“esoskihi”

A EEECTIVE SYSTEM FOR ANY ONLINE LEARNING

Arranged by

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BSc in Software Engineering

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APPROVAL

This project titled on "**Learning Management System**", submitted by **Sourov Adhikary (ID: 192-35-2874)** to the Department of Software Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of Bachelor of Science in Software Engineering and approval as to its style and contents.

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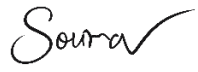
DECLEARATION

I solemnly declare that this project has been undertaken and developed by me under the supervision of **Ms. NUSRAT JAHAN, Assistant Professor, Head, Department of Information Technology & Management, Software Engineering Department, Faculty of Science and Information Technology, Daffodil International University.** I affirm that this project has not been presented previously for the award of any degree or diploma.



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Acknowledgement

At the outset, I am deeply thankful to my supervisor **Ms. NUSRAT JAHAN, Assistant Professor, Software Engineering Department, Faculty of Science and Information Technology, Daffodil International University**. Deep knowledge and keen interest of our supervisor in the field of "A web application for online learning" to carry out this project. She is widely recognized for her patience, clear instructions, continuous support, attentive supervision, constructive feedback, valuable suggestions, and guidance in research and reading."

It is with heartfelt appreciation that I extend my deepest gratitude **to Dr. Imran Mahmud, Professor & Head, Department of Software Engineering**, kind assistance in the successful completion of my project and other teacher and the involved worker of SWE department of Daffodil International University.

My sincere thanks are due to my course mates at Daffodil International University for their participation in discussions and cooperation throughout the coursework. Above all, With heartfelt gratitude, I acknowledge my parents for their steadfast support and patience.

ABSTRACT

Esosikhi is a learning management system which provide the online learning for the student from internet. This system view course, allow to enrollment and registration the academic or professional course from any parts of our country. This is similar kind of website available in country but their have some problem in system that course quality, lacking of privacy, higher price and chatting system. So that I wish to develop this system.

Index

Table List

Diagram List

CHAPTER 01

ABOUT THE PROJECT

1.1 Project Survey:

Providing the option to suggest & registration courses and connection between controller and customers, a web app can provide a solution that quickly resolves issues. Main target of the system is to develop a better relation between the admin and learner.

This system is developed to support learner and will support the learner to find the perfect course. Also, this is a chance for the user who wants to present their course in many types of student. For all student who like to learn new thing, learning new subject or lesion in internet our software will give them good benefit.

1.2 Project motive

We aim to create a digital e-learning system that will make it easier for users to complete their course. Also, controller can easily serve their course. This system is for all those who wants to learn something in internet and who try to create something new.

1.2.1 Environment

This system can a little close to my system but these have a lot of varies with my system. Many applications is only topic accessories. But my system contains complete brand, developed and also many kinds of information. Other side, this project gives a learner all important document about the course, topic, module. Also, we provide our contract link on this site. So that learner and teacher contract with every student so easily. Controller of this system uploads the course info. And response all the student request.

1.3 Satisfaction:

Without any satisfaction, there is no fulfillment of any system. Our system has some unique benefit. They are given below:

- This is a user-friendly digitalized system.
- Student can register any necessity course easier through the site.

- Admin or controller easily suggest the course and also get money of course.
- Anyone cannot make any kind of harassment.

1.2.3 Target:

Our target is to develop a web-based software that model incorporates the following features. For this the site will be user friendly.

- Maintain valid practices.
- Maintain safety for learner & admin.
- Maintain safety in every sector.
- Controller react learner and update system, so that learner scan products information.

1.4 collaborators:

A software also have some collaborators. It is meaningless without any collaborators on software. Here are our stockholder.

- Learner: Learner are main internal candidate of our software. Because learner will register the course.

- Admin: They are the main stakeholder. Admin control, monitor, arrange, recognized all sector of our total system.

1.5 Schematic Diagram:

It is the suggested software of our application schematic figure.

Schematic figure is the technique where we present our software schematic presentation of any kind of digital complex system.

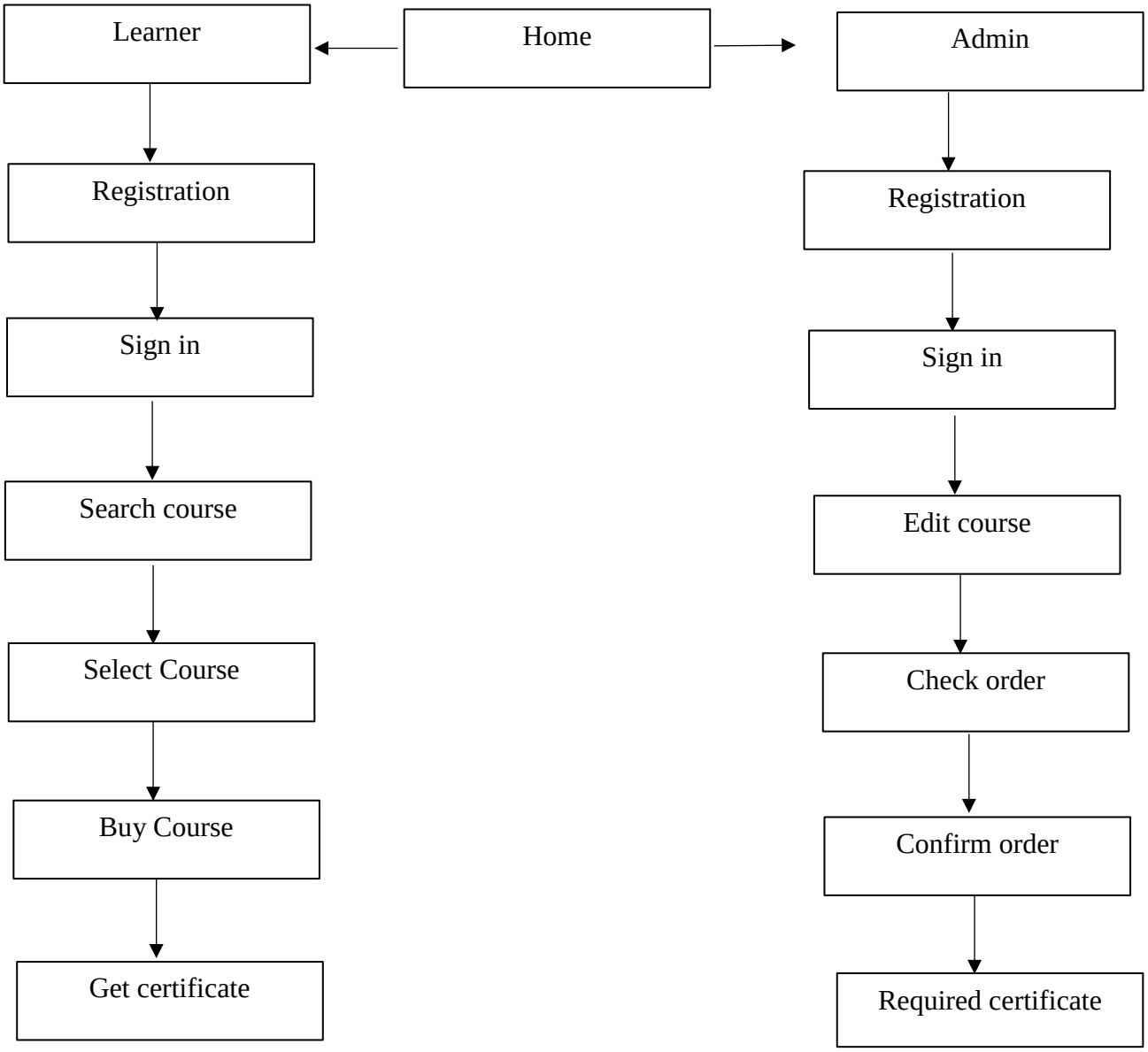


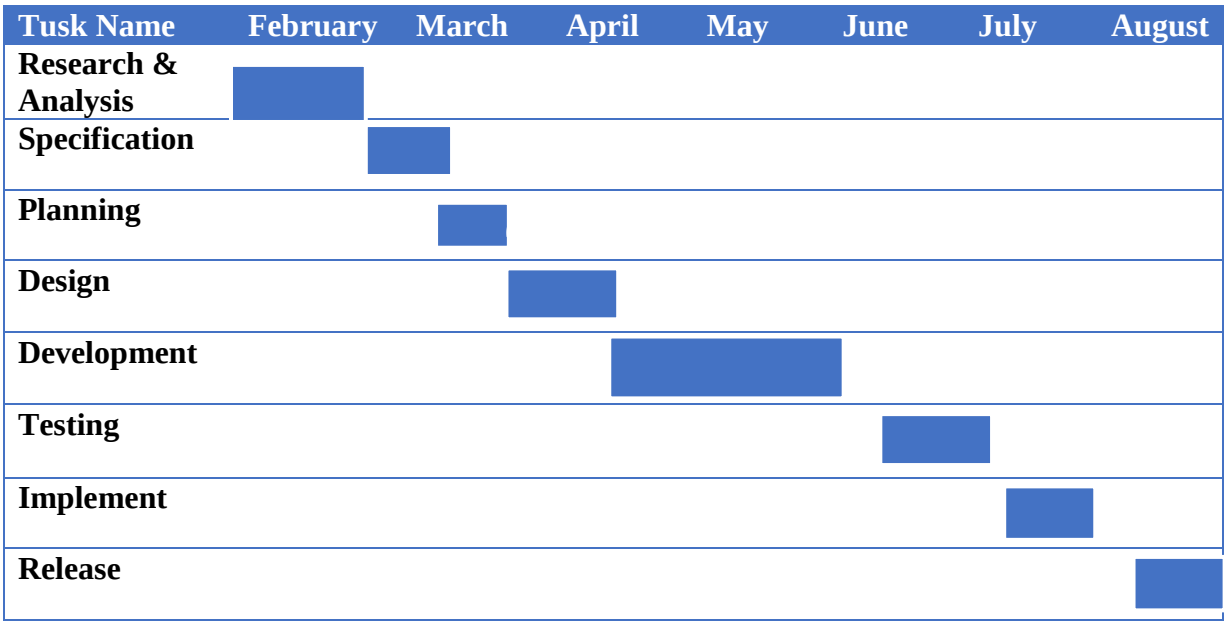
Figure 1.1: esosikhI Block Diagram

1.6 Project Timetable:

We should be maintaining a proper timeline for finish the tusk in target time. For this we were complete all necessity document effect in our working process.

1.6.1 Project Timetable chart:

In this timetable chart we describe the project progress and schedule.



Tusk	Research	Specification	Planning	Design	Development	Testing	Implement	Release
Starting date	01 February	20 February	10 March	20 March	15 April	25 June	15 July	10 Aug
Day to complete	19	20	10	25	30	30	30	25

Figure 1.2: Gantt Chart of esosikhi

1.6.2 Project Checkpoint:

In this chart we define the milestone of our project. Here we describe all part of our project which is starting, which is ending in when, their have all data are present.

Serial.	Task name	Starting Date	Ending Date	Duration
01	Research & Analysis	01/02/2025	18/02/2025	18 days
02	Specification	20/02/2025	08/03/2025	18 days
03	Planning	10/03/2025	24/03/2025	14 days
04	Design	25/03/2025	13/04/2025	17 days
05	Development	15/04/2025	24/05/2025	39 days
06	Testing	25/05/2025	13/06/2025	18 days
07	Implement	15/06/2025	09/07/2025	24 days
08	Release	10/07/2025	15/07/2025	05 days
	Total=			**153 days**

Table1.1: Milestone

CHAPTER 02

SOFTWARE REQUIREMENT & SPECIFICATION

The most significant aspect of project management is the identification of user satisfaction through requirement analysis.

2.1 Functional Requirement

Here we describe our software all essential requirement.

Admin Registration:

Fr-01	Admin Registration
Requirement Detail	Controller will monitor whole system after registration.
Shareowner	Admin

Table 2.1: Admin Registration

Add course:

Fr-02	Add course
Requirement Detail	After select their course student will add it to their course cart.
Shareowner	Student & Admin

Table 2.2: Add Course

Buy course:

Fr-03	Buy course
Requirement Detail	After completing registration and all other process student can buy their course which they add in their course cart.
Shareowner	Student & Admin

Table 2.3: Add Course

2.2 Data Requirements:

Our system can be improved by understanding the type of data gathering at this stage.

- Connecting with the central database.
- Information about user.
- Admin will upload product information.

2.3 System Performance Requirements:

Declaring the software performance is very much important. To ensure best performance, our software will be match some requirement so that it can be processed improve result for software.

2.3.1 System Speed and Latency Requirement:

When student or admin panel start the software in browser, then it need a number of internet rush to complete the system processing.

Speed & Latency Requirements 01	Processing speed will quicken.
Requirement Detail	Based on server and internet bandwidth speed ours system will provide a grate experience.
Shareowner	Student/user & Admin

Table 2.6: Speed & Latency Requirements

2.3.2 System Accuracy Requirements:

Legibility and Accuracy of data will be confirming.

AR -01	Valid information for each user
Requirement Detail	Given data always be valid and correct figure, or it give a wrong output which shows that your system is failure for working successfully.
Shareowner	User as a student, Admin

Table 2.7: Accuracy Requirements

2.3.3 System Capacity Requirements:

Inserting data should be maintain

CR -01	Based on database properly manage dataset
Requirement Detail	All data of system like course data, student data, information, categories will be saved in our database.
Shareowner	User as a student, Admin

Table 2.8: Capacity Requirements

2.4 System Dependability Requirements:

We declare the meaning of dependability of the operation duration of our project.

