



**Daffodil**  
*International*  
**University**

## **SMART ROUTINE MANAGEMENT SYSTEM**

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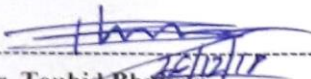
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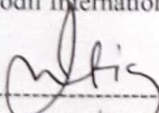
## APPROVAL

This Project/Thesis titled "Smart Class Routine Management System", submitted by Md. Readul Islam (142-35-698), Md. Zillur Rahman (142-35-726) 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 B.Sc in Software Engineering and approved as to its style and contents.

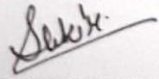
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## DECLARATION

We hereby declare that we have taken this thesis under the supervision of **Dr. Md. Mostafijur Rahman, Assistant Professor, Department of Software Engineering, Daffodil International University**. We also declare that neither this thesis/project nor any part of this has been submitted elsewhere for award of any degree.

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## **Chapter 1: introduction**

### **1.1 Project Overview**

The objective of this document is to fold and examine and give an in-depth vision of the comprehensive class routine management System by important the problem statement in part. We examined and applied an automatic information system for achieve class routine for our department. Our planned system makes informal to use the manual system. It will be able to achieve class schedule of the department by modern computer. It will help to provide all the information of the class schedule and status of the department in a quicker process successfully. Our project may be used as a model for the entire department.

### **1.2 Project Purpose**

The determination of the document is to gather and examine all mixed thoughts that have come up to describe the system, its requirements with respect to teachers and students. Also, we shall forecast and category out how we confidence this system will be used in order to improvement a better understanding of the project, plan ideas that may be advanced later, and document ideas that are being careful, but may be cast-off as the system grows.

In little, the determination of this SRS document is to deliver a thorough overview of our software product, its limits and goal mouths. This document labels the system and its companion's members and its user interface, hardware and software requirements. It describes how admin, teachers and students understand the system and its functionality. However, it supports any designer and developer to contribution in software delivery lifecycle (SDLC) processes.

### **1.2.1 Background**

Academic class routine is the key to a well-managed, organized classroom. Routines permit students to rapidly achieve everyday responsibilities that are obligatory of together the teacher and students. Routine that requires communication among teacher and student that a search option for both system users. Here also have a class cancel option for teacher and email to all the teachers. Also have option for identify overlap class, add extra class option, search empty class room and last have an option for print the document .Our project have different option that is automatic time update in Ramadan month. Finally our project may be used as a model for the entire department.

### **1.2.2 Benefits & beneficiaries**

Routines agree students to fast finish common place errands that are obligatory of both the teacher and students. There are huge benefits of our project system and benefits get both students and teachers. Benefits of this project is that a search option for students and teachers, class cancel option for teachers, extra search option for empty room, identify overlap class and can add extra class. The projects have extra fantastic benefit that is automatic time update in Ramadan month. Finally have a document print option that student or teacher can print the document. The system beneficiaries are students and teachers.

### **1.2.3 Project Goals**

The main objective is of our class routine features for making DIU class routine management system. It focuses on the project is to find out the limitation of the current class routine management system in SWE, DIU from the both side of the lecturers & students.

### **1.3 Stakeholders**

Rendering towards the Project Management Institute (PMI), project stakeholder mentions to, "a separate, group, or organization, who might touch, be pretentious by, or observe himself to be pretentious by a choice, action, or consequence of a project". Stakeholders of this project are students, teachers and admin which stays include in our project system.

### **1.4 Project Schedule**

There is a six-month timeframe to implement class routine management system in SWE, DIU from the both side of the lecturers & students that the project commencement in time for spring 2018.

## Chapter 2: Software Requirement Specification

### 2.1 Functional Requirement

The Functional Requirements Specification is intended to be read by a overall spectators. Book lovers must comprehend the scheme, but no specific mechanical information must be obligatory to recognize the document.

<b>FR-01</b>	<b>Member Information</b>
<b>Description</b>	This module helps admin to register of class routine management system members. Admin is able to maintain all the information of register of class routine management system members
<b>Stakeholders</b>	Admin

<b>FR-02</b>	<b>Update System Details</b>
<b>Description</b>	This module helps admin to update teachers and students information. Teachers can also update their some important information and store these details in database.
<b>Stakeholders</b>	Admin, Teacher

<b>FR-03</b>	<b>Login system</b>
<b>Description</b>	Teacher must have a login option. Admin never give permission any teacher if they go through into the login option.
<b>Stakeholders</b>	Admin, Teacher

<b>FR-04</b>	<b>Search option</b>
<b>Description</b>	Search option for teachers and students for find out their own class routine and other purpose.
<b>Stakeholders</b>	Teacher, Student

<b>FR-05</b>	<b>Class cancel option</b>
<b>Description</b>	Why he/she cancel the class? After that when he/she take the class? Details of class room. After cancel the class email all the teachers. After complete all the section, then see the print option.
<b>Stakeholders</b>	Teacher

<b>FR-06</b>	<b>Extra class /makeup class</b>
<b>Description</b>	For extra class/makeup class teachers need to booking system. For that need to book class room and manage time slot.
<b>Stakeholders</b>	Teacher

<b>FR-07</b>	<b>Overlap class</b>
<b>Description</b>	See the details of overlap class that include when take the overlap class and which room number?
<b>Stakeholders</b>	Student

<b>FR-08</b>	<b>Makeup class &amp; Extra class</b>
<b>Description</b>	This system is used to see the details of makeup class & Extra class that when, where and which subject is taken by their teacher and notify to all the students.
<b>Stakeholders</b>	Student

## 2.2 Performance Requirements

A condition that stipulates a presentation distinctive that a scheme or scheme or scheme constituent must process for instance, speed, accuracy, frequency.

### 2.2.1 Speed and Latency Requirements

The structure is required a reasonable quantity of speed particularly through glancing the system.

<b>PR-01</b>	The Landing page will response within a second
<b>Description</b>	While the user's browsing the system the landing page will show within a second. It also depends on user's internet connection.
<b>Stakeholders</b>	Admin, Teacher and student

### 2.2.2 Capacity Requirements

The structure remain talented to achieve altogether the evidence of passed out students.

<b>PR-02</b>	Initially this system will store minimum 20,000 student and teacher information
<b>Description</b>	The information of student and teachers will be stored in database.
<b>Stakeholders</b>	Admin, teacher and student

## 2.3 Dependability Requirements

Dependability requirement includes reliability, safety, security and availability but the main topic is reliability. Therefore, these requirements are essentials.

### 2.3.1 Reliability and Availability

In instruction to funding worldwide and flat processes of this structure must be accessible round the clock. Instead maximum facilities in this system are not assignment-dangerous.

<b>DR-01</b>	The system must remain accessible 24x7
<b>Description</b>	<ul style="list-style-type: none"> <li>▪ The system must remain accessible 24 hours in a day</li> <li>▪ The system must be updated regularly</li> <li>▪ The system must publish the notice, events and job posting and update these regularly</li> </ul>
<b>Stakeholders</b>	Admin, teacher and student

### 2.3.2 Robustness and Fault Tolerance Requirements

The system will almost ensure 0% crash in any single minor error and don't give any wrong calculation.

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

### 2.3.3 Safety Critical Requirements

There is no exact safety critical requirements. Because there is no conceivable harm, destruction, or damage that might consequence from the procedure of the invention. If some problem occurs then protections or movements that must be taken, in addition to movements that must be preventing.

## 2.4 Maintainability and Supportability

Supportability is the grade to which system design features and deliberate logistics incomes encounter system necessities. Supportability is the ability of a total system design to support processes and willingness want through the life-cycle of a system at an inexpensive charge.

