Work Distribution and Tracking System

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This Report Presented in Partial Fulfillment of the Requirements for the Degree of Bachelor of Software Engineering.

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ABSTRACT

Now a days you will notice that many people are not able to remember their tasks so the advantage of this application is remind their tasks to user and give the track report about their project/task. This application gives the capability to distribute the work among the user for the particular project purpose of good, efficient and effective work. It provides best team Productivity, decreases expenses and increases profits, and facilitates team communication. It is easy to work with this application.

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Chapter 1: Introduction

1.1 Project overview

This project is about Work Distribution and Tracking **system**. The main focus of the project is to find out the limitation of the current work distribution tracking system in an organization. Work Tracking system "adapt" to the users tasks, project status update and new tasks entry to recoverexactness. A structure that has had time enough to adjust to aseparate project tasks. The following can familiarize to the users tasks and various subtasks of plans. First, it can regularlyfamiliarize the codebook courses used to compute the audio feature number. Second, it can familiarize the prospect that a feature number will perform.

1.2 Project Purpose

The persistence of the document is to gather and evaluate all mixedthoughts that have come up to describe the system, its supplies with admiration to this system associates. Similarly, we shall forecast and sort out how we confidence this system will be cast-off in instruction to gain a better thoughtful of the project, summarythoughts that may be industrialized later, and file ideas that are being careful, but may be castoff as the system grows.

In short, the determination of this SRS transcript is to deliver a full overview of our software product, its limits and goals. This paperdefines the system and its companion's members and its user boundary, hardware and software necessities. It describes how admin, team leader team member, see the system and its functionality. However, it helps any designer and developer to contribution in software distributiondevelopment (SDLC) procedures.

1.2.1 Objective

- An effective and efficient system, include principal of "Getting Things Done"
- Highly configured workflow
- Increase Company's productivities
- Can be deployed in-house or through cloud

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1.2.3 Project Goals

- In the world of globalization, performing task is being the backbone of industries. Every companies competing among them with Existing technologies to save their time and paper work.
- Improves Team Productivity
- Decreases Expenses and Increases Profits
- Facilitates Team Communication

1.3 Stakeholders

According to the Project Management Institute (PMI), the project **stakeholder** refers to, "an individual, group, or organization, who may affect, be affected by, or perceive itself to be affected by a decision, activity, or outcome of a project". Stakeholders of this project are admin, team leader and team member which is involve in our project system.

1.4 Glossary

This subgroup contains explanations of all the terms, abbreviations, and contractions used in the paper. Rapports and perceptions from the submissionprovince are clear.

- DIU – Daffodil International University
- SRS – System Requirement Specification
- SDLC – Software Development Life Cycle
- UI – User Interface

Chapter 2: Software Requirement Specification

2.1 Functional Requirement

The Functional Requirements Specification is planned to be recite by a overallspectators. Students should comprehend the system, but no specific technical informationmust be obligatory to comprehend the paper.

FR-01	**Login system**
Description	Everybody must have a login option. Admin, team leader, team

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	member need to login first to access this system
Stakeholders	Admin, team leader, team member

FR-02	**Member Information**
Description	This module helps admin to register of work distribution and tracking system members. Admin is able to maintain all the information of register of work distribution and tracking system members
Stakeholders	Admin

FR-03	**Update System Details**
Description	This module helps admin to update team leader and team member information. Team leader can also update some important information and store these details in database.
Stakeholders	Admin, team leader

FR-04	**Create project or task option**
Description	This module helps admin to create project or task for team leader or team member. Team leader also can create project or task for team member
Stakeholders	Admin, team leader

FR-05	**Assign project or task option**

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Description	This module helps admin to assign project or task for team leader or team member. Team leader also can assign project or task for team member.
Stakeholders	Admin, team leader

FR-06	**Update/delete project or task option**
Description	This module helps admin to delete/update a task. Team leader also can delete/update task.
Stakeholders	Admin, team leader

FR-07	**Transfer project or task option**
Description	This module helps admin to transfer project or task to team leader, team leader also can transfer project or task to team member.
Stakeholders	Admin, team leader

FR-08	**View project or task and position**
Description	This module helps admin to view all project or task process position. Team leader can view their assign project or task process position and team member can view only their assign task position.
Stakeholders	Admin, team leader, team member

FR-09	**Add/delete/modify team leader or team member**

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Description	This module helps admin to add member in this system, only admin can add member in this system, team leader can add/delete/modify team member to their project.
Stakeholders	Admin, team leader

FR-10	**Approve project or task option**
Description	This module helps admin to approve project or task. Team leader also can approve project or task.
Stakeholders	Admin, team leader

2.2 Performance Requirements

A prerequisite that stipulates a presentationtypical that a system or organization or system constituentnecessityown for example speed, correctness, incidence.

2.2.1 Speed and Latency Requirements

The scheme is obligatory a fair quantity of speed particularly while glancing the scheme.

PR-01	The Landing page will response within a second
Description	While the user's browsing the system the landing page will show within a second. It also depends on user's internet connection.
Stakeholders	Admin, Team leader and Team member

2.2.3 Capacity Requirements

The construction is talented to attain all the info of accepted out academics.

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PR-02	Initially the system will store minimum 20,000 employees and their information
Description	The information of admin, team leader and team member will be stored in database.
Stakeholders	admin, team leader and team member

2.3 Dependability Requirements

The suppleness of current outlinesinspire system designers to allow reconfiguration devices that change the obtainable, safe assets to provision the most unsafefacilities rather than over-provisioning to shape failure-proof scheme. So, these provisions are basics.

2.3.1 Reliability and Availability

In instruction to provision global and flatprocesses the scheme must be obtainableabout the clock. On the additional hand most facilities in this system are not mission-critical.

DR-01	The system must be available 24x7
Description	▪ The arrangement must be available 24 hours in a day ▪ The arrangement must be efficientfrequently ▪ The arrangement must give the informfrequently for any plan or task
Stakeholders	admin, team leader and team member

2.3.2 Robustness and Fault Tolerance Requirements

The preparation will closely ensure 0% passion in any lonelyslight error and don't give any improperswitch.

DR-02	The system handles over access and system errors
Description	Sometimes multiple users can over access to this system. The system can handle multiple user access
Description	N/A

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2.3.3 Safety Critical Requirements

Here are no exact safety unsafesupplies .Since there is no likely loss, injury, or harm that could result from the use of the creation. If any problematic occurs then protections or actions that must be occupied, as well as movements that need be avert.

2.4 Maintainability and Supportability

Supportability is the grade to which system design physiognomies and deliberate logistics capitals meet system supplies. Supportability is the competence of a total organization design to support procedures and willingness needs through the life-cycle of a scheme at an reasonable cost.

