

PROJECT MANAGEMENT SYSTEM

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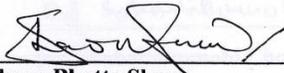
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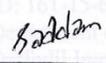
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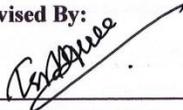


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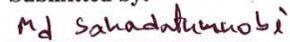
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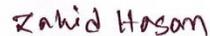


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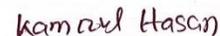
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ABSTRACT

This venture is planned for building up an online platform, which deals with the movement of "Student Project Management". This framework will deal with the database and keep up a rundown of all students that have enrolled as a finalist in this site, and for those understudies that been shortlisted who have passed the qualification criteria as set by the teacher/manager. The programming language used to do it is PHP. As it is a web server and the easiest way to do it is using PHP. That's why we choose it. Bangladesh is a developing country. Everybody is trying their level best to transform it into digital Bangladesh. People are trying to do everything in the easiest way possible by using technology. By this people can do the same thing in less time and doing less work. Now a days everybody has internet. Everything is available in online or can have done by using it. So this application will help student to manage their project registration. They don't have to do paper work or finding friends to help them now. They can simply do that using our platform. Our platform will provide every way to do this thing.

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CHAPTER 1

INTRODUCTION

1.1 Introduction

We as people have advanced from being wild stone age men to the well-complex masses, which is enormous due to our interest and our energy to learn. Subsequently, through the ages, the training framework has continually been developing to accord us with information basic to stay as the predominant species as well as improve the world a spot. Along these lines, to stay aware of new methods of data and new channels of training we need to evolve our education system by automating the traditional ways and bringing more structure to the curriculum. To manage an education system we have to be very careful about planning and time management. That's why automated management system is very necessary and important now a days. This will improve the efficiency of the system and an institute can manage a huge number of students with efficiency and effectiveness. In this paper we will describe by using our platform how a student can do his/her project registration, can make a group by inviting friends and can choose his/her expected supervisors. Beside this it will reserve every student's relatable data.

1.2 Motivation

The world has become so easy to reach day by day that every sector has become a competitive field. So individuals are building up each framework so moderate and helpful for everyone. Bangladesh is a developing country. We are trying to use technology in every possible way to save our valuable time and energy. But in our country every university students have to do paper work registration for their final project. They have to follow the time consuming old way. In our time we have done the same too. Once during the project discussion our honorable supervisor suggest us that we can work on it. So we research a lot about it and find out how we can solve this problem. We decided to make the registration online by creating a web server. people can have access from anywhere, anytime and can do their registration. Every student will have to do login in the site first to do registration. That will create a database with every student's details. When a student want to do registration he will have every available students ID. He/she can send invitation to do a project together.

So that he doesn't need feel hesitate while asking a query as not every student is as open as some of their classmates in the classroom. By sending and accepting request students can create group. while doing registrations student have to provide project name and expected supervisors name. Every details will be saved in database and admin can bring out a excel sheet of that. Our main motivation was to make the system more reliable and effective. It will reduce the wastage of time and student can use those time think about their project.

1.3 Objectives

To help the student and teachers by making the project registration process online. Our site will help students to find their expected supervisors and a capable group mate to do the project. It will provide them the available students id information to create group. By our site students can do their registrations from anywhere and anytime. Admin will have all information of students in registration database. This will save both sides valuable time.

1.4 Expected Outcome

- Students can apply for their project registration
- Student can search for group members
- Students can send invitations to create group
- Students can accept or cancel invitations
- Students can see who sent them invitations
- Students can choose their expected supervisors
- Admin will have a excel sheet containing all the information of registered students/groups.

1.5 Report Layout

In **Chapter 1** we have discussed about Introduction, Motivation, Objectives and expected outcome of the project. At last we also discussed about this report layout

In **Chapter 2** we discuss about the background condition of the project. Besides this we also discuss about its related works, comparison of that work with our project and also discuss about difficulties and challenges of the project

In **Chapter 3** we discuss about business processing model, use case modelling and logical data model of our project. We also discuss about design requirements of our project here

In **Chapter 4** we have discussed about the front-end design, bank-end design and also provided every design of the project. We also discuss about interaction design and UX and the implementation requirements.

In **Chapter 5** we have discussed about implementation of database, front-end designs, interaction, test implementation and test result of the project.

In **Chapter 6** we have discussed about the project and put a conclusion. We also discuss what we are going to develop of the project in future.

CHAPTER 2

BACKGROUND

2.1 Introduction

We are living in present day world through we face numerous troubles to get various administrations with a superior standard. Now we want to do every job more easily than we have done in past. Our project is Web-based. A web application is a product that keeps running on web server. It's designed to build a platform which will make our project selection or management system online, easier and more reliable. It will complete all the steps from student joining to supervisor selection. Our main aim of making this project management system is getting thing done faster and better.

Our project contains the following features:

- There will be two side in our project. Admin and students
- Admin can make announcement to about projects.
- Student have to make an account first by providing all necessary things such as ID, varsity provided mail, phone number etc.
- Students can search for group members
- Students can invite friends for making groups
- Student can check how many requests he have and how many requests he have send
- Can choose a suitable group member among them
- After creating group they will have a same dashboard
- Among them one student can apply for expected project or internship according to their shift (Day/Evening).
- Student can provide three names for supervisor selection which will be selected by admin panel

2.2 Related Works

When we decide to create this site, we have searched a lot about this kind of site in online where student can create group and have a supervisor. We have found some sites of foreign university where they provide this kind of facilities. As those facilities were just provided to their students so we can't check them in details. But the most

disappointing thing is we haven't found any university in our country which provide this kind of facilities. Universities just published a notice about project registrations. After that student have to collect registration form and fill it with necessary information. So we are planning to solve this problem and make everything online.

2.3 Comparative Studies

We already know that there are many sites which provide this kind of facilities. But all of them are foreign university sites. There are no sites in our country which provide this kind of facilities. They just published a notice about the registration and then students have to complete it by doing paper works. Students need to go to registration office to get the form. They have to find out friends who is interested to do same kind of project and convince them to make group. They have to talk with teachers too to take them as a supervisor. All of this process is very time consuming. Our site will solve this problem. In our site students can invite friends to create a project group and can also choose supervisors. They can do it from anywhere and anytime.

2.4 Scope of Problem

Our main target is to develop this project without any problem. When we start this project there were no platform exactly like this available in our country or in which we can have access. So we have to plan every requirements depend on our and many students experience. We have tried our level best to solve every problem. But for various limitations and lack of experience our app also have got few problem, which we will try to solve is near future. Students can't update their information once they have completed the registration. Besides this we had to learn many things. Finding out those resource was a big problem to us. Due to time limitation and lack of experience we couldn't manage many things.

2.5 Challenges

At the point when you have to achieve something then undeniably you have to go up against a couple of challenges and obstructions. Thusly our assignment has a couple of troubles also. We have stood up to a couple of issues while doing the improvement as we are new in this field, we tried to complete it with no mix-up still we require all

the all the more testing to promise it. We are students, so our essential test is to keep up time other than our other basic works at our standard daily schedule. In case we were not ready to complete the task on time it would be an uncommon mourn to us. So we expected to divide our time to complete all of the tasks to finish the whole project. As we are new in this field, it was a great challenge for us to learn everything we need to do this project in this limited time. Providing people, a user-friendly environment is also a big challenge.

