



Daffodil International University

Department of Software Engineering, FSIT

SWE-431 Project / Thesis

Project Documentation

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APPROVAL

This Project titled “**Automated Project Management System**”, submitted by Shemul Mahmud (152-35-1228) 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 content.

DECLARATION

I hereby declare that, this project has been done by us under the supervision of **Dr. Md. Mostafijur Rahman**, Assistant Professor, Department of Software Engineering, Daffodil International University. I also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.



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I also want to thank our parents, who taught us the value of hard work by their own example. I should like to share this moment of happiness with my parents. They rendered me enormous support during the whole tenure of my stay at this University.

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Chapter 1

Introduction

1.1 Project Overview

“Automated Project Management System” is a web based project management system for final year student. By this project teacher can post their project idea, call for interview from applied student. Student can select Project or apply project posted by teacher. If any student have old project idea student also can submit their project. After Submit project Idea if any teacher chose those idea he can accept that Idea.

The special feature of this project is Interview call. Teacher can take interview from applied student. Those who are called for interview he/she get notification to give interview. After interview teacher assign project for that student.

Here first of all user has to sign up to the system and then login to the system. After successful login user can apply for the project idea post their project Idea. Student can update their profile also.

1.2 Project Purpose:

1.2.1 Background:

In our university, our final year project idea submission was done by manually. For final year student, it is very difficult to know what kind of project supervisor want. They always told us to bring some unique Idea. Many of us don't have a unique project idea. And after many think and thought student find some idea but supervisor reject many of them. And our many supervisors have no idea what his/her student capable of, what kind skills they have. At this situation student safer a lot.

Here, my goal is to develop a web-based system that will solve this kind of problem. In my system teacher can post their Project Idea. Student can apply that project. The teacher can call for an interview so that he can know his/her skill and capability. If he capable of doing that project teacher can assign that project. And also student has an old idea he/she can post his idea if any supervision like that idea he can approve it. And student Have own profile they can update their profile.

1.2.2 Beneficiaries and Benefits:

- This application would be beneficial for some point of view. Now, I am mentioning some benefits below:
- It will help students to get an idea about project.
- Teacher can post their project Idea
- Students can apply on project idea posted by teacher
- Students can get a clear idea of which skill is preferred most.
- Teacher can check student's profile.
- Teacher can accept student project Idea

- Teacher can assign project
- Student can update profile

1.2.3 Goal:

The main purpose of this project named “Alumni Portal” is to make an interactive portal which might be helpful for both students and alumni as their need. It will help not only create a good communication but also help the students to make any essential decision for their career goal.

1.3 Stakeholder :

1. Student

2. Teacher

1.4 Release Plan or Milestone:

The release plan or milestones are given below:

Table1: Release Plan or Milestone

Activities	Duration (in week)	Total week
Brainstorming	Week 1	1
Problem identification	Week 1, Week 2	2
Requirement specification	Week 2	1
Requirement analysis	Week 2, Week 3	2
Design specification	Week 4	1
Quality assurance	Week 4	1
Database design	Week 5	1
Student portion	Week 5, Week 6, Week 7, Week 8,	4
Teacher portion	Week 10, Week 11, Week 12, Week 13,	4
Test case	Week 4, Week 8, Week 10,	3
Unit testing	Week 13	1
Black-box testing	Week 14, Week 15	2
Software release	Week 16	1

Chapter 2

System Analysis

2.1 Requirement Analysis:

The process to gather the software requirements from the client, analyze and document them is known as Requirement Analysis. Requirements must be quantifiable, significant and itemized. Functional and Non-functional requirements are accessible. By requirements assembling and indicating and specifying them requirements analysis done.

2.2 Requirement Gathering:

Basically, most of requirements are gathering by brainstorming, interviews, questionnaires, and document research. These requirements are identified according to the relevant area. I'm as a student and my supervisor as a supervisor we meeting and discuss out our current problem and solution. Then I listed the requirements so it was easy to collect real-life requirements.

2.3 Requirement Specification:

2.3.1 Functional Requirement:

Functional requirements are those functions which are mandatory for the system. For this system functional requirements are mentioned below.

Table 2: Functional Requirement

ID: FR-01

Requirement: Login/Logout.

Description: User can login with their username & password and can logout any time.

Stockholders: All users.

ID: FR-02

Requirement: User Registration.

Description: User can register with their email and password.

Stockholders: Teacher, Students.

ID: FR-03

Requirement: Post Project Idea

Description: After login Teacher and Student post project Idea

Stockholders: Teacher Student.

ID: FR-04

Requirement: Select Project Idea.

Description: Logged in students can select Project idea posted by Teacher

Stockholders: Students.

ID: FR-05

Requirement: Approve Project Idea

Description: Logged in Teacher can Approve project Idea post by Student

Stockholders: Teacher

ID: FR-06

Requirement: View Profile.

Description: Logged in user can view profile.

Stockholders: Students, Teacher

ID: FR-07

Requirement: View Applied Students

Description: Logged in Teacher can view who has applied for his/her project Idea

Stockholders: Teacher

ID: FR-08

Requirement: Update Profile.

Description: Logged in user can edit their own profile.

Stockholders: Students, Teacher

ID: FR-09

Requirement: Reject Project Idea Request.

Description: Teacher can reject Project Idea request by Teacher

Stockholders: Students.

ID: FR-10

Requirement: Call For Interview.

Description: Logged in Teacher can call student for give Interview.

Stockholders: Teacher

ID: FR-11

Requirement: Cancel apply.

Description: Student can cancel project Idea that he apply.

Stockholders: Student,

2.3.1 Non-Functional Requirement:

For this system non-functional requirements are mentioned below.

Table 3: Non-Functional Requirement

ID: NFR-01

Requirement: Data Capacity.

Description: This system need to handle thousands of data.

Stockholders: Teacher, Students.

ID: NFR-02

Requirement: Reliability and Availability.

Description: The system must be available 24x7 hours.

Stockholders: All users.

ID: NFR-03

Requirement: Robustness.

Description: System has to handle thousands of user access without crushing.

Stockholders: All users.

ID: NFR-04

Requirement: Maintainability.

Description: Logged in students can apply for the project posted by Teacher.

Stockholders: All users.

ID: NFR-05

Requirement: Integrity and Privacy.

Description: System has to protect user data and confidential information like password should be hashed.

Stockholders: All users.

ID: NFR-06

Requirement: Interface Requirement.

Description: System should be user friendly for all users. Interface font, look and appearance must be clear and user friendly.

Stockholders: All users.