2.4.1 Maintenance Requirements

MS-01	The system helps to update any information in any time
Description	The admin and team member can post any notice and can enable to change or update any information in any situation if they need.
Stakeholders	Admin and team leader

2.4.2 Supportability Requirements

In order to comprehend the scheme's behavior on a mechanical support required by the system operator. The reason for reading them might be

- System fault has occurred and the schemeoperative has to find the careful point of time when this occurred
- Preparationharvestsincorrect results and the inventers must be able to replicate the data flow through the system
- Hacker tried to inaugural the system's safetydevices and the schemeworker must understand what he did

2.5 Security Requirements

Here are no admittancenecessities beside those that have been delineated in the below:

- The software must authenticate all user contribution to safeguard it does not exceed the size specified for that type of input
- The waiter must validate every request retrieving the limited Web pages

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- After authenticating the browser, the server must determine whether that browser is official to access the demandedlimited Web pages
- The scheme must have safety controls to defend against denial-of-service attacks
- The scheme must encode sensitive data conveyed over the Internet amid the server and the browser

To get admission to this system or a exact module the system must provide a central confirmation mechanism. In order to stop anyone to feat stolen all users PIN must be encrypted in hash procedure.

2.5.1 Access Requirements

To get admission to the system, the scheme provides approval/verification way. This scheme uses various units.

SR-01	The system provides security strategies.
Description	The system is designed in way that allows all modules to access a mechanism that provides security services.
Stakeholders	Admin, team leader, team member

2.5.2 Integrity Requirements

To defendidentifications of user after being stolen, all PINs are stowed in encrypted form. The Supplies significantly decreases the value of stolen user identifications, it's not easy to decrypt the password.

2.5.3 Privacy Requirements

The preparation provides a guard of the database in the waitperson. Though, the preparation will have to augmentation this level of defense because of the particular data mode offered on the scheme& the larger unit of people that will be eating access to it complete the system's login. The user's discretion will be decided by the incompleteadmission that the log in process is successful to stretch to the file.

SR-02	All data will be protected
Description	The main requirement in the context is the team leader and team member data for analysis.
Stakeholders	Admin, team leader, team member

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2.6 Usability and Human Integrity Requirements

These Provisionsdescribe how to meet the physical and reasoningwants of the proposed users of your website or appeal.

2.6.1 Ease of Use Requirements

The scheme is easy to usage and containereffortlessly be comprehensible.

UH-01	The system must be usable for admin, team leader and team member.
Description	The scheme indicates the numerouspotentials that the admin, team leaders and sidememberships has to go on in using the system. Admin and team leader are allowable to unfasten any of the process.
Stakeholders	admin, team leaders and team members

2.6.2 Understand-ability and Politeness Requirements

This unit describes extrasupplies of work delivery and nextscheme to add extratopographies in future –

UH-02	The features of work distribution and tracking System
Description	The construction is more jobwise ease of use additional added features .The arrangement is understand-ability for both user. The scheme will not use any retro that is not specified in this arrangement
Stakeholders	Admin

2.6.3 Accessibility Requirements

Here are no entréenecessities beside persons that have been drew in the below:

AR-1: Log in as a admin

AR-2: Log out as a admin

AR-3: Log in as a team leader

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AR-4: Log out as a team leader

AR-5: Log in as a team member

AR-6: Log out as a team member

To get admission to this scheme or a specific unit the system must provide a central verification mechanism. In instruction to prevent anybody to feat stolen all users PIN must be encoded in hash procedure.

2.6.4 User Documentation

UH-03	The system developer documentation
Description	To grow this scheme we have specified obligation of user certification. The teams are complicated to this project documentation.
Stakeholders	System Developer

2.7 Look and Feel Requirements

The appearance and feel supplies describe the envisionedsoul, the mood, or the style of the creation'sarrival. These supplies specify the meaning of the arrival, and are not a detailed project of an interface.

2.7.1 Appearance Requirements

It must be clear to the management and users of this scheme which fields essential to be filled and which can be left outright in this arrangement.

LF-01	Tags of obligatory fields must be brave
Description	Tags of compulsory fields must be bold to categorize them as being of compulsory.
Stakeholders	Admin and users of this system

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2.7.2 Style Requirements

We will deliver a web foundedoperator interface. This obligation does not only define the requirement to use a css but though the necessitiesregarding the css's content as well as css outline like bootstrap.

LF-02	The look and feel must be controllable using style sheet.
Description	The fashioning of the rudiments of the web founded user border will be clear using css, JS and bootstrap.

2.8 Operational and Environmental Requirements

This supplies focus on how the operators will function the system, counting interfaces and interoperability by other schemes. The suppliesfound how well and under what circumstances the scheme must do.

2.9 Legal Requirements

These suppliesreflect any violence of rules and rule and which rules should be shadowed to uphold this scheme.

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Chapter 3: System Analysis

3.1 Use Case Diagram

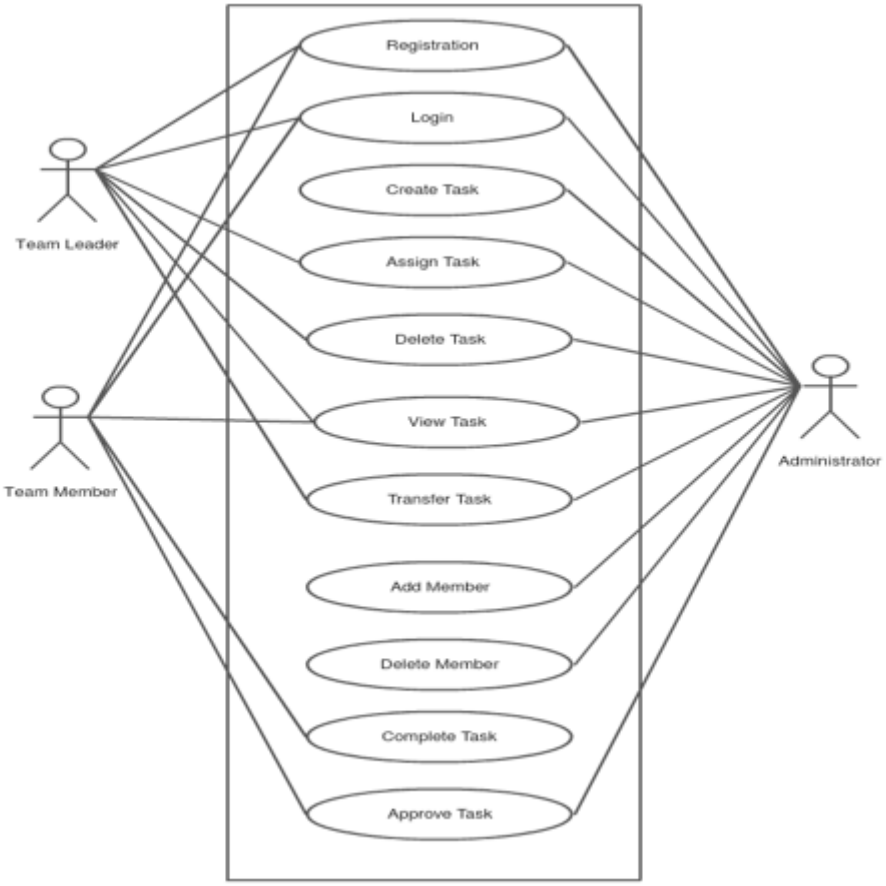

Figure 3.1: Use Case Diagram of Work Distribution and tracking System

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3.2 Use Case Description (Brief)

There are three types of users in this system. Admin team leader and team member, and one of the third type of user in this system, the administrator, who is able to initially setup the system, modify this system and set their authorization level.