### 2.4.1 Maintenance Requirements

<b>MS-01</b>	The system helps to update any information in any time
<b>Description</b>	The admin and teacher can post any events and can enable to change or update any information in any situation if they need.
<b>Stakeholders</b>	Admin and teacher

### 2.4.2 Supportability Requirements

So that understands the structure's behavior on a methodological provision required by the structure worker. The aim for interpretation they might be

- Structure fault has happened and the structure worker has to catch the strict fact of time when this occurred.
- Structure crops incorrect consequences and the designers must be talented to copy the data movement finished the structure.
- Hacker strained to opening the scheme's security devices and the scheme worker must comprehend what he did



## 2.5 Security Requirements

There is no access requirements beside those that have been draw in the below:

- The software essential validate all user input to safeguard it does not surpass the scope stated for that kind of effort
- The waiter must validate each appeal retrieving the limited Web pages
- Afterward validating the browser, the waiter must control whether that browser is official to access the demanded limited Web pages
- The scheme must have security panels to defend in contradiction of renunciation-of-service bouts
- The scheme must encrypt subtle data conveyed over the Internet among the server and the browser

To get access to this system or a specific module the system must provide a central authentication mechanism. So as to stop anybody to feign all users password must be encrypted in hash process.

### 2.5.1 Access Requirements

To get access to the system, the system provides authorization/authentication way. This system uses various modules.

<b>SR-01</b>	The system provides security strategies.
<b>Description</b>	The system is intended in method that permits all units to access a device that delivers security services.
<b>Stakeholders</b>	Admin , teacher and student

### 2.5.2 Integrity Requirements

To protect credentials of user from being stolen, all passwords are stored in encrypted form. The Requirements significantly decreases the price of taken user identifications, it's not informal to decrypt the password.

### 2.5.3 Privacy Requirements

The system provides a defense of the database in the server. Though, the system will have to increase this level of defensesince of the individual data mode obtainable on the system & the superiorpart of persons that will be having admission to it finished the system's login. The user's confidentiality will be decided by the incompleteadmission that the log in procedure is successful to stretch to the database.

<b>SR-02</b>	All data will be protected
<b>Description</b>	The keycondition in the setting is the teachers and students data for examination.
<b>Stakeholders</b>	Admin , teacher and student

### 2.6 Usability and Human Integrity Requirements

These Requirements describein what way to see the corporeal and reasoningwants of the envisioned users of your website or application.

### 2.6.1 Ease of Use Requirements

The system is easy to use and can easily be understandable.

<b>UH-01</b>	The system must be usable for students and teachers.
<b>Description</b>	The system indicates the numerous potentials that the teachers and students have to drive on in using the system. The alumni members are allowable to unfasten any of the process. Admin and teacher are allowed to undo any of the operation.
<b>Stakeholders</b>	Admin , teacher and student

### 2.6.2 Understand-ability and Politeness Requirements

This section describes more requirements of DIU class routine management system to add more features in future –

<b>UH-02</b>	The features of DIU class routine management System
<b>Description</b>	The system is more efficiently ease of use more added features .The system is understand-ability for both user. The system will not use any term that is not specified in this system
<b>Stakeholders</b>	Admin

### 2.6.3 Accessibility Requirements

There are no entrée requirements beside those that have been drew in the below:

AR-1: Log in as a Admin

AR-2: Log in as a teacher

AR-4: Log out as a Admin

AR-5: Log out as a teacher

AR-1: Log in as a Student

AR-1: Log out as a Student

To get access to this system or a specific module the system must offer a vital verification device. So as to avoid anybody to feattaken all users password must be encrypted in hash process.

## 2.6.4 User Documentation

<b>UH-03</b>	The system developer documentation
<b>Description</b>	To develop this project we have specified requirement of user documentation. The teams are involved to this project documentation.
<b>Stakeholders</b>	System Developer

## 2.7 Look and Feel Requirements

The look and feel requirements define by the envisioned soul, the disposition, or the style of the produce's arrival. These requirements stipulate the meaning of the arrival, and are not a full design of an interface.

It should be clear to the admin and users of this system which fields need to be filled and which can be left blank in this system.

### 2.7.1 Appearance Requirements

<b>LF-01</b>	Labels of obligatory fields must be bold
<b>Description</b>	Labels of obligatory fields must be bold to classify them by way of existence of obligatory.
<b>Stakeholders</b>	Admin and operators of this system

## 2.7.2 Style Requirements

We will provide a web based user interface. This requirement does not individually describe the need to use a CSS but through the requirements concerning the CSS's gratified as well as CSS framework like bootstrap.

LF-02	The look and feel must be manageable using style sheet.
Description	The styling of the elements of the web based operator interface will be clear by CSS, JS and bootstrap.
Stakeholders	Admin, System Developer

## 2.8 Operational and Environmental Requirements

This requirements emphasis on how the operators will operate the system, counting interfaces and interoperability with other systems. The requirements found how healthy and below what circumstances the system must perform.

### 2.8.1 Release Requirements

Here are not any exact announcement requirements but in the project schedule section it was described briefly.

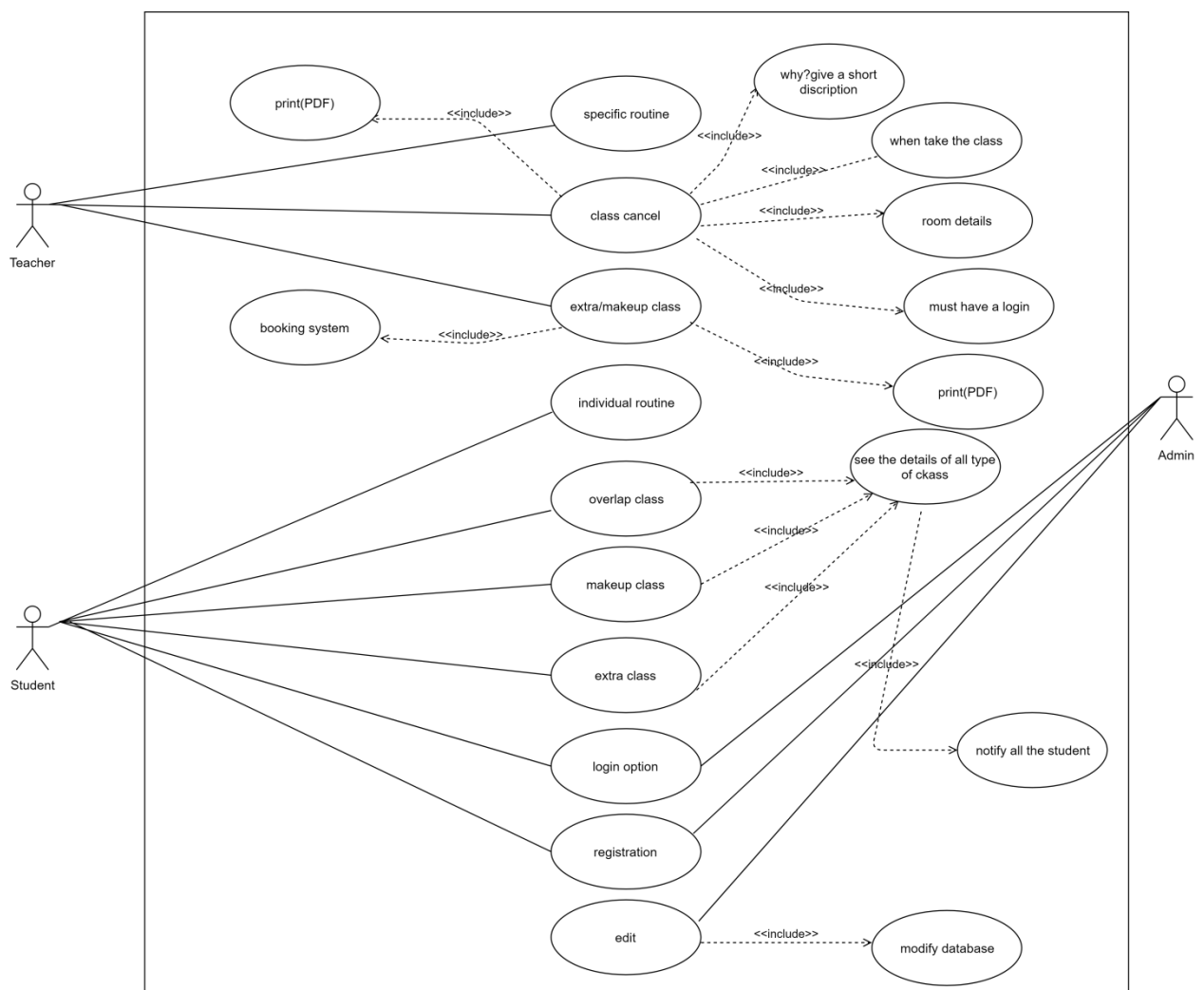
## 2.9 Legal Requirements

These requirements consider any violence of rules and regulation and which rules should be followed to maintain this system.