CHAPTER 3

REQUIREMENT SPECIFICATION

3.1 Business Process Modeling

Business procedure showing is business process organization and systems structuring is the development of addressing techniques of an endeavor with the objective that the present methodology may be dissected, enhanced and mechanized. BPM is ordinarily performed by business investigators, who give capacity in the exhibiting discipline by theme specialists, who have explicit data of the strategies being shown or even more consistently by a gathering including both. Then again, the strategy model can be gotten straight forwardly from events log using procedure mining instruments.

The business goal is frequently to grow procedure speed or decrease process length, to manufacture quality or to reduce costs, for model work, materials, scrap or capital expenses. By and by an organization decision to place assets into business procedure showing is as often as possible prodded by the need to report essentials for an information development adventure.

Change organization projects are consistently required to consolidate any improved business forms. with progresses in programming plan, the vision of BPM models wrapping up totally executable and fit for entertainments and round-trip planning is coming closer to the real world.

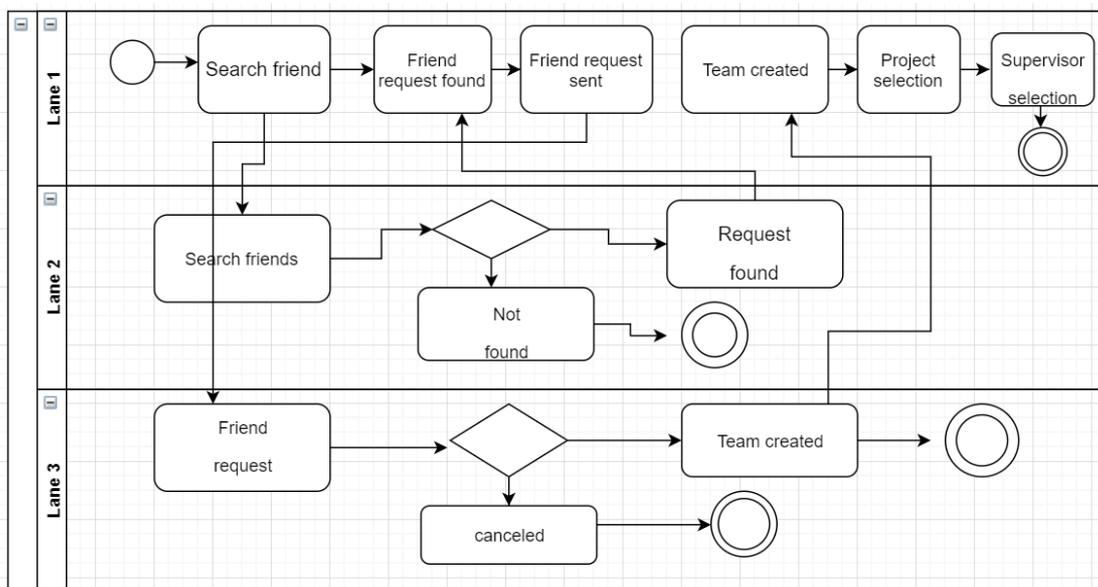


Fig 3.1.1: Business process model for team and supervisor selection

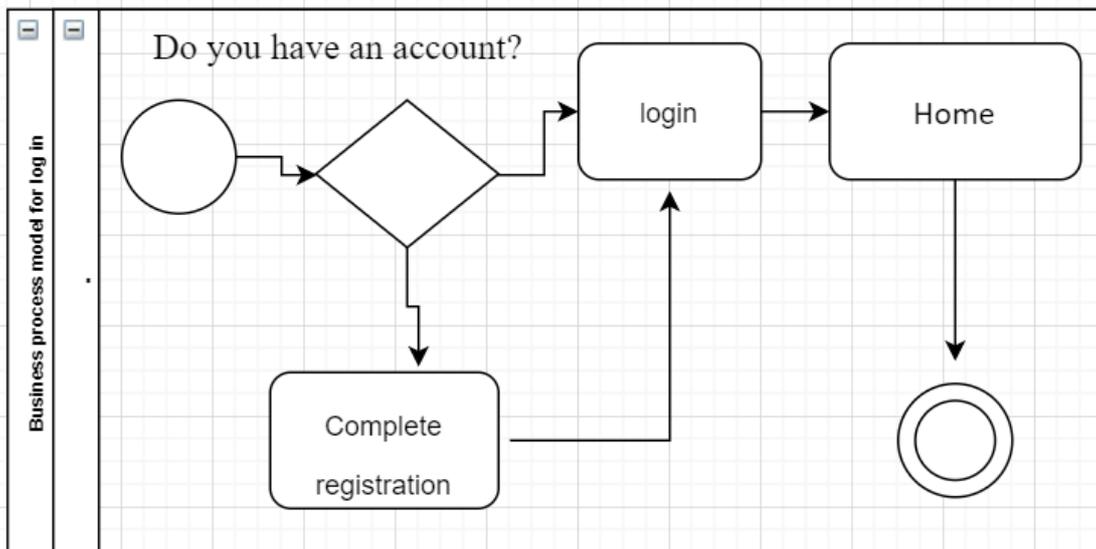


Fig 3.1.2: Business process model for log in

3.2 Use Case Modelling and Description

A Use-Case model is a model of how various sorts of clients collaborate with the framework to take care of an issue. Accordingly, it depicts the objectives of the clients, the collaborations between the clients and the framework, and the necessary conduct of the framework in fulfilling these objectives.

A Use-Case model comprises of various model components. The most significant model components are: use cases, on-screen characters and the connections between them.

A Use-Case outline is utilized to graphically portray a subset of the model to improve correspondences. There will ordinarily be a few use-case outlines related with a given model, each demonstrating a subset of the model components important for a specific reason. A similar model component might be appeared on a few use-case graphs, yet each occurrence must be predictable. On the off chance that devices are utilized to keep up the utilization case model, this consistency imperative is robotized so any progressions to the model component (changing the name for instance) will be consequently thought about each utilization case outline that demonstrates that component.

The Use-Case model may contain bundles that are utilized to structure the model to improve investigation, correspondences, route, advancement, support and arranging.

A great part of the Use-Case model is in reality literary, with the content caught in the Use-Case Specifications that are related with each Use-Case model component. These particulars depict the progression of occasions of the utilization case.

The Use-Case model fills in as a binding together string all through framework advancement. It is utilized as the essential detail of the utilitarian necessities for the framework, as the reason for examination and structure, as a contribution to cycle arranging, as the premise of characterizing experiments and as the reason for client documentation

A Use-Case model has three basic model elements

1. Actor
2. Use case
3. Associations

A Use-Case has these characteristics:

- Arranging utilitarian requirements
- Demonstrating the objectives of framework client co-operations.
- Recording situations from trigger occasions to extreme objectives.
- Describing the essential course of activities and remarkable progression of occasions.
- Allowing a client to get to the usefulness of another occasion.