Admin: This type of users one of the main users of this system, this type of users have high authorization level in this system, they can add/delete/modify team leaders or team members. They can assign or transfer project or task to the team leader or team member. All this system admin must have to login into their own account.

Team Leader: This type of users are also the main users of this system, this type of users have the second high authorization level in this system, they can add/delete/modify team member, they can assign or transfer task to the team member.

Team Member: This type of users are the general users in this system, This type of users have low authorization level, They can view assign project or task and can send complete project or task for approval.

3.3 Activity Diagram

Activity diagram is another imperative diagram in UML to label the dynamic features of the system.

Activity diagram is essentially a flowchart to signify the flow from one action to another activity. The action can be labelled as an process of the system.

The switch flow is haggard from one process to another. This movement can be consecutive, branched, or simultaneous. Activity drawings deal with all type of flow switch by using different rudiments such as divide, join, etc.

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3.3.1 Admin Activity

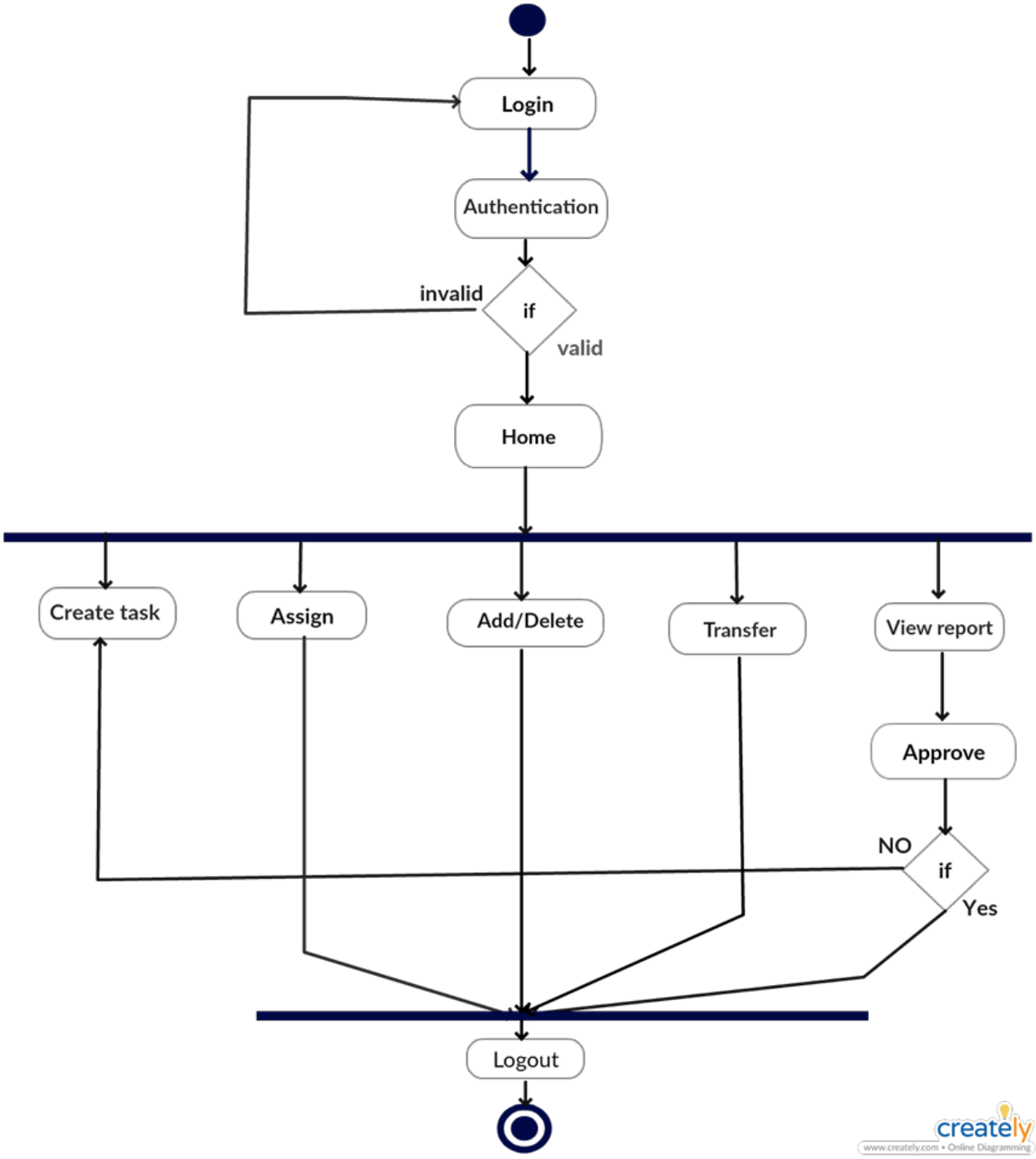

Figure 3.2: Activity diagram for admin

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3.3.2 Team Leader Activity

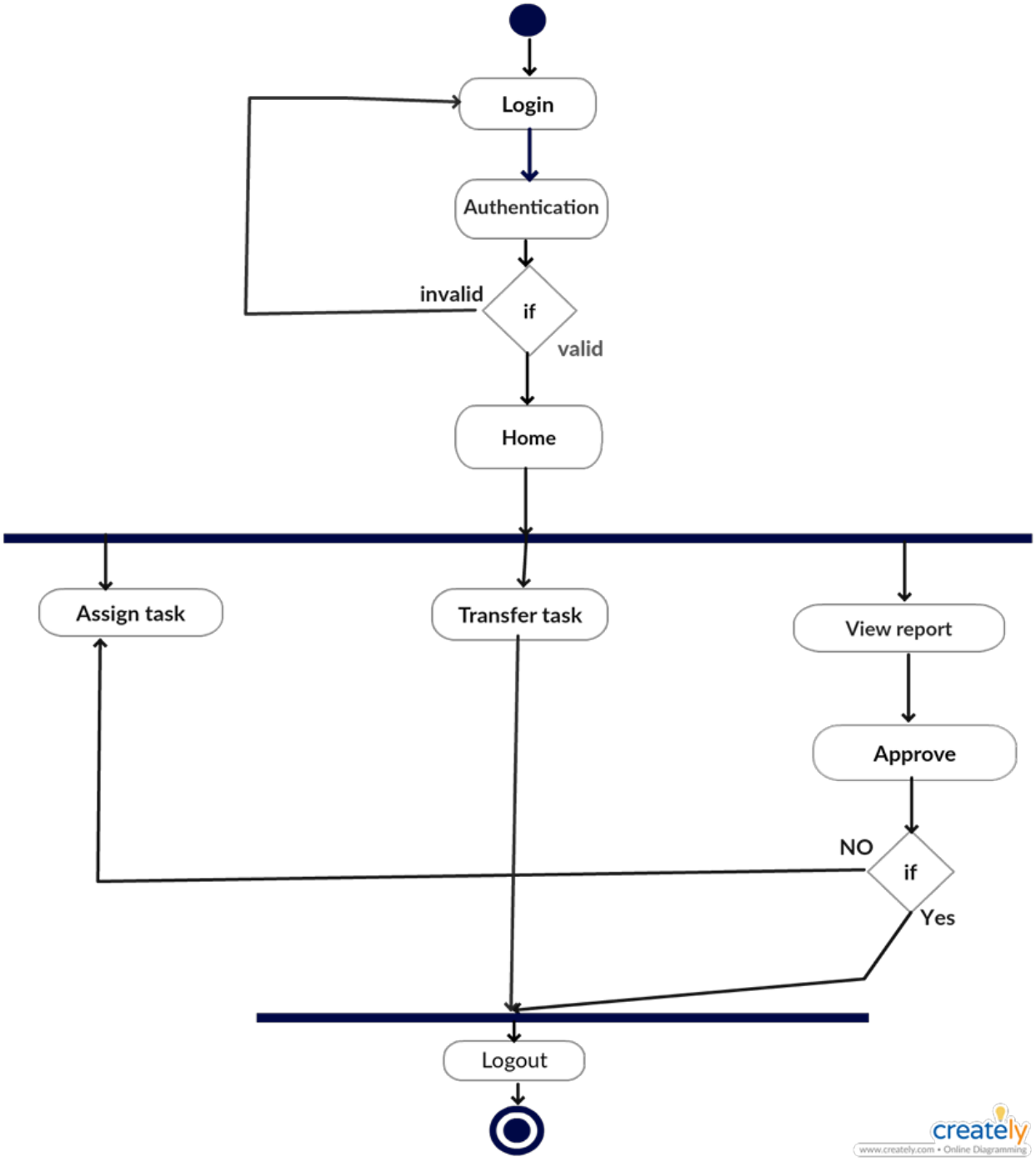

Figure 3.3 Activity diagram for team leader

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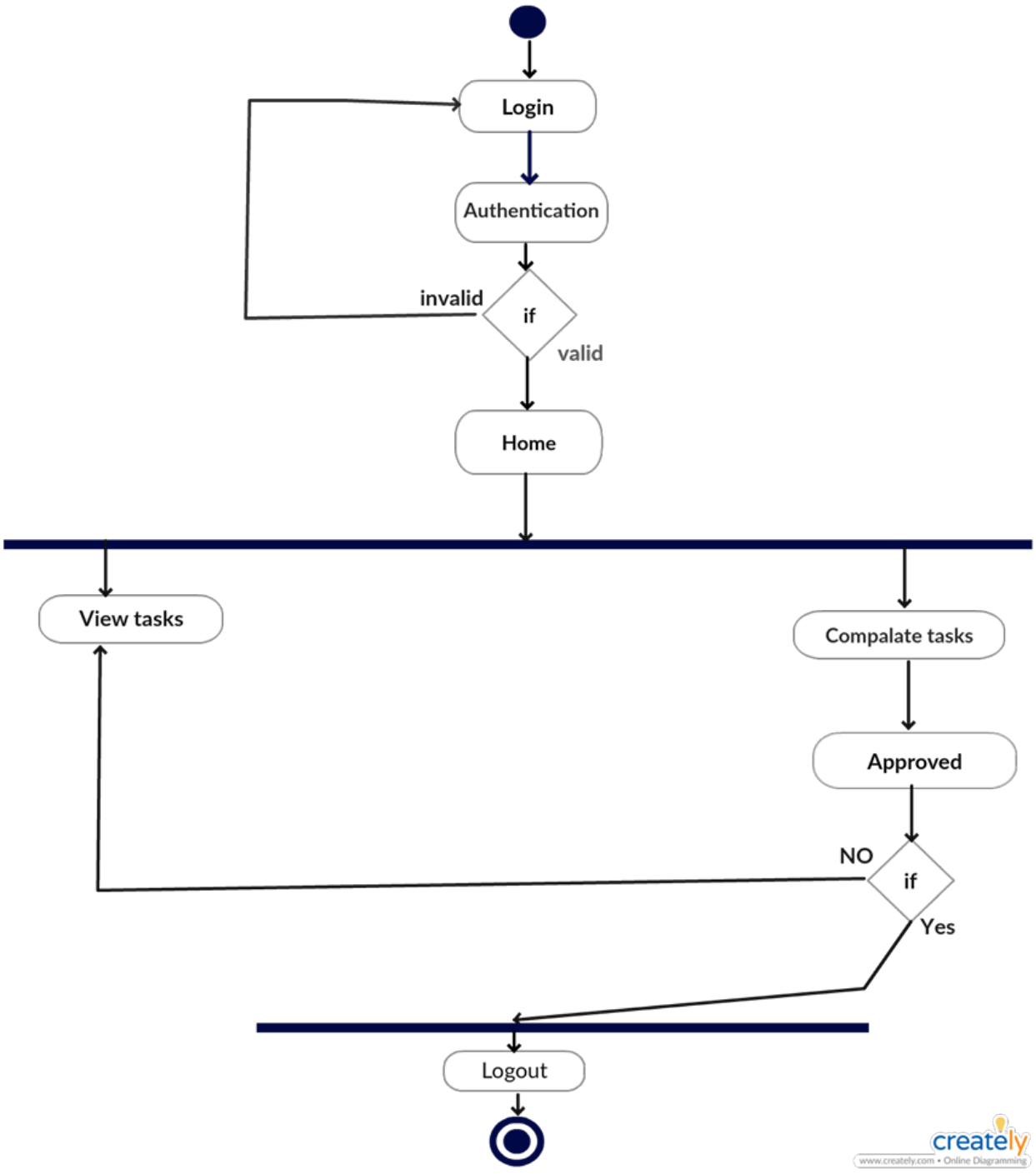

Figure 3.4 Activity diagram for team member

ER diagram is another important diagram to describe the database of the system.

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3.4 ER Diagram

Entity Relationship Diagram is a photograph of data construction. Such a file design diagram is used to demonstration the entities current in a database as well as the association between benches in that database, characteristically used for demonstrating the group of data within files or info systems.