## Chapter 3: System Analysis

### 3.1 Use Case Diagram

By the use case diagram we try to represent our system easily that the user easily can understand our system. For that reason we draw use case diagram that is given below in figure no- 3.1.



**Figure 3.1: Use Case Diagram of class routine management System**

## 3.2 Use Case Description (Brief)

There are three types of users in this system. The first two are teachers and students who is the main user of this system and the third type of user, the administrator, who is able to initially setup the system, modify this system and set their authorization level.

**Teachers:** This is a one of the main users of this system .This type of user able to see Specific routine for every teacher, class cancel and also take extra class or makeup class. All this system teacher must have to login into their own account.

**Students:** This is also one of the main users of this system .This type of user also able to see their individual routine, makeup class, extra class, overlap class. Also see the details of the class room.

**Admin:** Finally, the system administrators are users who are able to setup the system from the initial installation and maintain the systems member accounts. They automatically have the functionality of authorized users within the normal operation of the system.

## 3.3 Activity Diagram

Activity diagram is another important diagram in UML to describe the dynamic aspects of the system. Activity diagram is basically a flowchart to represent the flow from one activity to another activity. The activity can be described as an operation of the system.

For our better understand we also draw activity diagram for different users that include Teacher activity, Student activity and Admin activity that show below in figure no- 3.2, 3.3, 3.4.

### 3.3.1 Teacher Activity

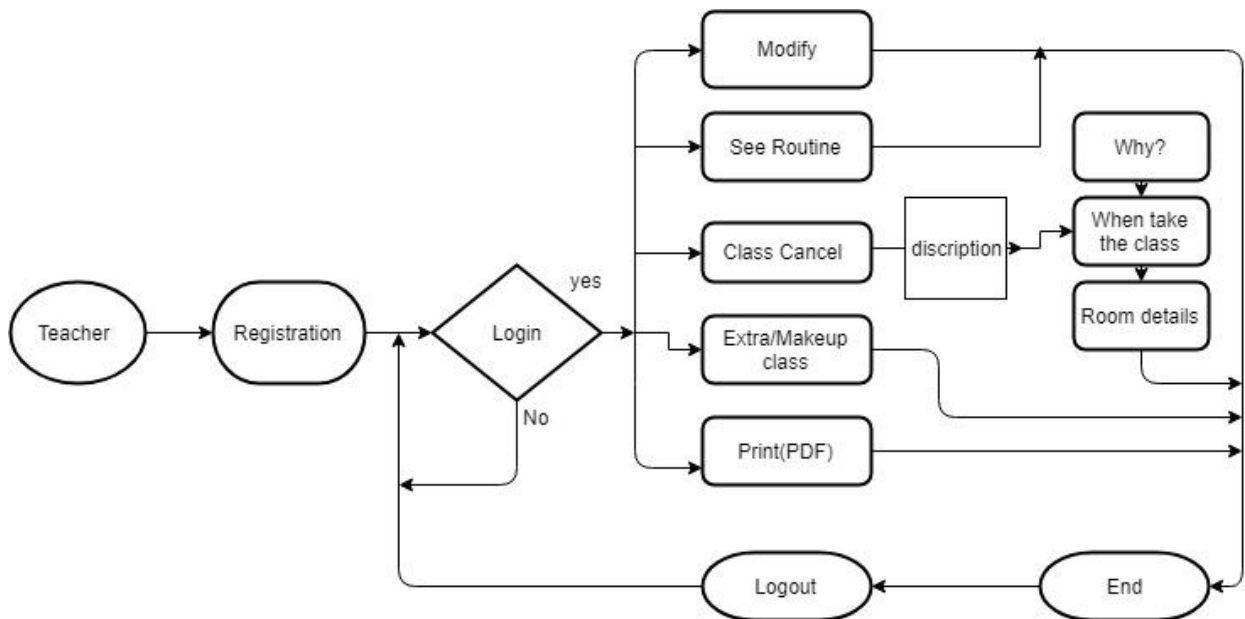


Figure 3.2 Activity diagram for teacher

### 3.3.2 Student Activity

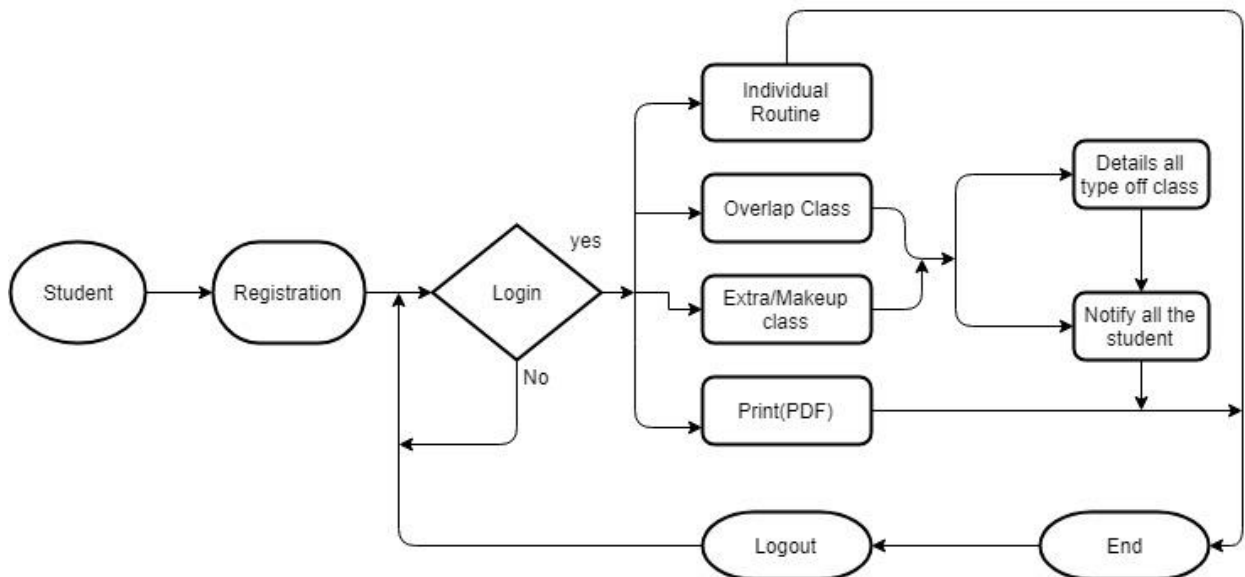
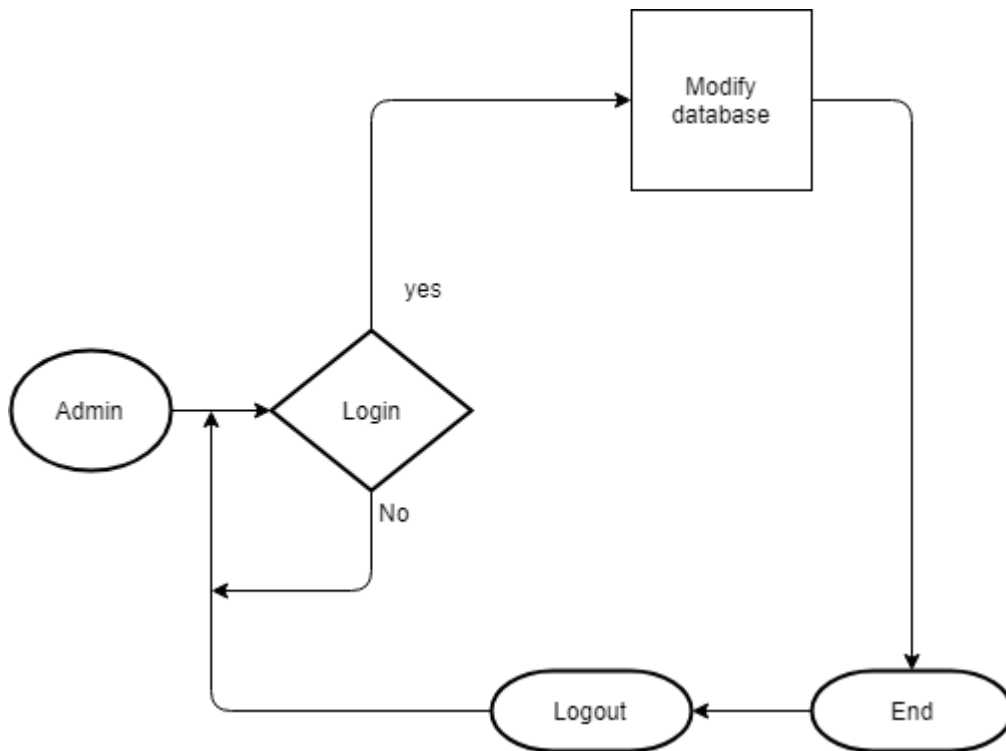


