SCHOOL RESULT SYSTEM

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APPROVAL

This project titled on "School Result System", submitted by Md.Al Amin, ID: 112-35-212 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 Bachelor of Science in Software Engineering and approval as to its style and contents.

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DECLARATION

I hereby declare that I have taken this Project under the supervision of **SyedaSumbul Hossain, Sr.Lecturer**,and Department of SWE at 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.

Supervised by:

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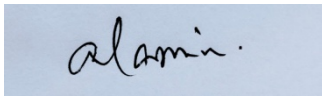

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ACKNOWLEDGEMENT

At first, I want to express that I am really thankful to the almighty **ALLAH** for giving me the chance to complete this project successfully.

We fell grateful to and wish our profound our indebtedness to, Department of Software Engineering, Daffodil International University, and Dhaka Bangladesh. I would like to express my deepest appreciation to my project supervisor SyedaSumbul Hossain –Sr.Lecturer, Department of Software Engineering Daffodil International University. Her endless guidance, valuable advice.

I am also very grateful to all of our Teachers and friend for their valuable suggestion help and support during completion of our project, for her kind help to finish my project and also to other faculty member and the staff of Software Engineering Department of Daffodil International University.

I shall like to thank our entire course mate in Department of Daffodil International University, who took part in this discuss while completing the course work.

Finally, I must acknowledge with due respect the constant support and patients of my parents.

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EXECUTIVE SUMMARY

This project entitled “School Result System” is a web based application, that manage any kind of school result system. This system is basically build for the local kindergartens, primary schools, high Schools and also for colleges.

The main purpose of the application is to fully digitalize result generation with various configuration in different class, section and group of the institution. This is an online application, thus makes it to be available from anywhere, from any places. When the school server is setup, the institute authority must configure the result according to the NCTB curricular. Student admission is a easy step process, in different classes according to given session. The result sheet is then downloaded after the process of mark input, and mark update.

There also a manual attendance system for the teacher database, student and Staffs. The report from these fieldsare generated then printed from the browser. There is a teacher control panel, from where teacher can input, update or delete marks. A dynamic website is included with the system, giving the ability to the users to update their institute website dynamically like, update slider, or content.

Exam routine, class routine are also a must usable feature in this system.

The modern technology is used to implement a Schoolproject to make it more secured Java Script object oriented concepts.

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CHAPTER 1 – INTRODUCTION

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1.1 Project Overview:

School Result is a web based "School Result Management Software", build with Html, Css, JavaScript, And Codeignitor web framework which main goal is to create student result effortlessly. Any stakeholders, such as teacher, or student or administrator can input mark, update them and get student result sheet in no time. A student merit list is also be generated throughout this process.

1.2 The Purpose of the Project:

1.2.1 The User Business or Background of the Project Effort:

Result creation in manual process is a very difficult and time consuming. A teacher or an administrator has to maintain different datasheet, remarks and marks. Then a manual result calculation is applied to this process, which is not time and cost effective. With the help of this software, all result creation is automatic and takes no time to calculate the result with the help of its mind blowing result creation algorithm.

This project can be great beneficiary income tool, because we can commercially license this software to end user who are using it and can find interesting to pay for it

1.2.2 Goals of the Project:

The main goal of the project is to minimize the hassle of old manual result creation technique used to have used in our country. Plus, in this digital world a teacher or a student should learn the benefit of computer learning as well as it usages. Digital Bangladesh is our main target.

1.3 The Scope of the Work:

1.3.1 The Current Situation:

There are not sufficient tool in the market right now, which has this kind of capability of generating dynamic content driven result. As well as all the features included in this web software. But our solution to this problem is effective and much user friendly to the world.

So we decided to bold such project which complete the lacks of these problem. The School Result system is one of them.

1.3.2 The Context of the Work :

The Main privilege of the project is, its usable from anywhere, in any place. Is it mostly responsive, which makes this project support al kind of device .

1.3.3 Work Partitioning:

Deliverables	Submission Date	Comment
SRS	14 Octber 2021	Complete on time
Logical Design	20 November 2021	Submit on time
Physical Design	10 December 2021	Ready to up in online
Testing	26 December 2021	Add on final documentation
Final Documentation	20 January 2022	Finish before 28 December 2021

1.4 Beneficiaries and Benefits:

1.4.1 Beneficiaries:

1. School Committee
2. Teacher.
3. Student
4. Guardian

1.4.2 Benefits:

1. Saves time
2. Responsive design
3. Class configuration
4. Session manage
5. Employee database
6. Student database
7. Result creation
8. Result report
9. Information for guest

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1.5 Naming Conventions and Definitions:

1.5.1 Definitions of Key Terms :

i. HTML= Hyper Text Mark-up Language
ii. JS = Java Script
iii. CSS = **Cascading Style Sheets**
iv. PHP = Hypertext Pre-processor

1.5.2 UML and Other Notation Used in This Document :

Core UML 2.0

i. Class Diagram
ii. Component Diagram
iii. Deployment Diagram
iv. Object Diagram – N/A
v. Package Diagram – N/A
vi. Profile Diagram – N/A
vii. Composite Diagram – N/A
viii. Use Case Diagram
ix. Activity Diagram
x. State Machine Diagram
xi. Sequence Diagram
xii. Communication Diagram
xiii. Interaction Overview Diagram – N/A
xiv. Timing Diagram – N/A

1.5.3 Miscellaneous

xv. Algorithms
xvi. Flow Charts

CHAPTER 2 – PROJECT PLANNING

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2.1 Project Scenario

2.1.1 Project Scenario List:

2.1.1.1 Scenario 1:

Rahim wants to admin in ABC School in class six. He want to apply online.

2.1.1.1.1 Scenario 1A

1) Visit web URL
2) Hit apply button
3) Input all required information
4) Hit submit
5) Got admit card
6) Seat for exam

2.1.1.1.2 Scenario 1B

7) Admin finds the application
8) Admin checks whether he comply on the required requirements
9) Admin approve rahim
10) Rahim got admitted in desired class

2.1.1.2 Scenario 2:

For Akhi, online admission is troublesome. She can not understand the proper data flow of the website.

2.1.1.2.1 Scenario 2A

1) At first she goto the website
2) Search for feedback or report or any contact
3) Report her problem in provided contact

2.1.1.2.2 Scenario 2B

4) Admin view the report
5) Admin manually admin Akhi
6) Akhi got admitted in desired class

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2.2 Individual Project Scenarios:

2.2.1 Login: Admin login

Description:

To verify user a admin (Teacher), a user must login to the system.

2.2.2 Dashboard: working overview

Description:

User finds a institute summery list including student count as well as teacher counts.

