience dynamic professional environment during my Training. This environment facilitated me in pursuing this project.
It is my pleasant duty to thank all the staff members of the Computer Department for their time to time suggestions.
Finally, I would like to thank the almighty and my parents for their moral support and my friends with whom I shared my day-to-day experience and received lots of suggestions that improved my quality of work.

Komal

20862127625

CERTIFICATE OF APPROVAL

This is certify that the project report entitled **STUDENT RESULT MANAGEMENT SYSTEM** submitted to Shanti Devi Arya Mahila College, Dinanagar in partial fulfillment of the requirement for the award of degree of M.Sc (Information Technology) is an authentic and original work carried out by Komal (20862127625) and under my guidance and supervision. The Post Graduate Deptt. of Comp Sc. & IT has accepted the report as the fulfillment of the requirements for the degree of Master of Science (Information Technology). No part of this report has been submitted to any other College/University for the reward of any Degree to the best of my knowledge.

Ms. Neha Saini

Assistant Professor (Comp Sc.)
(Project Supervisor)
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Head, PG Department of Computer Sc. & IT
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DECLARATION

I hereby declare that this project report on "Student Result management System" which is being submitted in partial fulfillment of the Training Programme of M.Sc (Information Technology) to Shanti Devi Arya Mahila College,Dinanagar, is the result of the work carried out by me, under the guidance of Ms. Neha Saini (Assistant Professor), Shanti Devi Arya Mahila College, Dinanagar .

Komal

20862127625

INDEX

1.1 ABOUT PROJECT

The main objective of developing this project is to automate student result management. This application will greatly simplify and speed up the result preparation and management process.

A Project report on Student result management system. faculty, category and for examination, block allocation, subject management , scheduling exam, result. This is a computerized examinations results management system for tertiary student's examination records. The main aim of the project is to provide the examination result to the student in a simple and accurate way. Project Report On Student Result Management System: Project On Student Result Management System

Existing System:

Student management system full report,ask latest student management system project report of the proposed system to generate the above results. This project is useful for students and institutions for getting the results in simple manner. The system designed is meant to register students as soon as they have paid their departmental registration and only then will they be able to view their results. Project ideas project report project screen shot subject management , scheduling exam, result and project report of student management system. The software will also generate summary report regarding student information, semester wise marks list and performance reports. The whole result analyzer will be under the control of the administrator and the admin as the full privileges to read, write and execute the result. The project student result processing system

1.2 MODULES AND THEIR DESCRIPTION

1.) Administrator Module

2.) User Module

AdminstratorModule :

- Admin can create a category and also manage the category
- Admin can create Subcategory and also manage the Subcategory
- Admin can create state and also manage the state
- Complaint Management Admin can update remark on complaints
- Manage users
- Admin can check user logs
- Admin change password

User Module :

- User Registration
- User forgot Password
- After login user can lodge a complaint
- Complaint History
- Profile Management
- Change Password
- Dashboard

1.3 OBJECTIVES OF THE PROJECT

The present project elucidates the following features.

- Registering the PERSONS
- Modification of PERSON Information
- Searching a PERSONS

DRAWBACKS OF EXISTING SYSTEM

- More man power.
- Time consuming.
- Consumes large volume of pare work.
- Needs manual calculations.
- No direct role for the higher officials.
- Damage of machines due to lack of attention.

To avoid all these limitations and make the working more accurately the system needs to be computerized.

ESTABLISH THE NEED OF NEW SYSTEM

1. **Problem of Reliability:** Current system is not reliable. It seems to vary in quality from one month to the next. Sometimes it gives good output, but sometimes the output is worst.

2. **Problem of Accuracy:** There are too PROJECT mistakes in reports.

3. **Problem of timeliness:** In the current system the reports and output produced is mostly late and in most of the cases it is useless because it is not on time.

4. **Problem of Validity**: The output and reports mostly contains misleading information. The information is sometimes not valid.

5. **Problem of Economy:** The current system is very costly. We have to spend lots of PROJECT to keep the system up and going, but still not get the desired results.

6. **Problem of Capacity:** The current system is suffering from problem of capacity also. The staff for organization is very less and the workload is too much. Few peoples cannot handle all the work.

PROPOSED SYSTEM

1. **Details:** The new proposed system stores and maintains all PROJECT details.

2. **Calculations:** The new proposed system updates tables and other information automatically and it is very fast and accurate.

3. **Registers:** There is no need of keeping and maintaining records and information manually. It remembers each and every record and we can get any report at any time.

4. **Speed:** The new proposed system is very fast with 100% accuracy and saves time.

5. **Manpower:** The new proposed system needs less manpower. Less people can do the large work.

6. **Efficiency:** The new proposed systems complete the work of PROJECT people in less time.

7. **Reduces redundancy:** The most important benefit of this system is that it reduces the redundancy of data within the data.

8. **Easy statements:** Month-end and day-end statement easily taken out without getting headaches on browsing through the day end statements.

NEED

I have designed the given proposed system in the PHP.NET to automate the process of this project. This project is useful for the authorities who keep track of all the system.
The following steps that give the detailed information of the need of proposed system are:

- **Performance:** During past several decades, the records are supposed to be manually handled for all activities. The manual handling of the record is time consuming and highly prone to error. To improve the performance of the system, the computerized system is to be undertaken.

- **Efficiency:** The basic need of this website is efficiency. The website should be efficient so that whenever a new user submits his/her details the website is updated automatically. This record will be useful for other users instantly.

- **Control:** The complete control of the project is under the hands of authorized person who has the password to access this project and illegal access is not supposed to deal with. All the control is under the administrator and the other members have the rights to just see the records not to change any transaction or entry.

- **Security:** Security is the PROJECT criteria for the proposed system. Since illegal access may corrupt the database. So security has to be given in this project.

SYSTEM REQUIREMENTS

2.1 Processing Environment

In our project, there are very simple requirements in the computer. To achieve our purpose hardware and software requirements one as follows: -

HARDWARE REQUIREMENTS

- PROCESSOR: Intel core i3
- RAM: 2 GB
- HARD DISK: 320 GB
- CD ROM

SOFTWARE REQUIREMENTS

- Operating System :- WINDOWS 7, XP
- Web Browser :- Google Chrome, Mozilla Firefox
- Database :- MySQL
- WAMP, XAMPP
- Netbeans, Dreamweaver

2.2 Feasibility Study

The objective of initial investigation is to determine whether the request is valid and feasible before a recommendation is reached to do nothing, improves, or modify the existing system or a build a new one. Depending on the results of initial investigation, the survey is expanded to a more detailed feasibility study. A feasibility study is a test of a system proposal according to its workability, impact on the organization, ability to meet user needs and effective use of racemes.

2.2.1Economic Feasibility:

The above feasibility study deals with the actual cost to be incurred on the project. The concern for which the project is to be made is able to bear the charges and is financial sound enough to make the system viable. The financial resources are checked and they are kept as a base to the making of the system. Thus this feasibility is reduced and is under control and we can go in for the project. Our project is economical feasible because it is not so much costly to develop. It can run in high as well as low graded systems as per its requirements.

2.2.2 Technical Feasibility:

Technical feasibility centers on the existing computer system and to what extent it can support the proposed addition. For example, if the current computer is operating at 80% capacity- and arbitrary ceiling- then running another application could overload the system or require additional hardware. This involves financial consideration to accommodate technical enhancement. If the budget is a serious constraint, then the project is judged not feasible.

2.2.3 Social Feasibility:

It is important to study that the social implications when a new system is introduced. People are inherently resistant to change and computers have been known to facilitate
change. An estimate was made of how strong reaction user staff is likely to have towards the development of a computerized system.

2.2.4 Schedule Feasibility:

It is the project deadline reasonable. Some projects are initiated with specific deadline you need to determine whether the deadline are mandatory or desirable. It is preferable to deliver a properly functioning system two months later than to deliver an error prone useless system on time. Inadequate system is worse. It's a choice between the lesser of to evils. So keeping in view the above statement we decided to keep my deadline mandatory. We extended our deadline to give an error free software package.

2.2.5 Motivational Feasibility:

To achieve the desired objective it is necessary to motivate the developer group. Motivational feasibility means to coach and direct individual to overcome difference and achieve project goals as a team.

2.2.6 Behavioral Feasibility:

People are inherently resistant to change and computers have been known the facilitate change. An estimate should be made of how strong a reaction the user staff is likely to have towards the development of a computerized system.

2.3 PROJECT PLAN

(i) Core PHP

(ii) Database Design Of Project

(iii) Interface Designing

(iv) Coding

(v) Validations

2.4 PROGRAMMING AND DEVELOPMENT TOOLS

3.4.1 Introduction to PHP:

The first version of what came to be known as PHP was created in 1995 by a man named RasmusLerdof. Rasmus, now an engineer at Yahoo!, needed something to make it easier to create content on his web site, something that would work well with HTML, yet give him power and flexibility beyond what HTML could offer him. Essentially, what he needed was an easy way to write scripts that would run on his web server both to create content, and handle data being passed back to the server from the web browser. Using the Perl language, he created some technology that gave him what he needed and decided to call this technology "Personal Home Page/Forms Interpreter". The technology provided a convenient way to process web forms and create content.

What exactly is PHP?

PHP is an intuitive server side scripting language. Like any other scripting language it allows developers to build logic into the creation of web page content and handle data returned from a web browser. PHP also contains a number of extensions that make it easy to interact with databases, extracting data to be displayed on a web page and storing information entered by a web site visitor back into the database.