Figure 3.3 Activity diagram for student



### 3.3.3 Admin Activity



**Figure 3.4 Activity diagram for admin**

### 3.4 System Sequence Diagram

In software engineering, a system sequence diagram (SSD) is a sequence diagram that displays, for a specific situation of a use case, the proceedings that outside performers generate their instruction, and likely inter-system proceedings. Here we also draw system sequence diagram that helps us how they interact with this system that show in figure no-3.5, 3.6, 3.7.

### 3.4.1 System Sequence Diagram Teacher

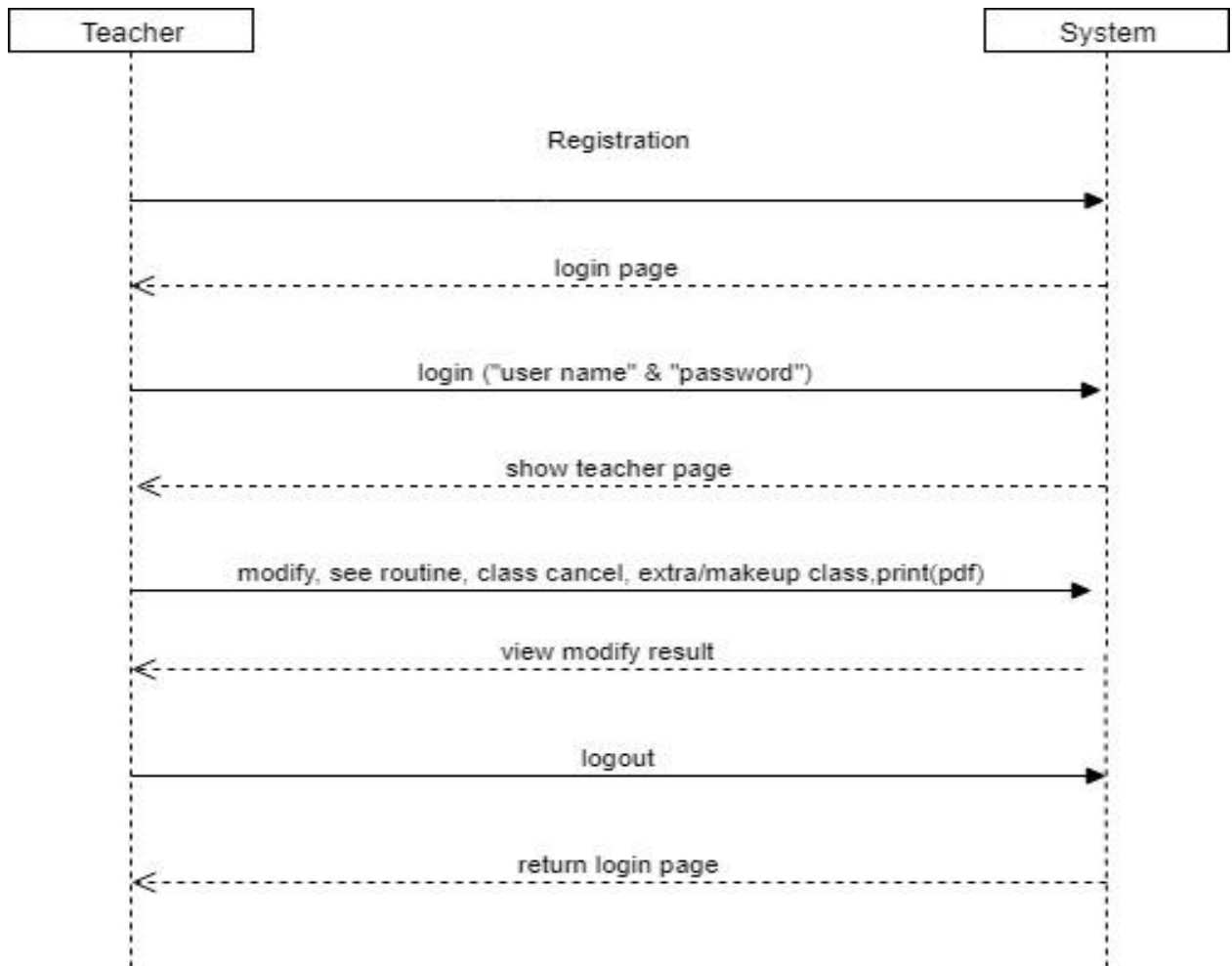
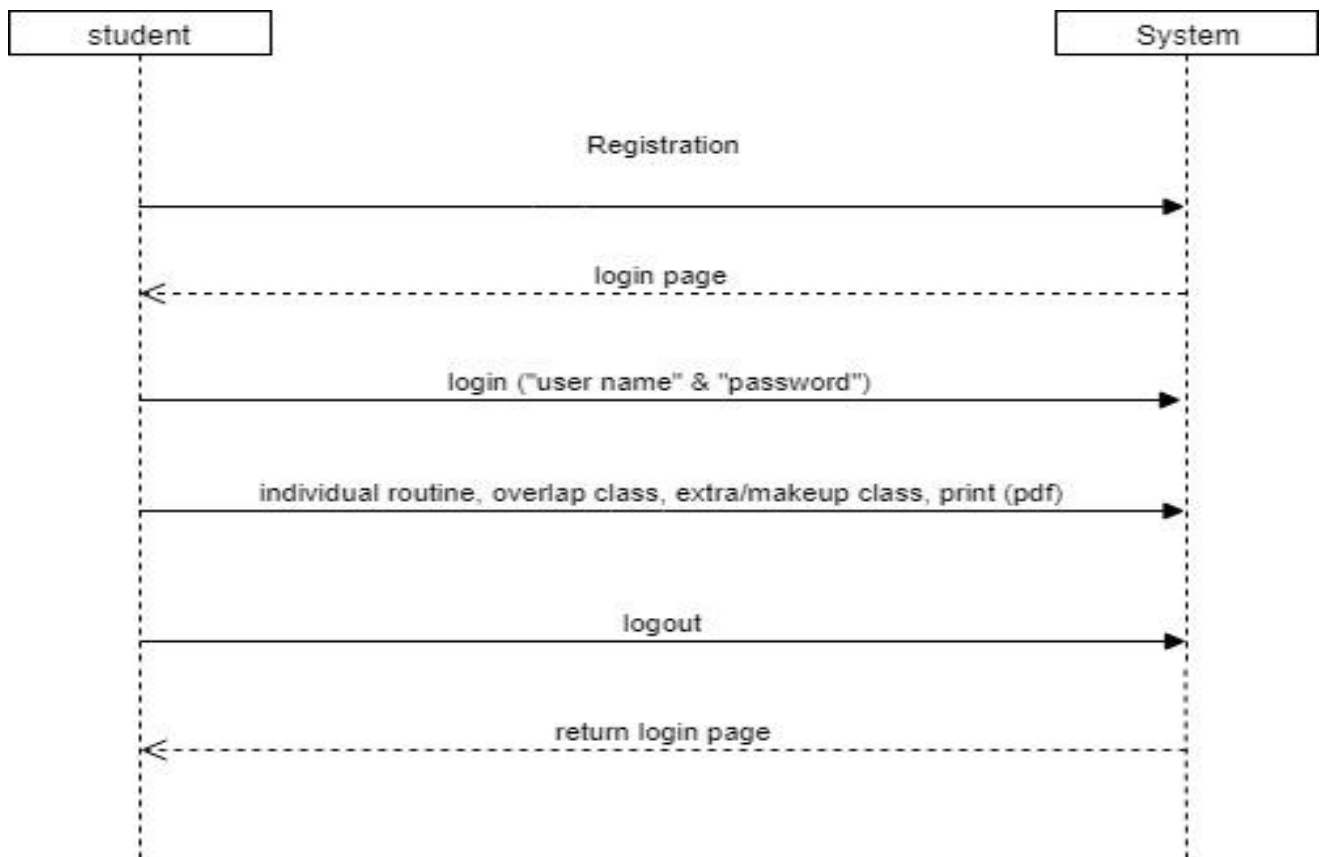