2.2.3 Theme :setup software all theme

Description:

A huge section of software setup and configuration including website theme colour, and designs

2.2.4 Settings: core setup

Description:

Core setup of this software including board, department, session, class, section, group

2.2.5 Teacher: employee management

Description:

Input, Update delete teacher as employee with designated data

2.2.6 Class Assign: seat & teacher assignment

Description:

Map teacher to a class and set student seat data according to session

2.2.7 Subject Assign: student

Description:

Assign class subject to specific class students. Setup all marks to the assigned subjects

2.2.8 New Admission: admit student

Description:

Admin new student to specific class with session and group selected

2.2.9 Routines: class & exam

Description:

Setup routines for class and exams

2.2.10 Student Information: student info

Description:

Student list with required student information's. Student profile and update student information

2.2.11 Academic Result: result

Description:

Academic result input and update for specific session and class student.

2.2.12 Result Report: reports

Description:

Mark sheet, merit list, tabulation sheet, class position

2.2.13 Student promotion: promotion

Description:

Promote student to the next session or semester according to the student merit or student list

2.2.14 Student certification: transfer, testimonial

Description:

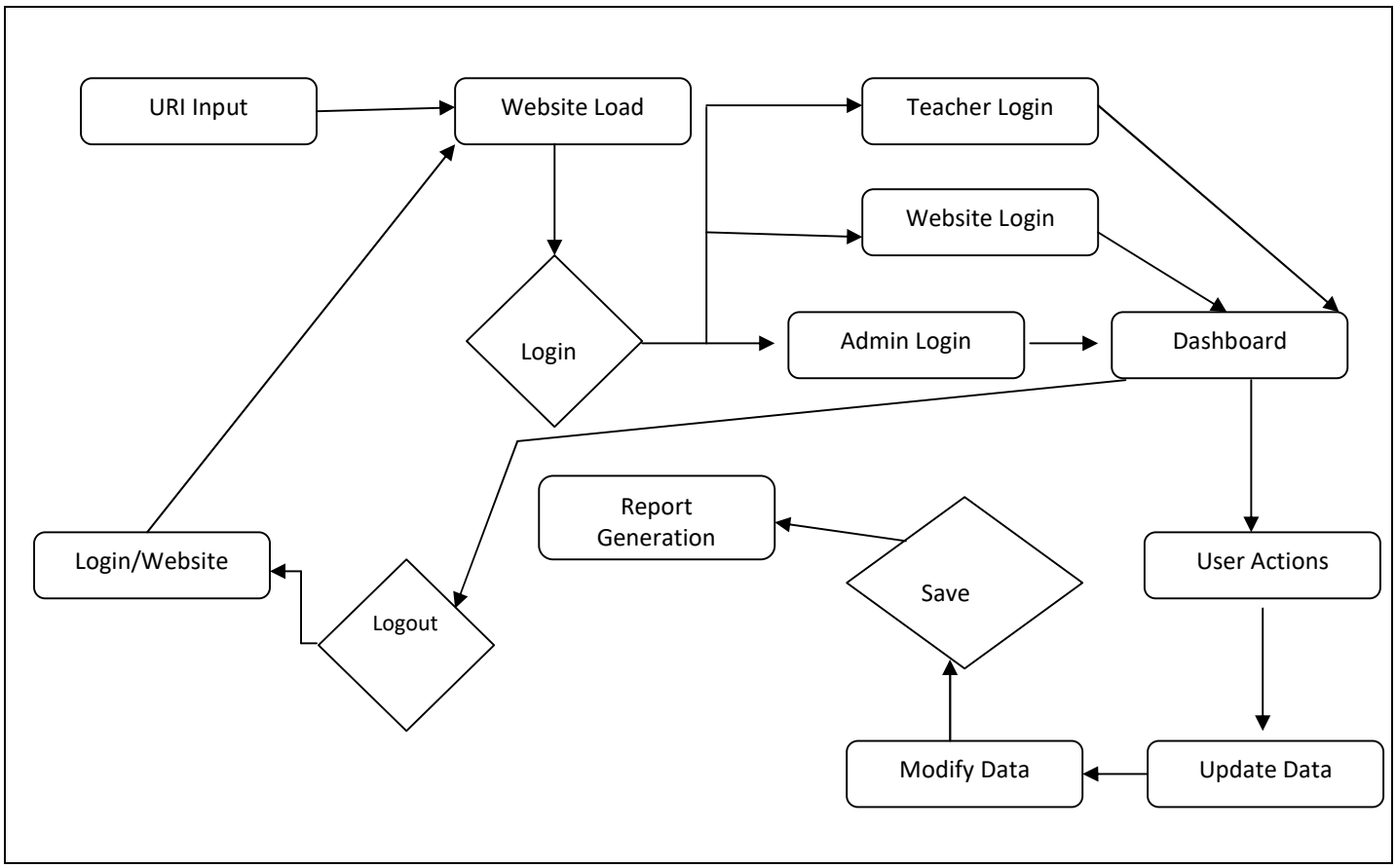
Generate and manage student transfer certificate and testimonials for specific student and generate certificate

2.2.15 Student attendance: attendance

Description:

Manage student attendance with manual attendance system.

2.3 Proposed System Model :



2.4 Stake Holders:

2.4.1 The Teachers

1. Teacher
2. Staff

2.4.2 The Guardian

1. Visit website

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2.4.3 Hands-on User

1.Teacher
2.Admin
3.Student

2.4.4 Priority User

1. Admin

2.4.5 User Participation:

All random users and register users.

2.4.6 Maintenance Users and Service Technicians

The developer team

2.4.7 Other Stakeholders

All web user.

2.5 Mandated Constrains

2.5.1 Solution Constrains

The developer team

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2.6 Project Schedule

2.6.1 Project Timelines :

Task Distribution On	1st Week 14.09 – 21.09	2nd Week 21.09 – 27. 09	3rd Week 27.09- 2.10	4th Week 3.10- 09.10	5th Week 09.10- 16.10	6th Week 16.10- 23.10	7th Week 23.10- 29.10	8th Week 29.10- 06.11	9th Week 06.11- 13.11	10th Week 13.11- 20.11	11th Week 20.11- 27.11	12th Week 27.11- 03.12	13th Week 10.12- 17.12	Final Exam 17.12- 20.1	Presentation
Idea															
Discussion & Requirement															**09.10.2021**
Design & Proposal															**23.10.2021**
Mid Break															
Design Implement															
Coding															
Testing															**21.11.2021**
Finding Error															
Submission															**17.12.2021**
Final Exam															

2.6.2 HR Planning for Development Phase

Tasks	**Stakeholder**
Project Manager	MD. Alamin
Ast. Project Manager	MD. Alamin
UI Designer:	MD. Alamin
Documentation:	MD. Alamin
Back End:	MD. Alamin

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2.6.3 Release Phase Planning

Deliverables	Submission Date	Comment
SRS	09 October 2021	Complete on time
Logical Design	23 October 2021	Submit on time
Physical Design	21 November 2021	Ready to up in online
Testing	17 December 2021	Add on final documentation
Final Documentation	20 January 2022	Finish before 28 December 2021

2.7 Risk Analysis

2.7.1 Risk Assessment

1. Any miss configuration can produce result failure.
2. Subject assign to different session can produce result change
3. Deletion of data like session, class, board or any other configuration can change final result