2.4.1 Dependability Requirements:

DR -01	Relabel system
Requirement Detail	All information in our software will safe.
Shareowner	User as a student, Management

Table 2.9: Reliability Requirements

2.4.2 Accessibility Requirements:

AR -01	Software provide service all day long
Requirement Detail	Our software provides its services all day long. In day 24 hours and in 30 days in month.
Shareowner	User as a student, Management

Table 2.10: Accessibility Requirements

2.4.3 Fault-Tolerance Robustness Requirements:

Fault-Tolerance 01	Errors Reliably software
Requirement Detail	Toller and error handling of wrong message in occur soon.
Shareowner	User as a student, Admin

Table 2.11: Tolerance Requirements

2.5 Serviceability Requirements:

The management would have appointed administrators or specialists to maintain and help the software.

2.5.1 Software Sustainability Requirements:

The system may produce incorrect results due to the assignment of specialists by the authority The data flow through the system must be reproduced by the specialists.

2.5.2 Software Supportability Requirements:

The authority must recruit admins to support the software.

2.6 Software Safety Requirements:

We have two main safety features as login as controller & visit site as Learner or to give authentication is necessary to access this software or a specific part of whole software.

2.6.1 Software Access Requirements:
Our software will provide enter another sector, by entry in an personalization meaning from the authentic learner.

2.6.2 Software Assurance Capability:
Sensitive data of learner will be kept safe.

2.6.3 Software Isolation Capability:
Every secret data always be isolated and safe in ours software.

2.7 Software Serviceability and HI Requirements:
Our software are so nearest with UI.

2.7.1 System Clarity and Respect Requirements:
Our software so easily accessible for the different kind of student in the definite sector..

2.7.2 System Accessibility Requirements:
learner data and records will be reliably stored in the software database.

2.7.3 System Client Certification Requirements:
All record data and other information are store in software storage properly.

2.8 System External Observe Requirements:
Additionally, the project has been developed with scholarly guidance, constant encouragement, and careful supervision to ensure high-quality implementation and performance

2.8.1 System Appearance Requirements:
Experience about the Laravel framework.

2.8.2 System Approach Requirements:
Expert about React JS.

CHAPTER 03

SYSTEM ANALYSIS OF PROJECT

3.1 User Interaction Diagram:

It is the easiest way to representation in a diagrammatic presentation of large & complex software's interaction the parts of the software. The diagram is given below:

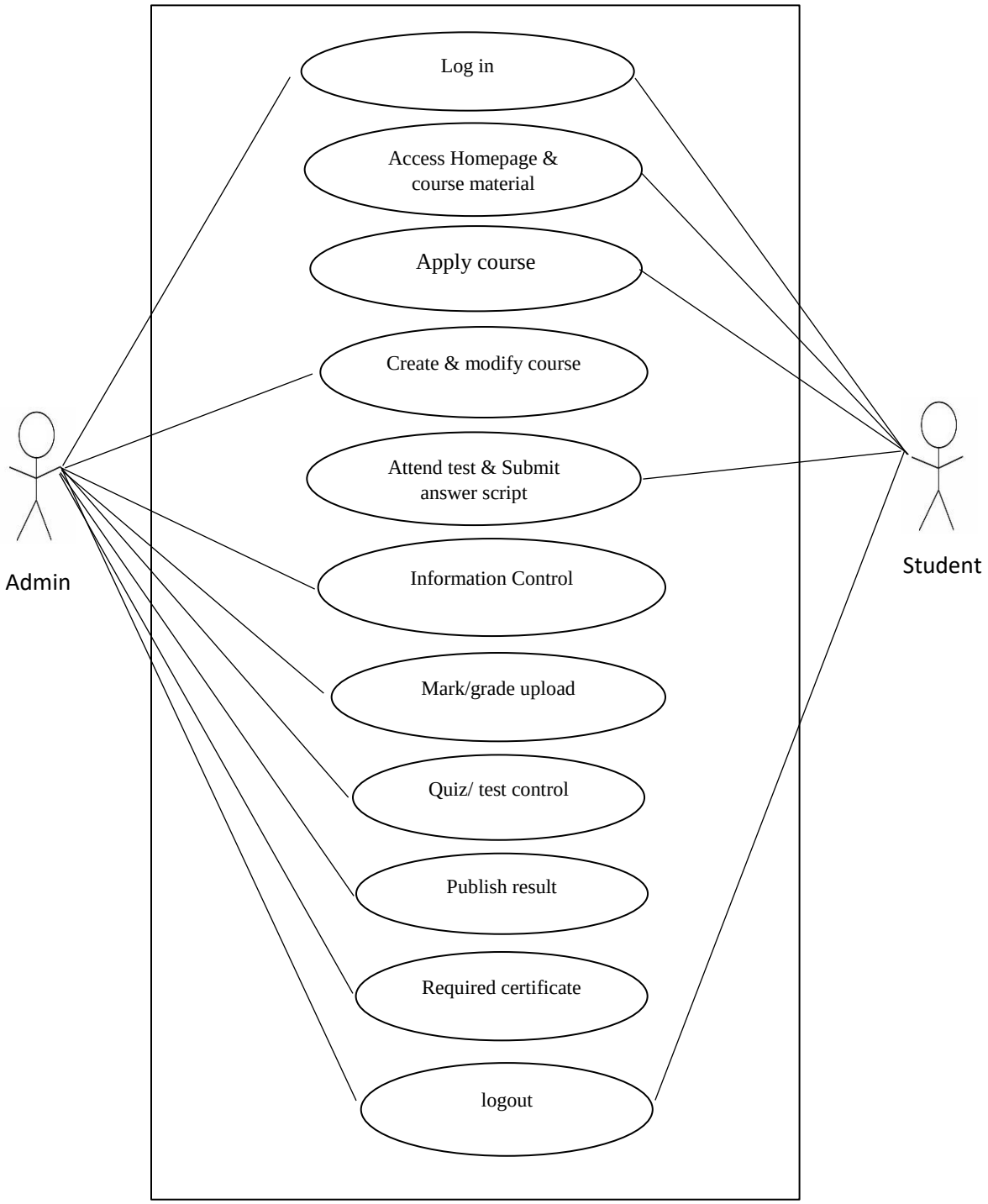


Figure 3.1: Use case Diagram

3.2 User Interaction Analysis

Here, we clearly describe that the user will interact perform work on the application software. We describe all the case descriptions of our project user Interact.

3.2.1 Login/ Registration:

User Interaction Description		
Interact User Name	Login/ Registration	
Actor	Student & Admin	
Scenario	Have to login or registration for sign in this system.	
Brief Description	Student/ admin have to sign up for complete their course in this project. He/ she can see any course information without registration. But if he/ she want to complete any course then must be registration.	
Precondition	Required information have to provide.	
Postcondition	Instructor response to the student.	
Flow of event	Actor	System
	Student/ admin send his/her email, password.	Message response
Fail result	If the system fails to respond, the interface will remain blank	

Table 3.2.1: User Interaction of Login/ Registration.

3.2.2 View Homepage & course material:

User Interaction Description		
Interact User Name	View page & course material	
Actor	Student	
Scenario	Have to login or registration for sign in this system.	
Brief Description	Student have to sign up for complete their course in this project. He/ she can see any course information without registration. But if he/ she want to complete any course then must be registration.	
Precondition	Required information have to provide.	
Postcondition	Instructor response to the student.	
Flow of event	Actor	System
	Student send his/her email, password.	Message response
Fail result	If the system fails to respond, the interface will remain blank	

Table 3.2.2: User Interaction of view home page & course material

3.2.3 Apply course:

User Interaction Description		
Interact User Name	Apply course	
Actor	Student	
Scenario	Have to login or registration for sign in this system.	
Brief Description	Student have to sign up for complete their course in this project. He/ she can see any course information without registration. But if he/ she want to complete any course then must be registration.	
Precondition	Required information have to provide.	
Postcondition	Instructor response to the student.	
Flow of event	Actor	System
	Student send his/her email, password.	Message Response
Fail result	If the system fails to respond, the interface will remain blank	

Table3.2.3: User Interaction description of apply course.

3.2.4 Create & modify course:

User Interaction Description		
Interact User Name	Create & modify course	
Actor	Instructor	
Scenario	Have to login or registration for sign in this system.	
Brief Description	Student have to sign up for complete their course in this project. He/ she can see any course information without registration. But if he/ she want to complete any course then must be registration.	
Precondition	Required information have to provide.	
Postcondition	Instructor response to the student.	
Flow of event	Actor	System
	Student send his/her email, password.	Message Response
Fail result	If the system fails to respond, the interface will remain blank	

Table3.2.4: User Interaction description of create & modify course.

3.2.5 Attend Test & Submit answer script:

User Interaction Description		
Interact User Name	Attend test & Submit answer script	
Actor	Student	
Scenario	Have to login or registration for sign in this system.	
Brief Description	Student have to sign up for complete their course in this project. He/ she can see any course information without registration. But if he/ she want to complete any course then must be registration.	
Precondition	Required information have to provide.	
Postcondition	Instructor response to the student.	
Flow of event	Actor	System
	Student send his/her email, password.	Message Response
Fail result	If the system fails to respond, the interface will remain blank	

Table 3.2.5: User Interaction of description of Attend test & submit answer script.

3.2.6 Information Control:

User Interaction Description		
Interact User Name	Information control	
Actor	Student	
Scenario	Have to login or registration for sign in this system.	
Brief Description	Student have to sign up for complete their course in this project. He/ she can see any course information without registration. But if he/ she want to complete any course then must be registration.	
Precondition	Required information have to provide.	
Postcondition	Instructor response to the student.	
Flow of event	Actor	System
	Student send his/her email, password.	Message Response
Fail result	If the system fails to respond, the interface will remain blank	

Table 3.2.6: User Interaction of information control

3.2.7 Mark/grade upload:

User Interaction Description		
Interact User Name	Mark/ grade upload	
Actor	Instructor	
Scenario	Have to login or registration for sign in this system.	
Brief Description	Student have to sign up for complete their course in this project. He/ she can see any course information without registration. But if he/ she want to complete any course then must be registration.	
Precondition	Required information have to provide.	
Postcondition	Instructor response to the student.	
Flow of event	Actor	System
	Student send his/her email, password.	Message Response
Fail result	If the system fails to respond, the interface will remain blank	

Table 3.2.7: User Interaction of mark & grade upload.

3.2.8 Quiz/ test control:

User Interaction Description		
Interact User Name	Quiz & test control	
Actor	Instructor	
Scenario	Have to login or registration for sign in this system.	
Brief Description	Student have to sign up for complete their course in this project. He/ she can see any course information without registration. But if he/ she want to complete any course then must be registration.	
Precondition	Required information have to provide.	
Postcondition	Instructor response to the student.	
Flow of event	Actor	System
	Student send his/her email, password.	Message Response
Fail result	If the system fails to respond, the interface will remain blank	

Table3.2.8: User Interaction of quiz & test control.

3.2.9 Publish result:

User Interaction Description		
Interact User Name	Publish result	
Actor	Instructor	
Scenario	Have to login or registration for sign in this system.	
Brief Description	Student have to sign up for complete their course in this project. He/ she can see any course information without registration. But if he/ she want to complete any course then must be registration.	
Precondition	Required information have to provide.	
Postcondition	Instructor response to the student.	
Flow of event	Actor	System
	Student send his/her email, password.	Message Response
Fail result	If the system fails to respond, the interface will remain blank	

Table3.2.9: User Interaction of publish result

3.2.10 Required certificate:

User Interaction Description		
Interact User Name	Required certificate	
Actor	Instructor	
Scenario	Have to login or registration for sign in this system.	
Brief Description	Student have to sign up for complete their course in this project. He/ she can see any course information without registration. But if he/ she want to complete any course then must be registration.	
Precondition	Required information have to provide.	
Postcondition	Instructor response to the student.	
Flow of event	Actor	System
	Student send his/her email, password.	Message Response
Fail result	If the system fails to respond, the interface will remain blank	

Table3.2.10: User Interaction of required certificate.

3.2.11 Logout:

User Interaction Description		
Use Case Name	Log out	
Actor	Student & admin	
Scenario	Have to login or registration for sign in this system.	
Brief Description	Student or admin have to sign up for complete their course in this project. He/ she can see any course information without registration. But if he/ she want to complete any course then must be registration.	
Precondition	Required information have to provide.	
Postcondition	Instructor response to the student.	
Flow of event	Actor	System
	Student/ admin send his/her email, password.	Message response.
Fail result	If the system fails to respond, there will be no display.	

Table3.2.11: User Interaction of Logout

3.3 Process Flow Diagram:

UML's process flow diagram is a work flow diagram that is a flow behavior show. It can encapsulate the activity's process in a visual presentation model.

