

**STUDENT MANAGEMENT SYSTEM WITH DAILY WORKFLOW**

**BY**

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This Report Presented in Partial Fulfillment of the Requirements for the Degree of  
Bachelor of Science in Computer Science and Engineering

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**5 January, 2022**

## APPROVAL

This Project titled “**Student Management System With Daily Workflow**”, submitted by **Badhon Kumar Chowdhury, ID: 182-15-11782** to the Department of Computer Science and Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 5 January 2022.

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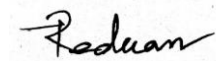
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## DECLARATION

We hereby declare that, this project has been done by us under the supervision of **Mr. Md. Abbas Ali Khan, Lecturer, Department of CSE**, Daffodil International University. We 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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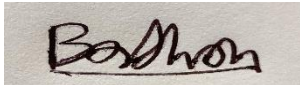
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Finally, we must acknowledge with due respect the constant support and patients of our parents.

## **ABSTRACT**

A nation's backbone is education. As a result, we decided to collaborate with the project to develop a management system. It takes a long time to manually handle records. Using efficient approach and a menu-oriented interface, we did our hardest to make the challenging procedure as simple as possible. We attempted to create this program in such a manner that the user would not have any trouble using it and that subsequent growth would be achievable with little effort. The primary goal of my job is to computerize each manual task. It helps you save a lot of time. We are convinced that our web application will provide significant value to the user and that it can be utilized by those who are not programmers. In modern era this type works benefits a lot. As it is both time and cost consuming it is very helpful to the user. This program is designed for a variety of activities and tasks, as well as a variety of management processes. It gives connected information to education to aid in good decision-making for student care and to keep the entire management system running smoothly.

# TABLE OF CONTENTS

<b>CONTENTS</b>	<b>PAGE</b>
Board of examiners	i
Declaration	ii
Acknowledgements	iii
Abstract	iv
<b>CHAPTER</b>	
<b>CHAPTER 1 : INTRODUCTION</b>	<b>1-3</b>
1.1 Introduction	1
1.2 Motivation	1
1.3 Objectives	1
1.4 Expected Outcome	2
1.5 Report Layout	2
<b>CHAPTER 2 : BACKGROUND</b>	<b>4-6</b>
2.1 Introduction	4
2.2 Related Works	4
2.3 Comparative Studies	5
2.4 Scope of the Problem	5
2.5 Challenges	5
<b>CHAPTER 3 : REQUIREMENT SPECIFICATION</b>	<b>7-17</b>
3.1 Business Process Modeling	7
3.2 Requirement Collection	8
3.3 Use Case Modeling	9
3.4 Design Requirements	11

<b>CHAPTER 4 : DESIGN SPECIFICATION</b>	18-19
4.1 Front-end Design	18
4.2 Back-end Design	18
4.3 Interaction Design and UX	19
4.4 Implementation Required	19
<b>CHAPTER 5 : IMPLEMENTATION AND TESTING</b>	20-22
5.1 Implementation of Database	20
5.2 Implementation of Interactions	20
5.3 Testing Implementation	20
5.4 Test Results and Reports	22
<b>CHAPTER 6 : CONCLUSION AND FUTURE SCOPE</b>	23-23
6.1 Discussion and Conclusion	23
6.2 Scope for Further Developments	23
6.3 Limitations	23
<b>REFERENCES</b>	24
<b>APPENDIX A : PROJECT REFLECTION</b>	25
<b>APPENDIX B : RELATED DIAGRAMS</b>	26

## LIST OF FIGURES

<b>FIGURES</b>	<b>PAGE NO</b>
Figure 3.1.1 : Process Model	7
Figure 3.3.1 : Case Model	10
Figure 3.5.1.1 : Dashboard	12
Figure 3.5.2.1 : Users	13
Figure 3.5.4.1 : Payment	14
Figure 3.5.5.1 : Post View	14
Figure 3.5.6.1 : A Post	15
Figure 3.5.7.1 : Result	15
Figure 3.5.8.1 : Work Creating	16
Figure 3.5.9.1 : Work Progress	16
Figure 3.6.9.1 : Routine	17



## LIST OF TABLES

<b>TABLE</b>		<b>PAGE NO</b>
Table 1	: Difference between computerize and Manual Working	5
Table 2	: Business Process Modeling	8
Table 3	: Login Use case	10

# CHAPTER 1

## Introduction

### 1.1 Introduction:

Student Management System with daily workflow is an application simple, easy and flexible to use, which is planned and developed to store daily activities of individual. This management system covers a huge side of student daily activities. It is the product that will help a student. It helps to reduce the costing. Managing the software is critical and the whole success depends on it.