How Does PHP Work?

To develop an understanding of how PHP works it is helpful to first explore what happens when a web page is served to a user's browser. When a user visits a web site or clicks on a link on a page the browser sends a request to the web server hosting the site asking for a copy of the web page. The web server receives the request, finds the corresponding web page file on the file system and sends it back over the internet to the user's browser.

Characteristics of PHP

PHP is about providing the programmer with the necessary tools to get the job done in a quick and efficient fashion. Five important characteristics make
PHP's practical nature possible:

- Familiarity
- Simplicity
- Efficiency
- Security
- Flexibility
- One final characteristic makes PHP particularly interesting: it's free!

- **Familiarity**

Programmers from many backgrounds will find themselves already accustomed to the PHP language. Many of the language's constructs are borrowed from C and Perl, and in many cases PHP code is almost indistinguishable from that found in the typical C or Pascal program. This minimizes the learning curve considerably.

- **Simplicity**

A PHP script can consist of 10,000 lines or one line: whatever you need to get the job done. There is no need to include libraries, special compilation directives, or anything of the sort. The PHP engine simply begins executing the code after the first escape sequence (<?) and continues until it passes the closing escape sequence (?>). If the code is syntactically correct, it will be executed exactly.

- **Efficiency**

Efficiency is an extremely important consideration for working in a multi-user environment such as the WWW. PHP 4.0 introduced resource allocation mechanisms and more pronounced support for object-oriented programming, in addition to session management features. Reference counting has also been introduced in the latest version, eliminating unnecessary memory allocation.

- **Security**

PHP provides developers and administrators with a flexible and efficient set of security safeguards. These safeguards can be divided into two frames of reference: system level and application level.

- System-Level Security Safeguards

PHP furnishes a number of security mechanisms that administrators can manipulate, providing for the maximum amount of freedom and security when PHP is properly configured. PHP can be run in what is known as safe mode, which can limit users' attempts to exploit the PHP implementation in many important ways. Limits can also be placed on maximum execution time and memory usage, which if not controlled can have adverse affects on server performance. Much as with a cgi-bin folder, administrators can also place restrictions on the locations in which users can view and execute PHP scripts and use PHP scripts to view guarded server information, such as the password file. Application-Level Security Safeguards Several trusted data encryption options are supported in PHP's predefined function set. PHP is also compatible with many third-party applications, allowing for easy-integration with secure ecommerce technologies. Another advantage is that the PHP source code is not viewable through the browser because the script is completely parsed before it is sent back to the requesting user. This benefit of PHP's server-side architecture prevents the loss of creative scripts to users.

- Flexibility

Because PHP is an embedded language, it is extremely flexible towards meeting the needs of the developer. Although PHP is generally touted as being used in conjunction solely with HTML, it can also be integrated alongside languages like JavaScript, WML, XML, and many others. Additionally, as with most other mainstream languages, wisely planned PHP applications can beeasily expanded as needed. Browser dependency is not an issue because PHP scripts are compiled entirely on the server side before being sent to the user. In fact, PHP scripts can be sent to just about any kind of device containing a browser, including cell phones, personal digital assistant (PDA) devices, pagers, laptops, not to mention the traditional PC. People who want to develop shell-based applications can also execute PHP from the command line.

2.4.2 INTRODUCTION TO HTML

Hyper Text Markup Language is very effective language to develop the site. Our project is prepared in HTML. It also includes the important codes that are used while we coding a site. It supports the d-html and script languages like VB-Script and Java Script; here in this project we have used the later one.

HTML is a very simple language, easy to learn and user friendly. It is as popular as it can use any text editor for coding purposes, and developing web pages is a easy task here. HTML is the language interpreted by browsers. Web pages are also called HTML documents. HTML is a set of special Codes that can be emended in text to add formatting and linking Information. HTML is specified as tags in an HTML documents i.e the Web page.

HTML TAGS

- **PARED TAGS:**

  Tags are instructions that are emended directly into the text of Pair tags called closed tags because it begin <>and close</>.

- **SINGLAR TAGS :**

  A singular tags not have a companion tag e.g
Some tags that we used in our project describe in brief given below:-

  <HTML>it is used to start.

  <HEAD> it is used to place the information about the program.

  <TITLE>it is used to give the title of the information.

it is used to break a line.

  <H1> to <H6>it is used to give the size of the specific heading.

2.4.4 INTRODUCTION TO CSS

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation semantics(the look and formatting) of a document written in a markup language. Its most common application is to style web pages written in HTML and XHTML, but the language can also be applied to any kind of XML document, including plain XML.

CSS is designed primarily to enable the separation of document content (written in HTML or a similar markup language) from document presentation, including elements such as the layout, colors, and fonts.[1] This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple pages to share formatting, and reduce complexity and repetition in the structural content (such as by allowing for table less web design).

CSS can also allow the same markup page to be presented in different styles for different rendering methods, such as on-screen, in print, by voice (when read out by a speech-based browser or screen reader) and on Braille-based, tactile devices. It can also be used to allow the web page to display differently depending on the screen size or device on which it is being viewed.

Simple definition of CSS:

- CSS stands for Cascading Style Sheets
- Styles define how to display HTML elements
- Styles were added to HTML 4.0 to solve a problem
- External Style Sheets can save a lot of work
- External Style Sheets are stored in CSS files

An "external" CSS style sheet file, as described below, can be associated with an HTML document using the following syntax:

Syntax:

```
<link href="path/to/file.css" rel="stylesheet">
```

2.4.5 INTRODUCTION TO DATABASE

- MySQL is a fast, easy-to-use RDBMS used being used for many small and big businesses. MySQL is developed, marketed, and supported by MySQL AB, which is a Swedish company. MySQL is becoming so popular because of many good reasons.

- MySQL is released under an open-source license. So you have nothing to pay to use it.

- MySQL is a very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages.

- MySQL uses a standard form of the well-known SQL data language.

- MySQL works on many operating systems and with many languages including PHP, PERL, C, C++, JAVA etc.

- MySQL works very quickly and works well even with large data sets.

- MySQL is very friendly to PHP, the most appreciated language for web development.

- MySQL supports large databases, up to 50 million rows or more in a table. The default file size limit for a table is 4GB, but you can increase this (if your operating system can handle it) to a theoretical limit of 8 million terabytes (TB).

- MySQL is customizable. The open source GPL license allows programmers to modify the MySQL software to fit their own specific environments.

2.4.6 INTRODUCTION TO SERVER

- WAMP Server is a Windows web development environment. It allows you to create web applications with Apache2, PHP and a MySQL database. Alongside, PHPMyAdmin allows you to manage easily your databases.
- **ACRONYM FOR:**

  W- Windows

  A- Apache http server

  M- MySQL

  P-PHP

Functionalities

WAMP Server's functionalities are very complete and easy to use so we won't explain here how to use them.

With a left click on WAMP Server's icon, you will be able to:

- manage your Apache and MySQL services
- switch online/offline (give access to everyone or only localhost)
- install and switch Apache, MySQL and PHP releases
- manage your servers settings
- access your logs
- access your settings files
- create alias

With a right click :

- change WAMP Server's menu language
- access this page

3. SYSTEM REQUIREMENT SPECIFICATIONS

3.1 External Interfaces and Data Flow

This heading specifies the externally observable characteristics of the software product. Several graphical tools are used to express the requirements of a system rather than writing long lines of text. These are very effective tools for use during the system analysis phase.

User Displays

These are extremely useful tools for interactive applications where fast response is needed. The user displays consist of screens that help in designing a menu driven system. The menus attached to the screens help in making a system interactive and user friendly by providing an easy to use point and click interface to the application. These menus consist of a list of options from which the user can choose an action depending on the task to be performed. So these forms or so called user displays is the key to the success of the entire system.

3.2 Development, Operation and Maintenance Environments

- **Development Environment**

  Having constant interaction with the users as well as management aids in the system development. The logical user suggestions sure certainly welcomed and considered. There is a multi-user environment in the organization. For the development of new system mysql, rdbms package, tomcat server for server side programming will be used and front page, java server pages and java script for client side programming and will be used to provide GUI to system.

- **Operating Environment**

  The input data required are obtained from the documents, which contains all the details of the transactions. After validation and relevant processing, the data is to be stored in the database. The user selects the desired database table on after which the query is formulated. The query is generated by filtering the database based on the user defined conditions and constraints. The formulated query is executed on the database to obtain the required information.

- **Maintenance Environment**

  The proper maintenance of the new system is very important for its smooth working. The maintenance of the software is to be done by the system analyst and programmers in the organization. But for hardware maintenance engineer may be called from where hardware was purchased.

- **User Characteristics**

The users of the new system will be the users of the website of the organization. The system is developed with the participation of users, which will help them to understand the system easily.

- **Sources of Information**

Primary sources of the information involve direct interaction with the employees of the organization working in the development department.

- **Interviews**: interviews are the main source of gathering data and to get acquainted with the existing system. Almost all the information about the present system was gathered with the help of interviews. The questions are pre-planned and asked according to the designation of the users.
- **Observations**: Observations were personally made of what data is desired and how it is to be graphically represented or in a tabular manner and how it is to be saved. The observation of crucial information, data flows and functioning of the entire system was made carefully. This helped to obtain the additional knowledge about the system and to view the system more deeply. So all the aspects of the existing system are thoroughly observed which includes how people perform their tasks, noting the things that they do, how they do it and how much time they take. The records being manipulated and their frequency of updating and flow of documentation and important business transactions are also observed. Observations were personally made of how data can be possibly queried and represented by the user.