2.4 Use case of proposed system

2.4.1 Use Case Diagram:

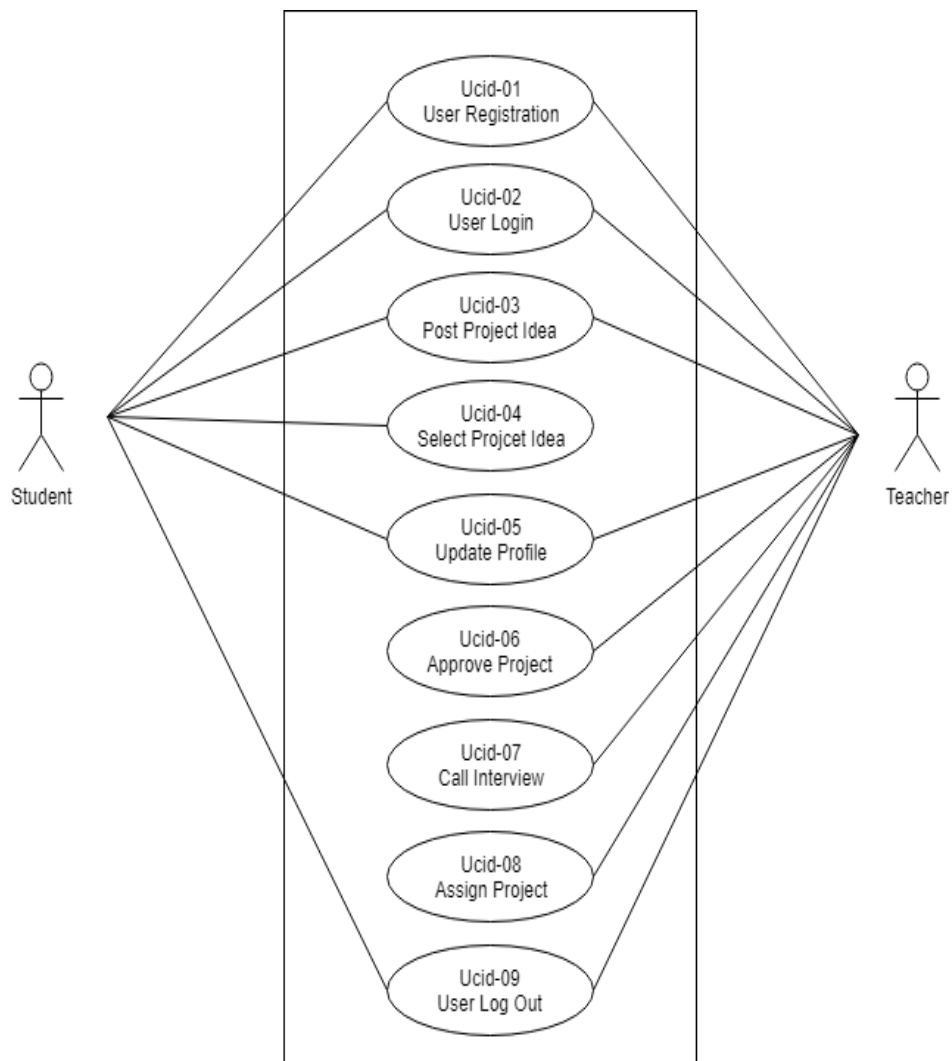


Figure 1: Use case Diagram

2.4.2 Use Case Table:

2.4.2.1 User Registration:

Table 4: User Registration

Use Case Title	User Registration
Goal	User gives his personal data to registered
Preconditions	Fill the all required field
Actors	User
Success End Condition	Successfully Registered
Failure End Condition	Registration Failed
Trigger	View login page
Description	After fill all require field user can Registers for the system

2.4.2.2 User Login:

Table 5: User Login

Use Case Title	User Login
Goal	User can logging to the site
Preconditions	Must be registered Fill email and password field
Actors	User
Success End Condition	Successfully Login
Failure End Condition	Invalid Email Or Password
Trigger	View Home page
Description	With valid email and password user can enter and then they can use the system.

2.4.2.3 Post Project Idea:

Table 6: Post Project Idea

Use Case Title	Post Project Idea
Goal	Teacher and student can post their project idea
Preconditions	<ul style="list-style-type: none">• Must be login• Must be authenticated
Actors	Teacher, Student
Success End Condition	Successfully Post Message
Failure End Condition	Failed Post Message
Trigger	Show all submit project
Description	Teacher and Student both can post their project Title, project description, requirement for the project

2.4.2.4 Select Project Idea

Table 7: Select Project Idea

Use Case Title	Select Project Idea
Goal	Student can select project Idea
Preconditions	<ul style="list-style-type: none">• Must be login as student
Actors	Student
Success End Condition	Successfully select Message
Failure End Condition	Failed select Message
Trigger	Show all selected project
Description	Student can select project Title after see project description, language and tools

2.4.2.5 Update Profile

Table 8: Update Profile

Use Case Title	Update Profile
Goal	Student and Teacher Both can update their profile
Preconditions	<ul style="list-style-type: none">• Must be login• Must be authenticated
Actors	Student, Teacher
Success End Condition	Successfully update info database
Failure End Condition	Failed update
Trigger	Display update data
Description	Student And teacher can update their profile

2.4.2.6 Approve Project

Table 9: Approve Project

Use Case Title	Approve Project
Goal	Teacher can Approve project from the student
Preconditions	<ul style="list-style-type: none">• Must be login as teacher• Must take interview
Actors	Teacher
Success End Condition	Successfully Sent Assign Message
Failure End Condition	Not Select For Project
Trigger	Display Assign Message
Description	Student cant request for project approval If Teacher like project idea he/she can approve student Idea

2.4.2.7 Call Interview:

Table 10: Call for Interview

Use Case Title	Call Interview
Goal	Teacher can call student for give interview
Preconditions	<ul style="list-style-type: none">• Must be login as teacher• Must have select notification
Actors	Teacher
Success End Condition	Successfully Sent interview invitation
Failure End Condition	
Trigger	Display successful invitation message
Description	After selecting project teachers get notification who select project from their teacher can call student for Interview to assign project.

2.4.2.8 Assign Project:

Table 11: Assign Project

Use Case Title	Teacher Assign Project
Goal	Teacher can assign project for the student
Preconditions	<ul style="list-style-type: none">• Must be login as teacher• Must take interview
Actors	Teacher
Success End Condition	Successfully Sent Assign Message
Failure End Condition	Not Select For Project
Trigger	Display Assign Message
Description	After taking interview teacher assign project for selected student.

2.4.2.9 Log Out:

Table 12: Logout

Use Case Title	User Logout
Goal	User can log out from the System
Preconditions	<ul style="list-style-type: none">• Must be Login
Actors	User
Success End Condition	Successfully Logout
Failure End Condition	
Trigger	View Home page
Description	After End of the using User can log out from the system.