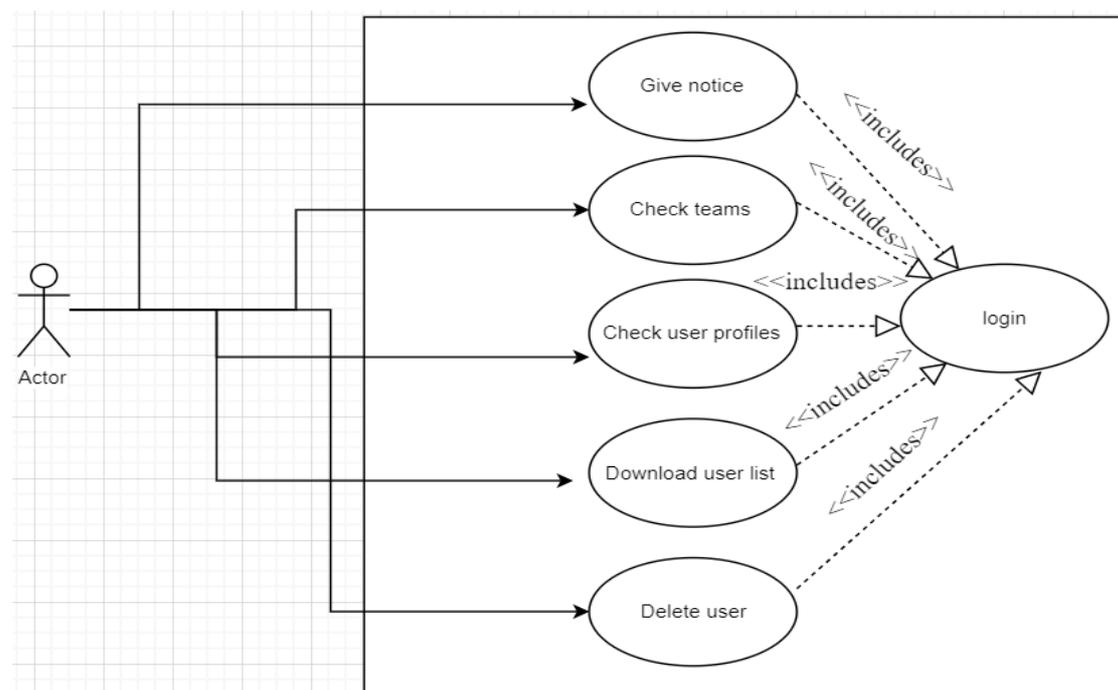


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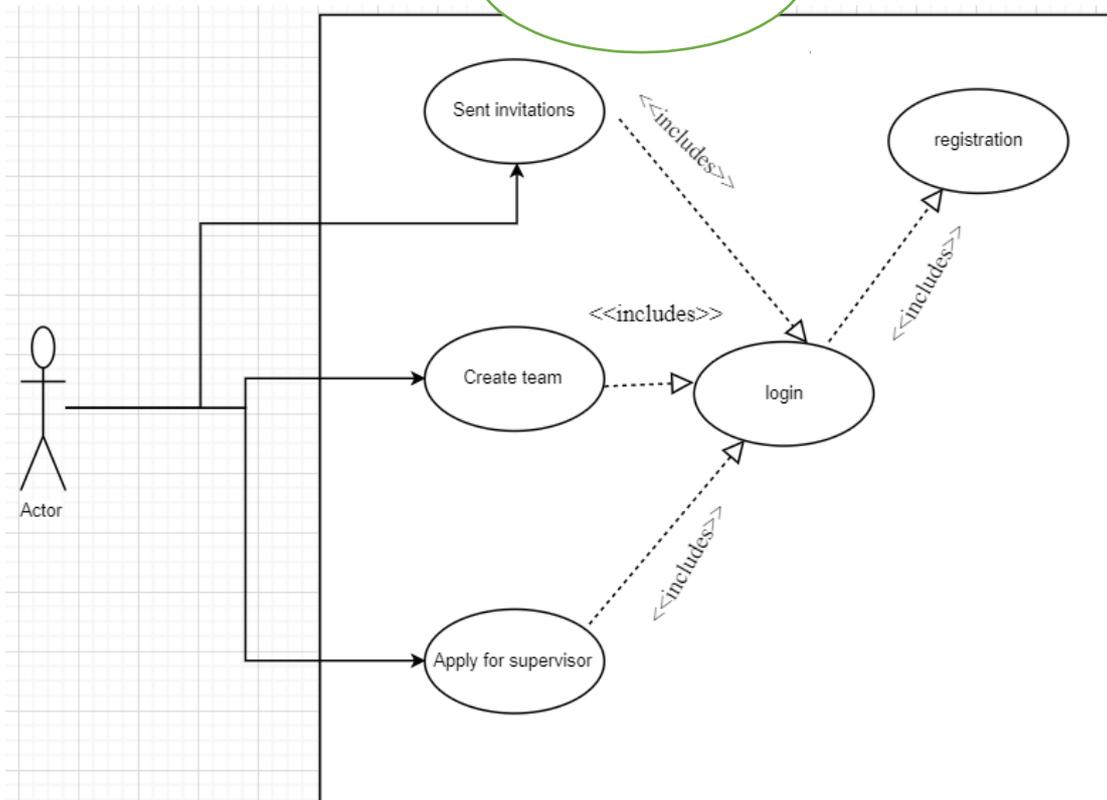


Fig 3.2.2: Use case modelling for users

Another diagram of this modelling is Use-Case table. A table with regards to utilize cases is a book based organized arrangement utilized for catching at least one use cases. There is no general arrangement for use case tables, yet an association will normally have at least one formats that can be utilized as a beginning stage. A table might be utilized as a compartment for a progression of elevated level use cases or a layout for definite individual use cases. Tables might be supplemental to or utilized in lieu of itemized UML use case outlines.

Each Use-Case generally have a few key fields:

- Title
- Primary actor
- Secondary actor
- Pre-condition
- Internal path
- Exception path
- Notes

Table 3.2.3: Use case modelling table for team creation

| | |
|----------------|---|
| Use-case Name | Use-Case Modelling for team creation |
| Actor | Student |
| Pre-Condition | Registration |
| Internal Path | 1.Enter student id 2.Click sent request |
| Exception Path | 1.1 Please enter student id 2.1 Please click sent request |
| Notes | Student need to use their ID and Password to use our site and send invitation |

Table 3.2.4: Use-Case modelling table of give notice

| | |
|----------------|---|
| Use Case Name | Use Case Modelling of give notice |
| Actor | Admin/teacher |
| Pre-Condition | Login |
| Internal Path | 1. Write Post Subject 2. Write Description 3. Enter link 4. Upload File 5. Click Post Button |
| Exception path | 1. Please Write Post Subject 2. Please Write Description 3. Please Enter link 4. Please Upload File 5. Please Click Post Button |
| Notes | Admin/teacher need to use their Username and Password to create notice |

Table 3.2.5: Use Case Modelling for select Supervisor

| | |
|---------------|--|
| Use Case Name | Use Case Modelling for Select Supervisor |
| Actor | Student |

| Pre-Condition | Registration |
|----------------|---|
| Internal Path | <ol style="list-style-type: none"> 1. Write Supervisor Choice-1 2. Write Supervisor Choice-2 3. Write Supervisor choice-3 4. Write Project Title 5. Write Project Area 6. Select Shift 7. Select Project/Intern |
| Exception Path | <ol style="list-style-type: none"> 1. Please Write Supervisor Choice-1 2. Please Write Supervisor Choice-2 3. Please Write Supervisor choice-3 4. Please Write Project Title 5. Please Write Project Area 6. Please Select Shift 7. Please Select Project/Intern |
| Notes | Student need to use their Id and Password to use our site and select supervisor |

3.3 Logical Data Model

Coherent information models are progressively specialized in nature and regularly speak to the extent of the information for a specific computerization exertion or venture. Consistent information displaying has a place with the sensible plan stage as an information designing advance inside the SDLC.