### 1.2 Motivation:

We are living in a technologically advanced era. Everything we can do here is done through computers. We attempted to computerize the day-to-day activities of a student in this project. Various amenities and works are added here.

### 1.3 Objectives:

This application is aimed to develop to maintain information about student which includes result of students, subject list, class list, routine etc. It is organized to get the following purposes: -

- Computerize all the details. With the details of admin, student etc.
- The data should be kept up to date
- Record should be stored in a system that can be used for historical purpose.
- It should be able to maintain the section, subjects, attendance of students.
- It also has to maintain the reports of subjects.
- To help an individual.
- Saving of time.

- Get reports up to date
- Fast reporting
- Daily recorded activities

#### **1.4 Expected Outcome:**

It provides advantages such as vital alternatives, prolonged service, highly managed care, cost control, and increased profitability. The database is the backbone of the system. To save the data, we're using phpmyadmin. However, there are several places. Phpmyadmin is the greatest program for keeping our data current. All of the essential modules were built specifically to meet the criteria. The program is very flexible and may be altered to meet unique needs and requirements. My project collects student information, enters their information into the system, and then computerizes the entire process. The application has the benefit of assigning a unique id to each student and automatically collecting information on their results. [5] It stores all the necessary topics which are student registration, details of admission, Admin updates about students, different types or categories etc.

Any student can access their results by entering their login and password.

The information saved in the database may be simply retrieved. The application's UI is attractive and user-friendly. The data stored in phpmyadmin is safe, and data processing is quick. The main item in the system is the data saved in the database. We can't accomplish anything without data. The entire working system will come to a halt.

#### **1.5 Report Layout**

This program is designed for a variety of activities and tasks, as well as a variety of management processes. It gives connected information to education to aid in good decision-making for student care and a smooth flow of operations.

This management system generally provides facilities like this:-

- Daily routine of students.
- Result process

- Result publication
- Subject issue
- Daily report
- Result management
- Section wise routine
- Daily report for students
- Due work

These are administrative tasks that must be completed. Students and others are identified by simply writing their name, age, and gender. Each service provided to the student is listed on a separate sheet, and they are all totaled.

Due to a lack of resources and time, we were only able to present the major actions that are conducted in a management system in this project. But one thing we'd like to emphasize is that the system has been meticulously designed to be both user-friendly and effective.

The management system is designed to computerize the following actions:

- Result publication
- Result report
- Routine
- Payment
- Admission info

## **CHAPTER 2**

### **Background**

#### **2.1 Introduction:**

The project Daily workflow is for computerizing the whole working process of an individual student. The application includes all the requirements that average system should have. It is also capable of serve easy and effective storage of information related to students, others that a system should have.

#### **2.2 Related works:**

This is an application that is automation of management system. This maintained by 2 levels of users:-

- Admin (Maintaining the application)
- User level (One)

Administrator level: The administrator has complete control over the online application. The data that is stored can be created, read, updated, and deleted by the administrator.

Users: Users can only see the menu that the administrator has created. Those have no authority to read, produce, remove, update, or modify anything.

Data maintenance are included with the application. It also generates reports on the results. The main goal of this system is to gather as much information as possible from the learner. This is a user-friendly and straightforward program. This system is fairly simple to implement. It should work in practically any situation. "Data" is the most important thing here. The data is organized and stored properly for a long time here. Some needs are as under:-

- Finding data is easy.
- Routine work make easy.
- Schedule
- Minimize data redundancy
- Summary

#### **2.3 Comparative Studies:**

This initiative addressed almost all of the primary issues, and the findings demonstrated that automated work is superior than manual work. Almost every connected subject that can be done is covered here. A person can see the difference by utilizing the program. There are other additional fields that can be studied in this manner. There could be a slew of other issues with the project. Furthermore, there is no mechanism in place that allows one step to lead to the next.