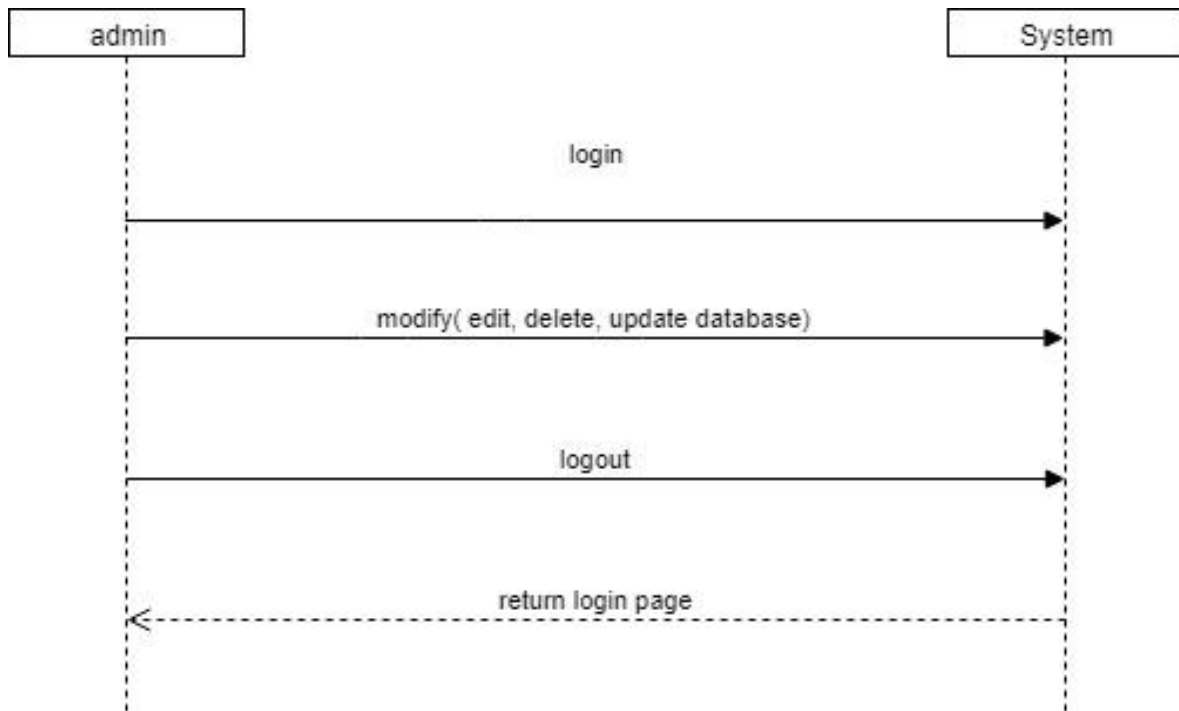
Figure 3.5 System Sequence diagram for teacher

### 3.4.2 System Sequence Diagram Student



**Figure 3.6 System Sequence diagram for student**

### 3.4.3 System Sequence Diagram Admin



**Figure 3.7 System Sequence diagram for admin**

## Chapter 4: System Design Specification

### 4.1 Sequence diagram

Sequence diagrams are sometimes called event diagrams or event scenarios. Here sequence diagram represent how the system process work through the sequence in this system. In this sequence diagram we try to show all different users process through by the sequence diagram in below in figure no-4.1, 4.2, 4.3.