2.7.2 Risk Management (according to assessment)

1. Restrict user to delete any required data

2.7.3 Risk Monitoring (according to assessment)

1. Is user needs to delete user data, make it manual.

2.7.4 SWOT Analysis

Strength	▪ Easy configuration, easy result report generation
Weakness	▪ Data deleted, data lost and cause wired data issue
Opportunity	▪ Digitalize school college sector
Threat	▪ Won't run with the php 7 environment

CHAPTER 3 – REQUIRMENT SPECIFICATION

3.1 Functional Requirements

1. Must be implemented in a web server
2. Theme setup
3. Institute configurations
4. Subject assignment
5. Student admission
6. Student profile update
7. Teacher and employee database creation
8. Teacher class assign
9. Subject result setup

3.2 Data Requirements

1. Must use a mysql data source

3.3 Performance Requirements

3.3.1 Speed and Latency Requirements

2.No re fresh provide
3.Any user refresh can cause from beginning
4.Response receiving time 5-6 ms

3.3.2 Precision or Accuracy Requirements

5.Keep track of grabbed object.
6.Display a option for grabbed objects, as appr need to answer some questions

3.3.3 Capacity Requirements

7.Always empty cached data

3.4 Dependability Requirements

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3.4.1 Reliability Requirements

N/A

3.4.2 Availability Requirements

N/A

3.4.3 Robustness or Fault Tolerance Requirements

User can not delete any mapped data

Threat: All data will be lost and app should be start over

Design: Check where user deletes anything, give user a warning (upcoming)

3.4.4 Safety-Critical Requirements

8.Must update the app data

3.5 Maintainability and Supportability Requirements

3.5.1 Maintenance Requirements

N/A

3.5.2 Supportability Requirements

N/A

3.5.3 Adaptability Requirements

N/A

3.5.4 Scalability or Extensibility Requirements

N/A

3.5.5 Longevity Requirements

N/A

3.6 Security Requirements

3.6.1 Access Requirements

N/A

3.6.2 Integrity Requirements

N/A

3.6.3 Privacy Requirements

N/A

3.7 Usability Requirements

3.7.1 Ease of Use Requirements

N/A

3.7.2 Personalization and Internationalization Requirements

N/A

3.7.3 Understand ability and Politeness Requirements

N/A

3.7.4 Accessibility Requirements

N/A

3.7.5 User Documentation Requirements

N/A

3.7.6 Training Requirements

N/A

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3.8 Look and Feel Requirement