Sensible information models additionally use a standard arrangement of images that structure a formal and rather uncomplicated language that conveys learning. All things considered, not at all like a simple to peruse theoretical information model graph, consistent information models can resemble the electronic schematics of your level screen TV and encompass framework.

The intelligent information model is viable anyway for imparting the architects' perspective on the data to business examiners on application advancement groups and to database heads who will play out the physical database configuration stage.

When the business experts affirm that the intelligent information model meets the majority of the information prerequisites, the database executive is without then to play out the physical plan stage.

The qualities of sensible information models that are explicit to it incorporate the accompanying:

- Target of the model - To impart to programming engineers a nitty gritty type of information prerequisites to drive the database plan
- Scope - Is ordinarily from the viewpoint of a computerization venture, robotization application, mechanization database, or mechanization interface,
- Names of the articles in the model - Incorporate specialized phrasing identified with computerization language, for example, the utilization of the words (e.g., type, clump document, interface, and framework control record),
- Outlining shows—frequently require specialized masters that have been prepared to work with "bill-of-material" structures and "subtypes,"
- Names of the object in the model - Are taken through the information designing procedure called "standardization,"
- Information reflections - For example, alluding to business questions in an increasingly nonexclusive and general manner is a successive practice,
- Specialized details - Much of the time found inside ERDs, for example, flexibility and explicit numerical cardinalities are required.

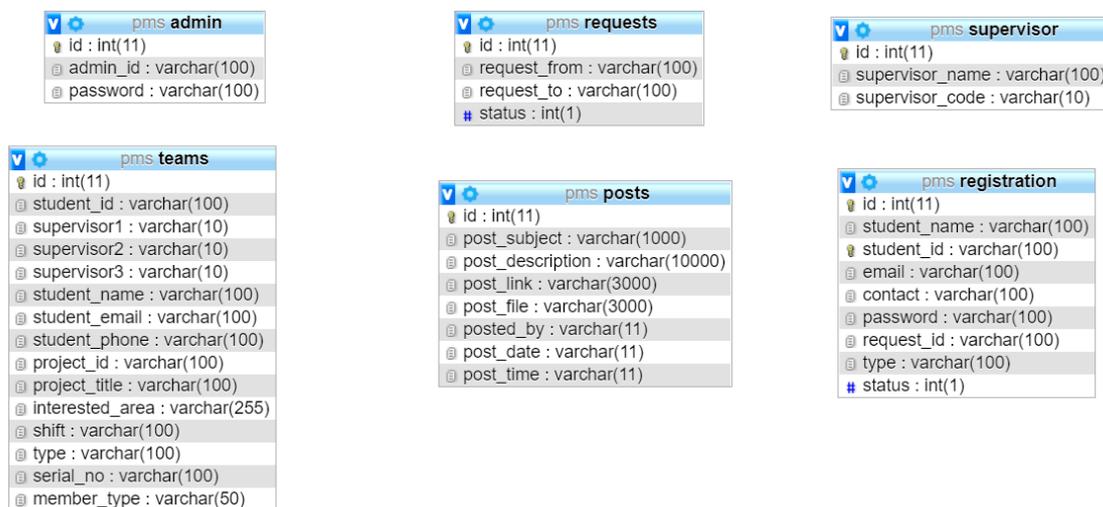


Fig 3.3.1: Logical Data Model of System

3.5 Design Requirements

The structure prerequisites are a champion among the most fundamental bit of an application which makes an application stand-out from some other application

accessible. Normally an applications design requirement reflects on what clients need and want. We must have to identify those points and apply them. As example a product shouldn't be look too hard, it should easy to use or look. We try our level best to make our site user friendly and easy to understand. We also give some new features by which the customer can without quite a bit of a stretch work on our application.

Some design requirement of our system is:

- We have provided a registration section in our site. So that any user has to do registration before using this.
- We have provided a notice section, so that admin can make announcements.
- We have provided a search option, where a student can search another student to send invitation.
- We have provided a request page. Where student can see to whom he sent request and from whom he get request. He can check their profile details before create team.

CHAPTER 4

DESIGN SPECIFICATION

4.1 Front End Design

In any application the front-end configuration is the visual bit of an application. By which the customer associates with. In the perspective of structuring, front-end configuration is a champion among the most fundamental and essential segments for the application. It addresses the introduction layer and with the help of it, client can explicitly speak with this.

It is basic to build up a straight forward and legitimate front-end arrangement or GUI for the customer of an application. Consequently while working up application we endeavored to keep our arrangement as fundamental as could be permitted with the goal. We try our level best to make the application user friendly and easy to use. We joined our front end configuration as pursues:

The screenshot shows a web page for a 'PROJECT MANAGEMENT SYSTEM'. In the top right corner, there is a 'SIGN-IN' link. The main content area is a registration form for a student. The form is titled 'Student Registration Form' and contains the following fields:

- Student Name**: Enter Your Name
- Student ID**: Enter Your ID
- Email Address**: Enter Email Address
- Contact Number [11 digits.]**: Enter Contact Number
- Password [at least 6 characters]**: Enter Your Password
- Confirm Password**: Retype Your Password

At the bottom of the form is a 'Submit' button.

Fig 4.1.1: Student Registration page

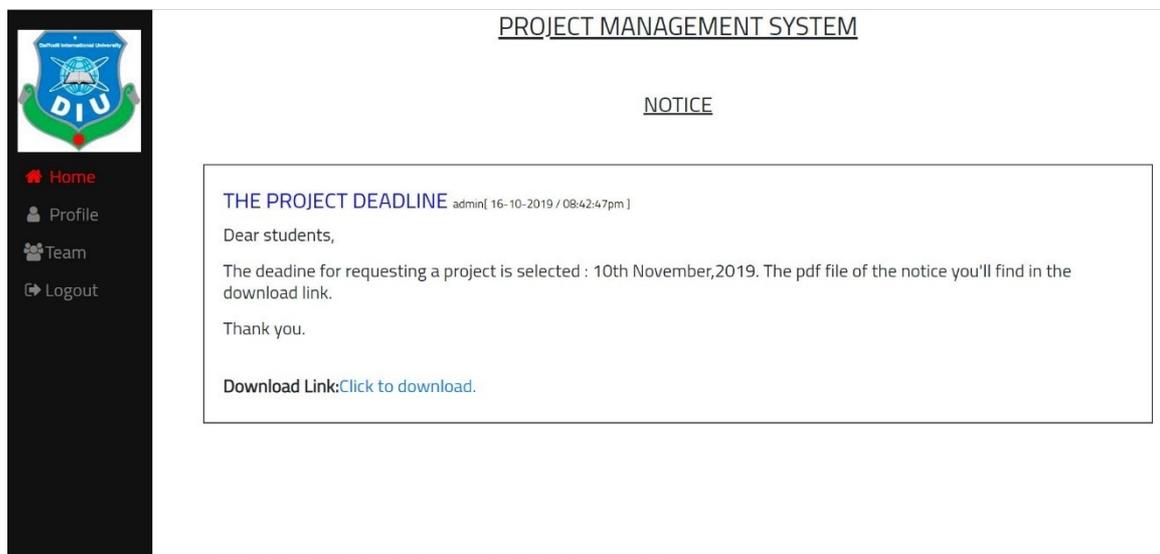
Fig 4.1.1 shows that if a student wants to use our application he/she must have to do registration first. To registration a student must have to use his ID and valid email id. If the email id is not valid, he can't use our site. Besides this he/she have to provide his/her name. phone number and a minimum 6-digit password to complete the registration. If he is already registered in the system, he can normally choose the sign in option to continue.