Description:

This table shows us the difference between computerize and Manual working. It will be very helpful for better understanding.

TABLE 1: THE DIFFERENCE BETWEEN COMPUTERIZE AND MANUAL WORKING

	<b>Computerize</b>	<b>Manual</b>
Paper load	Low	heavy
Paper Work	Reduces	Increases
Searching Option	Yes	No
Management Process	Easy	Hard

#### **2.4 Scope of the Problem:**

Every work has become automated in today's competitive environment. The manual labor procedure has become extremely stressful, time-consuming, and demanding. So when I had the chance to create a Management System application, I took advantage of it. Institutions claim that all tasks are completed manually. Everything is carried out by hand. This increases the difficulty of storing data. Work is extremely time consuming in the current circumstances. Everyone can do it because of the computerized method.

#### **2.5 Challenges:**

This is an application that is simple to implement. It just uses a small amount of system resources and works in practically all configurations. They are as follows:

- Data security

- Data accuracy
- Admin panel control
- Working efficiency
- Manual data entering minimized
- The amount of time necessary must be kept to a minimal;
- the product must be user-friendly; and • the product must be effective.

## CHAPTER 3

### Requirement Specification

#### 3.1 Business Process Modeling:

Business process modeling is a process management and system engineering activity that involves modeling an organization's processes so that they can be directly calculated, enhanced, and automated (BPM). Business process modeling is usually carried out by business analysts who are modeling experts, subject matter experts who are experts in the processes being modeled, or, more commonly, a team that includes both. The process model can also be derived directly from event logs using process mining techniques.

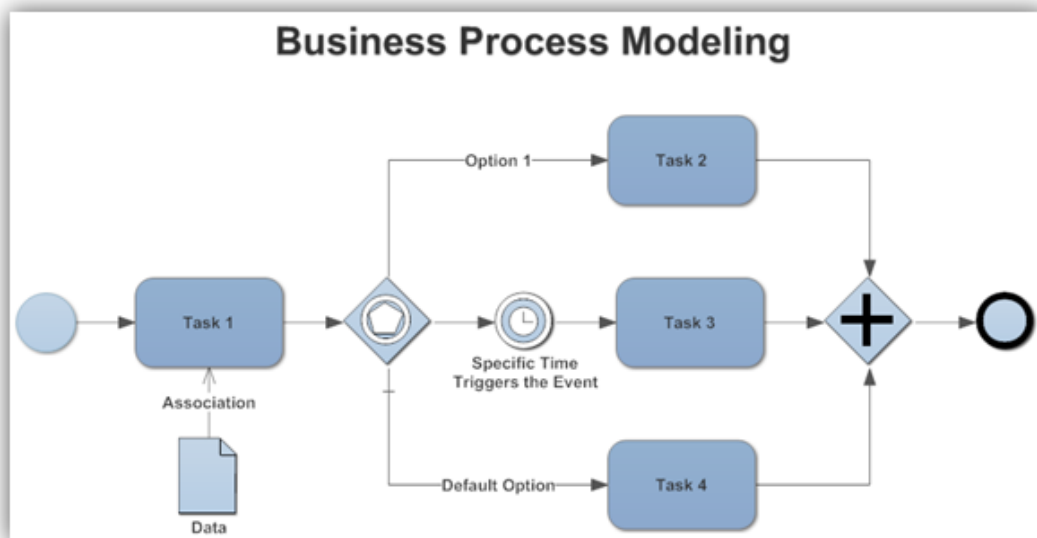


Figure 3.1.1: Business Process Modeling



Description:

This table displays many important ideas in business process modeling. It will provide us a general understanding of Business Process Modeling.

TABLE 2: BUSINESS PROCESS MODELING

<b>Rank</b>	<b>Issue</b>	<b>Description</b>
1	Process Enhancement	Improved capability to improve business processes.
2	Understanding	Improved and consistent comprehension.
3	Communication	Improved communication of business procedure.

### **3.2 Gathering and Analyzing Requirements:**

This is an application that is simple to implement. It just uses a small amount of system resources and works in practically all configurations.