3.8.1 Appearance Requirements

1. Must be a responsive design
2. Eye catching color variant
3. Left panel navigation system

3.8.2 Style Requirements

1. Hidden data filed can be hidden inside the DOM

3.9 Operational and Environmental Requirements

3.9.1 Expected Physical Environment

N/A

3.9.2 Requirements for Interfacing with Adjacent Systems

N/A

3.9.3 Projectinitialization Requirements

N/A

3.9.4 Release Requirements

N/A

3.10 Legal Requirements

3.10.1 Compliance Requirements

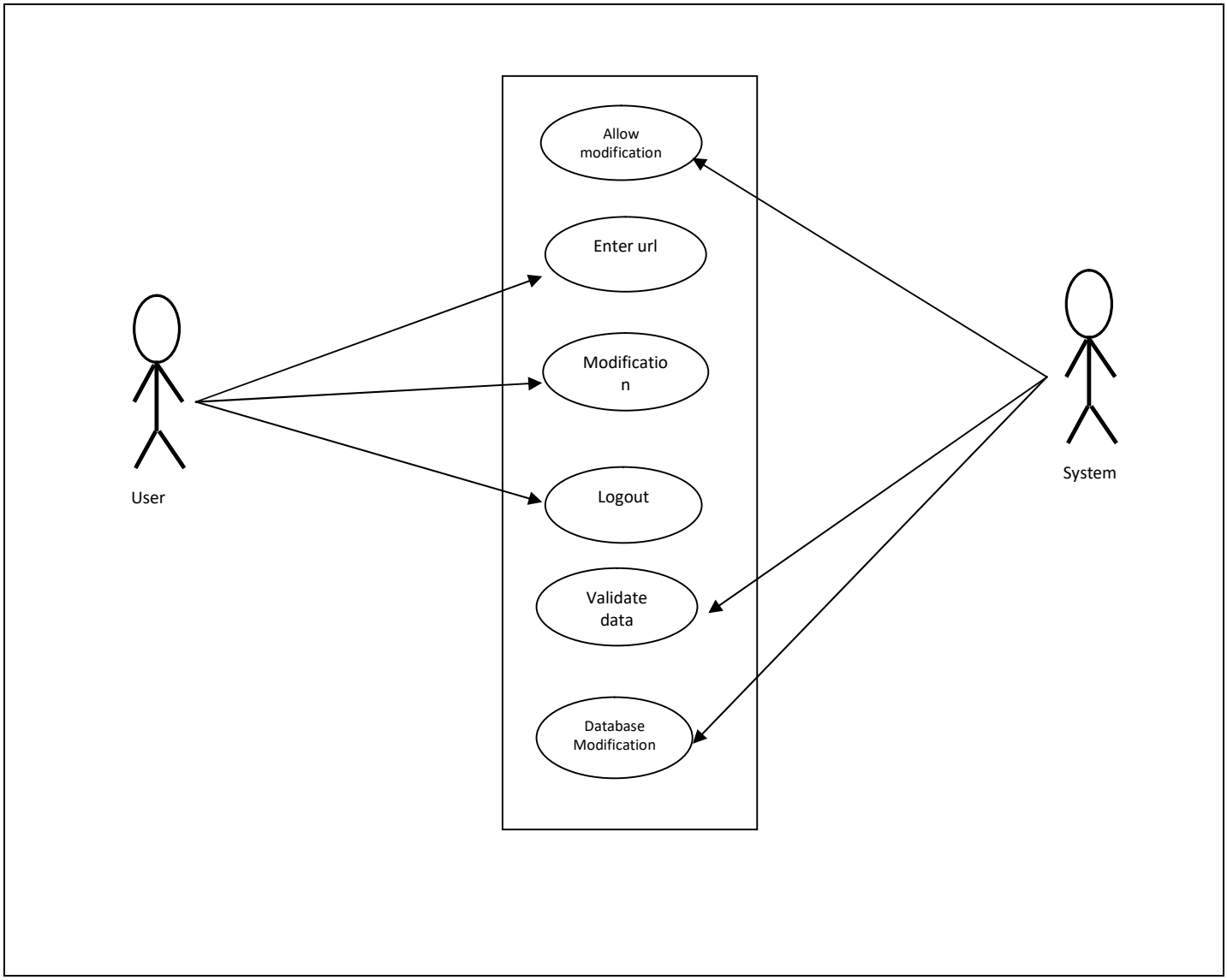
N/A

3.10.2 Standards Requirements

N/A

CHAPTER 4 – SYSTEM ANALYSIS

4.1 Use Case Diagram (Play):



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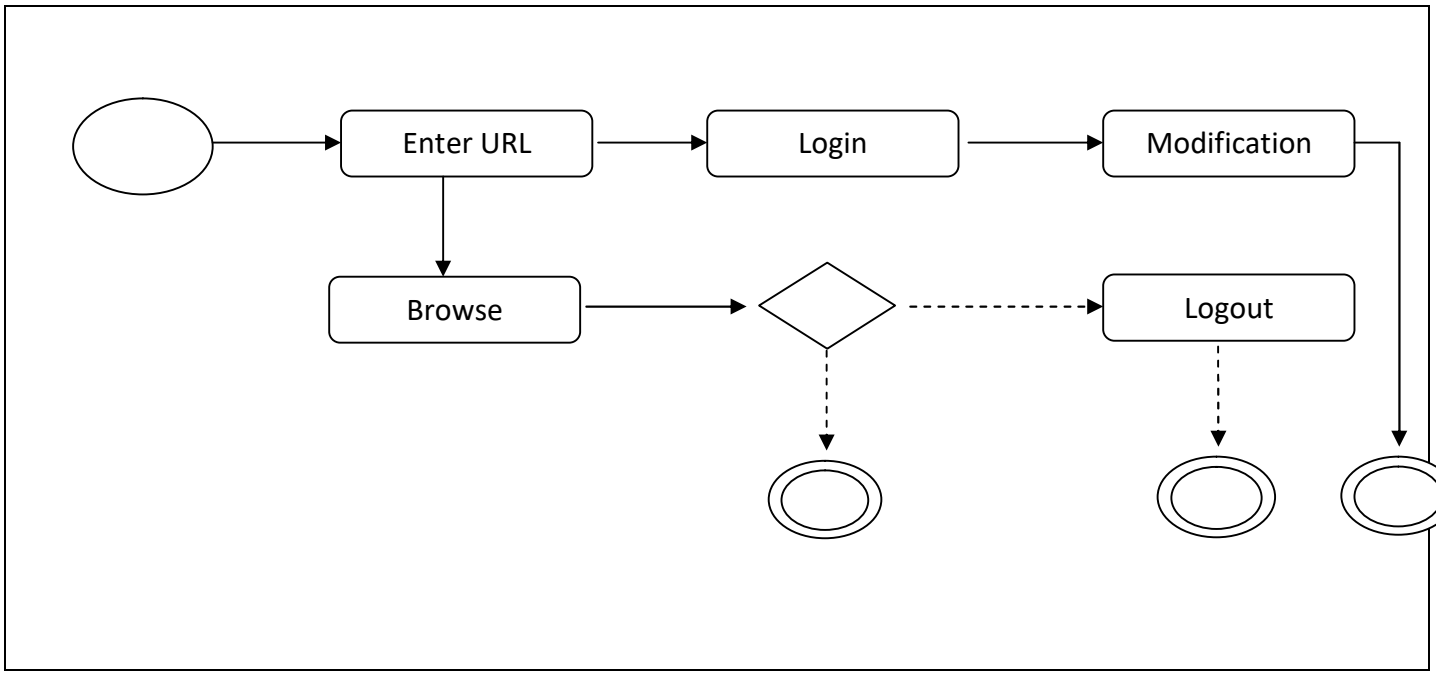
4.2 Activity Diagram:



4.3 Component Diagram:

Interface Provided

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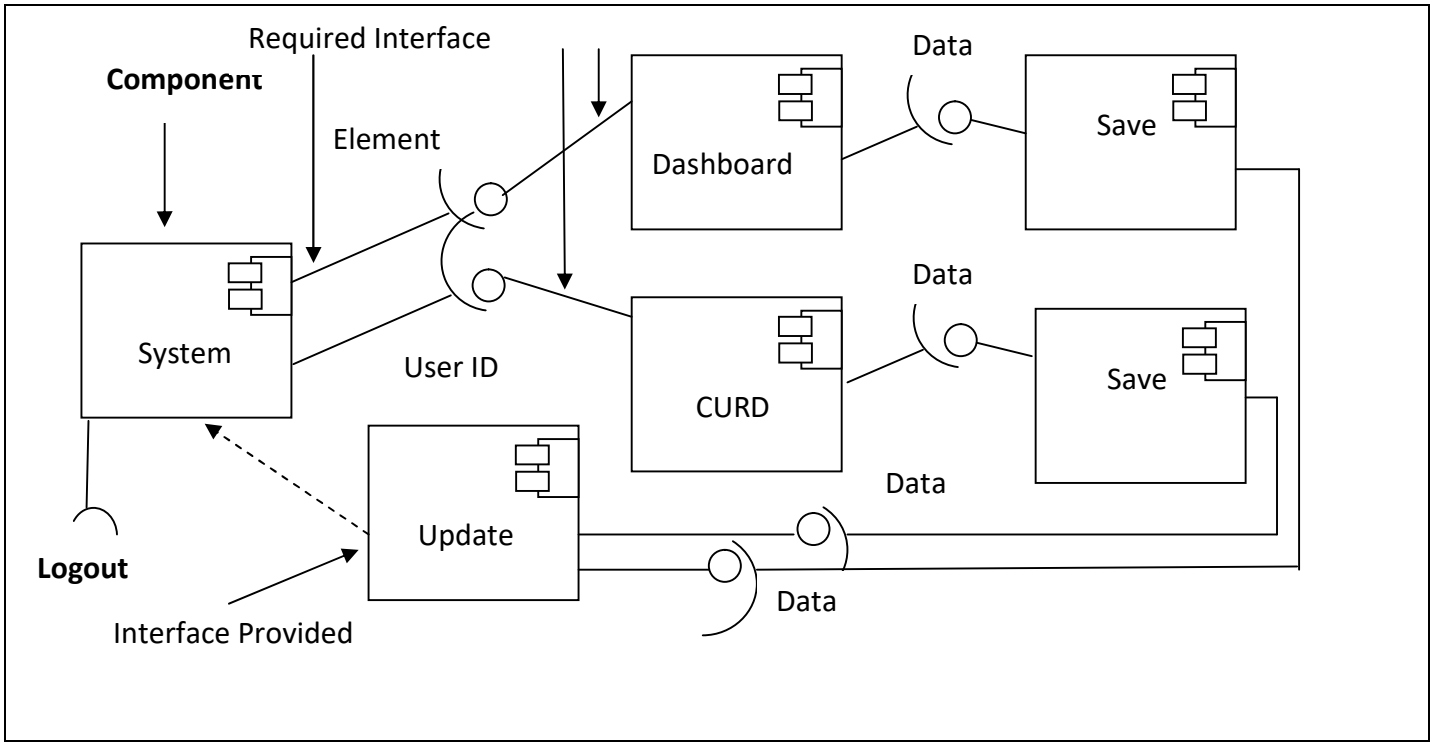
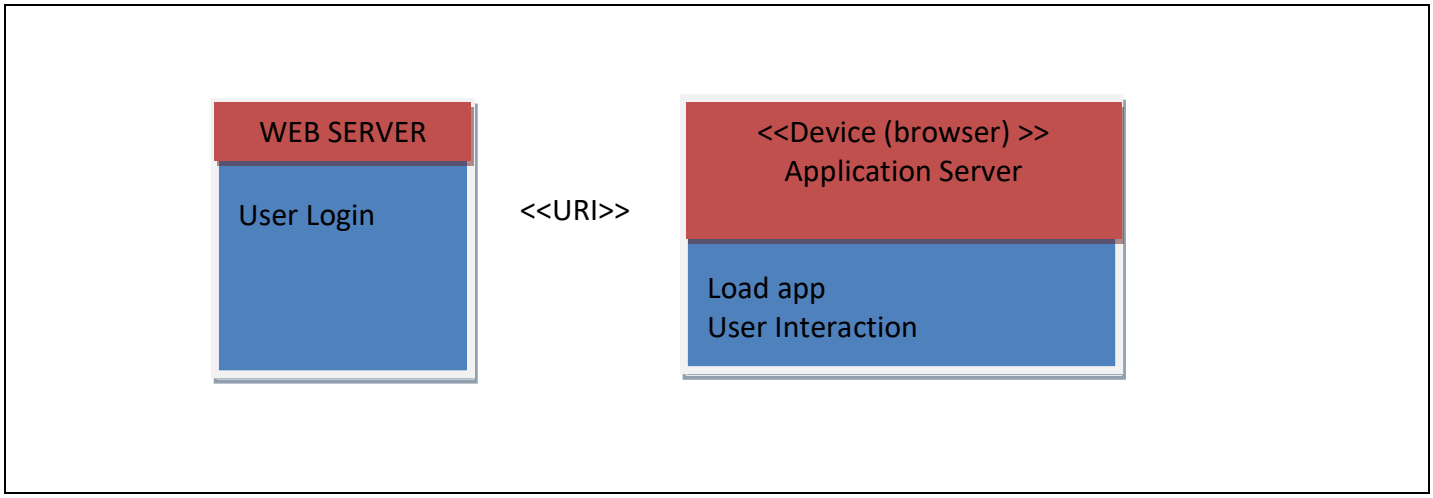