3.3.1 Process Flow Diagram of User Login:

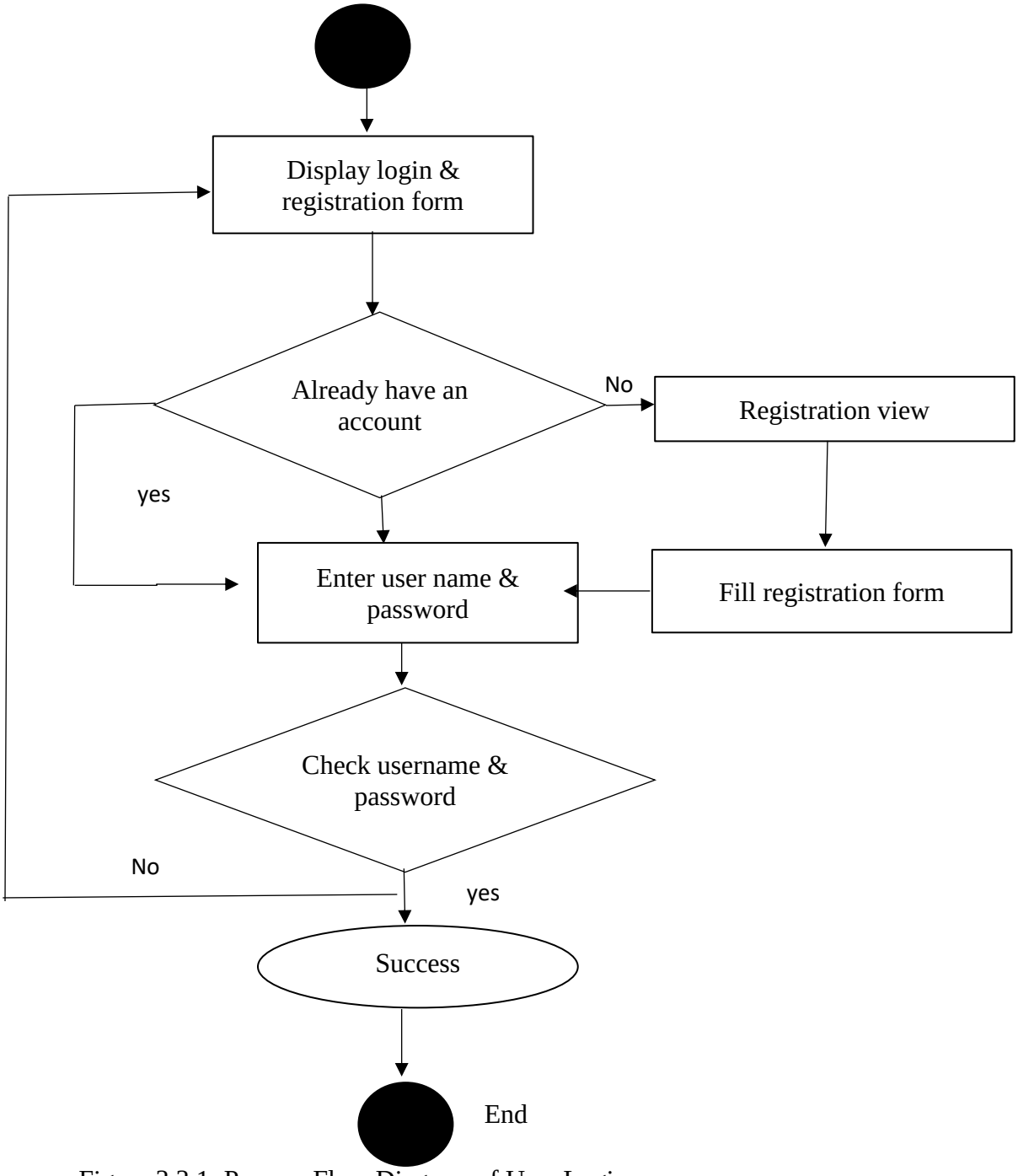


Figure 3.3.1: Process Flow Diagram of User Login

3.3.2 Process Flow Diagram of view course:

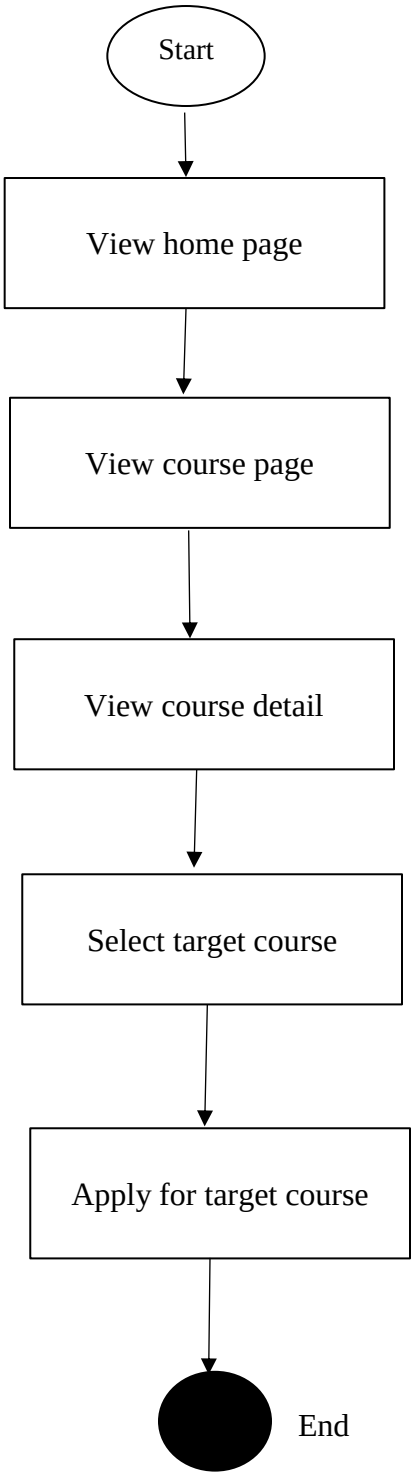


Figure 3.3.2: Process flow Diagram of view course

3.3.3 Process Flow Diagram of Apply course:

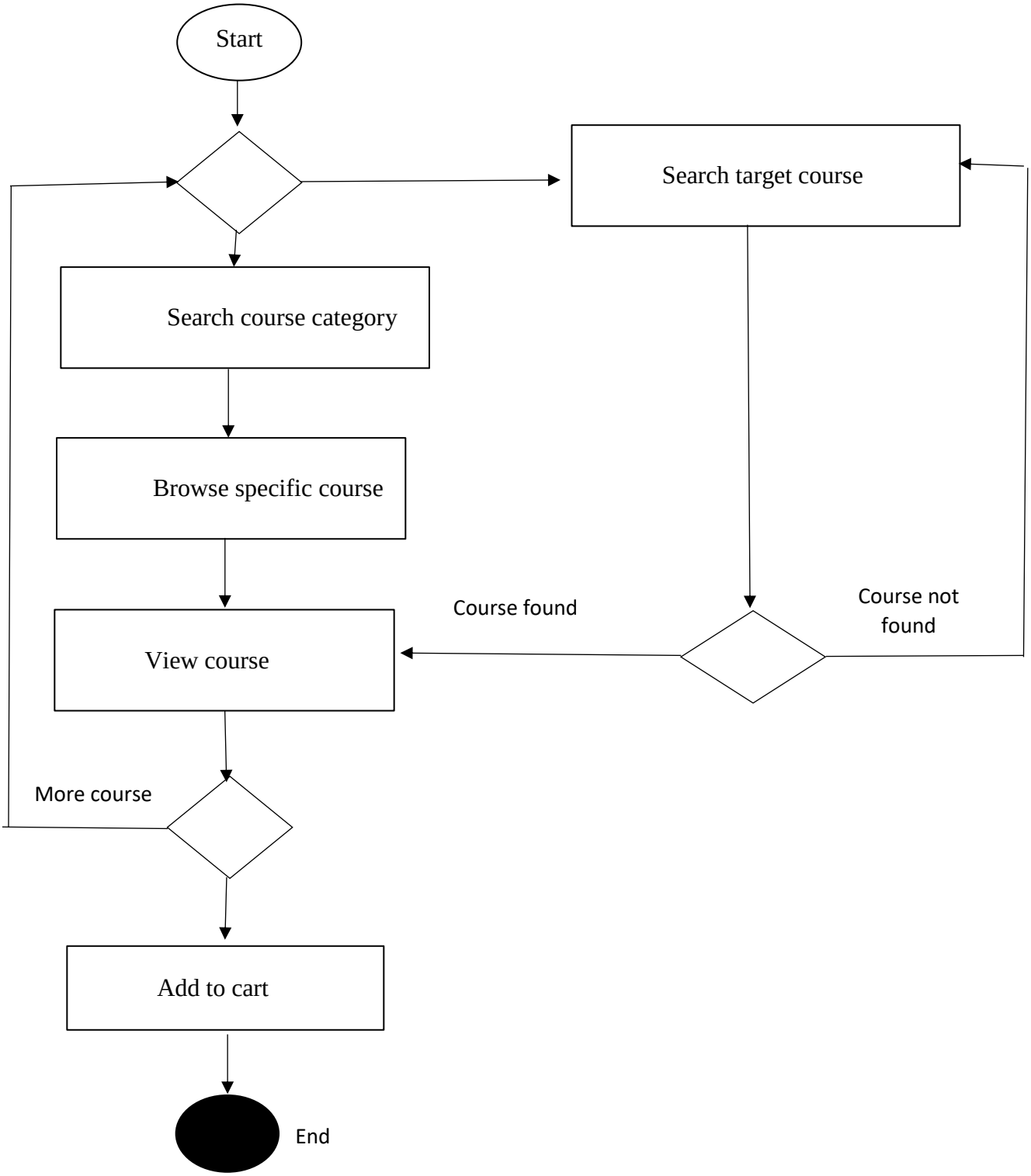


Figure 3.3.3: Process flow Diagram of Apply course

3.3.4 Process Flow Diagram of Create & modify course:

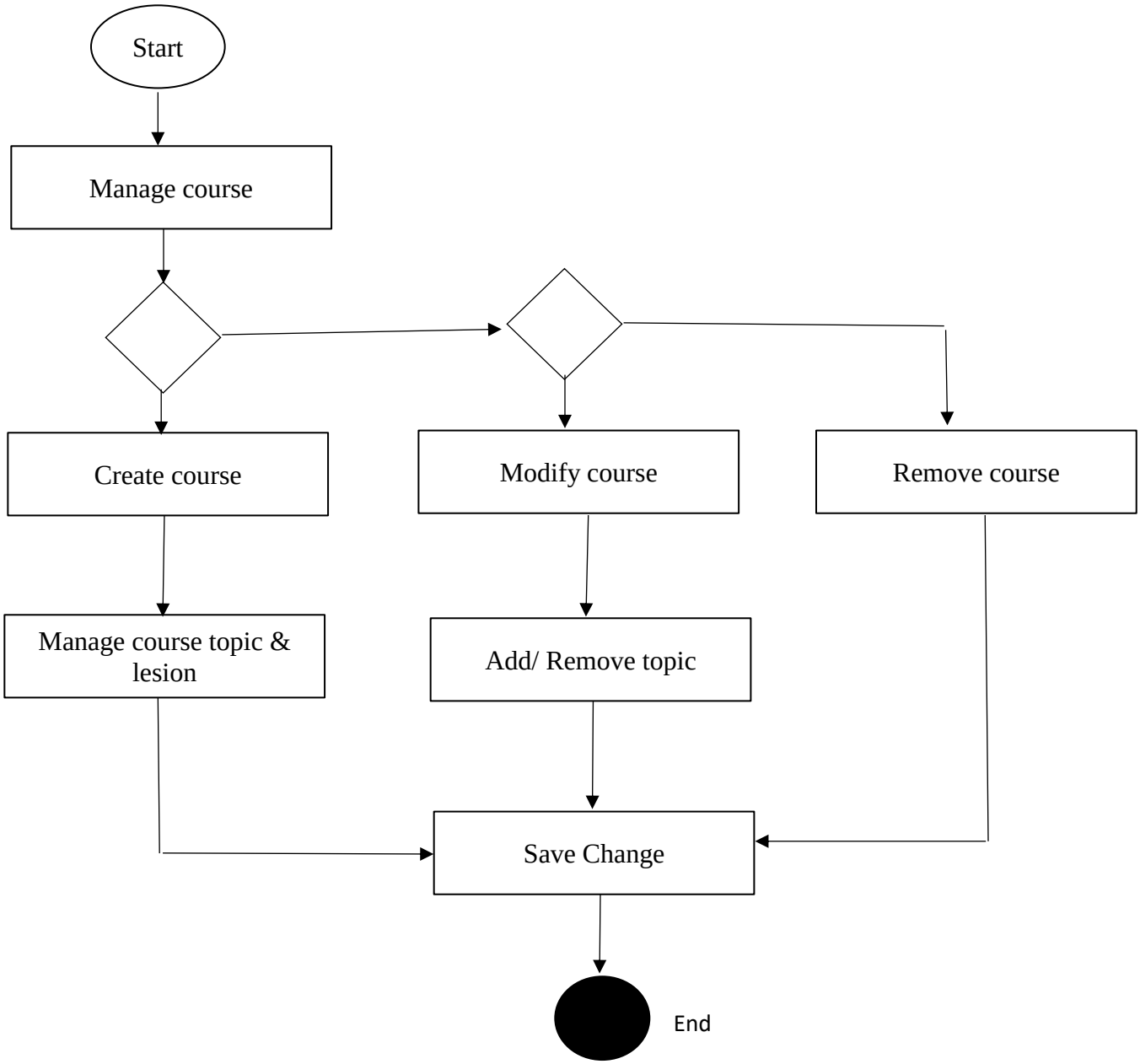


Figure 3.3.4: Process flow Diagram of Create & modify **course**

3.3.5 Process Flow Diagram of Submit answer script:

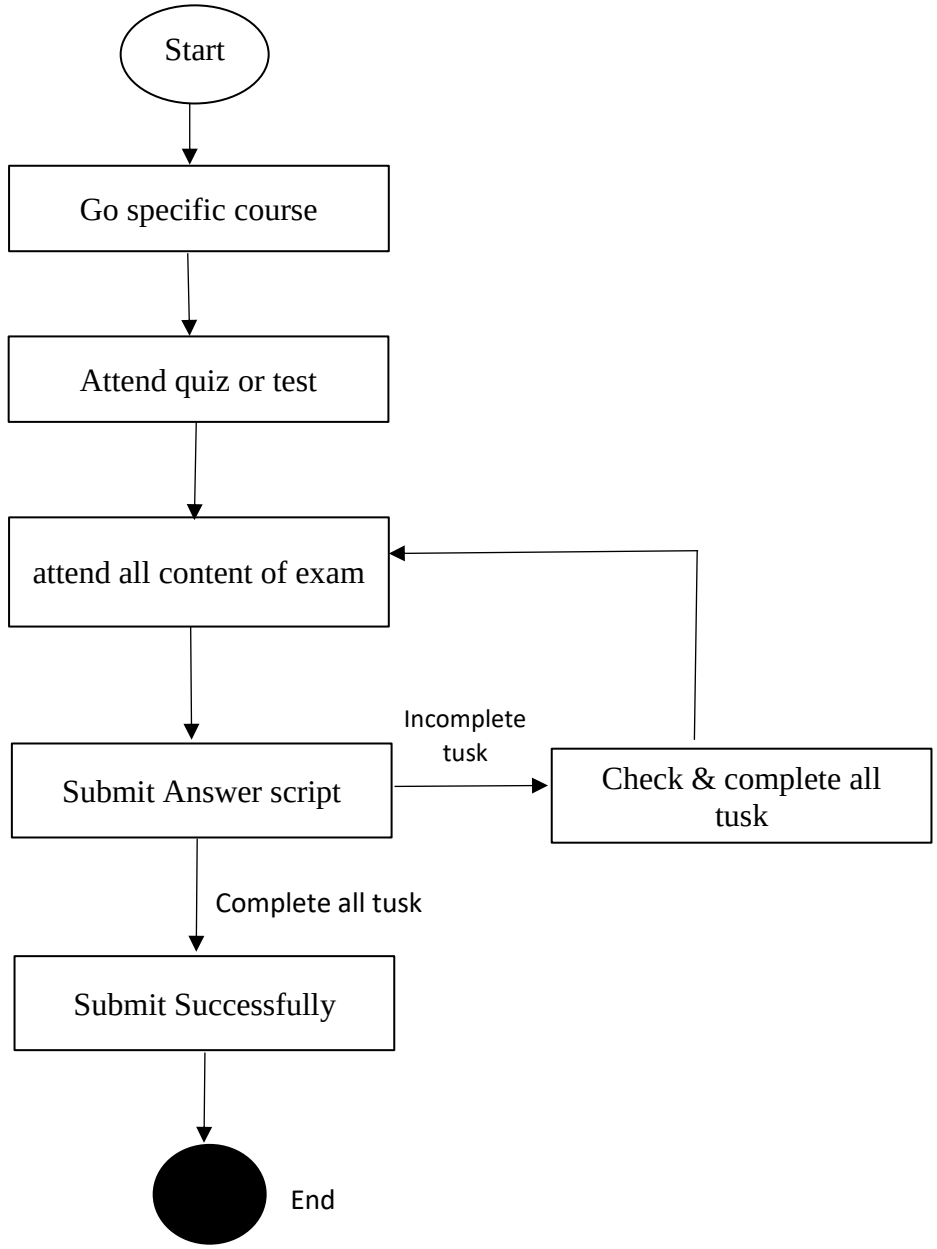


Figure3.3.5: Process flow Diagram of Submit answer script