The image shows a student sign-in page. On the left is the Daffodil International University (DIU) logo. To the right, the text 'Student Sign in' is displayed. Below this, there are two input fields: 'Enter Student ID' and 'Enter Password'. A link for 'No account? REGISTRATION' is provided below the password field. A 'Sign in' button is located at the bottom right of the form area.

Fig 4.1.2: Student Sign-in page

Fig 4.1.2 shows that a student can use our site by using sign in option. Students have to use their student id and password to sign in. But to use this option student must complete the registration part first.



The image shows the student home page. On the left is a dark sidebar with the DIU logo and navigation links: Home, Profile, Team, and Logout. The main content area has the title 'PROJECT MANAGEMENT SYSTEM' and a 'NOTICE' section. The notice is titled 'THE PROJECT DEADLINE' and is dated 'admin[16-10-2019 / 08:42:47pm]'. The text of the notice reads: 'Dear students, The deadline for requesting a project is selected : 10th November,2019. The pdf file of the notice you'll find in the download link. Thank you.' Below the notice is a 'Download Link:Click to download.'

Fig 4.1.3: Student home page

Fig 4.1.3 shows the home page of the system. If the admin/teacher publish any notice about the project that will show up here. Student can download any pdf or file of that from here if admin include anything in his post.

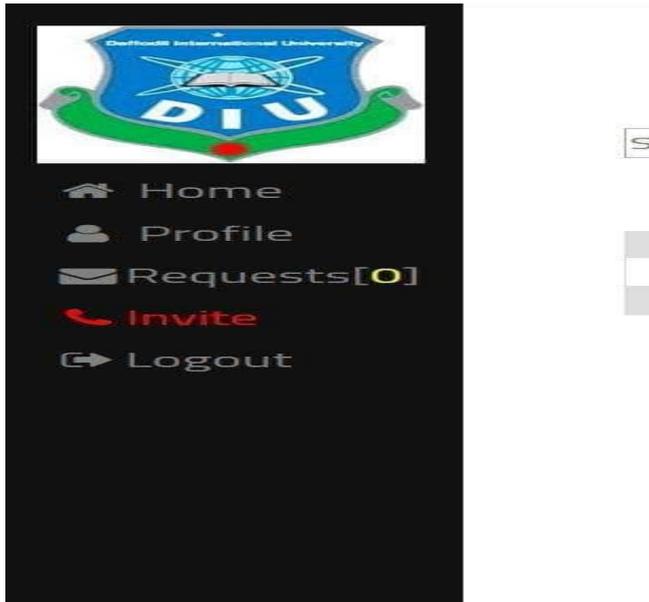


Fig 4.1.4: Feature of our site

Fig 4.1.4 shows the features of our site. User can check his profile information which he provided in registration part. He can check how much request he have sent and how much request he have got to team create. This two option will be replaced with Team option after students had completed their team creation. In team option he can see his team members, selected project and selected supervisor information.



Fig 4.1.5: Student profile

Fig 4.1.5 shows the student details information which he provided during doing registration.

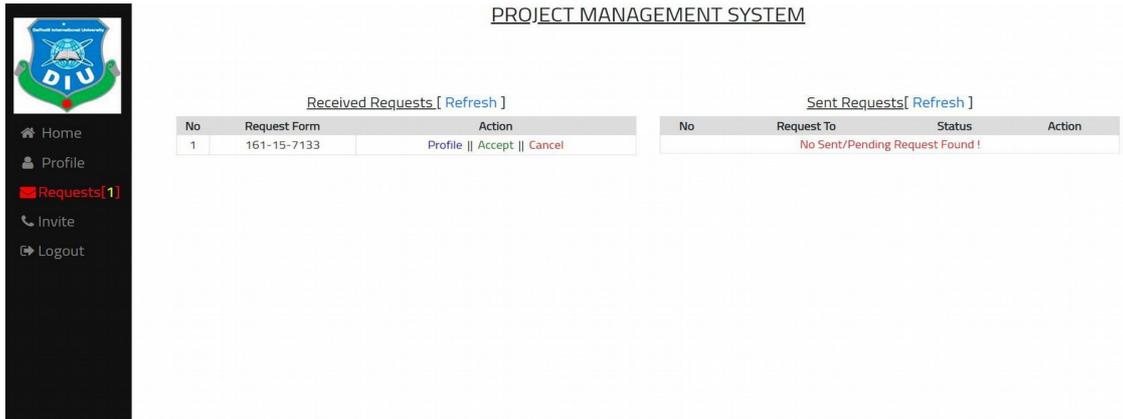


Fig 4.1.6: Students received request

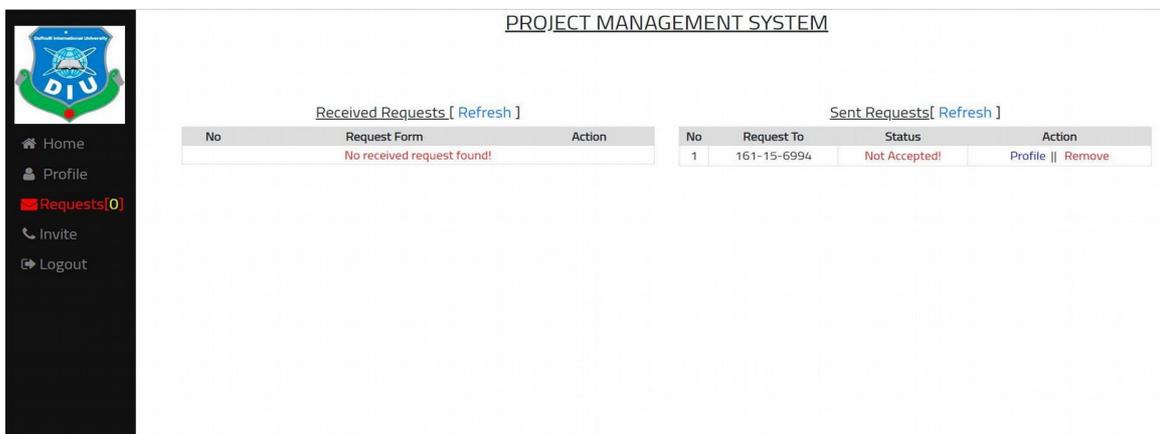


Fig 4.1.7: Students sent request

In Fig 4.1.6 and Fig 4.1.7 we can see the receive and sent request to create team. We can normally accept the request from here to create team and we can also see our sent request is accepted or not.