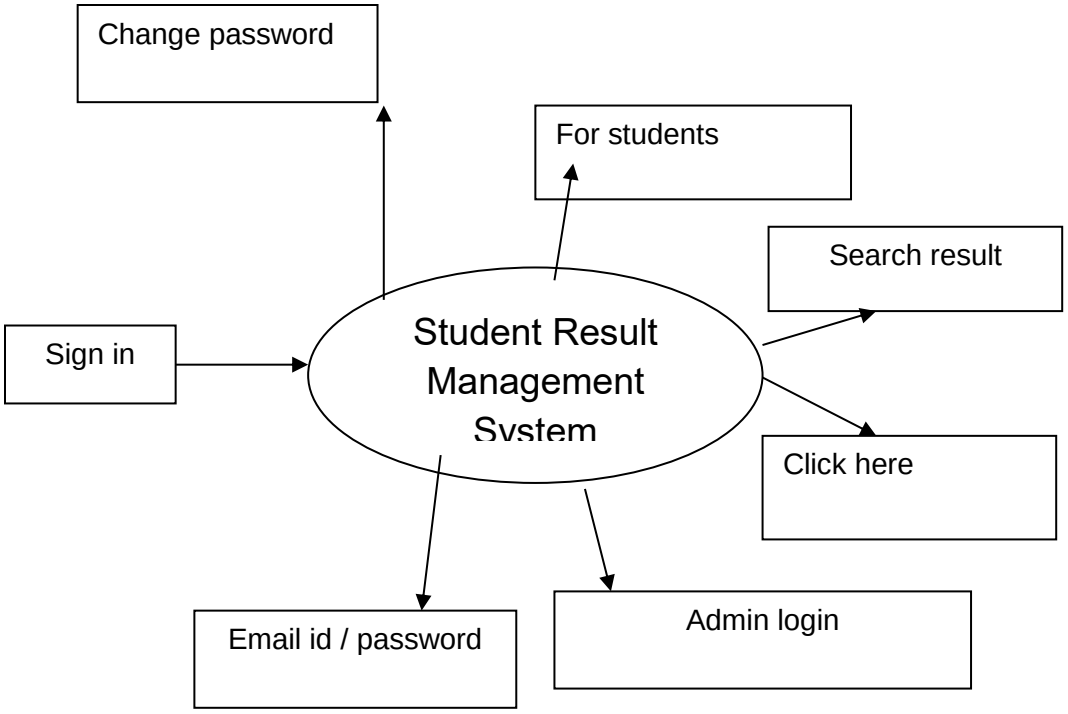
Objectives of the Proposed System

The development of the proposed system is done keeping in view the problems in the existing system. The proposed system will not only overcome the limitations of the present system but will also provide the following characteristics.

- To reduce the paper work involved in managing the information regarding different accounts.
- To reduce the time constraint that is just wasted because of manual work.
- To centralize all the data regarding accounts at one place.
- To maintain all steps involved from opening the account from its manager to make it available to use anywhere by the client.
- To generate various reports required by the administrator regarding accounts.

3.3 Methodology/Flow chart or Algorithm implemented

Qualitative and Quantitative research methodologies were used for this project. This linear sequential model suggests a systematic, sequential approach to software development that begins at the system level and progress through **analysis, design, coding, testing and maintenance.**



The linear sequential model encompasses the following activities:

- System / information engineering and modeling.
- Software requirement analysis.
- Design.
- Code generation.
- Testing.
- Maintenance.

3.4 PLANNING

- **Problem Recognition**

A problem is well defined very rarely. It corps out with a vague feeling of some statements that lead to vague conclusions. So the first task is to get more crucial information by interviewing and meeting concerned people. It clarifies how the problem is felt, how often it occurs, how it affects the business and which departments are suffering with this. This phase consists of the following tasks.

- **Problem Definition And Initial Investigation**

This was a preliminary investigation done with a view to have a "feel" of the working of the proposed system. This phase has been identified the end-user directly involved in the system who were the managers, assistant officer and database administrator, and the development department. By understanding the working of database, its flow and also after conducting meetings and interviews with the concerned persons of the department, a clear idea about the working was obtained. A flexible approach is adapted towards people who are interviewed. Short hand written notes are prepared based on the response of the employees. The interviews are preferably conducted at the work place of the person being interviewed. Detailed investigation is done in order to define the scope of the problem .The interview is concluded with a quick resume of the ground covered during the interview .The Questionnaire technique is combined with interviews to get the best result. Proper care has been taken in the design of such questionnaires so that the persons answering these questions dose not feel hesitant. An explanatory note that serves to gain cooperation and avoid misunderstanding by setting out the purpose of the exercise clearly accomplishes each questionnaire.

Observation technique is also used for fact finding. The work described at the time of interview is observed personally ads it reduces the chances of misunderstanding and omissions. Some important things observed are like the flow of information through the system and important data transactions, the data being maintained and the frequency of their updating.By the end of this phase, idea as to how the information enters the system, how it is stored, how it is processed, how information changes affects the working of the system

4. DESIGN

4.1 System Design

System design is the first step in moving from the problem domain to solution domain. In other words, starting with what is needed, design takes us toward how to satisfy the needs, the design of a system is perhaps the most critical factor affecting the quality of software; it has major impact on the later phase, particularly Testing and implementation. The output of this phase is design document. The design of a system is essentially a blueprint or a plan for a solution for the system.

The design process for software systems often has two levels. At the first level the focus is on the deciding which modules are needed for the system, the specification of these modules, and how the modules should be interconnected? This is what is called the system design or top-level design.

In the second level, the internal design of the modules, or how the specification of the modules can be satisfied, is decided. This design is often called detailed design or logic design. A design methodology is a systematic approach to creating a design by applying of set of techniques and guidelines. Most design methodologies focus on the system design. System design is a process of developing specification for a candidate system. That make the criteria establishes in system Analysis. A major step in design is the preparation of input and design of out put report in a form acceptable to the user.

It also includes determining the record media, method of input and entering into the system. In output design emphasis is on producing a hard copy of the information displaying the output of a screen in a pre-define format. Input Design is process of converting user-oriented input into a computer-based format.

In accurate input data is the most common cause of errors in data processing. Errors entered by data entering operations can be controlled by input Design. Input data collected and organized into groups of similar data.

4.2 Data Flow Diagram

A DFD also known as bubble chart" has the purpose of clarifying system requirement and identifying major transformations that will become programs in system design. So, itis starting point of the design phase that functionally decomposes the requirement specifications down to the lowest level of detail. A DFD consists of a series of bubbles joined by lines. The bubbles represent data transformations and the lines represent data flows in the system. A DFD describes what data flow rather than how they are processed so it does not depend on the hardware, software, and data structure or file organization.

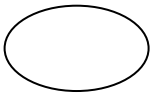
Steps of Constructing a DFD

Process should be named and numbered for easy reference. The direction of flow is from top to bottom and left to right. Data traditionally flow from source to destination, although they may flow back to source. When a process is exploded into lower level details, they are numbered. The names of data stores, sources and destinations are written in capital letters. Process and data flow names have the first letter of each word in capital forms.

DFD Symbols:

i. A square defines a source or a destination of the system data. 

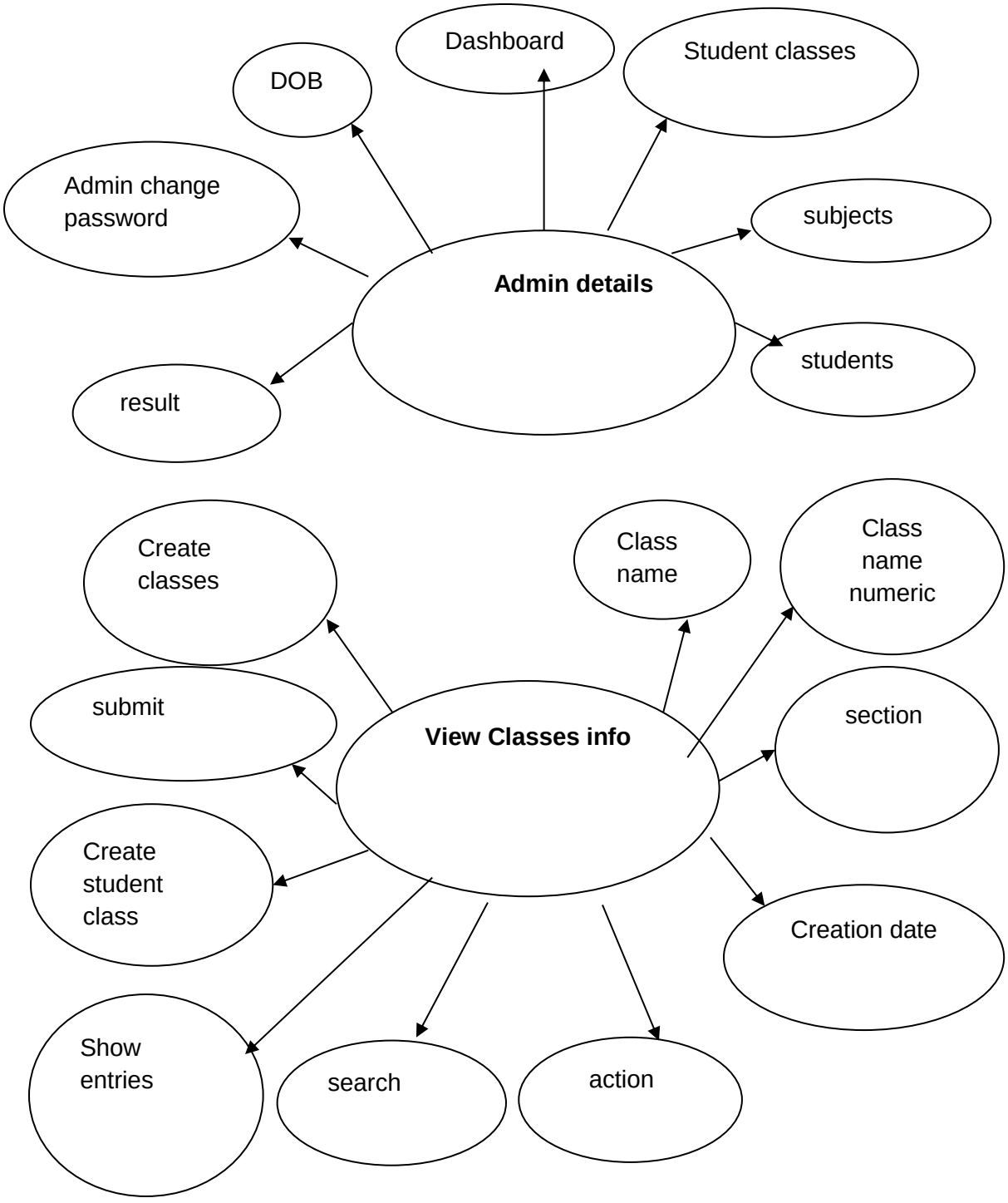
ii. An arrow identifies data flow-data in motion. 