4.4 Deployment Diagram:



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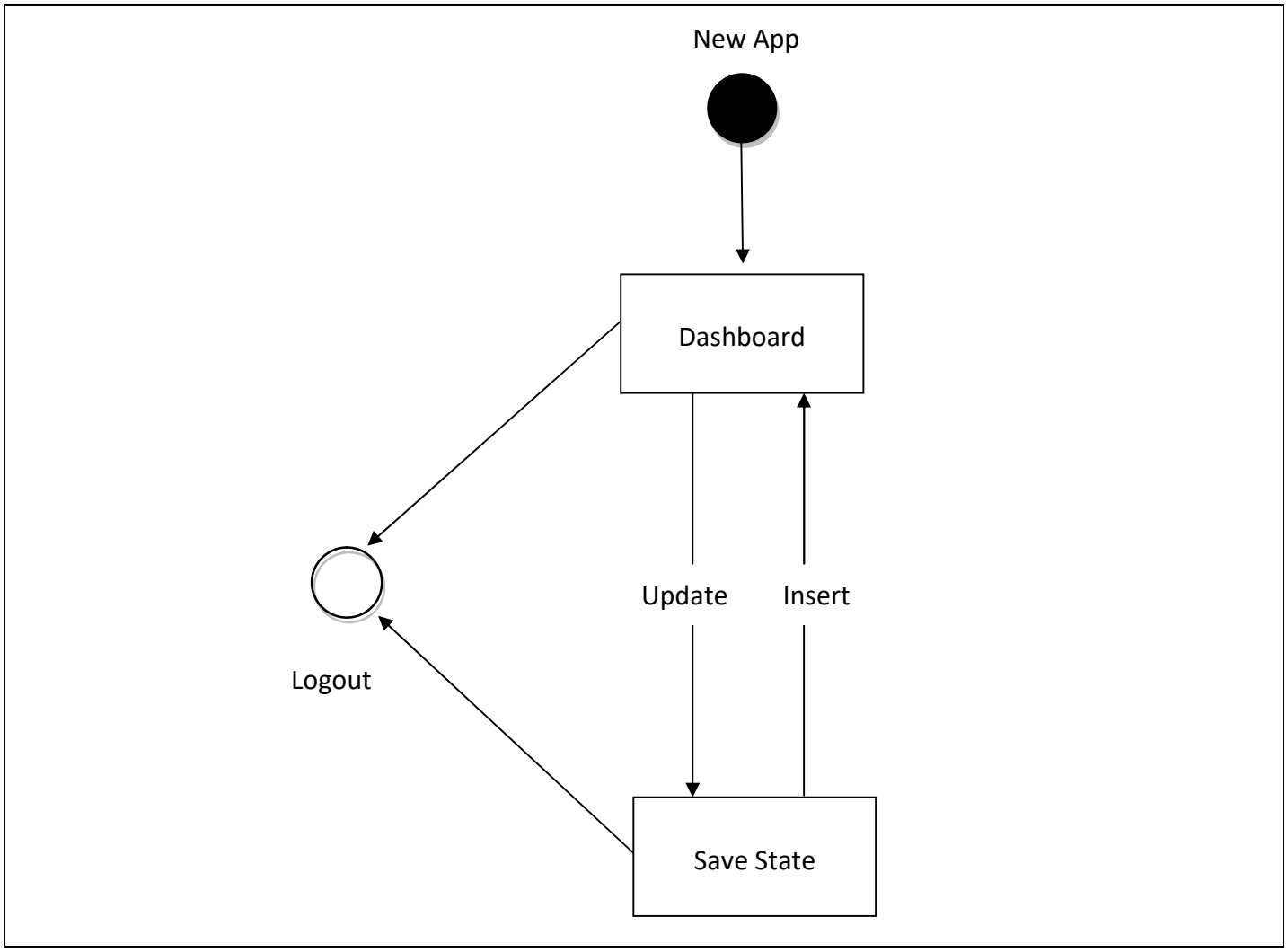
4.5 State Machine Diagram:



4.6 Sequence Diagram:

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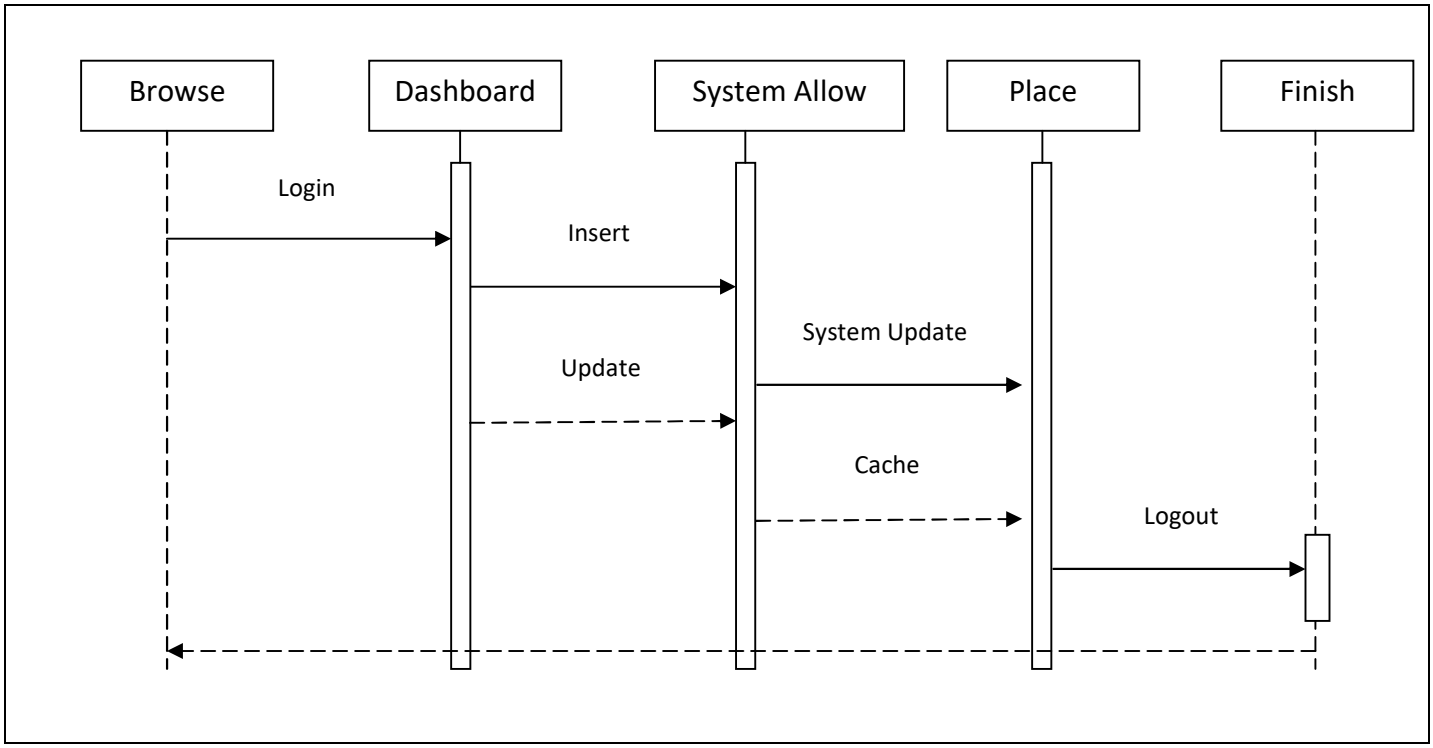
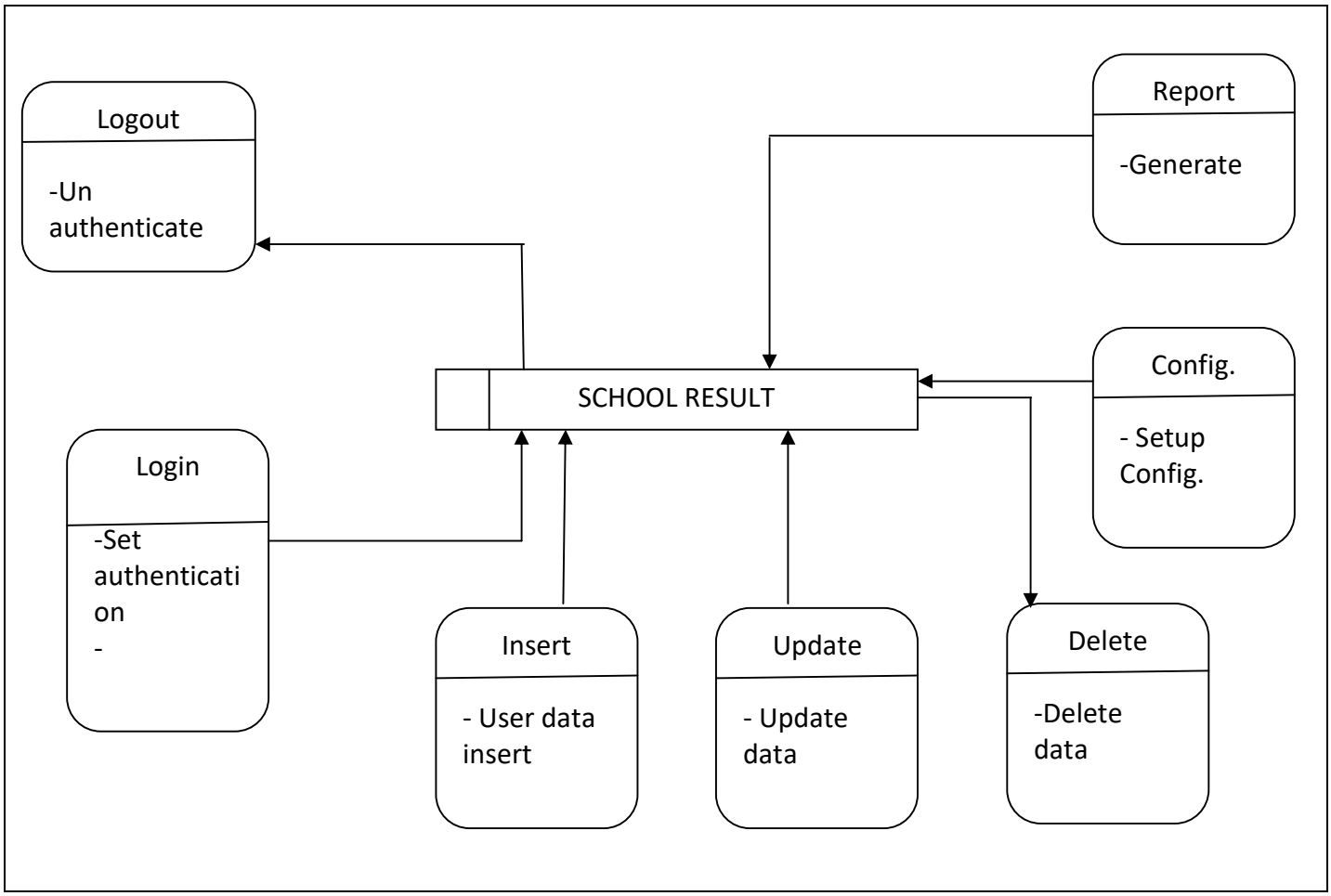


4.7 Data Flow Diagram (DFD – Level 0):



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4.8 Data Flow Diagram (DFD – Level 1):

N/A

CHAPTER 5 – DESIGN AND DEVELOMENT

5.1 Design and Implementation Constraints

5.1.1 Software Language or Framework

N/A

5.1.2 Database Design or Architecture

N/A

5.1.3 File Management

N/A

5.1.4 Data Entry (tools or aggregate backlog data)

N/A

5.2 Development Tools and Technology

5.2.1 User Interface Technology

i. **HTML5**
ii. **CSS3**
iii. **Twitter Bootstrap**
iv. **Font Awesome**
v. **JavaScript**