#### **Configuration of hardware required:**

- Processor: Core 2 duo or higher is required.
- Memory: 2 GB or more.
- Hard disk drive (HDD): 100 GB or more
- I/O (Input/Output): keyboard, mouse, and monitor

### **Software configuration required:**

- OS: Windows 7 or above.
- Tool: Visual Studio Code.
- DB: PhpMyAdmin.
- Framework: Laravel.
- Server: Localhost.

It also guarantees that the following requirements are met:

- Data correctness
- Admin panel control
- Working efficiency
- Minimized manual data entering
- The amount of time necessary must be kept to a minimal;
- The product must be user-friendly; and
- The product must be effective.

### **3.3 Use Case Modeling and Description:**

The Accepted Capabilities of the New Application are described in the Use Case Model. A Use Case is a logical connection between a human or a machine user and the system. A Use Case is a discrete piece of useful work that will be implemented in the agreed-upon system. By adding its own behavior, a Use Case might 'include' or 'expand' the capabilities of another Use Case. Actors and Use Cases are intertwined.

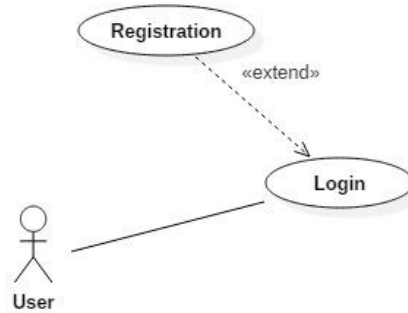


Figure 3.3.1: Use Case Model.

**A Use Case description will generally include:**

1. Overarching remarks and an explanation of the use case
2. Requirements - Tasks that the use case must enable the user to complete, such as, and so on.
3. Constraints- These are the rules that govern what can and cannot be done. Includes i) pre-conditions that must be met before the use case can be executed, such as must come first; and ii) post-conditions that must be met after the use case has been executed.

This is a table about the Use case model that indicates Log in concerns with it.

Table 3: Login Use case

Use case name	Login
Defined By	Badhon
Defined on	5/12/2021
Actors	User and Admin
Description	User Login
Pre-conditions	User must be member of the system.
Post Condition	No
Priority	High

### **3.4 Design Requirements:**

- Login and Registration
- Admin Panel
- Student's Option
- Result's Option
- Payment
- Subject
- Admission Info
- Routine
- Daily works

#### **3.4.1 Features:**

We have various features in the suggested system. These are the primary characteristics.

- Result creation
- Result updating
- Result delete
- Collection
- Addition
- Student categories
- Profile system
- Subject
- Routine
- Communication
- Academic session

Managing students and other resources are crucial. This web based application will help you to manage everything in a proper way.

### 3.5 Some screenshots:

#### 3.5.1 Our Project (Dashboard):

This feature is an overview of the application and works.