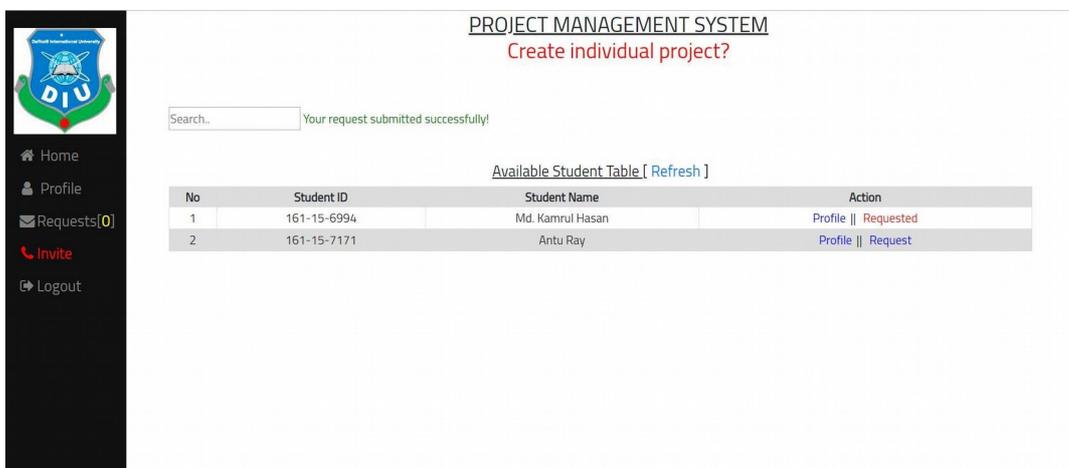


Fig 4.1.8: Invite options

In Fig 4.1.8 we can see the available students which we can send invitation to do project together. We can also check their profile. Students name who have done their registration will be available here. But if he had already created his team, he will be automatically removed from here.

The screenshot shows the 'PROJECT MANAGEMENT SYSTEM' interface. On the left is a navigation sidebar with 'Home', 'Profile', 'Team', and 'Logout' options. The main content area displays a table titled 'Your Team' with the following data:

| No | Student ID | Student Name | Type | Action |
|----|-------------|--------------------|--------|-------------------------|
| 1 | 161-15-6992 | Md. Zahid Hasan | leader | Profile |
| 2 | 161-15-6993 | Md. Kamrul Hasan | member | Profile |
| 3 | 161-15-6995 | Shahadat Chawdhury | member | Profile |

Below the table, a green message states: 'Request Received. Click to check.'

Fig 4.1.9: Team information

In Fig 4.1.9 we can see that request and invite option is replaced by team option where we can see the team information and their profile.

The screenshot shows the 'PROJECT MANAGEMENT SYSTEM' interface. On the left is a navigation sidebar with 'Home', 'Profile', 'Team', and 'Logout' options. The main content area displays a table titled 'Your Team' with the following data:

| No | Student ID | Student Name | Type | Action |
|----|-------------|--------------------|--------|-------------------------|
| 1 | 161-15-6992 | Md. Zahid Hasan | leader | Profile |
| 2 | 161-15-6993 | Md. Kamrul Hasan | member | Profile |
| 3 | 161-15-6995 | Shahadat Chawdhury | member | Profile |

Below the table, the section 'Apply For Project' is visible, featuring an 'Application Table' with the following data:

| No | Student ID | Supervisor 1 | Supervisor 2 | Supervisor 3 | Project Title | Project Area | Shift | Project/Intern |
|----|-------------|--------------|--------------|--------------|---------------------|-----------------|-------------|----------------|
| 1 | 161-15-6992 | Choice 1 | Choice 2 | Choice 3 | Enter project title | Enter intersted | Enter shift | Enter type |
| 2 | 161-15-6993 | Choice 1 | Choice 2 | Choice 3 | Enter project title | Enter intersted | Enter shift | Enter type |
| 3 | 161-15-6995 | Choice 1 | Choice 2 | Choice 3 | Enter project title | Enter intersted | Enter shift | Enter type |

An 'Apply' button is located at the bottom of the application table.

Fig 4.1.10: Apply for project

In Fig 4.1.10 students can apply for their supervisor. Only team leader can do it. Team leader just have to provide 3 supervisors name, project title and project area to complete this.

4.2 Back-end Design

The back-end arrangement is the part that working behind of the assignment. The customer cannot see or tell the back-end part. There is only a solitary way customer can connect with the application by front-in plan. Also the customer cannot see the back-end structure and how this part is functioning. In every application back-end does about everything that happens on the server of the application. In android application to manage back-end part is more incredible than a web application, since portions of android device are obliged. along these lines we tried to keep our back-end as direct as could be permitted

The back finish of a site comprises of a server, an application, and a database. A back-end designer assembles and keeps up the innovation that powers those segments which, together, empower the client confronting side of the site to try and exist in any case. Our applications back-end designs are given below:

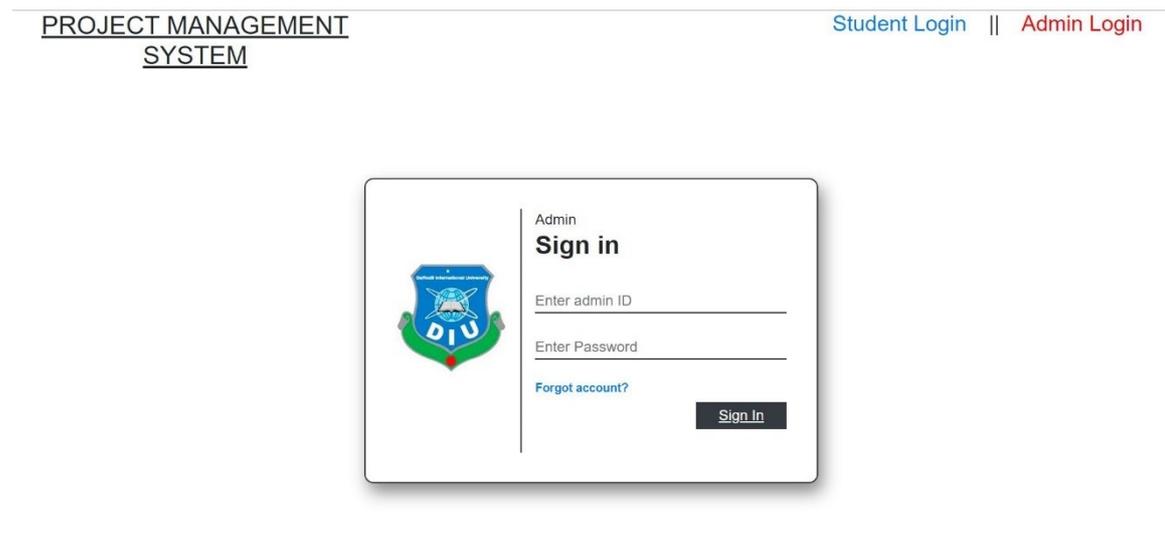


Fig 4.2.1: Admin login

Fig 4.2.1 shows the login page of our admin panel. Admin need to use his admin id and password to login in our system.