5.2.2 Implementation Tools & Platforms

i. **Sublime Text 3**

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ii. Apache HTTP Server

5.3 Proposed Software Architecture

5.3.1 Subsystem Decomposition

N/A

5.3.2 Hardware / software mapping

N/A

5.3.3 Access control and security

N/A

5.3.4 Global software control

N/A

5.3.5 Boundary conditions

N/A

5.4 Class Diagram

a. Class diagram for Result

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5.5 Object Design

5.5.1 Object Design trade-offs

N/A

5.5.2 Interface Documentation guidelines

N/A

5.5.3 Packages

N/A

5.5.4 Class Interfaces

N/A

5.5.5 Collaboration Diagram

N/A

5.6 Database Design

5.6.1 Entity Relationship Diagram (ERD)

N/A

5.6.2 Data Dictionary

N/A

5.6.3 Persistent Data Management

N/A

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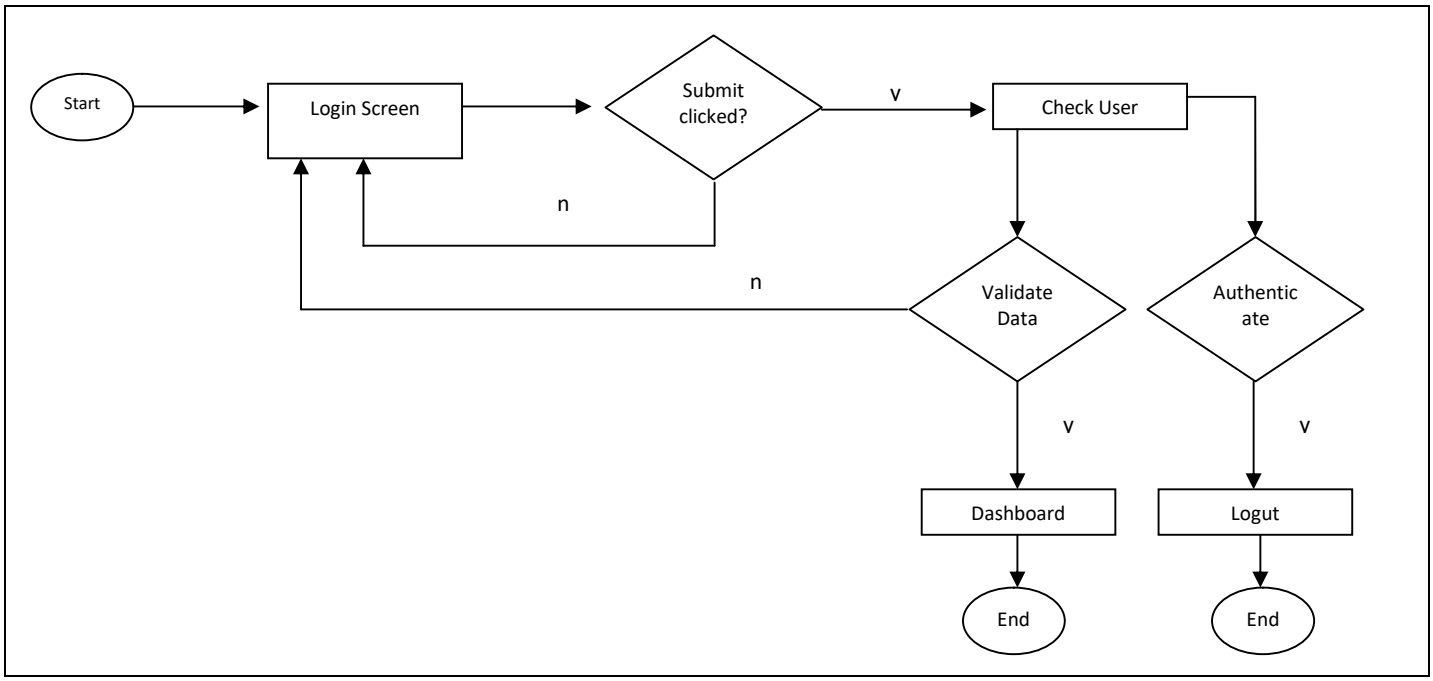
CHAPTER 6 – MISEELLANEOUS

6.1 Algorithm: Login

Step1: Show login screen
Step2: User data
Step3: Validate user data
Step4: Authenticate user
Step5: User Access

6.2 Flow chart: Login



6.3 Algorithm: Configuration

Step1: Navigate desired config.
Step2: Insert data
Step3: Validate Data
Sttep4: Allow save

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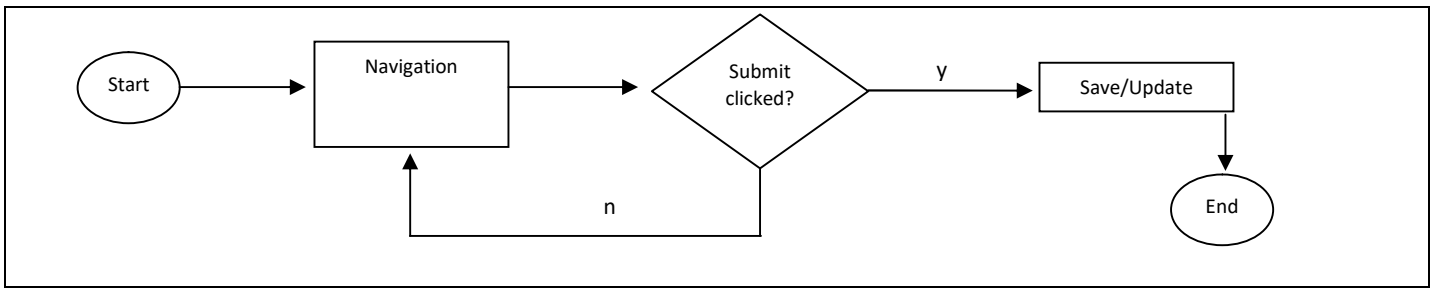
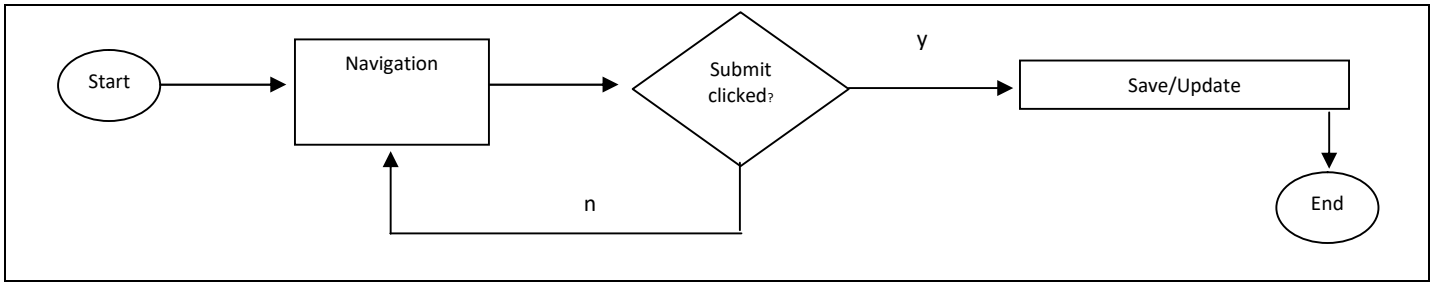
6.4 Flow chart: Configuration