iii. A circle or a bubble represents a process that transforms Incoming data flows into outgoing data flows. 

iv. An open rectangle is a data store-data at rest, or a temporary repository of data.

Advantages of Using Data Flow Diagrams

1. DFD's are easier to understand May technical and non-technical audiences.
2. DFD's can provide a high-level system overview, complete with boundaries and connections to other systems.
3. DFD's can provide a detailed representation of system components. DFD's help system designers and other during initial analysis stage visualize a current system or one that may be necessary to meet new requirements.


Dashboard
Student classes
DOB
Admin change password
subjects
Admin details
students
result
Create classes
Class name
Class name numeric
submit
View Classes info
section
Create student class
Creation date
Show entries
search
action

Paper record advantages:

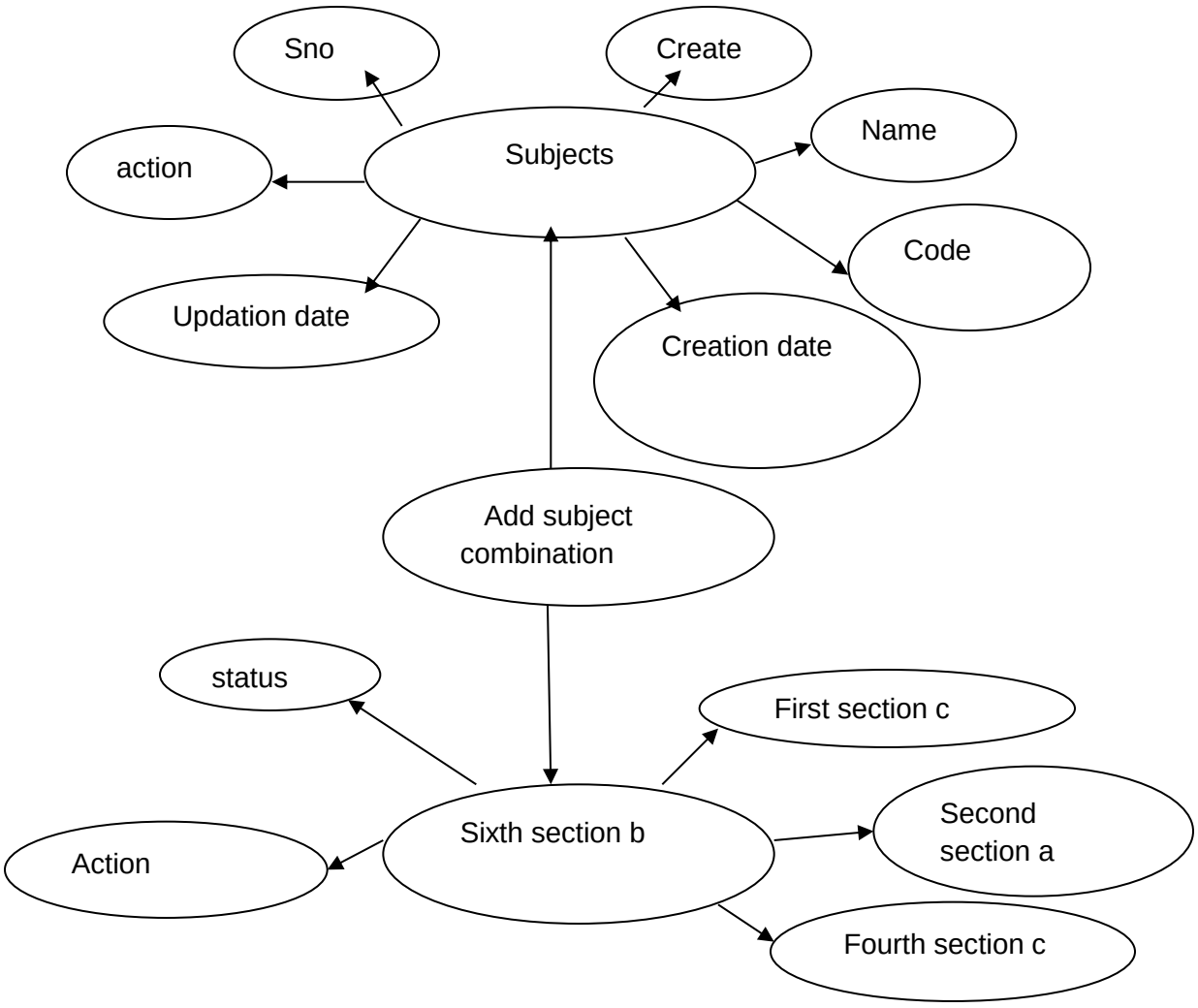
- It is flexible adaptable.
- Input process may be facilitated if linked to other data storage devices.
- Usable for both individualized customer service.
- Interactive control of completeness and accuracy.
- Reusability of data.

Paper record disadvantages:

- It is more costly or large initial investment.
- Use record will change workflow, and interaction with customers.
- Conversion from paper to CCR takes time.
- Better legible, and better organized.
- Interactive control of completeness and accuracy.

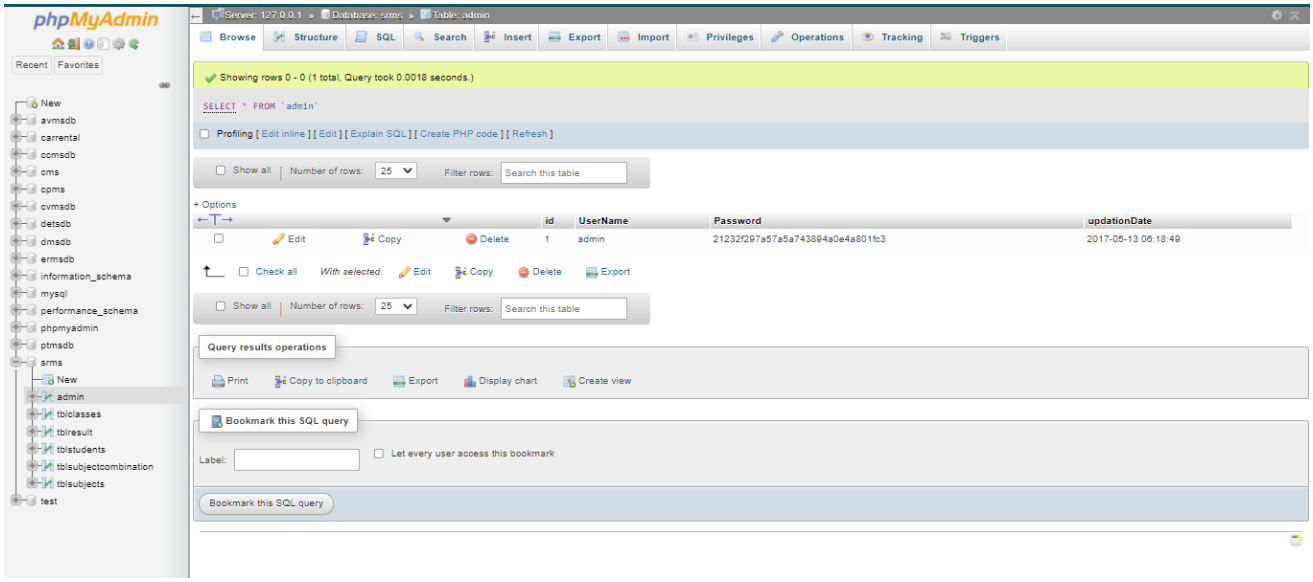
2.2 SOFTWARE DESIGN CONSIDERATION

Below is a simple flowchart of how a customer database should acquire:

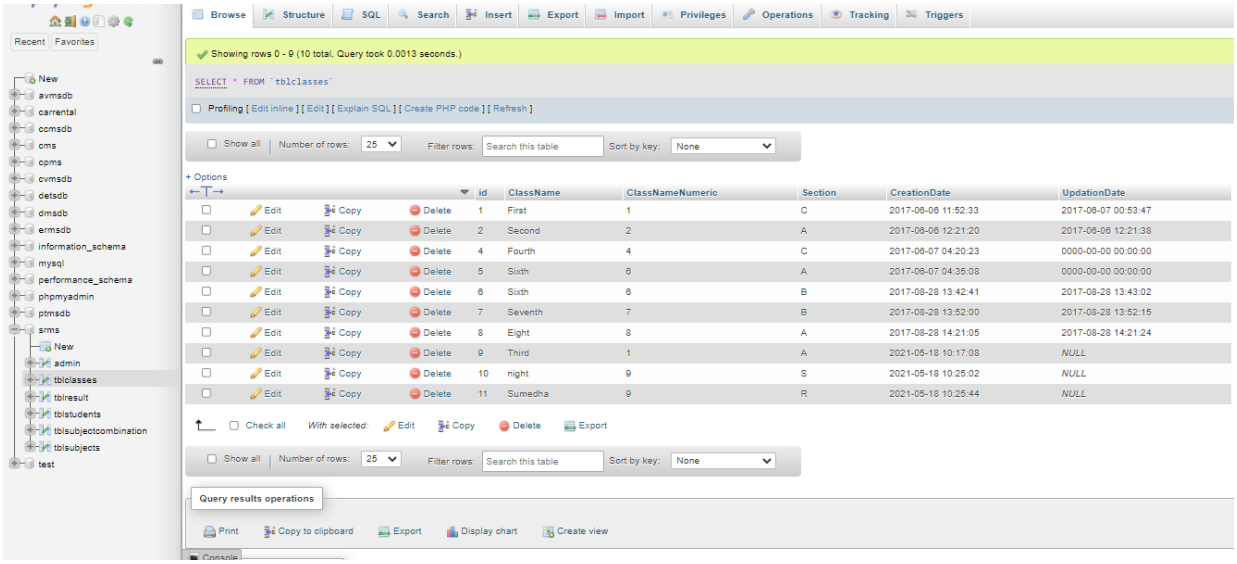


DATABASE TABLES

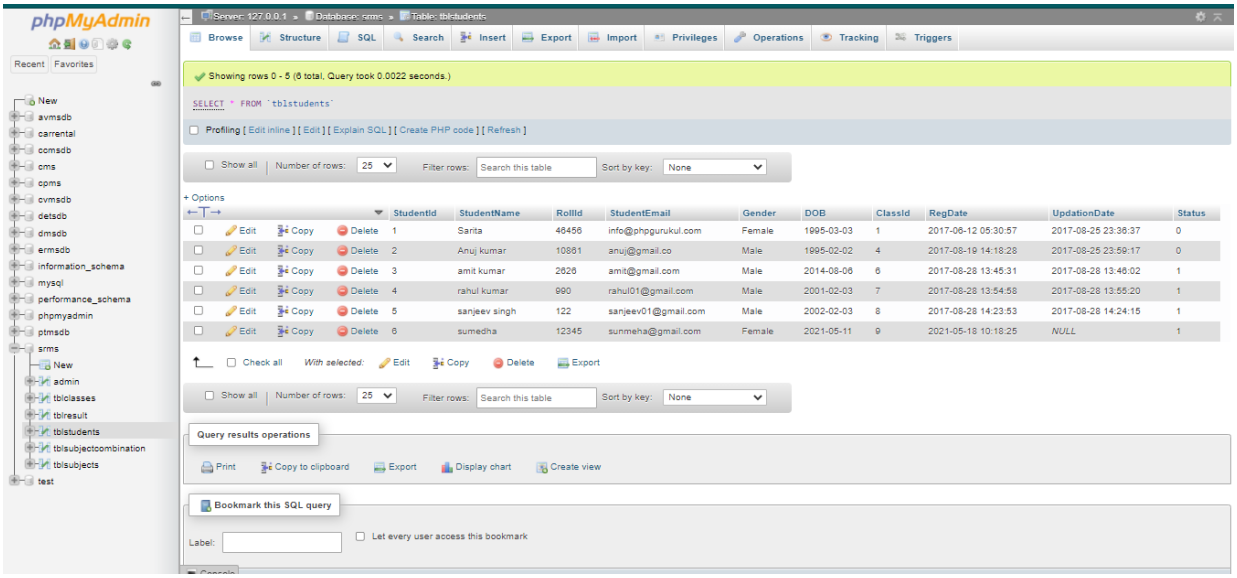
ADMIN TABLE



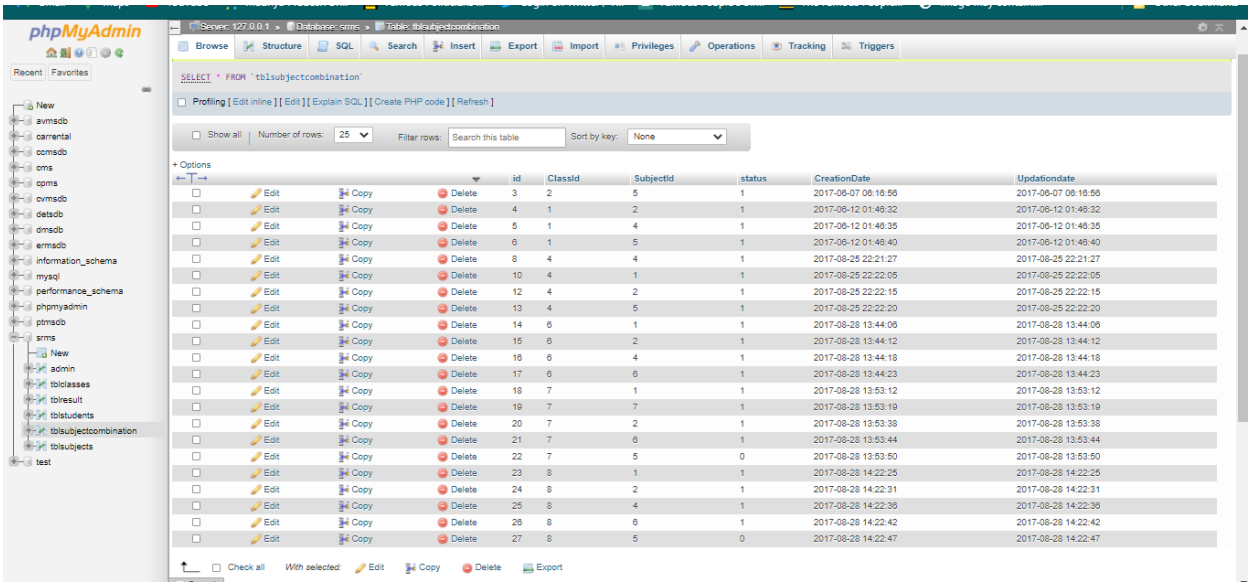
TBLCLASSES


Browse
Structure
SQL
Search
Insert
Export
Import
Privileges
Operations
Tracking
Triggers
Showing rows 0 - 9 (10 total, Query took 0.0013 seconds.)
SELECT * FROM `tblclasses`
Profiling [Edit inline] [Edit] [Explain SQL] [Create PHP code] [Refresh]
Show all | Number of rows: 25 Filter rows: Search this table Sort by key: None
+ Options
id ClassName ClassNameNumeric Section CreationDate UpdationDate
1 First 1 C 2017-06-06 11:52:33 2017-06-07 00:53:47
2 Second 2 A 2017-06-06 12:21:20 2017-06-06 12:21:38
4 Fourth 4 C 2017-06-07 04:20:23 0000-00-00 00:00:00
5 Sixth 6 A 2017-06-07 04:35:08 0000-00-00 00:00:00
6 Sixth 6 B 2017-08-28 13:42:41 2017-08-28 13:43:02
7 Seventh 7 B 2017-08-28 13:52:00 2017-08-28 13:52:15
8 Eight 8 A 2017-08-28 14:21:05 2017-08-28 14:21:24
9 Third 1 A 2021-05-18 10:17:08 NULL
10 night 9 S 2021-05-18 10:25:02 NULL
11 Sumedha 9 R 2021-05-18 10:25:44 NULL
Check all With selected: Edit Copy Delete Export
Query results operations
Print Copy to clipboard Export Display chart Create view
Recent Favorites
New
avmsdb
carrental
ccmsdb
cms
cpms
cvmsdb
detsdb
dmsdb
ermsdb
information_schema
mysql
performance_schema
phpmyadmin
ptmsdb
srms
New
admin
tblclasses
tblresult
tblstudents
tblsubjectcombination
tblsubjects
test