3.3.6 Process Flow Diagram of Information Control:

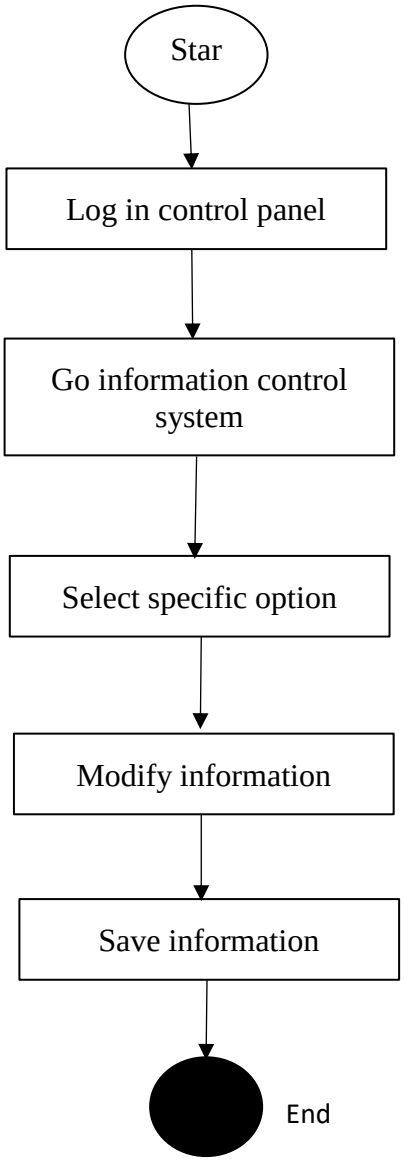


Figure3.3.6: Process flow Diagram of Information control

3.3.7 Process Flow Diagram of Publish result:

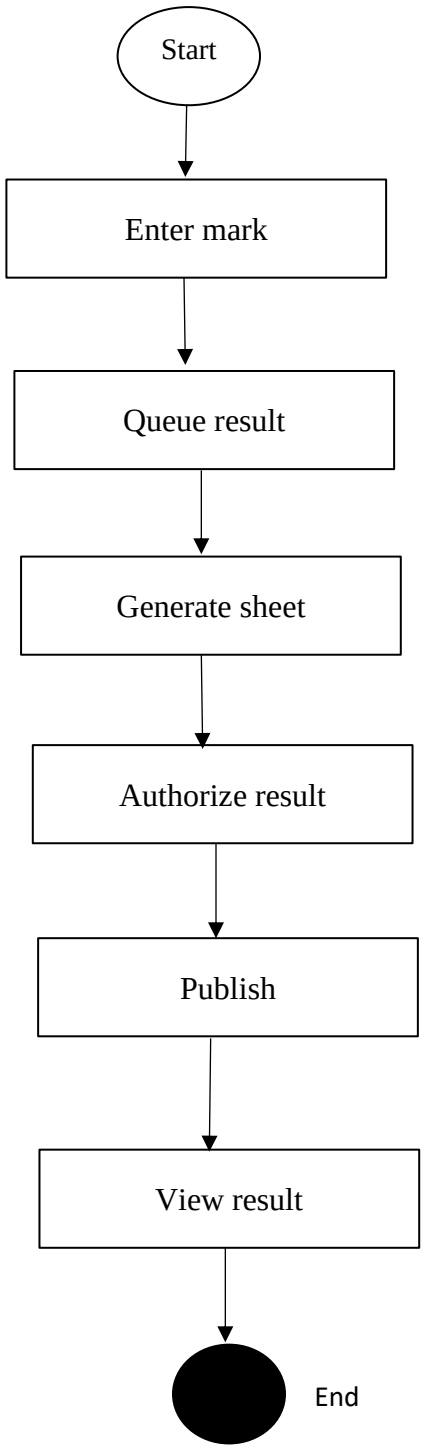


Figure3.3.7: Process Flow Diagram of publish result

3.3.8 Process Flow Diagram of Required Certificate:

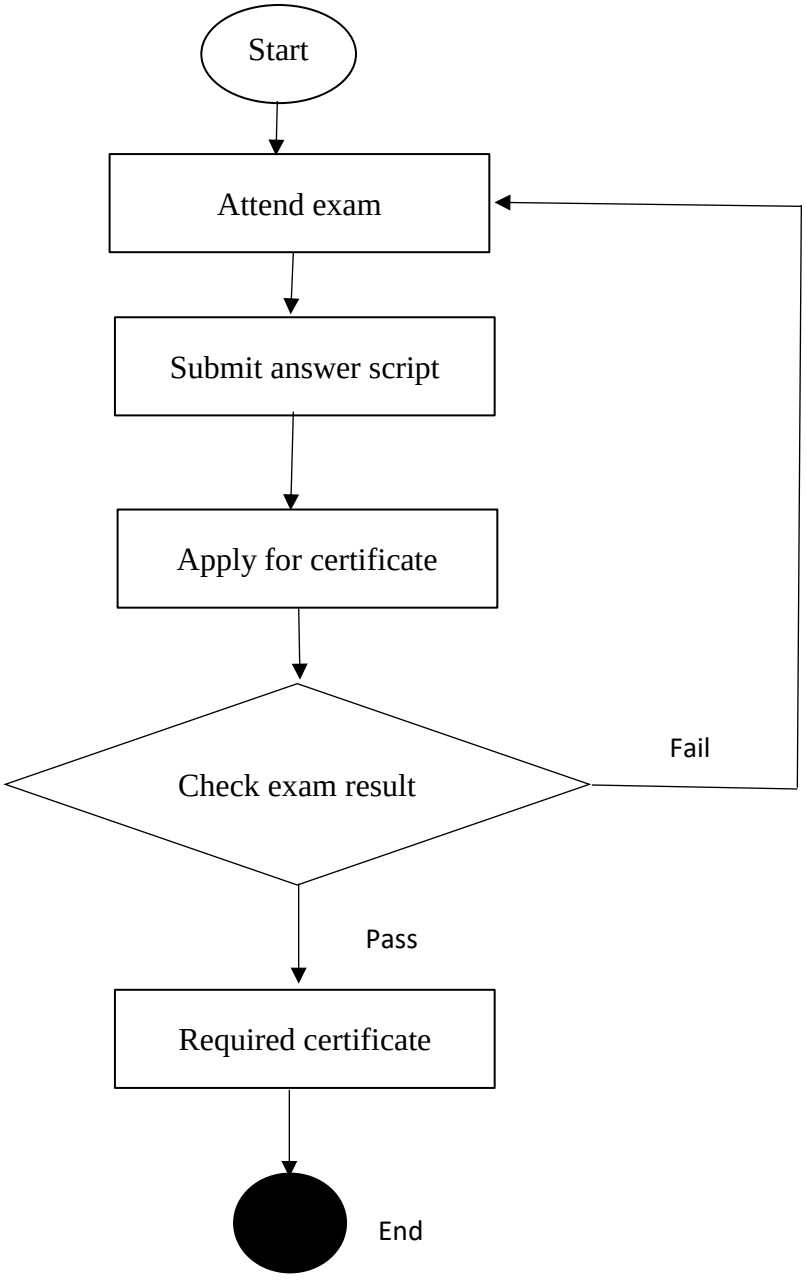


Figure3.3.8: Process Flow Diagram of required certificate

3.4 Message Flow Diagram:

Message Flow Diagram is also an essential UML diagram for web-based software development. Message flow diagrams are a useful tool for describing the process of a software, including working process and the steps it takes to complete a task.