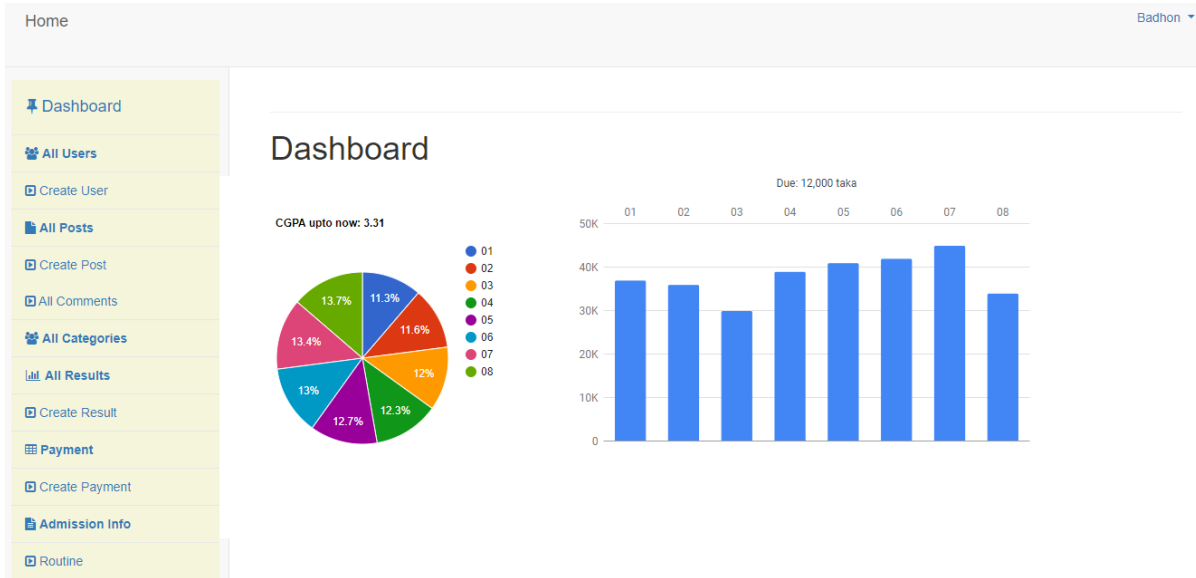


Figure 3.5.1.1: Homepage

### 3.5.2 Users:

User fields are shown here.

Home ashiq ▾

Dashboard  
All Users  
Create User  
All Posts  
Create Post  
All Comments  
All Categories  
All Results  
Create Result  
Payment

## Users

Id	Photo	Name	Email	Role	Status	Created_at	Updated_at
1		ashiq	ashiq@gmail.com	administrator	Not Active	12 hours ago	12 hours ago

Figure 3.5.2.1: Users

### 3.5.3 Categories: This is category area.

Home ashiq ▾

Dashboard  
All Users  
Create User  
All Posts  
Create Post  
All Comments  
All Categories  
All Results  
Create Result  
Payment  
Create Payment

## Categories

Name:

Id	Name	Created date
1	Php	11 hours ago
2	Java	11 hours ago
3	Javascript	11 hours ago
4	Laravel	11 hours ago
5	Codeigniter	11 hours ago

Figure 3.5.3.1: Category

**3.5.4 Payment:**One can easily find the payment from here.

**Payment**

**Admission and Registration Fee**

Admission Fee(One time only)	Registration Fee per semester
10,000/=	12,500/=

**Tuition fee per semester**

Semester: 01	Semester: 02	Semester: 03	Semester: 04	Semester: 05	Semester: 06	Semester: 07	Semester: 08	Total
33,000/=	34,000/=	35,000/=	38,000/=	39,000/=	31,000/=	29,000/=	32,000/=	6,21,000/=

**Payment Status**

Id	Name	Roll	Semester: 01	Semester: 02	Semester: 03	Semester: 04	Semester: 05	Semester: 06	Semester: 07	Semester: 08	Total	Due
1	Ashiq	342	30000/=	25000/=	22000/=	29000/=	35000/=	37000/=	39000/=	40000/=	257000/=	364000/=
3	Mahmud	343	30000/=	25000/=	21000/=	29000/=	45000/=	47000/=	39000/=	40000/=	276000/=	345000/=

Figure 3.5.4.1: Payment

**3.5.5 Posts:** This is posts from the user.

**Posts**

Id	Photo	Owner	Category	Title	body	View Post	View Comment	Created	Updated
1		ashiq	Java	Post 1	This is po...	<a href="#">View Post</a>	<a href="#">View Comment</a>	50 minutes ago	50 minutes ago
2		ashiq	Laravel	Post 1	This is po...	<a href="#">View Post</a>	<a href="#">View Comment</a>	50 minutes ago	50 minutes ago