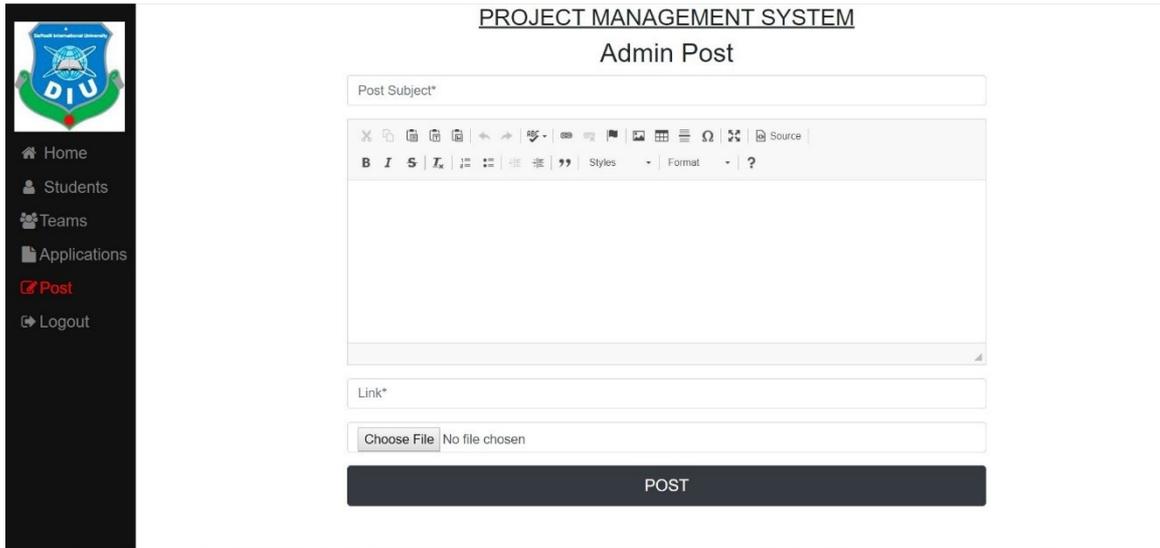


Fig 4.2.2: Admin creating post

In Fig 4.2.2 there is admin post options. Admin can find this in post option of our system features. Admin just have to give a title about his post and then the description he wants to publish. Admin can provide link and can attach file with his post. Then he can just publish it by click post button. Which will then show up on student’s home page.

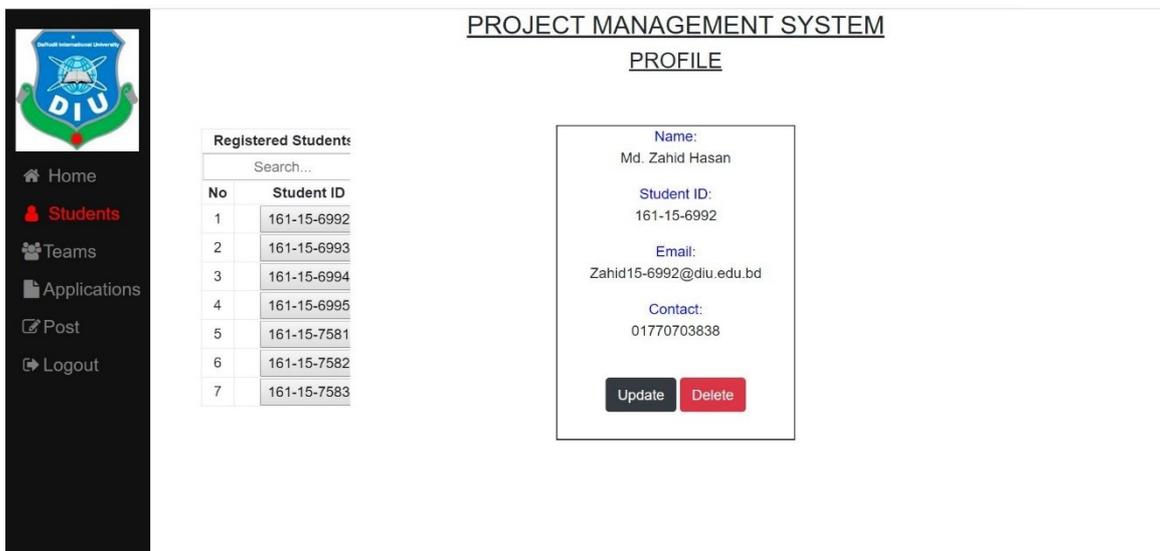


Fig 4.2.3: In this admin can check the registered students

Fig 4.2.3 shows from here admin can check the registered student details. He can check their details too.

PROJECT MANAGEMENT SYSTEM
PROFILE

| Registered Teams | | Data Table For Team: FALL19D1 | | | | | | | | |
|------------------|------------|-------------------------------|--------------------|----------------------------|-------------|---------------------------|--------------|-------|----------------|--------|
| Search... | | ID | Name | Email | Cell | Project Title | Project Area | Shift | Project/Intern | Type |
| No | Project ID | 161-15-6992 | Md. Zahid Hasan | Zahid15-6992@diu.edu.bd | 01770703838 | Project Management System | Web | Day | Project | leader |
| 1 | FALL19D1 | 161-15-6993 | Md. Kamrul Hasan | kamrul15-6993@diu.edu.bd | 01770703837 | Project Management System | Web | Day | Project | member |
| 2 | FALL19E2 | 161-15-6995 | Shahadat Chawdhury | Shahadat15-6995@diu.edu.bd | 01770703839 | Project Management System | Web | Day | Project | member |

Fig 4.2.4: Admin can see the registered team

Fig 4.2.4 shows up that admin can check registered team and their every information.

PROJECT MANAGEMENT SYSTEM

GENERATE EXCEL ePRINT

Team Data Table Refresh

Search...

Scroll on the table to show more data

| No | Project ID | Supervisor1 | Supervisor2 | Supervisor3 | ID | Name | Email | Cell | Project Title | Project Area | Shift | Project/Intern | Type |
|----|------------|-------------|-------------|-------------|-------------|--------------------|----------------------------|-------------|---------------------------|--------------|---------|----------------|--------|
| 1 | FALL19D1 | SHA | HSA | ASH | 161-15-6992 | Md. Zahid Hasan | Zahid15-6992@diu.edu.bd | 01770703838 | Project Management System | Web | Day | Project | leader |
| 1 | FALL19D1 | SHA | HSA | ASH | 161-15-6993 | Md. Kamrul Hasan | kamrul15-6993@diu.edu.bd | 01770703837 | Project Management System | Web | Day | Project | member |
| 1 | FALL19D1 | SHA | HSA | ASH | 161-15-6995 | Shahadat Chawdhury | Shahadat15-6995@diu.edu.bd | 01770703839 | Project Management System | Web | Day | Project | member |
| 2 | FALL19E2 | e | d | b | 161-15-7581 | Shahadat | Shahadat15-7581@diu.edu.bd | 01778272728 | PMS | Web | Evening | Intern | leader |
| 2 | FALL19E2 | e | d | b | 161-15-7582 | Shahadat Chowdhury | Shahadat15-7582@diu.edu.bd | 01883637383 | PMS | Web | Evening | Intern | member |
| 2 | FALL19E2 | e | d | b | 161-15-7583 | Akash Ahmed | akash15-7583@diu.edu.bd | 01770877287 | PMS | Web | Evening | Intern | member |

[RETURN TO DASHBOARD](#)

[Logout](#)

Fig 4.2.5: Admin can download or print the excel file having every information of teams and their project information

Fig 4.2.5 shows up that admin can have every team and their project info in excel file. He can download or print it. Every team information will be saved on database with different id number.

4.3 Interaction Design and UX

Interaction design spots to the association of the application through the customer. Interaction design infers the system taking care of the issues that a customer faces or

need to proceed through the application. It for the most part focuses the general after effects of the application.

The UX speaks to the customer experience. Customer experience is basic for any application. It suggests the general features that is used accommodatingly by the customer. For a better customer experience there should than be a better arrangement and the application should than be anything but difficult to utilize.