3.4.1 login & access course system

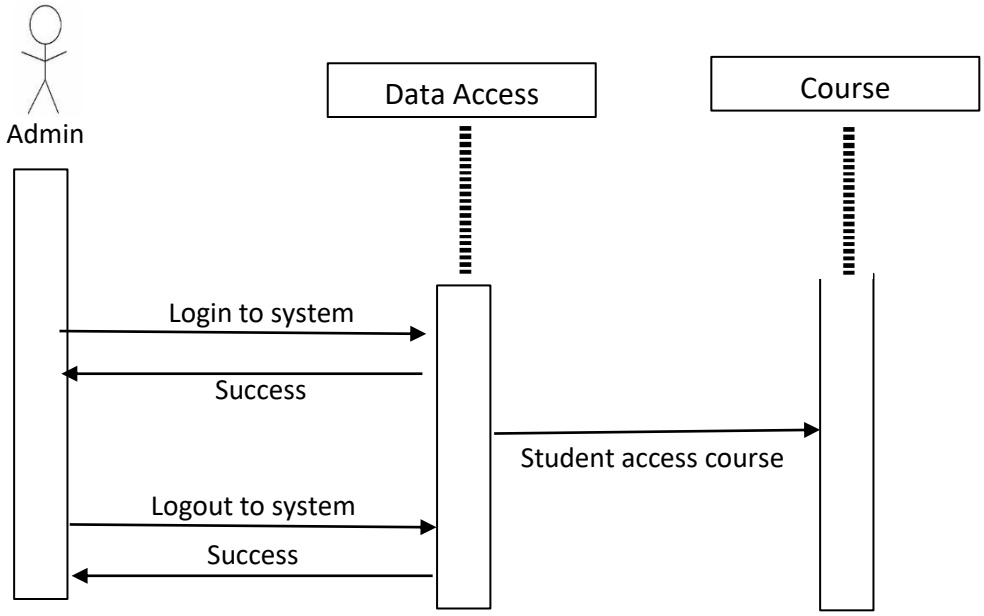


Figure 3.4.1:Message Flow Diagram of Login & access control

3.4.2 View course material

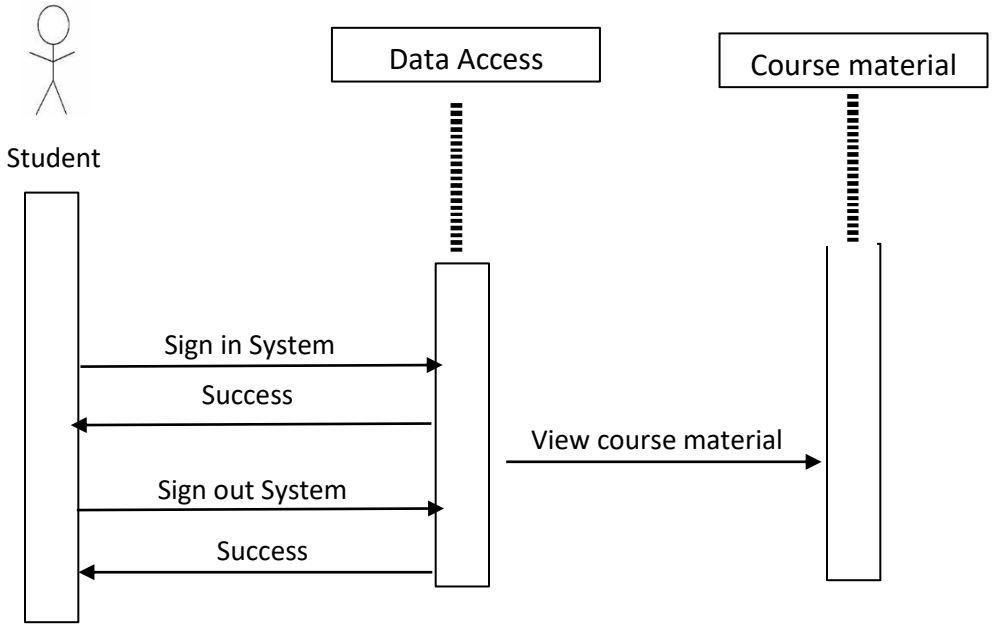


Figure 3.4.2:Message flow diagram of View Course material

3.4.3 Apply course

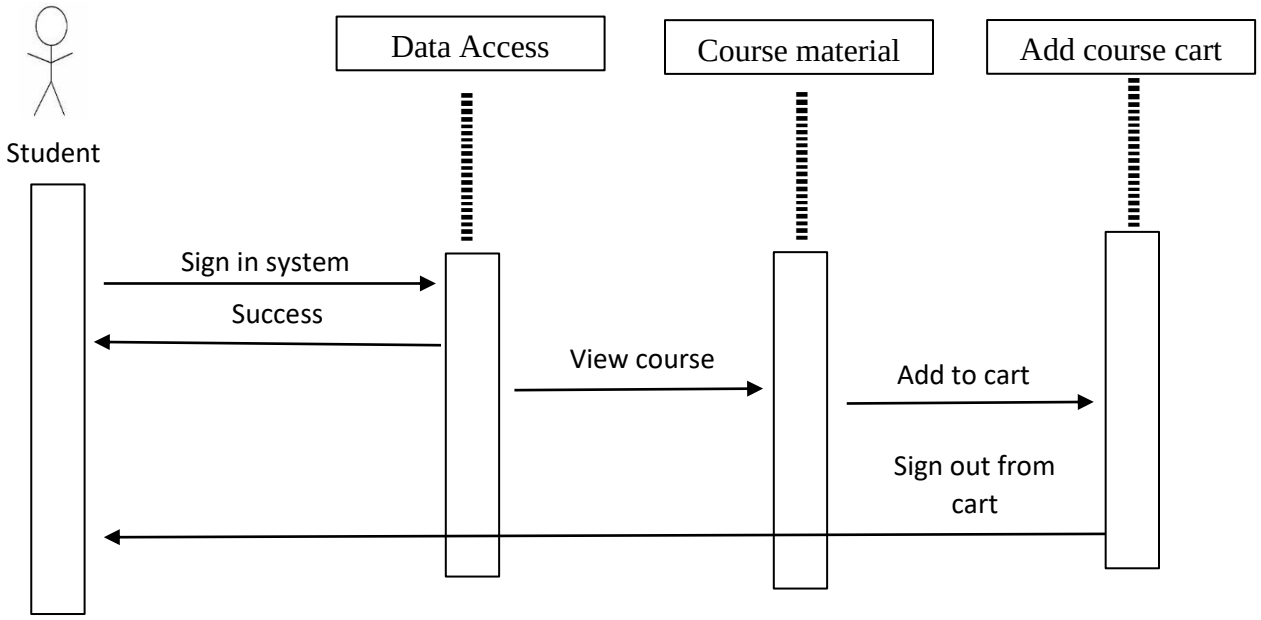


Figure3.4.3: Message Flow diagram of apply course

3.4.4 Create & modify course

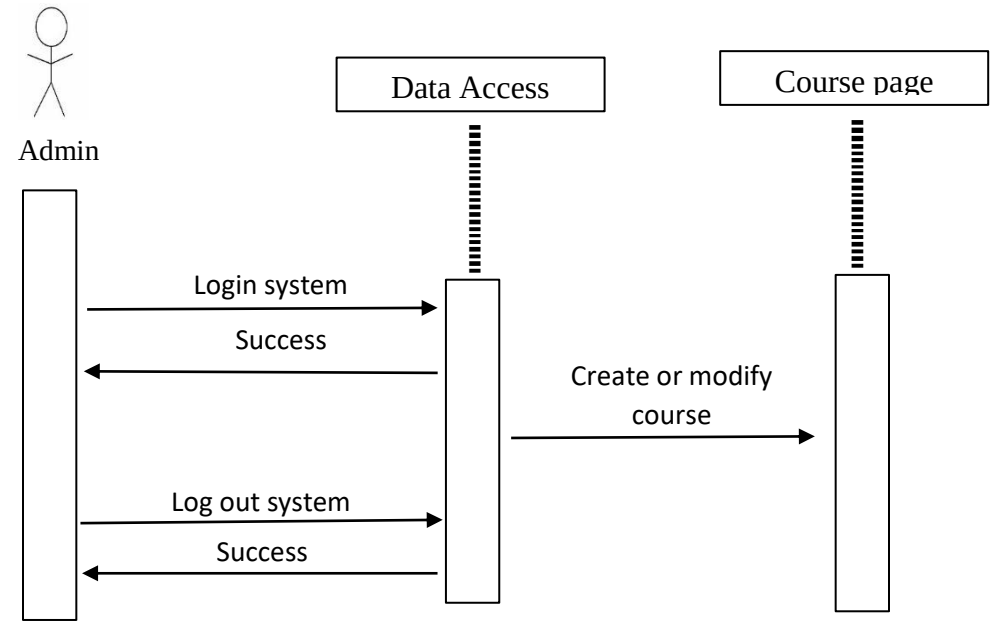


Figure3.4.4: Message flow diagram of create & modify course

3.4.5 Information control

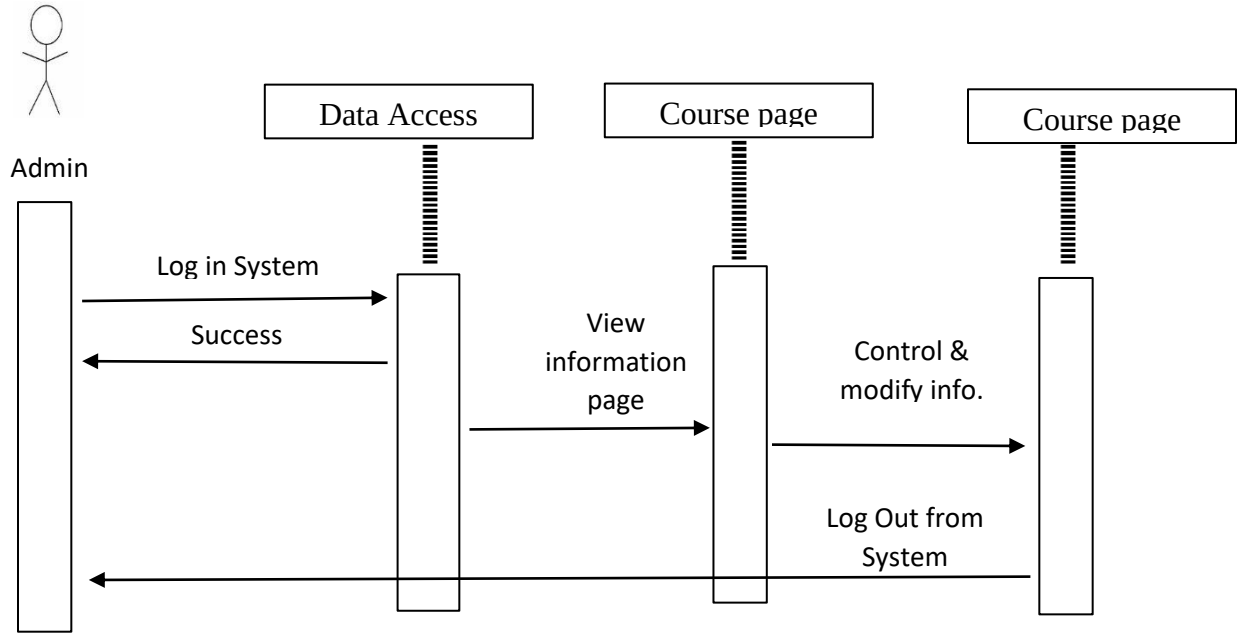


Figure 3.4.5: Message flow Diagram of Information control

3.4.6 Upload mark

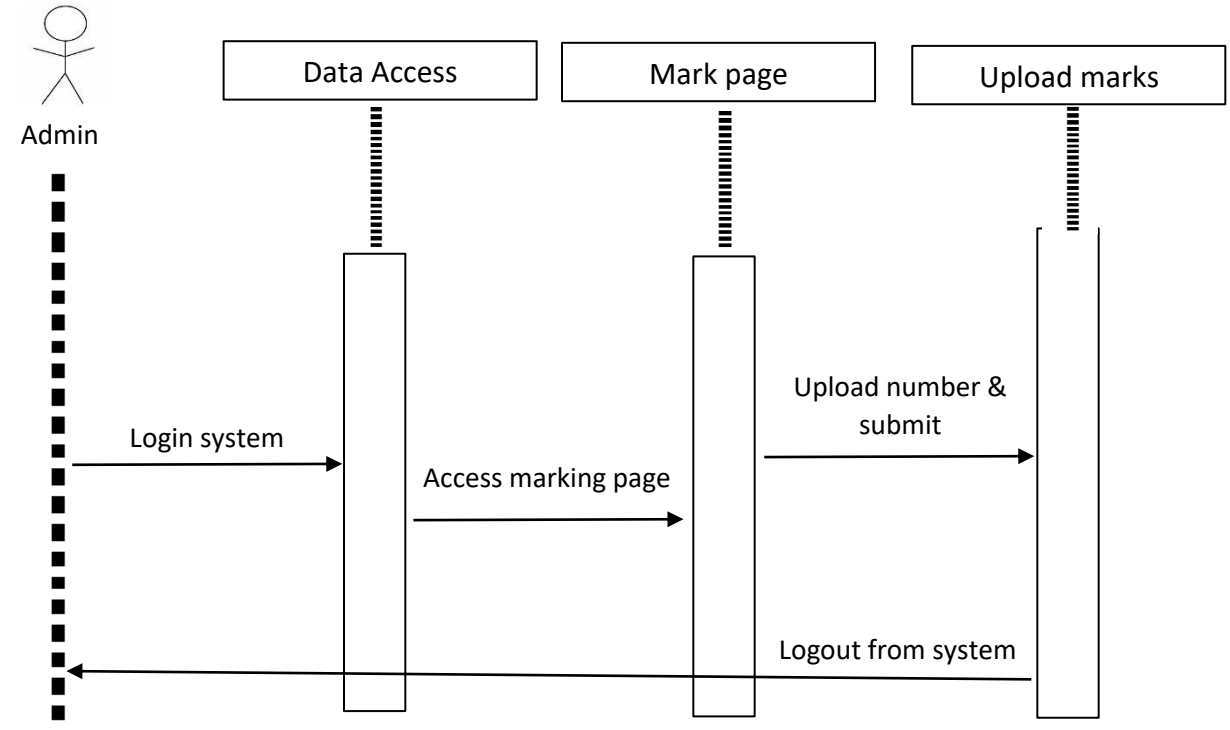


Figure 3.4.5: Message Flow Diagram of Information

3.4.7 Publish result

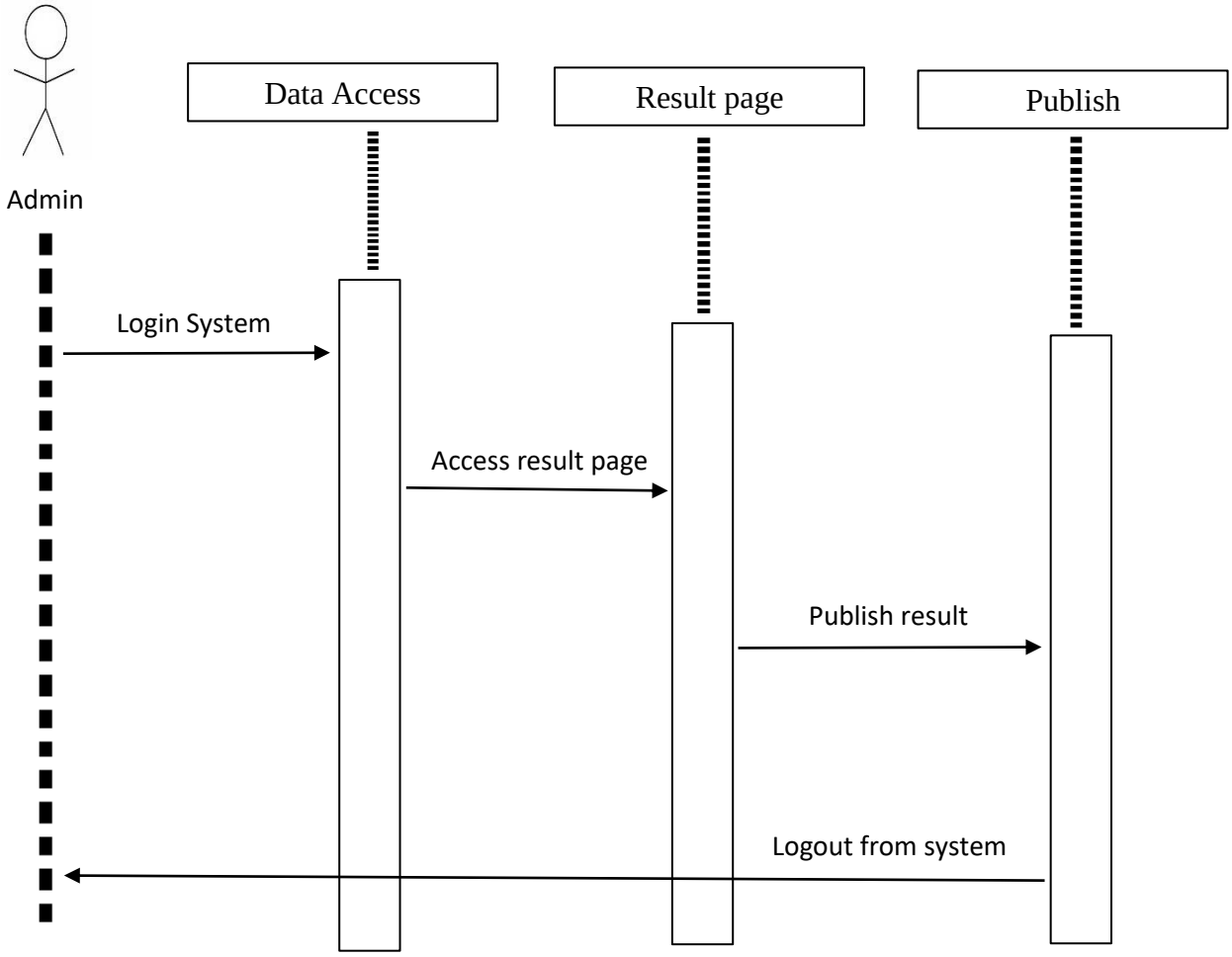


Figure3.4.7: Message Flow Diagram of Publish result