Figure 3.5.5.1: Posts View

**3.5.6 Admin:** This is the post page.

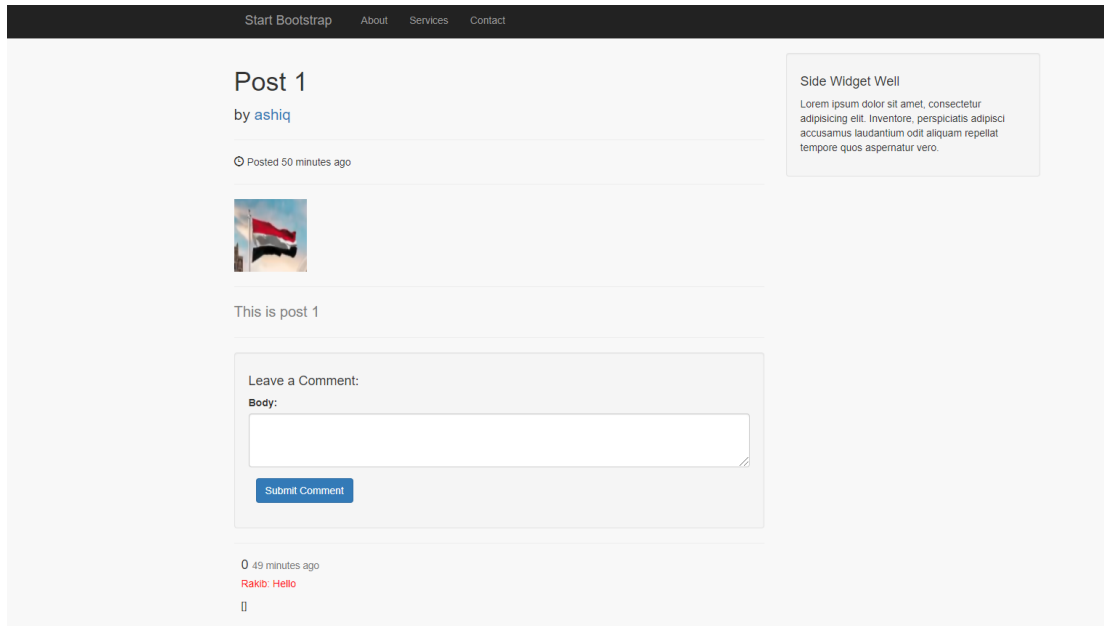


Figure 3.5.6.1: A Post

**3.5.7 Result:** This is result option. It will show the result of students and show information.

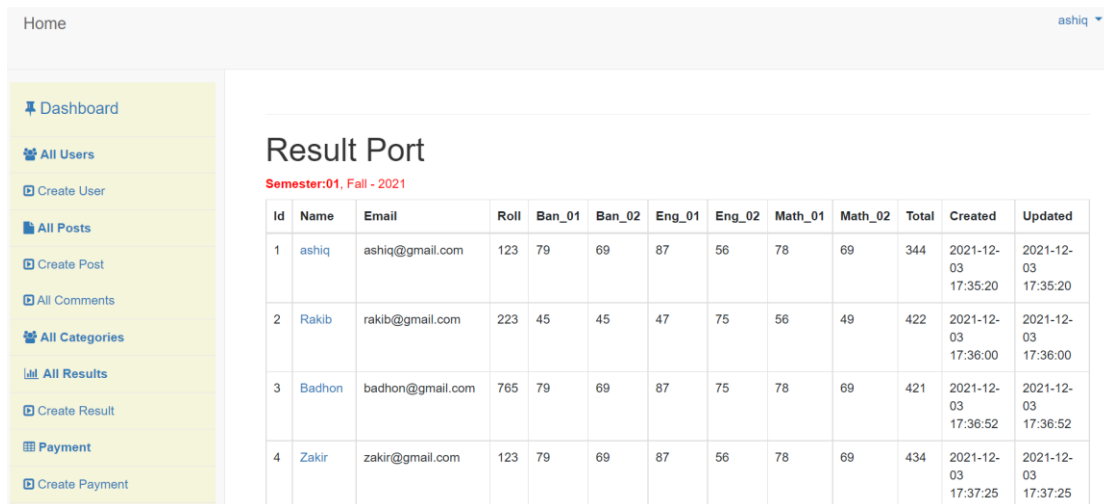


Figure 3.5.7.1: Result



**3.5.8 Create Work:** We can create work of a student from here. It will add it.

Home ashiq ▾

Dashboard

All Users

Create User

All Posts

Create Post

All Comments

All Categories

All Results

Create Result

Payment

Create Payment

## Create Work

Subject:

Start:

End:

Figure 3.5.8.1: Work creating

**3.5.9 Subject:** We show work progress here.

Home ashiq ▾

Dashboard

All Users

Create User

All Posts

Create Post

All Comments

All Categories

All Results

Create Result

Payment

Create Payment

### Student Work progress

Subject	Start	End	Progress	Action
English	2.00pm	3.00pm	Due	Delete
EEE	1.00pm	2.00pm	Complete	Delete
CSE	2.00pm	3.00pm	Due	Delete

Figure 3.5.9.1: Work Progress.