Chapter 3

System Design

3.1 Database design Diagram:

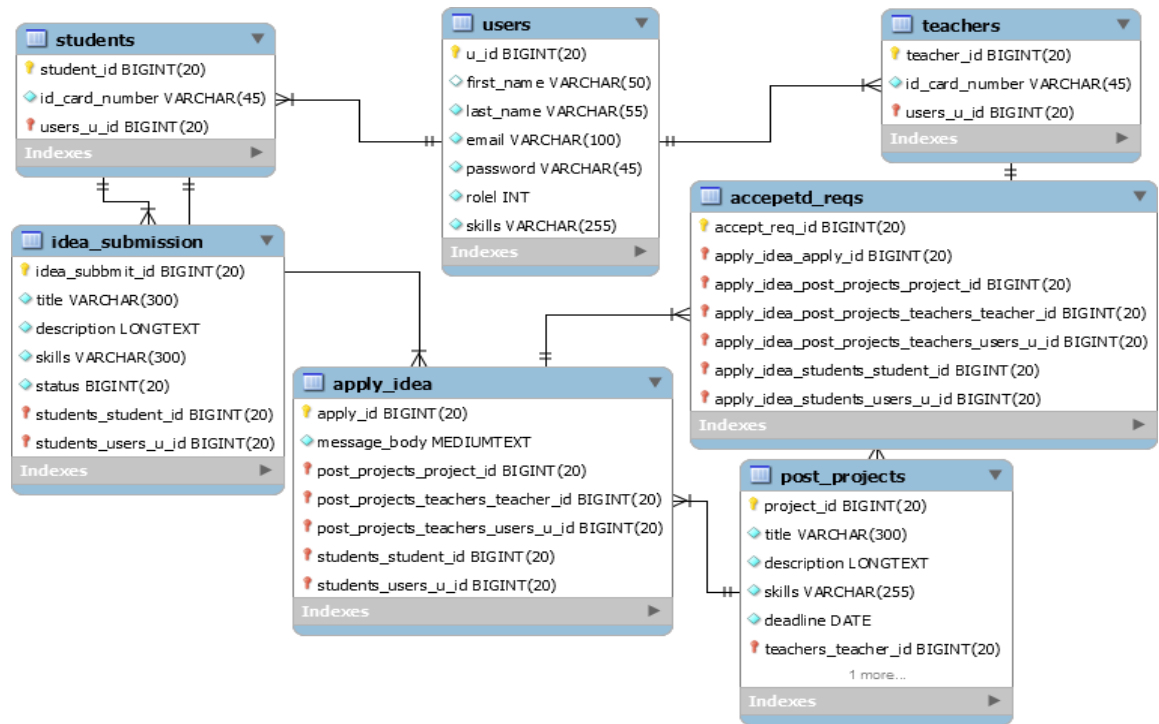


Figure 2: Database Diagram

**3.2 Activity Diagram:
3.2.1 Post Project Idea:**

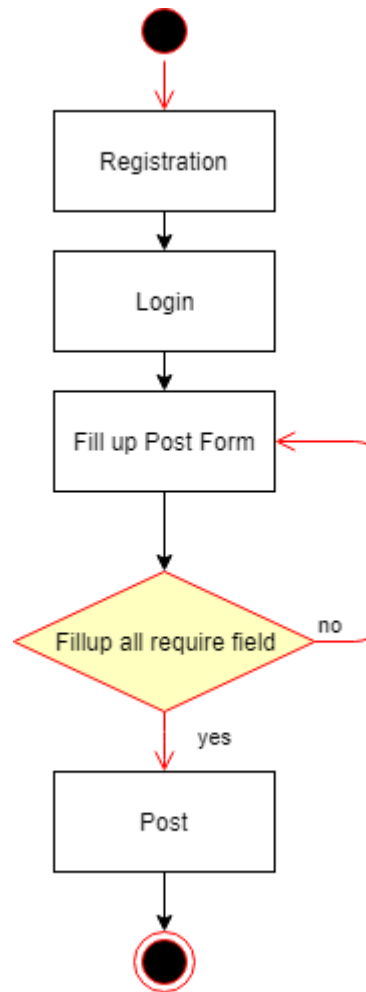


Figure 3: Post project Idea

3.2.2 Select Project Idea:

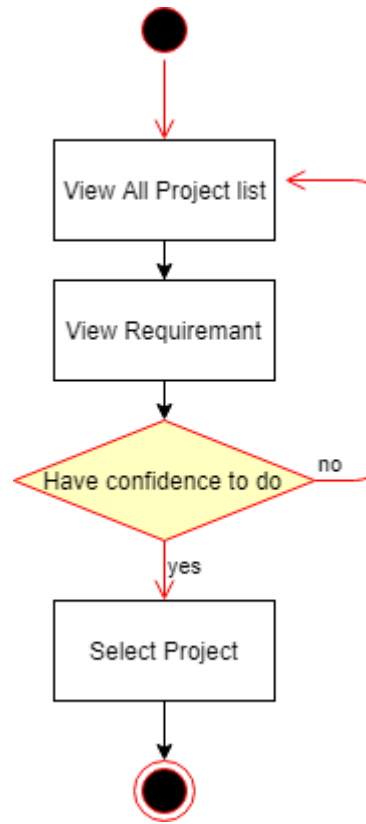


Figure 4 : Select project Idea

3.2.3 Approve Project Idea:

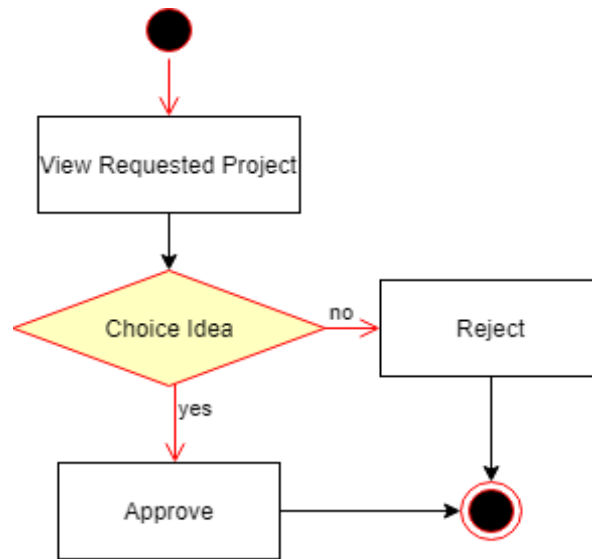


Figure 5: Approve project

3.2.4 Assign Project:

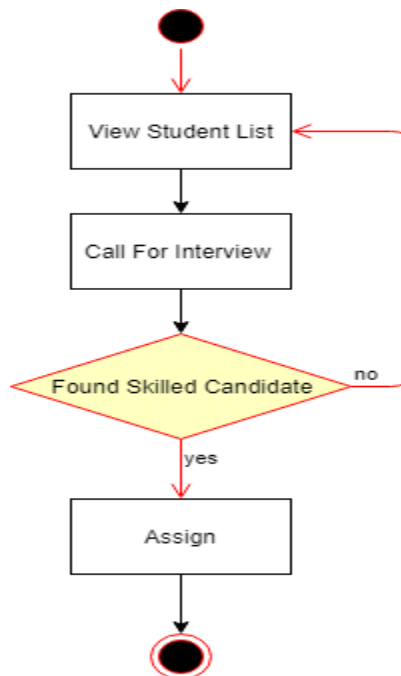


Figure 6: Assign project

3.4 Sequence Diagram:

3.4.1 Registration:

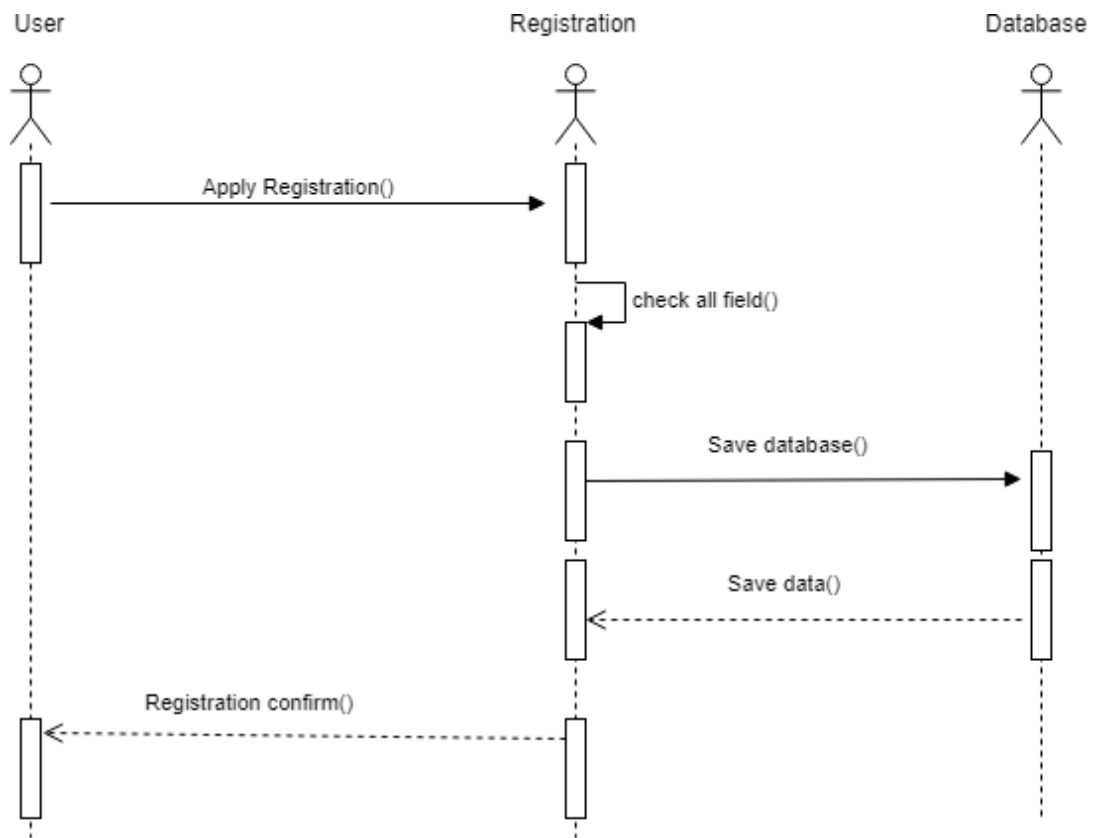


Figure 7: Registration

3.4.2 Login:

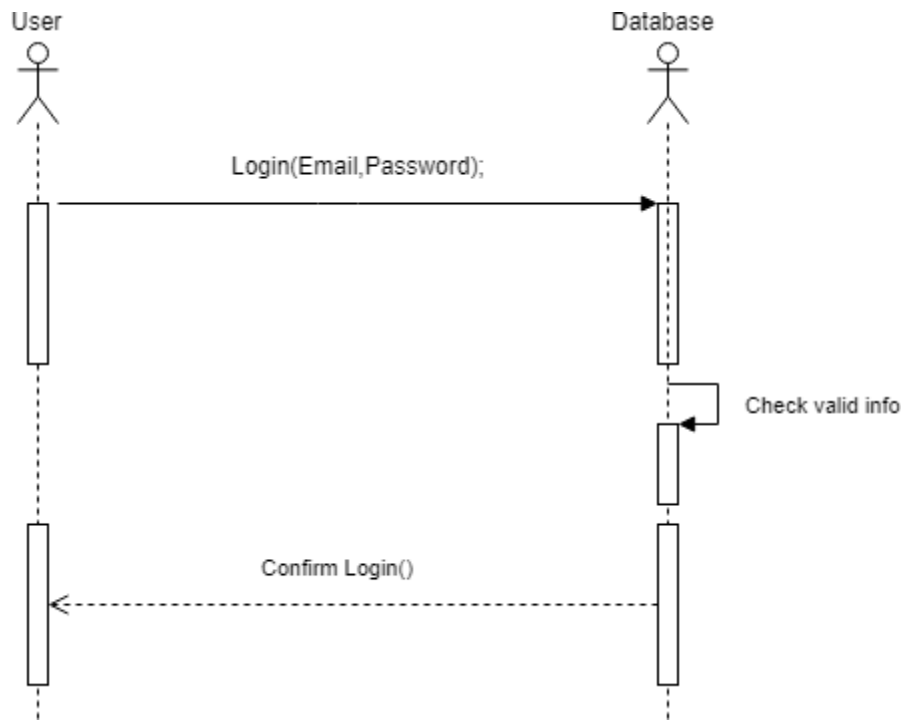


Figure 8: Login

3.4.3 Post Project Idea:

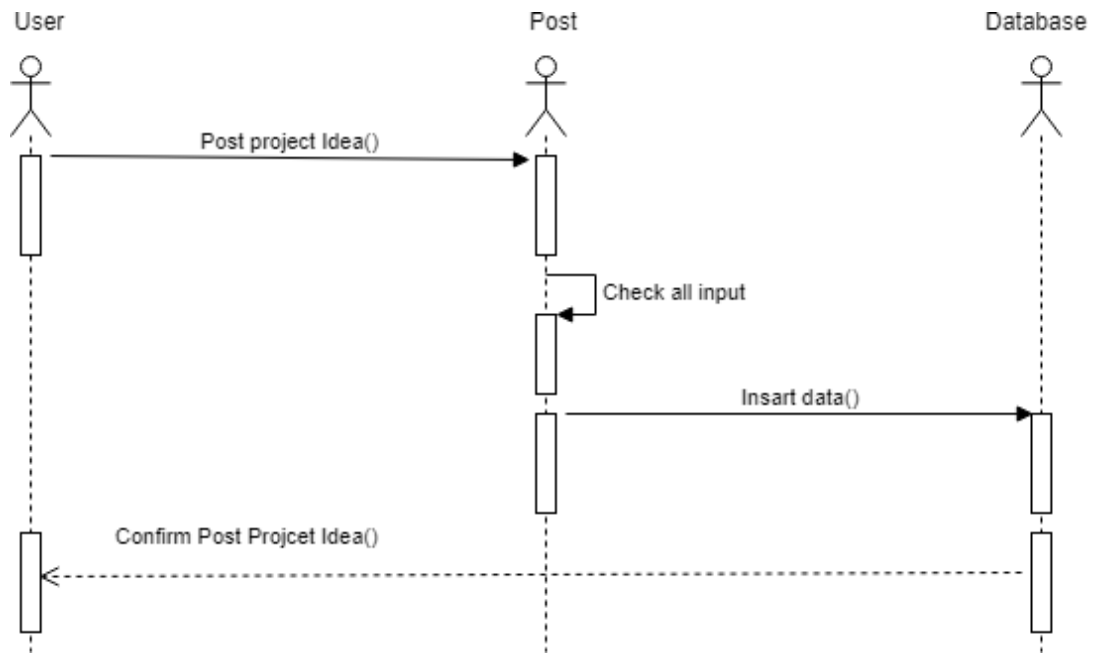


Figure 10: Post Project Idea

3.4.4 Approve Project Idea:

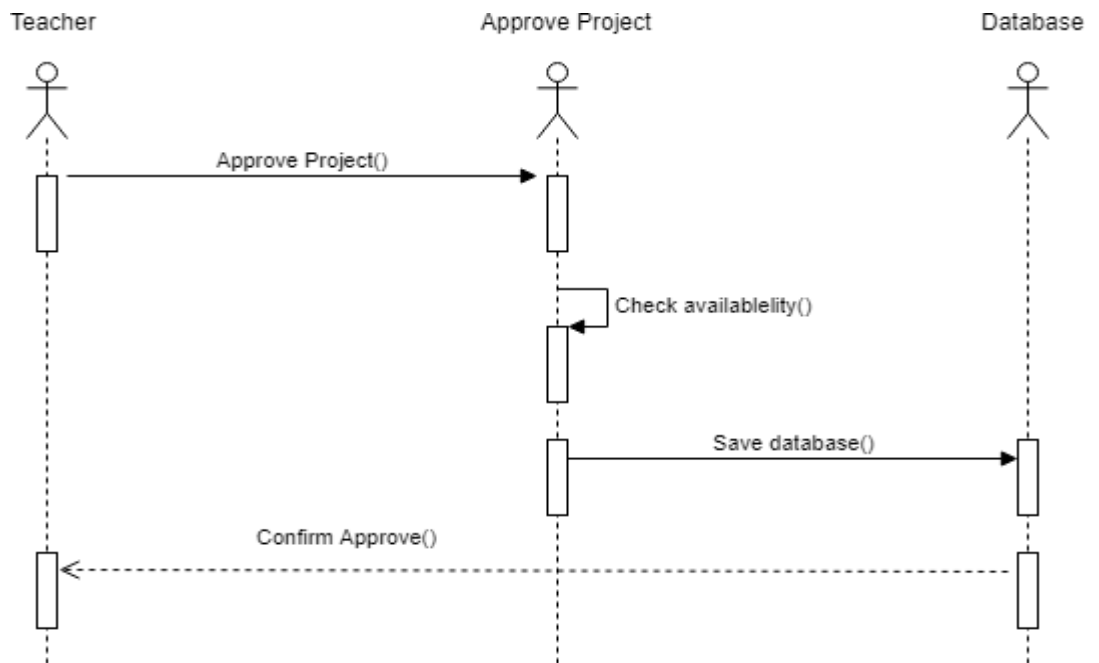


Figure 10: Approve Project Idea

3.4.5 Select Project Idea:

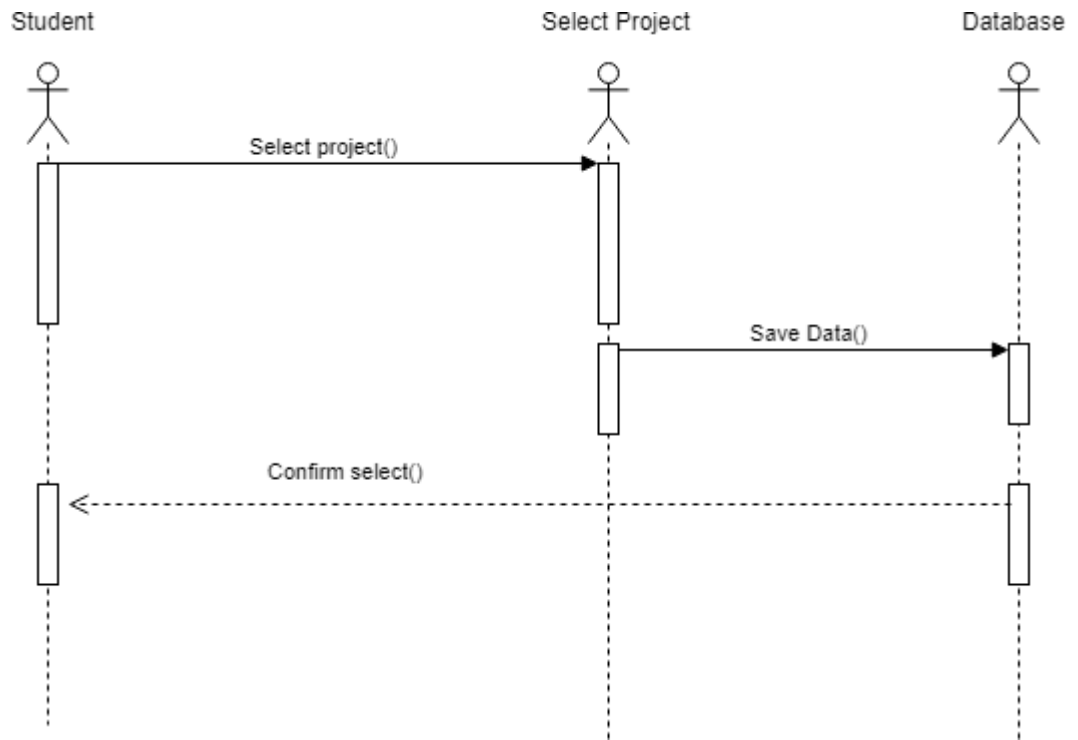


Figure 11: Select Project Idea

3.4.6 Assign Project:

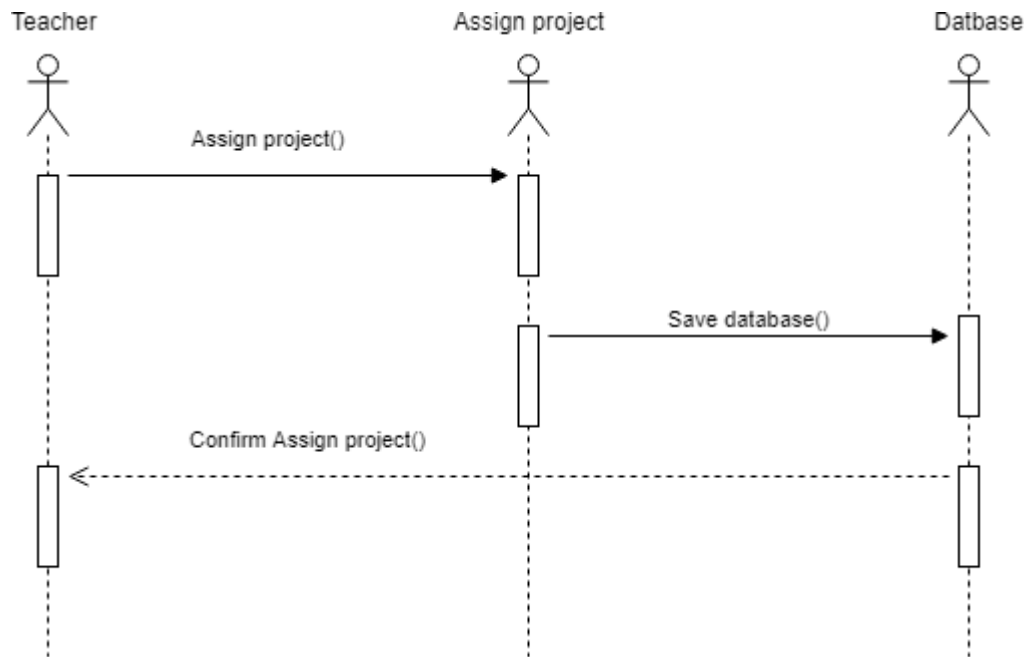


Figure 12: Assign project

Chapter 4

Development

4.1 Tools and Technology

Presentation Layer: HTML5, CSS3, Bootstrap 4, JavaScript, JQuery.

Application Layer: PHP, Laravel 5.8

Data Layer: MySQL.

Tools: Sublime Text, Xampp.

4.2 Reason behind choosing

4.2.1 In General

HTML5: HTML5 used to build structure of web page.