3.4.8 Required certificate

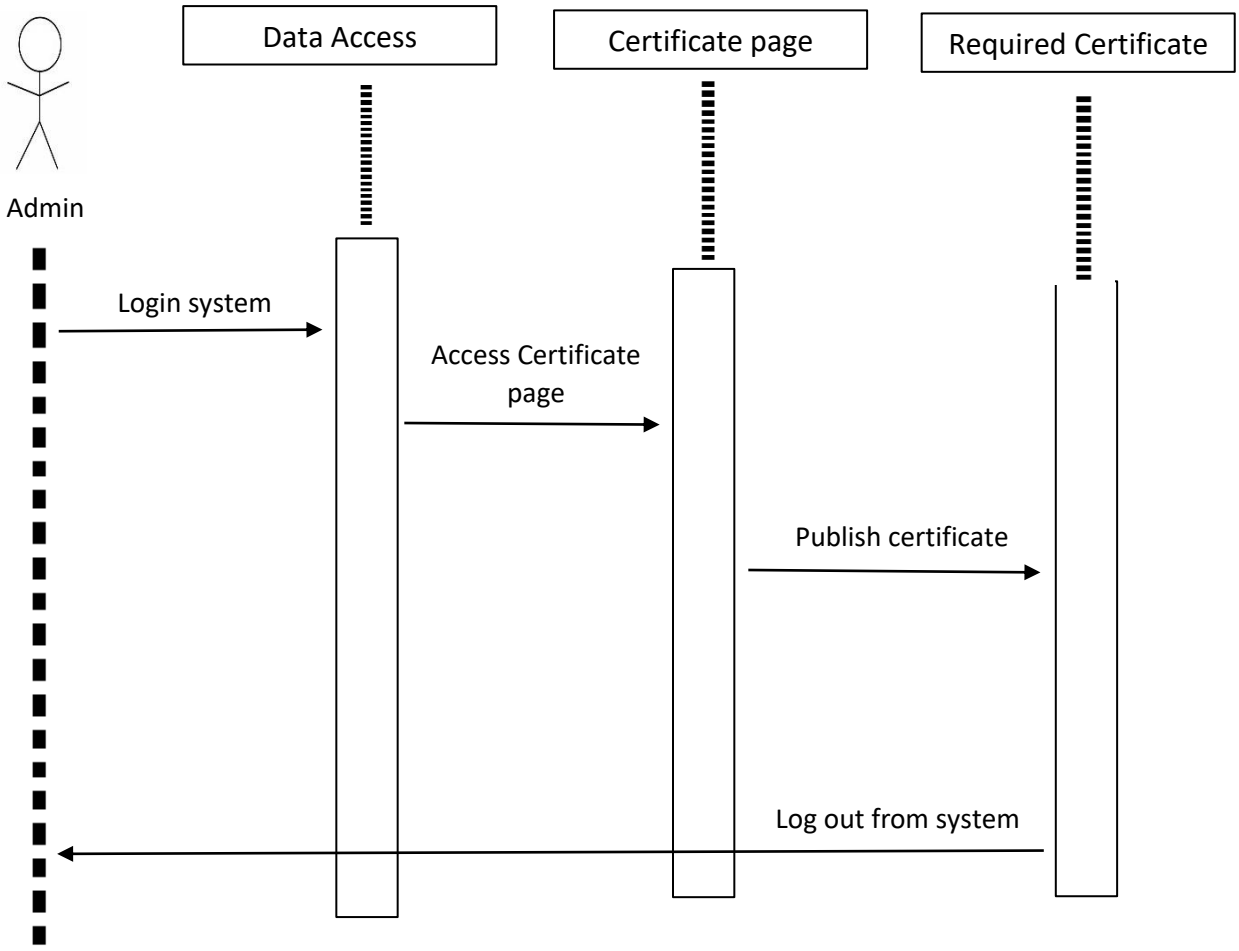


Figure3.4.8: Message flow Diagram of Required Certificate

3.5 Process Flow Diagram

This figure is a process for conveying system requirements in a visual manner and has resulted in a modular design.

Data Flow Diagram figure given below:

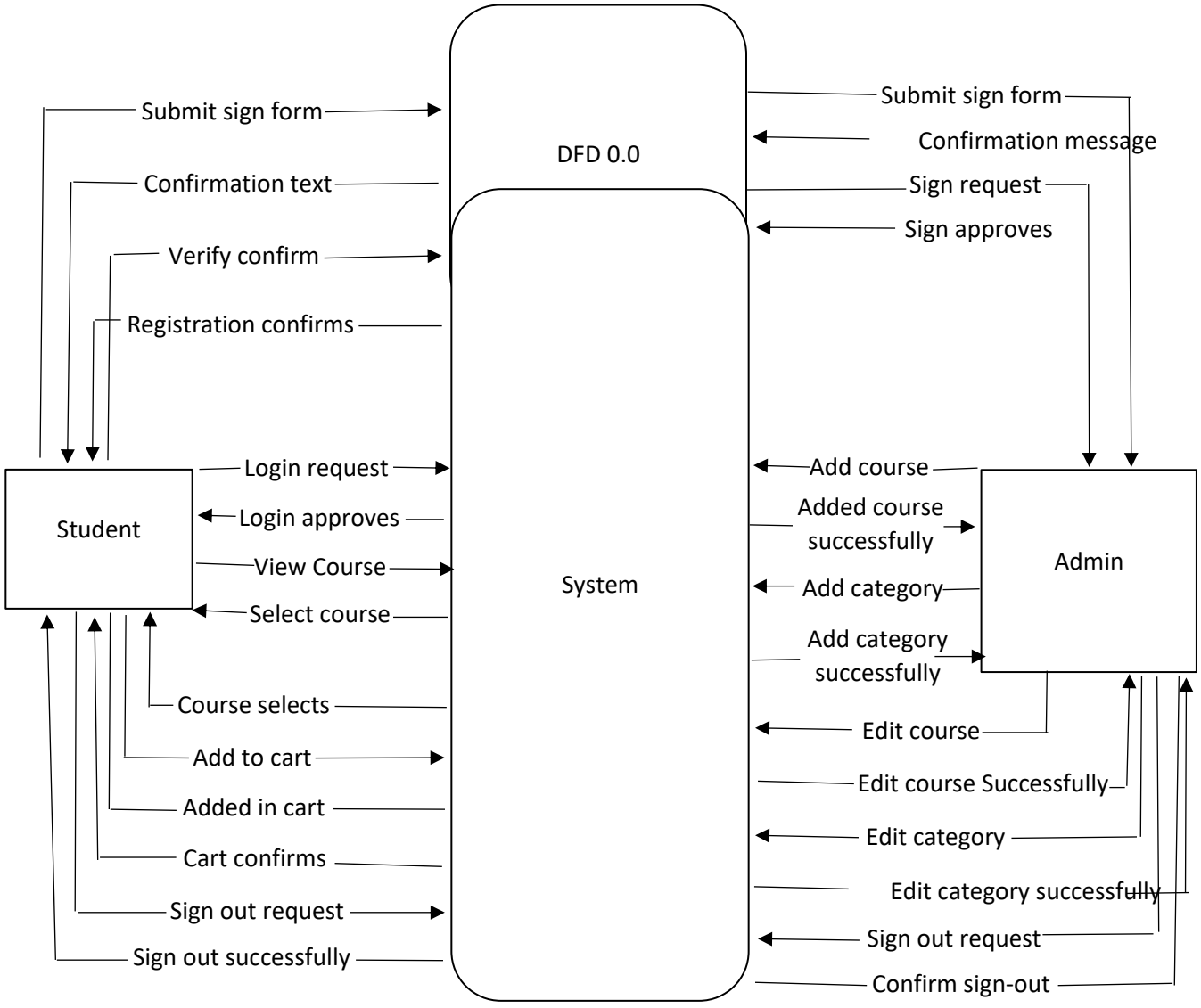


Figure 3.5: DFD Diagram of Esosikkhi.

3.6 Entity relationship Diagram:

ER diagrams depict the connections between every entry data sets which saved in a software data storage. Here every point of verb is a piece of data.

The figure of entity relationship is here:

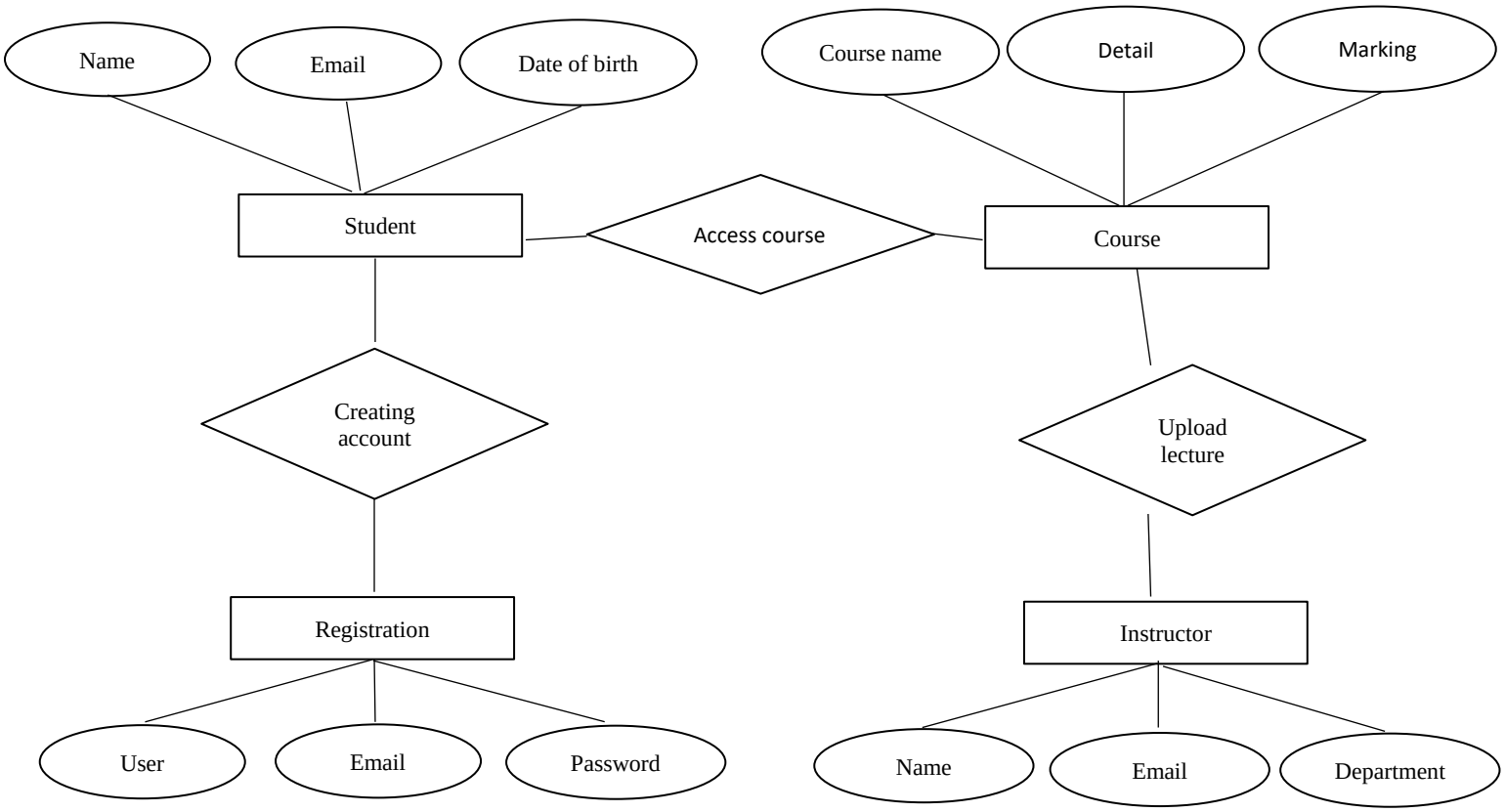


Figure3.6: ER Diagram of esosikkhi

CHAPTER 04
SOFTWARE ARCHITECTURE DOCUMENT

4.1 Role Analysis Cards:

The following tables present a brainstorming tool for designing any kind of system.