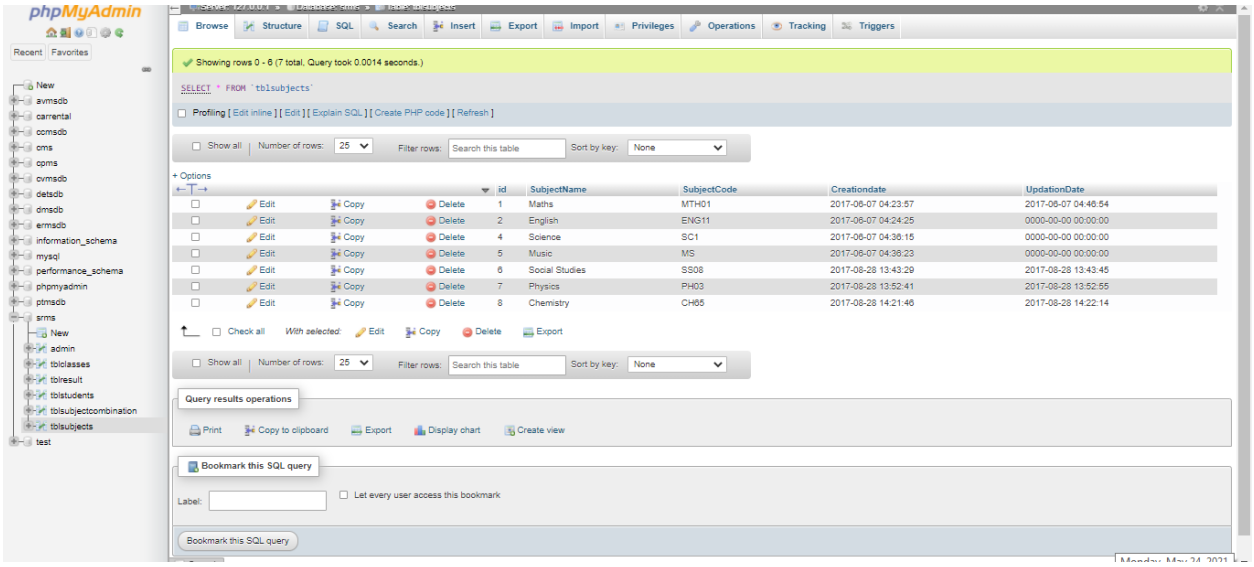
TBLSTUDENTS



TBLSUJECTCOMBINATION

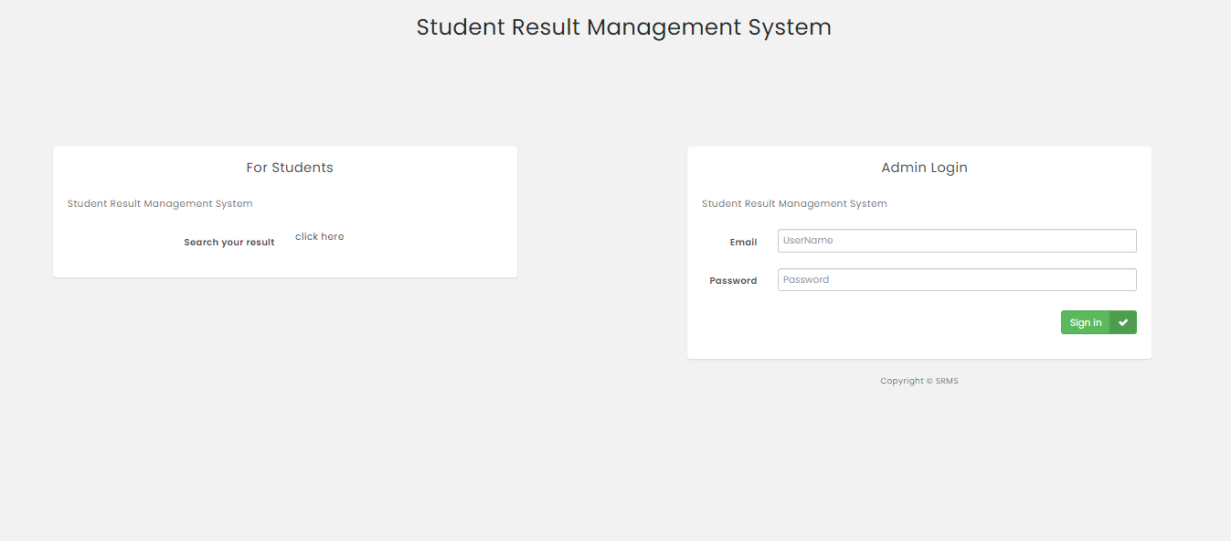


TBLSUBJECTS

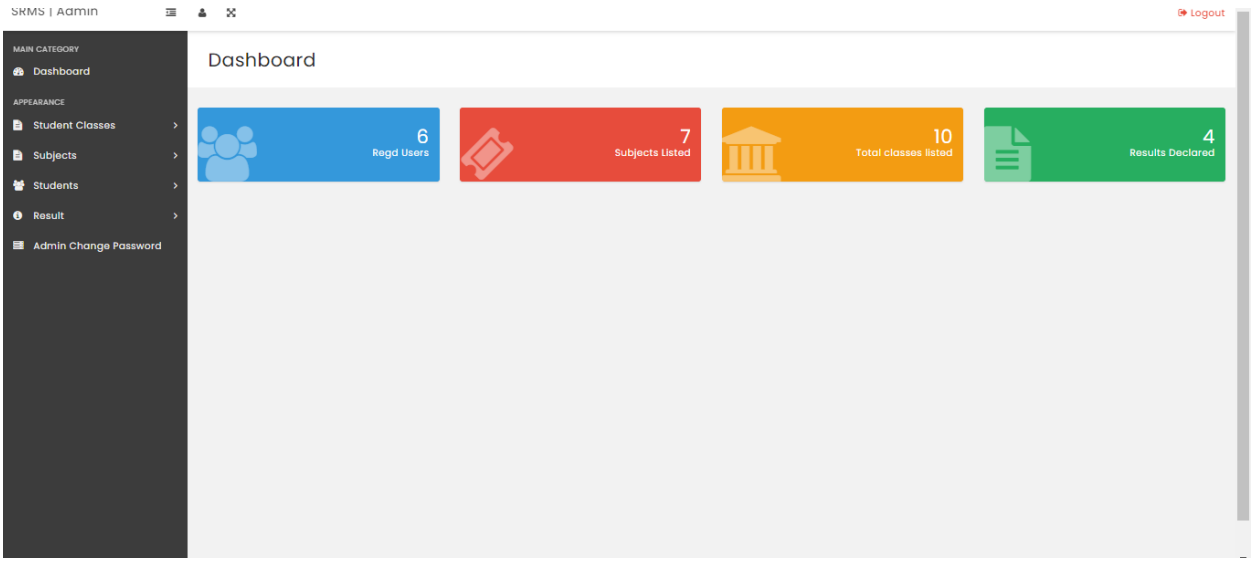


SNAPSHOTS

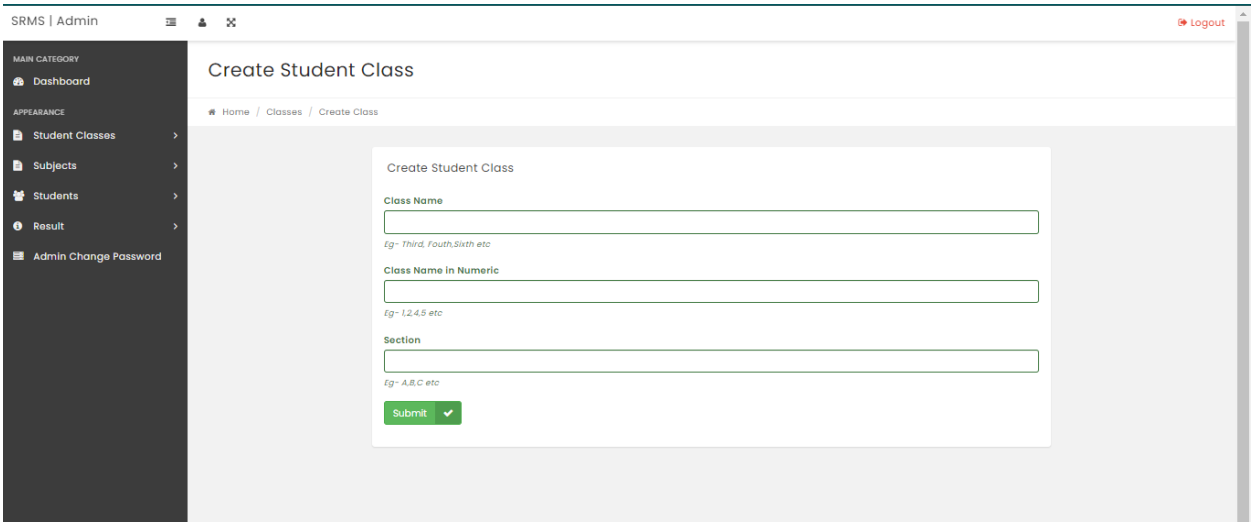
ADMIN



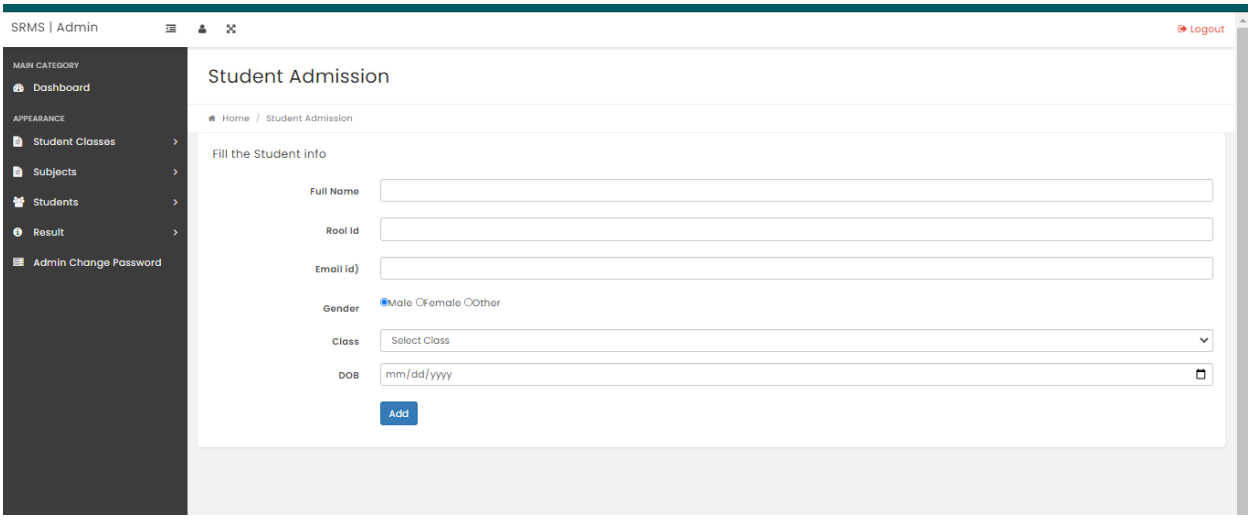
DASHBOARD


SRMS | Admin
Logout
MAIN CATEGORY
Dashboard
APPEARANCE
Student Classes
Subjects
Students
Result
Admin Change Password
Dashboard
6
Regd Users
7
Subjects Listed
10
Total classes listed
4
Results Declared