Bootstrap with CSS: CSS is a styling language and bootstrap is a library, both of them used to style web page.

JavaScript with JQuery: To make presentation layer interactive JavaScript is used and JQuery is its library.

Laravel with PHP: Laravel is a framework of PHP which uses MVC architecture and used for connecting presentation layer with data layer.

MySQL: MySQL is a database to manage and manipulate data to make connection with application layer.

Sublime Text and Xampp: Sublime is an IDE or text editor uses for coding. And xampp is a control panel to start database server.

4.2.2 On perspective of this project

Presentation Layer: As system is a web based system I need to use the HTML5, CSS, Bootstrap, JavaScript and JQuery to run the system as web application. In my point of view they are best to develop a web system.

Application Layer: To follow the MVC architecture Laravel with PHP is best. It helps to implement logic of the system and to establish connection between presentation layer and data layer.

Data Layer: MySQL used for making relational database and manage query.

Tools: Sublime Text and xampp are most popular in terms of making a web application.

Chapter 5

Testing

5.1 Testing Features

Feature testing can be considered as making change to add or modify the new functionality to the existing project. To test the features and functionality, a new test set is to be written for testing purpose. Almost every feature and functionality have different characteristics. Those are designed to make the application more useful, intuitive, reliable, secured, scalable, effective and efficient.

5.1.1 Features to be tested

Table 13: Feature to be tested

Features	Priority	Description
Registration	L	To become a member for any types of user, they need to be registered first.
Login	L	User must be authenticated by login
Logout	L	Session must be destroyed after logout
Post project Idea	H	Teacher Post their project idea
Project Selection	M	If student capable of the project he can select project
Assign Project	M	Teacher assign project to student
Approve Project	M	Teacher approve student project idea
Technological Features		
Database	M	Database will be used at almost every operation. So this is why, this part must be controlled tightly.

Here, H=High, M=Medium, L=Low

5.2 Testing Strategy:

Testing strategy is to be considered as a general purpose of testing process. Testing object, testing function methods, total available resources are included to the testing strategy. It is also the indicator of test levels that are to be performed on the whole software development life cycle. Those strategies that are prepared by the quality assurance team should be reviewed by the developers of the application. After that it should be reviewed by the test team leads. Different kinds of testing strategies can be performed according to the type of application system that need to be tested.