We are attempted to use these two terms in our application to make our task most easy to use and furthermore center around that the customer has a phenomenal using foundation.

4.4 Implementation Requirements

To make a project, we have to use many kinds of tool and components. Those help us to build up a project effectively. In our project we also used few tools and components. In the implementation Requirement part, we mainly inspected pretty much every one of the instruments and segments that we have used to develop our project.

4.4.1 NetBeans

NetBeans is an open-source, Java-based integrated development environment (IDE) that allows developers to create mobile, desktop, and web applications. It's a free IDE that parades integrated support for developing with multiple languages including Java, CSS, PHP, HTML, and C++. The software adopts a modular architecture with a great set of tools that aid the entire development cycle right from project inception to app deployment. Nearly every function in NetBeans happens through modules designed to power and extend all its capabilities.

The cross-platform architecture means that this IDE can impeccably run on Windows, OS X, Linux, and other UNIX based Operating systems. NetBeans is the official IDE for Java 8 with powerful code analyzers, converters, and editors. In addition, the solution has a worldwide community of active users and developers.

4.4.2 XAMPP Server

XAMPP is a free and open source platform. The best feature of this is it is ease of installation. With XAMPP we don't need to install each of the individual components

of a web server individually. Its installation is easier and quicker. We don't have to worry about PHP configuration or MYSQL setup. In our project we use xampp server. It deals with our Apache and MYSQL administration.

CHAPTER 5

IMPLEMENTATION AND TESTING

5.1 Implementation of Database

Database Management suggests the advancement course of action used to update and manage the limit and recuperation of data from databases.

The vast majority of the web application improvement reason MySQL database is used. MySQL is anything but difficult to utilize, yet very ground-breaking, secure, and adaptable. What's more, on account of its little size and speed, it is the perfect database answer for Web sites. It oversees memory well overall: MySQL server has been altogether tried to avoid memory spills. To create this system we use MySQL database and stored is phpMyAdmin.

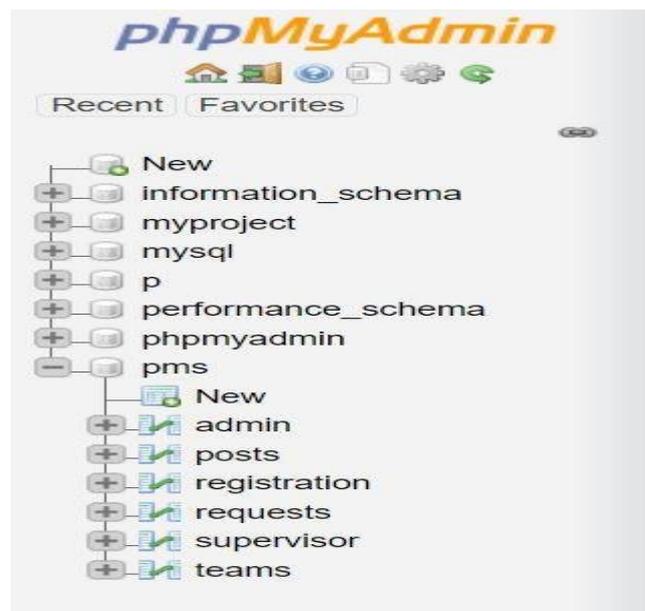


Fig 5.1.1: Database Table

5.2 Implementation of front-end design

what number of customers will use a system, is thoroughly rely upon the basic structure and instance of utilization of the system? At the moment that a customer opens our application, they will immediately observe the front-end design. We have tried our level best to make the design user friendly and easy to understand. We have

designed every step of our system keeping that on our mind. We tried to find out the easiest way to reach our goal.

To implement front-end in our project we have used following languages:

- HTML
- CSS
- Bootstrap4
- JavaScript

5.3 Implementation of Interactions

The more an application is astute the more it is used. For making an application it needs some material arrangement with simple to utilize structure. For a supportive system the arrangement should consolidate incredible image and creative substance content style with some appealing highlights.

Our application is most easy to use and straightforward highlights that is the reason client can get it and use it effectively.

5.4 Testing Implementation

Testing execution is a method of testing the usage of a framework where analyzer or framework designer will see diverse case and subtleties, is it implementable or it has limitations.

Table 5.4.1: Testing Implementation

| NO | Tested Case | Tested Input | Expected Outcome | Actual Outcome | Result |
|----|--------------|---|---|---|--------|
| 1 | Registration | Enter Name, id, email, Phone number, password | Registration successful and enter into the system | Registration successful and entered into the system | Passed |
| 2 | Sign in | Enter username and password | Enter into the system if he had done registration | Entered into the system | Passed |

| | | | | | |
|---|---|---|--|---|--------|
| | | | first | | |
| 3 | Sent invitation | Click on request button on the side of expected student | Request convert into requested and expected student got a request | Request converted into requested and expected student got a request | Passed |
| 4 | Except request | Click on accept button on the side of expected student | Create team together and have a team page | Created a team together and have a team page | Passed |
| 5 | Project registration | Provide 3 supervisor name, project title, shift and type | Applied successfully and have a team page having those information | Applied successfully and have a team page having those information | Passed |
| 6 | Creating post | Provide a title, description. also, can attach a file or link | Publish that notice on home page for everyone | Published that notice on home page for everyone | Passed |
| 7 | Creating excel file of application database | Admin have to click on generate excel file | Excel file is created and downloaded in the device | Excel file is created and downloaded in the device | Passed |

5.5 Test Results and Reports

It's a conventional technique to address the test report. Report contains the information which we surveyed in a specialist and created way. Report depict the working condition and exhibits the test result with test targets.

We are tried our framework commonly to take a reasonable thought regarding any flaw. Here we didn't found any fruitless outcome during testing. At the point when we test the all outcomes like arrangement, procedure and reports then we effectively included all the alternative in our framework. We have tried to test our application by make it use by people. Then we found some results based on every test.

- Good quality application
- Easy to use
- Accepted by users

We were extremely committed to make our application easier to use and progressively alluring to the client and we think we are effectively doing that.

CHAPTER 6

CONCLUSION AND FUTURE SCOPE

6.1 Discussion and Conclusion

This framework will be a progressive creation for under studies current circumstance, if they can utilize it appropriately. This will be a stage from where they can finish their project management with no issue. Each issue has explained by this stage. They can do it sitting at their home. Everything will be at their doorstep. So, doing project registration will be an easy job to do.

Our inspiration to build up this stage is by observing the dissatisfaction and wavering of understudies in doing project registration. They generally face issue in the time of doing this. So we attempted to solve this issue. In any event understudies can do their project registration in the least demanding manner, decisively and in the briefest conceivable time.

6.2 Scope of Further Development

In future we will add more feature in this system

- We will add update option in student profile information. So that student can update it after registration
- We will make an automatic supervisor selection system.
- We will make a dashboard where people can discuss about their project with the supervisor and supervisor can give instruction about project.

APPENDIX

We have started our journey in 2018. We made an online project registration system for final year project. The whole journey was wonderful. We have learnt a lot of new thing which we need to complete this project. As this project is web based, we had to learn about html, CSS, Php and many more things. Which enrich our knowledge level in this platform. By using our system a student can create a team for his project, he can create it by sending and accepting request. Though he can do it alone too. He can also select supervisor for his project. For this student don't need to do paper work things. We hope that will help the student in project registration.

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