6.5 Algorithm: Subject assign

Step1: Navigate desired student module
Step2: Insert data
Step3: Validate Data
Sttep4: Allow save

6.6 Flow chart: Subject assigns



6.7 Algorithm: Result Generation

Step1: Navigate insert marks
Step2: Input marks
Step3: Update mark
Step4: Publish result

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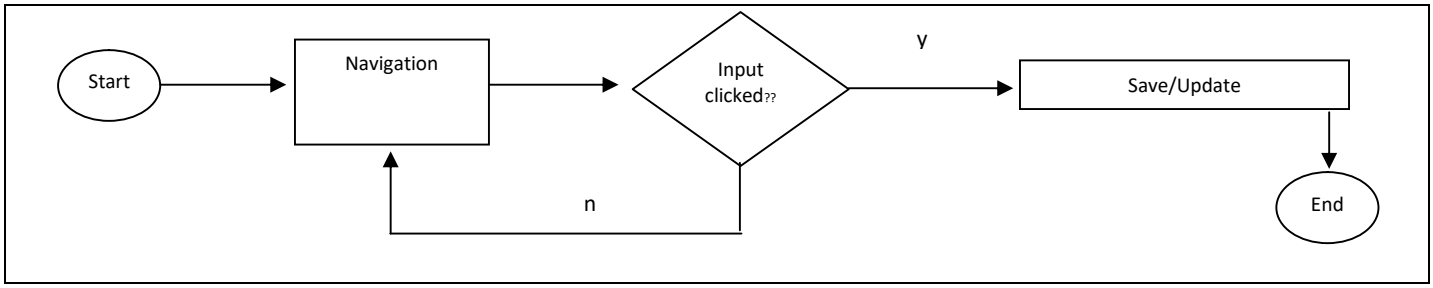
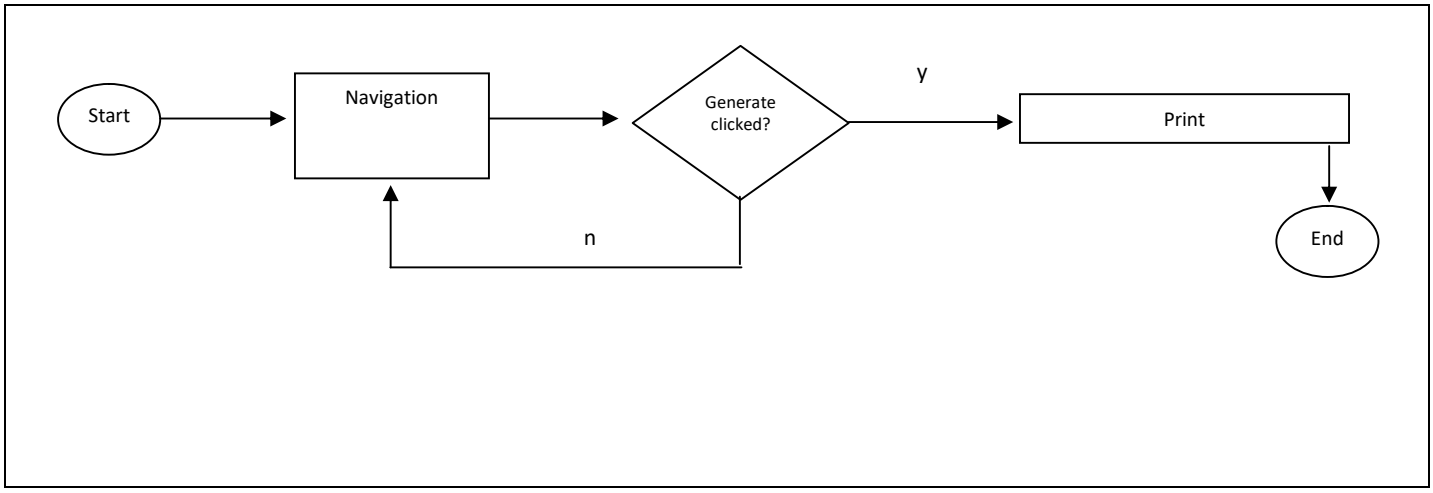


6.8 Algorithm: Report Generation

Step1: Navigate result report
Step2: Generate report



CHAPTER 7 – TESTING
N/A

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CHAPTER 8 – USER MANUAL

8.1 User Guide (Developer)

8.2 Core file:

main.js -- Javascript
index.php - Php
jq.js – Jquery
style.css – Style sheet
bootstrap.min.css – Bootstrap css
bootstrap.min.js – Bootstrap js
fontawesome.min.css – Font Awesome

8.3 Folder Structure:

..
School_system/
Schooltools/
Schoolupload/
system/
tempo_css/
..

CHAPTER 9 – CONCLUSION

9.1 Conclusion

9.1.1 Critical Evolution and Team Attainment:

Finally, we tend to with success developed our system “School Result System”. We've faced lots of drawbacks for gathering data and cooperation. We have tried our boundary and at least create a system.

9.1.2 Limitations:

For Security functions, we've restricted some access otherwise that half is important, we’ve given access, free for all users. For short time we have a tendency to can’t add a lot of data the maximum amount as required. we have very little data for building a giant project the maximum amount as potentially we've tried it.

9.1.3 Obstacles & Achievements:

All testing was done carefully and each test was up to the required standards of the user's. Error tests may be suggested but the above mentioned are just sufficient to test. Testing is an essential phase in system development and therefore it should be taken with a lot of interest.

9.1.4 Future Scope:

We have tried hard to make this project satisfactory and make it more flexible still there are lots of areas to improve like: the security of the system must be stronger. Again, some of the new features to make it more attractive should implement. There should be some challenging part between kids app environment. Popular Communication channel web platform. Apart from these, in future we want to develop a Android version of this app. In future we will update our project & add some interesting feature. We will take a huge hosting space.

9.1.5 Final Synopsis:

Finally we develop our The war for Alphabetic app. This app is helpful for kids in learning purpose. They can enjoy this app because they learning process is different.kids easily motivated for here.In future we upgrade this app.we added new feature for better performance.

CHAPTER 10 – GLOSSARY

10.1 Glossary:

Term	Definition
Database(DB)	Collection of all data
Test Case	Which Part We have tested
User	All people (patient/visitor)
SDLC	Software Development Life Cycle
Software Requirements Specification	A document that completely describes all of the functions of a Proposed system and the constraints under which it must Operate. For example, this document.
UI	User Interface
Waterfall	It's a methodology which we have followed for our system development.
Motivation	Why we have created this system and why user accept it.

CHAPTER 11 – REFERENCES

11.1 References

To develop our project we should be used references such as

- https://www.google.com
- http://www.w3schools.com
- https://www.tutorialspoint.com
- https://www.youtube.com
- http://php.net/manual

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