#### 4.1.1 Sequence diagram for teacher system

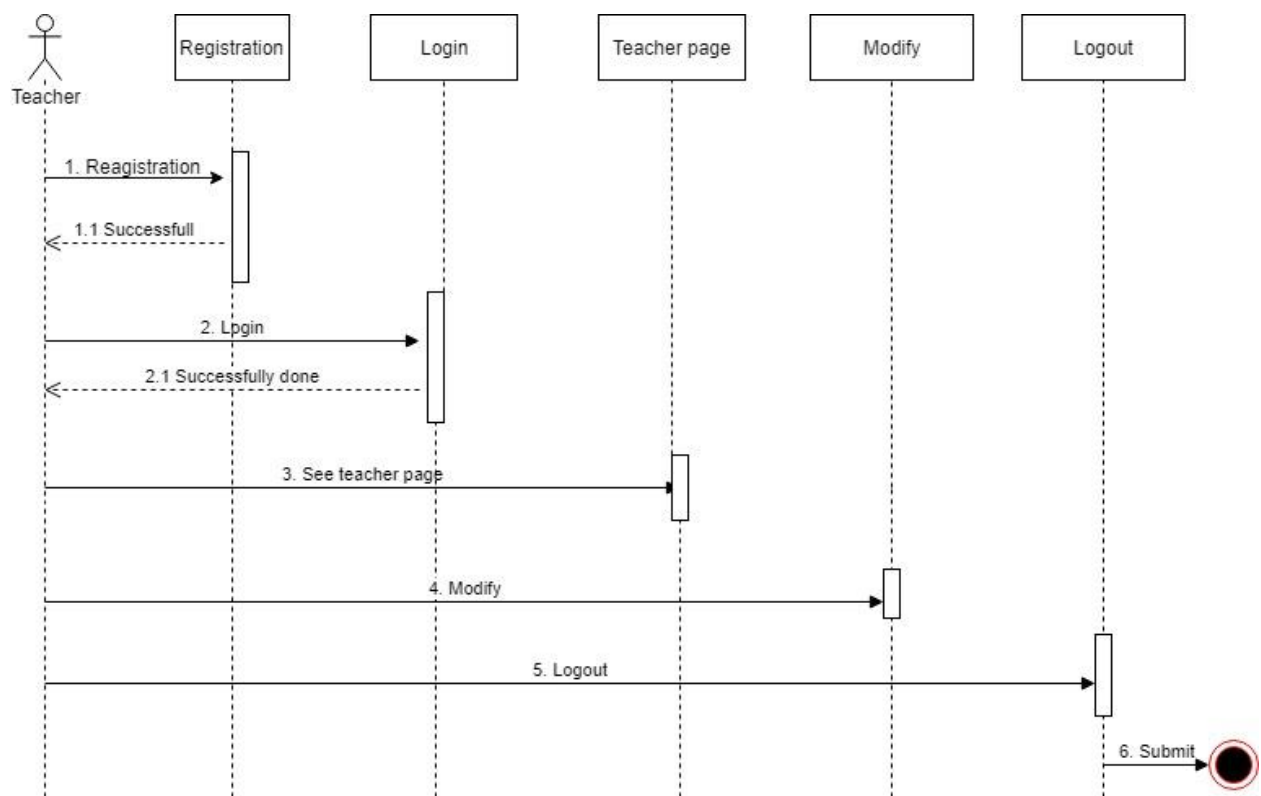
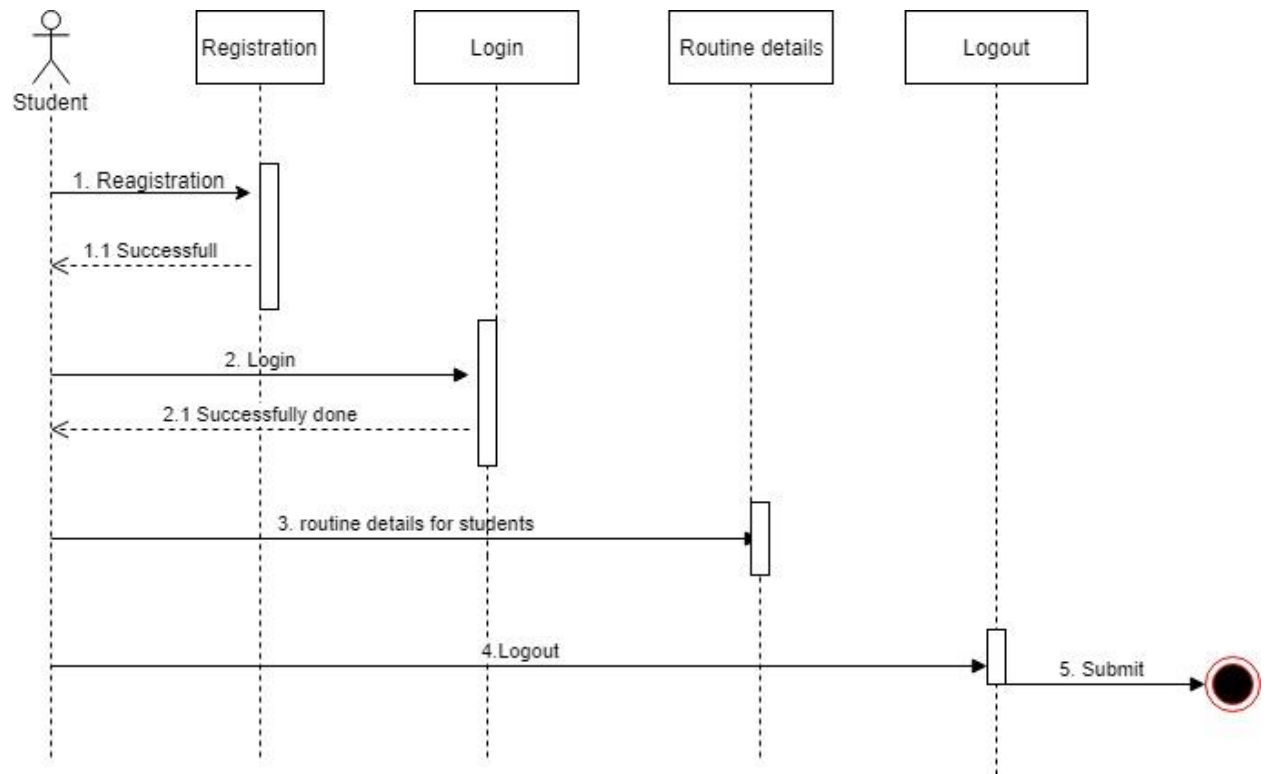


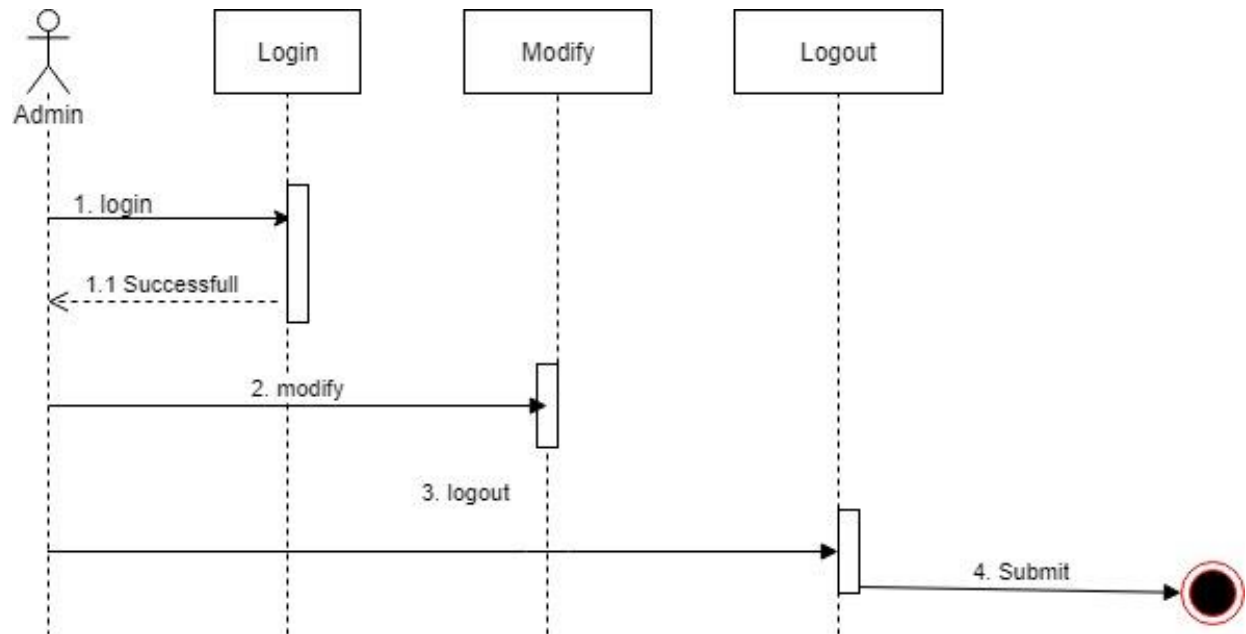
Figure 4.1: Sequence diagram for teacher

## 4.1.2 Sequence diagram for student system



**Figure 4.2: Sequence diagram for student**

### 4.1.3 Sequence diagram for admin system



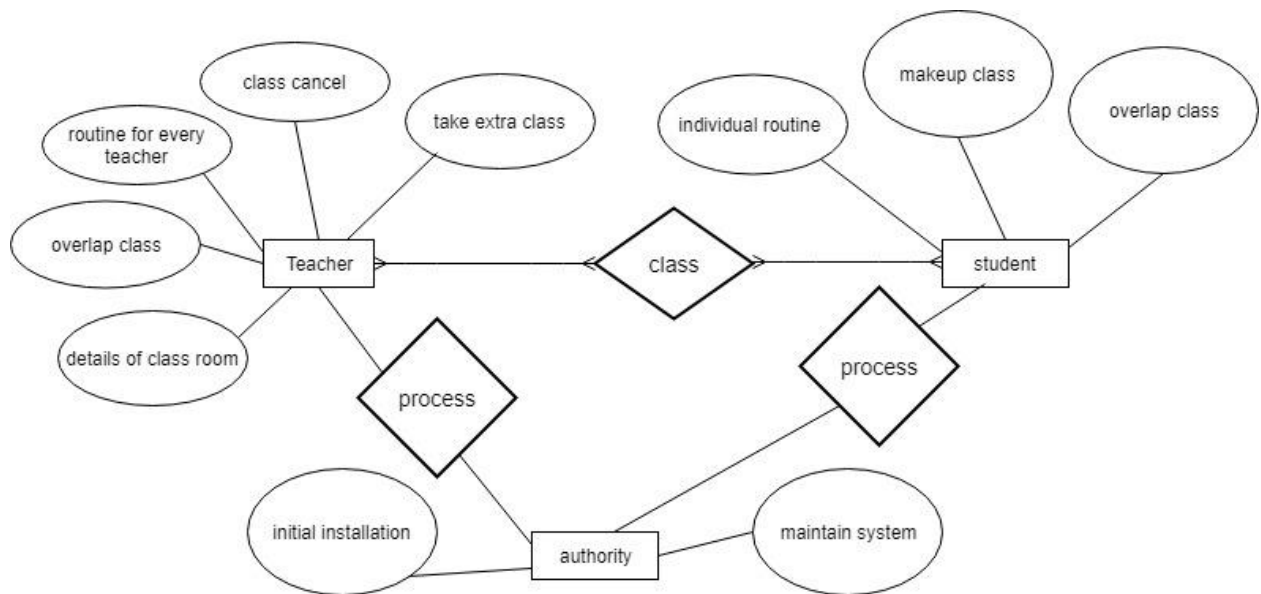
**Figure 4.3: Sequence diagram for admin**