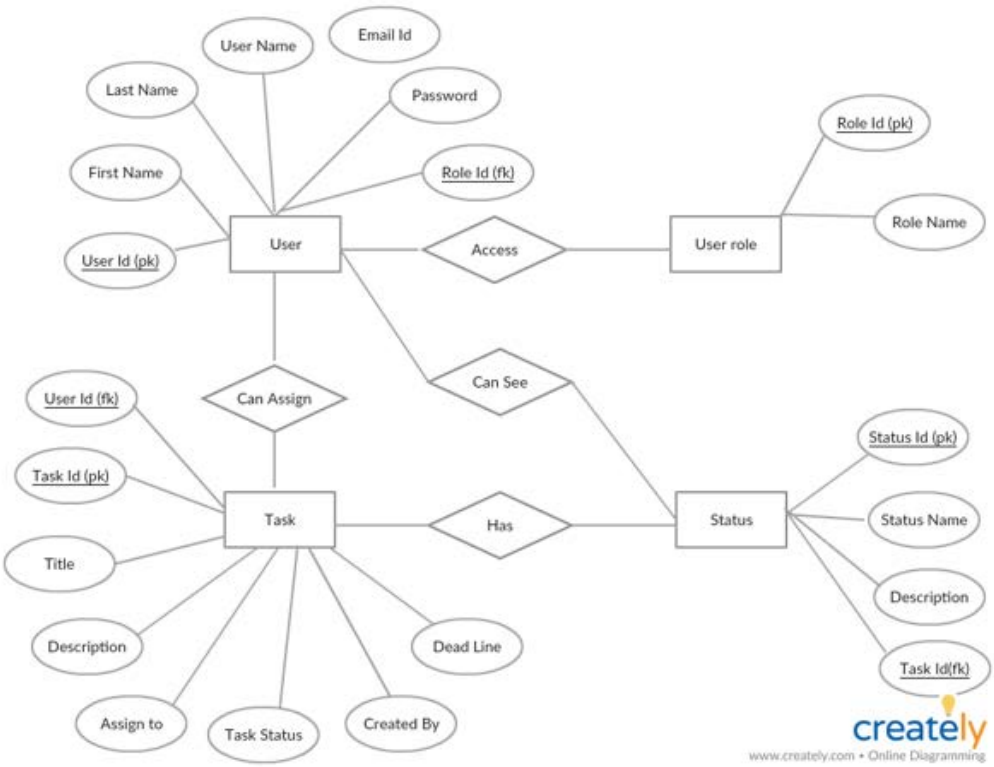

Figure 3.5 ER Diagram

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Chapter 4: System Design Specification

4.1 Development Tools & Technology

Design and application constraints are those that we have used to tool this project make successful. It also describes tool that allowsdesigners and testers to view and interrelate with the user interface (UI) elements of this request.

4.1.1 User Interface Technology

User interface (UI) is all designed into a scheme view that which person's connections with this scheme may like the border of this scheme.

4.1.2 Programming Language

For emerging this system we will use PHP as a software designlinguistic. PHP (recursive acronym for PHP: Hypertext Pre-processor) is a widely-used open source general-purpose scripting linguistic that is particularly suited for web growth and can be entrenched into HTML. PHP is a server scripting language, and a influential tool for making lively and communicating Web pages

4.1.3 JavaScript and jQuery Library

The most shared use of JavaScript is to add client-side conduct to HTML sheets, also recognized as Lively HTML (DHTML). Writings are embedded in or encompassed from HTML pages and interrelate with the Text Object Model (DOM) of the page.

J Query is a JavaScript library. J Query greatly abridges JavaScript software design. J Query UI is a curated set of operatorborderconnections, effects, widgets, and themes built on top of the j Query JavaScript Library. Whether you're building highly interactive web applications or you just need to add a date picker to a form control, j Query UI is the perfect choice. J Query UI is built for creators and developers alike. We've intended all of our plug-ins to get you up and consecutively quickly though being flexible adequate to evolve with your wants.

4.1.4 CSS Framework

CSS is a linguistic that describes the chic of an HTML article. CSS labels how HTML rudiments should be showed. Build receptive, mobile-first projects on the web by the world's greatest popular front-end constituent library.

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Bootstrap is an open basis toolkit for developing with HTML, CSS, and JS. Quickly example your thoughts or build your entire app with our Sass variables and mix INS, responsive grid system, extensive prebuilt components, and powerful plug-ins built on j Query.

The bootstrap code is comprised minified, which incomes that white spaces are detached to make the file size smaller and therefore make the load time faster for the file which improves the load time for the whole page. The chief design that bootstraps ads deprived of specifically adding design to elements is that once hovering over a link. This is fixed with some simple CSS code added to the CSS-file, unless the bootstrap CSS-file is included after the unique, then bootstrap will override the tradition ones and the vicissitudes will not be seen. Consuming some basic information about how Bootstrap works before preliminary to use it would upsurge the efficiency and speed one might attain the goalmouth one has in attention for counting bootstrap into the project.

4.1.5 Twitter Bootstrap

Bootstrap is a free then open-source front-end outline for scheming websites and web requests. It contains HTML- and CSS-based projectpatterns for design, procedures, keys, steering and other bordermechanisms, as well as optional JavaScript text postponements. Unlike numerous earlier web outlines, it anxieties itself with front-end growth only.

4.2 Implemented Tools and Platform

Every commercial plan, movement, or project originates down to Strategies, Tools, and Plans. To conceive, grow, and tool a sound social televisionadvertisingplanned plan that will be fruitful needs to have persons three critical mechanisms.

4.2.1 Web Server

A Web server is a package that usages HTTP (Hypertext Transfer Protocol) to help the records that procedure Web pages to operators, in response to their needs, which are forwarded by their computers' HTTP clients. Devoted computers and applications may be mentioned to as Web servers as well. We will use the Apache HTTP server to tool this project.

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4.2.2 Database Server

We determinationusage MySQL database waitperson to store all of the info of this system. The aim behind to select the database server are assumed below:

- Security
- Reporting and Data Mining
- Replication
- Fault tolerance
- Performance diagnostics

Chapter 5: System Testing

5.1 Testing Features

A Software feature can be clear as the changes complete in the scheme to add new functionality or adapt the current functionality. Each eye is said to have a characteristics that is designed to be valuable, intuitive and effective.

In reality, a new test set is created for stimulating that feature consistent to that cycle of that release. The verysignificant and generally used new features ought to be tested thoroughly in each build of that statement and also regression testing must be complete relevant to those parts.

5.1.1 Features to be tested

Features	**Priority**	**Description**
Registration	1	Get all service from this system, it is required to be registered.
Modify	3	Edit the information when need
Delete	2	Delete information from the list
Show details	1	All posted information will show in the page.
Login	1	Login as authenticated user
Logout	1	Logout from the system.
Change password	2	Change password by the system users
Application error	1	It is important for all to get the proper error message

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message processing		
Technological Features		
Database	1	Access to database is frequently needed operation. So this technical feature should be tightly in control for management system

5.1.2 Features not to be tested

The features which have not been tested are

Features	**Description**
Check users status	it is not required because it will be done by system administrator

5.2 Testing Strategy

A **test plan** is an outline that describes the testingapproach of the software development cycle. It is created to notify project bosses, testers, and developers about some key subjects of the testing process. They are formed based on development design leaflets.

5.2.1 Test Approach

Test approach is the test plan implementation of a scheme, defines how testing would be carried out.

5.2.1.1 Black Box Testing

Black box testing also called usefultesting that overlooks the interiorinstrument of a structure or constituent and emphases on the productionsproduced in reply to designated inputs and execution conditions. We have decided to perform correspondence partitioning and Border value examination for this organization

5.2.1.2 White Box Testing

White box testing is a software testing method in which the interiorbuilding /request of the item being confirmed is recognized to the example. The examplechooses inputs to test paths through the code and panels the suitableproductions. Software project know-how and the requestinfo is essential.