5.2.1 Test approach:

To complete the test process, testers must take some approach. There are mainly two test approach.

Automation testing: Automation testing is a name of testing technique by which test engineers prepare some scripts according to test plan and after that they use suitable

tools to perform testing of the software. Nowadays, almost every software company follow the approach of automation testing.

Manual testing: Manual testing is also a name of technique of testing by searching out the bugs or vulnerability in an application. In this process, test engineers manually test and execute the test cases without having any automation tools.

5.2.1.1 Black Box Testing:

Black box testing is a software testing method by which test engineers test the software without having knowledge of the internal architecture of the application that need to be tested. It is also known as behavioral testing. Black box testing can be either functional or non-functional. It ignores the internal mechanism of a system. We have decided to perform the equivalent class partitioning and Boundary value analysis techniques to implement.

5.2.1.2 White Box Testing:

White box testing is also a name of testing approach which is also known as clear box testing, glass box testing, open box testing, transparent box testing, code based testing or structural testing. It is opposite to the black box testing. In black box testing, the internal architecture or algorithms is not known to the testers whether the whole software architecture is known to the testers while white box testing.

Testers can also predict the output of every test cases for white box testing. White box testing can be classified into some levels. Such as:

- Unit Testing
- Integration Testing
- System Testing

The main advantage of white box testing is that testing is more throughout and the testing can be started from the very beginning stage.

5.2 Pass / Fail Criteria:

Pass or fail criteria will be set by the test engineers. They will prepare the pass / fail criteria on the basis of which input data are worked and which are not works well. Those data that are worked well will considered as pass criteria. And rest of input data will be considered as fail criteria.

Now I will give the pass / fail criteria below.

- System crash will not be considered as pass case.
- If any criteria pass 100% times, then it will be considered as pass criteria only.

- If data can't be displayed to the application properly, then it is also to be considered as fail criteria

5.3 Testing Schedule:

Table 14: Testing Schedule

Test Phase	Time
Testing plan create	1 week
Test specification	2 week
Unit testing	During development time
Component test	1 week
Test Phase	Time
Integration testing	1 week
Validating use cases	1 week
Testing user interfaces	1 week
Load testing	1 week
Performance testing	1 week
Release to production	1 week

5.4 Testing Environment:

Testing environment means to prepare the environment with hardware and software so that test engineers can be able to execute test cases as required. Besides hardware and software usage, network configuration might be needed to execute test plans.

For making the environment for testing, some key area need to setup. Those are:

- Test data
- Database server
- Client's operating system
- Front end running environment
- Browser
- System and application
- Network
- Hardware with server operating system

Documentation is also required. Like: user manuals, installation guides, configuration guides, documents etc.

5.5 Test Cases:

A test case refers to some rules and regulations or conditions by which it can be determined whether a system can be able to meet the works or requirements under test cases properly. We know, there is a chance to have some fault or break holes in any

application. This is very common scenario. And those issues are solved usually by software testing approaches. But if we don't care of those issues, then the full application development might be ruined. So proper testing must be needed. For testing our application, I have prepared some test cases. Now, I am going to provide them.

5.5.1 Login:

Table 15: Login

Test case #1		Test case name: Log in			
System: Automated Project Management		Subsystem: N/A			
Designed by: Shemul Mahmud		Designed date:			
Executed by: Shemul Mahmud		Executed date:			
Short description: The registered users need to login to the application. And before that our application will check the authentication and authorization.					
Pre-conditions: Users are always redirected to the login page whether they have not authenticated by my system while entering into the home page.					
Step	Phone	Password	Expected result	Pass/Fail	Comment
1	shemul1228gmail.com	password	Invalid email address	Pass	
2	shemul1228@gmail.com		Password can't be blank	Pass	
3		password	Mobile can't be blank	Pass	
4	shemul1228@gmail.com	password	Successfully login to the system and redirected to the homepage	Pass	
Post-conditions: Users including student teacher will successfully login to the system.					

5.5.2 User Registration:

Table 16: User Registration

Test case #2		Test case name: User Registration		
System: Automated Project Management		Subsystem: N/A		
Designed by: Shemul Mahmud		Designed date:		
Executed by: Shemul Mahmud		Executed date:		
Short description:				
Pre-conditions:				
<ul style="list-style-type: none"> User select the register form. 				
Step	Action	Response	Pass/Fail	Comment
1	All required fields are not filled yet.	Fields must not be empty.	Pass	
2	All input filed is filled up by the user.	Save all information into database	Pass	
Post-conditions: User now ready for log in to the system				

5.5.3 Project Select:

Table 17: Project Select

Test case # 3		Test case name: Project Select		
System: Automated Project Management		Subsystem: N/A		
Designed by: Shemul Mahmud		Designed date:		
Executed by: Shemul Mahmud		Executed date:		
Short description:				
Pre-conditions:				
<ul style="list-style-type: none"> User must be authenticated. 				
Step	Action	Response	Pass/Fail	Comment
1	If select project	Project select successfully	Pass	

5.5.4 Assign Project:

Table 18: Assign Project

Test case # 4		Test case name: Assign project		
System: Automated Project Management		Subsystem: N/A		
Designed by: Shemul Mahmud		Designed date:		
Executed by: Shemul Mahmud		Executed date:		
Short description: After Interview teacher assign student for the project.				
Pre-conditions:				
<ul style="list-style-type: none"> User must be authenticated. 				
Step	Action	Response	Pass/Fail	Comment
1	Student Select project	Teacher will received notification	Pass	
2	Teacher send notification student to give Interview	Student Get Interview Notification	Pass	
4	Teacher assign project to the Student	Student get Assign Notification Massage	Pass	
Post-conditions: After assign project, student permit to start work with project				

5.5.5 Approve Project Request:

Table 19: Approve Project Request

Test case # 5		Test case name: Approve Project Request		
System: Automated Project Management		Subsystem: N/A		
Designed by: Shemul Mahmud		Designed date:		
Executed by: Shemul Mahmud		Executed date:		
Short description: Teacher approve from student requested project				
Pre-conditions:				
<ul style="list-style-type: none"> User must be authenticated. 				
Step	Action	Response	Pass/Fail	Comment
1	Project is not approved yet	Project will be shown on home page.	Pass	
2	Project approved	Project will be approved and they are not visible to the Notification.	Pass	
Post-conditions: After approve project idea student get accepted notification				

5.5.6 Post Project Idea:

Table 20: Post Project Idea

Test case # 6		Test case name: Post project Idea		
System: Automated Project Management		Subsystem: N/A		
Designed by: Shemul Mahmud		Designed date:		
Executed by: Shemul Mahmud		Executed date:		
Short description: Teacher can post project Idea.				
Pre-conditions:				
<ul style="list-style-type: none"> User must be authenticated. 				
Step	Action	Response	Pass/Fail	Comment
1	All required fields are not filled yet.	Fill-up all require field	Pass	
2	All input filed is filled up by the user.	Post project Idea successfully	Pass	
Post-conditions: After post project idea he/she can see his/her posted idea				

5.5.7 Logout:

Table 21: Logout

Test case # 7		Test case name: Logout		
System: Automated Project Management		Subsystem: N/A		
Designed by: Shemul Mahmud		Designed date:		
Executed by: Shemul Mahmud		Executed date:		
Short description:				
Pre-conditions:				
User must be authenticated.				
Step	Action	Response	Pass/Fail	Comment
1	Click logout from dropdown.	Successfully logout	Pass	
2	Successfully logout	Redirected to login page.	Pass	
3	Directly type the profile link to enter.	Redirected to login page.	Pass	
Post-Condition: Session will be destroyed and user will redirected to login page.				