## 4.2 Database Design

Database design is the organization of data according to a database model. The designer determines what data must be stored and how the data elements interrelate. With this information, they can begin to fit the data to the database model. Database design involves classifying data and identifying interrelationships.

(3)

## 4.2.1 E-R Diagram



**Figure 4.4: E-R diagram system**

## 4.3 Development Tools & Technology

Design and implementation constraints are those that we have used to implement this project make successful. It also describes tool that enables developers and testers to view and interact with the user interface (UI) elements of this application.

### 4.3.1 User Interface Technology

User interface (UI) is everything designed into a system view that which person's associates with this system may like the interface of this system.



### 4.3.1.1 Programming Language

For developing this system we will use PHP as a programming language. PHP (recursive acronym for PHP: Hypertext Pre-processor) is a widely-used open source general-purpose scripting language that is especially suited for web development and can be embedded into HTML. PHP is a server scripting language, and a powerful tool for making dynamic and interactive Web pages

(4)

### 4.3.1.2 JavaScript and jQuery Library

The most common use of JavaScript is to add client-side behavior to HTML pages, also known as Dynamic HTML (DHTML). Scripts are embedded in or included from HTML pages and interact with the Document Object Model (DOM) of the page.

J Query is a JavaScript library. J Query greatly simplifies JavaScript programming. J Query UI is a curated set of user interface interactions, 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 designers and developers alike. We've designed all of our plug-ins to get you up and running quickly while being flexible enough to evolve with your needs.

(5)

### 4.3.1.3 CSS Framework

CSS is a language that describes the style of an HTML document. CSS describes how HTML elements should be displayed. Build responsive, mobile-first projects on the web with the world's most popular front-end component library.

Bootstrap is an open source toolkit for developing with HTML, CSS, and JS. Quickly prototype your ideas or build your entire app with our Sass variables and mixins, responsive grid system, extensive prebuilt components, and powerful plug-ins built on jQuery.

The bootstrap code is included minified, which means that white spaces are removed 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 main design that bootstraps adds without specifically adding design to elements is that when 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 original, then bootstrap will override the custom ones and the changes will not be seen. Having some basic knowledge about how Bootstrap works before starting to use it would increase the efficiency and speed one might achieve the goal one has in mind for including bootstrap into the project.

(6)

### 4.3.1.4 Twitter Bootstrap

Bootstrap is a free and open-source front-end framework for designing websites and web applications. It contains HTML- and CSS-based design templates for typography, forms, buttons, navigation and other interface components, as well as optional JavaScript text extensions. Unlike many earlier web frameworks, it concerns itself with front-end development only.

(7)

## 4.3.2 Implemented Tools and Platform

Each commercial strategy, movement, or scheme originates depressed to Strategies, Tools, and Plans. Toward consider, grow, and tool a complete social media advertising strategic plan that will be fruitful wants to have those three dangerous mechanisms.

### 4.3.2.1 Web Server

A Web server is a program that uses HTTP (Hypertext Transfer Protocol) to serve the files that form Web pages to users, in response to their requests, which are forwarded by their computers' HTTP clients. Dedicated computers and appliances may be referred to as Web servers as well. We will use the Apache HTTP server to implement this project.

(8)

### 4.3.2.2 Database Server

We will use MySQL database server to store all of the information of this system. The reason behind to choose the database server are given below:

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

## Chapter 5: System Testing

### 5.1 Testing Features

A Software feature can be strong as the changes made in the system to add new functionality or adapt the current functionality. All features are supposed to have characteristics that are designed to be useful, intuitive and effective.

In realism, a new test set is shaped for testing that feature consistent to that cycle of that announcement. The tremendously significant and usually used new features must to be tested methodically in each build of that release and also reversion testing should be done pertinent to those areas.

#### 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 message processing	1	It is important for all to get the proper error message
<b>Technological Features</b>		
Database	1	Entrée to database is often wanted process. So this technical feature should be firmly 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 strategy is a plan that defines the testing method of the software development cycle. It is created to notify project managers, testers, and developers about some important subjects of the testing process. They are created based on development design documents.

### 5.2.1 Test Approach

Test approach is the test plan application of a project, describes how testing would be approved available.

#### 5.2.1.1 Black Box Testing

Black box testing also called functional testing that ignores the internal mechanism of a system or component and focuses on the outputs generated in response to selected inputs and execution conditions. We have decided to perform equivalence partitioning and Boundary value analysis for this system

### 5.2.1.2 White Box Testing

White box testing is a software testing method in which the internal structure /implementation of the item being tested is known to the tester. The tester chooses inputs to exercise paths through the code and determines the appropriate outputs. Programming know-how and the implementation knowledge is essential.

(9)

### 5.2.2 Pass/Fail Criteria

The arrival criteria's for all stage of testing must be encountered beforehand the following stage can begin. Currently the criteria's for pass and fail are given below.

- Rendering to the assumed situation the predictable result need to take place then the situation will be careful as pass then that standards should be failed.
- If an item tested 10 times, 9 times flawlessly worked and single time do not work correctly then it will reflect as fail case.
- System crash will be careful as fail case.
- Afterwards succumbing inquiry in the system, if predictable page won't seem then it will be careful as fail case.

### 5.2.3 Testing Schedule

This section will describe testing schedule.

- Stipulate test signs.
- Stipulate entirely article transmitted proceedings.
- Approximation time obligatory to do each testing mission.

- Schedule entirely testing tasks and test signs
- For each testing supply, stipulate its retro 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
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	Teacher page	Use case 3.2	Test case 5.4.1 & 5.4.2	
BR_2	Functional	Student page	Use case 3.2	Test case 5.4.1	
BR_3	Functional	Admin panel	Use case 3.2	Test case 5.4.1 & 5.4.2	
BR_4	Performance requirements	Speed & latency requirements	N/A	N/A	

### 5.3 Testing Environment

Testing environment is arrangement of software and hardware for the testing teams to perform test cases. In additional words, it ropes test implementation with hardware, software and network configured.

For test environment, 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
- Documentation required like reference documents/configuration guides/installation guides/ user manuals

(9)

### 5.4 Test Cases

A test case is a set of conditions or variables under which a tester will determine whether a system under test satisfies requirements or works correctly. The process of developing test cases can also help find problems in the requirements or design of an application.