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5.2.2 Pass/Fail Criteria

The arrivalcriteria's for each phase of stimulating must be met beforehand the next phase can begin. Now the criteria's for pass and fail are expected below.

- Version to the given situation the anticipatedoutcome need to take place formerly the situation will be considered as pass then that criteria should be failed.
- If an item verified 10 times, 9 times flawlesslyfunctioned and solitary time do not effortcorrectly then it will reflect as fail case.
- Arrangement crash will be cautious as fail case.
- After yielding a query in the scheme, if foreseeable page won't appear then it will be cautious as fail case.

5.2.3 Testing Schedule

This unit will label testing agenda.

- Need test cyphers.
- Stipulate all item transmitted events.
- Estimate time obligatory to do each challenging task.
- Schedule all testing tasks and test milestones
- For each challenging resource, stipulate its period of use.

Test Phase	**Time**
Test Plan Creation	1 week
Test specification creation	2 week
Unit Testing	During Development time
Component testing	1 week
Test Phase	**Time**
Integration Testing	1 week
Use case validation	1 week
User interface testing	1 week
Load testing	1 week
Performance Testing	2 week

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Release to Production	1 week

5.2.4 Trace Ability Matrix

BR#	Category/Functional Activity	Requirement Description	Use Case Reference	Test Case Reference	comments
BR_1	Functional	Admin page	Use case 3.1	Test case 5.4.1 & 5.4.2	
BR_2	Functional	Member page	Use case 3.1	Test case 5.4.1	
BR_3	Functional	Admin panel	Use case 3.1	Test case 5.4.1 & 5.4.2	
BR_7	Performance requirements	Speed & latency requirements	N/A	N/A	

5.3 Testing Environment

Testing setting is a setup of software and hardware for the testing sides to perform test cases. In other arguments, it supports test implementation with hardware, software and network configured. For test setting, key part to set up comprises

- System and applications
- Test data
- Database server
- Front end running environment
- Client operating system
- Browser
- Hardware includes Server Operating system
- Network

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- Documentation required like reference documents/configuration guides/installation guides/ user manuals

5.4 Test Cases

A test case is a set of circumstances or variables under which a tester will control whether a system under test contentssupplies or works correctly. The procedure of developing test bags can also help find glitches in the supplies or project of an request.

5.4.1 Login

Test Case #01				**Test Case Name**: Login		
System: Work Distribution and Tracking System				**Subsystem:** Student & Teacher		
Designed By: Md Mizanur Rahman & Md. Ziaul Hoque Bhuiyan				**Designed Date:** 10/26/2018		
Executed By:				**Executed Date:**		
Short Description: They both are registered and trying to log into the system						
Pre-condition: 1. Admin, team leader & team member are both need to registered. 2. Assume username is ‘mizanur@gmail.com’ and password is ‘123’						
Step	**UserId**	**Email**	**Password**	**Expected result**	**Comment**	
1	001	mizanur@gmail.com	123	Successfully logged in		
2	002	mizanur@gmail.com	123	Successfully logged in		
3	003	zmizanur@gmail.com	…	Password can’t be blank		
4	004	---	123	email can’t be blank		
5	005	mizanur@	…	Password can’t be		

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		gmail.com		blank		
6	006	mizanur64@gmail.com	123	Successfully logged in		
7	007	mizanur@gmail.com	123ytete	Invalid password		
8	008	mizanur@gmail.com	123	Successfully logged in		
9	009	…	…	Userid,Gmail&password can't be blank		
10	010	mizanur4445555@gmail.com	123	Userid can't be greater than 9 number		
11	011	mizanur@gmail.com	Abc	Password cann't be less than 6 characters		
12	012	mizanur@gmail.com	Assdfghjjkll kjhgf	password can't be greater than12 characters		
Post condition: admin, team leader, team member all are successfully logged into this system for access the system**.**						

5.4.2 Modify Result

Test Case #02	**Test Case Name**: Modify Member/member information.
System: Work Distribution and Tracking System	**Subsystem:**
Designed By: Md Mizanur Rahman & Md.	**Designed Date:** 10/26/2018

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Ziaul Hoque Bhuiyan				
Executed By:		**Executed Date:**		
Short Description: When modify any update then show the update in the page				
Pre-condition: 1. Modify information and show in page				
Step	**Action**	**Expected result**	**Pass/Fail**	**Comment**
1	Update member/member information	Update information and show in page		
Post condition: if any information is modify then show in page				

Chapter 6: User Manual

6.1 Team Leader Registration Form

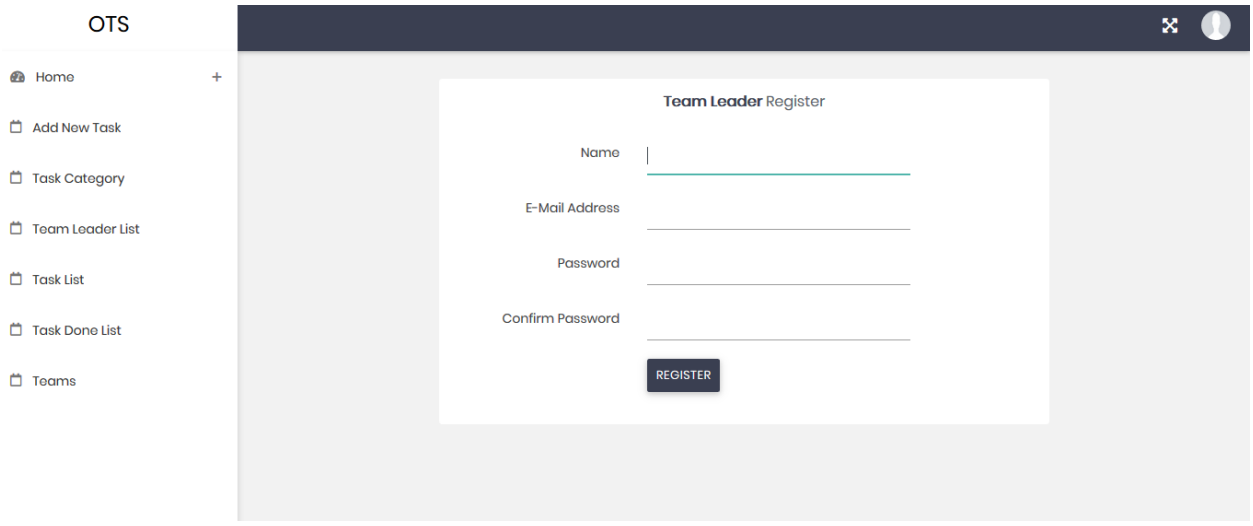

Figure: 6.1

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6.2 Team Member Registration Form