Chapter 6

User Manual

6.1 Registration:

At first user must register for using the system. Teacher can register as teacher and student can register as student

Register

First Name

Last Name

Email

Password

Confirm Password

Sign up as a student

Sign up as a teacher

Register

Figure 13: Register

6.2 Log In:

After Register user must log in into the system by using email and valid password.

The screenshot shows the login interface of the 'Automated Project Management system'. At the top left, the system name is displayed. At the top right, there is a 'Login' button. The main heading is 'Login'. Below it, there are two input fields: 'Email' and 'Password'. A blue 'Log In' button is positioned below the password field. Below the button, there are links for 'Register?' and 'Forgot Your Password?'. At the bottom, a copyright notice reads 'Copyright Shemul Mahmud - All Rights Reserved'.

Figure 14: Log In

6.2 Login as Teacher:

6.2. 1 Teacher Home page

The screenshot displays the 'Teacher Home page' of the 'Automated Project Management system'. The top navigation bar includes the system name, 'Home', 'Project ideas', 'Post Project Idea', 'Notifications', and a user profile 'samiul islam'. The main heading is '4 project requests from students'. Below this, there is a list of four project requests, each with a 'View' button:

- Video blurring**
Requested By [samir](#)
- Online gd system**
Requested By [samir](#)
- Web crawler**
Requested By [najnin](#)
- Hajj application developing**
Requested By [bida](#)

At the bottom, a copyright notice reads 'Copyright Shemul Mahmud - All Rights Reserved'.

Figure 16: Teacher Home Page

6.2.2 Post Project Idea:

Teacher can post their project Idea with Title name Description and Skills he want for this project.

Post a project idea

Title

Description

Skills

Deadline

[Confirm project](#)

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Figure 16: Post Project Idea

6.2.3 Call for Interview:

Teacher can call Student for interview who apply those project.

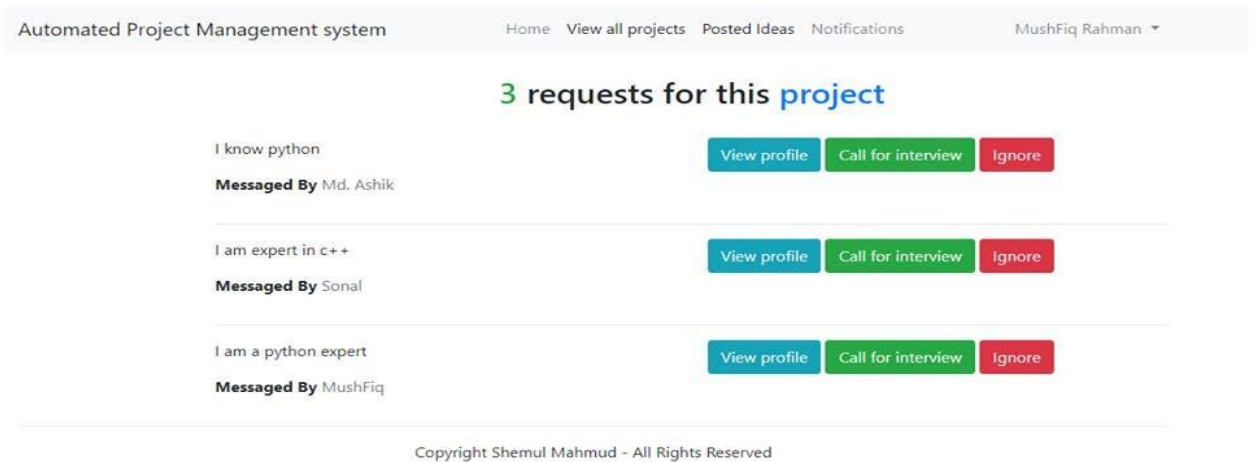


Figure 17: Call for Interview

6.2.3 Assign Project:

After take interview teacher assign the project.

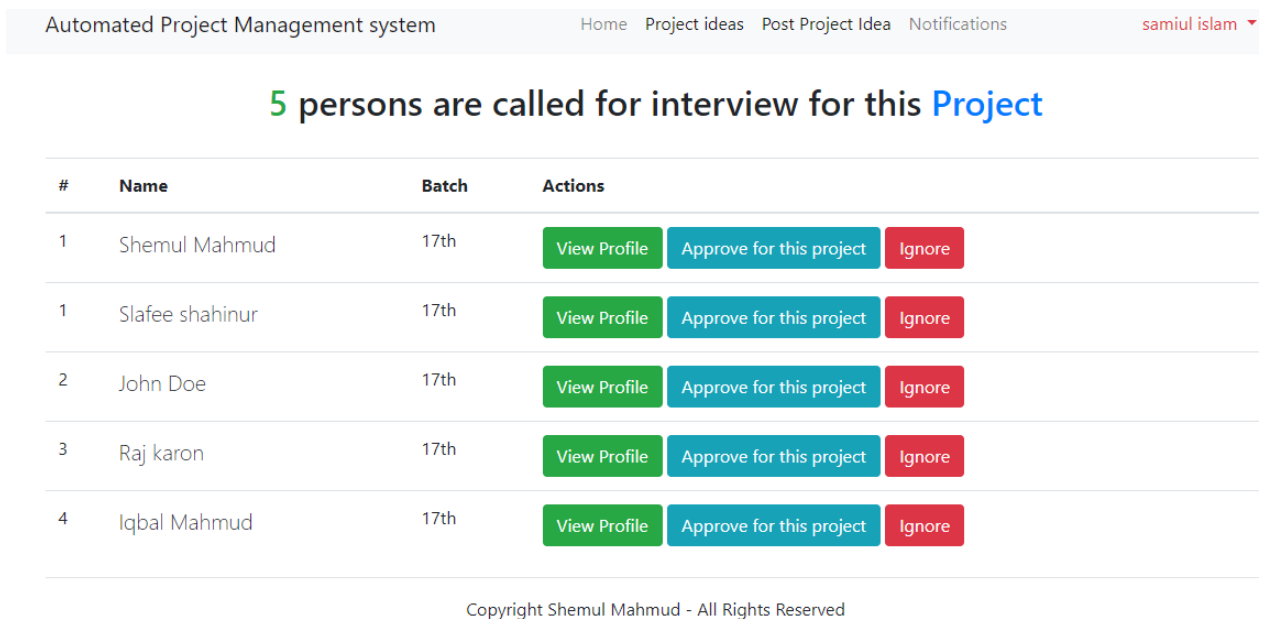


Figure 18: Assign Project

6.3 Login as Student:

6.3.1 Student Home page

Automated Project Management system Home View all projects Posted Ideas Notifications Dev Patel ▾

4 project's are available for apply

Latest Data Mining Projects Topics & Ideas [View](#)

Having work experience with PHP and Laravel is a plus.....

Created By [geeks](#)

OpenCV C++ Project for Face Detection [View](#)

This program uses the OpenCV library to detect faces in a live stream from webcam or in a video file stored in the local machine. This program detects faces in real time and tracks it. .

Created by [geeks](#)

Create port scanner in C [View](#)

Picture a bay where lots of private boats are docked. The location is called a seaport, literally a port at or on the sea. Everyone wanting to dock there, requesting landing services uses the same port. Seaports work with berth numbers assigned to individual boats.....

Requested By [samir](#)

Figure 19: Student Home page

6.3.2 Submit Project Idea:

If student had already project idea he can submit Idea. If teacher like his idea teacher can approve this idea.

The screenshot shows a web interface for submitting a project idea. At the top, there is a navigation bar with the text 'Automated Project Management system' on the left, and links for 'Home', 'View all projects', 'Posted Ideas', and 'Notifications' in the center. On the right of the navigation bar, the user's name 'MushFiq Rahman' is displayed with a dropdown arrow. Below the navigation bar, the main heading is 'Submit your project idea'. The form consists of three input fields: 'Title' (a single-line text box), 'Description' (a multi-line text area), and 'Skills' (a single-line text box). Below these fields is a prominent green button labeled 'Post project idea'. At the bottom of the page, there is a copyright notice: 'Copyright Shemul Mahmud - All Rights Reserved'.