(10)



## 5.4.1 Login

<b>Test Case #01</b>				<b>Test Case Name:</b> Login		
<b>System:</b> Class Routine Management System				<b>Subsystem:</b> Student & Teacher		
<b>Designed By:</b> MdZillurRahman& Md. Readul Islam				<b>Designed Date:</b> 10/26/2018		
<b>Executed By:</b>				<b>Executed Date:</b>		
<b>Short Description:</b> They both are registered and trying to log into the system						
<b>Pre-condition:</b>						
<ol style="list-style-type: none"> <li>1. Students and Teachers both are registered</li> <li>2. Assume username is '<a href="mailto:zillur@gmail.com">zillur@gmail.com</a>' and password is 'zillur'</li> </ol>						
Step	UserId	Email	Password	Expected result	Pass/ Fail	Comment
1	142-35-7717	<a href="mailto:zillur@gmail.com">zillur@gmail.com</a>	Zillur	Wrong userid		
2	---	<a href="mailto:zillur@gmail.com">zillur@gmail.com</a>	Zillur	Invalid userid		
3		<a href="mailto:zillur@gmail.com">zillur@gmail.com</a>	Zillur	userid can't be blank		
4	142-35-726	---	Zillur	email can't be blank		
5	142-35-726	<a href="mailto:zillur@gmail.com">zillur@gmail.com</a>		Password can't be blank		
6	A142-35-726	<a href="mailto:zillur@gmail.com">zillur@gmail.com</a>	123qwe	Wrong userid		
7	142-35-726	<a href="mailto:zillur@gmail.com">zillur@gmail.com</a>	@@ Zillur@@	Invalid password		
8	142-35-726	<a href="mailto:zillur@gmail.com">zillur@gmail.com</a>	Zillur	Successfully logged in		
9				userid, Gmail & password can't be blank		
10	142-35-726	<a href="mailto:zillur@gmail.com">zillur@gmail.com</a>	Zillur	userid can't be greater than 9 number		

11	142-35-726	<a href="mailto:zillur@gmail.com">zillur@gmail.com</a>	Abc	Password can't be less than 6 characters		
12	142-35-726	<a href="mailto:zillur@gmail.com">zillur@gmail.com</a>	Assdfghjkl kjhgf	password can't be greater than 12 characters		
<b>Post condition:</b> Student and teacher both successfully logged into this system and can access the system.						

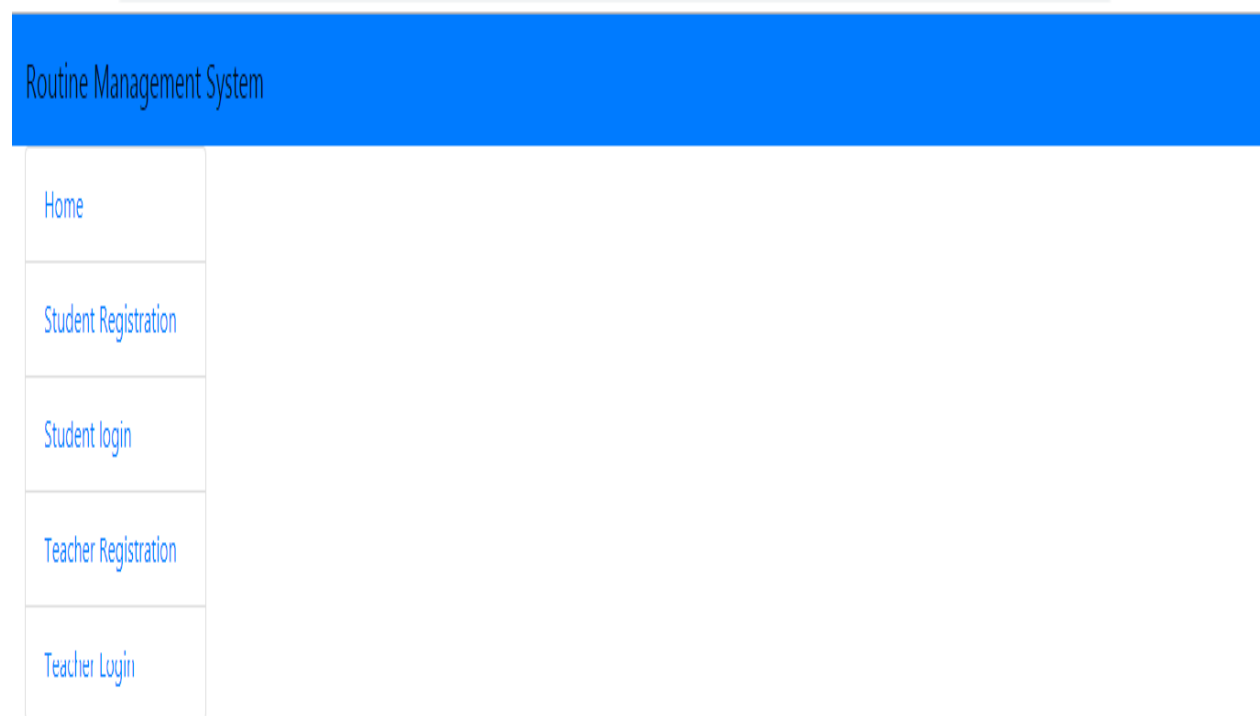
## 5.4.2 Modify Result

<b>Test Case #02</b>			<b>Test Case Name:</b> Modify Result		
<b>System:</b> Class Routine Management System			<b>Subsystem:</b>		
<b>Designed By:</b> MdZillurRahman& Md. Readul Islam			<b>Designed Date:</b> 10/26/2018		
<b>Executed By:</b>			<b>Executed Date:</b>		
<b>Short Description:</b> When modify any result then show the result in the page					
<b>Pre-condition:</b> 1. Modify information and show in page					
Step	Action	Expected result	Pass/Fail	Comment	
1	Modify result publish	Modify result and show in page			
<b>Post condition:</b> if any information is modify then show in page					

## Chapter 6: User Manual

### 6.1 User Menu

Here we see that is our user menu for routine management system. This routine management system includes home page, student registration, student login and also teacher registration and teacher login option.



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## 6.2 Teacher Registration page

This is teacher registration page for login to his/her individual page in routine management system. Every section must be needed to fulfill to complete the registration.

Routine Management System

Dashboard Menu	Teacher Registration Form	
Student Registration	Teacher Initial	Faculty
Student login	<input type="text" value="Enter Teacher Initial"/>	<input type="text" value="Enter Faculty"/>
Teacher Registration	Name	Email
Teacher Login	<input type="text" value="Enter Name"/>	<input type="text" value="Enter Email"/>
	Employee ID	Phone
	<input type="text" value="Enter Employee ID"/>	<input type="text" value="Enter Phone"/>
	Designation	password
	<input type="text" value="Enter Designation"/>	<input type="text" value="Enter password"/>
	Department	Confirm Pssword
	<input type="text" value="Enter Department"/>	<input type="text" value="Enter Confirm Pssword"/>
	<input type="button" value="Submit"/>	

## 6.3 Teacher login Page

This is login page for every teacher. After complete their registration they able to login to their own page.

Routine Management System

Teacher Login Form

Teacher Initial

Email

Password

Log In

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## 6.4 Student login Page

Here we see the student login page for every student who already completes their registration only they can login to this system.

Routine Management System

Student Login Form

Student ID

Email

Password

Log In

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## 6.5 Search Page for Student

This is the search page for students. They are able to search to find out their class routine and other information through their id.

Routine Management System

Find Your Routine

Search

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## 6.6 Search Page for Teacher

Here we see that this is the search page for every teacher. They can find their own routine through the search option.

Routine Management System

Find Your Routine

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## **Chapter 7: Conclusion**

### **7.1 project summary**

This project is about class routine management system. The main focus of the project is to find out the limitation of the current class routine management system in SWE, DIU from the both side of the lecturers & students such as Specific routine for every teacher, class cancel, extra class option for teacher and Individual routine, overlap class, makeup class or extra class option for students.

### **7.2 Limitations**

There are some limitations in my project such as us only show only Teacher can modify his/her page. Another we cannot set the logic of the system that when any mistake in routine system in student individual routine they don't do anything.

### **7.3 Obstacles and Achievements**

From the beginning of the system I learn so many things which are needed for developer. Firstly I don't know how to make a design properly such as database design how to write algorithm and diagrams associates of a project work. Before this I don't know the importance of algorithm and how much it is needed for a programmer to build up a project. In the time of building this system many importance part of the using language which I use for building this system. I also learn before starting logical portion if the database design and project UI is ready then it will be very easy to implement the code. In a word it was a great achievement for me to build this system.



## 7.4 Further development

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

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