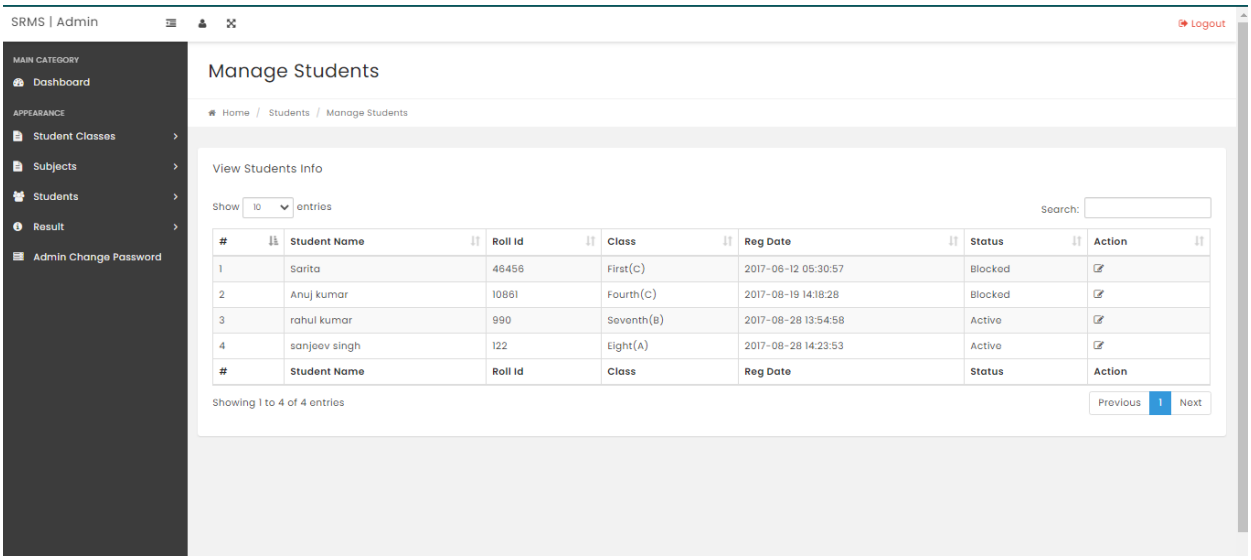
CREATE STUDENT CLASS



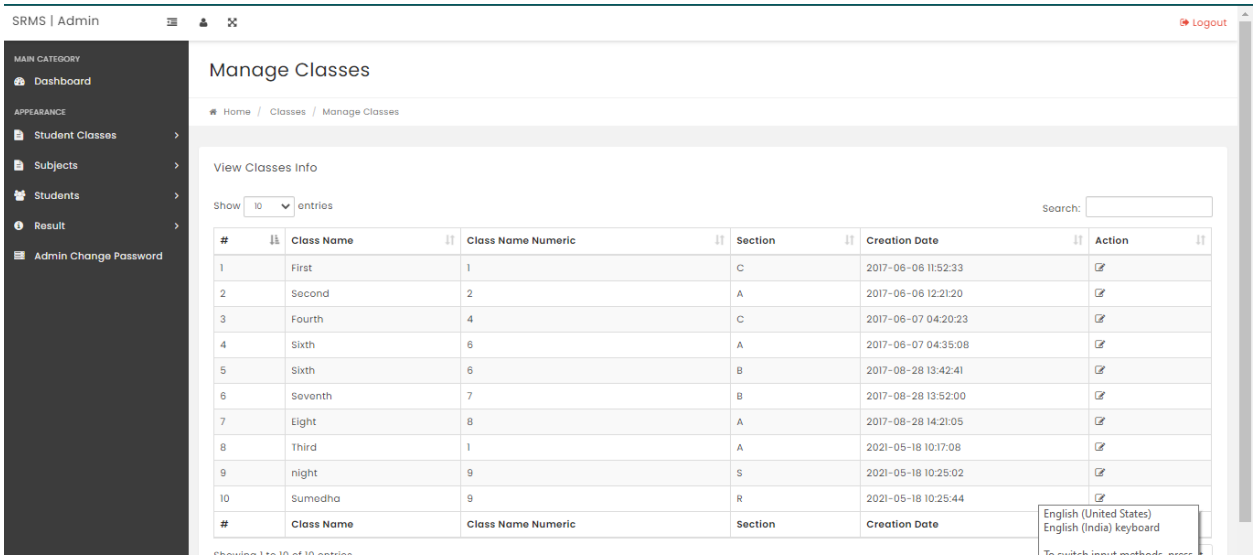
STUDENT ADMISSION



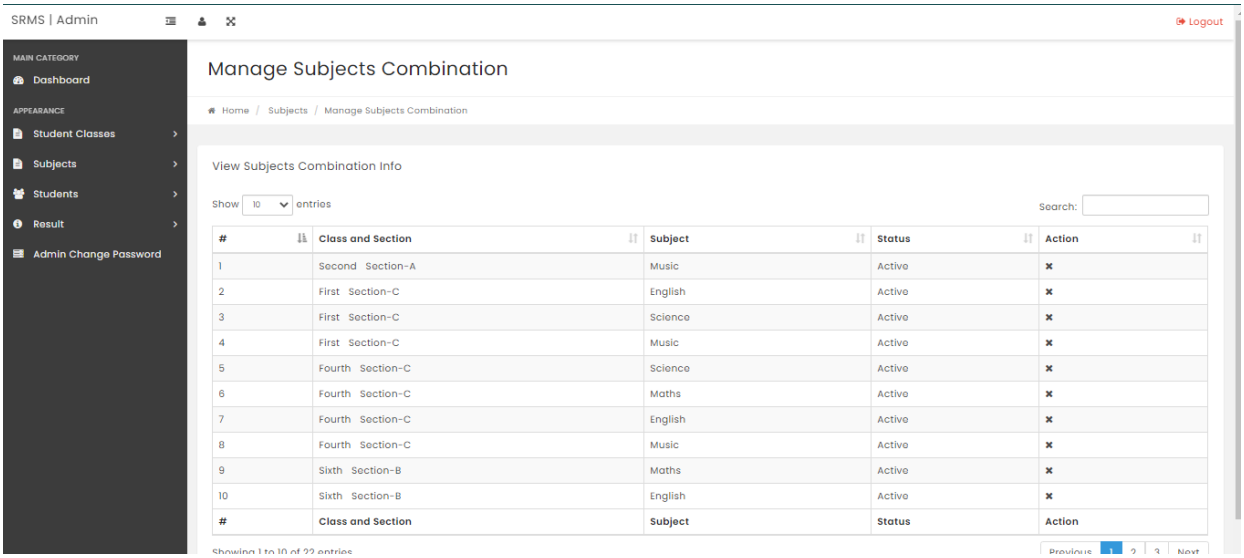
MANAGE STUDENT'S



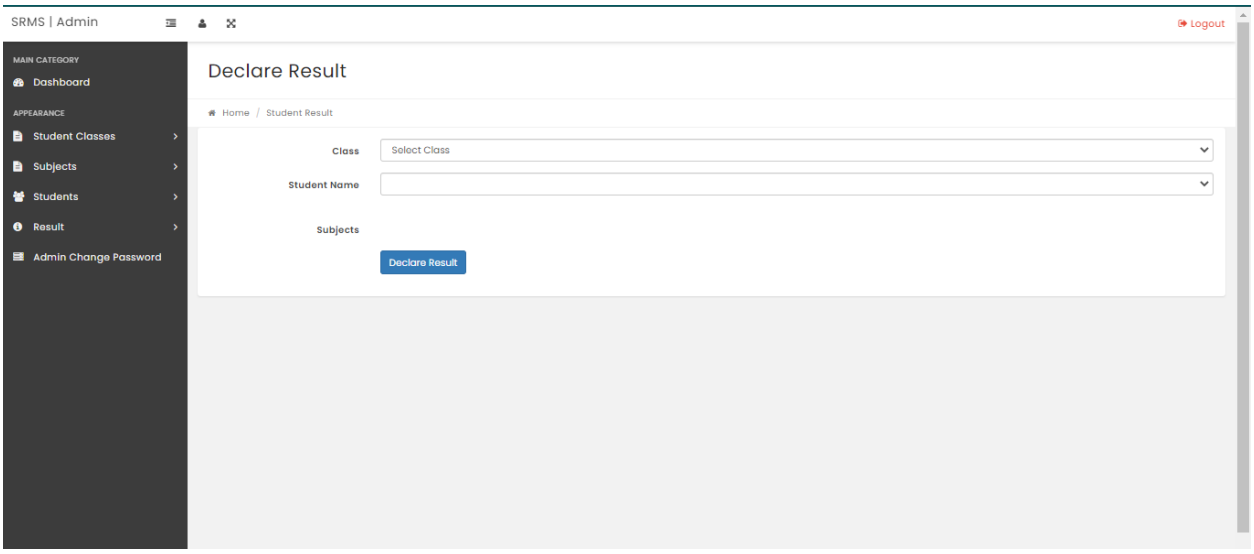
MANAGE CLASSES



MANAGE SUBJECTS COMBINATION



DECLARE RESULT



TESTING PHASE

The basic goal of the software development process is to produce software that has no errors or very few errors. In an effort to detect errors soon after they are introduced, each phase ends with verification activity such as a review.

As testing is the last phase before the final software is delivered, it has the enormous responsibility of detecting any type of error that may in the software. A software typically undergoes changes even after it has been delivered. And to validate that a change has not affected some old functionality of software regression testing is performed

LEVELS OF TESTING

The basic levels of testing are unit testing, integration testing and system and acceptance testing. These different levels of testing attempt to detect different types of faults.

Figure: Table Of Level Of Testing

Client Needs	**Acceptance Testing**
Requirements	**System Testing**
Design	**Integration Testing**
Code	**Unit Testing**

ACCEPTANCE TESTING

Acceptance Testing is system testing performed by the PERSON to determine whether or not to accept the delivery of the system.

SYSTEM TESTING

System tests are designed to validate fully developed system with a view to assuring that it meets its requirements. There are essentially two kinds of system testing.

- **Alpha Testing:** Alpha Testing refers to the system testing that is carried out by the team within the organization.
- **Beta Testing:** Beta Testing is the testing performed by the group of friendly PERSONr.

INTEGRATION TESTING

During integration testing, different modules of a system are integrated using an integration plan. The plan specifies the steps and the order in which the modules are combined to realize the full system. After each integration step, the partially integrated system is tested. The primary objective of the integration testing is to test the module interfaces. An important factor that guides the integration plan is the module dependency graph. Various approaches to the integration testing are given below:

- **Top Down Approach**
- **Bottom Up Approach**

Top Down Integration Testing: Top-down integration testing starts with the PROJECT routine i.e. the root module, and one or two sub module are added. After the top level skelton has been tested, the subroutine of the skelton are immediately combined and tested. This type of testing requires the use of program stubs to simulate the effect of lower-level routines that are called by the routines under test. A disadvantage of this approach is if the sub-module is not ready than the whole process slow down.

Bottom-Up Integration Testing: In bottom-up testing each subsystem is tested separately and then the full system is tested. A subsystem might consist of PROJECT modules which communicate among each other through well defined interfaces. The primary purpose of the each subsystem is to test the interfaces among various modules making up a subsystem. Both control and data interfaces are tested.

UNIT TESTING

Unit testing is the testing of the different modules in the isolation. Testing a program consists of providing the program, a set of test inputs and observing the working of the program. If the program fails to behave as expected, then the condition under which a failure occur are noted for debugged and corrected.

SYSTEM IMPLEMENTATION

As we know, creating software is one thing and the implementation of the created software is another. The process of implementing software is much difficult as compared to the task of creating the project. First we have to implement the software on a small scale for removing the bugs and other errors in the project and after removing them we can implement the software on a large scale.

Before we think in terms of implementing the Software on a large basis, we must consider the Hardware requirements.

Whenever we develop software or project a certain hardware and software is being used by the programmer for developing the project. The hardware and software to be used by the programmer for developing the project should be such that it would result in the development of a project, which would satisfy all the basic needs for which the project has been created by the programmer. The Hardware should be such that cost constraints of the Client should also be taken into account without affecting the performance.

HARDWARE EVALUATION FACTORS

When we evaluate computer hardware, we should first investigate specific *physical and performance* characteristics for each hardware component to be acquired. These specific questions must be answered concerning PROJECT important factors. These *hardware evaluationfactors* questions are summarized in the below figure.

Notice that there is much more to evaluating hardware than determining the fastest and cheapest computing device. For e.g. the question of possible obsolescence must be addressed by making a technology evaluation. The factor of *ergonomics* is also very important. Ergonomics is the science and

technology that tries to ensure that computer and other technologies are "user-friendly", that is safe, comfortable and easy to use. *Connectivity is* another important evaluation factor, since so PROJECT computer systems are now interconnected within wide area or local area telecommunications networks.