### 3.5.10 Class Routine: We can show subject and routine from here.

Home ashiq ▾

- Dashboard
- All Users
- Create User
- All Posts
- Create Post
- All Comments
- All Categories
- All Results
- Create Result
- Payment
- Create Payment

**Student Class Routine, Fall - 2021**

Time	Saturday	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Action
3.00 pm	Bangla	English	Biology	Math	Cse	EEE	No class	Delete
4.00 pm	Bangla		English	No class	No class	Computer Fundamental		Delete
4.00 pm	Bangla	No class	No class	Math	Biology	Computer Fundamental		Delete
8.30pm	Bangla	English	Biology	Math	No class	Bangla		Delete

Figure 3.5.10.1: Class Routine

## CHAPTER 4

### Design Specification

#### 4.1 Front-end Design:

For the management of web application it is an important issue to select suitable front-end. When I decided to develop the project I have to go through an extensive study and it takes a lot of time to choose the suitable platform.

The aspects of study included the following factors: - Implemented a form. It is designed to work with framework properly. we use Laravel here. User validation and form validation is important here. The form is not submitted until the user enters all of the required data. It is extremely beneficial in limiting errors by users. [2] It provides:

- Effectiveness
- Time consuming
- Platform independent.
- Debugging.
- Easy maintaining process.
- Event driven programming facility.

#### 4.2 Back-end Design:

For the management of web application it is an important issue to select suitable Back-end. When I decided to develop the project, I have to go through an extensive study and it takes a lot of time to select the suitable platform. I have used MySQL for storing the data. It provides efficient solution for major database technology. With the stated features we use Php as the front-end and back-end to develop the web application. It also includes: Space management, Large Database, Security, High availability, Simple to keep up etc.

### **4.3 Interaction Design and User Experience (UX):**

It is widely acknowledged that interaction design is an important component of user experience (UX) design, which focuses on the interaction between users and goods. [4] Interaction design's goal is to create a product that provides an efficient and enjoyable end-user experience by allowing users to achieve their goals in the most efficient and enjoyable way possible.

User experience design (UX, UXD, UED, or XD) is a method of boosting user satisfaction with a product by improving its usability, accessibility, and pleasure during interaction. User experience design expands on traditional human–computer interaction (HCI) design by addressing all aspects of a product or service as they are perceived by users.

### **4.4 Implementation Requirements:**

As a program's lines multiply during execution, the application's size grows. Finding the program's flow gets increasingly difficult, if not impossible. It becomes exceedingly difficult to exchange, debug, and alter code if one forgets how an application and its underlying codes, files, and processes are produced. Analysis, programming, and other tasks are required for implementation.

## CHAPTER 5

### Implementation and Testing

#### 5.1 Implementation of Database:

The process of installing database software, configuring and customizing it, operating it, testing it, integrating it with other systems, and training people is known as database implementation or deployment. Its various stages and processes are as follows:

- Defining the scope of the database project
- Recognizing the subdivision
- Defining the functions that the database makes use of
- Database project organization
- Database administrators are being trained.

#### 5.2 Implementation of interactions:

It is widely acknowledged that interaction design is an important component of user experience (UX) design, which focuses on the interaction between users and goods. Interaction design's goal is to create a product that provides an efficient and enjoyable end-user experience by allowing users to achieve their goals in the most efficient and enjoyable way possible. [3]

#### 5.3 Testing Implementation:

The process of evaluating software against user and system standards is known as application testing. Testing takes place at the phase level of the application development life cycle, as well as at the module level of the program code. Application testing can be divided into two categories: validation and verification.

## Software validation

Validation is the process of determining whether or not an application meets the user's needs. It is completed at the conclusion of the SDLC. The application is validated if it meets the requirements for which it was created. Validation ensures that the product in development meets the needs of the users. Validation answers the question, "Are we developing a product that tries to meet all of the user's needs from this application?" Validation emphasizes the importance of the user.

## Software Verification

Verification is the process of ensuring that the software meets the business needs and is developed in accordance with the appropriate criteria and techniques.