Admin:

Duty	Participation
Observing the system's inquiries about regular tasks.	Add, delete, update course material and information.

Table 4.1.1: Admin Duty & Participation

Student:

Duty	Participation
Knowing the process of completing any course.	Sign in, search, registrar any course.

Table 4.1.2: Student Responsibilities and collaboration

4.2 System Development Tools & Technology:

Selecting the right development tools and technology is a crucial and daunting task when developing a system.

Software engineering tools:

- Code Editor: VS Code
- Software Running Server: Xampp hosting server
- Operating System: Windows 8/10/16

Development tools:

Backend language:

- JavaScript (NODE JS)

4.2.1 User Interface Technology:

- JavaScript
- React J S

CHAPTER 05

SOFTWARE TESTING

5.1 Testing Features:

Testing is essential for verifying the working ability of a software. By Checking all aspects of the software, we can guarantee that our software is completely prepared for working correctly.

5.1.1 Testable scope:

We have tested a effective serial of scope.

- management sign in
- Student Sign in
- Add course
- Registration course
- Add to cart

5.1.2 Scope which not to tested:

Test of each face in this software has been completed.

5.2 Verification Strategy:

- We have the master plan for testing our software.
- Grade trail.
- Count trail.

5.2.1 Trail Perspective:

The instrument of a software requires a trail approach, which has two types of techniques.

- **Proactive-** In order to identify and correct errors before the build is created, With this approach, test design starts as soon as possible.
- **Reactive-** Testing is postponed until design and coding are complete in this approach.

5.2.2 Success/Failure Condition:

- A test success if it produces the expected result.
- A test Fail if it produces the unexpected result.

5.2.3 Stop and Resume:

It is easy to use or maintain, with no suspension or resumption issues.

5.3 Checking Condition:

- checking id: Mocha Stream
- Search Engine: Chrome
- Processor: Core I3/ I5

5.4 System Check Procedure Analysis:

We checked our software numerous moments and now we effected on ensuring which it executes correctly.

5.4.1 Admin sign up:

Plot:	Admin Login		ID:		TC01
Specification	Login test case		Urgency:		High
Necessary Conditions:	A valid user account		Resulting Conditions		Not Apply
Operational Steps:					
Count No	Activity	Entry	Awaited Outcome	Main Outcome	Test Result
01	Enter correct Email & password	Email: admin@gmain.com Password: 12345678	Login successful	Login successful	Pass

Table5.4.1: Test procedure for Admin Login

5.4.2 Verifying student:

Plot:	Admin Login		ID:		TC01
Specification	Verify student test case		Urgency:		High
Necessary Conditions:	An Authenticated Admin		Resulting Conditions		Not Apply
Operational Steps:					
Count No	Activity	Entry	Awaited Outcome	Main Outcome	Test Result
01	Enter course info & send admin	Course Name: Database Price:	successful	Update successful	Pass

Table5.4.2: Test procedure for Verifying student

5.4.3 Student Sign in:

Plot:	Admin Login		ID:		TC01
Specification	Sign in test case		Urgency:		High
Necessary Conditions:	A valid username & password		Resulting Conditions:		Not Apply
Operational Steps:					
Count No	Activity	Entry	Awaited Outcome	Main Outcome	Test Result
01	Enter Email & password	User: sourov Pass: 12345678	Sign in successful	Send successful	Pass

Table5.4.3: Test procedure for Student Sign in

5.4.4 presage course:

Plot:	Student buy course		ID:		TC01
Specification	Student buy course		Urgency:		High
Necessary Conditions:	An authentic admin		Resulting Conditions:		Not Apply
Operational Steps:					
Count No	Activity	Entry	Awaited Outcome	Main Outcome	Test Result
01	Submit correct name	Sourov	successful	successful	Pass

Table5.4.4: Test procedure for presage course

CHAPTER 6

SYSTEM PROSPECT INTERFACE

6.1 Landing page:

The project can be easily viewed and all necessary information can be found on this page, which is our system home page. Learner can find their course on landing page. There have different kinds of course info on the landing view.