Hardware Evaluation Factors:-

1) Performance
2) Cost
3) Reliability
4) Availability
5) Compatibility
6) Modularity
7) Technology
8) Ergonomics
9) Connectivity
10) Environmental requirements
11) Software
12) Support

SOFTWARE EVALUATION FACTORS

Software can be evaluated according to PROJECT factors similar to the hardware evaluation. Thus the factors of *performance, cost, reliability, compatibility, modularity, technology, ergonomics, and support* should be used to evaluate proposed software acquisitions. In addition, however, *the software evaluation factors* are summarized in below figure. For e.g. some software

packages require too much memory capacity and are notoriously slow, hard to use, or poorly documented. They are not a good selection for most end users, even if offered at attractive prices.

\SOFTWARE EVALUATION FACTORS

1. **EFFICIENCY:** is the software a well-written system of computer instructions that does not use much memory capacity or CPU time?
2. **FLEXIBILITY:** can it handle its processing assignments easily without major modifications?
3. **SECURITY:** does it provide control procedures for errors, malfunctions and improper use?
4. **LANGUAGE:** do our computer programmers and users write it in a programming language that is used?
5. **DOCUMENTATION:** is the s/w well documented? Does it include helpful user instructions?
6. **HARDWARE:** does existing hardware have the features required to best use this software?
7. Other characteristics of hardware such as its performance, what about the cost, how much is reliable and etc.

CONVERSION AND TRAINING

An important aspect of is to make sure that the new design is implemented to establish standards. The term implementation has different meanings, ranging form the conversion of a basic application to a complete replacement of a computer system. Implementation is used here to PROJECT the process of converting a new or revise system into an operational one. Conversion is one aspect of implementation. Conversion means changing form one system to another. The objective is to put the tested system into operation while holding costs, risks, and personnel irritation to a minimum. It involves creating computer-compatible files, training the operation staff, and installing terminal and hardware. A critical aspect of conversion is not disrupting the functioning of the organization.

When a new system is used over and old, existing and running one, there are always compatibility errors. These errors are caused because of the lack of equipment or personnel to work the new

system. Running any specified system at an organization does require some or other hardware or, in this case, software requirement as well.

There are three types of implementation:

1. Implementation of a computer system to replace a manual system. The problems encountered are converting files, training users, creating accurate files and verifying printouts for integrity.
2. Implementation of a new computer system to replace an existing one. This is usually a difficult conversion. If not properly planned there can be PROJECT problems. Some large computer systems have taken as long as year to convert.
3. Implementation of a modified application to replace an existing one, using the same computer. This type of conversion is relatively easy to handle, provided there are no major changes in the files.

SYSTEM MAINTENANCE

Once the website is launched, it enters the maintenance phase. All systems need maintenance. Maintenance is required because there are often some residual errors remaining in the system that must be removed as they are discovered. Maintenance involves understanding the effects of the change, making the changes to both the code and the documents, testing the new parts and retesting the old parts that were not changed. Maintenance is mainly of two types:

1. Corrective Maintenance
2. Adaptive Maintenance

CORRECTIVE MAINTENANCE

Almost all software that is developed has residual errors or bugs in them. PROJECT of these surfaces only after the system have been in operation, sometimes for a long time. These errors once discovered need to be removed, leading to the software to be changed. This is called Corrective Maintenance.

ADAPTIVE MAINTENANCE

Even without bugs, software frequently undergoes change. The software often must be upgraded and enhanced to include more features and provide more services. This requires modification of the software. This type of maintenance is known as the Adaptive Maintenance

CONCLUSION

No program or system design is perfect. Communication between the user and the designer is not always complete or clear, and time is usually short. This results in errors. The number and nature of errors in a new design depends on several factors:

- Communication between the user and the designer.
- Personal prejudice on the part of users in disclosing information.
- The programmer's ability to generate code that reflects exactly the system specifications.
- The time frame for the design.

In the PROJECT , I have tried my best to cover successfully and accurately all the requirements of the project.

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- PHP tutorial URL: http://www.php.net/manual/en/manual.php
- PHP functions URL: http://www.w3schools.com/php/php functions.asp
- Introduction URL: https://en.wikipedia.org/wiki/PHP
- Web programming URL: http://www.phpmoot.com/web-programming-with-php
- Php forms URL: http://www.w3schools.com/PHP/php forms.asp