The product being developed meets the design requirements, according to the verification results. Verification answers the question, "Are we building this product while strictly adhering to all design specifications?" The design and system requirements are the focus of verifications.

### **5.3.1 Testing Levels:**

Testing can be described at several stages of the SDLC. Parallel to the creation of the application, testing methods are carried out. A stage is tested, validated, and verified before moving on to the next step.

Separate testing is carried out to ensure that the program is free of any hidden bugs or problems. The application is put to the test on several levels —

#### **Unit Testing:**

While coding, the coder runs various tests to see if the unit of code is bug-free. The testing is done in a white-box environment. Unit testing aids programmers in ensuring that individual units of code are bug-free and perform as expected. Unit testing is a software development technique in which the smallest testable pieces of a program, referred to as units, are examined separately and independently for proper operation. [1]

#### **Integration Testing:**

Even if the application units perform good on their own, it is necessary to determine whether they will work without bugs when mobilized together. Argument passing and data update, for example.

#### **Acceptance Testing:**

When the program is ready to be handed over to the customer, it must pass the last step of testing, which includes user interaction and response testing. This is a critical issue because, even if the program meets all of the user's requirements, it may be rejected if the user dislikes the way it looks or functions.

- **Alpha testing** - The programmers' team does alpha testing by putting the system through its paces in a real-world setting. They are attempting to determine how a user would react to an application action and how the system should respond to inputs.
- **Beta testing** - After the application has been thoroughly tested internally, it is sent to the users with the express permission to use it just for testing purposes within their organization. This isn't the finished product yet. Users are expected to bring minor issues that were overlooked in order to attend at this level, according to programmers.

#### **5.4 Test Results:**

An appropriate coding style includes employing function and variable names that are related to the work at hand, using well-placed indentation, annotating code for the benefit of the reader, and presenting the program in its whole. This makes the software code more legible and understandable to everyone, making debugging and fault resolution much simpler. In addition, appropriate coding style makes documenting and updating easier. This is something we should be mindful of.

## **CHAPTER 6**

### **Conclusion and Future Scope**

#### **6.1 Conclusions:**

This program is intended to automate a student's day-to-day chores. It may also store data including student information, payments, procedures, and job progress details in a straightforward and efficient manner.

#### **6.2 Future work and Further Development:**

We have a strategy to improve the suggested system by including new features.

#### **6.3 Limitations:**

1. Due to the sensitivity of the material, several respondents were hesitant to mix particular data sets.
2. The majority of the project's analysis and implementations are based on secondary data.
3. Despite the fact that there are inaccuracies, much care has been done to ensure that it is accurate.



## Reference:

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- [4] S.R. Bharamagoudar, R.B. Geeta, S.G. Totad, "Web Based Student Information Management System", *International Journal of Advanced Research in Computer and Communication Engineering*, June 2013, IEEE,ISSN 2319-5940.
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## **APPENDIX A: PROJECT REFLECTION**

This project is about a Management System. This project will be helpful to maintain day to day activities of a student. This project can also maintain fees management. They can manage routines and subjects easily from here. All the major concerns were covered in this project and the results showed that computerized way is better than manual working. Here all related subjects are included that can be done in educational institutions. By using the application a user can see the difference. There are many other fields that can be covered in such kind of study. There may be many other concerns in the project. Moreover, there is no planned system in which one step leads to the next and enables an institution to develop a strong base for the field of management. The application can be implemented so easily. It requires very low system resources and it will work in almost all configurations.

## **APPENDIX B: RELATED DIAGRAMS**

Figure 3.1.1 : Business Process Modeling

Figure 3.3.1 : Use Case Model

Figure 3.5.1.1 : Dashboard

Figure 3.5.2.1 : Users

Figure 3.5.3.1 : Categories

Figure 3.5.4.1 : Payment

Figure 3.5.5.1 : Posts View

Figure 3.5.6.1 : Post Page

Figure 3.5.7.1 : Result

Figure 3.5.8.1 : Work Creating

Figure 3.5.9.1 : Work Progress

Figure 3.5.10.1 : Class Routine

## STUDENT MANAGEMENT SYSTEM WITH DAILY WORKFLOW

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