Figure 20: Submit Project Idea

6.3.3 Select Project Idea:

After view all project student can select or apply for that project

Automated Project Management system Home View all projects Posted Ideas Notifications MushFiq Rahman ▾

Electronics and Communication Projects

Description Get final year projects for electronics and communication along with project guidance and tutorials for your research and studies. Electronics and communication engineering is the technical field that deals with electronically running circuits and systems. Nevonprojects help you explore this field with innovative electronics project kits. Get electronics mini projects kits with guidance and learning tutorials so that you not only use the project but also understand it.

Skills JVM, Java

Deadline 2019-04-24

Posted By Najnin Nahar Riya

[Apply in this project](#)

Copyright Shemul Mahmud - All Rights Reserved

Figure 21: Select Project Idea

6.3.4 Cancel Apply:

Student also cancel their applying Project

Automated Project Management system Home View all projects Posted Ideas Notifications MushFiq Rahman ▾

Now browse through our list of data mining projects and select your desired topics below.

Skills data, mining

Deadline 2019-04-14

Posted By MushFiq Rahman

[Cancel application for this project](#)

Copyright Shemul Mahmud - All Rights Reserved

Figure 22: Cancel apply

6.3.5 Get Notification:

When teacher call for Interview student get a notification message. And also when student select for the project He also get notification message

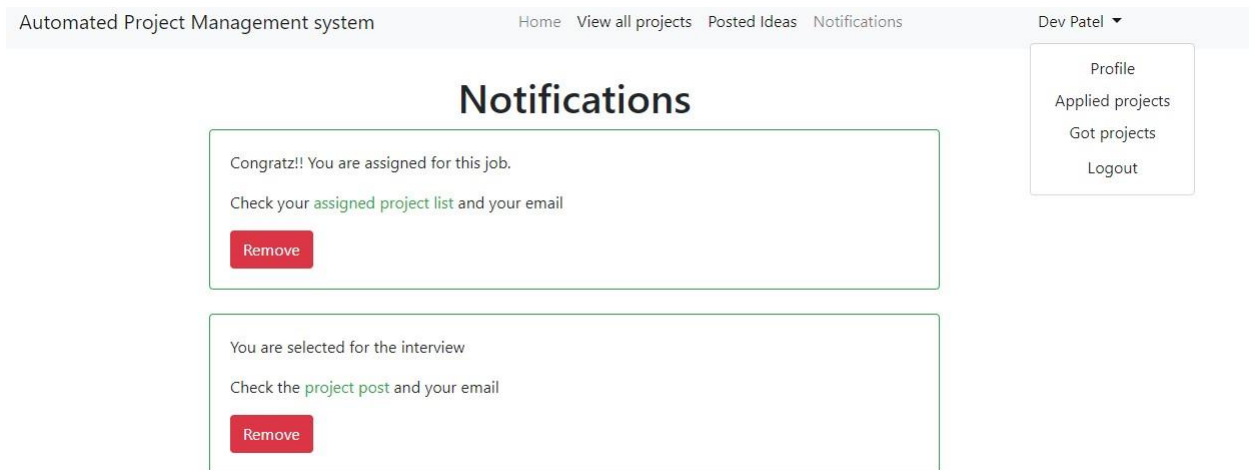
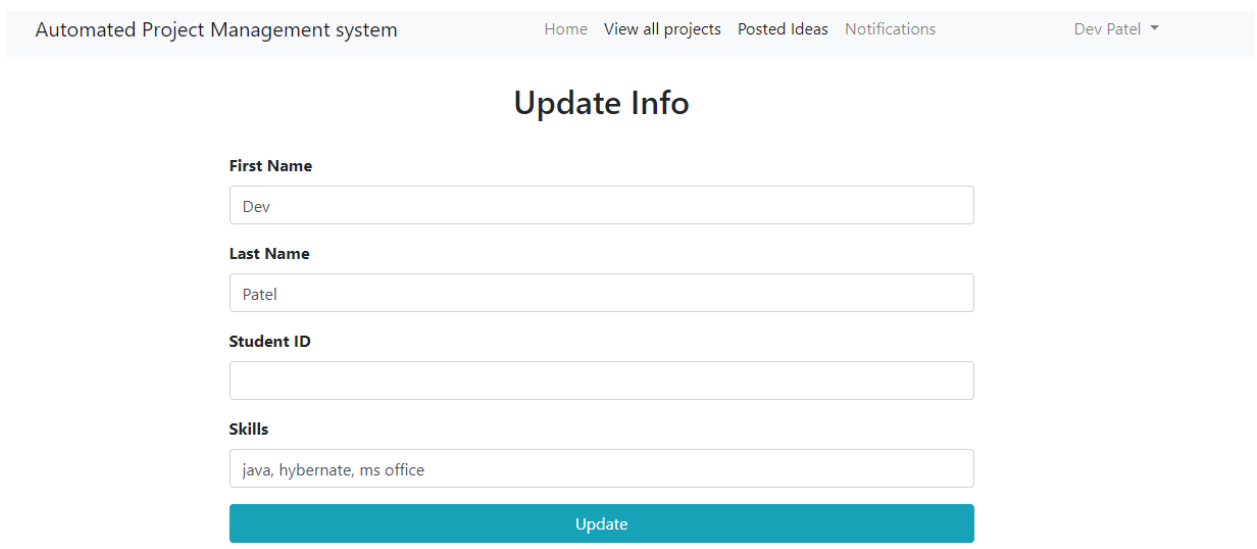


Figure 23: Notification

6.3.6 Update Profile:

Student can also update their profile.



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Figure 24: Update Info

Chapter 7

Conclusion

7.1 GitHub Link:

7.2 Project Summary:

I have begun to build up this project the beginning of the advancement of this task, it requests dedicated, patients, determination to meet the necessities of partners. After that, I have proposed the plan. And after that began to work.

Database assumes a crucial job in any application programming. Thus this is the reason I have structured the database graph having tables with the correct relationship. From that point onward, I have arranged the UI and take their endorsement to proceed to the following part. It is to be said that, the interface of my application is extremely straightforward.

Developing project is not end of all tasks actually. There are some other important tasks to perform. And that is testing. It is also known as quality assurance also. Almost at every software company there are a quality assurance team. Their main responsibility is to find the loop holes or vulnerability of software. If there any bug remains before handover to the stakeholders, there is a change to ruin the whole project. So testing plan is very important. And after developing the project, I have assured the quality of this project.

7.3 Limitations:

For developing this project, I have faced some limitations. Now I will describe those in brief.

No Admin: Biggest limitation is has admin for control or authenticate Teacher or student.

Verification: No verification for Student and teacher

Only web based: This project is only web based project No android or iOS version.

7.4 Obstacle & Achievements

Obstacle:

- Learning new technology and environment
- Limited time and budget

Achievements:

- Learnt new technology

- Successfully build a project for production level

7.5 Future Scope:

- Student and teacher separately verification.
- Chat board. Teacher and Student can chat each other about their progress.
- Now it's only for project it can be used for thesis management.
- In future in can convert into android iOS for more usability.

7.6 References:

I have gained some knowledge from some platforms. Obviously I will mention those references. For making my project successful those resources help me a lot. Not I will mention the names below.

1. <https://www.softwaretestinghelp.com/test-case-template-examples/>
2. https://www.tutorialspoint.com/software_engineering/software_requirements.htm
3. <https://www.softwaretestingmaterial.com/software-testing/>