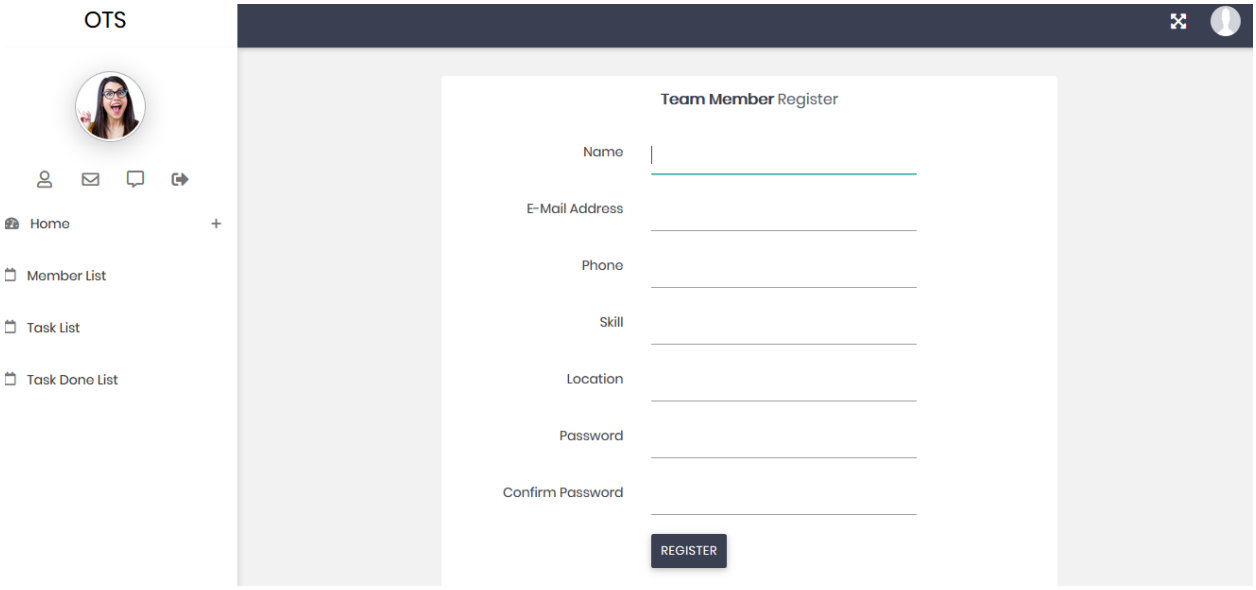

Figure: 6.2

6.3 User List

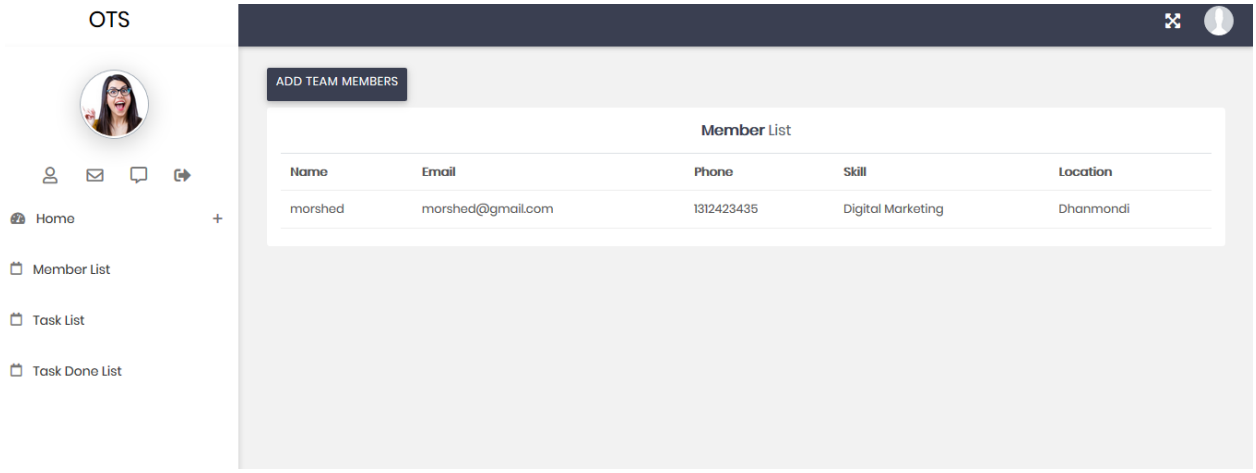

Figure: 6.3

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6.4 Task Details Option

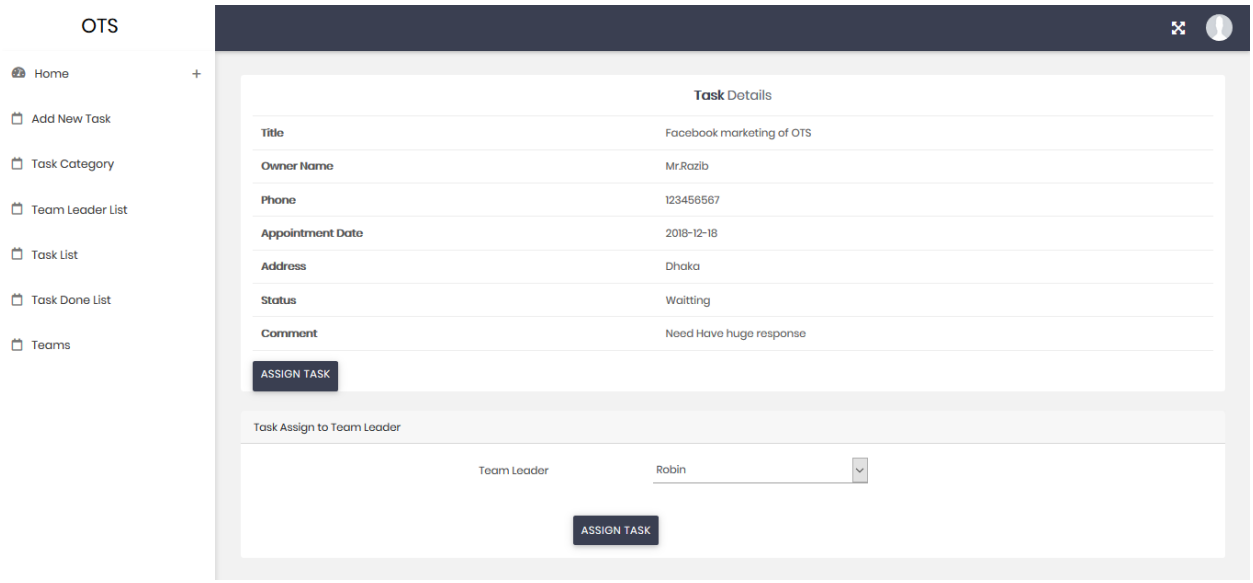

Figure: 6.4

6.5 Task Category Option

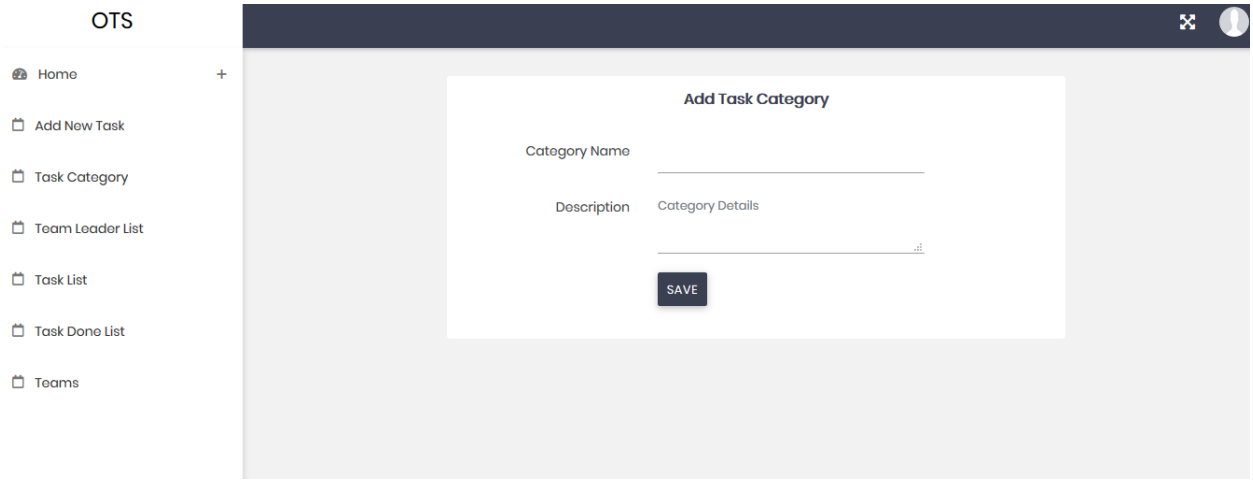

Figure: 6.5

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6.5 Team Leader List

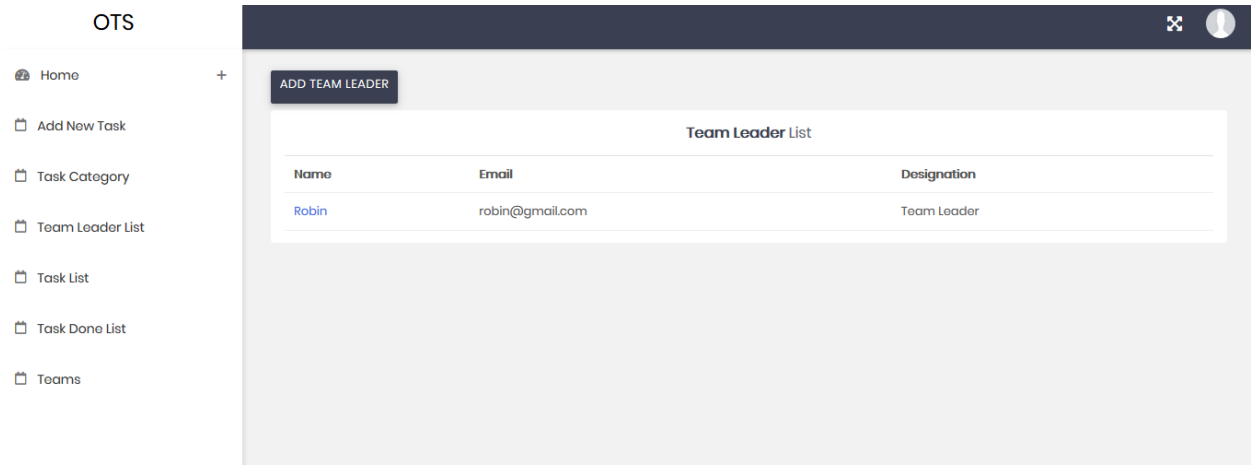

Figure: 6.6

6.6 Add Task Form

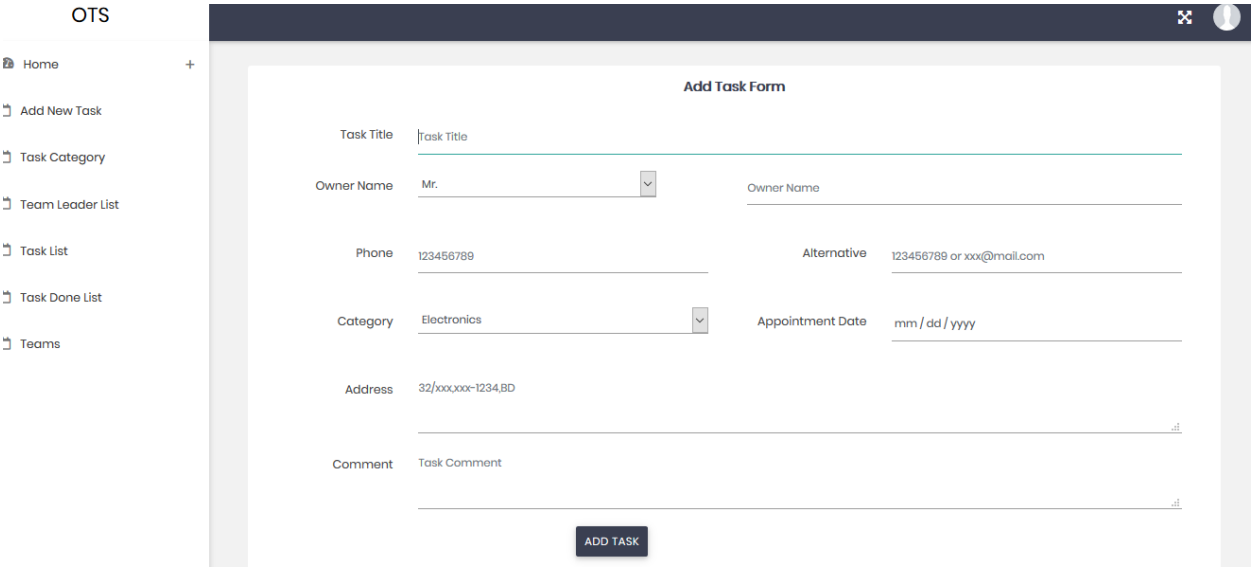

Figure: 6.7

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Chapter 7: Conclusion

7.1 project summary

This is a web application by which any organization can manage tasks among its employees. This project has various small parts like commenting on task, upload and download files, task forwarding, editing existing and creating new project, task, employee, user and clients etc. and crystal report.

7.3 Obstacles and Achievements

From the start of the system I learn so many belongings which are wanted for developer. Firstly I don't distinguish how to make a design properly such as database design how to write algorithm and diagrams associates of a scheme work. Beforehand this I don't distinguish the rank of procedure and how much it is wanted for a computer operator to shape up a project. In the time of structure this scheme many importance part of the by language which I use for structure this scheme. I also learn before preliminary logical helping if the database design and scheme UI is ready then it will be actual easy to implement the code. In a term it was a great attainment for me to build this system.

7.3 Further development

The emerging software is good quality software. I am trying my best to content the actual need of the department system. But there is always scope for further development. I have applied the software and try my level best to deliver an outstanding system though it has some bug it will try to recover them Insha- Allah.

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