6.1.1 Landing page:

Figure 6.1.1: Landing page

6.1.2 Course:

Figure 6.1.2: Course page

6.1.3 Dashboard:

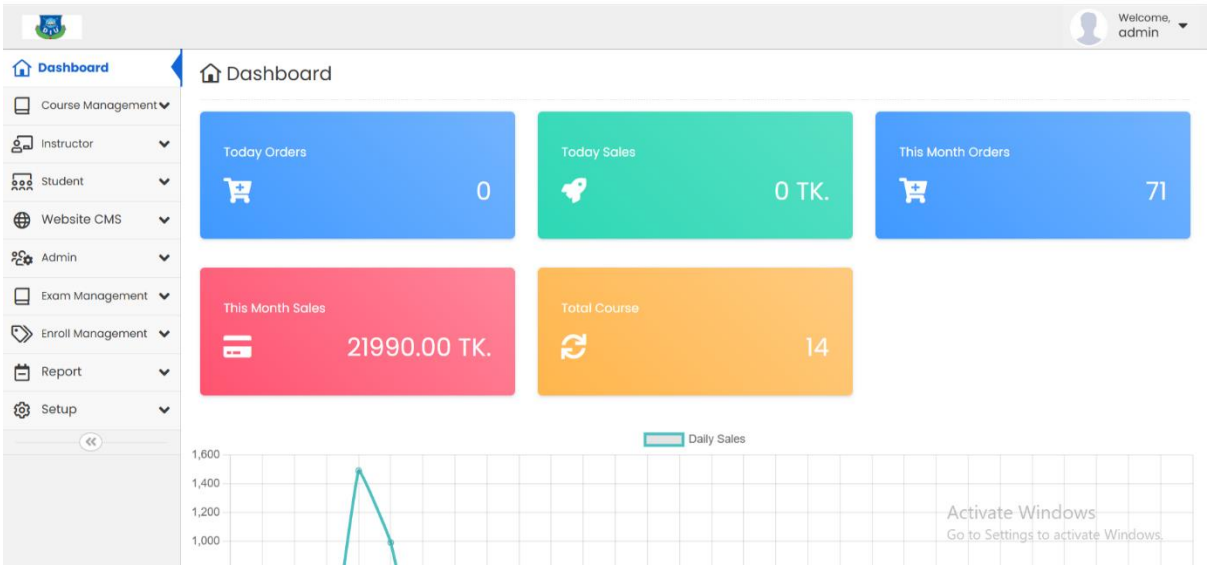


Figure 6.1.3: Dashboard

6.1.4 Log in:

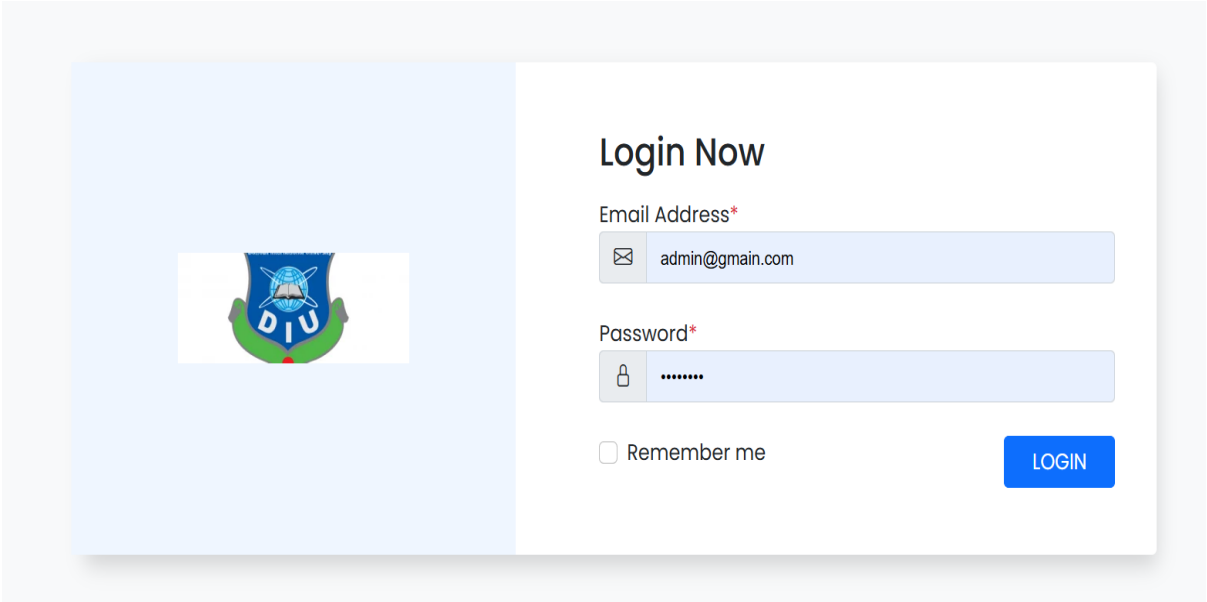


Figure 6.1.4: Sign in page

6.1.5 Admin create course:

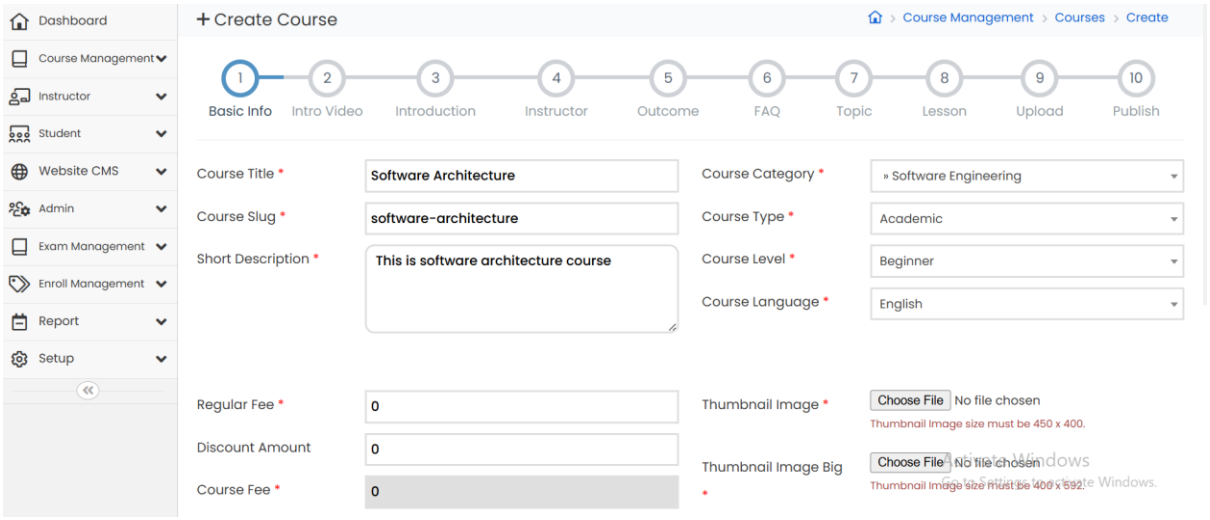


Figure 6.1.5: Admin Course create

6.1.6 Admin create category:

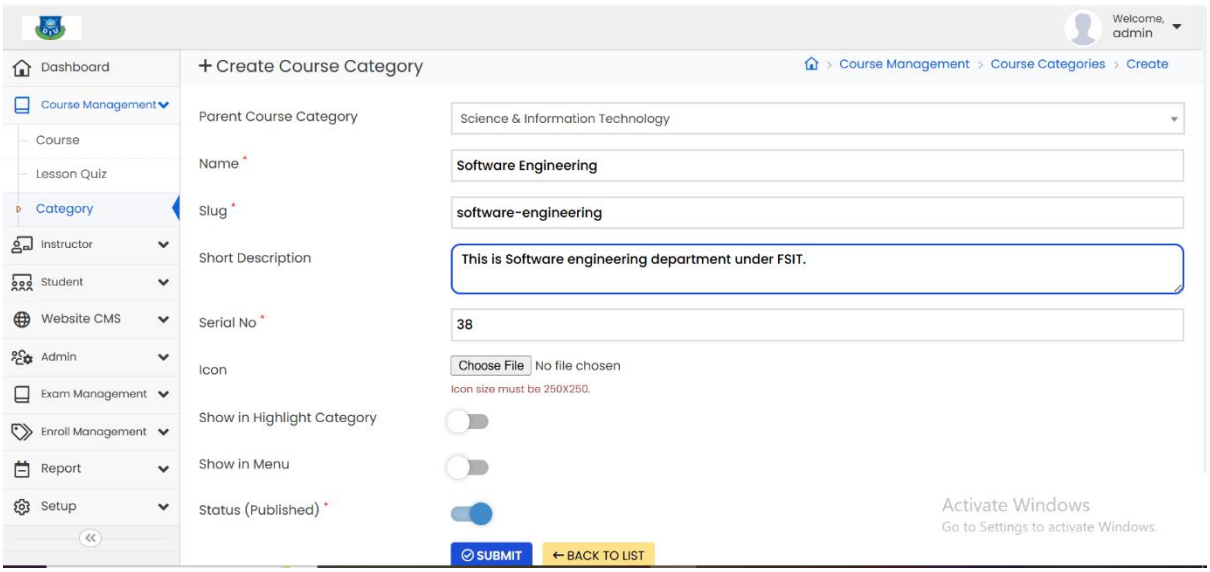


Figure 6.1.6: Admin category create

6.1.7 Student information:

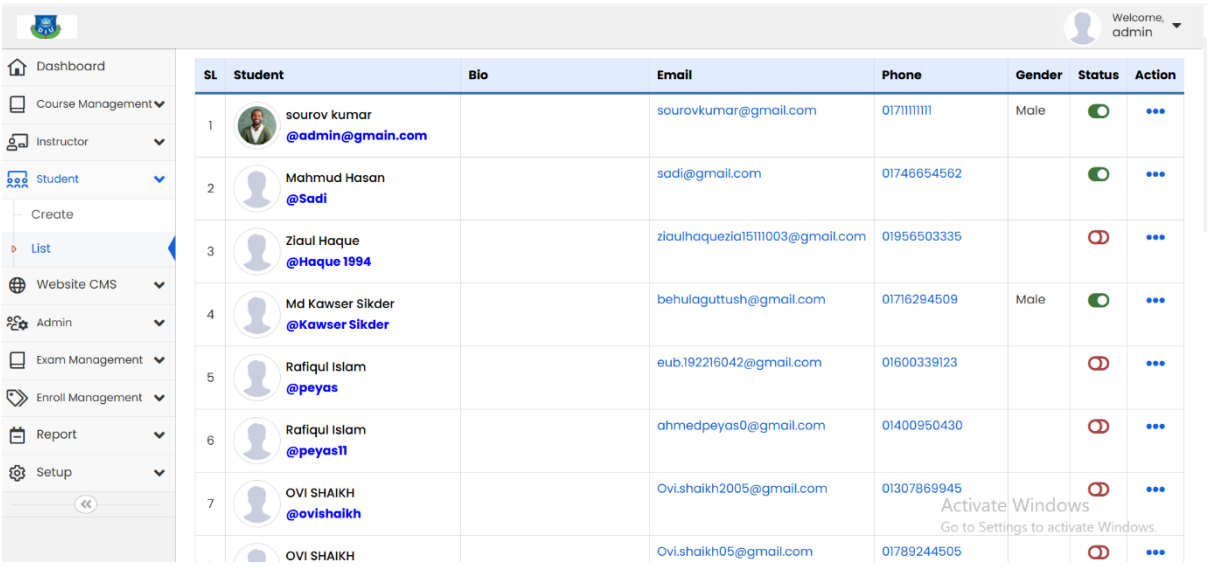


Figure 6.1.7: Student Information

6.1.8 About control:

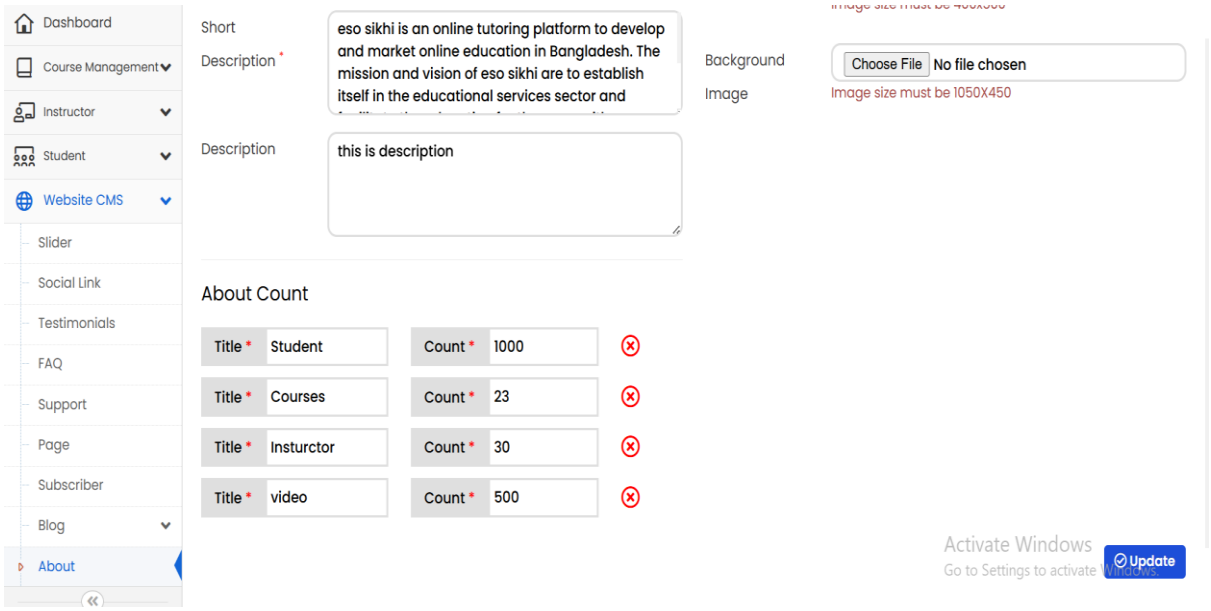


Figure 6.1.8: About System

6.1.9 Student join course:

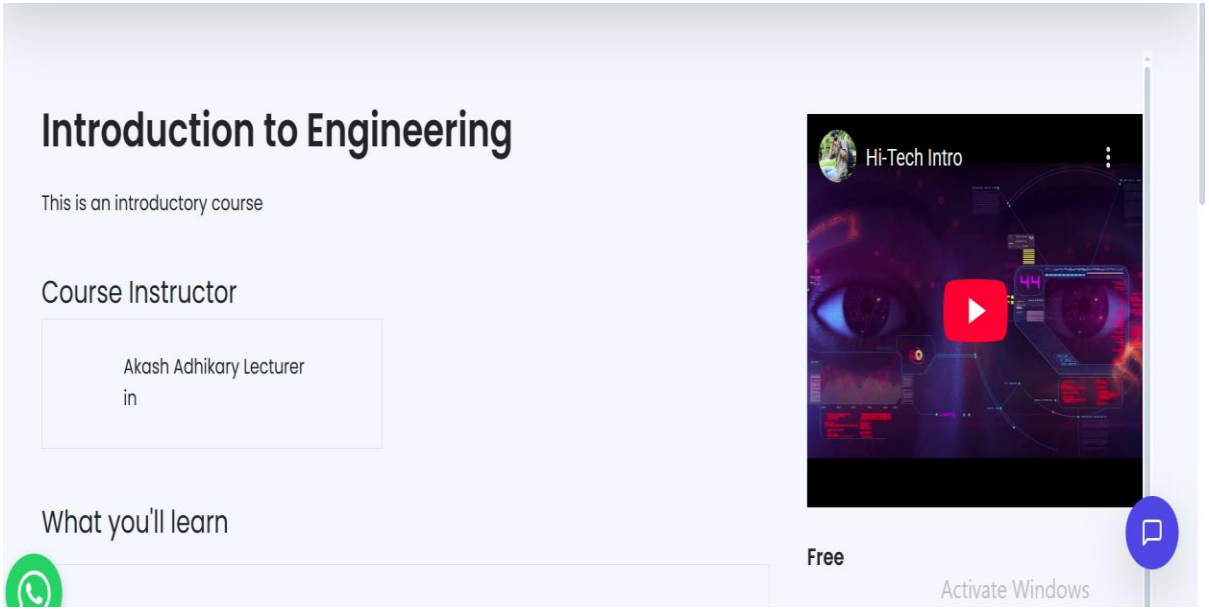


Figure 6.1.9: Student join course

6.1.10 Chatbot:

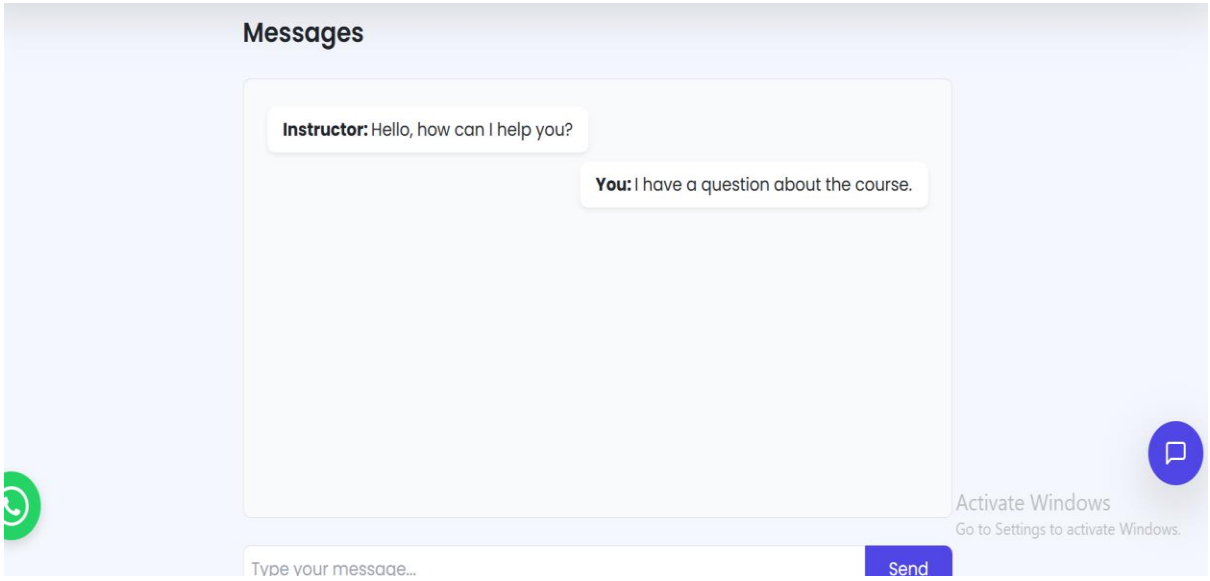


Figure 6.1.10: Chatbot

CHAPTER 07

PROJECT SUMMARY

7.1 Critical Evolution:

I found it challenging to handle requirement engineering and the use of new technology in this project.

7.2 Software Restriction:

Every software has certain restriction because it cannot design for all sector or worldwide. Like that our software has also some limitation which we give here.

Only Bangladeshi student/ learner can understand the rules, and regulations, because we develop it for Bangladeshi environment. Our software only for who want to complete a targeted course on online.

7.3 Obstacles & System Achievements:

I must take on the challenge of thinking or doing something new because I am confronted with obstacles that hinder my ability to do so. I feel accomplished when I complete something new and overcome obstacles.

7.4 Future Scope of the project:

I try my best to make an user friendly system for my learner user. Near future, I will try to join other feathers on the system. I produced a significant project and made it available worldwide. A special money submitted option can be added in next version.

7.5 Discussion and Conclusion of the project:

To maintain security in an area, the system controller must have knowledge about the software. The objective of our application keep track of personal details, which will necessitate a considerable amount of work from both the administrator and the customer. In the era of computer mechanism and software development maintain information is old process. This system is an easy way for people to use their devices to provide personal information and save time.

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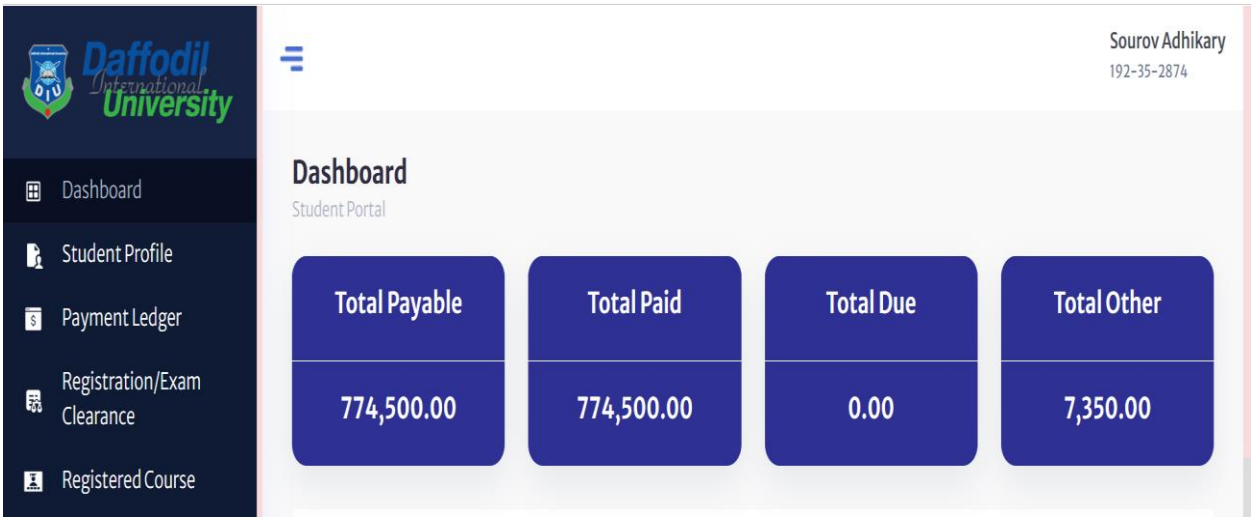
ACCOUNT CLEARENCE



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